

THE CLOCKWORK PRIMER

A SUPPLEMENT FOR
RHUNE: DAWN OF TWILIGHT



\$3.00



BY JAYE SONIA

Arenthol settled into his daily routine, arranging his tools—in a fashion that easily bordered on ritual – on his work bench. He inspected each tool one at a time, ensuring each was properly oiled and ready for use. When he was done, he looked over all of his components, marveling at the elaborate pile of bolts, springs, gears, and actuators. All of these, in the course of a few days, would become his newest creation.

Arenthol smiled to himself, slipping his hand into a pouch hidden behind his smock, and felt the small piece of Jötunstone there. For most of his fellow adepts, this small piece of stone would represent years of labor and effort. He had won it with his blood and sweat—bought it with silver he had won from the ruins of South Pointe. As he turned the small piece of stone over in his hand, he said a small prayer to Velash, the Old Forge Father—who he trusted watched on such marvelous work.

Then, he began his day's work.

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CLOCKWORK ADEPT

Masters of invention, clockwork adepts are specialists that blend precision craftsmanship, arcane knowledge, and clockwork understanding into a seamless art. Whether uncovering ancient technologies or designing new ones, these individuals rely on their highly specialized understanding to repair, animate, and even command the clockwork devices that exist around them.

Very few classes excel at becoming clockwork adepts like wizards. Trained extensively in the arcane arts, a wizard's ability to learn and prepare a wide range of spells makes him an ideal choice for would-be adepts. While a sorcerer could become a clockwork adept, her limited range of daily spells makes this a more difficult career choice – although not impossible. A witch could certainly become a clockwork adept with some work, but her spell list and focus on her familiar makes this an extremely difficult pursuit.

ROLE

A clockwork adept's role in society is as varied as his creations. Most choose utilitarian paths, incorporating their life's work into their neighborhoods, outposts, and cities—building everything from elaborate lightning stations to the storm-engines they power. Others work solely on personal projects, building automatons and a wide array of portable clockwork devices. Still others spend their days adventuring and seeking out the rare materials required to build therma-torque engines and other wonders.

ALIGNMENT

Clockwork adepts may be of any alignment, but most tend to lean toward philosophies that honor order, precision, and greater understanding. As a result, they tend to be lawful, leaning toward neutrality. They are not restricted, however, to these values and some of the most inventive individuals have proven to be the most chaotic.

Hit Dice d6

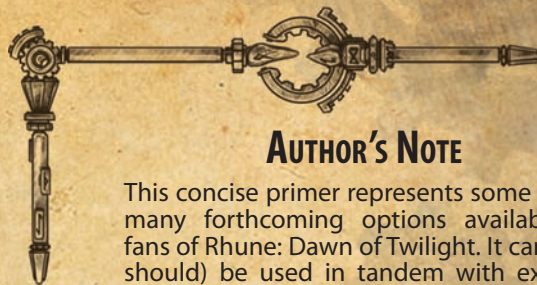
REQUIREMENTS

To qualify to become a clockwork adept, a character must satisfy all of the following criteria.

Skills: Craft (clockworks) 7 ranks, Knowledge (arcana) 7 ranks, Knowledge (engineering) 4 ranks

Feats: Craft Construct, Skill Focus (Craft [clockworks])

Spellcasting: Ability to cast 4th level arcane spells



AUTHOR'S NOTE

This concise primer represents some of the many forthcoming options available to fans of Rhune: Dawn of Twilight. It can (and should) be used in tandem with existing products, but need not be. Enterprising Pathfinder Roleplaying Game GMs and players are welcome to cherry pick their favorite options from the pages within, of which there are many.

You'll find a whole host of options packed into this PDF including an updated prestige class (the Clockwork Adept originally appeared in *Kobold Quarterly* #16), updates to the Craft (clockworks) skill, updated clockwork equipment (specific to Rhune: Dawn of Twilight), the Clockwork Domain, six new clockwork spells, four new clockwork magical items, and a new subtype for constructs. All of this is designed for Rhune, but easily fits into any setting you might play!

Enjoy!

~Jaye Sonia, April 2013



CLASS SKILLS

The clockwork adept's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Disable Device (Dex), Knowledge (arcana) (Int), Knowledge (engineering) (Int), and Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are the class features of the clockwork adept prestige class.

Weapon and Armor Proficiency: Clockwork adepts are proficient with simple weapons. They are not proficient with any armor or shields.

