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# CHAOSITECH™

A SOURCEBOOK  
by  
MONTE COOK

CHAOSITECH



MALHAVOC PRESS®



# CHAOSITECH

*A sourcebook for characters of all levels*

BY MONTE COOK

*Requires use of the Dungeons & Dragons® Third Edition Core Books, published by Wizards of the Coast, Inc.  
This book utilizes updated material from the v. 3.5 revision.*

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## Blessing and Curse

*Kail staggered on what should have been feeble legs, muscles eroded by time and mistreatment. Instead, he felt the rubbery tubes that ran from the pulsing device at the base of his spine into his extremities pumping slivers of burning hot fuel that unnaturally filled him with energy. Tiny—almost unseen—insectlike fleshworkers squirmed across his limbs, repairing damage and enhancing every muscle moment by moment. He may appear to be a shriveled old wreck, but, in truth, he had the strength of an ogre and the speed of a demon.*

*Under his tattered cloak, stained with the strange oils and elixirs of chaos, Kail kept a magic curved knife. He also concealed the harrower, a wicked, death-dealing device of steel and bone, fed by chaotic energies and granted him by Mevalkris, leader of the cult of chaos. Kail moved into the shadows of the rain-slick streets and peered up at the councilman's home. He did not want to kill the man, but he had little choice in the matter. Oh, he might look like a man with amazing tools, but actually, these chaositech devices were his masters.*

Long ago, the Dark Ones, known collectively as the Galchutt, desired to establish their hold over the mortal realm. In order to empower more slaves to help them in their terrible goals of destruction, they harnessed the power of raw chaos. Controlling the uncontrollable is managed by devices both alien and unfathomable. Some appear to be fashioned from steel, but even more have the properties of still-living flesh.

### WHAT IS CHAOSITECH?

Chaositech enslaves even as it grants power. Its addictive nature grants the Dark Ones a foothold in controlling your mind, your body, and even your soul. But still the Galchutt find people willing to make these sacrifices to harness its great power. Of course, many believe they can use chaositech without falling victim to its dangers. A few are even correct.

Despite what it may appear, chaositech is not technology—it is technology's dark and evil twin. It is not magic, but another power altogether. It is corruption and destruction given form. It is like nothing anyone in your campaign has ever seen before.

Chaositech: tool or creature? Blessing or curse? Gift or shackles? Chaositech is all of these and more.

### TWO TYPES

Chaositech can be categorized in two distinct types. The first includes fairly straightforward devices made of steel, glass, and other (mostly) inorganic substances. Many such devices bear a design or embellishment that makes them look organic, while others incorporate organic parts, such as actual skulls, bones, fleshlike coverings, membranous sacs, and so on. For this reason, some call these devices the “bones of steel.”

The other type of chaositech utilizes knowledge of living organisms—a terrible, perverted knowledge. These applications of chaositech are known as the “betrayal of flesh.” They involve alterations and additions made to the bodies of living creatures, as well as the creation of self-sustaining

organisms designed for a specific purpose. Either way, this type of chaositech is certainly the more aberrant of the two. Most people consider beings created or modified using this dark, twisted knowledge to be abominations.

### THE CONSEQUENCES

Unquestionably, the use of chaositech carries consequences, despite the benefits and power it offers. The first is the terrible curse of mutation. Close proximity to chaositech over an extended period often results in physical and sometimes mental mutation. These mutations permanently warp a creature, leaving behind the indelible mark of chaos.

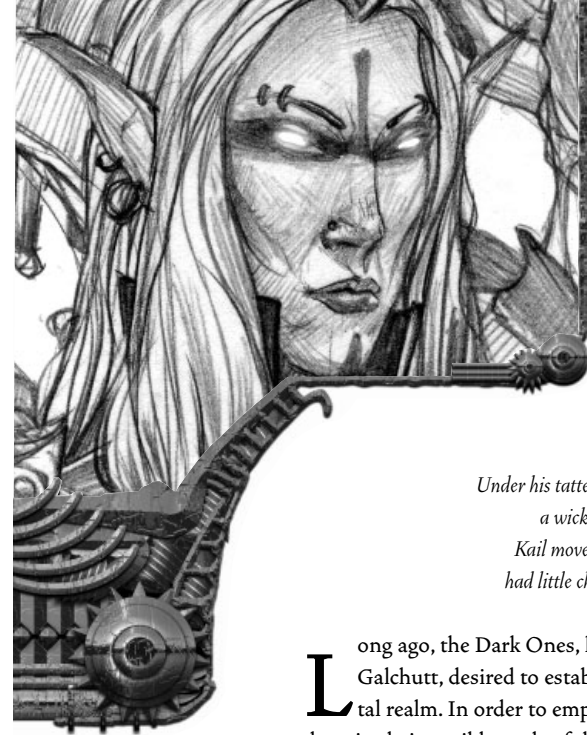
The second, perhaps even more insidious, consequence is the fact that using it can open one up to the influence of the dark powers behind chaositech: the Dark Ones, the Lords of Chaos. These beings are known as the Galchutt (or in ancient Elvish, the Nathar'nacna; or in modern Elvish, the Vlathacna). Without caution, chaositech users end up the slaves of these terrible masters.

Most people consider chaositech unstable and unreliable. Using it involves many random elements, and there is no way of knowing when a device will fail, run out of power, or worse—explode in the user's face.

### THE LOOK AND FEEL

Chaositech is an alternate to technology, powered by chaos. Visually, even tactilely, its curves and lines seem alien. DMs should note that even if a device sounds like a “laser gun” or a “gas mask” it shouldn't look like one. Thanks to the influence of chaos, the form does not always logically match the function. Chaositech doesn't follow the laws of reality or the edicts of logic, either in its abilities or its appearance. Many of the devices go beyond strange to the slightly disturbing. All are, at least at first, very mysterious.

As previously stated, chaositech possesses an organic appearance, even those devices made of steel and other inorganic materials. When describing an item to players, feel free to incorporate insectoid or reptilian characteristics



## About the Author

**Monte Cook** started working professionally in the game industry in 1988. In the employ of Iron Crown Enterprises, he worked on the Rolemaster and Champions games as an editor, developer, and designer.

In 1994 Monte came to TSR as a game designer. As a senior game designer with Wizards of the Coast, he codesigned the 3rd Edition of Dungeons & Dragons, authored the Dungeon Master's Guide, and designed Return to the Temple of Elemental Evil, the d20 version of Call of Cthulhu, and The Book of Vile Darkness. For WizKids games he designed the HeroClix system of superhero combat. He created the best-selling Monte Cook's Arcana Unearthed for Malhavoc Press.

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## Malhavoc Press

**Malhavoc Press** is Monte's d20 System imprint devoted to the publication of unusual magic, monsters, and evocative game elements that go beyond traditional fantasy. Malhavoc Press products exhibit the mastery of the d20 System rules that only one of its original designers can offer.

Recent releases include The Complete Book of Eldritch Might and The Diamond Throne, a setting book for the variant player's handbook, Monte Cook's Arcana Unearthed. Look for the Legacy of the Dragons bestiary, coming soon. Current titles are available to purchase in either print or electronic (PDF) format at <[www.montecook.com](http://www.montecook.com)>.

into its look. Means of activating chaositech are rarely as straightforward as a trigger or a switch, although the descriptions in this book sometimes use such words for simplicity's sake. Instead, they might include a part the user sticks in his mouth and activates with his tongue, a membranous sac the user has to squeeze, or a small panel that one must tap in a certain sequence. Some parts of a device might seem utterly extraneous, their function never fully understood.

Many items also have a chaos symbol etched into them or hanging from them like a charm. Some might feature extra spikes, spines, or other dangerous-looking bits.

## WHAT'S INSIDE?

Here's what you'll find in each chapter of *Chaositech*:

**Chapter One: Chaos:** Everything you ever wanted to know about chaos is right here: the philosophy of true chaos; chaos cults, cultists, and priests; and new chaos spells.

**Chapter Two: Bones of Steel:** Descriptions of dozens of chaositech items and devices appear in this chapter.

**Chapter Three: Betrayal of Flesh:** This chapter discusses how to use chaositech to alter one's body and mind.

**Chapter Four: Blessed Mutation:** Sometimes raw chaos twists and mutates living creatures—with both beneficial and detrimental effects. This chapter lists various degrees of mutation and mutant powers to be found among those who revel in chaos. Mutation is expressed as three different templates.

**Chapter Five: Chaos Slaves:** This chapter offers more information for those who want to use chaositech and/or serve chaos. It includes two prestige classes and three templates.

**Chapter Six: Masters of Chaos:** The monstrous creatures and entities known as the Lords of Chaos are described here. These are the terrible Galchutt themselves.

Throughout this sourcebook, sidebars offer special information and guidelines for the DM. Spells, items, etc. introduced in this book are marked with a dagger (†). Otherwise, all references to spells, feats, and other rules are from the v. 3.5 revision of the three Core Rulebooks: the *Player's Handbook*, *DMG*, and *MM*.

Bonus source material and ideas to augment the information in *Chaositech* appear on Monte Cook's website. To find the links to these free web enhancements, visit the book's product page online at <[www.montecook.com/mpress\\_\\_Chaos.html](http://www.montecook.com/mpress__Chaos.html)>.

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## ONE DM TO ANOTHER

Why add chaositech to your game?

Chaositech adds an interesting dimension to the game. It's a way to inject quasi-science-fiction elements into your campaign without putting in starship captains, computers, and D-cell batteries. Neither science nor magic, chaositech represents a way to inject something new into the fantasy mix.

Chaositech isn't magic, because it's not created by spells or fueled by magical energy. It is the harnessing of chaotic energies, which are a source of power unto themselves. Chaositech is more like blasters and flying cars than incantations and mystical artifacts.

But chaositech isn't science, because it doesn't obey the laws of physics. Instead, it's pseudoscience given life. Like Dr. Frankenstein's monster, it appears to have the trappings of science, but it could never actually be, not without perverting the way the world works—and that's exactly what chaos does, in this context. Despite the fact that it looks like sci-fi gadgetry, using chaositech isn't the same as putting laser guns and jet packs into your fantasy game.

This is, if you will, "fantasy science" (as opposed to science fantasy). You don't dilute the fantasy feel of your game with this stuff. In fact, this book provides the whole philosophy and religion of true chaos as a backdrop. To keep the fantasy feel, the DM has the Galchutt—the terrible demonic Lords of Chaos—to serve as the real source of power behind chaositech.

## A FOUL TEMPTATION

One of the assumptions of this book is that most player characters (PCs) will react with abhorrence at the thought of some of the chaositech devices and procedures, particularly those found in Chapter Three: Betrayal of Flesh. The allure of chaositech's power countered by its unsavory flavor and connection with the forces of darkness creates interesting dilemmas for the players. Do their characters use it? Do they destroy it? Do they use it just long enough to help defeat the forces of chaos?

Of course, if your PC group decides to embrace chaositech, all the devices, enhancements, and spells in this book are designed to balance and work well alongside the traditional spells, magic items, and other powers available to the PCs.

## INTRODUCING CHAOSITECH INTO YOUR GAME

Being such a big idea, chaositech may be difficult to insert into some fantasy campaigns. Here are a few ideas to make it easy.

## THE ANCIENT DARK GODS

In the time before time, malevolent and destructive forces moved upon the world, seeking unknowable ends. When it became clear that they would have to leave, they sought to plant the seeds of their own return. These seeds were sealed storehouses of chaositech. The forces knew that one day mortals would inhabit the world and would find these devices and crave their power. In using them, mortals would grant the dark forces—the Galchutt—entry back into the world.

Today, people are beginning to find these vaults of chaositech. Miners discover them when creating new shafts, dungeon adventurers find them on delves. Within ancient citadels in far-off lands, and buried deep in cold mountain lakes, chaositech is surfacing once again. The cults of chaos, having long prophesied of this day, scramble to buy or steal the relics to use for their own ends. The PCs might want to stop them, or they might be the ones to uncover an ancient vault and seek to protect it, sell it, use it, or destroy it.

In this method, chaositech becomes the legacy of ancient times. It's not something that someone creates or can repair. It's a resource that must be discovered. Finding a cache of chaositech is like striking it rich prospecting, and probably just as dangerous. Not only is the cache most likely guarded, but it's certainly going to draw the attention of chaos cultists and evil organizations who covet its power.

## THE NEW WORLD DISORDER

The antithesis of the tried-and-true "ancient dark gods" approach is to make chaositech something brand new. Perhaps the product of some demented genius, it finds its way into the hands of the burgeoning cults of chaos. This discovery spreads like a virus, with chaositech popping up everywhere—and always in the wrong hands. It becomes a real threat to law and order, even to whole governments. A prominent church of a lawful deity announces a crusade to wipe out its spread, and many cities declare ownership of a chaositech device a severe crime.

Still, the use of chaositech grows and grows. The only way to wipe it out is to discover who is creating it and stop them. This story arc could encompass much of a campaign, with chaositech introduced slowly, in the hands of the PCs' opponents. Soon the player characters will develop a real hatred for the stuff, due to the power it gives their foes. The PCs find themselves ultimately on the point of the spearhead to stamp out chaositech, which means destroying the cults of chaos and perhaps even the Galchutt themselves.

## THE ISOLATED LOCALE

On a cold, wind-swept isle, atop a rocky crag, a madman tinkers with ideas no mortal should have conceived. In the laboratory



of his dark castle, the chaos-tainted lunatic creates machines that should not function and performs operations that should not work on victims taken from a recent shipwreck.

Soon, the crazed chaos cultist begins to sell his creations—both the devices and the living beings he has created. His customers are various evil organizations and the followers of gods devoted to mayhem, destruction, and murder, all of which are based on nearby islands or on the coast. In this isolated area, chaositech becomes fairly common—at least as common as magic and magic items. When the PCs come here, they encounter the strange devices and learn of the insane creator who crafts them in his island fortress. Do they investigate? Even if they do and put a stop to his work, is it too late?

### CHAOSITECH VS. REAL SCIENCE

One great way to introduce chaositech into a campaign is to do so alongside developments of real technology. If you've

got dwarves that use steam-powered machines or the occasional firearm, or if you include “steampunk” technology in your game at all, this is a wonderful chaositech hook: Now you can offer up both methods, as equals but opposites.

Chaositech, obviously, is the creation of chaos, and normal technology is the stuff of law. Gods of chaos (the Galchutt) support one, while the gods of law support the other. It's an arms race fueled by religion and/or alignment. The two forces can clash on a spiritual, philosophical, metaphysical, and physical level, and the PCs can choose which side to support.

In particular, this approach works well with the “tools of the ancient gods” idea, for it creates another way in which chaositech differs from conventional technology. While steam-powered devices are new, chaositech is old. Chaositech isn't an innovation, it's an artifact.

# Chaos

*Kail crept into the councilman's home. His steps were careful and quiet. Trained by the cult of the Crimson Coil, Kail was unmatched as an assassin. Something felt wrong here, though. The interior of the house was in disarray. He entered the bedroom and saw the councilman lying dead on the floor, blood spattering the walls and bedclothes. Symbols of chaos—*

*the many-pointed arrow, the shattered square, the green spiral—were painted on the walls, the fresh pigments mixing with the blood in horrific drips.*

*Outside, Kail could hear alarm bells. How could this be? Perhaps another cult cell was involved. Nothing was sacred in the cult of deep chaos, and sometimes the factions worked at cross purposes. Maybe the cultists involved had no idea he was supposed to murder the councilman tonight. Or perhaps he had been set up. The upper echelons of the cult ensconced themselves in plots within plots, schemes within schemes. How could Kail hope to unravel them? He would be doing well if he managed to escape alive. Quickly, he crept out of the house and down into the shadow-filled street.*

A group of children playing can be called “chaotic.” One might very well know a person about whom one could say, “He is chaotic.” A creature, such as a storm giant, can have an alignment of chaotic good. But from a cultist’s point of view, chaos is far more than an interest in individuality or personal freedom.

These things are not of *chaos*—not according to such texts as the *Book of Faceless Hate*, a key tome in the religion of deep chaos. Deep chaos is based on the fundamental aspects of hate, destruction, death, and dissolution. In terms of alignment, most adherents of the religion are evil as well as chaotic, although a few are chaotic neutral. Members are never chaotic good, because there is nothing “good” about this faith. From the chaos cultists’ perspective, “good” is destruction, mayhem, disaster, and slaughter.

The philosophy of chaos is one of change. It teaches that the current world is a creation of order and structure. However, this creation was flawed from the beginning due to lack of foresight or a misunderstanding of what living creatures really needed. The gods of creation—gods of order—are untouchable and unknowable. They are aloof and uncaring, says the teaching of deep chaos.

Mortals follow the example of their creators and build rigid, inflexible, and uncaring societies based on the unyielding code of law and order. These laws, however, stifle the needs of living creatures. They reward the many and punish the few or the individual, which is diametrically opposed to the way it ought to be. The individual who embraces chaos has a right to true freedom: to do and to take anything and everything he wants. Society should not oppress the individual—the individual should oppress society. The enlightened shall prey upon the masses. It is good to murder, torture, and destroy others, for they are flawed in their creation, betrayed by their creators.

But society makes it difficult, if not impossible, to do this. The will of the many stomps on the will of the few, regardless of their enlightenment. The gods of chaos will change all of that, however. They will bring with them change—in the form of fire, destruction, and anarchy,

murder, pestilence, and terror. They will set things aright by bringing an end to everything that is wrong about the world. The faithful, the enlightened, will be rewarded in the coming realm of utter chaos.

The ultimate secret of deep chaos, one that many cultists never learn, is that its final design is the complete destruction of the world. The faithful will be rewarded with death and destruction, just like everyone else. They may just last a little longer than others.

There are chaotic gods and gods of evil, demon gods and powerful demon princes that embody the tenets of deep chaos. However, the real Lords of Chaos, who were present at the creation of the universe and called it flawed, are the dark gods known to themselves as the Galchutt. For more about them, see Chapter Six: Masters of Chaos.

## PRIESTS OF CHAOS

The leaders of this vile religion, the shepherds of this abhorrent flock, are some of the most malevolent mortals who have ever lived. They enjoy murder and revel in injustice. They gain strength in order to oppress the weak. They see beauty in change and destruction; they love fire and other dangerous energies.

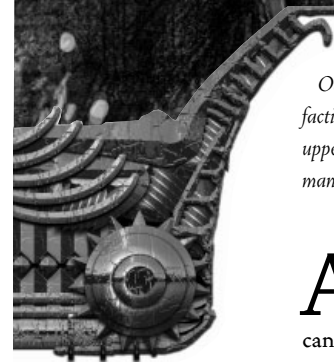
These individuals surround themselves with the tools of murder and destruction

### Chaotic Alignment

*But my character sheet says “chaotic!”*

*PCs do not need to be lawful in alignment to oppose the church of chaos. This is not “chaos” as defined in the Player’s Handbook simply taken to its ultimate extreme. This is chaos and evil woven together. These are people who want to bring about the end of the world. The cults of chaos are cults of madness. Someone who is chaotic good or even chaotic neutral does not have to side with them any more than a lawful paladin is compelled to admire a dictator.*

*In your campaign, when the PCs first hear about the cults of chaos, it might be interesting for a while if chaotic-aligned characters wanted to find out more about them, thinking they might like to join. However, it should become clear very quickly that they do not. Even sane chaotic evil characters in your campaign may find the cults of chaos something they wish to oppose.*





and with people who fancy similar pursuits. They are erratic in their behavior, often prone to quick fits of rage or sudden changes of heart. They place no value on family, friendship, romantic love, or even racial ties. Their fellow priests and cultists are never more than a means to an end. The psychology of chaos encourages them not to covet wealth or even power for their own sakes, but only as a way to achieve their greater goals.

