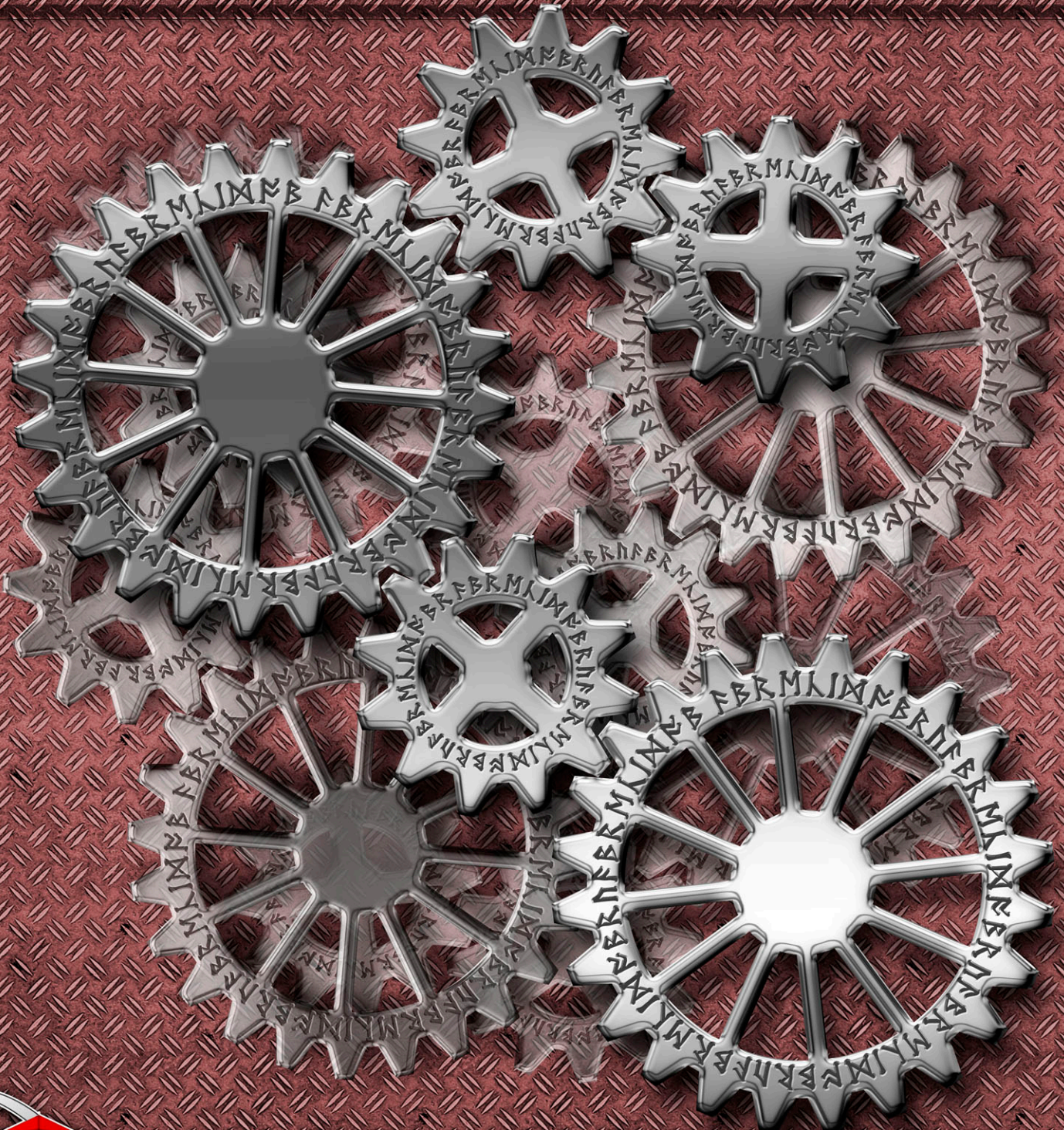


MECHANANCY II

LIVING MACHINES II



by Robert Sullivan

Requires the use of a Roleplaying Game Core Book published by Wizards of the Coast, Inc.



MECHAMANCY II

LIVING MACHINES

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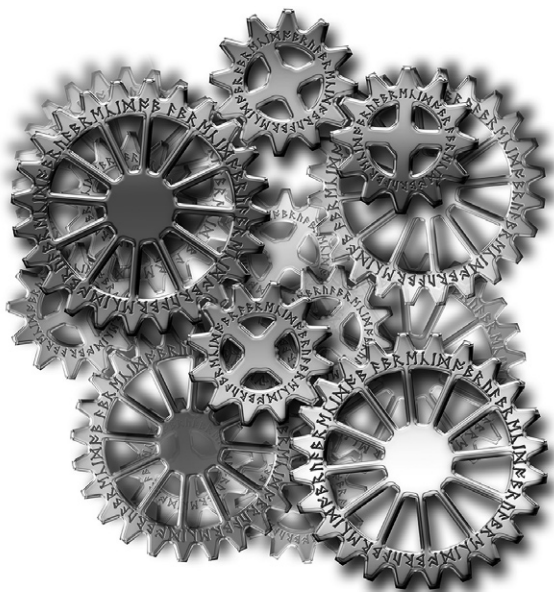


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INTRODUCTION

“Science has a simple faith, which transcends utility. Nearly all men of science, all men of learning for that matter, and men of simple ways too, have it in some form and in some degree. It is the faith that it is the privilege of man to learn to understand, and that this is his mission. If we abandon that mission under stress we shall abandon it forever, for stress will not cease. Knowledge for the sake of understanding, not merely to prevail, that is the essence of our being. None can define its limits, or set its ultimate boundaries.”

—Vannevar Bush

“Fools make researches and wise men exploit them.”

—H. G. Wells

This book is a sequel to last year’s release by EN Publishing, *Mechamancy: The Clockwork Magic*. That book provided rules combining magic and clockwork technology – often designed by Leonardo da Vinci or inspired by him – to accomplish tasks that neither magic nor technology could accomplish alone.

Material had to be cut from that book, including rules for living machines – including living machines hailing from other planes that can serve as allies or adversaries – and artificial appendages and organs.

However, that material has been reedited and combined to make this book. This book – a game supplement for the revised d20 rules – further explores mechamancy, pushing into new areas and exposing new possibilities.

In this book you will find:

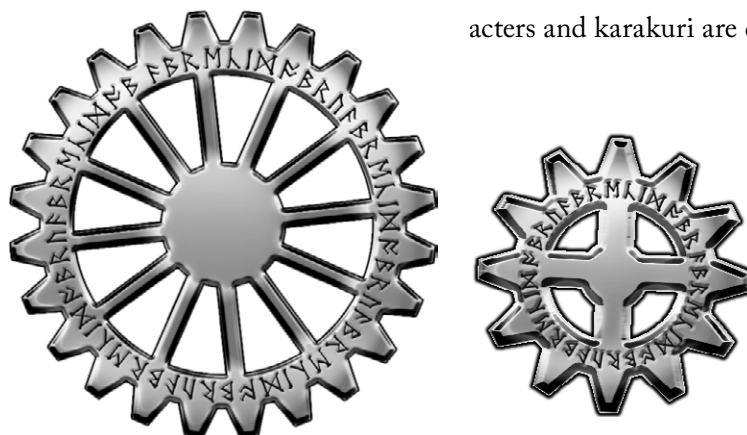
Section 01: This chapter explores the rules for living machines, or “karakuri.” This includes several new types of karakuri outsiders which can serve as monsters with which players will not be familiar.

Section 02: Here you will find rules for using karakuri as a player character race and using them as familiars. These can be powerful and are carefully detailed to help a GM balance game play.

Section 03: This chapter lists mechamancy items that can replace organs, appendages, and physiological systems of living creatures. Individuals who have a mechamancy as part of their anatomy are called weremecha.

Section 04: Mechamancy involves a number of unique and special materials and these, and other materials, are described in this section.

Section 05: Several sample mechamancy characters and karakuri are detailed in this chapter.



SECTION 01: KARAKURI AND MÂCHINA

“The machine does not isolate man from the great problems of nature but plunges him more deeply into them.”

—Antoine de Saint-Exupéry

Clockwork Creatures

As a general phrase, “living machine” is as accurate a term as “organic creature.” More prosaic – and less offensive to them – is “karakuri.” The term “karakuri” can apply both to creations of mechamancers and to natural mechanical creatures, such as *mâchina*.

The *mâchina* are a new type of outsider; all *mâchina* share the same basic traits, much as all demons, devils, and archons do. While it is possible for a mechamancer on the material plane to create a *karakuri* with intelligence, such as the myrmidons in the first *Mechamancy* book, these created *karakuri* are still only creations, and can be rendered inert by antimagic. *Mâchina*, however, are living creatures of a self-reproducing race, and, despite their machine-like qualities, they possess an inner life, allowing them to continue functioning in an area of antimagic (though their spell-like and supernatural abilities are still suppressed as usual).

Karakuri Subtype

A *karakuri* outsider is a living machine, one of two sorts of creatures referred to as *karakuri* (the other sort being any construct created by a mechamancer). Except as noted below, *karakuri* outsiders possess all the normal features of the outsider type. Of note, because they resemble constructs, *karakuri* have lower Will saves and fewer skill points than other outsiders.

FEATURES:

- 8-sided Hit Dice.
- Base attack bonus equal to total Hit Dice (as fighter).

- Good Fortitude and Reflex saves. Poor Will saves.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Dice.

TRAITS:

- Darkvision out to 60 feet.
- Like other outsiders, *mâchina* cannot be returned from the dead without a *limited wish*, *wish*, *miracle*, or *true resurrection* spell.
- Proficient in all simple and martial weapons, as well as any weapons mentioned in its entry.
- Proficient in whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. *Mâchina* that do not typically wear armor (as listed in their creature entries) are not proficient with armor. *Mâchina* are proficient with shields (but not tower shields) if they are proficient with any form of armor.
- Outsider *karakuri* do not eat, breathe, or sleep.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Immunity to all mind-affecting spells and effects.
- Outsider *karakuri* are immune to negative energy attacks (including negative levels and *inflict* spells), and are not healed by positive energy (such as *cure* spells).
- Unless a Swim speed is listed, outsider *karakuri* are not buoyant enough to swim in any common liquid.
- Immunity to damage from natural cold or heat between -20° and 140° .
- Immunity to fatigue and exhaustion.

Mâchina

Mâchina are a race of karakuri outsiders from a dimension governed by laws and order. The formian race also dwells in the same plane, and the mâchina and formians are locked in a calculated war. The two races are vying for who defines “lawful neutral” for the omniverse – the organic formians or the mechanical mâchina.

These karakuri are not as expansionist as are the formians. Their obsession is with understanding, exploring, mapping, and cataloging all of the omniverse. They believe that attaining omniscience grants them omnipotence – the doctrine that knowledge equates power extended to infinity. As such, they do not feel a need to actively conquer the entire omniverse, nor do they possess a desire to eliminate or subjugate all other races.

Moreover, the mâchina are remarkably mercenary and are possibly the outsider race most willing to work with creatures from the Prime Material planes. The mâchina obsession with understanding the multiverse also extends to economics, so for example they strive to match typical hiring costs whenever they offer their services on other worlds. Further, mâchina are willing to accept payment in the form of reliable and verifiable information of all kinds. Individual mâchina are not generally comfortable with secrecy, and so rarely take any particular pains to hide their existence when they are fulfilling a contract, unless they are required to do so by that contract.

On a larger scale, however, mâchina understand the value of discretion, especially when vying for resources. As they explore the near endless planes of the omniverse, they establish bases where they have access to metal ores, refined metals, and advanced forges, quietly establishing bases of operations from which smaller mâchina fly out, conduct reconnaissance, map, and in general spy on everything they can. Those with passing familiarity with mâchina are more likely to know of their individual disdain of secrecy, and so are often even more surprised when they learn of such massive clandestine operations, functioning like clockwork beyond the periphery of perception.

A great deal of what mechamancers have learned about their magic and the science of karakuri they have learned from mâchina. Certain inquisitive but ruthless mechamancers even call mâchina and disassemble them – ignoring the squealing noises the subjects make when this happens – and intently study the mechanical systems and technology employed in the works of the outsider.

Mâchina are equipped with articulated, retractable tentacle-like appendages ending in blades which can be used to deal slashing damage. All the mâchina presented here possess the constrict ability, so a favored tactic against smaller foes is to grapple and hold, slowly rending a foe with slashing tendrils. However, with their flight and ability to fire burning and shocking energy bolts, if they have the room, mâchina will keep their distance and slowly sear their foes to death.

Mâchina seldom initiate combat; however, they are adept at ending a conflict, using hit and run tactics against larger foes or grappling smaller ones. An individual mâchina always signals others when attacked – they seldom go anywhere alone. Most mâchina will willingly fight to their destruction if their base is threatened. All possess the following abilities.

Mâchina: Mâchina are living machines and possess the benefits and immunities thereof.

Constrict (Ex): On a successful grapple check, a mâchina deals damage equal to its tentacle blades attack.