Spells per Day: At the indicated levels, a clockwork adept gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the clockwork adept prestige class. He does not, however, gain any other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a clockwork adept, he must decide to which class he adds the new level for purposes of determining spells per day.



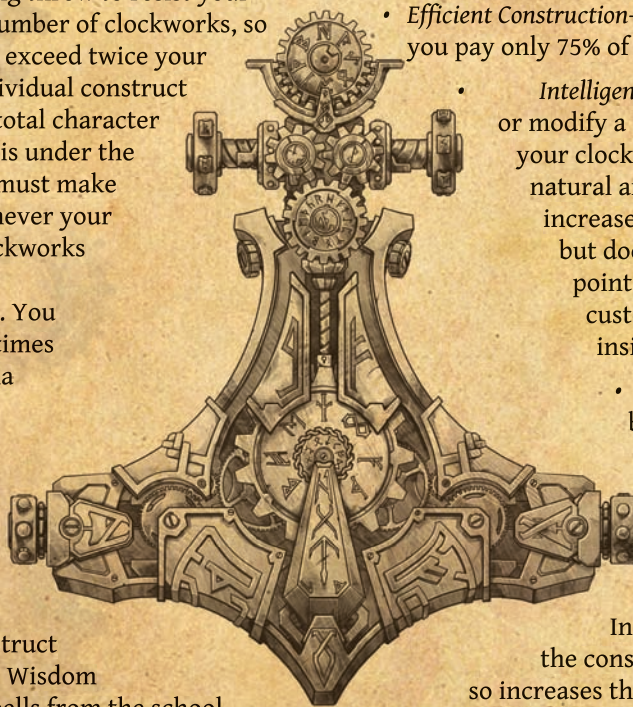
Level	BAB	Fort	Reflex	Will	Special	Spells per Day
1	+0	+0	+0	+2	Command Clockworks	+1 level of existing arcane spellcasting class
2	+1	+0	+0	+3	Artificer, Lesser	+1 level of existing arcane spellcasting class
3	+1	+1	+1	+3	Clockwork Insight	+1 level of existing arcane spellcasting class
4	+2	+1	+1	+4	Command Clockworks, Greater	+1 level of existing arcane spellcasting class
5	+2	+2	+2	+4	Clockwork Insight,	+1 level of existing arcane spellcasting class
6	+3	+2	+2	+5	Clockwork Insight	+1 level of existing arcane spellcasting class
7	+3	+3	+3	+5	Artificer, Greater	+1 level of existing arcane spellcasting class
8	+4	+3	+3	+6	Clockwork Insight	+1 level of existing arcane spellcasting class
9	+4	+4	+4	+6	Clockwork Insight	+1 level of existing arcane spellcasting class
10	+5	+4	+4	+7	Ghost in the Machine	+1 level of existing arcane spellcasting class

Command Clockworks (Su): At 1st level, you can enslave animated objects, clockworks, and constructs within 30 feet. Constructs and intelligent clockworks receive a Will save to negate the effect. The DC for this Will save is equal to 10 + your Intelligence modifier + ½ your clockwork adept level. Constructs and clockworks that fail their saves fall under your control for 1 hour +1 hour per point of Charisma modifier, obeying your commands to the best of their ability. When commanded to perform actions that would endanger them or would run contrary to their normal routines, they receive a new saving throw to resist your command. You can control any number of clockworks, so long as their total Hit Dice do not exceed twice your clockwork adept level and no individual construct has Hit Dice greater than ½ your total character level. If a construct or clockwork is under the control of another creature, you must make an opposed Charisma check whenever your orders conflict. Commanding clockworks is a standard action that does not provoke an attack of opportunity. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Artificer, Lesser (Sp): At 2nd level, you gain the spell-like ability to imbue a construct with one of your spells. This ability functions identical to the 4th level cleric spell imbue with spell ability, except the construct need not meet the Intelligence or Wisdom prerequisites and you may add spells from the school of Transmutation to the list of allowable spells. You may use this ability once per day.

Clockwork Insight (Ex): At 3rd level (and again at 5th, 6th, 8th, and 9th), you gain special insight into how automatons, clockworks, and constructs function. Whenever you gain this ability, you may choose one of the following insights.

