
The Fantastic Science

A Technologist Sourcebook

Pre-Release Teaser

Written by Matthew Kelsey

Edited by Ryan Nock

Illustrations by Juan Navarro

Layout by Eric Life-Putnam

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E.N.PUBLISHING
1646 Ridge Road
Vankleek Hill, ON
Canada K0B 1R0

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APPENDIX B: TULLIUS CARENS

This section fully details a sample technologist NPC. Where Prentice Cogitens (in Chapter Two) is meant to help you when you have need of a more iconic technologist, Tullius provides a way to introduce technology into your campaign in one of a variety of ways. He is thus much more fleshed out in his presentation.

Using Tullius Carens in Your Game

Tullius Carens is presented here at levels 4, 8, and 12. At each level a brief history of Tullius's life up to that point, some notes on his appearance and combat tactics, and guidelines for how PCs can go about purchasing his services are provided. You can use Tullius in your campaign as a colorful NPC merchant if you wish, but each level of his career also offers a different way to introduce the technologist class and its signature devices into an ongoing campaign or into the background history of a setting or of a particular character, either a PC or an NPC.

At 4th level, Tullius is a simple merchant, not embroiled in any of the large-scale consequences of introducing fantasy technology into the campaign. He makes for a fine, if distant, mentor to a beginning PC technologist or a quiet source of device designs if technologists are not common in the campaign or if you want to keep their profile low. You can also use Tullius as a more or less unique individual who can provide an explanation for why there are only a small number of technologists around. In this scenario Tullius is the inventor (or rediscoverer) of technological devices and the methods of their creation and any PC technologists are among his few students.

At 8th level, Tullius is at the center of a significant mercantile concern, and this fountainhead of commerce and trade can cause the rapid dissemination of fantasy technology if you so desire. In this case, the Clanking Emporium simply shows up one day and leaves a trail of budding technologists in its wake. As Tullius himself discovers, this combination of money and scientific knowledge also makes for a potentially volatile social situation, and the Emporium and its master can serve to introduce fantastic technology into the setting in a way that encourages the PCs to take notice of it and to get involved in the impending crisis. Even if none of the PCs decide to pursue scientific studies, Tullius and his problems still make for an excellent plot device.

At 12th level, Tullius is a more conspiratorial figure who uses his influence to gather information and encourage the spread of technology. Though not

truly evil (unless you make him so), Tullius does bear a grudge against magic-users, and arcane spellcasters in particular. With his variety of cohorts, followers, and construct companions Tullius can act as the villainous mastermind of a whole campaign arc or as the mysterious but more or less altruistic benefactor of a university or other organization dedicated to work in the sciences. At this level Tullius is a true player in various political arenas and can orchestrate any of the technological introduction scenarios discussed in Chapter One. Whatever force was responsible for the destruction of the Carens family (for good or ill) presents a powerful and shadowy opponent to technological progress, and encounters with these mysterious beings could lead to Tullius becoming either a crucial ally or a hated enemy of the PCs.

Tullius, the Wandering Tinker

Tullius Carens is the scion of a family of arcane scholars, but he is also their very own prodigal son. Tullius was raised with the finest tutors and in the best schools but never paid a great deal of attention to his studies until he discovered a strange clockwork creature locked away in the closets of one of his wizardly mentors. Although the talented sage and arcane scholar had proven incapable of restoring the device to functioning order, something about it captivated Tullius's attention. After many nights of unsanctioned study Tullius finally unlocked the mechanical familiar's secrets. When his mentor discovered that Tullius had been tampering with his discarded research projects he sent a testy letter home to the Carens family patriarch. Tullius responded by defending the value of his discoveries and was soon embroiled in a heated exchange of letters with almost every member of his family, many of whom strongly disapproved of any deviation from the path of the mage.

This war of words culminated in an open challenge from Tullius's elder brother, who attempted to enforce his father's edicts. After nearly coming to blows with his own brother Tullius packed up his books and a few simple mechanical contrivances and vanished without warning his family or informing them of his plans. Tullius does not know how the rest of the Carens family feels about his decisions, but they have not yet sought him out and he has no intention of returning to the fold.

Tullius wanders in search of the scattered clues that will lead him to further mastery of the devices he loves. He has even begun to branch out and conduct

his own medical researches, a field even the arcane magic of his tutors was weak in. One of his secret vices as a businessman is that he will provide healing free of charge to needy individuals (provided they don't spread news of his generosity overmuch).

Tullius avoids his former homeland, traveling widely and working as a wandering craftsman and tinker. In this job he makes a barely passable living providing alchemical concoctions and simple metal implements to adventurers and common folk alike.

APPEARANCE

Tullius Carens is a tall young man with aquiline features and a ready grin. He has not yet lost his longstanding habit of wearing the fine clothing of the upper classes, and his garb consists of a weird hodgepodge of fine robes and courtier's outfits modified by a clumsy tailor to be more practical while traveling. Tullius also wears a pair of bulky gold-rimmed spectacles at all times and fiddles with a number of dials and settings on the frame of the lenses when he is nervous. The wandering tinker is always accompanied by Ratchet, the *technologist's familiar* whose discovery and restoration led to Tullius's rebellion from his family several years ago. This beetle-like construct is masterfully fashioned from a sleek, black metal but is often completely invisible under the massive weight of equipment and saleable items that carries with him in his travels.

SERVICES RENDERED

PCs can peruse Tullius's shop, which offers a number of useful household items, including small knives, artisan's tools, and the like as well as a small selection of more powerful alchemical formulae. Tullius will sell any alchemical item he has on hand for its market value and also accepts commissions for items he does not have readily available, assuming that he plans to stay in the area long enough to complete the item. For a 25% increase in a commissioned item's market price Tullius will instead use his craft points and cobble an item together out of the various components he has on hand. Items crafted in this way are generally reliable, but sometimes have surprising effects. Tullius listens eagerly to reports of any unexpected outcomes resulting from using his creations and PCs who report any such anomalies to him receive 50% off their next purchase.

PCs can also receive healing from Tullius, courtesy of his *efficacious nostrum*, or have a strange substance or item identified by means of Tullius's *alchemical assayer*. These services both cost 100 gold pieces. Tullius will use his Heal skill to help anyone who comes to him badly injured. He will not provide

long-term care, however – he's far too busy traveling, peddling his wares, and pursuing leads in his research.

TULLIUS CARENS

CR 4

Human technologist 4

CG Medium humanoid

Init +0; **Senses** Spot +1, Listen +1

Languages Common, Draconic, Dwarven, Elven, Gnome, Halfling, Undercommon

AC 10, touch 10, flat-footed 10

hp 20 (4 HD)

Fort +2, **Ref** +3, **Will** +5

Speed 30 feet (6 squares)

Melee dagger +2 (1d4-1, 19-20/×2)

Ranged light crossbow +3 (1d8, 19-20/×2, 80 feet) or ranged touch +3

Base Atk +3; **Grp** +2

Combat Gear flask of acid, flask of alchemist's fire, tanglefoot bag, thunderstone

Technologist Devices (AL 4th, 55 APs, DC 15):

T(l) – *Tullius's morphological diagnostician*

G(s) – *knife spider, professional's satchel* (for Profession [shopkeeper]), *splendiferous scientific wonder, Tullius's efficacious nostrum*

G(l) – *alchemical assayer, caloric control mantle, detergent spring, neural lancet, technologist's familiar, voice sweetener*

Abilities Str 8, Dex 10, Con 12, Int 16, Wis 13, Cha 14

SQ craft points (850), expert

Feats Lightning Reflexes, Negotiator, Skill Focus (Heal)

Skills Appraise +10 (+2 for alchemy, metalworking, and high technology, +2 for small, detailed items), Concentration +4, Craft (alchemy) +12, Craft (metalworking) +9, Craft (technology) +12, Diplomacy +9, Heal +11 (+2 with healer's kit), Knowledge (architecture and engineering) +6, Knowledge (geography) +6, Profession (shopkeeper) +8, Sense Motive +9, Speak Language 4 ranks

Possessions Combat gear plus dagger, light crossbow and 10 bolts, 3 vials of antitoxin, 2 smokesticks, 3 sunrods, 4 tindertwigs, 5 *alchemical assayer* uses, 10 doses of *Tullius's efficacious nostrum*, *Huewar's handy haversack*, 200 gold pieces' worth of assorted metal tools and minor alchemical items, 12 gp

Carried by Ratchet alchemist's lab, healer's kit, magnifying glass, mwk metalworker's tools (high-quality), mwk technologist's tools (high-quality)

PC Gear As above, plus *bracers of armor* +1, *cloak of resistance* +1, and 2 potions of *cure light wounds*

RATCHET (CARRYING GEAR)

CR –

Technologist's familiar

N Tiny construct

Init +2; **Senses** Spot –5, Listen –5, darkvision 60 feet, low-light vision

Languages none; understands master

AC 13, touch 13, flat-footed 11

hp 6 (½ HD); hardness 10

Immune construct traits

Fort +0, **Ref** +2, **Will** –5

Speed 40 feet (8 squares)

Melee slam +1 (1d3–1, ×2)

Space 2½ ft.; Reach 0 ft.

Base Atk +0; **Grp** –9

Abilities Str 8, Dex 14, Con –, Int –, Wis 1, Cha 1

SQ construct traits

RATCHET (COMBAT MODE)

CR –

Knife spider

N Small construct

Init +1; **Senses** Spot –5, Listen –5, darkvision 60 feet, low-light vision

Languages none; understands master

AC 14, touch 12, flat-footed 12

hp 19 (1 HD); hardness 10

Immune construct traits

Fort +0, **Ref** +1, **Will** –5

Speed 50 feet (10 squares)

Melee slam +1 (1d4, ×2)

Base Atk +0; **Grp** +3

Atk Options attach

Abilities Str 10, Dex 12, Con –, Int –, Wis 1, Cha 1

SQ construct traits

TACTICS

Tullius is not terribly fond of combat but if forced to defend himself he does so vigorously. His first action in any combat is to order Ratchet to drop any gear the *technologist's familiar* is currently carrying and move to defend him. The construct then uses the aid another action to increase Tullius's AC. If possible, Tullius will use his *splendiferous scientific wonder*, *neural lancet*, and alchemical items to disable his attackers and make a quick getaway, but if this fails or if he is sorely pressed he activates his *morphological diagnostician* and attempts to analyze the most vulnerable-looking opponent as he recalls Ratchet to his hand. With an average Heal check the *morphological diagnostician* grants Tullius sneak attack +2d6. The next round, Tullius activates Ratchet as a *knife spider* (this is the *familiar's* combat mode) and throws the newly-deadly at a nearby target, hopefully dealing sneak attack damage to a dazed or hypnotized target. Tullius uses his light crossbow and *neural lancet*

with impunity against targets locked in a grapple with Ratchet – the construct is impervious to errant crossbow bolts and the dazed condition inflicted by the *lancet*.