Smaller mâchina are often ineffectual grapplers, but they can use their tentacles as a garrote. If a mâchina initiates a grapple on a foe that is denied its Dexterity bonus to AC, and if the foe is the same size category of the mâchina or larger, it can attempt to strangle its foe. If it succeeds its initial grapple check, it wraps its tentacles around the creature’s neck (or similar body part), preventing the creature from breathing as long as it maintains the hold. It can take no other actions while functioning as a garrote, and it does not deal constrict damage. However, it gains a +8 bonus to grapple

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TABLE 01.01: MĀCHINA STATISTICS

	Type One (Māchina) "Alphaculus"	Type Two (Māchina) "Betaculus"	Type Four (Māchina) "Gammaculus"
Size/Type:	Tiny outsider (extraplanar, karakuri, lawful)	Small outsider (extraplanar, karakuri, lawful)	Small outsider (extraplanar, karakuri, lawful)
Hit Die:	1d8 (5 hp)	4d8 (18 hp)	4d8+8 (26 hp)
Initiative:	+3	+3	+2
Speed:	10 ft., fly 30 ft. (good)	10 ft., fly 40 ft. (good)	10 ft., fly 40 ft. (good)
Armor Class:	15 (+3 Dex, +2 size), flatfooted 12, touch 15	18 (+4 natural, +3 Dex, +1 size), flatfooted 15, touch 14	19 (+6 natural, +2 Dex, +1 size), flatfooted 17, touch 13
Base Atk/Grp:	+1/-9	+4/-1	+4/+6
Attack:	Energy bolt +5 ranged touch (d6 fire and electricity), or tentacle blades +1 melee (d3-2)	Energy bolt +8 ranged touch (d8 fire and electricity), or tentacle blades +4 melee (d4-1)	Energy bolt +7 ranged touch (d8 fire and electricity), or tentacle blades +7 melee (d4+3)
Full Attack:	Energy bolt +5 ranged touch (d6 fire and electricity), or tentacle blades +1 melee (d3-2)	Energy bolt +8 ranged touch (d8 fire and electricity), or tentacle blades +4 melee (d4-1)	Energy bolt +7 ranged touch (d8 fire and electricity), or tentacle blades +7 melee (d4+3)
Space/Reach:	2 ½ ft./0 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Energy bolt, constrict, improved grab	Energy bolt, constrict, improved grab	Energy bolt, constrict, improved grab, daze bolt (DC 12), sneak attack +1d6
Special Qualities:	Invisibility, DR 8/-, containment cell, collective, resistance to acid 10, cold 10, fire 10, and sonic 10, karakuri traits	Invisibility, DR 8/-, containment cell, collective, resistance to acid 10, cold 10, fire 10, and sonic 10, karakuri traits	Invisibility, DR 8/-, containment cell, collective, resistance to acid 10, cold 10, fire 10, and sonic 10, karakuri traits
Saves:	Fort +2, Ref +5, Will +1	Fort +4, Ref +7, Will -1	Fort +6, Ref +6, Will +2
Abilities:	Str 6, Dex 16, Con 10, Int 7, Wis 12, Cha 6	Str 8, Dex 16, Con 10, Int 13, Wis 7, Cha 6	Str 14, Dex 14, Con 14, Int 9, Wis 12, Cha 6
Skills:	Hide +11, Knowledge (technology) +2, Listen +3, Move Silently +7, Spot +3	Craft (traps) +7, Disable Device +2, Hide +11, Knowledge (technology) +7, Move Silently +11	Hide +6, Knowledge (technology) +3, Listen +1, Move Silently +6, Spot +1, Tumble +5
Feats:	Alertness	Combat Expertise, Improved Disarm	Ability Focus (daze bolt), Improved Grapple
Environment:	Any land	Any land	Any land
Organization:	Solitary, scouting party (4-10 plus 1-3 Type Two), or swarm (10-40)	Solitary, scouting party (1-3 plus 4-10 Type One), or swarm (6-15)	Solitary, ambush party (3-5), or swarm (6-10)
Challenge Rating:	1	3	5
Treasure:	None	None	Half standard
Alignment:	Always lawful neutral	Always lawful neutral	Always lawful neutral
Advancement:	2-3 HD (Tiny), 4-8 HD (Small)	5-6 HD (Small), 7-12 HD (Medium)	5-6 HD (Small), 7-12 HD (Medium)
Level Adjust:	+3	+3	+4

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	Type Six (Mâchina) “Deltaculus”	Type Eight (Mâchina) “Epsilonculus”	Type Ten (Mâchina) “Prîmusculus”
Size/Type:	Medium outsider (extraplanar, karakuri, lawful)	Medium outsider (extraplanar, karakuri, lawful)	Large outsider (extraplanar, karakuri, lawful)
Hit Die:	7d8+35 (66 hp)	8d8+16 (52 hp)	14d8+70 (131 hp)
Initiative:	+0	+1	+5
Speed:	10 ft., fly 40 ft. (good), burrow 10 ft.	10 ft., fly 40 ft. (good)	10 ft., fly 40 ft. (good)
Armor Class:	20 (+10 natural), flatfooted 20, touch 10	17 (+6 natural, +1 Dex), flatfooted 16, touch 11	24 (+14 natural, +1 Dex, -1 size), flatfooted 20, touch 10
Base Atk/Grp:	+7/+11	+8/+9	+14/+29
Attack:	Energy bolt +7 ranged touch (2d6 fire and electricity), or tentacle blades +11 melee (d6+6)	Energy bolt +9 ranged touch (2d6 fire and electricity), or tentacle blades +9 melee (d6+1)	Energy bolt +14 ranged touch (3d6 fire and electricity), or tentacle blade +20 melee (2d6+7)
Full Attack:	Energy bolt +7 ranged touch (2d6 fire and electricity), or tentacle blades +11 melee (d6+6)	Energy bolt +9 ranged touch (2d6 fire and electricity), or tentacle blades +9 melee (d6+1)	Energy bolt +14 ranged touch (3d6 fire and electricity), or two tentacle blades +20 melee (2d6+7)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Energy bolt, constrict, improved grab, daze bolt (DC 13), <i>wall of force</i>	Energy bolt, constrict, improved grab, daze bolt (DC 18)	Energy bolt, constrict, improved grab, daze bolt (DC 15), energy drill, pounce, improved grab
Special Qualities:	<i>Invisibility</i> , kinetic shield, DR 8/–, containment cell, collective, resistance to acid 10, cold 10, fire 10, and sonic 10, tremorsense 60 ft., karakuri traits	<i>Invisibility</i> , spell-like abilities, DR 8/–, DR 10/chaotic, containment cell, collective, resistance to acid 10, cold 10, fire 10, and sonic 10, karakuri traits	<i>Invisibility</i> , spell-like abilities, DR 8/–, DR 10/chaotic, containment cell, collective, resistance to acid 10, cold 10, fire 10, and sonic 10, karakuri traits
Saves:	Fort +10, Ref +5, Will +0	Fort +8, Ref +7, Will +3	Fort +14, Ref +10, Will +4
Abilities:	Str 18, Dex 10, Con 20, Int 10, Wis 7, Cha 6	Str 12, Dex 13, Con 15, Int 12, Wis 12, Cha 14	Str 24, Dex 13, Con 20, Int 10, Wis 7, Cha 10
Skills:	Disable Device +7, Knowledge (architecture and engineering) +6, Knowledge (technology) +7, Move Silently +4	Concentration +6, Diplomacy +11, Knowledge (nature) +8, Knowledge (technology) +8, Move Silently +5, Sense Motive +9	Intimidate +11, Knowledge (technology) +10, Move Silently +5, Sense Motive +11
Feats:	Ability Focus (<i>daze bolt</i>), Improved Overrun, Power Attack	Ability Focus (<i>daze bolt</i>), Combat Casting, Improved Initiative	Improved Grapple, Improved Initiative, Improved Natural Weapon (tentacle blades), Iron Will, Power Attack
Environment:	Any land	Any land	Any land
Organization:	Solitary or pair	Solitary or expedition (1–3 plus 5–16 Type Ones)	Solitary, squad (2 plus 3–5 Type IIs), strike force (3–5)
Challenge Rating:	6	6	11
Treasure:	Standard	Standard	Standard
Alignment:	Always lawful neutral	Always lawful neutral	Always lawful neutral
Advancement:	8–12 HD (Medium), 13–20 HD (Large)	8–12 HD (Medium), 13–20 HD (Large)	15–20 HD (Large), 21–35 HD (Huge)
Level Adjust:	+6	+4	+10

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	Type Twelve (Mâchina) "Deciculus"	Type Thirteen (Mâchina) "Centiculus"
Size/Type:	Large outsider (extraplanar, karakuri, lawful)	Huge outsider (extraplanar, karakuri, lawful)
Hit Die:	14d8+98 (161 hp)	21d8+108 (202 hp)
Initiative:	+4	+4
Speed:	10 ft., fly 70 ft. (perfect)	10 ft., fly 60 ft. (good)
Armor Class:	26 (+13 natural, +4 Dex, -1 size), flatfooted 22, touch 13	35 (+25 natural, +2 deflection, -2 size), flatfooted 35, touch 10
Base Atk/Grp:	+14/+25	+21/+40
Attack:	Energy bolt +17 ranged touch (3d6 fire and electricity), or tentacle blade +20 melee (2d6+10)	Energy bolt +19 ranged touch (3d6+20 fire and electricity), or tentacle blades +30 melee (4d8+11)
Full Attack:	Energy bolt +17 ranged touch (3d6 fire and electricity), or tentacle blade +20 melee (2d6+10)	Energy bolt +19 ranged touch (3d6+20 fire and electricity), or two tentacle blades +30 melee (4d8+11)
Space/Reach:	10 ft./10 ft.	15 ft./15 ft.
Special Attacks:	Energy bolt, constrict, improved grab, daze bolt (DC 19), lightning blast (DC 21)	Energy bolt, constrict, improved grab, daze bolt (DC 22)
Special Qualities:	<i>Invisibility</i> , invulnerability shell, attractor field, SR 23, DR 8/–, DR 12/chaotic, regeneration 5, spell-like abilities, containment cell, collective, resistance to acid 10, cold 10, fire 10, and sonic 10, karakuri traits	<i>Invisibility</i> , defensive aura, SR 27, DR 8/–, DR 15/chaotic, regeneration 5, spell-like abilities, containment cell, collective, resistance to acid 10, cold 10, fire 10, and sonic 10, karakuri traits
Saves:	Fort +10, Ref +4, Will +0	Fort +22, Ref +12, Will +13
Abilities:	Str 24, Dex 18, Con 24, Int 14, Wis 10, Cha 14	Str 32, Dex 10, Con 30, Int 18, Wis 18, Cha 14
Skills:	Knowledge (arcana) +19, Knowledge (technology) +19, Knowledge (the planes) +19, Move Silently +8, Spellcraft +19	Concentration +34, Knowledge (arcana) +28, Knowledge (nature) +28, Knowledge (technology) +28, Knowledge (the planes) +28, Move Silently +4, Spellcraft +30
Feats:	Ability Focus (attractor field), Ability Focus (lightning blast), Combat Reflexes, Flyby Attack, Power Attack	Cleave, Combat Casting, Flyby Attack, Improved Initiative, Improved Natural Attack, Iron Will, Power Attack, Toughness
Environment:	Any land	Any land
Organization:	Solitary, pairs, or assault (1–3, plus 5–10 Type Tens and 15–30 Type Twos)	Fleet (1 plus 100+ lesser mâchina)
Challenge Rating:	13	15
Treasure:	Standard	Standard
Alignment:	Always lawful neutral	Always lawful neutral
Advancement:	15–20 HD (Large), 21–35 HD (Huge)	22–35 HD (Huge), 36–50 HD (Gargantuan)
Level Adjust.:	—	—

checks to resist attempts to break the grapple.

A mâchina's tentacles are too thick to strangle creatures smaller than itself.

Improved Grab (Ex): To use this ability, a mâchina must hit with its tentacle blades attack. It can then attempt to start a grapple as a free action

without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Containment Cell (Ex): All known mâchina forms include a containment cell where the creature can store creatures, items, and samples no larger

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than one size category smaller than itself. If a *mâchina* succeeds in pinning a creature it can place it in its containment cell as a free action instead of dealing constriction damage. Inside the containment cell the creature is unharmed, and since the cell is not air-tight the creature can breathe normally, though it cannot see outside, and may be rather cramped as it waits to be deposited for study.

To escape the containment cell, a creature must deal damage equal to the *mâchina*'s Hit Dice (AC 10). The attack must bypass the *mâchina*'s damage reduction (see below) to have any effect. If enough damage is dealt, the containment cell is ruined, and the creature can crawl free as a move action.

Collective Mind (Su): All *mâchina* on the same plane and within 20 miles of a Type Eight "Epsilonculus" are able to contact the entirety of the collective as a standard action, as with the sending spell. They keep each other apprised as to what they observe and their situation. Some position themselves to serve as relays to extend the service communication area of exploring *mâchina*. Because sending these messages takes some time, however, *mâchina* gain no benefits to resist surprise or flanking.

Energy Bolt (Su): All *mâchina* are equipped with a sophisticated weapon system capable of producing a bolt of energy as a ranged touch attack. The *mâchina* may fire once every other round with a range increment of 20 ft. Energy bolts deal damage based on the power level of the *mâchina*. This damage is half fire, half electricity.

Daze Bolt (Su): In place of their normal energy bolt, *mâchina* of Type Four and higher can fire a non-damaging bolt of energy that dazes living creatures it strikes. If the *mâchina* succeeds with a ranged touch attack with a range increment of 20 ft., the targeted creature must make a Fortitude save or be dazed for one round. The save DC is Charisma-based. *Mâchina* are immune to the daze bolts of other *mâchina*.

Flight (Ex): Most *mâchina* can fly with good maneuverability, and their flight is practically

silent, which grants them a +4 racial bonus to Move Silently checks while flying. When forced to the ground, they can crawl with their tentacle-like appendages. Type Twelve *mâchina* have perfect maneuverability.

Invisibility (Sp): *Mâchina* can cloak themselves, turning invisible as a full-round action that provokes an attack of opportunity. Remaining invisible requires concentration. If the *mâchina* attacks or takes damage, it turns visible.

Damage Reduction: Most *mâchina* are made of polytyrine, which gives even the weakest of them DR 8/–, but which also makes them susceptible to corrosion attacks, such as *rusting grasp* or the attack of a rust monster.

More advanced *mâchina* possess a defensive field of force that provides additional damage reduction that can only be bypassed by chaotic-aligned attacks. For example, an epsilonculus has both DR 8/– and DR 10/chaotic. Against chaotic weapons, damage is reduced by 8, but against normal weapons, damage is reduced by 10.

Resistances: All *mâchina* have resistance to acid 10, cold 10, fire 10, and sonic 10.

TYPE ONE "ALPHACULUS"

This creature resembles a flying mechanical mollusk the size of a house cat. It has a number of glowing yellow eyes scattered in an asymmetrical pattern across what must be its face, which emerges from its thin, gleaming shell. Six bladed tentacles dangle below it.

These tiny units are the least sophisticated of the *mâchina*. They are employed for retrieving small samples, or to occasionally escort Type Two *mâchina* on scouting missions. They are of low intelligence and thus have a limited ability to communicate. They spend as much time invisible as possible. A Type One makes a suitable familiar for a wizard, sorcerer, or mechamancer of at least 5th level with the Improved Familiar feat (mechamancers also need the Summon Familiar feat).

Type One *mâchina* usually flee combat. If that is not possible, they attack with their blades and energy bolts. Type One *mâchina* flee as soon as their foe is disabled.