They adore bright, garish colors or—alternatively—cling to the color of the ultimate, endless void.

Some chaos priests keep their identities secret with masks or hoods. Others hide their allegiance to chaos by avoiding open displays of symbols. Still others cover their bodies in ritual scarring and piercings in order to better exemplify the force they revere. These priests like very sharp knives, heavy hammers and maces, scythes and sickles, and other weapons that have a dramatic appearance as well as combat effectiveness.

Clerics of chaos gain access to the following domains: chaos, destruction, and evil.

Chaos priests are often as different from one another as the ever-changing nature of the force they worship. Most are insane, at least to some degree. Megalomania, schizophrenia, extreme masochism or sadism, manic depression, and delusions are not uncommon. Some priests become terribly compulsive and irrational. Many are real gluttons, while others are addicted to drugs, alcohol, or other substances. Addiction seems to manifest itself frequently as part of their makeup.

By their very nature, priests of chaos are disorganized. Their temples usually remain in a state of disarray and confusion, although some churches possess a stark, bleak quality, as though everything in them has been scoured by fire. Chaos priests prefer to establish themselves in ruins, to symbolize the ultimate destruction of all things, or in secret hideaways right under the noses of others, to demonstrate that those who do not understand chaos remain ignorant of even the most obvious facts.

## CULTISTS

Recruited from the slums and gutters as well as the upper echelons of nobility, chaos cultists are everywhere. Some hide away in unseen temples, while others continue to walk the streets with everyone else, concealing their true nature and beliefs—for now.

Chaos cultists are drawn to the beliefs of deep chaos because they feel powerless and forgotten. They revel in the idea of knowing the “truth” that others do not know. Some are contemptuous and spiteful of others and find comfort in a philosophy that embraces the hateful urges they feel. A few are already mad and find that the religion’s dogma fits their delusions.

It should come as no surprise that the followers of chaos are a mass of contradictions. For example, they value secrecy, yet a captured cultist may eagerly boast of his group’s plans to annihilate all who oppose them. For this reason, cult leaders usually tell their followers only just enough to get by—general ideas but not specific plans—unless absolutely necessary.

Symbology is important to followers of true chaos. Each cult usually has its own chaos symbol, plus there are more general symbols such as the many-pointed arrow, the green spiral, and the broken square. Even when it would be prudent to avoid use of any kind of symbol, cultists feel they gain strength and power from them. Many say that even while in a crowd of “ignorants” (their term for noncultists), pretending to be one of them, they can concentrate on their secret tattoo, hidden signet, or other sign of their devotion to chaos and know they are superior to those they must tolerate—for the time being.

Even the wildest, most murderous cultist looks on her work with the pleasure of a satisfied artist. She knows there is method to her madness. She sees a purpose behind what often look like senseless acts. In the chaos cultist’s mind, she is a misunderstood genius. Although they must work together, almost all chaos cultists are truly loners.

Cultists of chaos rarely work well together in a group or make use of brilliant tactics unless they have an intelligent and forceful leader. Even then, few of the individual cultists actually think in terms of working together and instead simply “do their part.” A leader who understands that, however, can get the cultists to carry out elaborate schemes as a group, with each individual performing only a small but necessary part of the plan.

Chaos cultists enter battle with a blood frenzy but quickly lose their morale unless they are clearly winning. In a fight with cultists, about half of them flee after the initial engagement, and the other half fight like madmen with no regard for personal safety. Chaos cultists always prefer an unfair fight (in their favor) and never harbor such concepts as personal honor or dignity in battle. Many would rather poison their enemies when they were not expecting it than actually get into a melee.



Chaos cultists prefer smashing maces and flails over the elegance of a bow and the painful cuts of a razor-sharp knife over the quick thrust of a rapier. In general, however, they use whatever weapon is at hand and is right for the job.

Cultists frequently take prisoners for torture, sacrifice, or experimentation. Chaos temples almost always have dungeons filled with captives—kidnap victims, bought slaves, captured foes, and incarcerated offending cultists. Few of these prisoners live very long.

Members of the various chaos cults love using beasts and creatures of various types as guardians, helpers, soldiers, or allies. They regularly keep savage dire animals (usually mistreated to make them more vicious), oozes, and undead in their temples and strongholds. Gargoyles, ettins, and driders help fill their ranks as well. Such creatures as umber hulks, trolls, or frost giants are welcome in chaos temples, and of course chaos beasts and demons make useful allies or even masters.

## TWO SAMPLE CULTISTS

Although they are very different, the following two character examples show how you might use chaos cultists in a campaign.

### VARAH NAMEREI

Varah is the fourth child of an ancient elvish family that has held power, both influential and political, over the last six centuries. Even at a young age, she grew bored of courtly functions and noble affairs. Her family had little time or patience with her, so she spent most of her days with servants. She excelled at her studies but never took a real interest in any field except philosophy. In her research into various beliefs, she read about the chaos cult and became fascinated. She wanted to learn more, and so she started to disguise herself to sneak out of her palatial home.

Soon she managed to meet up with the Brothers of Venom, who have many members secreted away among the ranks of nobility. They were only too happy to accept a young elf woman into their fold. Her first few years with the cult were unpleasant, to say the least. The cultists only abused her and used her, a subtle way of establishing long-term conditioning. Now Varah belongs to the cult, body and soul, and does whatever they ask. She has already begun carrying out murders of high-ranking officials and nobles at various functions by use of carefully applied ingestive or contact poisons.

Varah enjoys her ghastly life. She likes to have secrets that no one knows—it helps her feel superior to the pretentious folk that surround her in daily life. She truly hates everyone, even her fellow cultists. She does what they say but also plans for the day when she can begin to murder them as well, even if that day comes only years from now.

Varah is attractive, although most would say she overuses cosmetics. The makeup, however, helps her cover scars and signs of drug abuse. She dresses as befits her station except when in disguise to join her fellow cultists. In this case, she dresses like a male servant, usually a footman, or even a young human boy. Although she is handy with a crossbow, she can rarely carry such a weapon without looking conspicuous. Instead, she carries a concealed dagger of high quality with her wherever she goes. Except when overindulging in drugs or alcohol, she always manages to keep a wary eye out. Varah would not hesitate to kill someone if she had to in order to maintain a disguise.

**Varah Namerei, female elf Ari4:** CR 3; Medium humanoid;

HD 4d8+4; (21 hp); Init +1 (+1 Dex); Speed 30 feet; AC 11 (+1 Dex; touch 11, flat-footed 10); Base Atk +3; Grapple +2; Atk +3 melee (1d4–2, critical 19–20/×2, dagger) or +4 ranged (1d8, critical 19–20/×2, light crossbow); Full Atk +3 melee (1d4–2, critical 19–20/×2, dagger) or +4 ranged (1d8, critical 19–20/×2, light crossbow); SA —; SQ Low-light vision, elf traits; SV Fort +2, Ref +2, Will +5; Str 8, Dex 13, Con 12, Int 13, Wis 12, Cha 15

**Skills and Feats:** Appraise +5, Disguise +11, Hide +3, Intimidate +9, Knowledge (arcana) +7, Knowledge (religion) +7, Listen +8, Move Silently +2, Spot +3; Alertness, Run, Skill Focus (Disguise)

**Possessions:** Masterwork dagger, light crossbow, bolts (12), *ring of feather falling*, *potion of levitate*, *potion of invisibility*

### TACH

Tach's background is a mystery that he'll never reveal, but he likely grew up as a pauper on the streets of the city or a serf in the countryside. He has spent much of his adult life as a brigand and a thug and has gained a reputation for ruthless cruelty.

Tach claims the Lords of Chaos came to him while he was under the effects of opium one night. They told him he was chosen to serve them and, in so doing, would be able to personally kill and destroy with impunity. This idea appealed to Tach greatly, and he immediately took what little money he had and spent it on books. When the money ran out, he broke into libraries and the homes of learned folk. He learned all that he could about the religions of the world, focusing mainly on chaos. Along the way he learned a fair bit about magic and potions as well. His faith, his devotion, and his studies led him into the direct service of the Lords of Chaos as a cleric.

Tach used his underworld connections to find a local cell of the cult of chaos, specifically, the Ebon Hand cult. For the first two years of his service with them he has had little opportunity to do much beyond the thuggery of his previous

life—namely, kidnapping young people for use in the cult’s horrific ceremonies of mutation. Slowly, however, Tach is learning more about the spells his chaotic masters can grant. Eventually, he knows the other cultists will allow him to get involved in their ceremonies and in the cell’s leadership. If they don’t, he’ll have to figure out which ones he needs to kill to attain his goal. The Lords of Chaos spoke to him directly. He does not question his path.

Tach is a smelly, disheveled individual. He is overweight and unshaved, with bad teeth and a lazy eye. His social skills are horrendous and almost everyone hates him, even his fellow cultists.

**Tach, male human Clr3:** CR 3; Medium humanoid; HD 3d8+3 (24 hp); Init +0; Speed 30 feet; AC 17 (+5 armor, +2 shield; touch 10, flat-footed 17; armor check penalty); Base Atk +2; Grapple +4; Atk +5 melee (1d8+2, critical 20/×2, light mace); Full Atk +5 melee (1d8+2, critical 20/×2, light mace); SA Spells, rebuke undead; SQ —; SV Fort +4, Ref +3, Will +4; Str 14, Dex 10, Con 12, Int , Wis 13, Cha 9  
**Skills and Feats:** Knowledge (arcana) +5, Knowledge (religion) +5; Brew Potion, Lightning Reflexes, Toughness  
**Possessions:** Masterwork light mace, breastplate, medium shield, *wand of divine favor* (45 charges), *potion of cure light wounds*, scroll of *dispel magic*  
**Spells Prepared** (4/3+1/1+1; DC 11 + spell level): 0—*detect magic, detect poison, guidance, resistance*; 1st—*doom, magic weapon, protection from law, random action*; 2nd—*hold person, mark of chaos*

### THE NIGHT OF DISSOLUTION

In all chaos cults, change is regarded as a good thing. Cultists always speak of the “coming changes”: revolt, revolution, a rejection of the status quo, a reorganization of society, and punishment for those who do not see the truth of chaos. Their raving goes on and on. The coming changes, and the goal of every cult, is ultimately the actualization of the Night of Dissolution, as mentioned in the book *Imminentize the Eschaton*.

The Night of Dissolution is the theoretical night when chaos overwhelms the world. Most cultists, of course, have no real idea of when such a thing is going to happen, other than vague references to “sooner than you think.” They also predict a multitude of scenarios in which this will happen:

- The Lords of Chaos will return together and destroy all who oppose them and

possibly the entire world, remaking it in their own image or at least somehow rewarding those who helped them.

- The world will destroy itself in conflict, revolution, and natural disasters, because that is the natural way of things (and why chaos reigns supreme).
- Ever so slowly, through the workings of those loyal to chaos, the world’s order will fall apart. The Night of Dissolution is merely the very end of that process.
- A cosmic event sent by the Lords of Chaos—like the fall of a meteor, the appearance of a new moon, or a single, terrible earthquake that rends the world asunder—will end it all.

### CULTISTS AND CHAOSITECH

Almost all chaos cultists lust after chaositech the way a glutton covets delicious desserts. They crave the power that chaositech can grant, the destructive nature of the energy within it, and the gift from the Lords of Chaos that it represents. An encounter with a group of chaos cultists very likely involves at least one chaositech device.

Surprisingly, chaositech weaponry is not always the favorite such device. Often, devices that allow one to use chaos to perform otherwise far more difficult tasks—getting away from the authorities, spying on enemies, disguising oneself, and so on—is just as important, if not moreso.

### THE CULTS OF CHAOS

It is technically incorrect to refer to the “Cult of Chaos,” for, in fact, there are many cults. While they are unified in overall belief, the cults are actually quite fractured. The different cults of chaos do not necessarily compete but often work together, trade members, and occasionally wholly subsume one another.

The following short descriptions cover each of the main cults.

#### THE EBON HAND

The cult of the Ebon Hand worships physical deformity. If a member is not deformed naturally (many are), he or she seeks mutation (as described in Chapter Four). The cultists refer to mutation as “the touch of the Ebon Hand.”

Cells of this cult operate in cities, usually within chapels hidden underground. Somewhere within it the chapel always features a large stone hand, palm exposed and painted black.

This is the heart of the cult. Cultists of the Ebon Hand kidnap adolescents and magically



deform or mutate them. Many children die in these horrid rites, but others become mutated slaves of the cult. Upon hearing of a rash of missing children, those in the know understand they must start looking for an Ebon Hand chapel.

Of all the cults of chaos, this is one of the most insidious, because it is the most resilient. Its cells are small, its chapels insignificant and difficult to find. The cultists are quick to flee if discovered and ready at a moment's notice to abandon their chapel to move to a new location. Enemies of the cult of the Ebon Hand liken them to cockroaches.

Cultists of the Ebon Hand have no distinctive garb, but usually bear some black hand symbol: a tattoo, a charm, a small embroidery on their clothes, and so on. And of course, many of them are physically deformed in some way, ranging from a prominent birthmark to a withered leg to ritual scarring to an actual functioning mutation, like an extra eye or oversized arms.

### THE TOLLING BELL

In certain ancient books, the end of the world is described as coming like the “tolling of a bell.” The members of the Tolling Bell cult take their name from this fact and seek nothing short of the eschaton—the end of the world.

Individual cults of the Tolling Bell are rare and usually small. Members usually possess great skill and power, however. It seems that members of other cults sometimes “graduate” to this cult, as though it were one of the inner mysteries of a general cult of chaos.

Cultists of the Tolling Bell wear tattered blue cloaks and carry large hand bells. Their symbol is a bell filled with cracks in its surface.

In order to fulfill their goal of imminentizing the eschaton, the cultists research powerful spells and artifacts that might be used to trigger some type of cataclysm that could itself trigger a bigger cataclysm. Ultimately, however, the cultists of the Tolling Bell revere the Galchutt and the destruction they will bring when they claim this world as their own on the Night of Dissolution.

### THE CRIMSON COIL

In some lands, the typical chaos cultist wears blood-red robes covered in the various symbols of chaos—spirals, demonic faces, many-pointed arrows—and bearing torches,

axes, and scythes. In these lands, the cult of the Crimson Coil has spread like a virus.

Members of the Crimson Coil wear red, hooded robes and do not believe in showing their faces. They do not mix into normal society, preferring instead to spend their lives cloistered in remote temples, often established within the ruins of another structure for symbolic purposes. The only time these cultists make an appearance is *en masse*, to carry out some act of terrible destruction. The Crimson Coil chooses a target seemingly at random, then shows up to burn down a building, set fire to a field, slaughter a family, or deface a monument. They are neither subtle nor gentle. They show neither mercy nor fear. Usually, their raids come so suddenly and unexpectedly that there can be little resistance. They

usually appear in numbers so great that they simply cannot be stopped—a hundred cultists to burn down a single house, a dozen to murder a merchant walking down the street. They disappear quickly, often using spells to cover their escape.

Authorities sometimes mobilize militias and armies to hunt down the Crimson Coil cult members and root them out of their secret temples. Usually such attempts result in failure. When the hunters do find a Crimson Coil temple, the cultists and priest put up a vicious fight. They battle to the last man in their defensible, trap-laden temple, and cost the attackers many, many lives. Worst of all, however, it takes little time for the cult to reappear in the area, stronger than ever.



### THE PLAGUEBORN

The cultists known as the Plagueborn seek to achieve the elegance and artistry of destruction through disease and pestilence. They attempt to harbor diseases within themselves (often using the *deadly carrier†* spell or chaositech implants like disease incubator† [see page 49]). The Plagueborn also promote the accumulation of filth, rot, and decay that harbors disease.

Not surprisingly, Plagueborn temples are found in sewers, trash heaps, waste pits, and other places of filth and decay. Taking the rat as their totem, they bear rat symbols and even wear the skins of rats and dire rats.

The Plagueborn sneak contaminated food into marketplaces. They steal the bed linens of the ill and slip them into the beds of children. They dump filth into wells and do whatever else they can think of to spread disease. When they

cannot encourage illness, they help foster infestation of vermin—rats, insects, spiders, and so forth—into cities and homes.

The Plagueborn, unlike most chaos cultists, often do not bear standard chaos symbols. They do, however, leave hunks of rotten meat on hooks to mark their lairs and to claim credit for their crimes.

### DEATHMANTLE

The Deathmantle cult, known also as Death's Grimace, reveres death, and obviously so. Each cultist wears a death's head mask, usually of copper or bronze but occasionally of iron painted skull-white. However, the Deathmantle is no simple death cult. They worship murder, and specifically slaughter. Mass murder to the greatest degree—the slaying of a whole town, a whole city, or a whole nation or race—is their ultimate goal.

The Deathmantle cult associates closely with an assassin's guild called the Vai. The Vai are not simply killers for hire but a quasi-religious group that revels in slaying. Each member of this elite guild must kill every day. They believe the only path to true power and enlightenment is found through taking the lives of others. The Deathmantle cult and the Vai, in fact, may be different arms of the same group.

The cult frequently associates with undead. Some of their leaders and priests, for example, are vampires. Others specialize in necromancy. They frequent graveyards and cemeteries, holding evil rites there and even establishing hidden temples in mausoleums and crypts.

### THE ORDER OF THE BLOODED KNIFE

In prehistoric times, before most organized religions of today, a bloodthirsty human cult sacrificed people in honor of a moon goddess whose name no one remembers any longer. After a fashion, this cult exists today in the form of the Order of the Blooded Knife. Gone is the reverence for the moon,



but this newer religion preserves many of the exact same rituals involving human sacrifice. But such sacrifice is not enough to distinguish this cult from other followers of chaos. The Order's main identifying trait is that it poses as other religions to establish itself secretly in society.

Often, the order chooses some vague, innocuous-sounding deity, like "the Rat God" or "Jellig, god of slime"—something that sounds fairly harmless but distasteful enough that

most people leave them alone. Other times, the cultists choose an existing god and pose as worshippers who found a temple that appears normal, at least on the outside.

Actual followers of that deity may choose to join them, usually to their dismay; the cult uses threats of violence and enchantment magic to force these honest churchgoers into their terrible rites of chaos.

The Order of the Blooded Knife uses its infiltration abilities to make money for the cult, using their temples as dens for gambling, prostitution, black marketeering, centers for extortion, and simple thievery.

Sometimes a few cultists infiltrate another religion and use force, blackmail, magic, or simple persuasion to sway its members into secretly worshipping chaos with them, a process that can take years. Eventually, the cult eats the other religion from the inside out, consuming it until the temple of the great sun god Errad is entirely a front for the secret temple of the Order of the Blooded Knife concealed in the church basement.

The members of the order usually carry or bear a symbol of a curved knife dripping blood. Other than that (usually secret) symbol, they dress like the members of the religion they use as a front.