- *Clockwork Advantage*—When you flank an enemy with one of your clockwork or construct allies, you increase your bonus to hit to +3 (instead of the normal +2) and deal additional damage equal to ½ your Intelligence modifier.
- *Commanding Presence*—Whenever you use the supernatural ability to command clockworks or constructs, you can control any number of clockworks, so long as their total Hit Dice do not exceed three times your clockwork adept level.
- *Efficient Construction*—Whenever you build a construct, you pay only 75% of the base cost.
- *Intelligent Defense*—Whenever you build or modify a construct, you may add half of your clockwork adept level as a bonus to its natural armor as part of the work. Doing so increases the cost of the construct by 25%, but does not cost CPs (customization points). You may only modify or customize a construct with this insight once.
- *Rapid Construction*—Whenever you build a construct, you do so in ¼ of the time normally required.
- *Rapid Response*—You may use the Craft (clockworks) skill to modify a construct's response time, permanently adding your Intelligence modifier as a bonus to the construct's initiative modifier. Doing so increases the cost of the construct by 25%, but does not cost CPs (customization points). You may only modify or customize a construct with this insight once.
- *Receptive Machine*—Whenever you command a construct, you do so as a swift action instead of a move action.



- *Resourceful Repair 1*—Whenever you repair a construct, you gain a +2 insight bonus to your Craft (clockworks) skill check and if successful, the clockwork regains 5 hit points, plus 2 additional hit points for every 5 points by which the skill check succeeds.
- *Resourceful Repair 2*—You gain a +3 competence bonus Craft (clockworks) skill checks to Treat Critical Damage and may repair a construct in this fashion one additional time per 24-hour period. You must have Resourceful Repair 1 to take this insight.
- *Understanding the Machine*—Whenever you use a supernatural ability to command clockworks or constructs, you add your Charisma modifier to the DC of the Will save.

Command Clockworks, Greater (Su): At 4th level, you can enslave animated objects, clockworks, and constructs within 30 feet. Constructs and intelligent clockworks receive a Will save to negate the effect. The DC for this Will save is equal to 10 + your Intelligence modifier + ½ your clockwork adept level. Constructs and clockworks that fail their saves fall under your control for 1 hour +1 hour per point of Charisma modifier, obeying your commands to the best of their ability. When commanded to perform actions that would endanger them or would run contrary to their normal routines, they receive a new saving throw to resist your command. You can control any number of clockworks, so long as their total Hit Dice do not exceed twice your clockwork adept level and no individual construct has Hit Dice greater than your total character level. If a construct or clockwork is under the control of another creature, you must make an opposed Charisma check whenever your orders conflict. Commanding clockworks is a standard action that does not provoke an attack of opportunity. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Artificer, Greater (Sp): At 7th level, you gain the spell-like ability to imbue a construct with one of your spells. This ability functions identical to the 4th level cleric spell *imbue with spell ability*, except the construct need not meet the Intelligence or Wisdom prerequisites and you may add spells from the school of Transmutation to the list of allowable spells. When you imbue the construct, you may sacrifice an additional prepared 4th level spell (or slot, if you are a spontaneous caster) to imbue your construct with spell resistance equal to 12 + your caster level, as well. This resistance lasts until the construct discharges the initially imbued spell or for 1 hour, whichever comes first. Once the construct discharges the held spell, you regain that 4th level spell (or slot), even if you've already prepared spells for the day.



DESIGN NOTES:

UPDATING CRAFT (CLOCKWORKS)

When I first published the Craft (clockworks) skill in the *Rhune: Dawn of Twilight: Stormpunk Character Primer*®, it was pretty simple – a combination of the Craft and the Handle Animal skills. It allowed players to do a little more than they could with the Craft skill, but didn't really shine. Over the last two and half years, it's evolved considerably. While it still does what it was originally designed for, it now does a lot more. Some GMs may feel, when they read this, that it's a little too good. I would remind them that, for the most part, this skill is limited to constructs and complex clockwork devices; both constructs and clockwork devices are expensive to buy, to build, and to maintain. So, while the additional ability to program and modify constructs falls under this skill (and broadens its use some), the current design team didn't feel creating another skill to cover training/programming constructs was necessary!

In play, this skill will see a lot of use, especially if you have automata or other intelligent constructs in play. Keep in mind, though, that this skill (much like Heal) is tied directly to the associated kit and is clearly resource dependent. Without an engineer's kit, a lot of the skill's features simply cannot be used. In light of that (and to avoid a 'resource tax'), we've reduced the cost of the basic engineer's kit. That said, heavy modifications or repairs would quickly deplete a kit. Players and GMs should be mindful of that when using (or assessing) this skill.