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TYPE TWO “BETACULUS”

This creature looks like a mechanical hybrid of a cephalopod and an insect the size of a child, floating upright with six bladed tentacles exploring the path ahead of it. Between shoulder-like ridges, a low head hunches, covered in an asymmetrical pattern of glowing yellow eyes.

Type Two *mâchina* are inquisitive, skilled in scouting and spying. They avoid combat like Type One *mâchina*, though their curiosity sometimes leads them into dangerous situations. They are intrigued by manufactured equipment, and often try to disarm foes, then escape with their weapons. Relatively intelligent, Type Two *mâchina* sometimes set traps when expecting a foe.

Type Three Modification: This *mâchina* possesses the aquatic subtype and cannot function outside a liquid environment. It has a Swim speed of 40 instead of a fly speed; otherwise, it is identical to a Type Two *mâchina*.

TYPE FOUR “GAMMACULUS”

This creature resembles a mechanical fusion of an arachnid and a thorny-headed worm the size of a large hound. It floats in the air silently, trailing six bladed tentacles from the sides of its face, where a number of glowing yellow eyes are scattered asymmetrically.

Type Four *mâchina* are more durable than Types One through Three, and are deployed as basic warriors.

COMBAT

Multiple Type Four *mâchina* fight in concert, either using aid another against well-defended foes, or taking turns dazing and attacking single foes.

Daze Bolt (Su): Fortitude save (DC 12) or be dazed for one round. The save DC is Charisma-based and includes the Ability Focus feat.

Sneak Attack (Ex): A Type Four deals +1d6 damage on sneak attacks, as the rogue ability.

Type Five Modification: This *mâchina* possesses the aquatic subtype and cannot function outside a liquid environment. It has a Swim speed of 40 instead of a fly speed, but is otherwise identical to Type Four *mâchina*.

TYPE SIX “DELTACULUS”

A mechanical cross between a starfish and a clawed crustacean lurks in the air, its shell dull and dark. Six tentacles emerge radially from its body, each ending with a scoop-shaped blade. At the front of its carapace is what must be its face, marked with numerous asymmetrical glowing yellow eyes.

Type Six *mâchina* explore underground spaces, searching for veins of useful metals. They are the most stubborn of the *mâchina*, and though they may flee combat when surprised, they will often return in anger, not waiting for reinforcements.

COMBAT

Though skittish and apt to flee at the first sign of trouble, Type Six *mâchina* are vengeful, and will often return to attack before reinforcements arrive. When attacking, they use their wall of force to separate foes who are strung out, or drive into the midst of crowds, letting their kinetic shield overload and then using claws or energy bolts to finish off weak foes, even at the cost of their lives.

Daze Bolt (Su): Fortitude save (DC 13) or be dazed for one round. The save DC is Charisma-based and includes the Ability Focus feat.

Kinetic Shield (Su): A Type Six *mâchina* is protected by an invisible shield that can absorb up to 20 points of damage, preventing that damage to the *mâchina* and storing it for later release. The shield only stops weapon damage, not energy attacks, nor does it prevent the gradual wearing and scraping caused by burrowing. When a Type Six fires its energy bolt, it can choose to release this energy, increasing the damage of the energy bolt by the amount of damage its shield has absorbed.

If more damage is dealt to the Type Six than its shield can absorb, the absorbed energy is released violently, dealing 10 points each of fire and electricity damage to each other creature within 10 ft. A Reflex save (DC 18) halves this damage. This save DC is Constitution-based. After releasing the energy this way, the Type Six's shield is inactive and cannot be used for ten minutes.

Wall of Force (Sp): A Type Six can transform its kinetic shield into a *wall of force*, as the spell cast

at 9th level, lasting 9 rounds. The wall has an area of up to nine 10-ft. squares, and fills flush to any barriers. It does not fail if there are creatures or objects in the way, though such obstacles do leave holes in the wall. When the Type Six uses this ability, its shield is inactive and cannot be used for ten minutes.

Type Seven Modification: This *mâchina* possesses the aquatic subtype and cannot function outside a liquid environment. It has a Swim speed of 40 instead of a fly speed, but is otherwise identical to Type Six *mâchina*.

TYPE EIGHT “EPSILONCULUS”

This creature resembles a mechanical hybrid of a nautilus and a crustacean the size of an adult man. It has a number of glowing yellow eyes scattered in an asymmetrical pattern across what must be its face, around which stretch six bladed tentacles which it holds tucked under its body in a non-threatening posture.

Type Eight *mâchina* are designed to help map out, catalog, and examine animal life everywhere they go. Multiple Type Eight *mâchina* may be employed to retrieve animals of Medium size, sometimes even splitting the pieces of a corpse between several containment cells. However, they do not attempt to retrieve animals they believe to be sentient. Type Eight also assist in the building of new *mâchina* when they are not exploring.

Of the “lesser” *mâchina*, Type Eights are the only ones likely to actually communicate with intelligent creatures. Analytical and clinically curious, Type Eights much prefer to bargain for information rather than fight.

COMBAT

As Type Eights are not interested in retrieving samples of sentient creatures, they rarely come into conflict with adventurers, though they occasionally try to retrieve animal companions, familiars, and



A mechamancer and a Type Eight mâchina contemplate what they might learn from each other

paladin mounts, curious about why they are so much better than typical specimens of their race. When they do face adventurers, Type Eights use their various powers to subdue enemies, then kill helpless foes they deem too dangerous to let live. Occasionally they will retrieve sentient creatures for interrogation. Only when commanded by other *mâchina* will Type Eights attack directly.

Daze Bolt (Su): Fortitude save (DC 18) or be dazed for one round. The save DC is Charisma-based and includes the Ability Focus feat.

Collective (Su): Type Eight *mâchina* are the hubs of the *mâchina* collective. All *mâchina* within 20 miles of a Type Eight can communicate with the Type Eight and with each other, as if using the *sending* spell.

Spell-Like Abilities (Sp): At will – *detect thoughts* (DC 14). 3/day – *deep slumber* (DC 15), *hold animal* (DC 14), *hold monster* (DC 16), *reduce animal* (DC 14), *reduce person* (DC 13). 1/day – *dominate animal* (DC 15). Effective caster level 8th.

Type Nine Modification: This *mâchina* possesses the aquatic subtype and cannot function outside a liquid environment. It has a Swim speed of 40 instead of a fly speed, but is otherwise identical to Type Eight *mâchina*.

TYPE TEN “PRIMUSCULUS”

The size of a tiger, this creature glides through the air, resembling a mechanical hybrid of a tapeworm and a centipede. On the creature’s face glow numerous yellow eyes in an asymmetrical pattern. Tiny manipulating claws hang under its body, and a dozen segmented tentacles trailing behind it suddenly swing through the air to face you, revealing sharp blades on their ends.

Type Ten *mâchina* are designed to retrieve living sentient specimens, and are adept at interrogation and vivisection.

COMBAT

Type Ten *mâchina* are confident in their size and power, and so like to charge into battle. Whereas most smaller *mâchina* has six tentacle blades they treat as a single weapon, a Type Ten *mâchina* has a total of twelve tentacle blades divided into two sets each. If it pounces, it can attack with both sets of tentacle blades at once.

Against large groups, a single Type Ten *mâchina* typically begins combat by using its *hold monster* ability on a foe at the edge of the enemy group, then proceeds to pounce, grapple, and retreat. If unable to hold a foe, a Type Ten will call for reinforcements, then attempt to grapple and kill at least one foe.

Daze Bolt (Su): Fortitude save (DC 15) or be dazed for one round. The save DC is Charisma-based.

Energy Drill (Su): In addition to the normal once-per-two-rounds energy bolt all *mâchina* possess, a Type Ten has a specialized close-range energy attack. Once per round as a swift action, the Type Ten can make a ranged touch attack with a



The Type Ten mâchina only want to study more closely

maximum range of 20 ft. A successful hit deals 3d6 points of damage. This damage bypasses up to 20 points of hardness of objects, and is not fire and electricity as a normal energy bolt. The Type Ten can use its energy drill even against a foe it is grappling, but it cannot use it in the same round it uses its energy bolt.

Pounce (Ex): If a Type Ten charges, it can make a full attack.

Improved Grab (Ex): If a Type Ten hits with its tentacle blade attack it may initiate a grapple as a free action without provoking an attack of opportunity.

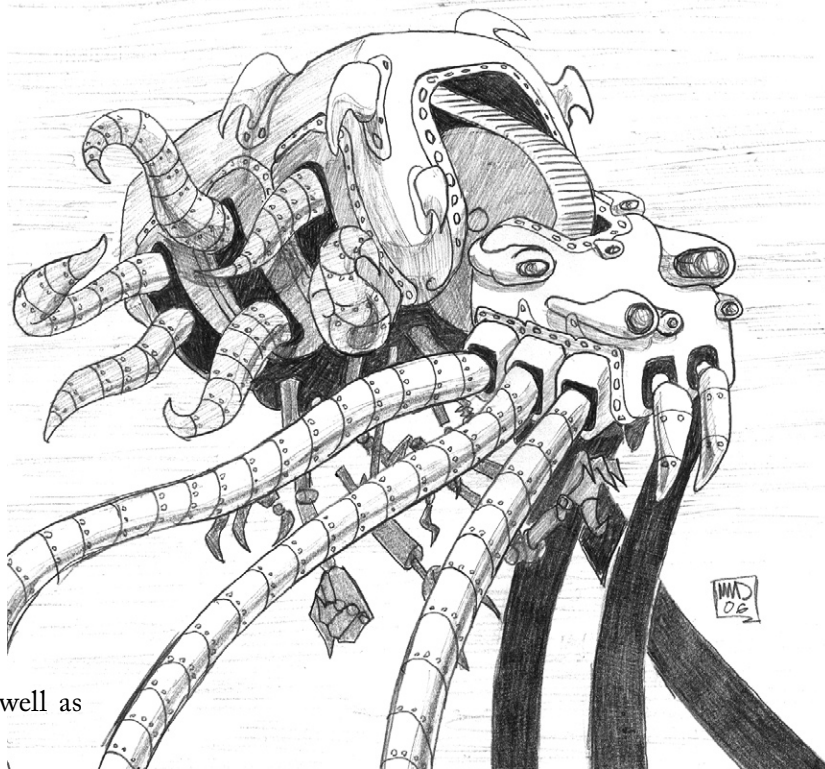
Spell-Like Abilities (Sp): At will – *light, detect thoughts* (DC 12). 3/day – *hold monster* (DC 14). Effective caster level 9th.

Type Eleven Modification: This *mâchina* possesses the aquatic subtype and cannot function outside a liquid environment. It has a Swim speed of 40 instead of a fly speed, but is otherwise identical to a Type Ten *mâchina*.

TYPE TWELVE “DECICULUS”

A metallic, squid-like creature the size of a horse streaks through the air. Its head resembles a giant spider's, complete with gleaming mandible-like fangs and an asymmetrical array of glowing yellow eyes. Six segmented, bladed tentacles stretch out from the head, and under the head coils a massive shell that draws your eyes irresistibly.

The largest type of *mâchina* deployed in the field, Type Twelves are agile aerial creatures tasked with retrieving magical items and creatures, and with studying strange variations on the natural laws of the multiverse. Its shell absorbs these unusual energies, as well as spells directed at it.



Type Twelve mâchina have the most challenging task of all: study magic

COMBAT

Type Twelve attempt to run interference between attackers and weaker *mâchina*. With their attractor fields active, they often stay at an effective distance to distract spellcasters, and use their flyby attacks to fire lightning blasts at well-clustered foes. However, they are careful to keep their distance from other *mâchina*, knowing that they are beacons for enemy area effect spells.

When not accompanied by other *mâchina*, Type Twelves still use their attractor fields to disrupt enemy plans, preventing them from aiding weakened allies.

A Type Twelve's attacks are treated as lawful for the purposes of bypassing damage reduction.

Daze Bolt (Su): Fortitude save (DC 19) or be dazed for one round. The DC is Charisma-based.

Lightning Blast (Su): Once per round, a Type Twelve can fire a line of lightning 5-ft. wide and 200 ft. long, dealing 14d6 damage. A Reflex save (DC 21) reduces the damage by half. The DC is Charisma-based and includes the deciculus's Ability Focus feat.

Invulnerability Shell (Su): A Type Twelve is constantly protected by an effect similar to a *globe of invulnerability*, as if cast by a 14th level sorcerer. A globe of energy 10-ft. in radius surrounds the *mâchina* and moves with it, blocking all spells of 4th level or lower. This shield is not solid, so a spellcaster could enter the shield and cast spells from inside.

Attractor Field (Su): A Type Twelve's shell contains strange energies that attract attention the same way magnets attract metal or gravity attracts objects. Every turn a creature is aware of a Type Twelve within 800 ft., it must make a Will save (DC 19) or else attempt to attack the *mâchina* or target it with a spell or effect of some sort. The save DC is Charisma-based and includes the Ability Focus feat. This is a mind-affecting compulsion effect, but it affects constructs, undead, vermin, and similar creature types even though they are normally immune to mind-affecting effects.

Additionally, if the path of a ranged weapon (including rays and exceptional ranged weapons

like boulders) passes within 10 ft. of a Type Twelve, the attack is redirected mid-flight to target the Type Twelve.

Creatures allied with the Type Twelve are not affected by the attractor field, and if multiple Type Twelves are present, attacks are only redirected once, and creatures only have to make a single save. If the save fails, the creature must target at least one Type Twelve.

A Type Twelve can suppress or reactivate this field as a free action.

Spell-Like Abilities (Sp): At will – *arcane sight*, *slow* (DC 15), *telekinesis* (DC 17). 3/day – *reverse gravity* (DC 19). Effective caster level 14th.

Regeneration (Ex): Chaotic-aligned weapons and spells and effects with the chaotic descriptor deal real damage to a Type Twelve.

TYPE THIRTEEN “CENTICULUS”

This massive creature looks like a mechanical fusion of a crustacean and a cetacean the size of an elephant. In place of flippers are two masses of bladed tentacles which all rise and face you like starving serpents. This strange living machine has a number of glowing yellow eyes scattered in an asymmetrical pattern across what must be its face. A fleet of similar smaller creatures escort it.