### THE BROTHERS OF VENOM

The Brothers of Venom, like the Deathmantle cult, have a taste for murder. Unlike the Deathmantle, though, these worshippers of chaos like their death slow and their murders subtle. These cultists are perhaps the most clandestine and guileful of the cults of chaos. They are patient and careful, never wanting the authorities or other potential opponents to even know they exist. They sow chaos and dissolution in secret. They consider slow erosion and disintegration just as valuable as dramatic, sudden destruction and disruption.

This cult rarely operates in cells larger than a half-dozen members. Many times, members of the cult know the identities of very few other members. They seek to infiltrate high

levels of society to murder important individuals. The more influence an individual has over the laws and order of a society, the more desirable a target he or she represents.

In their small cells, the Brothers of Venom practice unholy ceremonies and take part in all manner of vile activities, including drug abuse, sexual perversions, and acts of cruelty and violence.

The Brothers of Venom's symbol is that of a shadowy, coiled serpent.

## NEW CHAOS

### SPELLS

Following are 15 new spells known to many spellcasting chaos cultists (and sometimes their enemies).

#### SPELL LISTS

The majority of these new spells are usable by clerics, sorcerers, and wizards, although the list includes a few for paladins, druids, and bards as well.

#### BARD SPELLS

##### 0-LEVEL BARD SPELLS

**Detect Chaositech:** Sense the presence of chaositech devices.

**Detect Mutation:** Sense the presence of mutants.

##### 1ST-LEVEL BARD SPELL

**Identify Device:** Reveals nonmagical item's most basic function.

#### CLERIC SPELLS

##### 0-LEVEL CLERIC SPELLS

**Detect Chaositech:** Sense the presence of chaositech devices.

**Detect Mutation:** Sense the presence of mutants.

**Identify Device:** Reveals nonmagical item's most basic function.

##### 1ST-LEVEL CLERIC SPELL

**Resist Chaotic Contamination:** Grants a +4 bonus to saves against chaotic contamination.

#### 2ND-LEVEL CLERIC SPELLS

**Mark of Chaos:** Target gains penalty to checks and rolls involving nonchaotic acts and a bonus to those involving chaotic acts.

**Siphon:** Refuel chaositech device from chaos cube† safely.

#### 3RD-LEVEL CLERIC SPELLS

**Chaos Knife:** Curved dagger inflicts +2d6 points of chaotic damage/strike (more against lawful targets).

**Deadly Carrier:** Caster becomes immune to a disease he carries but twice as contagious.

#### Protection from Chaotic Powers:

Grants a +4 luck bonus to saves against mutant powers or chaositech effects and a +2 luck bonus to Armor Class for attacks from chaositech weapons or mutants.

#### 5TH-LEVEL CLERIC SPELLS

**Blessing of Mutation:** Target gains a mutation template.

**Chaositech Enslavement:** Use chaositech item's energies to make its humanoid wielder a slave to the Galchutt.

#### 6TH-LEVEL CLERIC SPELL

**Chaotic Possession:** Chaotic spiritual entity possesses target.

#### 7TH-LEVEL CLERIC SPELL

**The Bell Tolls for Thee:** Holds target and deals 4d8 points of damage and 1 points of Wisdom damage/round.

#### 8TH-LEVEL CLERIC SPELL

**Chaositech Enslavement, Greater:** As *chaositech enslavement†*, except it affects any creature.

#### 9TH-LEVEL CLERIC SPELL

**Advent of Change:** Alter reality in area to increase randomness

#### DRUID SPELL

##### 0-LEVEL DRUID SPELL

**Detect Mutation:** Sense the presence of mutants.



## PALADIN SPELL

### 1ST-LEVEL PALADIN SPELL

**Detect Mutation:** Sense the presence of mutants.

## SORCERER/WIZARD SPELLS

### 0-LEVEL SORCERER/WIZARD SPELLS

Div **Detect Chaositech:** Sense the presence of chaositech devices.

**Detect Mutation:** Sense the presence of mutants.

### 1ST-LEVEL SORCERER/WIZARD SPELLS

Abjur **Resist Chaotic Contamination:** Grants a +4 bonus to saves against chaotic contamination.

Div **Identify Device:** Reveals nonmagical item's most basic function.

### 2ND-LEVEL SORCERER/WIZARD SPELLS

Trans **Mark of Chaos:** Target gains penalty to checks and rolls involving nonchaotic acts and a bonus to those involving chaotic acts.

**Siphon:** Refuel chaositech device from chaos storage cube† safely.

### 3RD-LEVEL SORCERER/WIZARD SPELLS

Abjur **Protection From Chaotic Powers:** Grants a +4 luck bonus to saves against mutant powers or chaositech effects and a +2 luck bonus to Armor Class for attacks from chaositech weapons or mutants.

## SPELL DESCRIPTIONS

### ADVENT OF CHANGE

Transmutation [Chaotic]

**Level:** Clr 9

**Components:** V, S, M, DF

**Casting Time:** Standard action

**Range:** 10 miles/level

**Area:** One mile/two levels emanation

**Duration:** One day/level

**Saving Throw:** None

**Spell Resistance:** No

You alter the way reality works in the area, making things more random and the improbable more probable. Whenever someone makes an attack roll, saving throw, or other d20 check in the area, toss a d6 as well. On a roll of 2 on the d6, subtract 10 from the d20 roll. On a roll of 1, subtract 20 from the d20 roll. On a roll of 5, add 10 to the d20 roll. On a roll of 6, add 20.

For anything with a d% chance of taking place—such as spell failure, miss chances, random encounters, and so on—double the listed chance of the event's happening if the chance is less than 50 percent. When it is 50 percent or greater, cut the listed chance in half.

These effects are accompanied by all manner of other changes: The sky becomes red, the moon turns dark, babies are born with strange appearances, outsiders appear, fresh milk turns sour, animals die, crops wither, or any other sorts of random events the DM wishes (the caster has no effect on these changes). Many people look upon these occurrences as the beginning of the end of the world.

*Material Component:* A lawfully-aligned artifact. However, this material component is not needed if the spell is cast within the area of a previously cast *advent of change* spell. If the material component is used *and* the spell is cast within the area of a previously cast *advent of change* spell, the emanation spreads another mile for every two levels and lasts as long as the duration of the more recently cast *advent of change* spell.

### THE BELL TOLLS FOR THEE

Necromancy [Chaotic]

**Level:** Clr 7

**Components:** V, S, F

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One living creature

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell freezes an individual in her tracks and erodes her very soul. When you ring a hand bell and recite a powerful curse that contains the target's name, the target is held motionless, as if affected by a *hold monster* spell. Every round thereafter, the target suffers 4d8 points of damage and 1 point of Wisdom damage. Unlike *hold monster*, the target gets no further saving throws to cast off the effect.

### BLESSING OF MUTATION

Transmutation [Chaotic]

**Level:** Clr 5

**Components:** V, S, M, DF

**Casting Time:** Standard action

**Range:** Touch

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

The target gains the minor mutation template (see Chapter Four). These mutations manifest over a period of

1d2+1 weeks. If this spell is cast every other day during that period, the mutation template becomes moderate. If the spell is cast every day during the period, use the major mutation template.

A target gaining the minor mutation template reduces his experience point total to halfway between his current level and the previous level. He does not gain a new level again until he actually reaches a total that would qualify him for the next level. Thus, if the target is 6th level, his experience point total becomes 12,500 (but his level remains unchanged). He does not gain another level (7th) until he reaches 21,000 XP. A target gaining the moderate mutation template reduces his experience point total to midway between his previous level and the level before that. A target gaining the major mutation template reduces his total to the midpoint between the levels two and three levels below his current one. Characters whose experience point totals fall to zero in this fashion drop into a coma for 1d2 weeks. They awaken with no template but a permanent mutation drawback (see Chapter Four).

This spell does not work on targets that are already mutants.

**Material Component:** 1,000 gp worth of various chemicals and mixtures, requiring a Craft (alchemy) check (DC 20) to concoct. Failure indicates that the chemicals are wasted and ruined.

### CHAOS KNIFE

Transmutation [Chaotic]

**Level:** Clr 3

**Components:** V, S, DF

**Casting Time:** Standard action

**Range:** Touch

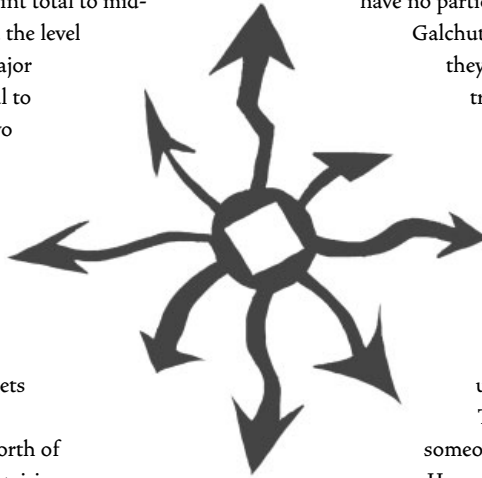
**Target:** One curved dagger

**Duration:** One minute/level

**Saving Throw:** None

**Spell Resistance:** No

You turn a curved dagger into a very formidable weapon, pulsing with multicolored vibrant energy that drips from the blade like liquid. It inflicts +2d6 points of additional chaotic damage with every strike (with an additional +1d6 points against lawful targets). The spell consumes the weapon at the end of the duration, and thus cannot be made permanent or used to create a magic item—the spell's energies are too unstable for long-term use.



### CHAOSITECH ENSLAVEMENT

Enchantment (Compulsion) [Chaotic, Mind-Affecting]

**Level:** Clr 5

**Components:** V, S, F

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Target:** One humanoid with chaositech

**Duration:** 24 hours

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You draw upon the energies within the chaositech wielded by the target to make the target a slave to the Galchutt. You have no particular control over the target, but the Galchutt become immediately aware of her (if they were not already) and can exert control over the target as though she were affected by a *dominate person* spell.

The target's actions are up to the discretion of the DM; any Galchutt aware of the target can control her actions. If two Galchutt attempt to control a single target for different purposes, the one with the most Hit Dice wins. (Should a tie occur, use opposed Charisma checks.)

The spell can be ended prematurely if someone strips the target of all chaositech gear. However, the controlling Galchutt will do whatever it can to prevent that from happening.

The Galchutt themselves frequently use this spell when they need a mortal to do something: They search for a chaositech user and cast this spell upon her. As long as no more powerful Galchutt wrests control, the caster can exert influence from any distance thereafter, seeing and hearing everything the target does.

### CHAOSITECH ENSLAVEMENT, GREATER

Enchantment (Compulsion) [Chaotic, Mind-Affecting]

**Level:** Clr 8

**Target:** One creature with chaositech

*As chaositech enslavement*, except it affects any creature (not just humanoids).

### CHAOTIC POSSESSION

Enchantment (Compulsion) [Chaotic, Mind-Affecting]

**Level:** Clr 6

**Components:** V, S, F

**Casting Time:** Standard action

**Range:** Touch

**Target:** One creature



**Duration:** See text

**Saving Throw:** Will negates (see text)

**Spell Resistance:** Yes

You cause a chaotic spiritual entity (often a demon) to inhabit the target for a time. Left to its own devices, the entity usually takes control of the target immediately, causing him to commit chaotic (and usually) evil actions. The target falls under the complete control of the DM. When the entity causes the target to commit an act he would normally never do—attack a comrade, commit a crime, and so forth—the target gets to make a new saving throw to cast out the entity. He remains possessed until he manages to succeed at a save to cast out the possessor.

The caster can give the entity one *suggestion* that it automatically must obey. Sometimes this involves an action to take place much later; until that time, the entity lies quietly dormant within the target. In such a case, the target has no indication that he is possessed.

*Banishment*, *dismissal*, *dispel evil*, or any other exorcism-type effect immediately rids the target of the controlling entity. *Protection from evil* does not help, however, because the entity is within the subject. *Dispel magic* has no effect.

The target suffers a –2 luck penalty to the saving throw if he currently (knowingly) has any chaositech in his possession.

### DEADLY CARRIER

Transmutation

**Level:** Clr 3

**Components:** V, S, DF

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

You render yourself immune to the effects of a single disease you currently carry within your body. At the same time, the disease becomes twice as contagious as normal. If the disease does not already have mechanics for contagion, assume that anyone spending at least 10 minutes within 20 feet of you must make a Fortitude saving throw (DC depends on the disease) or become infected.

### DETECT CHAOSITECH

Divination

**Level:** Brd 0, Clr 0, Sor/Wiz 0

**Components:** V, S

**Casting Time:** Standard action

**Range:** 60 feet

**Area of Effect:** A quarter-circle, radius 60 feet, emanating from you

**Duration:** Concentration, up to one minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You detect chaositech devices. The amount of information this spell reveals depends on how long you study a particular area or subject:

*1st Round:* Presence or absence of chaositech devices

*2nd Round:* Number of different chaositech auras and the strength of the strongest aura

*3rd Round:* The strength of each aura, indicating the power of the device

*Note:* From each round to another, a caster can turn to detect things in a new area. Detect spells can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or a yard of wood or dirt blocks them.

### DETECT MUTATION

Divination

**Level:** Brd 0, Clr 0, Drd 0, Pal 1, Sor/Wiz 0

**Components:** V, S

**Casting Time:** Standard action

**Range:** 60 feet

**Area of Effect:** A quarter-circle, radius 60 feet, emanating from you

**Duration:** Concentration, up to one minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You detect mutants. The amount of information revealed depends on how long you study a particular area or subject:

*1st Round:* Presence or absence of creatures with mutations (as described in Chapter Four, although the DM might rule that natural mutations of a significant nature also register)

*2nd Round:* Number of different mutation auras and the strength of the strongest aura

*3rd Round:* The strength of each aura, indicating the power of the mutation (incidental, minor, moderate, or major)

*Note:* From each round to another, a caster can turn to detect things in a new area. Detect spells can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or a yard of wood or dirt blocks them.

### IDENTIFY DEVICE

Divination

**Level:** Brd 1, Clr 0, Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** One hour

**Range:** Touch

**Targets:** Up to one object/level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

The spell determines the single most basic function of each nonmagical item, including but not limited to chaositech. This includes how to activate that function (if appropriate) and how many uses remain (if any). For example, a chain blade† would register as a “weapon,” while a long-distance viewer† would register as a “device for seeing far-away things.”

If a device has different functions that are equally basic, *identify device†* determines the lowest-level function. If these functions are also of equal level, decide randomly which is identified.

*Material Component:* A small metal spring

### MARK OF CHAOS

Transmutation [Chaotic]

**Level:** Clr 2, Sor/Wiz 2

**Components:** V, S, M, DF

**Casting Time:** Standard action

**Range:** Touch

**Target:** One creature

**Duration:** One hour/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

The target gains a physical mark prominently on her body—one of the many symbols of chaos or a chaos cult. Each time the target performs a non-chaotic act, she suffers a –2 penalty on any check or die roll (including attack rolls) involved with the act, if any. Each time the target performs a chaotic act, she gains a +2 bonus on any check involved with the act, if any.

The DM is the final arbiter of what constitutes a chaotic or non-chaotic act. Some are easy—attacking a lawful creature is a chaotic act. Casting a chaotic spell is a chaotic act. Using a chaotic (or anarchic) weapon is a chaotic act. Some acts are a bit harder to judge: Destruction, in general, is chaotic, while building and repairing is not. Murder, defying authority, lying, and cheating all can be chaotic acts, but the decision is ultimately up to the DM.

*Arcane Material Component:* A burning smokestick

### PROTECTION FROM CHAOTIC POWERS

Abjuration [Law]

**Level:** Clr 3, Sor/Wiz 3

**Components:** V, S, DF

**Casting Time:** Standard action

**Range:** Touch

**Target:** One creature or object

**Duration:** 10 minutes/level

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

You give a creature or object a +4 luck bonus to saving throws against mutant powers or the effects of chaositech devices. Further, the target gains a +2 luck bonus to Armor Class for attacks from chaositech weapons or mutants. These bonuses are also effective against the powers and attacks of the Galchutt.

### RESIST CHAOTIC CONTAMINATION

Abjuration

**Level:** Clr 1, Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** Standard action

**Range:** Touch

**Target:** One creature or object

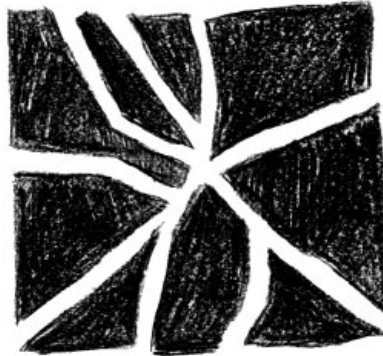
**Duration:** 24 hours (creature) or one week (object)

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

You give a creature or object a +4 bonus to saving throws against chaotic contamination (see page 20 or 44). It also adds +4 to the hardness of an object for the purposes of preventing chaositech rot. The spell lasts for a full week if cast on an inanimate object as opposed to a creature.

*Material Component:* Three drops of mercury



### SIPHON

Transmutation [Chaotic]

**Level:** Clr 2, Sor/Wiz 2

**Components:** V, S

**Casting Time:** Standard action

**Range:** Touch

**Target:** One chaos storage cube†

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You transfer raw chaos within a chaos storage cube (see page 31) into a chaositech device, refueling and restoring it. You safely touch both the cube and the device when you cast the spell. After the casting, the device is fully charged. The cube has a 10 percent chance of being empty, at which point it collapses into a corrosive puddle (like a pool of acid). The collapse of a cube creates a 25 percent chance of summoning a chaos beast to the spot of collapse. The beast is predisposed to be neither hostile nor friendly.

## Bones of Steel

*Kail hefted the paralysis ray emitter, saving the far deadlier harrower for later. He adjusted the rubbery tube that connected the targeting array to the clamp set into his temple. He felt the pulse of energy run from the device to his skull.*

*The throbbing subsided, and he felt the emitter key into his thoughts and respond to his wishes with subtle adjustments.*

*He looked around him, then remembered to lower the protective goggles that he had shoved up on his head. Through them, the world was a dimmer place, but he liked it that way.*

*Suddenly the shaft of a crossbow bolt cut through the air from behind him, just missing his head. Kail turned and saw a shadow run toward the open door of the stone building he had just left. He bit down on the mouth switch connected to the emitter by a thick coppery wire, aiming the weapon with his mind rather than his hands. Yellow and violent energy cascaded out of the device and slammed into the target, who fell against the wall and slumped to the ground like a half-empty sack.*

As described in the Introduction, some chaositech devices are fashioned from steel, wire, and glass. These items seem more straightforward than the other types of chaositech, because they look the most like devices that people are already familiar with, such as crossbows or clockwork machines. These are the chaositech devices that virtually anyone can just pick up and use—if they can figure out how to work them. So many of those desiring chaositech seek these types of devices first. Chaos cultists use the term “bones of steel” as a secret code phrase for this type of “familiar” chaositech.

The bones of steel tap into chaotic energies and harness them, but, in terms of basic operation, they are still machines. Those with the proper training can refuel, repair, or even sometimes create these devices using specialized tools. Iron bolts and clamps hold the mechanisms together. Their interiors are a jumble of wires, tubes, and spinning apparatuses bewildering to the eyes of most people—but then, most people rarely see a chaositech device at all, let alone open one up to look at the insides.

When hefted, the bones of steel feel cold and give off a tingling sensation that sets most people’s teeth on edge. A few users complain of headaches or muscle aches in the hands or arms (specifically, the hand holding the device). When activated, chaositech devices are rarely subtle. They make strange, unearthly noises, flare with arcing energy, and sometimes give off odors—usually a powerful metallic smell or the stench of acrid chemicals.