Expert (Ex): Technologists possess a high degree of learned talent in the skills they choose to study. As a result, they are allowed to use these skills in special ways that are normally only available to members of other classes. To gain the benefit of the Expert ability in relation to a certain skill, the technologist must have at least one rank in the appropriate skill.

Though not spellcasters in anything resembling the traditional sense, technologists with skill in alchemy are adept at using nonmagical techniques to create alchemical concoctions. Technologists of any level may use the Craft (alchemy) skill to create alchemical items as though they were normal spellcasters.

Technologists who have at least 1 rank in the Search skill are deft investigators and can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magical trap has a DC of 25 + the level of the spell used to create it.

If the technologist is a trained trapsmith, she can use the Disable Device skill to disarm magic traps. A magical trap generally has a DC of 25 + the level of the spell used to create it. A technologist who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Tullius, Master of the Clanking Emporium

As Tullius's travels began to take him further and further from the lands he grew up in his knowledge of the arts and sciences of dozens of cultures steadily increased. The greatest breakthrough came with the discovery of the wondrous *clockwidget fabrication gantry* and the construction of the Emporium Clanks, immense mechanical crawlers that can transport a fantastic amount of cargo and move tirelessly over the most inhospitable terrain. These wonders brought Tullius fame and fortune wherever he went – no longer could he pretend to be a simple tinker or wandering merchant. With this fame came hangers-on and for the first time Tullius found dozens of merchants willing to join him in various extremely lucrative enterprises. Tullius's mercantile and

technological success as the master of the Clanking Emporium increased rapidly over the next several years, and in the tumult he almost forgot about his trials with the Carens family and his older brother. All told, life was good.

Along with the merchants, students came, and Tullius was joined by a constantly shifting roster of students eager to learn the secrets of technology. Wide travel led to wide dissemination of knowledge, and Tullius has become one of the most famous masters of the craft almost overnight. Tullius has also begun to actively advocate for the spread of technological knowledge and has laid tentative plans for a great academy of learning in a major city of the realm.

Tullius's rise to fame and to a position of authority eventually brought him once more to the attention of House Carens, and the technologist and his erstwhile clan have skirmished in a number of political battles in the recent past. Many onlookers believe some kind of confrontation between the wizardly old guard and Tullius's new school of thought is inevitable. Tullius seems to derive an almost perverse enjoyment from these ideological conflicts with his own flesh and blood and has gained a somewhat shady reputation among the stodgier established power centers as a result. This notoriety has not kept him from using his blossoming wealth and influence to mastermind a number of public projects intended to increase the quality of education and standard of living in the settlements that lie most directly on his trade routes.

APPEARANCE

Tullius has traveled far from his roots but he retains his youthful good looks. These handsome features are reinforced by a reclaimed habit of dressing luxuriously; Tullius's tailor has much improved since the early years. Of late, he has also acquired an almost palpable force of personality that compels the respect of those around him. Tullius still keeps Ratchet around as a loyal servant and is also accompanied by a pair of Emporium Clanks, enormous centipede-like constructs weighed down with heavy armor plating and a caravan's worth of goods. It is the presence of these colorfully-decorated machines that tells strangers that they are in the presence of a merchant of a different sort.

SERVICES RENDERED

Tullius typically travels with a large and particularly well-stocked mercantile group, and PCs visiting the Clanking Emporium can find a huge variety of goods available for sale amongst the wares of merchants less well-known than Tullius himself. If the

players wish to go shopping, the Clanking Emporium includes between 50 and 300 merchants, caravan guards, animal handlers, and assorted travelers at any given time. The Emporium has a GP limit of 1,000 gold pieces in communities of small town size or smaller and the community's standard GP limit in larger settlements (see *DMG* page 137). A number of more expensive items are also available, but the selection fluctuates constantly and no particular item is readily available as are more inexpensive goods. The Emporium has $10d10 \times 1,000$ gold pieces in ready cash at any given time and thus represents quite a dramatic display of wealth and commerce in the smaller settlements it does business with.

Tullius himself, whether accompanied by secondary merchants or not, is a ready source of potions, minor magical items, alchemical concoctions, and finely-crafted mechanical devices. Tullius's standard wares include masterwork artisan's tools and similar high-quality metal implements, a number of the more commonly-requested magical potions, and several samples of every alchemical item listed in the *PHB* as well as a number of more exotic creations; thus, Tullius will generally have whatever most of his customers want ready at hand. Tullius has also begun to make a name for himself as a master metalworker and alchemist and he will use his craft points to produce rare and special items on commission for the item's market price. He enjoys the challenge of creating a new alchemical substance to a buyer's specifications, however, and characters who get on his good side (with a DC 20 Diplomacy check or good roleplaying) can expect a 25% discount on custom orders if they promise to send word regarding the item's performance in the field.

Tullius's technological resources have also increased in potency and variety. However, due to the political uproar surrounding his use of such devices, only characters that Tullius trusts (due to a DC 20 Diplomacy check or other factors) will be offered activations of his devices. Tullius will use his *alchemical assayer* to identify items brought to him for 100 gold pieces, although particularly powerful magical items may be too difficult for him to correctly identify. He will also offer a dose of his *miraculous vitamin supplement* to a character who expects to have a hard day and could use the extra temporary hit points, which last for 8 hours or until expended. Healing of simple hit point damage is also available for 50 gold pieces in the form of an injection of *Tullius's efficacious nostrum*. More serious maladies can be rectified through the use of the *engineered panacea* – with an average Heal check, Tullius can restore lost hit points up to his activation level or remove the fatigued,

shaken, deafened, or dazed conditions. If required Tullius will also activate his *morphological diagnostician* to gain a +5 insight bonus to his Heal checks, allowing him to remove the nauseated, blinded, or stunned conditions with an average Heal check and 1d4 points of ability damage or 1d2 negative levels with an exceptional roll. Each use of the *engineered panacea* costs the customer 50 gold pieces or 75 gold if Tullius must make use of his *diagnostician* as well. Tullius can also neutralize poison in or on a subject by means of his *bio-reactive theriac*, and charges 750 gold pieces to do so.

Tullius's most precious technologies, his *clockwidget fabrication gantry* and his formula for *aqua venusitas major*, are only made available to his most trusted customers – a privileged condition that can only be attained via a DC 30 Diplomacy check or long-standing status as a trustworthy client. Tullius still has 8 Hit Dice remaining in his maintenance limit for the *clockwidget fabrication gantry* and will build constructs for trusted customers at a cost of 100 gold pieces per Hit Die of the construct. This price does not include any masterwork components that are also to be added to the construct. Tullius makes no promises that these constructs will remain functional forever, and indeed there is a 5% noncumulative chance each week that any given construct will break down as Tullius moves his energies on to other projects. Tullius formulated the *aqua venusitas major* exclusively for his own use, but he is willing to fashion a dose for another individual in exchange for a payment of 32,000 gold pieces. The enhanced treatment (which grants a +6 enhancement bonus to the subject's Charisma score) is also available for an additional 40,000 gold pieces.

TULLIUS CARENS

CR 8

Human technologist 8

CG Medium humanoid

Init +0; **Senses** Spot +1, Listen +1

Languages Common, Draconic, Dwarven, Elven, Gnome, Halfling, Undercommon

AC 10, touch 10, flat-footed 10

hp 38 (8 HD)

Fort +3, **Ref** +4, **Will** +7

Speed 30 feet (6 squares)

Melee dagger +5/+0 (1d4-1, 19-20/x2)

Ranged mwk light crossbow +7/+2 (1d8, 19-20/x2, 80 feet) or ranged touch +6

Base Atk +6; **Grp** +5

Atk Options Point Blank Shot

Combat Gear flask of acid, flask of alchemist's fire, tanglefoot bag, thunderstone

Technologist Devices (AL 8th, 195 APs, DC 17):

T(s) – *aqua venusitas major*, *bio-reactive theriac*

T(l) – *clockwidget fabrication gantry*, *Tullius's morphological diagnostician*

G(g) – *engineered panacea*, *magnificent pitch burler*, *philter fermenter*

G(s) – *jabberblaster*, *knife spider*, *professional's satchel* (for Profession [shopkeeper]; grants +10 competence to a single check), *splendiferous scientific wonder*, *steampunker*, *Tullius's efficacious nostrum* (+50% normal healing)

G(l) – *alchemical assayer*, *caloric control mantle*, *determent spring*, *neural lancet*, *technologist's familiar*, *Tullius's miraculous vitamin supplement* (4d6 + level temp hp), *voice sweetener*

Abilities Str 8, Dex 10, Con 12, Int 17, Wis 13, Cha 18

SQ *aqua venusitas major* (+4 enhancement bonus to Charisma), craft points (3,687), expert, master of gadgetry (*professional's satchel*, *Tullius's efficacious nostrum*, *Tullius's miraculous vitamin supplement*)

Feats Lightning Reflexes, Negotiator, Point Blank Shot, Skill Focus (Heal)

Skills Appraise +13 (+2 for alchemy, metalworking, and high technology, +2 for small, detailed items), Concentration +5, Craft (alchemy) +15, Craft (metalworking) +10, Craft (technology) +16, Diplomacy +12, Heal +15 (+2 with healer's kit), Knowledge (architecture and engineering) +10, Knowledge (geography) +10, Knowledge (nobility and royalty) +9, Profession (shopkeeper) +12, Search +3 (+2 to find secret doors and compartments), Sense Motive +12, Speak Language 4 ranks, Spellcraft +4, Survival +1 (+2 to avoid natural hazards and getting lost)

Possessions Combat gear plus dagger, mwk light crossbow (balanced) and 10 bolts, 5 vials of antitoxin, 2 smokesticks, 3 sunrods, 5 *alchemical assayer* uses, 10 doses of *Tullius's efficacious nostrum*, 10 doses of *Tullius's miraculous vitamin supplement*, *Huewar's handy haversack*, 200 gold pieces' worth of assorted metal tools and minor alchemical items, 57 gp

Carried by Emporium Clanks alchemist's lab, healer's kit, magnifying glass, mwk metalworker's tools (high-quality), mwk technologist's tools (high-quality), 3,000 gold pieces' worth of assorted metal tools, alchemical items, and potions

PC Gear As above, plus *bracers of armor* +2, *cloak of resistance* +2, *headband of intellect* +2, 5 *potions of cure light wounds*, *ring of protection* +1, *ring of sustenance*; add masterwork component (balanced) to *technologist's familiar* and *knife spider*, add masterwork component (trample special ability) to both Emporium Clanks.