The Type Thirteen are the masters of the bases that the *mâchina* establish through out the multiverse in their ongoing attempt to learn all that is learnable. They are also the most dangerous, intelligent, and capable units typically encountered outside of the *mâchina* home planes. The *mâchina* typically deploy only one Type Thirteen to a single base of operations.

COMBAT

Type Thirteen *mâchina* never travel alone, but they seldom travel except to launch a major assault. When in combat, they use their powers to weaken specific foes, then order their allies to slay or disable those foes before moving on to another. Unlike most other *mâchina*, Type Thirteen retreat if they are losing. They essentially *are* the base of operations – the most important unit – and thus the

Type Thirteens’ long-term survival, and the preservation of all the information they have accumulated and catalogued, is typically the highest goal of lesser *mâchina*.

Fighting a Type Thirteen should be like fighting a small air force, as it uses its abilities to bolster and defend its allies while it crashes through enemies and knocks them out of the sky.

A Type Thirteen’s attacks are treated as lawful for the purposes of bypassing damage reduction.

Daze Bolt (Su): A Type Thirteen’s daze bolt affects all non-*mâchina* creatures in a 10-ft. radius. Fortitude save (DC 22) or be dazed for one round. The save DC is Charisma-based.

Defensive Aura (Su): A Type Thirteen acts as the hub of its collective, and so all other *mâchina* within 800 ft. of it share some of its defenses. They possess the same SR as the Type Thirteen, they add the Type Thirteen’s Charisma modifier as a deflection bonus to AC, and they may use the Type Thirteen’s Will save modifier instead of their own.

When a Type Thirteen uses its *greater teleport* or *plane shift* ability, its defensive aura permits it to bring along with it any *mâchina* within 60 ft.

Spell-Like Abilities (Sp): At will – *greater arcane sight*, quickened *greater dispel magic*, quickened *magic missile*, *telekinesis* (DC 17). 3/day – *greater teleport*, *mass hold monster* (DC 21), *power word stun*. 1/day – *plane shift*. Effective caster level 20th.

Regeneration (Ex): Chaotic-aligned weapons and spells and effects with the chaotic descriptor deal real damage to a Type Thirteen.

Mâchina Infiltrator Template

The *mâchina* infiltrator template may be used to create a mechanical version of any living corporeal creature with fewer than 5 Hit Dice, hereafter referred to as the “base creature.” Infiltrators are the most varied and adaptable *mâchina*. Type Thirteen *mâchina* often assign *mâchina* infiltrators to explore and learn in as subtle a method as is possible. To accomplish this, each individual *mâchina* infiltrator is specially designed to emulate a specific kind of creature, such as a raven, pseudodragon, or kobold.

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MÂCHINA INFILTRATOR ORC

LN Medium outsider (extraplanar, karakuri, lawful)

Hit Die: 1d8 (5 hit points)

Initiative: +0

Speed: 20 ft.

AC: 19 (+4 scale mail, +5 natural armor)

Attack: Greataxe +3 melee (1d12+3), or javelin +1 ranged (d6+2)

Space/Reach: 5 ft. /5 ft.

Special Attacks: *Shocking grasp*

Special Qualities: Darkvision 60 ft., DR 8/–, karakuri traits

Saves: Fort +2, Ref +2, Will –1

Abilities: Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Knowledge (technology) +0, Listen +2, Spot +2

Feats: Alertness

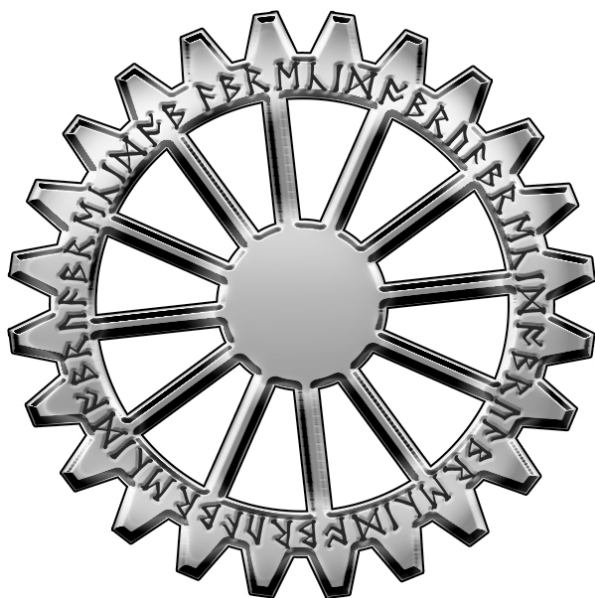
Climate/Terrain: Any land or underground, planes of law and machines.

Organization: Gang (2–4)

Challenge Rating: 1

Treasure: Standard

Combat: Mâchina infiltrator orcs are – like their organic counterparts – familiar with most weapons. They attempt to hide the fact they are machines as much as possible – in particular, they do not use shocking grasp unless they are confident other orcs do not learn about it or unless the mâchina infiltrator orc’s existence is jeopardized and it needs to use this ability to survive. Mâchina infiltrator orcs do not possess the light sensitivity of true orcs.



MÂCHINA INFILTRATOR TEMPLATE

“Mâchina infiltrator” is a template that can be applied to any corporeal living creature of 4 or fewer Hit Dice (hereafter referred to as the “base creature”).

- **Type:** The mâchina infiltrator’s type changes to outsider (extraplanar, karakuri, lawful). The mâchina infiltrator loses any other subtypes possessed by the base creature.
- **Hit Die:** The mâchina infiltrator’s racial Hit Dice change to d8.
- **Weight:** Mâchina infiltrators are noticeably heavier than a typical creature of the base creature’s race, weighing about twenty percent more.
- **Special Attacks:** The mâchina infiltrator gains *shocking grasp* as a spell-like ability, usable 1/day at caster level 5 and dealing 5d6 damage. The mâchina infiltrator otherwise loses all spell-like or supernatural special attacks possessed by the base creature.
- **Special Qualities:** The mâchina infiltrator gains DR 8/– and karakuri outsider traits, and loses any spell-like or supernatural special qualities possessed by the base creature. Likewise, the mâchina infiltrator loses any cultural abilities the base creature might have had, like gnomish combat bonuses against kobolds.
- **Armor Class:** The mâchina infiltrator gains a natural armor bonus of +5 unless the base creature already possessed a higher natural armor bonus, in which case the base creature’s natural armor bonus is retained.
- **Abilities:** The mâchina infiltrator’s Intelligence rises to 2 or drops to 12, if the base creature’s Intelligence was lower than 2 or higher than 12, respectively. Otherwise, the mâchina infiltrator retains the base creature’s abilities.
- **Skills:** Same as the base creature.
- **Feats:** Same as the base creature.
- **Challenge Rating:** As base creature +1.
- **Alignment:** The mâchina infiltrator’s alignment changes to lawful neutral.

Low (Locusts of Worlds)

This spherical creature, which appears to be made of gray, brushed steel, hovers several feet above the ground. Across its surface are evenly distributed twelve hemispheres, each only a few inches across. Periodically, one of the hemispheres will rotate into the creature, revealing an opening of unknown purpose.

The Locusts of Worlds – commonly known as the Low – are a totemic form of mechanical evil, implacably dedicated to the extermination of everything, living and undead, in the entire multiverse. It is not known from where they come, although some dimensional refugees believe it is an alternate Prime Material Plane already reduced to cinders

and sterile fragments by the Low.

According to these refugees, technologically advanced hobgoblins from another Prime Material Plane, the Low overran the entire plane in less than a decade, and methodically slaughtered and destroyed everything else in it. The refugees warn that the Low may have set their sights on the player characters' world as their next target.

All Low are identical in appearance, unless an individual specimen has suffered damage that distinguishes it. Telling one from another requires a Spot check (DC 30). Low can tell each other apart and communicate silently, over great distances,

	Private (Low)	Corporal (Low)	Specialist (Low)
	Medium outsider (evil, extraplanar, karakuri, lawful)	Medium outsider (evil, extraplanar, karakuri, lawful)	Medium outsider (evil, extraplanar, karakuri, lawful)
Hit Die:	3d8+6 (20 hp)	5d8+15 (37 hp)	7d8+14 (45 hp)
Initiative:	+2	+2	+1
Speed:	5, fly 30 (good)	5, fly 40 (good)	5, fly 50 (good)
Armor Class:	15 (+3 natural, +2 Dex), flat-footed 13, touch 12	18 (+5 natural, +3 Dex), flat-footed 15, touch 13	20 (+7 natural, +3 Dex.), flat-footed 17, touch 13
Base Atk/Grp:	+3/+3	+5/+6	+7/+7
Attack:	Energy blast +5 ranged (3d8), or slam +3 melee (d6)	Energy blast +8 ranged (3d8), or slam +6 melee (d6+1)	Energy blast +9 ranged (3d8), or slam +7 melee (d6)
Full Attack:	Energy blast +5 ranged (3d8), or rapid shot +3/+3 ranged (3d8), or slam +3 melee (d6)	Energy blast +8 ranged (3d8), or rapid shot +6/+6 ranged (3d8), or slam +6 melee (d6+1)	Energy blast +9/+4 ranged (3d8), or rapid shot +7/+7/+2 (3d8), or slam +7/+2 melee (d6)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	—	Divebomb maneuver, diving attack
Special Qualities:	Blindsight, DR 10/–, SR 12, hive consciousness, resistance to acid 10, cold 10, fire 10, and sonic 10, karakuri traits	Blindsight, DR 10/–, SR 15, hive consciousness, resistance to acid 10, cold 10, fire 10, and sonic 10, karakuri traits	Blindsight, DR 10/–, SR 18, hive consciousness, resistance to acid 10, cold 10, fire 10, and sonic 10, karakuri traits
Saves:	Fort +5, Ref +5, Will -1	Fort +7, Ref +7, Will +0	Fort +7, Ref +7, Will +0
Abilities:	Str 10, Dex 14, Con 14, Int 8, Wis 7, Cha 4	Str 12, Dex 16, Con 16, Int 10, Wis 9, Cha 4	Str 10, Dex 14, Con 14, Int 7, Wis 7, Cha 4
Skills:	Survival +4	Search +8, Survival +7	Survival +9
Feats:	Rapid Shot, Track	Rapid Shot, Track	Flyby Attack, Rapid Shot, Track
Environment:	Any	Any	Any
Organization:	Squad (2–5)	Solitary, or 1 plus squad (2–5 privates) and 2 specialists	Pair (2), or pair (2) plus squad (2–5 privates) and 1 corporal
Challenge Rating:	5	8	10
Treasure:	—	—	—
Alignment:	Always lawful evil	Always lawful evil	Always lawful evil
Advancement:	—	—	—
Level Adj.:	—	—	—

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in ways only sophisticated karakuri can detect.

Low are also blind and possess no visual sensory equipment, but have other acute senses that grant them blindsight. They even seem to be able to track by scent.

COMBAT

There is no creature or entity the Low do not seek to destroy – and unless on a specific mission they always attack on sight. They can be bound and compelled to take dictated actions by spells, but they never communicate in any way with any creature and they never accept any deals. Unless actively engaged in combat, Low will break off what they are doing and move to attack the closest and most powerful creature of which they are aware.

Hive Consciousness (Su): All Low on the same plane and within 20 kilometers of a corporal are in constant communication. They keep each other apprised as to what they observe and their situation. Some position themselves to serve as relays to extend the service communication area of exploring Low.

Flight (Ex): Low fly without any apparent form of propulsion, and only ever land to lay ambushes or when knocked out or stunned. Low flight functions underwater, and can be used as a Swim speed. Low gain a +8 bonus to Swim checks when using flying movement underwater.

Karakuri Traits: Low are living machines and possess all the benefits and immunities of karakuri.

Energy Blast (Ex): All Low are equipped with a sophisticated weapon system capable of producing an energy blast with the following statistics: 3d8 damage, critical 20/x2, range increment 100 ft. They have effectively limitless ammunition.

Metallic Construction (Ex): Low are made of reinforced morganine, which gives even them DR 10/–, but which also makes them susceptible to corrosion attacks, such as *rusting grasp* or the attack of a rust monster.

Resistances (Ex): All Low have acid, cold, fire, and sonic resistance 10.

Blindsight (Ex): All Low have blindsight to a range of 120 feet.

PRIVATE

These are the weakest, simplest and most common of the Low and serve as standard infantry units. They usually travel in small squads.

CORPORAL

These are the second most common units of the Low and serve as commanders of both privates and specialists.

SPECIALIST

This is a special Low unit designed to inflict damage over a sizable area. Against foes much too powerful for lesser units to destroy with their energy blasts, the Low may dispatch a dozen or more specialists, but they usually travel in pairs.

Divebomb Maneuver (Ex): Low specialists are designed to drop themselves onto targets. To execute a divebomb maneuver, the specialist must first rise 200 feet above its target (four rounds of double-moving). If it starts its turn 200 feet above the ground, the specialist can perform its divebomb maneuver as a full round action, targeting any square in a 50 ft. spread beneath it. When the specialist reaches its target square, it strikes the ground and creates a concussive blast that inflicts 20d6 points of damage to everything in a 20 ft. radius burst. A Reflex save (DC 15) halves the damage. The save DC is Dexterity-based. Performing a divebomb maneuver deals no damage to the specialist.

The energy required to perform this maneuver is substantial; a specialist can perform a divebomb maneuver only once per day.

Diving Attack (Ex): A Low specialist can perform a diving attack as a standard action. Diving attacks are less powerful than divebomb maneuvers; they deal normal falling damage (1d6 damage per 10 ft. fallen) to a single target and require a slam attack against the target's Touch AC. Performing a diving attack deals no damage to the specialist.

The energy required to perform this maneuver is unexceptional; a specialist can perform any number of diving attacks in a day.

SECTION 02: KARAKURI CHARACTERS AND FAMILIARS

“My soul is my great asset and my great misfortune.”

—D. H. Lawrence

Karakuri Characters

At the discretion of a game master, a player may run a karakuri character. The two main types of character options are outsider karakuri (such as the *mâchina* presented above) and custom-created fantastic machines.

The *mâchina* are a significantly powerful race – the lengthy list of things to which they are immune alone means they easily outstrip typical organic races. The level adjustments for *mâchina* (see Section 01) reflect this. Therefore, it is recommended that a player character mechanical creature be a created karakuri and not a *mâchina*. This helps balance the power used in a game. A custom creation can be designed to have a level adjustment of +2 or less.