Ghost in the Machine (Su): At 10th level, you may prepare a special construct to receive your life force when you die (including death from natural causes such as old age). In order for this ability to work, you and the construct must be on the same plane of existence. When this is complete and the construct is prepared, you instantly awaken inside the construct upon death.

Preparing this construct is an extremely expensive and time-consuming process. The construct's body must be prepared with masterwork materials, gems, and exotic oils costing no less than 300,000 gold pieces. Preparing this construct takes thirty days of uninterrupted work (stopping only to eat and sleep) and requires a Craft (clockworks) skill check (DC 40) one per week. If you fail this check, you lose that week's work and must spend an additional 30,000 gold pieces in lost materials.

CRAFT (CLOCKWORKS)

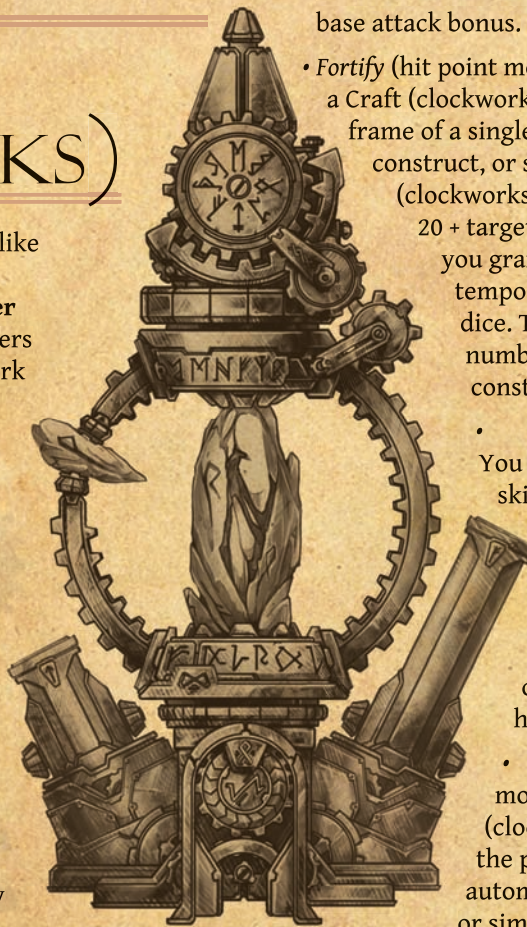
Craft (clockworks) is treated much like any other craft skill (see the Craft skill in Chapter 4 of the *Pathfinder Roleplaying Game Core Rulebook*). Players wishing to use this skill to create clockwork items, both masterwork and normal, should use those rules. In Rhune, Craft (clockworks) can be used to accomplish a number of additional tasks beyond those listed. These are:

Customize You may use the Craft (clockworks) skill to customize existing clockwork automatons, awakened constructs, or regular constructs. The DC for these individual customizations is specific to type and is listed accordingly. Only a limited number of customizations can be made to most. Constructs, including automata (and awakened constructs), can accept a greater number of customizations. Customizations occupy body slots in the same manner that magic items do. Customizations are generally permanent and require special tools (like artisan's or precision tools). See *The Awakened: Guide to the Automata* for a list of customizations.

Modify You may use the Craft (clockworks) skill to temporarily modify existing clockwork automatons, clockwork items, and awakened constructs, as well as clockwork items (including weapons). Modifying a

clockwork automaton, awakened construct, or regular construct takes 1 minute, requires two uses of an engineer's kit, and requires special tools (like artisan's or precision tools). The DC for these individual modifications are specific to the type of modification and are listed accordingly. These modifications are generally temporary, lasting a number of minutes, hours, or days. A clockwork automaton, awakened construct, or regular construct may only have one modification active at a time.