RATCHET (CARRYING GEAR) CR –
Technologist's familiar
N Tiny construct
Init +2; **Senses** Spot -5, Listen -5, darkvision 60 feet,
low-light vision
Languages none; understands master

AC 14, touch 14, flat-footed 12
hp 10 (½ HD); hardness 10
Immune construct traits
Fort +0, **Ref** +2, **Will** -5

Speed 60 feet (12 squares)
Melee slam +1 (1d3-1, ×2)
Space 2½ ft.; **Reach** 0 ft.
Base Atk +0; **Grp** -9
Abilities Str 8, Dex 14, Con -, Int -, Wis 1, Cha 1
SQ construct traits

RATCHET (COMBAT MODE) CR –
Knife spider
N Small construct
Init +1; **Senses** Spot -5, Listen -5, darkvision 60 feet,
low-light vision
Languages none; understands master

AC 14, touch 12, flat-footed 12
hp 23 (1 HD); hardness 10
Immune construct traits
Fort +0, **Ref** +1, **Will** -5

Speed 50 feet (10 squares)
Melee slam +1 (1d4, ×2)
Base Atk +0; **Grp** +7
Atk Options attach
Abilities Str 10, Dex 12, Con -, Int -, Wis 1, Cha 1
SQ construct traits

EMPORIUM CLANK (2) CR –
Clockwidges
N Huge construct
Init -1; **Senses** Spot -5, Listen -5, darkvision 60 feet,
low-light vision
Languages none; understands master

AC 20, touch 7, flat-footed 20
hp 84 (8 HD); hardness 10
Immune construct traits
Fort +2, **Ref** +1, **Will** -3

Speed 30 feet (6 squares)
Melee slam +3 (2d6+7, ×2)
Space 15 ft.; **Reach** 15 ft.
Base Atk +6; **Grp** +19
Abilities Str 20, Dex 8, Con -, Int -, Wis 1, Cha 1
SQ construct traits, masterwork components (heavy,
multiple legs)
Possessions banded mail barding
Masterwork Components The Emporium Clank is

particularly sturdy compared to other clockwidges of its size, and gains a +1 enhancement bonus to its natural armor. In addition, the Clank has numerous segmented legs, increasing its speed.

TACTICS

Tullius has grown somewhat more comfortable with the idea of engaging in combat – his volatile political stance and travels to ever more distant lands mean that he must be prepared for violent confrontation when such becomes necessary. Tullius's preferred tactics revolve around the tough and densely-armored Emporium Clanks. Though their bulky armor plating makes them clumsy in combat, they are still very large and quite capable of grappling with an opponent to bear it down. Due to their hardness and high hit points, Tullius does not hesitate to catch the Clanks in the area of effect of his *magnificent pitch hurler* or to use the Huge constructs as cover against ranged attacks. Tullius keeps Ratchet by his side at all times, and the little construct does its best to interpose itself between its master and incoming attacks by taking the aid another action to increase Tullius's AC whenever possible. Tullius knows that he does not have the ability to survive in a protracted struggle and will use his *jabberblaster* and *splendiferous scientific wonder* to sow confusion and escape if need be. Tullius will not hesitate to retreat and use his numerous healing devices to quickly recuperate from damage if necessary – he knows he can always come back later with even more constructs and humanoid allies at his side.

Tullius, Technological Conspirator

The confrontation with House Carens that Tullius was secretly looking forward to eventually came to pass, but not in the way in that anyone ever expected. On an otherwise normal day, Tullius received a letter, apparently from the Carens family patriarch, summoning him to Villa Carens for a conference. Were it not for the sharp eyes and illicit skills of Tullius's favorite student (and reputed paramour), the half-elf Ceryl Thaliol, the letter's forged nature would never have come to light and Tullius would have walked all unknowing into a deadly situation. Instead, Tullius departed surreptitiously for the Carens estate wary of danger and protected by Ceryl and the newly-created humanoid construct bodyguards known as Technologic Avatars.

By the time Tullius arrived, however, Villa Carens was devoid of human life, without any apparent signs of a struggle. What Tullius and his party found

instead was an haunted place that had become a deadly labyrinth overnight. The now uninhabited estate was protected by a number of strange and uncontrolled undead creatures that nearly killed Tullius and Ceryl. Worse, once the technologists penetrated into the laboratories beneath the Villa they stumbled across evidence of sorcerous experiments apparently designed to destroy technologists and the devices they rely upon. The implication was obvious – the Carens family had been preparing to eliminate their technological rivals by force when some unknown disaster, possibly unrelated, struck them down or scattered them. But who had sent the forged letter, if not the family patriarch? Tullius's elder brother, seeking revenge against the family embarrassment? One of Tullius's political or mercantile enemies, capitalizing on a horrible accident? Or some unknown and probably malevolent agent? Tullius has been unable to track down any member of the Carens family to learn more of the disaster; since the discovery of the abandoned and undead-haunted estate his entire family seems to have simply vanished.

Deeply shaken by his discoveries and by the questions that still remained, Tullius retired from public life and has slowly built up an extensive network of allies and informants that allows him to efficiently pursue his search for his missing family members and for the information he needs to avenge or punish them. Tullius is much less concerned with encouraging the growth of technology through education and generosity now than he was before the incident, and he has steadily become more and more obsessed with the identity of the mysterious creature or creatures that caused the disaster at Villa Carens. Tullius fears to discover that a member of his own family, and perhaps even his own brother, turned to dark deeds in the political and ideological struggles over the place of science and technology. Every day Tullius moves closer to a confrontation with an enigmatic foe and of his friends and allies only the fiercely loyal Ceryl continues to have complete faith in his quest. The others have begun to fear the day that Tullius goes too far in the name of vengeance against someone whose identity he does not even know.

APPEARANCE

Tullius looks much as he did earlier in his life, albeit with a few more wrinkles and the first few gray hairs beginning to show. After his trials at Villa Carens, Tullius has been much less willing to show himself in public. He habitually uses his *hat of disguise* to completely alter his appearance or that of one of the Technologic Avatars. These artfully-constructed

humanoid constructs act whenever possible as bodyguards and disguised stand-ins for Tullius or Ceryl. With his increasing paranoia Tullius has taken to using his recently-purchased *hat of disguise* to regularly change minor features of his appearance – the exact shade of his hair, the color of one eye or some almost unnoticeable feature of his build or clothing – in the belief that doing so unnerves those of his potential enemies he deigns to meet with. Tullius still takes Ratchet with him whenever he is able and this habit may give characters a clue as to the identity of someone who prefers to remain in the shadows. Tullius also maintains an improved version of his well-known Emporium Clank and occasionally loans the construct to his business associates when doing so seems wise or especially profitable. In any case, the hulking machine makes a convincing deterrent to violence.

Ceryl Thaliol, Tullius's most loyal associate, frequently accompanies him. She is an unusually tall half-elf (standing a full five and a half feet tall) with soft features, flat blue eyes, and a hypnotic voice. She wears a light silk robe of subdued grey to conceal her armor and the devices and weapon she carries with her at all times. Ceryl is capable of startling savagery and quickness of action when Tullius's life or her own is threatened. Other characters rarely know when they have encountered Tullius's lieutenant, however, as she spends much of her time in the guise of one of various cover identities, a game at which she is quite skilled. Only when in Tullius's company and at ease with her surroundings does Ceryl neglect to wear some sort of disguise or carry several weapons and devices for her protection.

SERVICES RENDERED

Tullius rarely travels with the Clanking Emporium anymore and he leaves his less influential partners to handle the bulk of the caravan's business. However, the Emporium remains in operation and has grown even more popular over time. The same sorts of items and goods are available from the Emporium as noted above, except that the caravan's gold piece limit has increased to 5,000 and the amount of ready cash it has on hand now comes to 20d12 × 1,000 gold pieces. Tullius still maintains strong ties to the Emporium and characters wishing to discover his location and current activities often look there first; a DC 25 Gather Information check is sufficient to reveal some significant clue concerning Tullius's current activities.

Tullius himself only rarely accepts commissions to use his devices or produce specially-commissioned items on another individual's behalf. Special

alchemical and mechanical commissions are still available to trusted associates, but only for a 50% increase in the item's usual market price. Convincing Tullius to use one of his devices requires a DC 30 Diplomacy check. Identification of an item or substance via the *alchemical assayer* costs 200 gold pieces. As Tullius's medical knowledge has improved so have his healing capabilities, and he is now able to offer the use of *Tullius's potent catholicon* – for 750 gold pieces Tullius will heal all ability score damage and drain, hit point damage, or adverse conditions a patient is currently suffering from, drawing from his available devices to do so. He no longer offers the use of specific devices for healing purposes, instead choosing to charge a flat rate and guarantee results.

Tullius's most valuable devices are still his formulations of *aqua major* and his *clockwidget fabrication gantry*. Purchasing the alchemical treatment necessary to grant a +4 enhancement bonus to Intelligence or Charisma requires a payment of 32,000 gold pieces to Tullius and the extended treatment that provides a +6 enhancement bonus to either of these ability scores costs an additional 40,000 gold pieces, for a total cost of 72,000 gold. Tullius is not generally willing to create customized clockwidgets on commission anymore, but he is willing to loan a Technologic Avatar or Emporium Clank Mk II to another character for 600 gold pieces per week, paid in advance.

Tullius has also mastered and constructed a *worldwalker's baton*, which allows instantaneous transportation to anywhere on the same plane. Tullius's possession of this device is not well known, however, and he definitely prefers it that way. Thus, Tullius will not offer to use the *baton* on another's behalf unless they succeed at a DC 40 Diplomacy check or convince him of their trustworthiness in some other very persuasive way. Using the *worldwalker's baton* costs Tullius roughly one-third of his daily activation points and therefore leaves him vulnerable to attack, so he typically asks a price of 4,000 gold pieces to open a gateway using the *baton*.

TULLIUS CARENS

CR 12

Human technologist 12

CN Medium humanoid

Init +0; **Senses** Spot +1, Listen +1

Languages Common, Draconic, Dwarven, Elven, Gnome, Halfling, Undercommon

AC 10, touch 10, flat-footed 10

hp 56 (12 HD)

Fort +5, **Ref** +6, **Will** +9

Speed 30 feet (6 squares)

Melee dagger +8/+3 (1d4–1, 19–20/×2)

Ranged mwk light crossbow with +1 bolts +10/+5 (1d8+1, 19–20/×2, 80 feet) or ranged touch +9

Base Atk +9; **Grp** +8

Atk Options Point Blank Shot

Combat Gear flask of acid, flask of alchemist's fire, tanglefoot bag, thunderstone

Technologist Devices (AL 12th, 405 APs, DC 22):

A(g) – *worldwalker's baton*

A(s) – *Tullius's swan song*

T(g) – *Tullius's potent catholicon, scuttlebug launcher*

T(s) – *aqua intelligentiae major, aqua venusitas major, bio-reactive theriac*

T(l) – *clockwidget fabrication gantry, defensive kinetic shield, metabolic interdiction field, Tullius's morphological diagnostician*

G(g) – *engineered panacea, magnificent pitch burler, philter fermenter, velocitous footgear*

G(s) – *jabberblaster, knife spider, professional's satchel* (for Profession [shopkeeper]; grants +10 competence to a single check), *splendiferous scientific wonder, steamplunker, Tullius's efficacious nostrum* (+50% normal healing)

G(l) – *alchemical assayer, caloric control mantle, deterrent spring, neural lancet, photon scattering shield, technologist's familiar, Tullius's miraculous vitamin supplement* (4d6 + level temp hp), *voice sweetener*