Karakuri characters progress in hit points and levels as do normal organic creatures.

Table 02.01 describes a construct suitable for use as a player character with a level adjustment of +2. Refer to Section 04 of the original *Mechamancy* for a complete discussion of custom clockwork creations.

In-Game Views of Karakuri

In-game uses of mechamancy are more fully explored in Section 02 of the original *Mechamancy*. However, here are some points to consider about player character machines.

Mechamancers who create fantastic machines, even intelligent ones, seldom regard them as real people – they see their creations as nothing more than tools with no legal, moral, ethical, spiritual, magical, or intellectual rights. In the eyes of most NPCs, a player character machine belongs – in an in-game legal sense – to someone else. This might be the mechamancer who built the PC or a third party; typically, the person to whom the mechamancer sold the PC. Dealing with this – defining

TABLE 02.01: SAMPLE KARAKURI CHARACTER

Feature	Build DC
Type: Living Machine	+4
Size: Medium	+4
Speed: 30	+7
Strength: 18	+9
Dexterity: 16	+8
Construction: 20	+10
Intelligence: 14	+7
Wisdom: 10	+5
Charisma: 10	+5
Skill: Disguise 20 ranks*	+20
Skill: Jump 5 ranks	+5
Skill: Knowledge (local) 5 ranks	+5
Skill: Speak Language (Common)	+1
Skill: Speak Language (Elf)	+1
Feat: Dodge	+1
Feat: Weapon Finesse (retractable blades)	+1
Spell-like ability: <i>shocking grasp</i>	+2
Weapon: slam 1d8	+8
Weapon: retractable blades 1d8	+8
Armor Class bonus: +10	+2
Hit point bonus: +10	+2
Standard item creation DC	+10
Average Build DC:	94
Purpose:	Defined by player and GM
Materials:	Steel
Hit Points:	2d8+4 (average 12)
Weight:	125-pounds
Average Cost:	500 gp

*To disguise the karakuri as a living creature.

themselves as more than complicated tools – is one of the essential struggles of intelligent karakuri.

How this is handled within the game is something the player and game master should agree upon before the game begins. The player should know, at the very least, how its “owners” treat the character, as well as what the character’s options are. Where the character goes from there – simply

running away, adventuring in an attempt to gain legal rights for all karakuri, or something in between – should be developed over the course of the campaign.

Mechanical Familiars

As an alternative to the familiars they may build and bind using the Living Machine Familiar feat from the original *Mechamancy*, mechamancers sometimes call *mâchina* familiars in the same way a traditional sorcerer or wizard calls a living animal. *Mâchina* familiars may be either Type One *mâchina* or *mâchina* infiltrator versions of normal animals; some examples are listed in Table 02.02, below.

Obtaining a Type One *mâchina* familiar requires the Improved Familiar feat. Calling a Type One *mâchina* familiar requires an arcane spellcaster level of 5th or higher. The mechamancer and Type One *mâchina* familiar receive additional benefits according to the master’s arcane caster level, as described below and in Table 02.03.

A character may instead select one of the *mâchina* infiltrators listed below, which require an arcane spellcaster level of 3rd or higher. *Mâchina* infiltrator familiars have unique additional benefits, depending on the specific type selected. These benefits are in addition to the special qualities granted by the *mâchina* infiltrator template and the master’s arcane caster level. The *mâchina* infiltrator familiars’ spell-like abilities are usable at will, and they take effect at the minimum possible caster level. For example, a *mâchina* infiltrator fire beetle familiar may use *light* as a spell-like ability: the ability functions as if cast by a 1st-level caster but may be used at will.

CODE OF CONDUCT

All created karakuri that can interact with people are designed to have certain rigid guidelines controlling those interactions. This is true of simple devices such as beverage and illumination factotums. This is also true of the myrmidons and more intelligent creations.

The specifics of the guideline vary from fantastic machine to fantastic machine. They reflect the alignment and temperament of the individual who created the fantastic machines. Most guidelines have three components:

- The fantastic machine should protect its own existence as long as such protection does not violate either of the other principles.
- The fantastic machine must obey the instructions of its creator even where those instructions violate the above principle.
- The fantastic machine must not harm its creator or – through inaction – allow the creator come to harm.

Some mechamancers are arguing for broader rules – such as that a machine may not harm any person. As that would eliminate their combat uses this has yet to happen and is unlikely to occur in the foreseeable future. However, the Machine Guild has been considering setting some definite rules about the creation guidelines – in theory all guild members would have to comply with these rules.

Created karakuri can override a guideline through force of will. To override a guideline or ignore an order from an individual controlling it (through use of command words of access to the machine’s manual control system) for one round, the creation must succeed a Will save (DC 20). If the machine succeeds by 5 or more, it can ignore the restriction for up to a minute.

TABLE 02.02: CLOCKWORK FAMILIARS

	Familiar	Size	Additional
01	Beetle, Fire	Small	<i>Light</i> and <i>fly</i> as spell-like abilities
02	Kobold	Small	<i>Darkvision</i> as spell-like ability; tool use
03	Marmoset	Small	<i>Spider climb</i> as spell-like ability; tool use
04	Raptor	Small	<i>True strike</i> and <i>fly</i> as spell-like abilities
05	Reptile	Small	<i>Endure elements</i> as spell-like ability; Weapon Finesse (bite) feat

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Beetle, Fire: This is a living mechanical version of the natural fire beetle. Use the giant fire beetle statistics in the *Monster Manual* plus the *mâchina* infiltrator template. It can use *light* and *fly* on itself as spell-like abilities. It is not capable of flight if its wings are damaged.

Kobold: This is a small humanoid clockwork creature that closely resembles an organic kobold. Use the kobold statistics in the *Monster Manual* plus the *mâchina* infiltrator template. Because it is a *mâchina* infiltrator, it does not possess the kobold's proclivity for sadism or racial hatred towards gnomes. This familiar may use *darkvision* as a spell-like ability. It has hands and thus may use tools and weapons, though its ability to do so is limited by its Intelligence.

Marmoset: This is any of various small, clawed monkeys found in warm forests. Use the monkey statistics in the *Monster Manual* plus the *mâchina* infiltrator template. This familiar may use *spider climb* as a spell-like ability. It has hands and thus may use tools and weapons, but its ability to do so is limited by its Intelligence.

Raptor: This is a clockwork hawk, falcon, owl, or kestrel. Use the hawk statistics in the *Monster Manual* plus the *mâchina* infiltrator template. It can use *true strike* and *fly* as spell-like abilities. It is not capable of flight if its wings are damaged.

Reptile: This is a lizard, turtle, snake, or something similar. Use the most appropriate statistics in the *Monster Manual* plus the *mâchina* infiltrator template. It can use *endure elements* as a spell-like ability. It also possesses the feat *Weapon Finesse* (bite).

FAMILIAR ABILITY DESCRIPTIONS

As the mechamancer progresses in level, the character's *mâchina* familiar becomes more potent in abilities and intelligence. The Intelligence bonus shown in Table 02.03 is cumulative. At the game master's option, the improvements listed in the table may also be available to familiars constructed by the mechamancer and bound using the *Living Machine Familiar* feat.

Empathic Link (Su): The master has an empathic link with his *karakuri* familiar to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Share Spells (Su): At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his *karakuri* familiar. The familiar must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself. A master and his *karakuri* familiar can share spells even if the spells normally do not affect creatures of the familiar's type (construct).

Bestow Spell-Like Ability (Su): The *karakuri* familiar may bestow a spell-like ability it possesses upon its master. The familiar may only bestow a

TABLE 02.03: KARAKURI FAMILIAR IMPROVEMENT

Arcane Caster Level	Natural Armor Adjustment	Intelligence Bonus	Special
3–5	+1	+1	Empathic link, share spells
6–7	+1	–	Bestow spell-like ability
8–9	+2	–	Speak, deliver touch attacks
10–11	+2	+1	Alertness, scry on familiar
12–13	+3	–	Speak with sentient machines
14–15	+3	–	Improved evasion
16–17	+4	+1	Share resistance
18+	+4	–	Discern location

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spell-like ability once per day, and cannot do so if it has already done so on a previous day, but its master has not used it. Once the ability is bestowed, the familiar loses access to the ability, and its master may use it once; the spell-like ability conforms in all ways to its use by the karakuri familiar. When the master has used the spell-like ability, the familiar regains access to it.

Speak (Ex): The karakuri familiar is capable of communicating verbally with its master as if the two shared a common language. The familiar can also communicate verbally with anyone with whom it shares a language.

Deliver Touch Spells (Su): If the master and the karakuri familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the “toucher.” The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Alertness (Ex): While the karakuri familiar is within arm’s reach, its master gains the Alertness feat, which confers a +2 bonus to Spot and Listen checks.

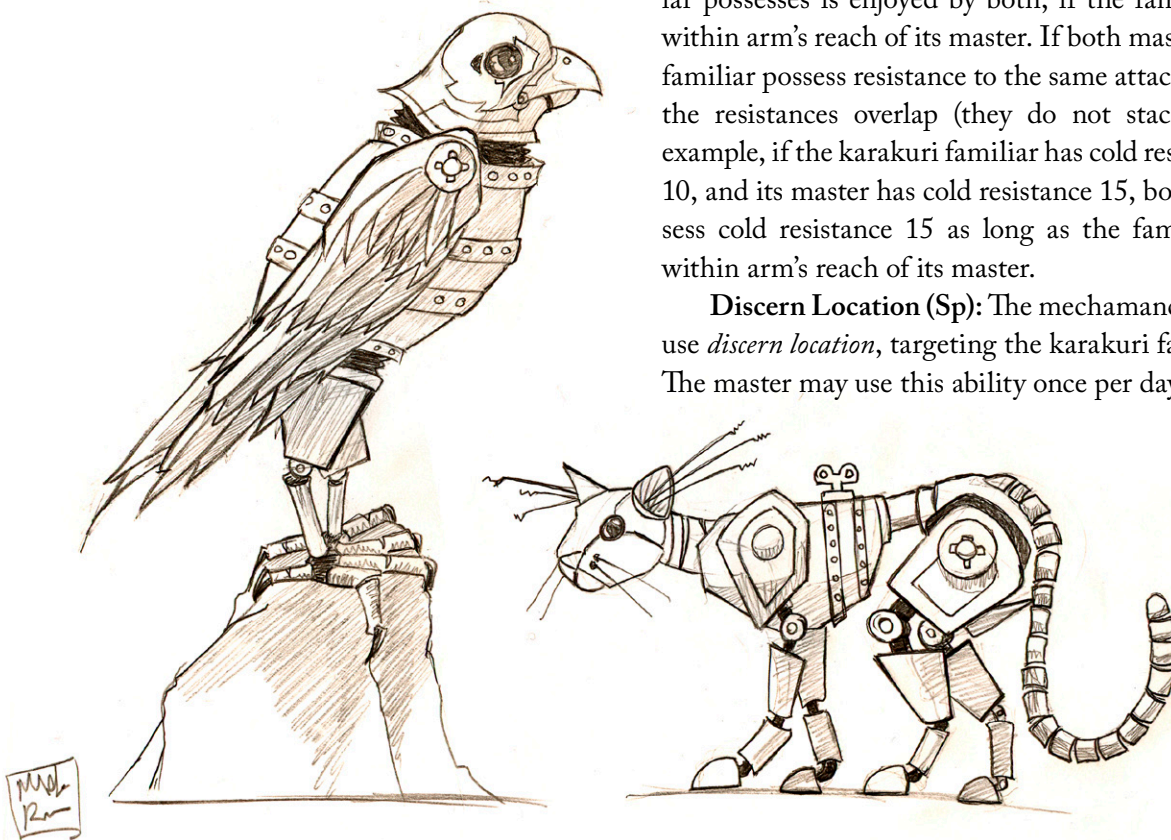
Scry on Familiar (Sp): The master may scry upon the karakuri familiar as though casting the *scry* spell. The master may use this ability once per day.

Speak with Sentient Machines (Ex): At 12th level the master of a karakuri familiar may automatically speak with any sentient karakuri as long as the familiar is within arm’s reach, even if the master and the sentient karakuri in question do not share any common languages.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a karakuri familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Resistance (Su): Any energy resistance that either the mechamancer or the karakuri familiar possesses is enjoyed by both, if the familiar is within arm’s reach of its master. If both master and familiar possess resistance to the same attack form, the resistances overlap (they do not stack). For example, if the karakuri familiar has cold resistance 10, and its master has cold resistance 15, both possess cold resistance 15 as long as the familiar is within arm’s reach of its master.

Discern Location (Sp): The mechamancer may use *discern location*, targeting the karakuri familiar. The master may use this ability once per day.



SECTION 03: WEREMECHA

“Men are only as good as their technical development allows them to be.”

—George Orwell

Mechamancy can provide devices and systems to replace organs, appendages, and physiological systems of living creatures, as the six items below quantifiably illustrate. Whether or not augmenting living beings in this way is a good idea is a separate question. Creatures who have one or more mechamancy augmentations as part of their anatomy are sometimes called weremecha, even though, as a rule, they don't change shape as lycanthropes do.

The devices in this chapter are designed for humanoid creatures.

01. Artificial Appendages (Johnson's Short Arm)

Most artificial appendages – limited to hands, arms, feet and legs – are tailored for an individual. However, there are certain standards for such a fantastic device. They do function as *rings of protection* – the individual with an artificial limb may select one of the special saving throws that the metal used in the support structure in the limb offers. An individual with Johnson's Appendage – named for the device's inventor – suffers a permanent loss of a point of Constitution, which represents the loss of their flesh and bone as well as giving up part of their life force to power the item.

Size: Tiny (for purposes of calculating the Build DC, the Difficulty Class modifier must match the size of the intended recipient)

Material: Cobalt

Benefit: +2 bonus to saving throws against (choose one): sonic damage, fire damage, damage from spells in the Water domain

Drawback: 1 point Constitution drain

Cost: 1,240 gp+

HP: 6 (1d8+2)

Weight: 4 lbs.