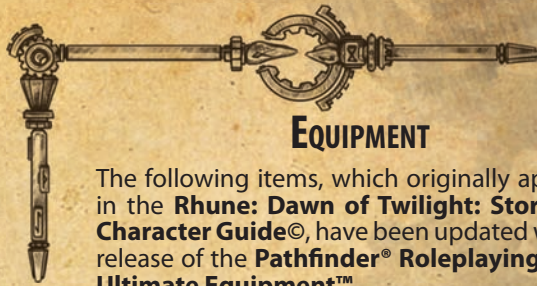
- **Amplify** (weapon modification)—You may make a Craft (clockworks) skill check to enhance the battle performance of a single clockwork automaton, awakened construct, or similar construct. If your Craft (clockworks) skill check is successful (DC 15 + target construct's base attack bonus), you may add a +1 enhancement bonus to its attack rolls. This bonus lasts a number of minutes equal to the modified construct's base attack bonus.
- **Fortify** (hit point modification)—You may make a Craft (clockworks) skill check to reinforce the frame of a single clockwork automaton, awakened construct, or similar construct. If your Craft (clockworks) skill check is successful (DC 20 + target construct's current hit dice), you grant the construct a number of temporary hit points equal to its hit dice. These temporary hit points last a number of minutes equal to the modified construct's hit dice.
- **Harden** (hardness modification)—You may make a Craft (clockworks) skill check to reinforce a clockwork device's hardness. Upon making a successful skill check a (DC 10 + item's current hardness), you increase the item's hardness by 2. This increase lasts a number of days equal to the item's new hardness.
- **Overclock** (ability score modification)—You may make a Craft (clockworks) skill check to enhance the performance of a single clockwork automaton, awakened construct, or similar construct. Upon making a successful skill check (DC 10 + the current ability score to be modified), you add a temporary +1 enhancement bonus to a single physical ability score. This bonus lasts a number of minutes equal to the modified construct's hit dice. When this bonus wears off, the overclocked construct gains the staggered condition for an equal number of minutes.



- *Reinforce* (armor modification)—You may make a Craft (clockworks) skill check to reinforce the armor on a single clockwork automaton, awakened construct, or similar construct. If your Craft (clockworks) skill check is successful (DC 10 + target construct's current armor bonus), you may add a +1 enhancement bonus to its AC. This bonus lasts a number of minutes equal to the modified construct's hit dice.
- *Toughen* (hit point modification)—You may make a Craft (clockworks) skill check to grant a clockwork device a number of temporary hit points. Upon making a successful Craft (clockworks) skill check (DC 15 + item's current hit points), you grant the item 5 temporary hit points. These temporary hit points last a number of hours equal to its hardness.
- *Tweak* (skill modification)—You may make a Craft (clockworks) skill check (DC 15 + the total skill bonus to be modified) to grant a single clockwork automaton, awakened construct, or similar construct a +2 competence bonus to a single physical skill (like Acrobatics or Stealth). This bonus lasts a number of hours equal to the modified construct's hit dice.

Program You can program a clockwork automaton or construct to obey specific commands. These commands require an hour of programming and require special tools (like artisan or precision tools). You must make a successful Craft (clockworks) skill check against the indicated DC to successfully install them. Clockworks may be programmed to obey a number of commands equal to 1/3 of their Hit Dice (minimum 1). Once programmed, constructs obey these commands until programmed to do otherwise. Commanding a construct is, unless noted in the command's description, a move action. Clockworks and constructs may be programmed to obey the following commands:

- *Aid* (DC 25)—Upon command, the clockwork or construct distracts an enemy. The construct makes an attack against AC 10. If it succeeds, it grants you a +2 to hit that opponent with your next attack. The clockwork or construct must be programmed with the Attack task.
- *Attack* (DC 20)—Upon command, the clockwork or construct attacks apparent enemies. You may direct it to attack particular enemies as a move action.
- *Defend* (DC 20)—The clockwork or construct defends you (and stands ready to defend you when no apparent threat is present) without any command being given. Alternatively, you can command it to defend a specific individual or item.
- *Flank* (DC 25)—Upon command, the clockwork or construct moves to flank an opponent. The clockwork or construct must be programmed with the Attack task.



EQUIPMENT

The following items, which originally appeared in the **Rhune: Dawn of Twilight: Stormpunk Character Guide**©, have been updated with the release of the **Pathfinder® Roleplaying Game: Ultimate Equipment™**.

Engineer's Kit

This kit is a collection of actuators, bearings, gaskets, seals, bolts, and other consumables used to repair clockwork devices (including clockwork automatons and awakened constructs). Without the parts provided in this kit, you must improvise (using second-hand parts) and receive a -2 penalty to repair, modify, and fix automata, constructs and clockwork devices. This kit has 10 uses and weighs 5 lbs. **Cost** 5 gp.