This chapter deals with chaositech devices that are not meant to become fused with a creature’s body. They are frequently called non-intrinsic devices. These inorganic items draw on the power of chaos to produce strange and often dangerous effects. In the hands of someone who knows how to use it properly, a non-intrinsic chaositech device might appear to be magical.

The truth is actually much stranger.

The chaositech devices described here do not have caster levels. They are not magic items and cannot be dispelled. In

addition, because they are not magical, devices like insect gloves† do not resize to fit the wearer.

Spells that offer protection against spell-like effects and magic, such as *nondetection*, do not work against similar chaositech devices (such as a long-range tracker‡).

The primary exception to this rule is energy types. If a chaositech device inflicts damage of a given type, such as acid, a spell or magic item that offers protection against the energy type, such as a *potion of protection from acid*, still provides protection. (This is true in more general cases as well: *A ring of protection* still offers an Armor Class bonus against an attack made with a chaositech weapon.) As a rule of thumb, when an effect specifies spells or magic, you cannot extrapolate that such an effect applies to chaositech as well.

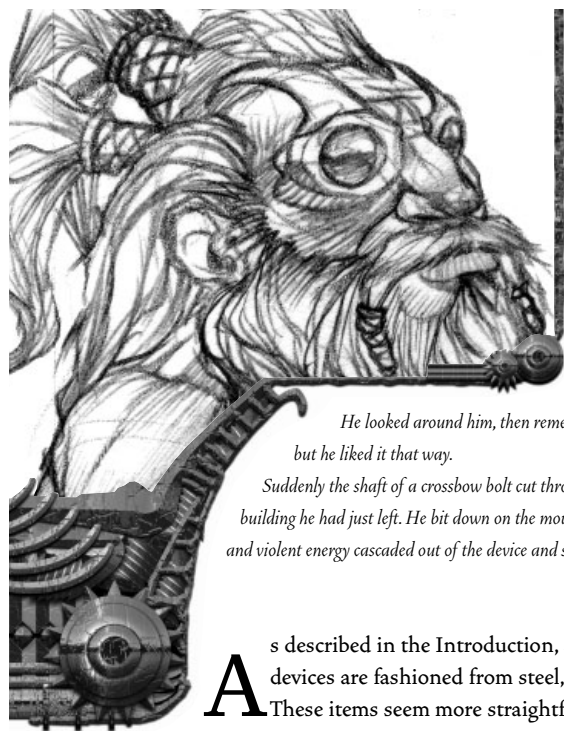
Chaositech items are never masterwork. They can be made into magic items with the proper feats and spells, however.

### ACTIVATION

Using a chaositech device is rarely easy or straightforward. Usually, strange switches, levers, dials, or even more obtuse mechanisms are involved. Sometimes one lever must be activated just right in order for another switch to function at all, or to function safely. Other devices have two switches that the user must activate at the exact same time. There is no internal logic to it, and even two devices with the same function might have different appearances and different means of activation.

A character who finds a chaositech item and wants to figure out how to use it has two options:

1. Use the *identify device*† spell. (A generous DM may allow *identify* to work on chaositech items, but technically speaking the spell reveals only the magical properties of magic items.)
2. Examine and experiment with the item. The character makes an Intelligence check (DC 20), with the following modifiers:



| Mod. | Condition   |
|------|---|
| +2   | Character has used or dealt with chaosithech before.                            |
| +4   | Character has used or dealt with a chaosithech item similar to this one before. |
| +2   | Character is extremely chaotic or maybe even a little mad (DM's discretion).    |
| -2   | Character is extremely lawful and logical.                                      |
| -4   | Character believes the item to be magical.                                      |
| +10  | Chaositech item's use is straightforward or obvious (goggles, for example).     |

Characters can use Craft (chaositech)† (see page 21) rather than their Intelligence modifiers on this check. Success means that the character can activate the item. He still might not know what it does (unless its function is obvious). Trial and error is probably the best way to discover what an item does, once a character has determined how to activate it. Failure on the check means that the character doesn't understand the item and can't use it until he gets assistance from someone with more knowledge, or until he makes another check the next day. (A character cannot take 20 on the check.) A character who rolls a 1 on the check accidentally activates the device; if it is a weapon, he very likely inflicts damage upon himself or someone near him in the process.

All chaositech items differ slightly from one another, and they are all bizarre in appearance and use. Even two blinding ray emitters† or dazzling bombs† can look different. The DM should stress that these devices aren't all that much like modern-day technology. They weren't created on an assembly line or mass produced—and they weren't made to be used easily, particularly by those with stable, ordered minds.

Some chaositech devices require no activation—clarity goggles†, for example, are “activated” simply by wearing them. This simple “use” activation is straightforward. Other methods of activation include:

**Switches:** Most non-intrinsic chaositech devices are activated via a switch. A common switch type is a small plate that fits into a creature's mouth, connected to the device by a thin tube or cord. The user bites down on the plate to activate the switch. (This does not impair speech.) Other common switches include a glass panel that one taps or a rotating ball that one turns. Activating a switch is a free action. Weapons with a switch activation, such as emitters†, take the normal amount of time to use in an attack. A wielder whose base attack bonus allows for multiple attacks can make them with a switch-activated weapon. So a single attack is a standard action, and multiple attacks are a full attack action.

**Lever or Unique Control:** Some non-intrinsic chaositech devices have more complex controls, such as a small lever with multiple positions, a cord that one must pull (often to a specific length), or a liquid-filled bag that one must squeeze. Activating an item this way is a standard action.

**Headclamps:** Some chaositech devices the user can control mentally, through a tube or cord connected to a head-clamp (see sidebar, page 29).

## THE RIGORS OF CHAOS

Dealing with chaos is difficult and dangerous. Chaositech is no different, though it may appear to be simpler and safer than it really is. Chaositech devices frequently fail, and sometimes fail spectacularly, exploding in the hands of the character attempting to use them. Worse, the mere presence of chaositech can cause deformity and mutation as the chaotic energies seep slowly from the device and are leeched into creatures and objects of normal matter.

### CHAOTIC FAILURE

When a character makes a check to use a non-intrinsic chaositech device, a natural die roll of 1 indicates that the item is drained of power, no matter how many or how few uses it has seen since it was last refueled. Such is the unpredictable nature of chaos. If the device has no roll associated with its use, roll 1d20 when activating it. If it has no set activation, or if it goes for a long time between activations (such as armor), make at least one check daily to determine whether the device fails when the device is used. Unused devices (sitting on a shelf, for example) require no checks. You need not keep track of uses or charges with a chaositech device—the user simply waits until it fails. In effect, most chaositech devices have 20 uses. Some item descriptions specify how often checks should be made.

### CHAOTIC BACKLASH

If a device fails, make another d20 check. In the case of another roll of 1, the device overloads, explodes, or melts down in a dramatic and dangerous way, inflicting 3d6 points of damage on anyone within 10 feet (Reflex saving throw, DC 18, for half; no saving throw allowed for characters touching the item). The device is utterly destroyed in the case of such a backlash.

### RAW CHAOS

All chaositech is powered by raw chaos, a viscous fluid that appears at once to be dull gray and a gleaming mass of every scintillating color that exists. Raw chaos is perhaps one of the most dangerous substances in the universe, destroying everything it touches if not handled properly. It is normally



stored in grey chaos storage cubes† about 3 feet to a side. These cubes are perfectly smooth and featureless. Only a chaos siphon† or a *siphon†* spell allows one to remove chaos from the cube. Puncturing or destroying the cube (hardness 10, 50 hp, break DC 30) releases the chaos in one burst, inflicting 20d6 points of damage in a 100-foot spread. Raw chaos ignores hardness and damage reduction, treating all matter and all flesh the same.

Raw chaos itself is destroyed as it destroys whatever it touches.

A splash of raw chaos inflicts 10d6 points of damage on anything it touches—the matter simply burns away in a cloud of steamy vapor. Raw chaos spilled on the floor may eat through the floor. If it inflicts damage in excess of the floor's hit points, it continues down to the level below (if any) and burns whatever is there.

Immersion in raw chaos inflicts 20d6 points of damage per round.

Exposed raw chaos consumes even the air, given enough time. Left in a perfectly sealed 10-foot cubic chamber, a small bit of raw chaos would destroy all the air in the room in about five hours, leaving nothing but vacuum.

## CHAOTIC CONTAMINATION

Being in the presence of chaositech for long periods presents a danger in itself. The contamination of chaos produces mutation and ideological change in living creatures and rot and warping in nonliving objects. Multiple chaositech items do not force characters or objects to make multiple saves, although the DM may rule that the save's Difficulty Class increases by +2 if three or more items are present.

## MUTATION

After one month, if a character has spent at least an hour each day (or most days) with a chaositech item in her possession, or even within 5 feet of a chaositech item, she must make a Fortitude saving throw (DC 15). The DM should be flexible in adjudicating this save. For example, if a character spends five hours with a chaositech item each day for a week, and then no time at all the following three weeks, a save is still probably in order. Approximately 30 hours of contact in a month is sufficient to require the save.

After the initial month, if the character has any exposure to chaositech at all in a given month, she must save again—never more than once per month, however.

Failure results in mutation, which normally means simply deformity and damage (see page 66 in Chapter Four: Blessed Mutation). A mutant—someone already mutated by chaotic contamination—can be affected further by failed saving throws.

## IDEOLOGICAL CHANGE

After three months of contact, as described above, regardless of whether the character has succumbed to mutation, she must make a Will saving throw (DC 20). After that, if she has any exposure to chaositech at all in a given month, she must save again—never more than once per month, however.

Failure means that the character's alignment shifts one step toward chaos. Thus, if she is lawful, she becomes neutral. If she is neutral, she becomes chaotic. A character inflicted with an ideological change as a result of chaotic contamination can be affected further by failed saving throws—a lawful character who fails a save and becomes neutral can be affected again to become chaotic. A chaotic neutral or chaotic evil character is immune to ideological change effects, but a chaotic good character must continue to make saving throws to avoid becoming chaotic neutral.

## ROT

If a nonliving object lies within 5 feet of a chaositech device for an hour each day (or most days) for a month, each month after the first it suffers 1d10 points of damage, minus its hardness rating. After a year, the monthly damage becomes 1d10+1 points minus the object's hardness rating. After the second year, damage increases to 1d10+2 points each month, and so on. This damage represents the slow rotting, disintegration, warping, and twisting of material around a chaositech item. It is so slow, in fact, that items made of iron or stone might not be significantly affected until many years have passed. But, for example, an iron vault storing some chaositech device for 100 years might become very warped indeed—even collapse altogether.

## CREATING, REPAIRING, OR MODIFYING CHAOSITECH

Unless the DM decides otherwise, one can repair, modify, or even create chaositech devices, with the right materials and tools. Chaositech tools are as strange and alien in appearance as chaositech itself. Without the proper training, most people could not even identify some of them as tools, let alone discern their function. Most have pointy, jagged parts that make them appear sinister and dangerous.

Creating or repairing chaositech requires use of the Craft skill, specifically a new application called Craft (chaositech)†.

Many DMs won't allow PCs to create their own chaositech. Some won't want anyone to create it, preferring it all to be leftover creations of the Galchutt from long ago or perhaps more recent gifts. Limiting characters from gaining the Craft (chaositech) skill is one way to accomplish this goal. However, limiting access to the materials required

to create the items works as well. The latter choice allows characters to repair damaged chaositech or identify a chaositech item without giving them the opportunity to build new ones.

### CRAFT (CHAOSITECH)

(Intelligence [Plus Special], Trained Only)

You can use this skill, a subset of the regular Craft skill, to build, repair, or modify chaositech devices. It also can help you identify and activate newly encountered chaositech safely.

The Difficulty Class required to create a chaositech item is provided with each item's description. The Difficulty Class, your check results, and the item's price determine how long it takes to make a particular item. The item's finished price also determines the cost of raw materials. (In the game world, the skill level, time, and raw materials required to make an item determine its price. That's why the price and the Craft Difficulty Class are used to determine how long it takes to make the item and the cost of the raw materials.)

To make an attempt with this skill, you must have the proper tools. Outfitting a chaositech creation laboratory costs 10,000 gp. One suitable only for repairs costs just 1,000 gp.

To determine how much time and money it takes to make an item, follow these steps:

1. Find the item's price in silver pieces (1 gp = 10 sp).
2. Find the Difficulty Class listed with each item.
3. Pay one-third of the item's price for the cost of raw materials.
4. Make an appropriate Craft check representing one week's work.

If the Craft check succeeds, multiply your check result by the Difficulty Class. If the result times the Difficulty Class at least equals the price of the item in silver pieces, then you have completed the item. (If the result times the Difficulty Class equals double or triple the price of the item in silver pieces, then you've completed the task in one-half or one-third of the time. Other multiples of the Difficulty Class reduce the time in the same manner.) If the result times the Difficulty Class doesn't equal the price, then it represents the progress you've made this week. Record the result and make a new Craft check for the next week. Each week you make more progress until your total reaches at least the price of the item in silver pieces.

If you fail a check by 4 points or less, you make no progress this week. If you fail by 5 points or more, you ruin half the raw materials and have to pay half the original raw material cost again.

**Progress by the Day:** You can make checks by the day instead of by the week. In this case, you evaluate your progress (check result times Difficulty Class) in copper pieces instead of silver pieces.

**Repairing Items:** Generally, you can repair an item by making checks against the Difficulty Class required to make the item in the first place. The cost of repairing an item is one-fifth its price. Due to the unstable nature of chaositech, if you are attempting to repair or modify chaositech and fail the check, you completely destroy the item; no further attempts are possible.

**Special:** In addition to the Intelligence modifier, a character's Wisdom modifier also applies to Craft (chaositech) checks. However, you must invert the Wisdom modifier, so that a bonus acts as a penalty and a penalty acts as a bonus. A character with a  $-2$  Wisdom penalty adds 2 to her Craft (chaositech) check. A character with a  $+3$  Wisdom bonus subtracts 3 from her Craft (chaositech) check.

### Buying and Selling Chaositech

*Although the items in this chapter include prices and list the Craft Difficulty Class required to create them, the main focus of chaositech is not commerce. Many DMs will wish to prohibit PCs from creating, modifying, or repairing chaositech at all.*

*They also may make it difficult to sell (and impossible to buy) chaositech items, even when they are present in the campaign. In such a scenario, the chaositech items are more like ancient artifacts or mysterious gifts from beyond, rather than items to be bought or sold. Repairing or modifying them, let alone creating them, remains far beyond the ken of mortals. This is a fine decision—a completely valid choice, and perhaps the preferable way to handle things. However, prices and Craft Difficulty Classes are provided for those who want to let characters delve further into chaositech, or for DMs who need the information for other purposes.*

*For the sake of consistency, chaositech items are priced like magic items. Where possible, a spell that approximates the item's effect is identified, its level multiplied by its minimum caster level, and the resulting quotient multiplied by 1,500 gp.*

*The result provides the item's starting price, which is then adjusted based on other factors. The final price takes into account the fact that most chaositech items are effectively use activated (rather than, say, spell completion), that they have 20 charges or uses before they need refueling, and that they are not subject to things like spell resistance or antimagic.*

### WHAT YOU KNOW CAN HURT YOU

Working with chaositech drives mortals insane. The mortal mind was not created to truly understand the nature of chaos. From a mortal perspective, mastery of such knowledge is impossible. Each month a character works on creating or repairing chaositech, she must make a Will saving throw (DC 15 + the number of consecutive months spent working on it). Those who fail the save suffer 1 point of Wisdom drain.



Ironically, this Wisdom drain actually improves one's bonus to use Craft (chaositech)†, but it also makes the character less likely to save successfully the following month. This Wisdom drain is special, however, because the loss does not affect the spellcasting abilities of chaotically aligned clerics.

Characters who lose all their remaining Wisdom while working on chaositech go insane. The exact nature of the insanity is up to the DM, but it should be dramatic: raving, homicidal mania; complete catatonia; and so on.

## MELEE WEAPONS

It should come as little surprise to readers that many chaositech devices are weapons—weapons to maim, kill, and destroy are the perfect tools of deep chaos. These weapons appear magical to the untrained eye. They have moving parts, shimmer with arcing energies, and are clearly more than simply sharp or heavy objects to strike a foe.

However, remember that chaositech is not magic. Creatures immune or resistant to nonmagical attacks, such as incorporeal beings or those with damage reduction, react to these weapons just like standard nonmagical weapons. On the other hand, creatures immune to magic, within an antimagic field, and so on, enjoy no special resistance to chaositech.

All chaositech weapons suffer chaotic failure with an attack roll of 1.

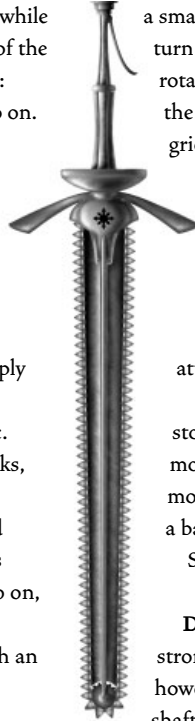
**Arc Staff:** This 4-foot-long iron shaft is thin with a wide C-shaped tip. The center portion of the staff has two handholds, with a metal sphere in between. The two prongs that make up the C-shaped tip measure about 1 foot apart. Because the prongs are flat, not pointed, the staff cannot be used as a stabbing weapon.

The sphere generates electricity that runs through the staff. The handholds are safe to touch, but anyone touching another portion of the staff suffers 1d6 points of electricity damage. If wielded in combat, however, the staff can be used as a touch attack weapon. Anything placed within the prongs—like an opponent's arm, torso, or head—draws an arc of energy from both of them and suffers 2d6 points of electricity damage.

Since electricity courses through the entire staff, the wielder can also use it like a blunt weapon, inflicting 1d6 points of damage + 1d6 points of electricity damage. The DM may rule that some creatures can be attacked only in this fashion—for example, a Colossal creature may have no body parts able to fit easily between the prongs.

Using the arc staff effectively as a touch attack weapon proves difficult. It is an exotic weapon. However, using it as an “electric club” requires no special skill and can be accomplished by anyone with Martial Weapon Proficiency.

Use activation; Craft DC 25; Price 4,500 gp



**Chain Blade:** This weapon resembles a bastard sword with a spiked chain wrapped lengthwise along the blade—down one side and then the other. The “blade,” in fact, is not a blade at all but simply an iron support for the chain. At the top and bottom of this support, the chain wraps around a small wheel. A switch on the pommel makes these wheels turn rapidly, moving the chain around them in a constant rotating motion. When applied to a surface (or a foe), the moving chain creates a sawing action that inflicts grievous wounds. The weapon's bowl-like hilt protects the wielder's hands.

The chain blade inflicts 3d6 points of damage while activated (only 1d6 points when not). This exotic weapon proves difficult to wield. Anyone attempting to wield it without the proper feat breaks the chain and destroys the weapon on an attack roll of a natural 1.

Should damage reduction or object hardness entirely stop a hit from the chain blade, the action stops the moving chain. The wielder must reactivate it using a more complex control on the hilt. Treat this weapon as a bastard sword in all other respects.