Prerequisites: Craft Wondrous Item, Build Fantastic Machine, Craft (clockwork) and Healing 1+ ranks each

Build DC: 26+ (+5 (prosthetic) +A (size modifier as determined by the recipient, minimum of +1) +B (Strength score of the device, minimum of +1) +C (Dexterity score of the device, minimum of +1) +D (adjustments to the Construction score of the device as necessary, minimum of +1) +E (the hit point score of the recipient, minimum +5) +2 (*shocking grasp* spell level, once per day) +10 (standard item creation DC))

02. Artificial Humors Pump (Milholand's Heart)

These clockwork hearts were originally built quite large, but continuing research has reduced them to the size of a living heart. It is crafted from glass and mithral. It may be used to replace the heart of any living humanoid creature of Medium or Small size. An individual with a Milholand Heart – named for the device's inventor – suffers a permanent loss of a point of Constitution, which represents the loss of flesh as well as of the life force that powers the item. Further, even though it circulates the individual's blood – and other bodily humors – successfully, someone with an artificial humors pump does not have a pulse.

Size: Diminutive (for purposes of calculating the Build DC, the Difficulty Class modifier must match the size of the intended recipient)

Material: Cobalt, glass

Benefit: Immunity to effects that target living hearts; user lacks pulse

Drawback: 1 point Constitution drain

Cost: 1,240 gp

HP: 4 (1d8+1)

Weight: 1 lb.

Prerequisites: Craft Wondrous Item, Build Fantastic Machine, Craft (clockwork) and Healing 1+ ranks each

Build DC: 24+ (+5 (prosthetic) +A (size modifier as determined by the recipient, minimum of +1) +B (Strength score of the device, minimum of +1) +C (Dexterity score of the device, minimum of +1) +D

(adjustments to the Construction score of the device as necessary, minimum of +1) +E (the base hit points of the recipient, minimum of +5) +1 (mechanism to determine time) +10 (standard item creation DC))

03. Artificial Visual Orb (Harewell's Eye)

This is an eye created by mechamancers to replace a lost original. Artificial visual orbs are crafted from ceramic, copper and glass; the sclera is usually a blue tinted ceramic, the iris is highly polished copper, and over both is a layer of glass. An artificial visual orb has two components: the orb itself and a hollow hemisphere of steel that fits into the recipient's empty eye socket. Having the hemisphere put into place is painful, but it does not deal damage. The orb fits into the concave side of the hemisphere while a short spike fixed to the convex side is forced into the back of the empty socket to secure it into place. This allows the entire apparatus to function. So long as the hemisphere is in place in the socket the individual may see with the visual orb – even if it is not in the socket.

An individual who has had their eye replaced by an artificial orb is always immune to gaze attacks – such as the petrifying gaze of the basilisk – and they always possess excellent visual acuity in the artificial eye. This device does not function inside an area of antimagic. An individual with a Harewell's Eye – named for the device's inventor – suffers a permanent loss of a point of Constitution, which represents the loss of flesh as well as of the life force that powers the item.

Size: Fine (for purposes of calculating the Build DC, the Difficulty Class modifier must match the size of the intended recipient)

Material: Ceramic, copper, glass

Benefit: "Spy eye," immunity to gaze attacks

Drawback: 1 point Constitution drain

Cost: 1,240 gp+

HP: 5 (1d8+1)

Weight: 1 lb.

Prerequisites: Craft Wondrous Item, Build Fantastic Machine, Craft (clockwork) and Healing 1+ ranks each

Build DC: 30+ (+5 (prosthetic) +A (size modifier as determined by the recipient, minimum of +1) +B (Strength score of the device, minimum of +1) +C (Dexterity score of the device, minimum of +1) +D (adjustments to the Construction score of the device as necessary, minimum of +1) +E (the base hit points of the recipient, minimum of +5) +6 (clairvoyance spell level) +10 (standard item creation DC))

04. Brain Insert Assembly (Shay's Bones)

The brain insert assembly consists of a small receptacle about an inch in diameter that is implanted upon the cranium of a living individual. The assembly connects to the user's brain, and if the user inserts a device known as a function disc into the assembly, he can access the knowledge encoded on the disc. Installing a brain insert assembly requires a Craft (clockwork) check and a Healing check (DC 18 each), and causes 1 point permanent hit point loss. Inserting, replacing, or removing a function disc is a standard action that provokes an attack of opportunity.

Hair may be combed over the exposed portion of the brain insert assembly. The assembly does not interfere with wearing hats, hoods, crowns, or helmets.

Size: Diminutive (for purposes of calculating the Build DC, the Difficulty Class modifier must match the size of the intended recipient)

Material: Cobalt

Benefit: Grants a living recipient the use of function discs

Drawback: 1 hit point permanently lost

Cost: 1,240 gp+

HP: 5 (1d8+1)

Weight: 1 lb.

Prerequisites: Craft Wondrous Item, Build Fantastic Machine, Craft (clockwork) and Healing 1+ ranks each

Build DC: 24+ (+5 (prosthetic) +A (size modifier as determined by the recipient, minimum of +1) +B (Strength score of the device, minimum of +1) +C (Dexterity score of the device, minimum of +1) +D (adjustments to the Construction score of the device as necessary, minimum of +1) +E (the base hit points of the recipient, +1 minimum) +1 (bonus skill or spell, minimum +1) +10 (standard item creation DC))

05. Function Disc

A function disc is a round, flat metal object about 1 inch in diameter that is encoded with knowledge. When placed in a brain insert assembly, a function disc imparts the encoded knowledge to the user. A function disc contains either 5 ranks of a single skill (allowing the user to make skill rolls even if it is a trained-only skill) or a single language (allowing the user to speak it fluently). Inserting, replacing, or removing a function disc in a brain insert assembly is a standard action that provokes an attack of opportunity.

Size: Fine

Material: Cobalt, pitchblende

Benefit: Grants a brain insert assembly user skill ranks or a language

Drawback: None

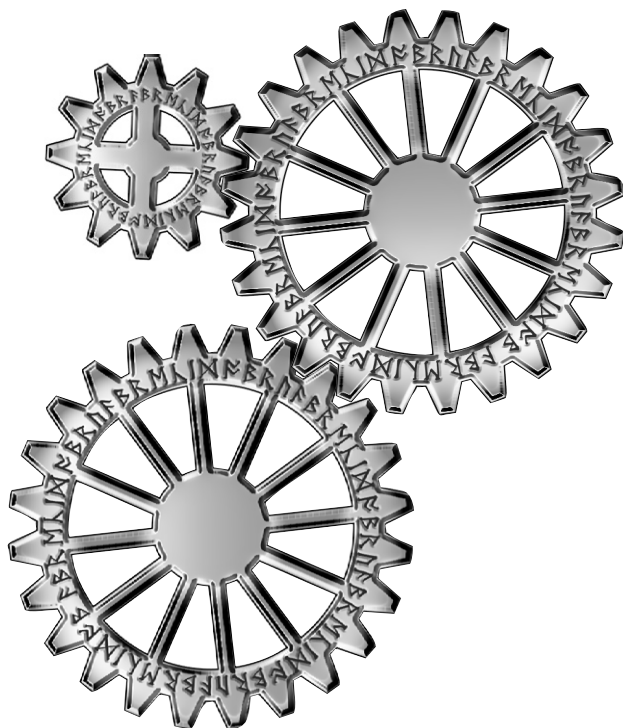
Cost: 180 gp or 140 gp

HP: 1

Weight: 1 lb.

Prerequisites: Build Fantastic Machine, Craft (clockwork) 1+ ranks

Build DC: 18 or 14 (+0 (tool) +0 (Fine) +3 (improved Construction +6) +5 (5 skill ranks) or +1 (one language) +10 (standard item creation DC))



06. Metal Bone Plating (Goodwin's Skin)

This is a terribly painful procedure wherein bands of metal are laid over an individual's bones. This has the effect of strengthening the bones, making them more resistant to breaking and offering the individual protection against blunt weapon damage as well as special bonuses that come with the metal. An individual who receives this metal plating permanently loses 4 Wisdom points due to the torturous process whereby the metal is grafted to the bones. This ability score loss cannot be cured or reversed without removing the plating first.

Steel receives a thin layer of gold to prevent it from corroding but this does not otherwise affect the performance of the metal. The other metals available for use in this process – nickel, cobalt, tyrine and mithral – resist corrosion. The plating functions normally inside an antimagic field.

Size: Same as the character or creature receiving the treatment

Material: Gold-plated steel or unplated nickel, cobalt, tyrine, or mithral

Benefit: (1) Nonmagical damage reduction *n*/slashing or piercing, where *n* depends on the metal used: steel 2, nickel 4, cobalt 6, tyrine 8, and mithral 10; and (2) nonmagical circumstance bonus to Fortitude saves, depending on the metal used: steel +1, nickel +2, cobalt +3, tyrine +4 and mithral +5

Drawback: 4 points Wisdom drain

Weight: 5 lbs. for Small size, 10 lbs. for Medium size

Cost: Steel 1,000 gp; nickel 3,000 gp; cobalt 6,000 gp; tyrine 10,000 gp; mithral 15,000 gp

Prerequisites: Craft Wondrous Item, Build Fantastic Machine, Craft (clockwork) and Healing 1+ ranks each

Build DC: 24+ (+5 (prosthetic) +A (size modifier as determined by the recipient, minimum of +1) +B (Strength score of the device, minimum of +1) +C (Dexterity score of the device, minimum of +1) +D (adjustments to the Construction score of the device as necessary, minimum of +1) +E (the hit point score of the recipient, not to exceed that of the recipient, minimum of +5) +10 (standard item creation DC))

07. Metal Skin Plating

This is another terribly painful procedure, in which sections of carefully prepared metal replace an individual's skin, creating an effect similar to the exoskeleton of an insect. This has the effect of strengthening the body, making it resistant to damage, but at the cost of the recipient's self-awareness. An individual who receives this metal plating permanently loses 4 points of Wisdom as the procedure literally detaches the recipient's mind from his body. This ability score loss cannot be cured or reversed without removing the plating first.

The skin plating uses various corrosion-resistant metals: nickel, cobalt, tyrine, and some mithral. Individuals with metal skin plating heal normally and will respond normally to curative magic. The plating functions normally inside an area of antimagic, except that natural healing is not possible while within an area of antimagic.

Size: Same as the character or creature receiving the treatment.

Material: Nickel, cobalt, tyrine, or mithral.

Benefit: Metal skin plating replaces an individual's natural skin and grants DR 5/– and a +2 bonus to Fortitude saves unless the effect or ability affects objects. Some recipients choose to receive partial skin plating for cosmetic reasons, but doing so leaves enough exposed natural flesh that partial plating grants no game benefit.

Drawback: 4 points Wisdom drain.

Weight: 10 lbs. for Small size; 20 lbs. for Medium size.

Cost: 30,000 gp

Prerequisites: Craft Wondrous Item, Build Fantastic Machine, Craft (clockwork) and Healing 1+ ranks each

DC: 24+ (+5 (prosthetic) +A (size modifier as determined by the recipient, minimum of +1) +B (Strength score of the device, minimum of +1) +C (Dexterity score of the device, minimum of +1) +D (adjustments to the Construction score of the device as necessary, minimum of +1) +E (the hit point score of the recipient, not to exceed that of the recipient, minimum of +5) +10 (standard item creation DC))

SECTION 04: MATERIALS

“But lo! men have become the tools of their tools.”

–Henry David Thoreau

Mechamancy involves a number of unique and special materials. These and other materials are described below. All standard rules for the uses of special materials apply, except for cost modifiers: for consistency, a *Mechamancy* campaign should use this system instead of the existing rules for adamantine and mithral.

As part of her preparation for impending war with Ludd’s followers, Lady Verrocchio has been selling raw materials at cost to preferred customers in exchange for promises of aid in the war. Table 04.01 presents these “at cost” prices. Anywhere else these materials cost an additional 25 to 50 percent. There is no guarantee that PCs can buy from the Machine Guild as “preferred customers,” unless they are members. Furthermore, the prices and amounts presented in Table 04.01 are for raw ingots – not finished products. All the material on this list is of sufficient quality to be used as raw materials in the creation of masterwork items.

Adamantine: This ultrahard metal can be alloyed with mithral because this increases its strength but does not degrade its magical properties. Alloying it with nearly any other metal degrades its magical properties, strength, or both. Once properly cast, adamantine has no melting point.

Aluminum: This is a metallic element that was used in antiquity. The silver-white metal is ductile and malleable and conducts heat and electricity. Aluminum resists corrosion by forming a protective coating. It is a required component to create a *trident of fish command*. It is used to form many hard, light, and corrosion-resistant alloys because it possesses good conductive and thermal properties.

Ceramic: Any of various hard, brittle, heat-resistant, and corrosion-resistant materials made by shaping and then firing a nonmetallic mineral – such as clay – at a high temperature. It can be

combined with metals before firing – usually the metal is powderderized and mixed into the “clay” – to add certain properties to the finished ceramic, such as color and magical resistance. For example, if platinum is magically added to the “clay” mix, the finished product has a +1 saving throw bonus versus magic of the death domain. Including any such metal always increases the cost of the finished ceramic item by 33 percent. Ceramic is always resistant to acid and electricity damage. A ceramic coating may be added to tools, shields, and armor to give them a +1 resistance to water, electricity, acid attacks for an increase of 50 percent in the cost of the item. Ceramic produced by mechamancers has twice the strength of regular ceramic; consequently, the Machine Guild sells it for more than twice as much.

Cobalt: This metallic element is silver-white, lustrous, and hard, and it can be magnetized. Cobalt alloys are used in hard cutting tools and high-strength permanent magnets. Cobalt lends itself easily to magic in function discs, wands, and magic weapons. For example, an *immovable rod* is made of iron around a core of magically magnetized cobalt. Further, winding coils are usually composed of cobalt and pitchblende.

Copper: This is a metallic element known to humans since antiquity. The reddish, malleable, ductile metal is a good conductor of heat and electricity. In moist air it forms a protective, greenish surface film. The chief commercial uses are to add green pigments to ceramics and paints, for ornamentation and to create cheap tools. It also has properties that make it receptive to divine magic – particularly the sun domain. For example, polished slivers of copper may be used to replace the material component of a *fire seeds* spell.

MECHAMANCY II: LIVING MACHINES

Glass: This hard substance is usually brittle and transparent. Metallic oxides may be used to impart color. Humans have been making glass for more than 3,000 thousand years. Methods have changed little since ancient times. The materials are fused at high temperatures – usually in seasoned fireclay containers – boiled down, skimmed and cooled several degrees. Then the molten glass is ladled or poured into molds and pressed, or it is blown or drawn.