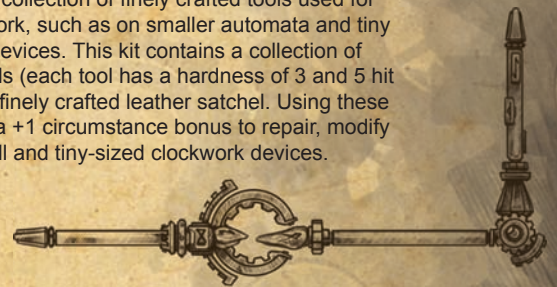
Masterwork Engineer's Kit

This kit is a collection of exceptional actuators, bearings, gaskets, seals, bolts, and other consumables used to repair clockwork devices (including clockwork automatons and awakened constructs). You gain a +2 circumstance bonus to when you use the parts provided in this kit to repair, modify, and fix automata, constructs and clockwork devices. This kit has 10 uses and weighs 4 lbs. **Cost** 50 gp.

Precision Tools

This kit is a collection of finely crafted tools used for precision work, such as on smaller automata and tiny clockwork devices. This kit contains a collection of delicate tools (each tool has a hardness of 3 and 5 hit points) in a finely crafted leather satchel. Using these tools grant a +1 circumstance bonus to repair, modify and fix small and tiny-sized clockwork devices. **Cost** 35 gp.

- *Gather* (DC 15)—Upon command, the clockwork or construct retrieves something. If you do not point out a specific item, it gathers random objects.
- *Guard* (DC 20)—Upon command, the clockwork or construct stays in place and prevents others from approaching. The clockwork or construct must be programmed with the Attack task.
- *Return* (DC 15)—Upon command, the clockwork or construct moves to you, taking the most direct route. It may provoke attacks of opportunity while doing so.
- *Search* (DC 15)—Upon command, the clockwork or construct moves into an area and looks for anything that is obviously alive or animate.
- *Stop* (DC 10)—Upon command, the clockwork or construct immediately stops whatever action it is currently taking. This command is a free action.



- **Stand Down (DC 15)**—Upon command, the clockwork or construct breaks off from combat or otherwise backs down. A clockwork or construct that isn't programmed with this task will fight until disabled, destroyed, or until it defeats its opponent.
- **Hold Fast (DC 15)**—Upon command, the clockwork or construct stays in place, waiting for you to return. It does not challenge others, though it still defends itself if it needs to. The clockwork or construct must be programmed with the Defend task.
- **Tactical Return (DC 25)**—Upon command, the clockwork or construct returns to you, taking the most direct route, but avoiding attacks of opportunity in the process. The clockwork or construct must be programmed with the Return task.
- **Work (DC 15)**—The clockwork or construct pulls or pushes a medium or heavy load. Some clockworks or constructs may be programmed to perform specific types of work, such as repairing armor or weaving cloth. When they are, they are restricted to the most basic types of work (those with a DC of 10 or less).

Quick Fix You may use a full round action to remove the broken condition from a clockwork item for a short time. Make a Craft (clockworks) skill check (DC 10 + points of damage the item has taken). If you are successful, you may use that item as normal for 1 minute.

Repair Clockwork or Construct You may attempt to repair a construct or sentient clockwork. Repairing a construct takes two hours. You make a Craft (clockworks) skill check (DC 15); if you are successful, you restore 2 hit

points, plus 2 additional hit points for every 5 points by which the skill check succeeds. You must expend two uses from an engineer's kit to perform this task. You take a -2 penalty on your Craft (clockworks) skill check for each use from the engineer's kit that you lack.

Treat Critical Damage When you treat critical damage, make a Craft (clockworks) skill check (DC 20). This takes 10 minutes. If you are successful, you restore hit points to a damaged construct or clockwork creature. Treating critical damage restores 1 hit point per level of the creature. If you exceed the DC by 5 or more, you add your Intelligence modifier (if positive) to this amount. A creature can only benefit from this ability once within 24 hours of being injured and never more than once per day. You must expend four uses from an engineer's kit to perform this task. You take a -2 penalty on your Craft (clockworks) skill check for each use from the engineer's kit that you lack.

CLOCKWORK DOMAIN

Many devotees of the Old Forge Father find themselves drawn not to the forge and smithy, but rather to new technologies. They share Velash's joy in the precise craftwork and subtle interplay of design that creates life from lifeless bronze and steel. These individuals frequently take up the clockwork domain in place of artifice, focusing on the creation of intelligent clockworks and automatons.