Switch/Lever activation; Craft DC 29; Price 5,200 gp

**Drilling Spear:** This chaositech weapon bears a strong resemblance to a standard shortspear. The head, however, looks like a drill tip, and below that along the shaft is a small mechanism. When activated by a switch, the tip rapidly rotates with a drilling motion. A drilling spear inflicts 1d10 points of damage. If used to make a single attack as a full-round action against an object, the drilling spear ignores up to 6 points of object hardness. This is a martial weapon used in all other respects like a shortspear.

Switch activation; Craft DC 27; Price 4,650 gp

**Gear Blade:** This odd weapon—a round saw blade connected to a series of gears with a handle—can be quite dangerous. The wielder must use a standard action to pull on a cord twined around the base gear. Once this motion begins, the gears move very quickly, spinning the round blade with incredible power. The blade spins for 1d4+1 rounds before it needs another activation. The gear blade inflicts 2d8 points of damage while spinning, and 1d6 points of damage when not (critical 20/×3). Treat this one-handed exotic weapon in all other respects as a battleaxe.

Unique activation; Craft DC 25; Price 4,500 gp

**Grinding Sword:** This gruesome weapon could only have been conceived by chaos. It looks like a normal longsword with a particularly long pommel. A small tube affixed to the pommel attaches to the wielder's headclamp. Without a

headclamp, this becomes simply a normal sword. A wearer with a headclamp uses the blade normally, but on either a critical hit (or a *coup de grace*) or a roll of maximum damage, the wielder can mentally activate the sword's special function. A critical hit or maximum damage indicates that the wielder has thrust the blade into the target. When activated, the sword blade begins to spin on an axle connected to the pommel. This gory grinding inflicts an additional 3d6 points of damage. Further, the wielder can choose to continue grinding on subsequent rounds, inflicting 3d6 points of damage per round. This requires a full-round action on the wielder's part. The victim can pull away from the grinding sword by making a successful grapple check against the wielder, freeing himself from the blade and its effects.

Headclamp activation; Craft DC 30; Price 9,000 gp

**Grinding Sword, Lifechewer:** This variation on the grinding sword† allows the wielder to drain life energy as the sword grinds. Through the connection to his headclamp, the wielder gains the points of damage inflicted by the grinding sword as temporary hit points that last no more than 24 hours. A wielder can gain no more than 50 temporary hit points in one day from the sword's grinding—after that point, he becomes satiated.

Headclamp activation; Craft DC 34; Price 21,000 gp

**Mandibled Staff:** This 8-foot-long staff is made of lightweight metal with a set of large metal prongs at one end like a pincer or mandible. A wielder can use it in melee as a reach weapon to inflict 1d8 points of damage. If the attack succeeds, the wielder can begin a grapple (with a +2 circumstance bonus to the grapple check due to the barbs on the mandibles) with the target as a free action that does not provoke an attack of opportunity. The target must be no larger than Large and no smaller than Small. If the wielder gets a hold, the weapon immediately injects the foe with a mild sedative poison (Fortitude save, DC 18) that induces fatigue. A fatigued character can neither run nor charge and suffers a –2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After eight hours of complete rest, fatigued characters are no longer fatigued. The grappled foe cannot grapple back or attempt to inflict damage on the wielder until he gets free. This two-handed weapon is used as a staff in all other respects.

Use activation; Craft DC 22; Price 2,800 gp

**Ooze Sword:** This bastard sword has a simple switch on the pommel. Taut wires run up the flat sides of the blade from the hilt to attach to small nodes on either side of the

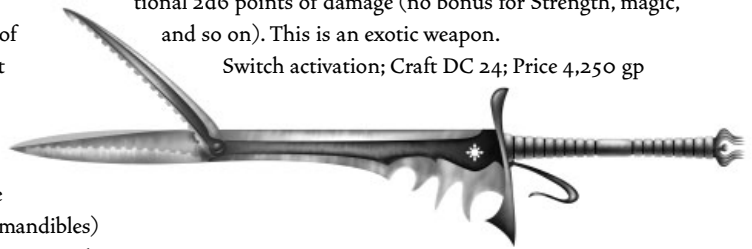
weapon, about 6 inches from the tip. When the sword is activated, the tip above the nodes transforms into a caustic, viscous ooze that dissolves flesh like a gray ooze. The wielder can make attacks that inflict an additional 1d6 points of acid damage. Further, leather armor or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 16). Further, any organic substance that touches the sword (such as a wooden shield used to block an attack) also dissolves immediately unless it succeeds at a Reflex save (DC 16). If held for a full round against an inanimate organic substance like a wooden table or a cloth curtain, the sword's tip inflicts 16 points of damage per round. Unlike a gray ooze, the sword is not particularly good at dissolving metal.

A flick of the switch returns the sword to normal.

Switch activation; Craft DC 34; Price 7,000 gp

**Shearing Blade:** This greatsword is shorter than most of its ilk. It resembles a sword with two side-by-side blades affixed to each other with a hinged mechanism. The weapon is used like a normal sword, but when the wielder scores a hit he can activate a switch (free action) that moves the shorter of the two blades. He can immediately make a pinerlike attack with it, using the attack's original attack bonus +2. If the second attack succeeds, the sword inflicts an additional 2d6 points of damage (no bonus for Strength, magic, and so on). This is an exotic weapon.

Switch activation; Craft DC 24; Price 4,250 gp



**Sickening Rod:** This 2-foot rod looks like little more than a stick, although many of them bear symbols of chaos or other adornments. It is sturdy and can be used as a light mace. If touched to a living creature, as a part of a light mace attack or as a touch attack, the rod sickens the victim for 1d20 minutes unless the target succeeds at a Fortitude saving throw (DC 14). Sickened creatures take a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. The sickened target must immediately make a second Fortitude saving throw (DC 14) or become nauseated for 1d6 rounds as well. Nauseated creatures cannot attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn, plus free actions (except for casting quickened spells).

Use activation; Craft DC 28; Price 7,500 gp



**Steaming Axe:** Pulsing tubes run up the shaft of this battleaxe, connecting the blade and head with a cylinder attached at the other end of the weapon. The cylinder generates heat, which is channeled up into the blade, making it steam whenever there is at least an average amount of water vapor in the air. The axe inflicts an additional 1d6 points of fire/heat damage per strike. The chaos devices required to make this weapon work would unbalance a sword, but a heavy bladed weapon like an axe can support them.

Using the steaming axe is just like using a normal battleaxe.

Use activation; Craft DC 26; Price 3,000 gp

**Vibrating Blade:** This sword (long or short) is thin and serrated. When the wielder activates a switch on the pommel, the blade begins to vibrate at high speed, inflicting an additional 1d6 points of slashing damage when used to make attacks. Thus, a vibrating longsword inflicts 1d8+1d6 points of damage, and a vibrating short sword deals 2d6 points of damage. The blade is hard to wield as it vibrates, though, making it an exotic weapon.

Switch activation; Craft DC 27; Price 3,000 gp

## RANGED WEAPONS

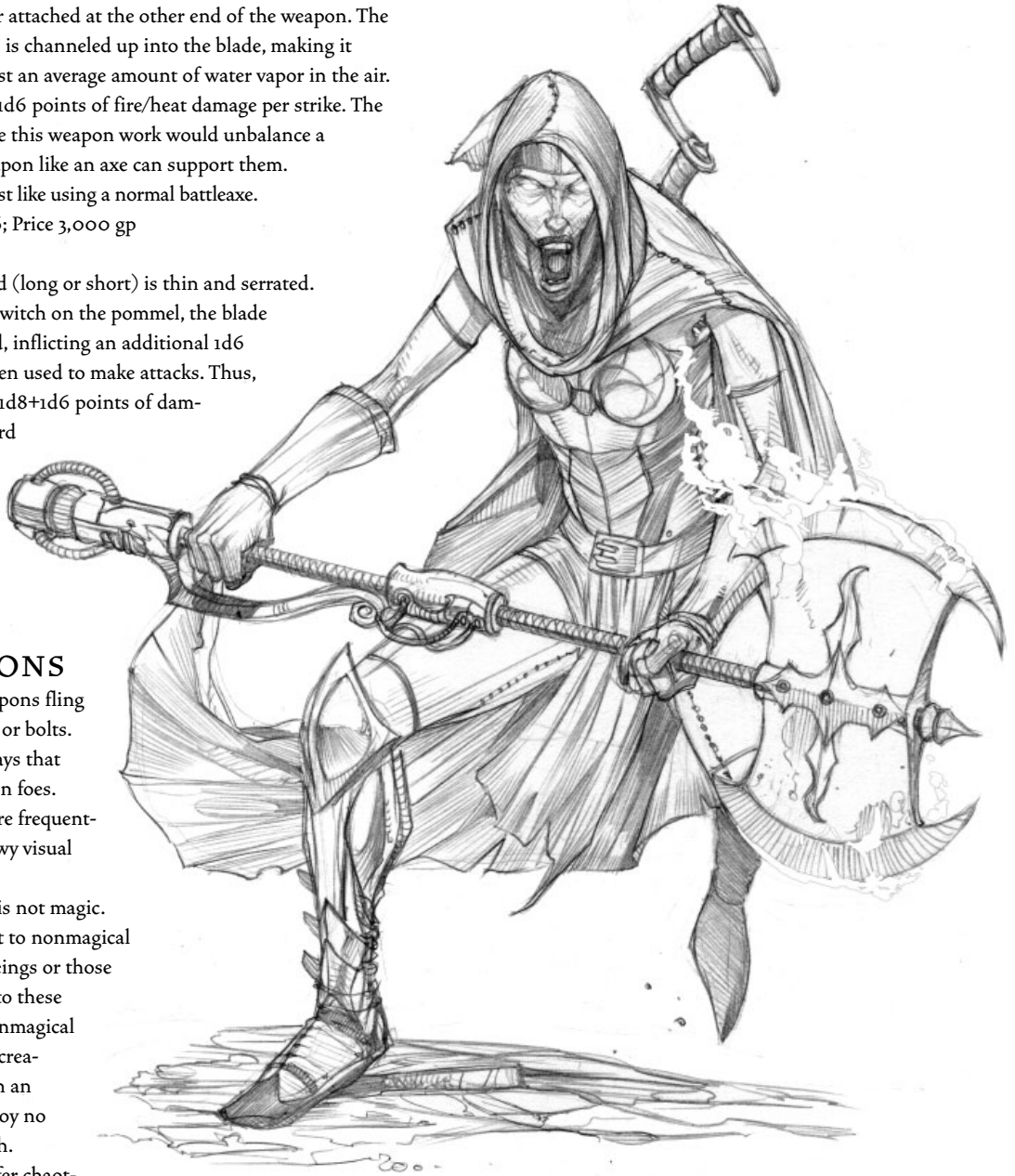
Not all chaositech ranged weapons fling projectiles like arrows, stones, or bolts. Some fling energy or special rays that can have a devastating effect on foes. Chaositech ranged weapons are frequently very noisy and produce showy visual effects as they function.

Remember that chaositech is not magic. Creatures immune or resistant to nonmagical attacks, such as incorporeal beings or those with damage reduction, react to these weapons just like standard nonmagical weapons. On the other hand, creatures immune to magic, within an antimagic field, and so on, enjoy no special resistance to chaositech.

All chaositech weapons suffer chaotic failure on an attack roll of 1.

**Cohesion Blaster:** This device looks a little like a rod with a wide bowl-shaped tip. When activated, a globe of dark grey energy appears in the bowl, and the wielder can fling it up to 100 feet as a ranged touch attack. A creature struck by the globe must make a Fortitude saving throw (DC 19) or its body loses all cohesion—it literally comes apart, usually in a gory and messy way (as if the creature melted). Much of its liquefied form quickly evaporates. Even creatures that make a successful saving throw suffer 6d6 points of damage as a small portion of their body loses cohesion. Inanimate objects are affected as well, up to a 10-foot cube of material per attack.

Switch activation; Craft DC 35; Price 99,000 gp; Weight 2 lbs.



**Disk Blades:** This device appears to be a round disk about 8 inches in diameter. When thrown into the air, it separates into 1d12 spinning, whirling, circular blades that fly to attack the nearest creatures other than the wielder within 50 feet, one blade per target. If there are fewer targets than blades within 50 feet, more than one blade attacks a target, starting with the targets nearest the wielder.

The blades have an attack bonus of +10 and deal 2d6 points of damage. They attack until they score a successful hit or until 1d4+1 rounds have elapsed, whichever comes first. The spinning blades in the air avoid attacks made against them. Each blade has AC 19 (+3 size, +4 Dexterity, +2 armor), a hardness of 10, and 15 hp.

A set of disk blades can be used only once.

Use activation; Craft DC 28; Price 22,500 gp; Weight 3 lbs.

**Emitter:** There are many kinds of chaositech emitters.

Each is a long, metallic two-handed weapon. An emitter fires a ray of chaositech energy.

Each ray has a different effect, some of which are described below.

All rays have a maximum range of 200 feet, with a range increment of 50 feet. Emitters require only a ranged touch attack roll to strike a target. Some emitters are even fitted with bayonets.

Lever activation; Craft DC 40; Price varies (see below); Weight 5 lbs.

**Blinding Ray:** This ray deals no damage. Instead, a target who fails a Fortitude saving throw (DC 14) is struck blind for 3d6 minutes. A blinded character suffers a -2 penalty to Armor Class, loses his Dexterity bonus to Armor Class (if any), moves at half speed, and suffers a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50 percent miss chance) relative to the blinded character. Price 7,500 gp

**Disintegration Ray:** Sometimes called the black ray, this ray inflicts 6d6 points of damage as it blasts away the molecules in a target's body or the physical matter of an inanimate object. If the damage is enough to slay a creature, or destroy an object, it is entirely disintegrated. Price 11,000 gp

**Disruption Ray:** This ray disrupts flesh on a cellular level. It inflicts 3d6 points of damage to living creatures only and caus-

es great pain. Creatures struck by the ray must make a Fortitude saving throw (DC 14) or suffer a -4 penalty to attacks, saves, and checks for the next 1d6+4 rounds. Price 7,500 gp

**Freeze Ray:** This ray deals 3d6 points of cold damage. Targets that fail a Fortitude saving throw (DC 17) are slowed for 1d2 rounds after being struck by the ray. Slowed characters can take only a move or standard action in a round, but not both. They move at half their normal speed and suffer a -1 penalty on attack rolls, Armor Class, and Reflex saving throws. Creatures resistant to cold are not slowed. Price 8,000 gp

**Jolt Ray:** This ray deals 3d6 points of electricity damage. Targets that fail a Fortitude saving throw (DC 15) are shaken for 1 round after being struck by the ray. Shaken characters suffer a -2 penalty on attack rolls, saving throws, skill checks, and ability checks. Price 8,200 gp

**Knockback Ray:** This ray deals 3d6 points of impact damage. The target is pushed back as if bull rushed by a Large attacker with Strength 24. Price 7,500 gp

**Melting Ray:** This misnamed ray does not produce

heat. Instead, it causes metal (and only metal) to liquefy.

Metal objects or creatures struck by the ray suffer 3d6 points of damage, ignoring hardness or

damage reduction, if any. A

Fortitude save (DC 15) reduces this damage by half, if the target is a creature or is attended by one.

Price 4,500 gp

**Noxious Ray:** This ray deals 1d6 points of nonlethal damage. Targets that fail a Fortitude saving throw (DC 13) are nauseated for 1d6+1 rounds after being struck by the ray. Nauseated creatures cannot attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn, plus free actions (except for casting quickened spells). Price 5,000 gp

**Paralysis Ray:** This ray deals 1d6 points of nonlethal damage. Targets that fail a Fortitude saving throw (DC 17) are paralyzed for 1d6+4 rounds after being struck by the ray. Paralyzed creatures can take no actions other than purely mental ones. Price 20,000 gp

**Stun Ray:** This ray deals 3d6 points of nonlethal damage. Targets who fail a Fortitude saving throw (DC 14) are stunned for 1 round. Stunned characters drop everything they hold, can't take actions, suffer a -2 penalty to Armor Class, and lose their Dexterity bonus to Armor Class (if any). Price 7,500 gp



**Weltering Ray:** This ray deals 1d6 points of nonlethal damage. Targets who fail a Fortitude saving throw (DC 14) are off balance for 1d6+4 rounds after being struck by the ray. Off-balance characters continue to shake and walter for the duration, suffering a –2 penalty to attacks, saving throws, skill checks, ability checks, and Armor Class. Objects targeted by this ray rattle and shake as if possessed for 1d6+4 rounds. Price 3,500 gp

**Harrower:** This horrible weapon fires a stream of razor-sharp metal shards at a fantastic rate. The shards fly in a line, up to 100 feet; anyone in that line must make a Reflex saving throw (DC 20) or suffer 6d6 points of slashing damage. A successful save indicates no damage. The weapon can be reset (requiring a standard action) to fire in a 60-foot cone-shaped burst that inflicts 4d6 points of slashing damage to all within it (Reflex save, DC 16, for half).

Switch activation; Craft DC 32; Price 23,000 gp; Weight 6 lbs.

**Stunstone:** This small stone-and-metal device is meant to be hurled at a foe. Doing so successfully inflicts 1d4 points of damage. Unless the foe succeeds at a Fortitude saving throw (DC 14), it also stuns him for 1d2 rounds with a jolt of released energy. Stunned characters drop everything held, can't take actions, suffer a –2 penalty to Armor Class, and lose their Dexterity bonus to Armor Class (if any). Each stunstone can be used only once.

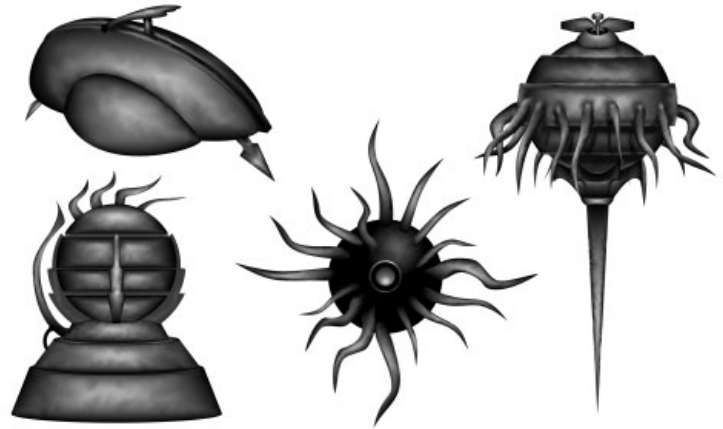
Use activation; Craft DC 25; Price 350 gp; Weight 1 lb.

## BOMBS

Bombs are one-use weapons that explode in a radius, affecting all within that radius. Each bomb has a switch. Once activated, it will detonate at the end of that action—just enough time for the user to throw the bomb or to drop it and take a round's worth of movement away from it before it explodes. Bombs vary wildly in appearance and size. Unless otherwise mentioned, the effects of bombs are instantaneous. Bombs are thrown like “splash weapons” as described in Chapter Eight: Combat of the *Player's Handbook*.

The various types of bombs include the following:

**Binding:** Exploding with strands of sticky material, this bomb entangles everyone within 10 feet of it who fails a Reflex saving throw (DC 15). Assuming the area of the explosion contains a floor or wall, the creatures are held fast to it and suffer a –2 penalty on attack rolls and a –4 penalty to their effective Dexterity scores. An entangled character who attempts to cast a spell must make a Concentration check (DC 15 + spell level) or lose the spell. If the creatures are not stuck to a surface, they can move at half speed but cannot



run or charge. The sticky bonds dissolve after 3d6 minutes, although a Strength check (DC 26) can burst them and an Escape Artist check (DC 30) can allow a creature to slip free. The bonds do not burn and are immune to most types of damage, although acid dissolves a 5-foot-square area of them if it inflicts at least 12 points of damage.