Glass is often used for making containers, and it is resistant to damage from acid, heat, and electricity. Glass produced by mechamancers has twice the strength of regular glass; consequently, the Machine Guild sells it for more than twice as much.

Gold: This metallic element has been known since prehistoric times. Gold is noted not only for its beauty but also for its ductility and malleability: it can be beaten into ultrathin sheets of leaf.

TABLE 04.01: MATERIALS

	Substance	Hardness	Hit Points	Fort Save	Special Bonus	Cost / Pound
01	Quicksilver	0	0/inch of thickness	-1	Magical and mundane qualities	10 gp
02	Gold	1	5/inch of thickness	-1	+2 Sun domain, +2 acid, +1 cold, +1 electricity	50 gp
03	Silver	2	1/inch of thickness	-1	+2 electricity, +1 cold +1 Evil domain	5 gp
04	Platinum	2	2/inch of thickness	-1	+2 cold, +1 Death domain, +1 Water domain	500 gp
05	Glass and Ceramic	2	2/inch of thickness	-1	+1 electricity, +1 acid, +1 fire	3 gp
06	Pitchblende	2	10/inch of thickness	+1	Magical and mundane qualities	500 gp
07	Phosphorus	2	5/inch of thickness	-3	Magical and mundane qualities, +1 electricity	10 gp
08	Wood	5	10/inch of thickness	0	none	4 sp
09	Copper	6	10/inch of thickness	0	+1 electricity, +1 cold	5 sp
10	Tin	6	12/inch of thickness	+1	+1 Water domain	5 sp
11	Aluminum	8	20/inch of thickness	+1	+1 Water domain, light	60 gp
12	Polytyrine	Special	Special	Special	Special	N/A
13	Iron	10	30/inch of thickness	+1	+1 fire	1 sp
14	Steel	11	30/inch of thickness	+1	+1 fire, +1 sonic	1 gp
15	Nickel	12	30/inch of thickness	+2	+1 sonic, +2 fire, +2 acid	25 gp
16	Horusine	12	30/inch of thickness	+2	+1 Water domain, light, +1 fire	100 gp
17	Cobalt	13	30/inch of thickness	+3	+2 sonic, +2 fire, +2 Water domain	105 gp
18	Morriganine	13	30/inch of thickness	+3	+1 sonic, +1 fire, +1 acid	120 gp
19	Tyrine	14	30/inch of thickness	+4	+1 sonic, +1 fire +1 Water domain	180 gp
20	Mithral	15	30/inch of thickness	+5	+2 sonic, +1 acid light weight, +1 water +2 fire, +1 electricity	500 gp
21	Adamantine	20	50/inch of thickness	+5	+2 all (sonic, fire, acid, electricity, cold, Sun domain, etc.)	750 gp

Also, only silver and copper conduct electricity better than gold. Alloying with other metals usually hardens gold – it also often occurs in nature as an alloy. Gold lends itself to many forms of magic and it is a required component in the creation of many magical items. For example, a *censer of controlling air elementals* is about 25 percent gold.

Horusine: This is a special alloy of aluminum and steel that enjoys the benefits of both metals. It is strong and light, and it resistant against heat damage and non-magical corrosion.

Morriganine: This is a special alloy of nickel and steel that enjoy the benefits of both metals. It is strong, heavy as steel, and resistant to sonic, fire, and acid damage.

Nickel: This metallic element is a silver-white, hard, malleable, ductile, and lustrous metal. Its chief use is in the preparation of alloys which require additional strength, ductility, and resistance to corrosion and heat. Dwarf and gnome metalsmiths have been taking advantage of nickel's qualities for millennia. Like cobalt, magnesium, and pitchblende, nickel is more receptive to magic than is iron or copper. For example, nickel is required to create a *ring of water walking*.

Phosphorus: This nonmetallic element is yellow to white and waxy in solid form. Phosphorus – in its pure form – is stored underwater because it ignites spontaneously when exposed to air. Burning phosphorus inflicts 2d6 points of fire damage every round to anything it comes in contact with. Phosphorus continues to burn – for one round per half-ounce – until the phosphorus fuel is exhausted or until the fire is magically extinguished. Dousing burning phosphorus with water does not extinguish it. Phosphorus is also toxic to the touch: treat it as a poison (contact DC 16, initial damage 1d4 hp and 1d4 Constitution, secondary damage 1d4 hp drain and 1d4 Constitution drain). Small quantities of phosphorus are required in the creation of *brilliant energy* weapons and weapons with fire-related abilities. Phosphorus may be used as

a replacement spell component for any spell that creates fire or light.

Pitchblende: This is a dark, lustrous mineral that can be found in the deep places where dark elves and tentacled monstrosities dwell. Pitchblende is toxic to the touch: treat pitchblende as a poison (contact DC 15, initial damage 1d4 hp and 1d6 Constitution, secondary damage 2d6 hp and 1d4 Constitution drain). Symptoms include nausea, vomiting, headache, diarrhea, and loss of hair and teeth. It is a required component for creating *daggers of venom* and *life-drinker axes* and in winding coils and function discs. Technicians are experimenting with other possibilities for the substance.

Polytyrine: This is a version of tyrine that forms the living bodies of *mâchina*. Polytyrine harvested from a *mâchina* is useless as raw material, and it is therefore valueless except as a curiosity; it is included in this list for completeness.

Platinum: This is a metallic element, known in natural alloy form since antiquity. It is malleable, ductile, lustrous, and silver-white. It possesses magical qualities: platinum is resistant against cold and water damage, and it also resists death magic.

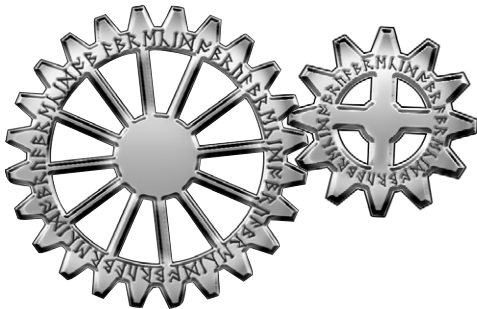
Quicksilver: This is a metallic element. It was known to ancient societies. Silver-white and mirror like, it is the only common metal existing as a liquid at ordinary temperatures. Quicksilver is used in barometers, thermometers, and in many magics involving speed and metallic transformation – a tablespoonful of quicksilver may be used as a replacement spell component in *baste*. Quicksilver is also toxic to the touch: treat it as a poison (contact DC 18, initial damage 2d4 hp; secondary damage 2d6 hp, 2d4 Constitution drain, and 1d4 Intelligence drain).

Silver: This metallic element was one of the first metals used by humans. Pure silver is nearly white, lustrous, soft, very ductile, malleable, and an excellent conductor of heat and electricity. It is required to create a *wand of lightning bolts* and is a required material component for *chain lightning*.

Steel: This common metal is an alloy of iron, carbon, and often small proportions of other elements. Another way of producing steel – one usually reserved for weapons production – is the crucible method, which consists of melting iron together with other substances in a crucible.

Tin: This metallic element has been known and used by humans for ages. It is a lustrous, silver-white, very soft, and malleable metal that can be rolled, pressed, or hammered into extremely thin sheets. A tin coating protects iron, steel, copper, and other metals from non-magical corrosion.

Tyrine: This is a special alloy of cobalt and steel that enjoy the benefits of both metals. It is strong, as heavy as steel, and resistant to water, fire, and sonic damage.



CORROSION

Many metals are subject to oxidation, which slowly degrades metal. In game terms, if the GM decides that a metal has been exposed to a likely source of non-magical corrosion, the metal must make a saving throw (Fortitude DC 15), using the Fortitude save bonus shown on Table 04.01: Materials. This save is only made once per exposure to a corrosive force. If the metal fails its save, it takes 1 hit point of damage due to corrosion for every 12 hours of immersion in fresh water; 1 hit point for every six hours immersed in salt water; 1 hit point for every 24 hours wet or damp. Being bloodied after a combat counts as “wet or damp.” Gold, adamantine, and their alloys do not oxidize. Aluminum will form a thin and protective layer of corrosion in water but will not suffer damage from that. However, it takes double damage in salt-water. Tin takes only half damage from salt-water and no damage from fresh water. Tyrine, cobalt, mithral, horusine, and platinum all have saving bonus against water. If they succeed, they take no damage. Failure means they take only half-damage.

Magical corrosion, such as the attack of a rust monster, does not follow these rules. Gold, adamantine, mercury, and alloys thereof are immune to magical corrosion; all other metals are treated as detailed in the SRD when confronted with magical corrosion attacks.

SECTION 05: ICONIC MACHINES

“As machines become more and more efficient and perfect, so it will become clear that imperfection is the greatness of man.”

—Ernst Fischer

Below are four non-player characters, including a karakuri flying ship, that may be included in a game with relative ease.

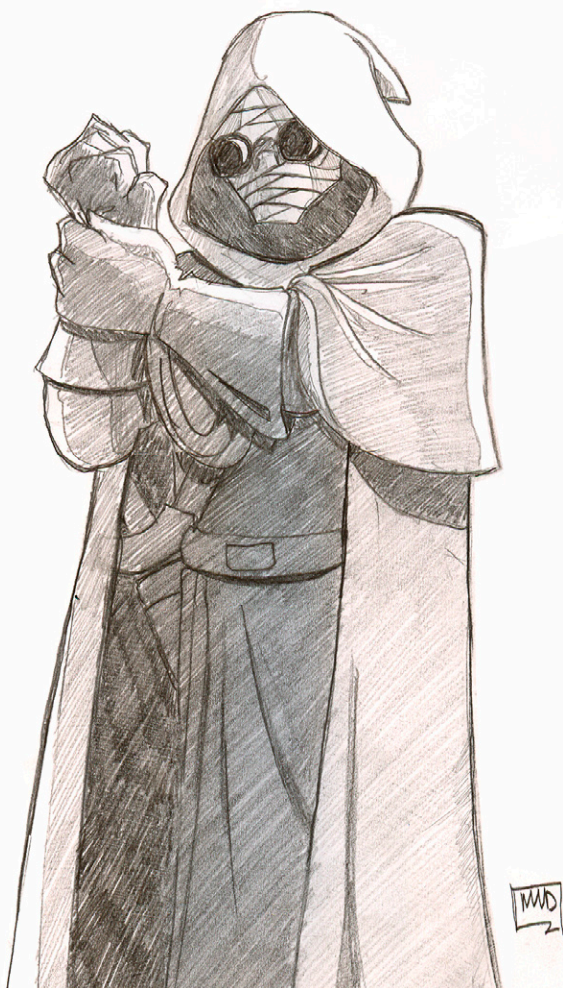
Iren Solidus

Iren goes to some lengths to disguise its appearance. It keeps its hands in gloves, its head in a cloth hood, its face wrapped in gauze bandages and eyes covered by goggles. It wears a long cloak over splint mail and carries a longsword. Iren makes a tick-tock noise when it moves or talks. Under all of this

Iren appears to be exactly what it is – a staggeringly complicated clockwork mechanism inside nickel and armor.

Iren is a hunter built by a mechamancer. It hunts down runaway karakuri and retrieves stolen property. Iren in particular is sent on “punitive missions” – in other words, the guild wants someone dead. This karakuri – who can be discreet at times – is quite adept at this task. However, as its morals and ethics have developed Iren has begun to question its role as a killer and its ethical rights. In the meantime, the ever civil – if terse – Iren is searching for the stolen Clockwork Eggs.

Quirk: Predilection for dark leather cloaks and tends to pronounce “s” as “th” and “v” as “b.”



Iren Solidus

CR 12

Male karakuri fighter 10

LN Medium construct

Init +5 (+1 Dex, +4 Improved Initiative); **Senses** low-light vision, darkvision 60 ft.; Listen +3, Spot +3

Languages Common, Gnomish, Ignan; with function disc add Draconic, Dwarven, Elven, Terran, or Undercommon

AC 19 (+2 natural, +6 splint mail, +1 Dex), touch 11, flatfooted 18

hp 100 (10d10 + 2d8 + 16 HD)

Immune mind-affecting, poison, sleep, paralysis, stun, disease, death effects, necromancy effects, critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain, death from massive damage, any effect requiring a Fort save (unless it works on objects or is harmless), starvation, dehydration, suffocation, drowning

Fort +13, **Ref** +3, **Will** +3; +1 sonic, +2 fire, +2 acid, +1 water domain

Weakness not buoyant enough to swim, cannot benefit from magical healing, cannot be raised or resurrected, immediately destroyed if reduced to 0 hp

Speed 30 ft.

MECHAMANCY II: LIVING MACHINES

Melee long sword +14/+9 (1d8+4, 19–20) or
slam +14/+9 (1d6+4)

Ranged flintlock pistol +11/+6 (1d10, ×3) or
clockwork darts +11/+6 (1d4+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +14

Atk Options Power Attack, Cleave, Improved Sunder,
Great Cleave, Stunning Fist, Expertise

Abilities Str 19, Dex 13, Construction 20, Int 9, Wis 9,
Cha 8

SQ karakuri traits (200 wind-units, nickel construction
on combination skeleton, weight 200 lbs.)

Feats Power Attack, Cleave, Great Cleave, Improved
Sunder, Improved Initiative, Improved Unarmed
Strike, Stunning Fist, Expertise, Exotic Weapon
Proficiency (Renaissance firearms), Exotic Weapon
Proficiency (clockwork darts)

Skills Climb +6, Craft (clockwork) +6, Craft
(metallurgy) +6, Disable Device +1, Intimidate +3,
Jump +6, Listen +3, Operation +6, Spot +3

Possessions splint mail, long sword, flintlock pistol,
20 clockwork darts; dark leather hooded cloak,
bandages, goggles, gloves, boots; brain insert
assembly and function discs: Knowledge (geography),
Knowledge (nature), Knowledge (nobility and
royalty), Speak Language (Draconic), Speak Language
(Dwarven), Speak Language (Elven), Speak Language
(Terran), Speak Language (Undercommon), Rope Use,
and Survival

Clockwork Darts (Ex): Iren has a dart launcher built into
his forearm; this enables him to fire the clockwork
darts described above. Iren has 20 darts.