Clockwork Domain

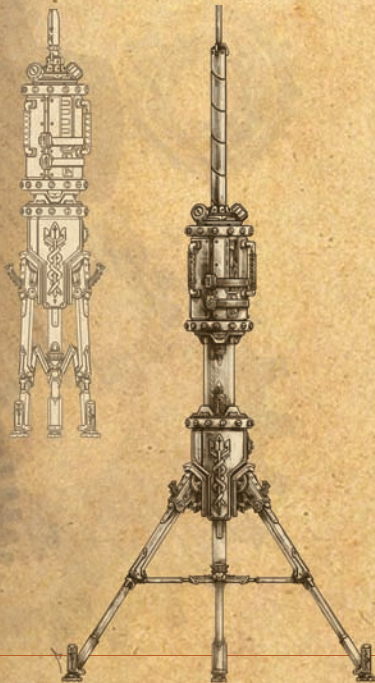
Deity Velash, Old Forge Father

Granted Powers

You possess an innate understanding of how clockworks function and always treat Knowledge (clockworks) as a class skill.

Fine-Tune (Sp): You touch a willing construct as a standard action, infusing it with divine power that enhances its capability and efficiency. The construct gains a sacred bonus equal to ½ of your cleric level (minimum 1) to its next skill check and may take a 10 on that roll, even if distracted or in immediate danger. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

Aura of the Artificer (Su): At 8th level, you can emit a 30 ft. aura as a swift action that repairs allied constructs, clockwork devices, and similar items (containing moving parts) at a rate of 1d6 hit points per round (per target). You can emit this aura for a number of rounds per day equal to your cleric level. These rounds need not be consecutive.



*Appears in *The Awakened: Guide to the Automata*©

**Appears in *Pathfinder® Roleplaying Game: Ultimate Magic™*

***Appears in the *Pathfinder® Roleplaying Game: Bestiary 2™*

Domain Spells

- 1st—*repair automata, lesser**
- 2nd—*make whole*
- 3rd—*repair automata**
- 4th—*malfunction***
- 5th—*repair automata, greater**
- 6th—*perfect repair**
- 7th—*control construct***
- 8th—*iron body*
- 9th—*summon monster IX* (1d3 clockwork golems*** only).

NEW CLOCKWORK SPELLS

Arenthol's Instant Toolbox

School conjuration (summoning) **Level** artifice 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range short (25 ft. + 5 ft./level)

Effect one summoned set of masterwork tools

Duration 10 minutes +5 minutes/level (D)

Saving Throw none; **Spell Resistance** none

DESCRIPTION

This spell summons a set of complex, masterwork tools. These tools appear within range, but only on a safe, flat surface (they do not appear midair, nor can they be summoned into a space occupied by another object or creature). Only you (or a single target you designate) may use the tools. The tools fail to function correctly for anyone else (wrenches won't open, screwdrivers slip off of screws, and so on). The tools disappear at the end of the spell's duration.

Awaken Construct

School transmutation **Level** artifice 5, clockwork 5, sorcerer/wizard 5

CASTING

Casting Time 24 hours

Components V, S, M (arcane oil imbued with Jötunstone dust worth 3,000 gp)

EFFECT

Range touch

Target a single construct

Duration instantaneous

Saving Throw none; **Spell Resistance** none

DESCRIPTION

You awaken a single automaton, clockwork, or construct, granting it true sentience. To succeed, you must make a single Will save (the DC equal to 10 + the target's HD). Once you awaken it, the construct undergoes several significant changes.

The construct instantly gains 3d6 points of Charisma, Intelligence, and Wisdom (rolled individually); it instinctively knows the language of its creator and may learn additional languages equal to its Intelligence modifier. Although the new awakened construct gains no special connection to you (like empathy or telepathy), it does treat you favorably and willingly aids you (provided your requests do not run counter to its best interests).

In addition to its newfound sentience, an awakened construct undergoes additional changes (and gains the awakened and augmented subtypes).

AWAKENED SUBTYPE

An awakened construct is a construct that has gained sentience via special circumstances (or by being subject to the *awaken construct* spell) that did not possess sentience beforehand. Unless otherwise noted, they have the following traits.