Abilities Str 8, Dex 10, Con 12, Int 22, Wis 13, Cha 18

SQ *aqua intelligentiae major* (+4 enhancement bonus to Intelligence), *aqua venusitas major* (+4 enhancement bonus to Charisma), craft points (11,375), expert

Feats Leadership (cohort: Cerlyn Thaliol – score 17), Lightning Reflexes, Negotiator, Point Blank Shot, Skill Focus (Bluff), Skill Focus (Heal)

Skills Appraise +17 (+2 for alchemy, metalworking, and high technology, +2 for small, detailed items), Bluff +17, Concentration +9, Craft (alchemy) +20, Craft (metalworking) +13, Craft (technology) +23, Diplomacy +20, Disguise +4 (+10 *hat if disguise*, +2 acting), Heal +19 (+2 with healer's kit), Intimidate +9, Knowledge (architecture and engineering) +15, Knowledge (geography) +13, Knowledge (nobility and royalty) +15, Profession (shopkeeper) +12, Search +6 (+2 to find secret doors and compartments), Sense Motive +16, Speak Language 4 ranks, Spellcraft +8, Survival +1 (+2 to avoid natural hazards and getting lost)

Possessions Combat gear plus dagger, mwk light crossbow (balanced), 10 +1 bolts, 4 vials of antitoxin, 2 smokesticks, 3 sunrods, 5 *alchemical assayer* uses, 5 *scuttlebug launcher* charges, 10 doses of *Tullius's efficacious nostrum*, 10 doses of *Tullius's miraculous vitamin supplement*, 5 doses of *Tullius's*

potent catholicon, circlet of persuasion, hat of disguise, Huewar's handy haversack, 200 gold pieces' worth of assorted metal tools and minor alchemical items, 69 gp

Carried by Emporium Clank Mk II alchemist's lab, healer's kit, magnifying glass, mwk metalworker's tools (high-quality), mwk technologist's tools (high-quality), 4,450 gold pieces' worth of assorted metal tools, alchemical items, and potions

PC Gear As above, plus *amulet of health* +2, *cloak of resistance* +3, *helm of telepathy*, 5 potions of *cure moderate wounds*, *ring of protection* +2, *ring of sustenance*, *robe of useful items*; add masterwork component (balanced) to technologist's familiar and knife spider, add masterwork component (balanced) to both Technologic Avatars.

RATCHET (CARRYING GEAR)

CR –

Technologist's familiar

N Tiny construct

Init +2; **Senses** Spot –5, Listen –5, darkvision 60 feet, low-light vision

Languages none; understands master

AC 14, touch 14, flat-footed 12

hp 14 (½ HD); hardness 10

Immune construct traits

Fort +0, **Ref** +2, **Will** –5

Speed 60 feet (12 squares)

Melee slam +1 (1d3–1, ×2)

Space 2½ ft.; **Reach** 0 ft.

Base Atk +0; **Grp** –9

Abilities Str 8, Dex 14, Con –, Int –, Wis 1, Cha 1

SQ construct traits

RATCHET (COMBAT MODE)

CR –

Knife spider

N Small construct

Init +1; **Senses** Spot –5, Listen –5, darkvision 60 feet, low-light vision

Languages none; understands master

AC 14, touch 12, flat-footed 12

hp 27 (1 HD); hardness 10

Immune construct traits

Fort +0, **Ref** +1, **Will** –5

Speed 50 feet (10 squares)

Melee slam +1 (1d4, ×2)

Base Atk +0; **Grp** +14

Atk Options attach

Abilities Str 10, Dex 12, Con –, Int –, Wis 1, Cha 1

SQ construct traits

EMPORIUM CLANK Mk II

CR –

Clockwidge

N Huge construct

Init –1; **Senses** Spot –5, Listen –5, darkvision 60 feet, low-light vision

Languages none; understands master

AC 21, touch 7, flat-footed 21

hp 106 (12 HD); hardness 10

Immune construct traits

Fort +4, **Ref** +3, **Will** –1

Speed 30 feet (6 squares)

Melee slam +6 (2d6+7, ×2)

Space 15 ft.; **Reach** 15 ft.

Base Atk +9; **Grp** +22

Special Actions trample

Abilities Str 20, Dex 8, Con –, Int –, Wis 1, Cha 1

SQ construct traits, masterwork components (heavy, multiple legs, trample)

Possessions mwk half-plate barding (custom fit, heavy)

Masterwork Components The Emporium Clank Mk II is particularly sturdy compared to other clockwidges of its size, and gains a +1 enhancement bonus to its natural armor. In addition, the Clank has more and sturdier legs than usual, increasing its speed and granting it the trample special attack.

TECHNOLOGIC AVATARS (2)

CR –

Clockwidges

N Medium construct

Init –1; **Senses** Spot –5, Listen –5, darkvision 60 feet, low-light vision

Languages none; understands master

AC 22, touch 9, flat-footed 22

hp 86 (12 HD); hardness 10

Immune construct traits

Fort +4, **Ref** +3, **Will** –1

Speed 40 feet (8 squares)

Melee slam +14 (1d6+7, ×2)

Base Atk +9; **Grp** +14

Abilities Str 20, Dex 8, Con –, Int –, Wis 1, Cha 1

SQ construct traits, masterwork components (heavy, size reduction ×2)

Possessions mwk chain shirt (custom-fit, heavy), mwk light steel shield (custom-fit)

Masterwork Components Technologic Avatars have an adamantine-laced structure, granting them a +1 enhancement bonus to their natural armor. In addition, these incredibly sophisticated clockwidges feature extensive miniaturization of parts, and thus are two size categories smaller than they would otherwise be.

CERYL THALIOI

CR 10 TACTICS

Half-Elf rogue 6/technologist 4

CN Medium humanoid

Init +6; **Senses** Spot +0, Listen +0; low-light vision

Languages Common, Draconic, Dwarven, Elven, Gnome, Halfling, Undercommon

AC 18, touch 12, flat-footed 18; uncanny dodge

hp 47 (10 HD)

Immune sleep

Resist evasion

Fort +5, **Ref** +9, **Will** +6 (+8 vs. enchantment)

Speed 30 feet (6 squares)

Melee +1 rapier +11/+6 (1d6+1, 18–20/×2)

Ranged mwk composite shortbow +10/+5 with +1 arrows (1d6+1, 20/×3, 70 feet) or ranged touch +9

Base Atk +7; **Grp** +7

Atk Options sneak attack +3d6

Combat Gear antitoxin, tanglefoot bag, 5 cold iron arrows, 5 alchemical silver arrows, 5 adamantite arrows, 2 *potions of cure serious wounds*, *potion of fly*, *potion of invisibility*, *potion of shield of faith* +5

Technologist Devices (AL 4th, 55 APs, DC 15):

T(l) – *metabolic interdiction field*

G(g) – *velocitous footgear*

G(s) – *knife spider*, *splendiferous scientific wonder*, *steampunker*, *Tullius's efficacious nostrum*

G(l) – *discourse replicator*, *neural lancet*, *photon scattering shield*, *Tullius's miraculous vitamin supplement*, *voice sweetener*

Abilities Str 10, Dex 14, Con 12, Int 16, Wis 8, Cha 18

SQ *aqua venusitas major* (+4 enhancement bonus to Charisma), craft points (850), expert, half-elf racial traits, trap sense +2, trapfinding

Feats Deceitful, Improved Initiative, Weapon Finesse, Weapon Focus (rapier)

Skills Bluff +16, Craft (technology) +12, Disguise +11 (+10 *hat of disguise*, +2 acting), Diplomacy +22, Forgery +13, Gather Information +20, Hide +14, Intimidate +15, Knowledge (local) +9, Move Silently +14, Search +12, Sense Motive +6, Speak Language 3 ranks

Possessions Combat gear plus +2 *chain shirt* (custom-fit), +1 *rapier* (balanced), mwk composite shortbow (balanced) with 10 +1 *arrows*, *amulet of resistance* +1 (as *cloak*), *hat of disguise*, disguise kit, masterwork technologist's tools (high-quality), masterwork forger's tools (high-quality), 117 gp

PC Gear As above, plus *boots of elvenkind*, *circlet of persuasion*, *cloak of elvenkind*, *dust of appearance*, *dust of tracelessness*, *elixir of hiding*, *elixir of sneaking*, *gloves of Dexterity* +2, *ring of force shield*; upgrade rapier to +1 and *frost*, upgrade *amulet* to +2

Tullius refuses to go into battle without preparing beforehand by activating his *miraculous vitamin supplement* and *defensive kinetic shield*. If necessary he will take the first two rounds of combat to activate these devices. Tullius relies on his constructs keep opponents busy, and positions them in the most defensible locations even if doing so will limit their attack capabilities. Once prepared for battle, Tullius uses his *metabolic interdiction field* (to which the constructs are immune) and his *scuttlebug launcher* to control the battlefield and weaken opponents until his Technologic Avatars and other allies can deal with any remaining threats. If Tullius takes more than half his maximum hit point total in real damage he will try to flee or use his devices to heal himself as required.

Ceryl uses much the same tactics, frequently leading with her *metabolic interdiction field* to confound and weaken targets while she moves into position to make sneak attacks with her rapier or shortbow. She uses her *photon scattering shield* and *knife spider* to protect herself and provide flanking opportunities and will also use her *velocitous footgear* to rapidly escape or move into position to attack a weakened foe. Like Tullius, Ceryl is aware that she has many additional resources to bring to bear if need be and will not risk her life unnecessarily – Ceryl flees or seeks healing from Tullius if she is reduced to one-third or less of her normal hit point total.

Sample Devices

ALCHEMICAL ASSAYER

Gadget (lesser)

Activation Time: 10 minutes

Range: Touch

Target: One touched object

Duration: Instantaneous

Saving Throw: None

Activation Cost: 5 points

Weight: 10 lbs.

An *alchemical assayer* is a portable laboratory that allows you to quickly and thoroughly analyze an alchemical compound, technological device, or magical item in your possession. You make an Appraise check – the DC is 15 for an alchemical item (or 20 for a particularly unusual compound) and 15 + ½ the device's activation level for devices. Magical items may also be identified through various negative tests but this is tricky due to the interference of the enchanted item on the device. Identifying a magical item with an *alchemical assayer* has a DC of 20 + ½ the item's caster level.

If you succeed on the Appraise check, you determine every property of the alchemical item (including market value and application method) or the technological device or magical item (including its exact effect, duration, and activation cost). Retries are allowed for this roll, but require multiple activations of the *alchemical assayer*.

Expensive Components: Each use of the *alchemical assayer* expends rare alchemical reagents and disposable tools costing 5 gp. This is not an optional expensive component. You can also prepare an automated battery of tests costing 390 gold pieces, which reduces the *alchemical assayer's* activation time to 1 standard action.

AQUA INTELLIGENTIAE MAJOR

Technology (standard)

Activation Time: 2 hours; see text

Range: Touch

Target: Living creature touched

Duration: 24 hours; see text

Saving Throw: Fortitude negates (harmless)

Activation Cost: 30 points (see text)

Weight: 17 lbs.