Function Discs (Ex): Iren can install, remove, or replace
a function disc as a standard action that provokes an
attack of opportunity. He can only use one function
disc at a time. Each disc provides Iren with 5 free
ranks in the skill encoded on the disc or fluent use of
the language encoded on the disc.

Throbar the Dancing Boy

Throbar appears to be an attractive, well
groomed, and smartly dressed elf “dancing boy” – a
male paid for private entertainment services. There
is always a song on his lips and a smile on his face –
even if the merriment never seems to quite reach
his eyes. If one gets to know him, one realizes that
his public personality is almost purely an act cover-
ing an extremely bored and somewhat odd
individual.

While Throbar appears to be a handsome elf
with long fingers and a winning smile, he is really
a *mâchina* infiltrator sent to spy and gather infor-
mation about social interaction. He is quite adept
at both jobs. Throbar maintains an act of enthusi-
asm but in truth is rather bored. He has nothing
personal against organic creatures – he simply finds
their social interactions tedious. Whenever possi-
ble, he sneaks away on his own and makes another
desultory report to a Type Thirteen master.

Quirk: Eats coins and frequently sings and
dances.

Throbar the Dancing Boy CR 6

Male *mâchina* infiltrator elf rogue 5

LN Medium outsider (extraplanar, karakuri, lawful)

Init +2 (+2 Dex); **Senses** darkvision 60 ft.; Listen +5,
Spot +0

Languages Common, Draconic, Dwarven, Elven,
Giant, Gnome, Halfling, Infernal, *Mâchina*, Terran,
Undercommon

AC 20 (+6 natural, +2 leather armor, +2 Dex), touch
12, flatfooted 18; uncanny dodge, Dodge

hp 30 (5d8 HD); DR 8/–

Immune mind-affecting, sleep, negative energy effects,
damage from environmental cold or heat (–20° to
140°), fatigue, exhaustion, starvation, dehydration,
suffocation, drowning

Fort +7, **Ref** +6, **Will** +1; +1 electricity: +1 cold: +1
fire, evasion

Weakness not buoyant enough to swim, cannot
benefit from magical healing, cannot be raised or
resurrected except by *limited wish*, *wish*, *miracle*, or
true resurrection; immediately destroyed if reduced
to 0 hp

Speed 30 ft.

Melee short sword +8 (1d6+5, 19–20), *mâchina*
blades +8 (1d4+5)

Ranged flintlock pistol +3 (1d10, ×3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +8

Special Atks shocking grasp +8 melee touch (5d6
electric, +3 to hit opponents with lots of metal about
them), sneak attack +3d6

Abilities Str 19, Dex 14, Construction 20, Int 11,
Wis 11, Cha 15

SQ karakuri outsider traits (weight 200 lbs.), uncanny
dodge, evasion

MECHAMANCY II: LIVING MACHINES

Feats Exotic Weapon Proficiency (Renaissance firearms), Dodge, Lightning Reflexes

Skills Appraise +5, Balance +5, Diplomacy +5, Disguise +5, Escape Artist +5, Gather Information +5, Listen +5, Move Silently +5, Open Lock +5, Operation +2, Sense Motive +5, Perform (sing) +5, Sleight of Hand +5

Possessions leather armor, short sword, *mâchina* blades (built-in); 3 entertainer's outfits, courtier's outfit

Lim “Uncle Zepho” Fallere

Fallere is dressed in a neat and tidy way with a large but well-groomed beard. His left arm and right eye are clearly mechanical in nature. He is somewhat mercenary – willing to sell his services to anyone who is polite and can pay. Fallere is reserved and eccentric all at once.

“Uncle Zepho” had an accident several years ago where his motorized feather fall device failed to operate and he fell 300 feet into a working mechanical rice picker. His mechamancer colleges who pulled him out equipped him with an artificial humors pump, artificial visual orb, artificial appendage, brain insert assembly, and tyrine metal plating on bones.

Since the incident, dealing in artificial appendages, clockwork items, and weapons has become Fallere's stock in trade and is the method by which he spreads the word of usefulness of mechamancy. He is seldom far from his large wagon which is stocked with a vast array of items, mundane, magical, clockwork and otherwise.

While Fallere doesn't seek confrontation, he is adept at ending it. He never goes anywhere without a flintlock pistol and a short sword, the latter of which he can use to channel the *shocking grasp* generated by the artificial arm.

Lim “Uncle Zepho” Fallere **CR 16**

Male human wizard 9/technician 6
LN Medium humanoid (human)

Init +0; **Senses** Listen +0 (+2), Spot +0 (+2)

Languages Common, Dwarven, Elven, Gnome, *Mâchinae*

AC 13 (mwk studded leather +3), touch 10, flatfooted 10

hp 40 (15d4 HD)

Fort +7, **Ref** +4, **Will** +9

Speed 30 ft.

Melee short sword +7 (1d6, 19–20)

Ranged flintlock pistol +7 (1d10, ×3)

Space 5 ft.; **Reach** 5 ft.

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

Atk Options deliver touch spell using familiar

Special Atk shocking grasp +7 melee touch (5d6 electric, +3 to hit opponents with lots of metal about them) from Artificial Appendage, (Left Arm)

Spells Prepared (CL 15, +7 melee touch, +7 ranged touch; arcane spell failure 15%) choose 4 spells each of 0th–3rd level, 3 spells of 4th and 5th level, and 2 spells of 6th level

Abilities Str 11, Dex 10, Con 10, Int 15, Wis 11, Cha 12

SQ artificial appendage (left arm), artificial visual orb (right eye), artificial humors pump, brain insert assembly, metal plating, project head, clockwork familiar (share spells, empathic link, scry on familiar)

Feats Exotic Weapon Proficiency (Renaissance firearms), Build Fantastic Machine, Exotic Weapon Proficiency (clockwork), Improved Familiar, Effective Crafting, Craft Wondrous Item, Skill Focus (Craft (clockwork)); Alertness if familiar is within reach

Skills Concentration +5, Craft (alchemy) +6, Craft (clockwork) +5, Knowledge (arcana) +6, Knowledge (clockwork) +8, Knowledge (mathematics) +7, Knowledge (religion) +5, Profession (technician) +5, Spellcraft +6

Possessions masterwork studded leather armor, short sword; merchandise wagon, 2 draft horses, merchandise

Spellbook Fallere has in his spell book all the mechamancy and *Player's Handbook* spells to which his level allows him access, including *animate objects* due to his level in technician

Nostromo (Unit One) **CR —**

Male alphaculus familiar

LN Tiny outsider (extraplanar, karakuri, lawful)

Init +3 (+3 Dex); **Senses** Listen +3, Spot +3

Languages Common, *Mâchinae*; communicates telepathically with master

AC 15 (+3 natural, +3 Dex, +2 size), touch 15, flatfooted 12

hp 20 (calculate effects as if Nostromo had 15 HD)

Immune mind-affecting, sleep, negative energy effects, damage from environmental cold or heat (–20° to 140°), fatigue, exhaustion, starvation, dehydration, suffocation, drowning

MECHAMANCY II: LIVING MACHINES

Resist acid 10, cold 10, fire 10, and sonic 10; SR 20

Fort +2, **Ref** +5, **Will** +1; improved evasion

Weakness not buoyant enough to swim, cannot benefit from magical healing, cannot be raised or resurrected except by *limited wish*, *wish*, miracle, or *true resurrection*; immediately destroyed if reduced to 0 hp

Speed 10 ft., fly 30 ft. (good)

Melee tentacle blades +1 (1d3–2)

Ranged energy bolt +5 ranged touch (1d6 fire and electricity)

Space 2½ ft.; **Reach** 0 ft.

Base Atk +1; Grp –9

Atk Options improved grab, constrict, deliver master's touch spell

Spell-Like Abilities *invisibility* (CL 3rd, at will)

Abilities Str 6, Dex 16, Con 10, Int 13, Wis 12, Cha 6

SQ collective, containment cell, karakuri outsider traits, familiar traits (share spells, empathic link)

Feats Alertness

Skills Hide +11, Knowledge (technology) +2, Listen +3, Move Silently +7, Spot +3

The *Dire Roc*

The Machine Guild is ready to unveil their greatest creation to date. It the result of a decade of collaboration between their top mechamancers and something to place them on the playing field with nations: this is the vehicle, the *Dire Roc*.

However, the Guild is lying: they did not build the *Roc*. They discovered it on a remote island in the northern sea. They do not know from where it came. The best estimate is that it had been drifting in the astral plane for centuries and then somehow entered the material world and crashed on the island. For the last ten years the guild has reversed engineered and rebuilt the craft.

While the Guild understands the basics of the vehicle's design and believe they know how to make it fly, there are many things about the vehicle that are still mysterious and unknown to them. They hope to begin exploring these mysteries during the first scheduled test flight – which is to take place soon.

The vessel is a massive junk – i.e. a flat bot-tomed ship with a high superstructure at the stern

of a ship with several flexible strips of wood placed in pockets at the outer edge of a sail to keep them flat. There are six lateen sails, three running down each side of the top deck. Further, there are two pectoral sails, fixed to the port and starboard side of the hulls, that function in navigation when the ship is in flight, but that fold up when the ship is sailing in water or has landed on the ground.

The after superstructure is two stories, not counting the deck on top. There are five decks below the top deck. In these decks are kept six griffons – six members of the crew has been trained to ride them and are used in the defense of the *Dire Roc*. Mounted on the top deck are eight ballista. Mounted in the first and second lower decks are eight White-Barker enhanced light cannons and eight lightning cannons.

The ship is alive and sentient. However, it does not remember a time before the Guild awakened it during its reconstruction. It possesses a helpful, if rather melancholy, personality. It dislikes violence but is also no stranger to violence. It is also home to numerous illumination karakuri, that provide all the light, and maintenance karakuri, that effect most repairs on the vessel.

The *Dire Roc*

CR 27

Vehicle karakuri

LN Colossal construct

Init +0

Languages unknown/empathetic

AC 35 (+33 natural, –8 size), touch 2, flat-footed 35; DR 12/–

hp 700 hp (135+80 HD)

Immune mind-affecting, poison, sleep, paralysis, stun, disease, death effects, necromancy effects, critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain, death from massive damage, any effect requiring a Fort save (unless it works on objects or is harmless), starvation, dehydration, suffocation, drowning

Fort +33, **Ref** +12, **Will** +33

Weakness cannot benefit from magical healing, cannot be raised or resurrected, immediately destroyed if reduced to 0 hp, cannot use onboard weapons without gunnery crew aboard, cannot move without piloting crew aboard

Speed 0 ft., swim 50 ft. (surface only), fly 150 ft. (clumsy)

Melee collide (10d6 crushing)

Ranged White-Barker enhanced light cannon, ballista, lightning cannon

Space 350 ft. **Reach** 0 ft.

Base Atk depends on crew; **Grp** depends on crew, +16 bonus for size

Special Atks ram (20d6 crushing)

SQ requires crew to operate weaponry and move

Abilities Str 47, Dex 10, Construction 33, Int 32, Wis 33, Cha 16

Skills Concentration +15, Diplomacy +15, Intimidate +15, Knowledge (arcana) +15, Knowledge (geography) +15, Knowledge (the planes) +15, Knowledge (local) +15, Profession (sailor) +15, Listen +15, Sense Motive +15, Spot +15

Feats Alertness, Blind-Fight, Cleave, Flyby Attack, Hover, Improved Initiative, Improved Sunder, Power Attack, Snatch, Weapon Focus (light cannon), Weapon Focus (ballista), Weapon Focus (lightning cannon), Exotic Weapon Proficiency (clockwork weapons), Wingover

Crew 25

Passengers 175

Cargo Limit 120 tons sailing, 12 tons flying

Note Once per week the *Dire Roc* can travel to the Astral Plane from the Prime Material Plane, or from the Astral Plane to the Prime Material Plane, without harm. This requires a full round of uninterrupted action. It can make the trip more than once a week, but each such trip automatically inflicts 100 points of damage to the *Dire Roc*.

Note See the original *Mechamancy* for statistics for the White-Barker enhanced light cannon and the lightning cannon.

CREWING THE *DIRE ROC*

The *Dire Roc* requires a crew to move or fire its weapons. Crew members serving aboard the *Dire Roc* typically have ranks in Profession (sailor) that permit them to perform common shipboard tasks and pilot and maintain the ship.

In general, the ship requires three sorts of crew members: pilots, engineers, and gunners. The Machine Guild has also chosen to crew the *Dire Roc* with six griffon riders. The *Dire Roc* can take Aid Another actions using its own skill bonuses if it's friendly with the crew and thinks it can help.

Pilots need ranks in Profession (sailor), Knowledge (geography) and Diplomacy; ranks in Diplomacy are required to establish a good working relationship with the intelligent ship. Pilots use their Profession (sailor) bonuses to determine the ship's attack bonus when performing collision or ram attacks.

The *Dire Roc*'s maintenance karakuri generally see to the ship's repair; treat these creatures as having a Craft (clockwork) bonus of +5 which they use only to repair damage to the *Dire Roc*. However, it's best if some living crew members also have ranks in Craft (clockwork) and Knowledge (technology).

The *Dire Roc*'s gunnery crew should collectively be proficient with martial weapons (the ballistae), Renaissance firearms (the light cannons), and clockwork weapons (the lightning cannons). At least some gunners ought to have ranks in Craft (clockwork) and Knowledge (technology). Gunners use their own attack bonuses when firing shipboard weapons.

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MECHAMANCY II

LIVING MACHINES II

by Robert Sullivan



THE LINE BETWEEN LIFE AND MACHINE BEGINS TO BLUR.

The sequel to E.N. Publishing's *Mechamancy: The Clockwork Magic*, *Living Machines* presents new clockwork magical prosthetics to let living heroes and villains gain the strengths of machines.

Living Machines also details new kinds of intelligent living constructs — the *karakuri* — which range from useful clockwork familiars and entertaining dancing golems to the destructive *Locusts of Worlds* and the axiomatic outsiders known as *mâchina*.

You can use *Living Machines* as a stand-alone resource for new creatures and devices, but the devices presented herein use the clockwork craftsmanship rules in *Mechamancy*. Like a function disc plugged in to your brain insert assembly, *Living Machines* gives you the knowledge you need if you are interested in creating your own clockwork creatures or if you want to find new ways to strip away your own humanity and replace it with cold mechanical power.

**MECHAMANCERS WILL
CROSS THE LINE.
WILL YOU?**



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