Switch activation; Craft DC 30; Price 500 gp; Weight 1 lb.

**Blight:** This strange bomb explodes with a dark grey burst of energy. This energy affects only plants, inflicting 6d6 points of damage in a 30-foot radius as the plants wither, blacken, and shrivel.

Switch activation; Craft DC 30; Price 350 gp; Weight 1 lb.

**Blinding Smoke:** This bomb creates a cloud of opaque, oily black smoke. The cloud spreads in a radius of 30 feet, lingering for 1d4+4 rounds. In an area of heavy wind, the cloud disperses in half that time and moves 10 feet per round in the direction of the wind. Within the cloud, creatures remain effectively blind, as if in total darkness.

Switch activation; Craft DC 28; Price 400 gp; Weight 1 lb.

**Chaos Scrambling:** This bomb's explosion produces a field of shimmering, pulsing energy with a radius of 20 feet. It suppresses any chaositech device in the area for 1d4 rounds. Devices in the possession of characters get a Reflex saving throw (DC 17) to resist; otherwise, no save is allowed.

Switch activation; Craft DC 32; Price 550 gp; Weight 1 lb.

**Dazzling:** This bomb explodes with a torrent of brightly colored lights flashing violently. Anyone within 20 feet of it must make a Fortitude saving throw (DC 13) or be dazzled for 1d4+4 rounds. A dazzled creature suffers a –1 penalty on attack rolls, Spot checks, and Search checks.

Switch activation; Craft DC 30; Price 200 gp; Weight 1 lb.

**Desiccating:** When activated, this bomb creates a field with a 20-foot radius that absorbs and destroys moisture. Living creatures in the area suffer 6d6 points of damage as they wither and shrivel. Water elemental creatures suffer 8d6 points of damage. A Fortitude saving throw (DC 18) reduces the damage by half in either case. Water in the area is reduced by half its volume.

Switch activation; Craft DC 32; Price 800 gp; Weight 1 lb.

**Docility:** With a silent flash of white light, this bomb forces all within 20 feet to make a Will saving throw (DC 17). Those who fail become docile, peaceful, and calm. They can take no actions other than to move (at half speed), speak, or defend themselves. They cannot attack in any way, but they are not helpless. This docility lasts for 2d10+5 rounds or until the docile creature comes under attack.

Switch activation; Craft DC 33; Price 800 gp; Weight 1 lb.

**Flame:** Straightforward and deadly, this incendiary explosive blasts heat and flame when activated. Those within 20 feet suffer 6d6 points of fire damage. Victims can attempt a Reflex saving throw (DC 15) for half damage.

Switch activation; Craft DC 30; Price 800 gp; Weight 1 lb.

**Force Globe:** Upon detonation, this bomb creates a globe of force (like a *wall of force*) 10 feet across. It encapsulates and traps anyone in the area who fails a Reflex saving throw (DC 20). The opaque black globe persists for 1d10+9 minutes. Like a *wall of force*, the globe is impenetrable except for special effects like *disintegration*.

Switch activation; Craft DC 32; Price 3,000 gp; Weight 2 lbs.

**Freezing:** This bomb instantly freezes all the moisture in the air in a 10-foot radius around it. Any creatures in that area are also frozen within the ice if they fail a Reflex saving throw (DC 18). Creatures trapped in the ice cannot move or take other than purely mental actions except to try to break free, which requires a Strength check (DC 30). The ice melts over a period of 10 minutes, assuming normal weather conditions (in temperatures below freezing, the ice remains permanent); 30 points of fire damage also will melt it. Creatures frozen in the ice suffer 1d6 points of cold damage per minute, but the ice contains enough holes and cracks to allow them to breathe.

Switch activation; Craft DC 32; Price 2,000 gp; Weight 1 lb.

**Infestation:** This bomb's explosion releases 100 tiny metal insectlike constructs, each animated and powered by chaos. The bug-sized things scurry about in a 10-foot radius for

1 round. Anyone in that area suffers a –2 circumstance penalty to attacks, damage, saving throws, and checks due to distraction and annoyance (creatures incapable of being distracted or annoyed, like constructs, are immune). On the

next round, and on the round after that, the insectoids spread to a radius of 20 feet, and everyone within that area suffers a –1 circumstance penalty to attacks, damage, saving throws, and checks. There is no saving throw. After 3 rounds, the constructs burn out, blackening to become inert bits of iron.

Each construct has only 1 hp, so any damaging area attack destroys all of them in that area.

Switch activation; Craft DC 34; Price 1,000 gp; Weight 3 lbs.

**Madness:** Exploding with a thin and greasy dark grey vapor, the effects of this bomb spread out to a 10-foot radius. All within the vapor cloud must make a Will saving throw (DC 18) or become confused, rendered unable to independently determine what to do. Roll on the following table at the beginning of each subject's turn every round to see what the subject does that round.

| d%     | Behavior  |
|--------|---|
| 01–10  | Attack bomb's wielder with melee or ranged weapons (or close with wielder if attack is not possible). |
| 11–20  | Act normally.   |
| 21–50  | Do nothing but babble incoherently.   |
| 51–70  | Flee away from bomb's wielder at top possible speed.  |
| 71–100 | Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).          |

A mad character who can't carry out the indicated action does nothing but babble incoherently. Attackers receive no special advantage when attacking a mad character. Any mad character who is attacked automatically attacks his attackers on his next turn, as long as he is still confused when that

## Mines

*Any of the bombs presented here can be made into proximity mines. Starting 2 rounds after activation, they detonate if anyone comes within 5 feet. The process of converting a bomb to a mine (or creating a mine from scratch)† requires a separate Craft (chaositech)† check with the same Difficulty Class as the bomb's creation. Additional materials cost 250 gp (increasing the price by 500 gp) and add 1 lb. to the item's weight. Inactivated mines found as treasure are worth 500 gp more than the same type of bomb and weigh an additional pound.*



turn comes. Note that a mad character will not make attacks of opportunity against any creature he is not already devoted to attacking (either because of his most recent action or because he has just been attacked). The madness lasts for 1d10+10 rounds.

Switch activation; Craft DC 35; Price 2,500 gp; Weight 1 lb.

**Nausea:** This bomb explodes with a greenish-yellow vapor carrying a violently disgusting odor. The gas spreads out in a 10-foot radius and lingers for 1d3 rounds before dissipating (unless there is wind of any kind, in which case it lasts only 1 round). Anyone within the cloud of vapor must make a Fortitude saving throw (DC 16) to avoid horrible nausea that lasts for 1d6+4 rounds.

Nauseated creatures cannot attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn, plus free actions (except for casting quickened spells).

Switch activation; Craft DC 32; Price 600 gp; Weight 1 lb.

**Needle:** This bomb explodes with a hail of tiny needles that spreads out in a 20-foot radius. Anyone in this area suffers 3d6 points of piercing damage (Reflex save, DC 13, for half).

Switch activation; Craft DC 28; Price 400 gp; Weight 1 lb.

**Raw Chaos:** Even among the ranks of those who serve chaos, only the most insane use these jury-rigged devices, made by storing raw chaos in a temporary container fashioned from the remnants of a grey chaos storage cube†. Every 10 minutes there is a 1 percent cumulative chance that the bomb simply explodes, whether anyone wants it to or not (this prompts some to use it as a dangerous, unpredictable time bomb). The raw chaos bomb automatically bursts if struck or if it strikes a target. When it explodes, it inflicts 10d6 points of damage upon anything within 10 feet. Victims can attempt a Reflex saving throw (DC 20) for half damage. Raw chaos splashed on the floor may eat through it; if the damage it inflicts exceeds the floor's hit points, it continues down to the level below (if any) and burns whatever is there.

Switch activation; Craft DC 30; Price 2,000 gp; Weight 2 lbs.

**Rot:** This bomb affects organic material within 10 feet, but not inorganic matter. It explodes with an invisible burst of energy that causes living creatures to sicken and wither, and organic objects (those made of wood, cloth, leather, paper, and so on) to crumble and disintegrate. Creatures must make a Fortitude saving throw (DC 17) or suffer 4d6 points

of damage and 1d4 points of Constitution damage. Those who make the save suffer 2d6 points of damage but no Constitution damage. Organic objects must make a Fortitude saving throw (DC 17) to avoid destruction.

Switch activation; Craft DC 32; Price 1,600 gp; Weight 2 lbs.

**Rust:** This bomb affects only metal. When it explodes with an orange burst of energy, all metal within 10 feet of it corrodes, becoming pitted and brittle. All metal items must make a Fortitude saving throw (DC 17) or be destroyed. Large metal objects (doors, walls) or creatures (iron golems) suffer 8d6 points of damage (Fortitude save, DC 17, for half).

Switch activation; Craft DC 31; Price 1,700 gp; Weight 1 lb.

**Silence:** This bomb detonates silently with no visible effect. It produces an energy field that dampens all sound within 20 feet of it for 3d6 minutes, as described in the *silence* spell. The effect is immobile.

Switch activation; Craft DC 32; Price 500 gp; Weight 2 lbs.



**Sleep:** This bomb produces a low hum, but no visible effect. Anyone within 20 feet of the detonation must succeed at a Will saving throw (DC 13) or fall asleep for 1d4 minutes. A larger, more powerful version of this bomb puts creatures to sleep for 1d10+2 minutes (Will save, DC 18).

Switch activation; Craft DC 30; Price 500 gp (1,500 gp for enhanced version); Weight 1 lb. (2 lbs. for enhanced version)

**Void:** Perhaps the rarest and most dreaded of explosive chaositech devices, this bomb creates a 10-foot-diameter sphere of utter blackness. Anyone within the area must make a Reflex saving throw (DC 22) to get out of it. Those who make a successful saving throw are moved to the edge of the area, to the safest location possible (DM's discretion). Those who fail the Reflex save must then make a Fortitude save (DC 22) to avoid disintegration. Even a successful Fortitude save results in the victim suffering 6d6 points of damage. Further, the void remains for 1d6 rounds, during which time anything still within the area must make another Fortitude save each round. Worse, anything within 20 feet of any edge of the sphere that is not secured must make a Strength check (DC 25) or be drawn into the sphere's area and thus forced to make a Fortitude saving throw as described above.

Switch activation; Craft DC 40; Price 9,000 gp; Weight 3 lbs.

## ARMOR AND SHIELDS

A few types of chaositech armor are described below. Since chaositech is generally more offensive than defensive, there are not as many types of armor as there are weapons. Generally, chaositech armor is more than simply a protective garment that you wear. It has power and enhances the wearer in ways normal armor never could.

All armor and shields check for chaotic failure once per week, if they are used during that week.

**Animated Armor:** Animated armor resembles plate armor, but it is covered in moving iron bars, some gearlike apparatus, and even tough, resilient tubing. All the plates and pieces of the armor share sturdy joints and connections so that, once the wearer has donned the suit, it is more like an outer shell than armor. The wearer must attach her headclamp inside the helmet of the animated armor. Without a headclamp, this armor functions as normal plate armor, except that it weighs more. The devices attached to the armor allow it to move under its own power, as directed by the wearer. Thus, it adds its strength to the wearer's, granting a +4 enhancement bonus to her Strength score. Further, because the armor can walk and run for the wearer, she can move twice the distance she normally could travel before facing fatigue. It provides an armor bonus of +9, has a maxi-

imum Dexterity of +2, an armor check penalty of -2, and an arcane spell failure chance of 40 percent.

Headclamp activation; Craft DC 42; Price 20,000 gp; Weight 80 lbs.

**Animated Exoskeleton:** This armor fits over the wearer like a latticework of thin metal rods. A tube connects it to the wearer's headclamp. Without an attached headclamp, this armor offers no benefit. It provides only moderate protection, but like animated

armor† it moves under its own power. Not only that, but because it is all power and little protection—and thus light—it aids the wearer's speed and Dexterity as well as Strength. The wearer gains a +2 enhancement bonus to both Dexterity and Strength, and her ground speed increases by 10 feet. The exoskeleton offers a +2 armor bonus to Armor Class. The wearer has no maximum Dexterity, no armor check penalty, and an arcane spell failure chance of 10 percent.

Headclamp activation; Craft DC 40; Price 16,000 gp; Weight 30 lbs.

**Animated Shell:** The animated shell is just like animated armor†, only more effective. It not only offers a +10 armor bonus to Armor Class, but it also confers damage reduction 10/lawful (10/+1). It confers the same penalties as animated armor.

Headclamp activation; Craft DC 48; Price 28,000 gp; Weight 100 lbs.

**Heated Armor:** This armor resembles plate armor in every way, except that it is heavily insulated with a silvery fabric on the inside and bears a number of iron ventlike openings on the outside. When activated, the armor gives off tremendous heat all around it while protecting the wearer. Heated armor inflicts 1d6 points of heat/fire damage per round to anyone within 5 feet (Fortitude saving throw, DC 15, negates), while offering fire resistance 10 to the wearer.

Switch activation; Craft DC 37; Price 18,500 gp; Weight 55 lbs.

### Attacking a Headclamp Cord

*Many devices function because they are attached to the user's headclamp via a cord or tube. A smart foe may try to sever this connection. Handle this tactic just like a sunder attempt; the Armor Class of the cord is 14 + the user's Dexterity bonus. The DM may also grant the cord any of the user's dodge, deflection, or other Armor Class modifiers, but not armor bonuses, unless the headclamp is a part of the armor (as with animated armor). The cord has a hardness of 1 and 5 hit points. Headclamp cords are fairly easy to repair (Craft [chaositech<sup>T</sup>], DC 18), but a device that requires the connection cannot function with a broken cord until it is repaired. One can pull a cord out of a headclamp with a Strength check (DC 8).*



**Lightning Armor:** This armor resembles plate armor in every way, except that it is heavily insulated with a silvery fabric on the inside and bears a number of small iron antennae on the outside. When activated, the armor gives off arcs of lightning all around it while protecting the wearer. Lightning armor inflicts 1d6 points of electricity damage per round to anyone within 5 feet (Fortitude saving throw, DC 15, negates), while offering electricity resistance 10 to the wearer. Further, the wearer can activate a more complex lever and throw a 5-foot-wide, 20-foot-long lightning bolt that inflicts 3d6 points of damage. After using the lightning bolt, the armor cannot generate electricity for 1d6+1 rounds, while it builds up a charge.

Switch/Lever activation;  
Craft DC 41; Price 27,000  
gp; Weight 55 lbs.

**Shield Animator:** This small, round, iron device can attach to any shield. Its even smaller accompanying device attaches to a character (her armor, belt, etc.) and then via a thin cord to a headclamp. Without a headclamp, the shield animator cannot function. This pair of devices allows the shield to float near the character, usually within about 2 to 3 feet. The animator, directed by the character through the headclamp, moves the shield to block incoming attacks, as though wielded by the character but leaving both her hands free. (See also the ghost shield† on page 41).

Headclamp activation; Craft DC 40; Price 4,000 gp;  
Weight 1 lb.

**Shield Arm:** This device (see illustration, page 28) works only with animated armor† or an animated shell†. When affixed to the armor, it takes on the appearance of a very long, thin iron arm holding a heavy steel shield. The arm wields the shield defensively on behalf of the armor wearer—the shield protects the wearer as normal, with a +2 shield bonus, but leaves both her hands free. However, since the shield arm sometimes can get in the way during combat, the wearer suffers a –2 circumstance penalty to attack rolls in melee.

Use activation; Craft DC 38; Price 2,000 gp; Weight 10 lbs.



**Thought Armor:** Thought armor consists of bracelet- and anklet-like steel bands connected to a metal collar by thin, flexible cords. The collar, in turn, connects to a wearer's headclamp. Thought armor uses the wearer's mental energy to generate a protective barrier of force around her. The wearer gains an armor bonus to Armor Class equal to her Intelligence bonus. (Creatures with no Intelligence bonus gain no benefit.) The armor has no movement penalties, no maximum Dexterity, no armor check penalty, and no spell failure chance.

Headclamp activation; Craft DC 45; Price 30,000 gp;  
Weight 3 lbs.

## MISCELLANEOUS DEVICES

The non-intrinsic chaositech devices presented here are as varied in appearance as they are in function.

**Attack Sphere:** This device appears to be a steel sphere about 10 inches across. When activated, it rises up into the air, floating under its own power. As it does, tiny slits open in its surface, producing blades, sharp points, and hooks. For the next 10 rounds, any creature the activator attacks in melee receives an attack immediately afterward from the sphere as well, as it moves in close and slashes with its blades. The sphere has an attack bonus of +10 and inflicts 2d6 points of piercing/slashing damage. It has AC 24 (+2 size, +4 Dexterity, +8 armor), a hardness of 20, and 60 hit points. Because of its size, it must move into an opponent's space to attack, thus drawing an attack of opportunity each time. It cannot grapple or make any other special maneuvers. While activated, it moves with the activator, never straying more than 10 feet. If the activator makes no attacks, the sphere makes no attacks and hovers nearby. After 10 rounds are over, the sphere returns to the activator.

Lever activation; Craft DC 40; Price 45,000 gp; Weight 10 lbs.

**Chaos Storage Cube:** This is the grey power battery for all chaositech devices, discussed on pages 19–20. It has a hardness of 10, 50 hp, and break DC 30.

No activation; Craft DC 50; Price 20,000 gp; Weight 100 lbs.

**Chaosomaton Cockpit:** This large device has no function of its own. It must be affixed or integrated into a chaosomaton† (see page 86) in order to have any use. These cockpits come in different sizes, each intended to encompass a single creature within a chaosomaton. A creature can ride only within chaosomatons that are at least one size larger than it. If the chaosomaton is two sizes or more larger than the creature (and its cockpit), the cockpit can be placed inside the chaosomaton without any outward change in its appearance. Otherwise, the cockpit extends out of the chaosomaton like a hump on its back, an extended belly, or similar protrubance. Placing a cockpit within a chaosomaton requires a Craft (chaositech)† check (DC 35). To place one on the outside of a chaosomaton requires a Craft (chaositech) check (DC 30).

From within the cockpit, the creature can control all the chaosomaton's actions and cannot be harmed by physical attacks until the chaosomaton is destroyed. (Mind-affecting attacks or spells without physical effects—generally those requiring a Will save rather than a Fortitude or Reflex save—can still affect the controller. However, there is no direct line of sight from a foe outside the chaosomaton to the creature inside.) Controlling the actions of the chaosomaton requires all of the concentration and effort the creature in the cockpit possesses. If the controller attempts any other action, the chaosomaton does nothing.

Special activation; Craft DC 45; Price 50,000 gp (size Small or smaller), 75,000 gp (size Medium), or 100,000 gp (size Large or larger); Weight 100 lbs.



**Clarity Goggles:** These hard, dark goggles protect the wearer's eyes from dust and dirt and provide perfect visual clarity. The wearer gains a +4 competence bonus to all Spot and Search checks, and to saving throws against illusions. Clarity goggles check for chaotic failure once each week at most.

Use activation; Craft DC 25; Price 1,500 gp; Weight 1/2 lb.