Aqua intelligentiae major is a potent alchemical elixir, designed with a specific creature's body chemistry in mind, which will alter and enhance that creature's intellectual prowess if the potion is properly administered. When you choose to master this device you must choose one specific person or creature that

the *aqua* is intended for. Other creatures can receive temporary benefits from an injection of *aqua*, but in any metabolic system other than the intended creature's the natural chemistry of the creature breaks down the potion after just 24 hours.

When infused into a creature's blood, *aqua intelligentiae major* enhances the target's central nervous system – scarlet and blue fibers grow between the two hemispheres of the brain, improving quickness and ease of memory recall. These alchemically-strengthened nerves improve the subject's intellect and ability to recall information. The net effect is a +4 enhancement bonus to the target's Intelligence, which lasts for 24 hours. Distilling and administering the dose takes 2 hours and costs 30 activation points.

A dose of the potion remains viable even if it is not immediately injected into a creature, but the one-day duration is tracked from the moment it was ready, not from the moment it was injected.

Additionally, when properly infused into the intended creature chosen when the device was mastered, the duration is permanent. This process is long, requiring the technologist to activate the device four times in a row and to spend 120 activation points over the course of 8 hours. Once this process is complete, nothing short of extensive nerve damage will remove the effects of the infusion – it cannot be dispelled, and carries over even if the subject is *resurrected* or *raised* from the dead.

The 17-pound weight represents the distilling device that creates the potion. A dose of the potion itself is effectively weightless.

Expensive Component: By making a second, more costly infusion for the single creature you chose when mastering the device the elixir's effects can be augmented to provide a +6 enhancement bonus to Intelligence. This secondary infusion costs 10,000 gold pieces and incorporates the brain of a marilith demon as a key ingredient. The recipient of this treatment sometimes finds itself compulsively making rapid calculations of seemingly unimportant details in the back of their mind. Completing this secondary transformation requires 16 hours of activation to run its course, expending a total of 240 activation points.

It is also possible to adapt the formula for *aqua intelligentiae major* to creatures other than the one it was originally intended for. This development process costs 20,000 gold pieces and allows you to permanently infuse the potion into the body of one additional specific individual. This individual must be on hand for a full week while you develop the modified serum.

AQUA VENUSITAS MAJOR

Technology (standard)

Activation Time: 2 hours; see text

Range: Touch

Target: Living creature touched

Duration: 24 hours; see text

Saving Throw: Fortitude negates (harmless)

Activation Cost: 30 points (see text)

Weight: 17 lbs.

Aqua venusitas major is a potent alchemical potion that changes the subject's personal magnetism once infused into the target's blood. The subject acquires a subtle magnetic field that influences the its personality and has a powerful effect on its interlocutors. A side effect is a change in the subject's eyes that gives the appearance of a greenish sheen and of almost-invisible pink flecks in the iris. The creature's alchemically strengthened presence improves its personal magnetism and force of personality. The net effect is a +4 enhancement bonus to the target's Charisma. This device is identical to *aqua celeritas major* except that the enhanced ability score is Charisma.

Expensive Component: The expensive component required to increase the enhancement bonus permanently granted by this device from +4 to +6 is nymph's blood and several pounds of alchemically pure iron instead of vampire blood. The recipient of this treatment sometimes gains a literal magnetic attraction for very small metal objects.

BIO-REACTIVE THERIAC

Technology (standard)

Activation Time: 1 full-round action

Range: Touch

Target: Creature or object of up to 1 cubic foot/level touched

Duration: 1 hour

Saving Throw: Fortitude negates (harmless, object)

Activation Cost: 30 points

Weight: 1 lb.

This metallic cylinder converts standard alchemical antitoxin into a morphic compound that adapts to defeat almost any poison. The *theriac* can spray in a fine mist over an object or it can be applied through the skin of the touched creature. In either case, the device detoxifies any sort of poison in or on the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the device does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own. For example, if a poison has dealt 4 points of Strength damage to a character and threatens to deal more damage later, the *bio-*

reactive theriac removes the need for a secondary save. It does not, however, repair the damage already done.

The creature or object treated is also free of poison and immune to its effects for the duration of the device. The effects of the poison are not delayed; they are cancelled entirely. Using this device on a poisonous creature allows you to render it nonpoisonous for the duration of the effect.

Expensive Component: A *bio-reactive theriac* transforms and thereby expends one dose of antitoxin per use, costing 50 gold pieces, to generate its effect. By brewing an extremely concentrated vial of antitoxin from 15 normal vials of antitoxin, at a total cost of 750 gold pieces, you can increase this device's duration to 8 hours. This concentrated dose is no more effective than the usual single dose of antitoxin when not used in conjunction with this device.

CALORIC CONTROL MANTLE

Gadget (lesser)

Activation Time: 1 standard action

Range: Personal

Target: You

Base Duration: 8 hours; see text (D)

Activation Cost: 5 points

Weight: 3 lbs.

Anyone can dress for the weather, but it takes a technologist to do it properly. This lightweight mantle protects against the elements. A purple gel sewn into the garment controls and releases thermal energy based on the temperature of the surrounding air. While protected by a *caloric control mantle* you suffer no harm from being in a hot or cold environment. You can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. Your equipment is likewise protected.

In addition to this basic effect, any time you suffer fire or cold damage you can react to reduce the attack's effects. As an immediate action you may spend additional activation points to reduce the damage dealt by a fire or cold attack by 2 per activation point expended. You may not spend more activation points than your activation level in this way, and the *caloric control mantle* only reduces the damage from one attack per round. A *caloric control mantle* absorbs only hit point damage; the user could still suffer unfortunate side effects. This device's secondary function is incompatible with any form of magical protection - you must choose which resistance to use against each attack if you have more than one active on you person.

Expensive Component: Installing caloric channeling ducts in the *caloric control mantle* allows you to

maintain its effect for a longer period of time. These improvements cost 390 gold pieces, and increase the *mantle's* base duration to 24 hours, allowing you to safely make extended excursions into hot or cold environments.

CLOCKWIDGET FABRICATION GANTRY

Technology (lesser)

Activation Time: 8 hours

Range: Touch

Effect: A single clockwidget soldier

Duration: Instantaneous

Activation Cost: 15 points

Weight: 161 lbs.

This device is a fully-functional assembly kit that allows you to create clockwidget soldiers, gear-driven animated objects that follow your spoken commands. These mechanical creatures can follow you, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. If you wish, you can transfer command of the clockwidgets to another creature by giving the construct a special command phrase. Constructs such as these would be beneath the abilities of a technologist capable of mastering this device if it were not for the fact that these clockwork soldiers are specially engineered to be autonomous – once created, they persist indefinitely until destroyed with no further activation point contribution required from their creator.

When you activate the *clockwidget fabrication gantry* you create a single clockwidget creature with Hit Dice up to your activation level, up to a maximum of 15 HD. This creature is an animated object of the appropriate size for its Hit Dice (so a 7-HD clockwidget soldier is size Large) with hardness 10, two legs, and no additional special qualities or special attacks. No matter how many times you use this device, you can maintain only 3 Hit Dice per activation level in clockwidget constructs created with the *gantry* at one time. If you exceed this number any excess constructs take 2d10 points of damage per day (no save, and this damage is not reduced by hardness) until they are destroyed, beginning as soon as the number of HD of constructs you have built exceeds your maintenance limit.

Expensive Components: Raw materials costing at least 50 gp per Hit Die are required for the *clockwidget fabrication gantry* to do its work. In addition, many technologists choose to customize their creations by adding superior equipment or various masterwork components. Clockwidget soldiers can wear armor, although they are not proficient in it, and can use other simple items of gear (such as alchemist's fire) when commanded to do so by their controller. Any

masterwork component meant for weapons can be applied to the construct's slam attack and any masterwork component meant for armor may likewise be added directly to the construct's natural armor, if appropriate. You may also add the high-quality, dedicated to a purpose, user-friendly (thereby allowing the construct to use a specific trained-only skill, such as Tumble, untrained), and sacred/profane skill-related components to one of these constructs. In addition, any of the special abilities listed in the animated objects entry (blind, constrict, and so forth) may be added in lieu of a masterwork component, as appropriate. Adding multiple legs to increase the construct's speed counts as one masterwork component; adding wheels to further increase speed is two. You may also increase the hardness of the construct by 1 as though adding a masterwork component; these increases stack, to a maximum hardness of 20. Technologists working in enclosed spaces can also choose to miniaturize their clockwidgets, reducing their size category (but no other statistics, such as Strength) by one category per masterwork component devoted to doing so.

DETERMENT SPRING

Gadget (lesser)

Activation Time: 1 minute

Range: Touch

Effect: One protective trap

Duration: 12 hours (D)

Activation Cost: 5 points

Weight: 6 lbs.

A *determent spring* is a portable clockwork booby-trap designed to protect a campsite or other small area. The device is a metal spike that can be pushed into any nearby surface and then concealed. The Spot check DC to notice an activated *determent spring* is equal to 15 + your activation level or the result of a Hide check you make, at your option. The *spring* is essentially a small catapult with a very touchy pressure trigger. Any creature of Tiny size or larger that could be detected by the tremorsense ability and that comes within 30 feet of the *spring* triggers it. The *determent spring* is not triggered by the movement of anything within 10 feet, allowing you and your companions to sleep in peace.

Once triggered, the *determent spring* launches a small item at the offending creature. Typically, this is just a good-sized rock that deals 1d4 points of nonlethal damage to a creature struck. The *determent spring* has an attack bonus equal to your activation level plus your Intelligence modifier and all objects it launches have a range increment of Close (25 feet). The *spring* also clanks loudly as it attacks, awakening nearby

sleepers who can make a DC 0 Listen check (this DC does not include the -10 penalty for sleeping).

Expensive Components: Instead of a simple rock, the *spring* can be loaded with a grenade-like weapon such as alchemist's fire or a tanglefoot bag. These items cost as much as they normally do, and the *determent spring* must be provided with sufficient ammunition if it is to make multiple attacks in one night. Permanent versions of this expensive component instead produce a *determent spring* that generates its own ammunition; the effective cost of this mastery upgrade is 10 times the cost of the appropriate item, so modifying the *determent spring* to generate and launch a substance identical to a tanglefoot bag counts as 500 gold pieces toward determining how many upgrades you can select upon gaining the Master of Gadgetry class ability.

DISCOURSE REPLICATOR

Gadget (lesser)

Activation Time: 1 full round

Range: 0

Effect: One forged document

Base Duration: 1 hour

Activation Cost: 5 points

Weight: 1 lbs.

A *discourse replicator* is a high-quality masterwork pen that can store sample signatures in its complex, fine-ground gearworks. It grants a +2 circumstance bonus to all Forgery checks. In addition, it allows a technologist to easily replicate text without relying on the steadiness of his own hand, and if you use a *discourse replicator* to forge a document you may add one masterwork component to the resulting document (usually high-quality or dedicated to a purpose; see Chapter Two). Unfortunately, the compressed ink used by a *discourse replicator* fades after 1 hour, rendering any documents it produces illegible (and, usually, useless).