- **Partial Construct Immunities** An awakened construct loses its immunity to mind-affecting effects, but gains a +2 racial bonus to saving throws against such effects. Additionally, it becomes vulnerable to ability drain and damage if that damage targets its mental ability scores (its Charisma, Intelligence, or Wisdom).
- **Clockwork Knowledge** An awakened construct gains a +2 racial bonus on all Craft (clockworks) and Disable Device skill checks.
- **Environmentally Sensitive** An awakened construct gains sensitivity to extreme temperatures. In extremely cold conditions (below 0° F), it gains the staggered condition and reduces its movement by 10 ft. In extremely hot conditions (above 110°), it begins to short circuit and gains the sickened condition.
 - **Frail Core** Unlike a normal construct, an awakened construct that is brought to 0 hit points is considered staggered and is completely destroyed only when it reaches negative hit points equal to its Charisma score. Once destroyed, it cannot be *raised* or *resurrected*. Additionally, an awakened construct becomes extremely sensitive to electricity. An awakened construct that suffers electrical damage totaling more than 25% of its current hit points in a single round gains the staggered condition for 1d4 rounds. Additional damage in excess of this amount is cumulative.
 - **Partial Construct Immunities** An awakened construct loses its immunity to mind-affecting effects, but gains a +2 racial bonus to saving throws against such effects. Additionally, it becomes vulnerable to ability drain and damage if that damage targets its mental ability scores (its Charisma, Intelligence, or Wisdom). Unless otherwise noted in this entry, constructs with the Awakened subtype retain the immunities normally granted to constructs.
 - **Self-Maintenance** An awakened construct becomes keenly aware of its need for maintenance; it requires a minimum of 4 hours per day to clear, repair, wind its gears, and otherwise perform preventive maintenance. Unless otherwise noted, awakened constructs that fail to perform this daily maintenance gain the fatigued condition. An awakened construct may operate a number of hours equal to its Charisma modifier before gaining the exhausted condition.
 - **Skilled** An awakened construct gains a single feat and gains bonus skill points appropriate to its new Intelligence score modifier (if positive).
 - **Essential Senses** An awakened construct loses its darkvision. In its place, it gains low-light vision, as well as the ability to speak and hear normally. It does not gain the ability to smell and cannot be nauseated or sickened by vaporous conditions. Likewise, it cannot make scent-based Perception skill checks.





DESIGNER'S NOTE

While constructs are normally immune to mind-affecting effects, this is not the case with the awakened automatons (called the automata) in **Rhune: Dawn of Twilight** and this spell was designed with this fact in mind. If the setting you enjoy does not have awakened constructs with this weakness, consider asking your GM to change the spell's school to Transmutation and the save to Fort.



Gear Alignment, Lesser

School transmutation **Level** artifice 0, clockwork 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action

Components V, S, M (two interlocking gears coated in grease)

EFFECT

Range touch

Target construct touched

Duration 1 round or until attacked

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

DESCRIPTION

You imbue a construct with a magical energy, granting it a slight degree of alacrity. The construct gains a +1 dodge bonus to its AC against the next attack that targets it or until its next turn, whichever comes first. Additionally, it gains a +1 enhancement bonus to a single skill (whose key ability is Dexterity) for the duration of the spell.

Gear Alignment

School transmutation **Level** artifice 1, clockwork 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action

Components V, S, M (two interlocking gears coated in grease)

EFFECT

Range touch

Target construct touched

Duration 1 round/level (D)

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

DESCRIPTION

You imbue a construct with a magical energy, granting it a slight degree of alacrity. While under the effects of this spell, the construct gains a +1 dodge bonus to its AC. Additionally, it gains a +3 enhancement bonus to a single skill (whose key ability is Dexterity) for the duration of the spell.

Moment of Inspiration

School divination **Level** artifice 0, bard 0, cleric 0, clockwork 0, oracle 0, sorcerer/wizard 1

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touched

Target creature touched

Duration 1 minute or until discharged

Saving Throw Will negates (harmless); **Spell Resistance** yes

DESCRIPTION

This spell inspires the touched creature, expanding its degree of knowledge slightly above its normal capacity. The touched creature gains a +2 insight bonus on its next craft or knowledge skill check.

Wrack n' Pinion

School enchantment (compulsion) **Level** clockwork 3, sorcerer/wizard 3

CASTING

Casting Time 1 standard action

Components V, S, M (a handful of sand mixed with metal shavings)



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VERSION 1.0A

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