**Cleaver Harness:** This harness fits around virtually any creature of size Small to Large. Attached to the harness on the sides (toward the back) are four long, articulated arms not unlike insect legs. Each arm ends in a wicked, serrated cleaver. Once the harness is secured around the wearer's torso, he attaches a cable that runs from the harness to his jaw. The wearer controls the cleaver-arms with subtle jaw movements and can use them to make slashing attacks at an adjacent foe. The wearer makes four attacks per round, using his normal base attack bonus, modified by Dexterity rather than Strength. The wearer can attack multiple opponents. However, he can take no other actions in a round in which he uses the harness—not even take a 5-foot step—and cannot make other attacks even if he has weapons in his normal hands. The cleavers inflict 1d8 points of damage each (critical hit on a 19–20/x2), with no bonus for Strength.

Lever activation; Craft DC 33; Price 11,000 gp; Weight 15 lbs.

**Darkness Imbiber:** This device looks like an oblong box of smooth metal topped with a narrow cylinder that ends in a wide, mouthlike funnel. When activated, it absorbs



darkness, creating light. In an already lit area, it has no function. The darkness imbiber creates an area of light centered on itself, with a radius of 20 feet. The device absorbs even magical darkness of any kind. The area of light persists for 1d100 rounds.

Once it has imbibed darkness, the user can reset this device to a different function. Upon reactivation, it expels the absorbed darkness and fills a 20-foot-radius area (centered on it) with impenetrable darkness. The area of darkness persists for 1d100 rounds.

Lever activation; Craft DC 28; Price 10,000 gp; Weight 3 lbs.

**Device Destabilizer:** A long rectangular device with a cone-shaped dish at one end, the device destabilizer uses chaotic energies to foil the workings of conventional (non-chaositech) devices like locks, traps, clockwork mechanisms, and so forth. When activated, it emits a cone 30 feet long. The user rolls 2d20. If the total exceeds a trap's disable Difficulty Class, it is disabled. If it exceeds a lock's open Difficulty Class, the lock opens. For other items—like a clock, for example—the DM should assign a Difficulty Class, probably around 15 to 20; the more complex the item, the higher the Difficulty Class. For clockwork creatures, the user need make no roll. Instead, the creature must make a Fortitude saving throw or suffer 3d6 points of damage as its mechanisms lock up and are foiled.

Damage to devices is permanent. That is to say, after being affected by the destabilizer, a trap cannot be reset or a lock relocked until it is repaired with an appropriate Craft check.

Lever activation; Price 8,000 gp; Weight 10 lbs.

**Distance Viewer:** Somewhat similar to a long-range listener† (see page 34), the distance viewer consists of two parts. One is very small and round—about the size of a bug. This is the sender. The other, known as the receiver, is a rounded box about 10 inches across and 4 inches tall. A glass plate on the receiver projects the image of whatever occurs within 10 feet of the sender, but at only one-tenth the size. Thus the projected three-dimensional image measures 2 feet across and hovers in the air above the receiver. The sender transmits whatever images can be seen from its point of view. The sender can be well hidden, requiring a Search check (DC 20) to find it. There is no limit to the range over which the sender can transmit images.

Use activation; Craft DC 38; Price 16,000 gp; Weight — (sender), 8 lbs. (receiver)



**Emotion Reader:** By analyzing posture, heart rate, perspiration, brain activity, and other factors, this device can sense the general emotional state of a creature and transmit this information to the user via a cord attached to his headclamp. This information grants a +4 competence bonus to Sense Motive checks. The target creature must be within 30 feet for the reader to function. The reader itself is a rectangular device about 3 inches long, 2.5 inches wide, and half an inch high. It has a strap to be worn on the wrist, and must be pointed at the target. This item checks for chaotic failure each time the wearer attempts to Sense Motive.

Headclamp activation; Craft DC 31; Price 1,700 gp; Weight 1 lb.

**Empowering Generator:** This very large device—it stands about 5 feet tall and measures about 10 feet wide—consists of steel cylinders, glass vats filled with bubbling liquids, iron pipes, and other components. A 20-foot cord attaches it to the headclamp of a single individual. A character so connected can draw upon the generator for physical and mental power. The character gains a +2 enhancement bonus to Intelligence, Wisdom, and Charisma, plus a +4 enhancement bonus to Strength, Constitution, and Dexterity. Spellcasting characters can use the generator to power up to 10 levels of spells per day. This means they can cast any spell they have prepared without expending the preparation itself, as long as they have any material components required for the spell. So a caster could use the spell levels to cast one 9th-level spell and one 1st-level spell, or one 6th-level and one 4th-level spell, or 10 1st-level spells, and so on. For casters such as bards or sorcerers, who do not prepare spells, the generator's energy allows them to cast any spell of the appropriate level(s) that they know.

The generator is often affixed to the ceiling of the user's main lair, so he can remain connected to it and still move around freely. The item checks for chaotic failure each day it is used.

Headclamp activation; Craft DC 45; Price 160,000 gp; Weight 2,000 lbs.

**Energy-Collecting Helm:** This large helmet has wide, wing-like flanges on either side. The helmet collects ambient energies from the sun, the stars, the wind, various magical sources, and even the wearer's own movement. It transfers this energy directly into the wearer, who can use it to grant himself an extra move action, no more than once per round, assuming that he has been wearing the helmet for at least eight hours. The helm checks for chaotic failure no more than one per week.

Use activation; Craft DC 37; Price 24,000 gp; Weight 5 lbs.

**Eyestalk Harness:** The user places this iron collar, about 12 inches in diameter, over his head, resting it on his shoulders. The collar has five different eyelike nodules. When the user attaches the harness to his headclamp, he can mentally command the nodules to extend out on stalks up to 3 feet long. This ability effectively gives the user all-around vision and prevents him from being flanked. The harness also offers a +4 competence bonus to Spot and Search checks and allows the user to effectively and subtly peek around corners. This item checks for chaotic failure no more than once per week.

Headclamp activation; Craft DC 30; Price 9,000 gp; Weight 5 lbs.

**Floating Pack:** This large, irregularly shaped device, made mostly of iron, straps onto a user's back. When activated, it allows the user to fly with perfect maneuverability, similar to flight gained through the *fly* spell, but only at a speed of 20 feet. It functions for one hour before it must be reactivated.

Lever activation; Craft DC 32; Price 15,000 gp; Weight 25 lbs.

**Ghosttrap:** Appearing to be little more than a hollow iron sphere 3 inches across, this device's "lever" activation actually entails turning the two halves of the sphere at the same time in different directions. Once active, any incorporeal creature within 50 feet must make a Will saving throw (DC 20) or be drawn into the ghosttrap. The trap can hold only one creature. If the device is activated when full, the creature inside is immediately released, appearing adjacent to the character that activated the ghosttrap. There is no limit to the amount of time the ghosttrap can hold an incorporeal creature.

Lever activation; Craft DC 32; Price 15,000 gp; Weight 25 lbs.

**Image Scrambler:** This thin metal device is affixed to a leather bracelet and worn on the wrist. When activated, it makes the wearer look blurry and indistinct. Anyone wishing to make out the wearer's identity must make a Spot check (DC 25). Further, attacks against the wearer have a 20 percent miss chance. The scrambler cannot be used more

than 10 rounds per day, although they need not be consecutive rounds.

Switch activation; Craft DC 31; Price 10,000 gp; Weight 1 lb.

**Indestructible Boots:** These leather boots are covered in metal studs and knobs. They generate around themselves a force field that confers on them a hardness of 20. This hardness helps the wearer in that, for any attack directed at her feet (and only her feet) 20 points of damage are subtracted from the attack before any damage is applied to the wearer. In addition, the wearer ignores any special damaging effect, such as from caltrops. For example, if a dungeon trap includes an electrical floor that shocks an intruder as she walks across it, the boots absorb 20 points of the damage each round. Even the most agile wearer cannot use the boots to avoid taking falling damage. This item checks for chaotic failure no more than once per week.

Use activation; Craft DC 33; Price 13,000 gp; Weight 1 lb.



**Indestructible Gloves:** These leather gloves are covered in metal studs and knobs. They generate around themselves a force field that confers on them a hardness of 20. This hardness helps the wearer in that, for any attack directed at his hands—and only his hands—20 points of damage are subtracted from the attack before any damage is applied to the wearer. In addition, the wearer ignores any special damaging effect.

For example, say a creature's caustic flesh inflicts damage upon anyone who touches it. Should the wearer use an unarmed attack against the beast, the gloves absorb 20 points of the damage each strike. Or, if a trap on a chest includes a hidden blade that slices down upon the hands of anyone attempting to pick the lock, the gloves help protect the wearer. A wearer with one hand free can even use the glove like a light shield, giving him a +1 shield bonus to Armor Class. The gloves cannot block entirely magical attacks (such as rays or *fireballs*). This item checks for chaotic failure no more than once per week.

Use activation; Craft DC 33; Price 18,000 gp; Weight 1 lb.

**Indestructibility Generator:** This tiny device is about the size and shape of a coin, although a bit thicker. It attaches to

the surface of any single object size Small or smaller. Once attached, it generates a powerful force field that adds 10 to the object's hardness or gives the object a hardness of 20, whichever is greater. If applied to armor or a construct, it grants a +3 enhancement bonus to Armor Class. The force field lasts for 24 hours before it must be reactivated.

Use activation; Craft DC 34; Price 20,000 gp; Weight 1 lb.

**Insect Gloves and Boots:** These gloves and boots are tight fitting and flexible—in fact, the boots are more like stockings with soles. They cling to surfaces, allowing the climber to move along walls or even ceilings like an insect. No Climb check is necessary for the wearer to move at his normal ground speed (but he cannot run). The wearer retains his Dexterity bonus while climbing, but he must have his hands free while moving. While stationary, he can cling to a wall or ceiling with only the boots and use his hands for something else. This item checks for chaotic failure no more than once per week.

Wearing just the gloves or just the boots grants the wearer a +4 competence bonus to Climb checks, but no other benefit.

Use activation; Craft DC 29; Price 1,400 gp; Weight 1 lb. (total)

**Insectile Spy:** This device looks just like a large beetle or cockroach. To notice it, a character must make a Spot check (DC 20), unless in a situation where such a creature would look very out of place, such as on the white marble floor of a palace. Another Spot check (DC 25) is required to note that it is not a real insect. This device, made out of black steel, can be placed anywhere. It roams about within an area out to 10 feet from where it was originally placed. Someone who picks it up and plugs it into a headclamp, however, can mentally review anything that has happened within 30 feet of the spy (anything the “insect” saw and heard) since the last time someone reviewed its information. The insectile spy cannot store more than a week's information, so one can never review more than the most recent week. The user can mentally sift through the recorded images quickly, if desired. This item checks for chaotic failure no more than once per week.

Headclamp activation; Craft DC 33; Price 10,000 gp; Weight —

**Life Sensor:** This device looks vaguely like two 4-inch cubes connected by a 2-inch-long cylinder. A cord from one of the cubes attaches to a character's headclamp. The device also has a number of switches and controls. Using these controls, the user can set the sensor to detect a given type of creature. He must specify the creature type (humanoids, dragons, giants, magical beasts, and so on) before activating the sensor; this takes 10 rounds. Once he has chosen, he

cannot change the creature type without resetting the device (takes 10 rounds). The sensor cannot detect a specific creature—the user can select “humanoids,” but not “Furan the Ranger.” Once activated, the sensor gives a short whine whenever a creature of the specified type comes within 80 feet. The whine occurs only once, but it occurs again for each new creature that enters its range. So if the sensor is set for magical beasts and three displacer beasts come into range, it whines three times. It does nothing again, no matter how long the displacer beasts remain within range or if they leave the range. But if a manticores joins them, the sensor whines again. If one of the displacer beasts leaves and then comes back into range, the sensor whines. There is no saving throw to resist the keen sensing power of this device.

Lever activation; Craft DC 32; Price 5,000 gp; Weight 5 lbs.

**Long-Range Listener:** Somewhat similar to an insectile spy†, the long-range listener consists of two parts. One is very small and round—about the size of a bug. This is the sender. The other, known as the receiver, is a rounded box about 10 inches across and 4 inches tall. A bowl-like depression on the receiver produces any sound made within the vicinity of the sender, as if the receiver were in the sender's location. The sender can be well hidden, requiring a Search check (DC 25) to find it. There is no limit to the range over which the sender can transmit sound.

Use activation; Craft DC 34; Price 14,000 gp; Weight — (sender), 8 lbs. (receiver)

**Long-Range Tracker:** Similar to the listener† above, the long-range tracker consists of two parts. One is very small and round—about the size of a bug. This is the tracer. The other, known as the receiver, is a rounded box about 10 inches across and 4 inches tall. A tube connects the receiver to a user's headclamp. At all times when so connected, the user knows the distance and direction of the tracer relative to himself. The tracer can be well hidden, requiring a Search check (DC 25) to find it. There is no limit to the range over which the tracer can transmit its signal.

Headclamp activation; Craft DC 33; Price 8,000 gp; Weight — (tracer), 8 lbs. (receiver)

**Mind Transference Apparatus:** This huge, complex device fills a room. With it, an operator can transfer one creature's mind into another creature's body. The apparatus looks like a drum cylinder 4 feet across and 8 feet high. Connected to it are various tubes and wires extending to smaller cylinders with spinning interiors and long, low panels of moving pistons and churning components. To transfer minds, the operator must insert various wires and

leads connected to needles into both creatures. If either creature is unwilling, it gets a Will save (DC 20) to resist the transference. Even if both creatures are willing, they must both make a Will save (DC 20) to avoid suffering 1d6 points of damage to Intelligence, Wisdom, and Charisma during the transference. (Thus, unwilling creatures must make two saves.)

Transference is only one way, so if the target body still contains a functioning mind, there are suddenly two minds within the same body. They must make opposed Charisma checks each hour to determine who controls the body. More often, a mind is transferred into a mindless body. The mindless body might have been engineered for just such a purpose (see “Chaos-Shaped Creatures” in Chapter Five) or it might be a brain-dead creature whose mind was destroyed by magic or other means (i.e., all three mental ability scores at 0). Lastly, the target creature might also be a corpse that has been preserved and healed of all damage; once the mind has entered this body, it can control it with no need of *raising* or *resurrection*.

A mind carries with it its Intelligence, Wisdom, and Charisma, skills, feats, spells, and other knowledge. It cannot access the new body’s skills, feats, spells, knowledge, or spell-like abilities. It can access natural abilities (natural weapons, natural armor, wings, etc.), extraordinary abilities, and supernatural abilities. The body retains its original Strength, Constitution, and Dexterity scores.

Lever activation; Craft DC 50; Price 100,000 gp; Weight 14,000 lbs.

**No Suit:** This tight-fitting black leather suit covers most of a Medium humanoid’s body (suits can be created to fit other creatures), but it offers no protection and presents no difficulty to movement. The wearer cannot be detected with a life sensor†, seen in a distance viewer†, or heard using a long-range listener†. A tracer from a long-range tracker† attached to him sends no signal. Divinatory-type mutations also do not work against the wearer. Any other chaositech device or construct attempting to sense his presence fails. Further, the no suit is so good at disabling detections, it grants the wearer spell resistance 25 against all divination spells. This item checks for chaotic failure no more than once per week.

Use activation; Craft DC 38; Price 31,000 gp; Weight 2 lbs.

**Preservation Tank:** This large device measures 12 feet tall and 6 feet wide. Most of this is a large glass tank filled with translucent fluid. The base is made of steel and has small wheels that make it easier to move. A creature that is dying or that just died (1 round ago) can be placed within the tank and preserved in its current state (one who died 1 round ago returns to consciousness). The tank can avert even death by poison, disease, or other maladies. However, the creature can never again leave the tank, or it dies immediately. A creature suspended in the tank can speak normally, cast spells safely through the tank’s walls, or use spell-like or supernatural abilities (at the DM’s discretion). The creature cannot make physical attacks of any kind. It never needs to eat or drink—the fluid preserves it. The tank offers no special protection from magic, but physical attacks harm the tank, not the creature. Of course, destruction of the tank slays the creature instantly. This item checks for chaotic failure only once per month.

The tank has a hardness of 2 and 50 hit points. It has AC 9 (–1 for size). The preservation tank recycles its fluid, so it need never be replaced.

Use activation; Craft DC 42; Price 50,000 gp; Weight 6,000 lbs.

**Protective Goggles:** These hard, dark goggles protect the wearer’s eyes from dust and dirt as well as any attack directed at them. The wearer gains a +4 competence bonus to any saving throw made against a blinding, dazzling, or otherwise vision-impairing attack. This item checks for chaotic failure no more than once per week.

Use activation; Craft DC 25; Price 1,000 gp; Weight 1/2 lb.

**Proximity Alarm:** Starting 3 rounds after activation, if any creature size Tiny or larger moves within 100 feet of this device, it makes a blaring shriek. If a creature moves within 50 feet, the noise gets higher pitched, and it rises again if the creature comes within 25 feet. It continues to shriek as long as there is movement. The item looks like a 3-inch cube with a rounded top.

Switch activation; Craft DC 27; Price 2,000 gp; Weight 1 lb.

**Remote Hand:** This device appears to be a simple, crude iron hand, a bit larger than a human hand, with a 10-foot-long cord. When a character attaches the cord to his headclamp, he can direct the hand to move through the air and act as desired, within 10 feet. It can open doors, pull levers, or lift



or push objects, as though it were a character with Strength 10. It can even grab creatures with a grapple check equal to the user's base attack bonus  $-8$  for size. Grappling is usually not a wise choice, however, since a grappled creature can simply use a Strength check (DC 8) to pull the cord out of the user's headclamp. Spellcasters can cast touch spells through the hand.

Headclamp activation; Craft DC 30; Price 11,000 gp; Weight 5 lbs

**Scorpiontail Harness:** This harness fits around virtually any creature, size Small to Large. Attached to the back of the harness is a steel tail about 6 feet long that ends in a stinger. Once the harness is secured around the wearer's torso, he attaches a cable that runs from the harness to his jaw. The wearer controls the articulated tail with subtle jaw movements and can use it to make piercing attacks at an adjacent foe. The wearer makes a single attack in a round, using his normal base attack bonus modified by Dexterity rather than Strength. Using the tail is a standard action. It can be used as part of a full attack action, but all the wearer's attacks suffer a  $-5$  penalty (regardless of any feats he may have). The tail stinger inflicts 1d10 points of damage (critical hit on a  $20/\times 2$ ), with no bonus for Strength. It also bears a virulent venom that one can use six times per day before depleting the self-generating stores. The poison has a Difficulty Class of 14 and inflicts 1d4 points of Constitution primary and secondary damage.

Lever activation; Craft DC 32; Price 36,000 gp; Weight 15 lbs.

**Siphon:** One end of this black tube can be inserted into any chaositech device, with the other end fitting into a chaos storage cube† (see page 31) in order to refuel the device. See the *siphon†* spell on page 17 for more details. This item need never check for chaotic failure.

Use activation; Craft DC 28; Price 6,000 gp; Weight 1 lb.

**Sonic Verminbane:** This cylinder is about 8 inches high with a 4-inch diameter. When activated, it emits sonic energy that affects only vermin. Vermin of less than 1 HD will not come within 50 feet of the verminbane. Those of 1 HD or greater must make a Will saving throw (DC 14) to come within 50 feet. If a vermin makes a save, it can ignore the verminbane henceforth. But if it fails, it can never approach while the device is activated. After 24 hours, it must be reactivated.