Expensive Component: Improved ink, which costs 390 gold pieces, means that the documents the *replicator* produces will not fade and are permanent unless destroyed in some other way.

ENGINEERED PANACEA

Gadget (greater) [Healing]

Activation Time: 3 full rounds

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Activation Cost: 15 points

Weight: 4 lbs.

This roughly spherical device fits over your hand and contains an apparatus designed to quickly design

a potent healing serum and inject it into a patient using the *engineered panacea's* array of alchemical reagents. The target creature is healed in semi-random ways based on a Heal check you make as you activate the device. Other characters cannot affect this skill check through the use of the aid another action and special tools such as a healer's kit offer no bonus. You select from the list below, as long as your Heal check equals or exceeds the listed DC:

Heal DC	Result Produced by the Engineered Panacea
10	Heal 1 point of nonlethal damage per activation level.
15	Heal 1 point of lethal damage per activation level.
20	Remove fatigue, or reduce exhaustion to fatigue.
25	Remove the shaken, deafened, or dazed condition.
30	Remove the nauseated, blinded, or stunned condition.
35	Heal 1d4 points of ability damage.
40	Remove 1d2 negative levels.
45	Heal 1d2 points of ability drain.
50	Remove a magical curse or disease as though using the <i>break enchantment</i> spell, using your activation level as your caster level.

Expensive Component: Improving the clockwork mechanism of the *engineered panacea* accelerates the process of designing a customized healing serum. These improvements cost 900 gold pieces and reduce the device's activation time to 1 full round.

JABBERBLASTER

Gadget (standard) [Sonic]

Activation Time: 1 standard action

Range: 0

Area: 5-foot radius per level spread, centered on you

Duration: Instantaneous

Saving Throw: Fortitude negates; see text

Activation Cost: 10 points

Weight: 5 lbs.

The entire point of the *jabberblaster* is that it is very, very loud. It is a large, alchemically-treated crystalline cone; you speak at one end and the sound is magnified a hundred-fold at the other end. Any sound so amplified can be heard with a DC 0 Listen check and all creatures gain a +5 circumstance bonus per activation level to this check. Additionally, the deafening blast of sound has a tendency to affect the hearing of nearby creatures: all creatures within 5 feet per activation level must make a Fortitude save. Success indicates that they merely have the amplified sound ringing in their ears for a few hours, inflicting a -5 penalty on all Listen checks. Failure means that they are permanently deafened until they receive at least 3 points of magical healing specifically directed at restoring their damaged hearing. Creatures who cannot hear, and creatures within the area of a *silence*

spell, are immune to this effect.

The *jabberblaster* comes with a pair of earplugs designed to filter out the specific frequency it produces; these earplugs grant a +20 bonus on any saves made against the deleterious effects of the technologist's *jabberblaster*, but do not interfere with hearing or protect the wearer from any other loud noises, including other *jabberblasters*. Regardless of the result of the save or the presence of earplugs, any character in the burst hears what was spoken into the device if they can make the (very easy) Listen check to do so.

Expensive Components: The *jabberblaster* itself is the most expensive part of this device; replacing or reproducing the earplugs requires only 1 gold piece per set of earplugs. In addition, you can increase the noise produced by the "weapon" by inserting specially-prepared reverberation chambers into the cone. This increases the *jabberblaster's* area of effect to a 10-foot radius per level spread, centered on you, and costs 900 gold pieces.

KINETIC SHIELD, DEFENSIVE

Technology (lesser) [Force]

Activation Time: 1 standard action

Range: Personal

Target: You

Base Duration: 10 minutes or until discharged (D)

Activation Cost: 3 points

Weight: 3 lbs.

A *defensive kinetic shield* generates an energy field around you that protects you from most weapon blows, though it does nothing against spells or spell effects. The field manifests as flickering wisps of red-orange energy that shed light as a candle (a 5-foot radius of shadowy illumination).

You gain a measure of resistance to blows, cuts, stabs, and slashes, gaining unbeatable damage reduction equal to 5 plus 1 per 3 activation levels (maximum of DR 10/-). Thus, you ignore the first 5 or more points of damage each time you take damage from a weapon. Once the device has prevented 10 points of damage per activation level (maximum 150 points), it is discharged and must be activated again.

In addition to this effect, a *defensive kinetic shield* grants you a +2 deflection bonus to AC, even against magical weapons and spell effects.



An improvement on the *jabberblaster*, the *verbal weirding module* has significantly more power.

Expensive Components: Energy buffers costing 1,620 gold pieces may be installed in the device, increasing its base duration to 1 hour.

KNIFE SPIDER

Gadget (standard)

Activation Time: 1 standard action

Range Increment: Close (25 feet)

Effect: 1 Small animated object; see text

Base Duration: 1 round

Saving Throw: None

Activation Cost: 2 points

Weight: 3 lbs.

A *knife spider* resembles a razor-edged throwing disc, and that's exactly how it functions most of the time. However, when activated and thrown as a standard action, the device unfolds on impact into a very unpleasant spider-shaped clockwork widget that does its best to maul the creature it is attached to.

The *knife spider* deals 1d6 points of slashing damage with a ×2 critical range and has a range increment of 25 feet when it is used as a thrown weapon. An activated *knife spider* grants its wielder a bonus to its attack roll equal to the your Intelligence bonus and a bonus to damage equal to your activation level. On impact an activated *knife spider* attempts to attach to the creature struck by making a grapple check. Treat the *knife spider* as a Small animated object with hardness 10, the multiple legs special quality, the attach special ability, a racial bonus on grapple checks equal to your activation level plus your Intelligence modifier, and temporary hit

points equal to your activation level. A *knife spider* that hits with its slam attack latches onto the opponent's body with its powerful legs and begins to mindlessly chew away at its target unless it is directed to do otherwise. An attached *knife spider* loses its Dexterity bonus to AC and thus has an AC of 13. An attached *knife spider* can be struck with a weapon or grappled itself; to remove an attached *spider* through grappling, the opponent must achieve a pin against the creature. An attached *knife spider* automatically deals its slam damage (usually 1d4 points) on every round that it remains attached.

Expensive Components: Replacing a *knife spider* is inexpensive, as these constructs are meant to be disposable when they cannot be retrieved. A new *knife spider* can be created with only a day's work at a cost of 5 gp per activation level. Many technologists also choose to customize their *knife spiders* by adding superior equipment or various masterwork components. *Knife spiders* can wear armored barding, although they are not proficient in it and can use other simple items of gear (such as alchemist's fire) when commanded to do so by their controller. Any masterwork component meant for weapons can be applied to the construct's slam attack and any masterwork component meant for armor may likewise be added, if appropriate.

You may also add the high-quality, dedicated to a purpose, sacred/profane, or user-friendly (thereby allowing the construct to use a specific trained-only skill, such as Tumble, untrained) skill-related components to one of these constructs. In addition, any of the special abilities listed in the animated objects entry (blind, constrict, and so forth) may be added in lieu of a masterwork component, as appropriate. Adding wheels to increase the construct's speed also counts as one masterwork component. You may also increase the hardness of the construct by 1 as though adding a masterwork component; these increases stack, to a maximum hardness of 20. In addition, masterwork components cost only one-third of their usual cost, as they are easy to add to the device's modular design. The venomous masterwork component is a popular upgrade for a *knife spider*.

MAGNIFICENT PITCH HURLER

Gadget (greater) [Fire]

Activation Time: 1 standard action

Range Increment: Medium (100 feet)

Area: 20-foot radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Activation Cost: 15 points

Weight: 4 lbs.

The *magnificent pitch hurler* is a standard part of any military arsenal that includes technologists. It was created by an enterprising technologist who combined a desire for a portable siege weapon with a keen awareness of just how many substances are actually flammable. The result fires a ball of burning glop that deals 1d6 points of fire damage per activation level (maximum 10d6) in a 20-foot radius burst. Unattended objects also take this damage. In addition, all characters and unattended objects in the area of effect must make an additional DC 15 Reflex save or catch fire, suffering damage as normal.

You aim the cannon, a tube with a large hopper and two hand grips, and determine the range (distance and height) at which the *magnificent pitch hurler* is to deliver its payload. A smoldering ball of burning slime is catapulted to the area, with results as outlined above. You must make a ranged touch attack to hit the area you designate or to bypass any barriers that would prevent the *pitch hurler* from striking properly. If you miss, roll deviations as normal.

Expensive Component: Although the *magnificent pitch hurler's* mechanism can convert practically anything into a flaming ball of slime – dirt, old trail rations, and parts of fallen foes are popular choices – a special alchemical syrup added to the mix can be created, increasing the damage dealt by 50% (to 1.5 times the usual damage). This syrup costs 900 gold pieces.

METABOLIC INTERDICTION FIELD

Technology (lesser)

Activation Time: 1 standard action

Range Increment: Medium (100 feet)

Effect: Field spreads in a 20-foot radius, 20 feet high

Duration: 1 minute

Saving Throw: Fortitude partial; see text

Activation Cost: 15 points

Weight: 4 lbs.

A *metabolic interdiction field* is produced by an angular-looking orb easily held in one hand. The device creates an energy field that causes the life processes of living creatures to grind to a slow and painful halt. This energy field is invisible, and is stationary once created. Living creatures in the area of effect find that their muscles refuse to work and that their breathing becomes labored. These creatures are reduced to a movement rate of 5 regardless of their normal speed and suffer a –2 penalty on all attack and damage rolls for as long as they remain within the *metabolic interdiction field*. In addition, living creatures must make a Fortitude save each round they remain in the field or they take 1d4 points of Constitution damage.

Creatures immune to poison are immune to this device's effects and creatures that have saving throw

bonuses against poison receive those bonuses on their saving throws against this device.

Expensive Component: Adding various sickening nerve compounds to the reaction chamber of a *metabolic interdiction field* increases the radius and height of the effect to 30 feet each. These components cost 1,620 gold pieces.

NEURAL LANCET

Gadget (lesser)

Activation Time: 1 standard action

Range Increment: Close (25 feet)

Target: One living creature

Duration: 1 round

Saving Throw: Fortitude partial

Activation Cost: 5 points

Weight: 2 lbs.

With a snap of your wrist and a successful ranged attack roll you send a fine needle into the flesh of a living creature within range. This needle deals only 1 damage but a dynamo attached to the *lancet* discharges an electric charge into the target, dazing it unless it succeeds at a Fortitude save. Creatures immune or resistant to electricity are immune to the effects of a *neural lancet*, as are creatures with any kind of damage reduction.

Expensive Component: An alchemical capacitor costing 390 gold pieces, may be added to the *neural lancet*. Expending this capacitor increases this device's duration to 3 rounds.

PHILTER FERMENTER

Gadget (greater)

Activation Time: 8 hours

Range: 0 feet

Effect: A single magical potion

Duration: Instantaneous

Saving Throw: None

Activation Cost: 15 points

Weight: 45 lbs.

The *philter fermenter* is a modified alchemist's lab stocked with the latest in advanced arcanochemical equipment. This conglomeration of bubbling alembics and carefully-metered tubing allows you to use alchemical ingredients to produce magical effects of all kinds. When you activate the *philter fermenter* it produces a single magical potion, as though you were a spellcaster with the Brew Potion feat. You need not meet any of the ordinary prerequisites for brewing a potion when using the *fermenter*, nor do you need to actually be a spellcaster of any kind. However, successfully reproducing a potion using the *philter fermenter* requires a Craft (alchemy) skill check with a DC of 20 + 2 per caster level of the desired potion. You

may take 10 on this check, but not 20, and failure by 5 or more means that you ruin one-half of the expensive components used to create the potion (see below).

Expensive Component: The *philter fermenter* requires alchemical raw materials with a cost equal to 75% of the market price of the desired potion. You may pay this cost in craft points, if you have any available, but doing so does not reduce the *philter fermenter's* activation time. This is not an optional component.

PHOTON SCATTERING SHIELD

Gadget (lesser) [Light]

Activation Time: 1 immediate action

Range: Personal

Target: You

Duration: Special; see text

Saving Throw: Fortitude partial; see text

Activation Cost: 5 points

Weight: 5 lbs.

"*Photon scattering shield*" is a fancy name for a very shiny fashion accessory that happens to be quite handy for those accidental melees the adventurous often find themselves in. It stores light in photo-optic cells that can be quickly activated via a preset motion. The device is typically a simple (if bulky) band worn high on the arm. Activating the *shield* releases a short-lived burst of very bright light. Creative technologists can generally find something useful to do with this, but they usually use it to briefly blind melee opponents. When you use this device the bright pulse of light grants you concealment for the duration of a single melee attack (20% miss chance) and the attacker must make a Fortitude save or be dazzled for 1 minute. Sightless creatures are not affected by this device.

Expensive Component: Light-storing batteries made of reflecting surfaces coiled into a reflective shell increase the effectiveness of the device, causing it to emit a pulse that can only be described as catastrophically bright. This increases the miss chance the device grants against a single attack to 50% and the attacker is blinded instead of being dazzled if it fails its Fortitude saving throw. These batteries cost 900 gold pieces.

PROFESSIONAL'S SATCHEL

Gadget (standard)

Activation Time: 1 minute

Range: Personal

Target: You

Duration: 24 hours (D)

Activation Cost: 10 points

Weight: 8 lbs.

A *professional's satchel* contains sophisticated tools for a specific Profession subskill, such as clockwork

food-processors for Profession (cook) or a high-tech net for Profession (fisherman). It is an especially high-quality masterwork item, and grants a +4 circumstance bonus to all checks made for that particular Profession. In addition, possession of such effective tools makes your work much faster and higher-quality (not to mention more prestigious) and when making Profession checks to determine your weekly income, an activated *professional's satchel* allows you to earn your full check result in gold pieces every week instead of one-half your check result. In addition, if you are making a Profession check to add to your current reserve of Craft Points, you add 1.5 times your check result to your pool instead of the usual number.

Expensive Component: The *professional's satchel* is durable and meant for frequent use, but you can supplement this kit with a number of disposable gadgets that augment your professional abilities even more. These expendable gadgets cost 390 gold pieces and grant you a +10 competence bonus on any one Profession check made while the *professional's satchel* is activated.

SCUTTLEBUG LAUNCHER

Technology (greater) [Fire]

Activation Time: 1 standard action

Range: 0 feet

Effect: One exploding, burrowing mine per level

Duration: 24 hours or until discharged

Saving Throw: Reflex half

Activation Cost: 45 points

Weight: 9 lbs.

The *scuttlebug launcher* looks like a mechanical honeycomb storing dozens of flat red disks. When you activate the *launcher* a number of these disks (up to a maximum of your activation level) drop out and burrow underground at an extremely rapid pace, moving to where you direct them. They have a movement rate of 120 feet per round (both on land and while burrowing), and you can order them to go anywhere that you have line of sight to. Once they reach the indicated location the scuttling constructs burrow down to a depth of 5 feet into the ground to conceal themselves. These tiny constructs can even burrow through solid rock, though they cannot move if there is no ground to burrow through, such as if you are flying. They lay dormant for up to 24 hours and you can trigger the scuttlebugs at any time by taking an immediate action to flip their detonator switch. If the scuttlebugs are not triggered within 24 hours, they become dormant, do not explode, and are effectively destroyed.

Once you decide to trigger them, each scuttlebug explodes and deals 1d6 points of damage per activation

level to all creatures and objects in its 5-foot square to a maximum of 20d6 points of damage. Half of this damage is fire damage, and the other half is slashing damage, and is therefore subject to damage reduction. These explosions do not affect creatures that are more than 5 feet off the ground. Overlapping areas of effect do not increase the damage dealt by the *scuttlebug launcher* – affected targets take 1d6 points of damage per activation level regardless of how many scuttlebugs they are standing on.

If you wish to simply deal damage with the *scuttlebug launcher*, you can order the scuttlebugs to move to a target square within 120 feet and explode immediately. This causes the scuttlebugs to deal their fire and slashing damage at the beginning of your next turn.

Expensive Component: The *scuttlebug launcher* expends raw materials costing 10 gold pieces per activation level each time it is used. This is not an optional expensive component. You can also coat the scuttlebugs with a volatile chemical compound before dispatching them. Doing so increases the fire damage each scuttlebug deals by 50%. These volatile chemicals cost 1,620 gold pieces.

SPLENDIFEROUS SCIENTIFIC WONDER

Gadget (standard) [Mind-Affecting]

Activation Time: 1 standard action

Range Increment: Close (25 feet)

Area: Several living creatures, no two of which may be more than 30 ft. apart

Duration: 2d4 rounds (D)

Saving Throw: Will negates

Activation Cost: 10 points

Weight: 2 lbs.

A *splendiferous scientific wonder* can look like anything at all, for the very simple reason that its only purpose is to impress. Bejeweled clockwork animals and mechanisms made of colored glass gears are popular. Although an astounding feat of engineering in and of itself, the *splendiferous scientific wonder* is also suffused with the same material that *wheedling stones* are created from – the device thus gently encourages your audience to pay attention as you explains the wonders of science and technology to them.

Your histrionic gestures and energetic presentation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, their attention makes your suggestions and requests seem more plausible. You may only affect creatures with a lower Charisma than you with a *splendiferous scientific wonder*. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated.

If you use this device in combat, each target gains a

+2 bonus on its saving throw. If the device affects only a single creature not in combat at the time, the saving throw has a -2 penalty.

While the subject is fascinated by this device, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature, provided you can communicate with it. The request must be brief and reasonable. After the device's effect wanes, the creature retains its new attitude toward you only with respect to that particular request. The effects of a *splendiferous scientific wonder* are too subtle for targets to notice on a failed save. However, creatures may wonder why they were so helpful to that overly-dramatic fellow with the funny toy if their friendliness toward you is greatly out of character for them. A successful save indicates that the creature felt a compulsion, but is unaware of its source or what its effect would have been.

Expensive Component: The radiation generated by a *splendiferous scientific wonder* is usually unfocused and undirected. However, you can augment the device to allow yourself some control over its effects. Doing so means that you need not rely on your natural persuasiveness as much, and you may use your Intelligence modifier instead of your Charisma modifier to determine which creatures can be affected by the *scientific wonder*. This augmentation costs 390 gp.

STEAMPLUNKER

Gadget (standard)

Activation Time: 1 full-round action

Range Increment: Long (400 feet)

Target: A single item in your possession, weighing up to 10 lbs. total

Duration: Instantaneous

Saving Throw: None

Activation Cost: 10 points

Weight: 7 lbs.

A *steamlunker* launches a single item weigh up to 10 pounds very far and at a high speed by firing it out of a steam compression cannon. You must make a ranged attack roll to hit the target or location you specify.

This device protects the item from any damage caused by the launching (for example, an egg would not crack from being hurled by this device, nor would a flask of alchemist's fire break from the sudden acceleration) but it does not protect the hurled item from damage caused by striking a designated target.

The *steamlunker* has two settings, which you can choose between when you activate the device. The low-powered setting simply delivers the "cargo," and does so softly enough to preserve a glass vial from breakage if you succeed at an activation level check (DC 10 + 2 per range increment after the first). The high setting

automatically breaks the launched object if it has a hardness of less than 5 but also deals 2d6 point of bludgeoning damage to the creature or object struck, making the *steamlunker* suitable for use as a weapon.

Expensive Component: A special launch egg, costing 390 gold pieces, increases the *steamlunker's* range increment to 1,200 feet. Note, however, that making effective use of such a long range is difficult at best.

TECHNOLOGIST'S FAMILIAR

Gadget (lesser)

Activation Time: 1 standard action

Range: 60 feet

Effect: One Tiny animated object

Base Duration: 1 hour (D)

Saving Throw: None

Activation Cost: 1 point

Weight: 3 lbs.

A *technologist's familiar* is a spider-like clockwork construct that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The *familiar* can perform only one activity at a time, but it repeats the same activity over and over again if told to do so for as long as you remain within range. It can only open normal doors, drawers, lids, and the like. It has a Strength score of 8 and is essentially a quadruped, so it can lift 60 pounds or drag 300. It can trigger traps and such, but it can exert only 60 pounds of force, which is not enough to activate certain very heavy pressure plates and other devices. The *technologist's familiar* cannot perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained.

An activated *technologist's familiar* is a Tiny animated object that has hardness 10, a movement rate of 60 feet (due to its multiple legs), and temporary hit points equal to your activation level. It can attack just as well as any other animated object. If you attempt to send the *familiar* beyond its 60-foot range it immediately throws a gear or otherwise breaks down. You may control only one *technologist's familiar* at any given time.

Expensive Components: Many technologists choose to customize their *familiar* by adding superior equipment or various masterwork components. A *technologist's familiar* can wear armor, although it is not proficient in it, and can use other simple items of gear (such as a tanglefoot bag) when commanded to do so by its creator. Any masterwork component meant for weapons can be applied to the construct's slam attack and any masterwork component meant for armor may likewise be added if appropriate. You may also add the high-quality, dedicated to a purpose, sacred/profane, or user-friendly (thereby allowing the construct to use a specific

trained-only skill, such as Profession, untrained) skill-related components to one of these constructs.

In addition, any of the special abilities listed in the animated objects entry (blind, constrict, and so forth) may be added in lieu of a masterwork component. Adding wheels to increase the construct's speed also counts as one masterwork component. You may increase the hardness of the construct by 1 as though adding a masterwork component as well; these increases stack, to a maximum hardness of 20.

Technologist's familiars are made to be tinkered with constantly, and you can change the specific masterwork components the *familiar* benefits from during your daily preparation period. Doing so requires a DC 15 Craft (technology) skill check, and allows you to freely alter any masterwork component the *familiar* currently has into any other single masterwork component.

TULLIUS'S EFFICACIOUS NOSTRUM

Gadget (standard) [Healing]

Activation Time: 1 full-round action

Range: Touch

Target: Living creature touched

Duration: Instantaneous; see text

Saving Throw: Fortitude negates (harmless)

Activation Cost: 10 points

Weight: 1 lb.

A marvel of modern medicinal technology and a miracle of energetic advertising, *Tullius's efficacious nostrum* stimulates a rapid recovery from injuries. This alchemical remedy shares the appearance common to most of Tullius's work: green sludge injected via a dangerous-looking hypodermic needle.

When applied to a wounded character, the *nostrum* first converts 1d6 points of lethal damage plus 1 point per activation level (to a maximum of 1d6+10 points) into nonlethal damage as the elixir begins its work. One minute later, the *nostrum* heals 2d6 points of nonlethal damage plus 2 points per activation level (to a maximum of 2d6+20 points).

Expensive Components: The ingredients for the *nostrum* cost 5 gold pieces per dose. This is not an optional component. You can also increase the amount healed by this device by 50% with a concentrated injection that costs 390 gold pieces.

TULLIUS'S MIRACULOUS VITAMIN SUPPLEMENT

Gadget (lesser)

Activation Time: 1 full round

Range: Living humanoid touched

Duration: 8 hours or until discharged

Saving Throw: Fortitude negates (harmless)

Activation Cost: 5 points

Weight: 1 lb.

Tullius's miraculous vitamin supplement is a potent cocktail of alchemical substances which causes most human and demihuman races to spontaneously generate positive energy in their body's tissues, granting them 2d6 temporary hit points plus 1 temporary hit point per activation level (maximum of 2d6+10) for the device's duration. Another one of Tullius's concoctions, the *supplement* comes in an unpleasant-looking syringe and resembles a thick green sludge, but its effects are dramatic enough to warrant the discomfort.

Expensive Components: The ingredients for this potent elixir cost 5 gold pieces per dose. This expensive component is not optional. You can also administer a refined dose of the *miraculous vitamin supplement* for greater effect. This dose increases the number of temporary hit points granted to 4d6 + your activation level and costs 390 gold pieces.

TULLIUS'S MORPHOLOGICAL DIAGNOSTICIAN

Technology (lesser)

Activation Time: 1 swift action

Range: Personal

Target: You

Base Duration: 10 minutes (D)

Activation Cost: 3 points

Weight: 3 lbs.

Tullius's morphological diagnostician is a dedicated computing device connected to a monocle-like sensor that analyzes nearby creatures and determines their anatomical strengths and weaknesses. This has two effects: a bonus on Heal checks and an intimate understanding of how best to injure the target.

You gain a +5 insight bonus to all Heal checks and to all Knowledge checks made to identify a creature while using *Tullius's morphological diagnostician*. Additionally, you may assess a creature within 30 feet as a standard action that does not provoke an attack of opportunity. Roll a Heal check when you do so, including the bonus from the *diagnostician*. If the check result is less than 20, the attempt is wasted. If it is 20 or more, you gain sneak attack +1d6 for every 10 full points of the check. For instance, a Heal check result of 37 would grant you sneak attack +3d6, with this bonus damage applying only against creatures you have scanned with the *morphological diagnostician*. You gain these extra dice of sneak attack damage for 1 minute or until you scan a target again.

Expensive Component: Boosting the processing speed of the *diagnostician* requires 3,720 gold pieces' worth of expensive components, but allows you to assess a sneak attack target as a swift action instead of as a standard action. As long as the device remains activated, you may assess targets at this accelerated speed.

TULLIUS'S POTENT CATHOLICON

Technology (greater) [Healing]

Activation Time: 3 rounds

Range: Touch

Target: Living creature touched

Duration: Instantaneous; see text

Saving Throw: Fortitude negates (harmless)

Activation Cost: 45 points

Weight: 9 lbs.

This medical device, which is festooned with cylinders of thick green healing liquid and various less-identifiable substances, automatically scans the creature it is touched to and injects chemical and alchemical remedies designed for rapid recuperation from a variety of ailments into the creature. The *catholicon* thus functions like an automated and more efficient *engineered panacea*.

When applied to a wounded character, *Tullius's potent catholicon* first converts 4d6 points of lethal damage plus 1 point per activation level (to a maximum of 4d6+20 points) into nonlethal damage. One minute later, the *catholicon* heals 8d6 points of nonlethal damage plus 2 points per activation level (maximum of 8d6+40 points), even if the creature touched is no longer in range. At the same time that it heals nonlethal damage, the *catholicon* also removes all temporary ability damage the targeted creature is currently suffering from, removes the fatigued or exhausted conditions, and restores all points that have been permanently drained from a single ability score.

Expensive Components: One dose of the chemicals employed by *Tullius's potent catholicon* costs 50 gold pieces. This is not an optional expensive component. The *catholicon* is normally bulky and slow to use, but refined healing compounds may be loaded into it to increase its usefulness on the battlefield. These chemicals, which cost 1,620 gold pieces, reduce the device's activation time to one full round and cause all of the *catholicon's* effects to take place immediately, instead of after a one-minute delay.

TULLIUS'S SWAN SONG

Artifact (standard)

Activation Time: 1 full-round action

Range: Touch

Target: Willing living creature touched

Duration: 24 hours or until discharged; then 1d4 rounds or more; see text

Saving Throw: Fortitude negates

Activation Cost: 90 points

Weight: 7 lbs.

Tullius's swan song is both an appallingly pragmatic tool and a pinnacle of medical of science. When you activate this heavy, ornate syringe you plunge it into a

creature's flesh, where it quickly fills with blood (or whatever ichors are appropriate) and converts that vital fluid into a green sludge with amazing properties before injecting the sludge back into the target creature. After the *swan song* finishes distilling this elixir, the creature whose blood was used in the activation may take a swift action at any time in the next 24 hours to allow the substance to have its full effect and to initiate a momentous transformation in the affected creature's own anatomy and metabolism.

Creatures affected by *Tullius's swan song* do not suffer hit point damage, although they can still be slain by death effects and outright disintegration. However, once the device's effect fades, the creature is immediately reduced to -9 hit points and will die in one round unless it receives prompt healing or medical treatment.

This device's duration after the affected creature discharges it is determined by a Heal check you make when activating the device. *Tullius's swan song* lasts for 1d4 rounds + 1 round per ten full points of your Heal check result (so rolling a total of 42 on the Heal check grants 1d4 + 4 rounds of damage-proof life to the target creature).

Expensive Component: The bodily transformation caused by the *swan song* is a radical one and is generally fatal for creatures affected by the device. By incorporating a crushed gateway gem linked to a plane of positive energy into the serum, you reduce the chance of death after the *swan song's* duration elapses. When using this gem, which costs 2,340 gold pieces, creatures affected by *Tullius's swan song* are reduced to only -1 hit points when the effect wears off and are considered stabilized (they will not automatically lose further hit points) without the need for immediate medical attention.

VELOCITOUS FOOTGEAR

Gadget (greater)

Activation Time: 1 standard action

Range Increment: Close (25 feet); see text

Target: You; see text

Duration: Instantaneous

Activation Cost: 15 points

Weight: 4 lbs.

Velocitous footgear is the enterprising technologist's answer to the wizard's *dimension door* spell. This pair of heavy iron-shod boots utilizes the fabulous tensile strength of mithral springs to propel you forward in a single fast burst. The burst of movement the device generates is blindingly fast, in fact. Blindingly, *uncontrollably* fast. All you can really do is activate the mechanism, which immediately begins to hum loudly with unreleased energy, and point yourself in the

direction you wish to go.

You instantly transfer yourself from your current location to any other spot within range to which you have line of effect. Since using the *footgear* is less like walking and more like being fired from a small catapult, you can even move on surfaces that could not ordinarily support your weight, including water and even air, although you will be very wet or falling if you do not select your destination carefully. You can bring along possessions weighing up to your medium load, including living creatures that meet the weight restriction. Movement caused by the use of *velocitous footgear* does not provoke attacks of opportunity – the rogue hasn’t been born whose combat reflexes are that quick – but you cannot move through solid objects or squares that would be completely impassable by air.

Movement within the first range increment is perfectly safe, but beyond that range you must make an activation level check (DC 0 + 5 per range increment beyond the first). Success means that you have successfully aimed yourself and timed the springs’ release of energy. Failure means that the result of the movement is calculated as though you were a grenade-like weapon that missed – roll scatter normally.

Expensive Component: A clockwork mechanism added to the soles of the *velocitous footgear* helps you aim your spring and increases the device’s range increment to 50 feet. This mechanism costs 390 gold pieces.

VOICE SWEETENER

Gadget (lesser)

Activation Time: 1 full-round action

Range: Personal

Target: You

Base Duration: 1 hour (D)

Activation Cost: 1 point

Weight: 1 lb.

This choker holds a flat alchemical crystal against your throat that can be used to modulate your voice, aiding you in your interactions with other creatures. A *voice sweetener* grants a +2 circumstance bonus to all Charisma-based checks that involve speaking, with one caveat – you must use the creature’s native language, as the effects of a *voice sweetener* are negligible in a barbaric tongue. (You must know Elven to gain this bonus against elves, Dwarven to gain it against dwarves, and so forth.) You also lose the bonus if you use translation magic to communicate, such as *tongues*, because magic does not translate the soothing tones and careful inflections that make up the bonus granted by this device. The bonus from a *voice sweetener* stacks with any

bonuses granted by masterwork items.

Expensive Component: You can make the effects of a *voice sweetener* essentially permanent by increasing its base duration to 24 hours. This requires an alchemical wash that enhances the effect of the device’s crystalline voice modulator, and costs 1,530 gold pieces.

WORLDWALKER’S BATON

Artifact (greater) [Teleportation]

Activation Time: 1 standard action

Range: 100 feet

Effect: See text

Duration: 1 minute (D)

Saving Throw: None

Activation Cost: 135 points

Weight: 1 lb.

A *worldwalker’s baton* produces a spiraling gateway of light in the air, a wormhole that can take creatures anywhere on the same plane of existence. The gate created is a circular plane from 5 to 20 feet in diameter, oriented in the direction you desire when it comes into existence (typically the gateway is vertically oriented and faces you). It is a two-dimensional window looking into the place you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side.

Wormholes created by a *worldwalker’s baton* have a front and a back. Creatures moving through the gate from the front are transported to the linked location, which can be anywhere on the same plane, no matter how distant, as long as you have visited that place or can provide an unambiguous description. Creatures who move through the back of the gateway do not pass through it. Creatures on the other side of the gateway may come to your side by moving through the gateway in the proper direction. The *baton* cannot be used for travel across planes and simply fails to function (costing you activation points as normal) if the designated arrival point is on another plane of existence. You do not need to concentrate to hold the wormhole open, and it does not collapse if you pass through it.

Expensive Component: The artificial wormholes created by a *worldwalker’s baton* do not last very long, but this problem can be fixed by adding a shimmering multiphasic crystal to the tip of the *baton*. The multiphasic crystal costs 2,340 gold pieces and increases the device’s duration to 1 hour (D). This allows you to move much larger quantities of people or materials through a single gateway.

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