Lever activation; Craft DC 30; Price 2,400 gp; Weight 2 lbs.

**Spider Seeker:** When inert, this device looks like a steel sphere about 1 inch in diameter. When activated, it grows

six spidery legs and a round eye. It immediately moves toward the nearest creature (other than the activator) and examines it for 1 round. Then it moves to the next nearest creature, and then the next. Once it takes a good look at a creature, it ignores that creature. It also ignores creatures that are smaller than Tiny and those who remain perfectly still (which means it's likely to ignore something like a golem or a mindless undead that isn't moving.) Characters aware of the seeker can attempt to remain motionless (Hide, DC 25), so it will ignore them. A seeker needs to be within 30 feet to examine a creature. It moves with a Move Silently bonus of +18 and a Hide bonus of +12. It has AC 16 (+2 size, +2 Dexterity, +2 natural armor), a hardness of 10, and 5 hit points.

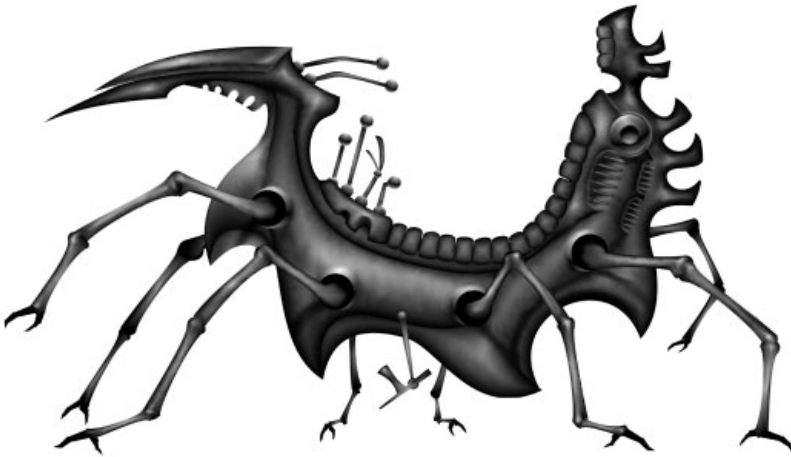
When activating the device, the user determines how many creatures the seeker will examine. After it does so, or when no unexamined creatures remain within 1,000 feet, it returns to its starting point and resumes sphere form. When the user activates it again, it forms only the eye. Looking into the eye, the user can see the creatures the seeker examined. Characters use spider seekers to learn about the opposition they might face in a dangerous area.

Lever activation; Craft DC 35; Price 2,900 gp; Weight 1/2 lb.

**Spiderleg Harness:** This harness fits around virtually any creature, size Small to Large. Attached to the harness are four multiple-jointed metal legs, each about 10 feet long, but the multiple joints can make them seem much shorter. Once the harness is secured around the wearer's torso, he attaches a cable that runs from the harness to his jaw. The wearer controls the articulated legs with subtle jaw movements, allowing him to walk with the spiderlegs rather than his own. This device's potential benefits include:

- The wearer can walk across or wade through hazardous substances.
- The wearer can extend the legs to attain a height increase of 10 feet (minus the length of his own legs, since the harness legs are affixed to his waist).
- The wearer can climb over obstacles or low walls (those 6 feet tall and smaller) with ease and no reduction in speed.
- The legs are also quite fast, allowing the wearer to move at a speed of 40 regardless of size, although still modified by encumbrance. Each leg has an Armor Class of 19 (+9 armor), a hardness of 10, and 30 hit points.

Lever activation; Craft DC 35; Price 4,500 gp; Weight 10 lbs.



**Spidery Walker:** This item is about the size of a small cart—5 feet long and 3 feet wide—with eight spiderlike legs, each about 3 feet long. The body of the device is fitted with a single seat, with straps to secure someone within it. Using the controls arranged around the seat, the user can ride in this walker, which moves with a speed of 30 feet. The spidery walker can move on virtually any surface, including walls and ceilings. It can carry as much weight as a heavy warhorse (light load up to 300 lbs.; medium load, 301–600 lbs.; heavy load, 601–900 lbs.; can drag 4,500 lbs.). Controlling the walker is a full-round action, but once it is moving in a desired direction, the rider needs no action to make it continue to move. This device/vehicle is useful for wounded or disabled characters, for those who move slowly, or simply for those who don't care to walk.

The spidery walker has AC 18 (–1 size, +9 armor), a hardness of 10, and 100 hit points. A check for chaotic failure is required no more than once per week.

Lever activation (special); Craft DC 35; Price 28,000 gp; Weight 2,000 lbs.

**Stasis Pod:** About the size of a coffin, this capsulelike device can be sealed securely with a lock (Open Lock, DC 30). When it is sealed, time virtually ceases to pass within its confines. A person within it cannot take even mental actions, but also cannot be harmed or affected by outside forces. Checks for chaotic failure should be made each time the stasis pod is opened, but no more often than that.

Lever activation; Craft DC 40; Price 200,000 gp; Weight 1,000 lbs.

**Submersible:** This device looks like a smooth, slightly oblong sphere with an entry hatch and short, winglike fins along the sides. The craft is about 10 feet long and 8 feet

wide, with room inside for two Medium characters. It moves underwater at a speed of 40 feet. It protects those within from any dangerous pressure effects and recycles the breathable air for as long as the craft functions. The outer hull is transparent from the point of view of those inside, so they can see all around them. Controlling the submersible is a full-round action, but once it is moving in a desired direction, the controller needs no action to make it continue to move. A check for chaotic failure is required no more than once per week.

Lever activation (special); Craft DC 39; Price 110,000 gp; Weight 4,000 lbs.

**Targeting Array:** A foot-long metal tube, the targeting array has a cord that attaches to the user's headclamp. The tube itself can be affixed easily to a crossbow, an emitter, or (if your campaign has them) a firearm. It allows the user to mentally target the weapon in question, adding a +4 competence bonus to attack rolls with it.

Headclamp activation; Craft DC 30; Price 30,000 gp; Weight 1 lb.

**Targeting Eye:** Not unlike a steel eyepatch, this device fits over one eye (held on with straps). It projects a 50-foot-long, finger-width beam of light the wearer can use to help target ranged attacks. Any ranged attack the wearer makes using the targeting eye, including ranged touch attacks, gains a +2 competence bonus. The target must be within 50 feet.

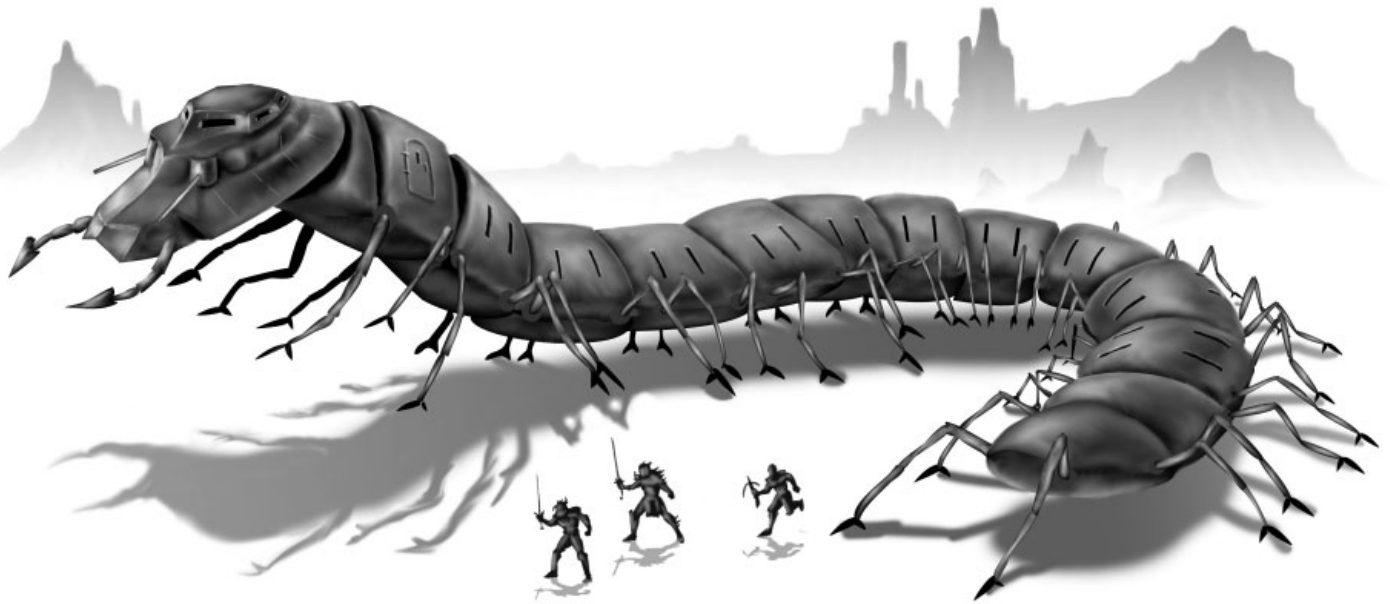
Use activation; Craft DC 30; Price 5,000 gp; Weight 1 lb.

**Torture Manacles:** These appear to be normal iron manacles attached by a wire to a small brass device with a single switch. When someone activates the switch, the manacle wearer feels intense pain and suffers 3d6 points of nonlethal damage. Anyone using the torture manacles on a creature to be interrogated gains a +4 circumstance bonus on Intimidate checks.

Switch activation; Craft DC 32; Price 2,000 gp; Weight 2 lbs.

**Vigor Boots:** These armored, metallic boots are calf-high, wrapping tightly around the knee joint with powerful mechanisms. Two small tubes run from the boots to a splitter that allows them both to be plugged into the host's spinal clamp (see Chapter Three, page 52) at once. The boots allow the wearer to move with a +10 bonus to speed and jump with a +10 bonus to Jump checks. Every round he uses the boots to increase his speed or Jump check, the wearer suffers 1d3 points of damage from the stress placed on his body.

Use activation; Craft DC 29; Price 6,000 gp; Weight 4 lbs.



**Warstrider:** This gigantic steel vehicle looks like a Colossal centipede. Its multiple segments and legs make it quite flexible. The vehicle can move at a speed of 40 feet and travel up anything but a completely vertical surface. Small arrow slits in the middle segments allow defenders inside to fire arrows or crossbows at foes outside (a total of nine archers have room to fire). If the warstrider is moving, the driver must use a full-round action each round to control it. Otherwise, the driver can control the “head’s” iron-mandibled mouth, which can make a +15 bite attack that inflicts 3d6+10 points of damage and has the improved grab ability (grapple +27). Alternatively, the driver can use built-in jolt ray emitters† (page 25) that fire from the warstrider’s “antennae.” These have a +10 ranged attack bonus. He can use both antennae in the same round (as a full attack action).

The warstrider measures 100 feet long and 10 feet wide. It has an Armor Class of 12 (–8 for size, +10 armor bonus), a hardness of 10, and 1,000 hit points. It has room inside to carry 24 Medium creatures, including the driver and nine archers. It has a single reinforced steel door. Checks for chaotic failure are required no more than once per week.

Special activation; Craft DC 45; Price 200,000 gp; Weight 200,000 lbs.

**X-Ray Viewer:** This device is a flat box 1 foot square by 1 inch high. The box has handles on either side and a glass plate set into its center. When the viewer is pressed against a surface, the user can look through the glass to see what lies beyond the surface, up to a range of 20 feet beyond the viewer. The user can see as if she were in normal light—even if

there’s no light at all. For example, if she looks into a locked chest, the user could see clearly inside it even if it’s dark within. This device can penetrate matter based on the type of material:

| Substance              | Maximum Thickness |
|------------------------|-------------------|
| Organic matter         | 10 feet           |
| Stone                  | 5 feet            |
| Iron, steel, and so on | 3 inches          |
| Lead, gold, platinum   | Cannot penetrate  |

The user is 90 percent likely to locate secret compartments, drawers, recesses, and doors using an X-ray viewer, although the process is slow. The device can check only one 5-foot-square area per round.

Switch activation; Craft DC 36; Price 70,000 gp; Weight 10 lbs.

## SPECIAL ITEM CATEGORIES

Some chaositech falls into very specific categories, depending upon the type of effects achieved or the way in which the device achieves them. These special categories are chaos attuning devices, demonic essence devices, magic attuning devices, malefic haunting devices, and mutation attuning devices.

### CHAOS ATTUNING

While all chaositech is obviously attuned to the forces of chaos, some items exist only to interface with other items. These are called *chaos attuning devices*, for they normally

control the flow of chaos to an item in some way. All these devices work only on non-intrinsic chaositech items—those found in this chapter, not those found in Chapter Three. Moreso even than other chaositech devices, these mechanisms rumble, shudder, and blast forth waves of visible energy when activated.

**Chaositech Disruptor:** This device scrambles and nullifies other chaositech. It looks similar to a flat, oval-shaped pane of glass framed in black metal with a number of small metal spheres imbedded into its surface. When activated, it suppresses all other chaositech devices within 50 feet, not including continuing effects (created by chaositech) already in place or effects created outside of the range of the disruptor. (So a foe standing 60 feet away with an emitter† can fire at the character holding the disruptor.) The suppression continues for 1d6+4 rounds or until the other chaositech devices are moved more than 50 feet away from the disruptor.

Lever activation; Craft DC 40; Price 32,000 gp; Weight 100 lbs.

**Chaotic Stabilizer:** This greenish metal cable is 2 feet long and flexible, but it holds its shape. It is attached to a small black sphere, about an inch across. When wrapped around or attached to a chaositech device, the cable helps to stabilize the chaotic energies seething through it. When chaotic failure occurs in the device, the stabilizer has a 50 percent chance of negating it, allowing the device to function normally. As the stabilizer becomes a part of the original device, separate chaotic failure checks for it are unnecessary. When the chaotic stabilizer's attached device fails, it fails as well. If the original device needs refueling, they both do, and if the original device is destroyed in chaotic feedback, so is the stabilizer.

Use activation; Craft DC 50; Price 50,000 gp; Weight 1 lb.

**Power Surger:** This device increases the power of a chaositech item dramatically, but in a dangerous way. Attaching an item to the wires and multi-jointed copper tubes of this 8-inch-long octagonal device can compel the item to effectively double its output. Thus, an item that normally inflicts 3d6 points of damage now inflicts 6d6 points of damage. An item that normally adds a +4 bonus to a check adds a +8 bonus thanks to the power surger. An item with a range of 30 feet now has a range of 60 feet. If an item forces a character to make a saving throw, the surger increases the Difficulty Class of the save by +4. However, each time the surger is used (or each time a chaotic failure check is made), failure occurs on a roll

of 1 to 5, not just on a roll of 1. Likewise, when the user checks for chaotic backlash, backlash occurs on a roll of 1 to 5. When using a surger, the saving throw Difficulty Class for chaotic contamination increases by +4, even if the surger is used only once. (For more on contamination, backlash, and chaotic failure, see pages 19–20.)

It takes 2 full rounds to attach and calibrate a power surger. Once it is connected, the attached item cannot be used in its normal fashion until the user removes the surger, which takes a full round.

Lever activation (special); Craft DC 42; Price 12,000 gp; Weight 2 lbs.

**Ray Enhancer:** This small device fits onto the firing end of an emitter†. If the ray fired by the emitter forces a saving throw, the Difficulty Class of the save increases by +2.

Use activation; Craft DC 35; Price 5,000 gp; Weight —

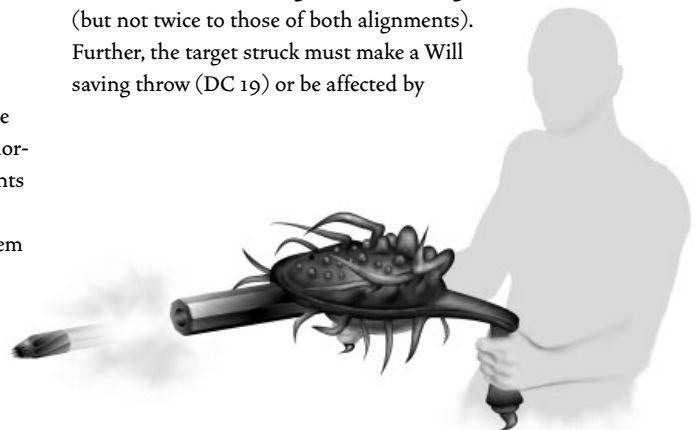
**Silencer:** This small, bluish cube can attach to any chaositech device. It renders the device completely silent.

Use activation; Craft DC 32; Price 1,000 gp; Weight —

## DEMONIC ESSENCE

*Demonic essence chaositech* devices draw upon the horrible nature of demons (and some similar creatures) to derive their function. All are imbued with the essence of a demon. In addition to the normal equipment, parts, and tools needed to create a chaositech device, a character also must have access to a demon in order to create one of these items.

**Demon Burster:** This large, triangular metal device has two handles and must be held in two hands to be used. A ranged weapon, the demon burster fires small, pointed projectiles that are, in fact, concentrated demons. The burster has a range increment of 50 feet, and the projectiles inflict 2d6 points of damage +1d6 points of unholy/chaotic damage to all creatures of either good or lawful alignment (but not twice to those of both alignments). Further, the target struck must make a Will saving throw (DC 19) or be affected by





direct contact with demonic essence. Such contact has the same effect as a *chaotic possession* spell (see page 15).

Switch activation; Craft DC 42; Price 100,000 gp; Weight 4 lbs.

**Demonflesh Coating:** This substance usually comes in a sealed pot. It can be applied to a creature or object, granting either +2 natural armor (for creatures) or +5 hardness (for objects). The coating gives the object or creature a demonic, horrible appearance. The coating lasts for one hour + 6d10 minutes. A creature suffers a -4 circumstance penalty to Bluff, Diplomacy, and Gather Information while coated with demonflesh.

Use activation; Craft DC 40; Price 600 gp; Weight 1 lb.

**Demonform:** This glass sphere is filled with seething demonflesh (DM chooses the type of demon; see below). When a wielder breaks it against a Small, Medium, or Large creature, the demonflesh covers the target, forming a sheath of flesh around it in the form of a demon. The creature can then use any of the demon's extraordinary, supernatural, and spell-like abilities, as well as those accompanying the form (claw and bite attacks, for example). The only exception is the demon's gate ability, which the target creature does not gain. The demonform lasts for one minute. When the creature first gains the demonform, it must make a Will saving throw (DC 19) or be affected by a *chaotic possession* spell (see page 15).

Use activation; Craft DC 41; Price 5,000 gp (vrock), 6,000 gp (hezrou), 7,000 gp (glabrezu), 8,000 gp (nalfeshnee), 9,500 gp (marilith), 12,000 gp (balor); Weight 1 lb.

**Demonic Converter:** This device looks like a flexible tube with a spike on one end. If a demon (or chaotically aligned undead, Galchutt, or other extremely chaotic outsider) thrusts the spike into its flesh, inflicting 2d6 points of damage, it can connect the tube to any chaositech device. This effectively makes a non-intrinsic device into an intrinsic one (see Chapter Three: Betrayal of Flesh for more about intrinsic devices). The demon's own essence, rather than raw chaos, powers the device, so no chaotic failure can occur. However, each time the demon would have normally checked for chaotic failure with the device, it suffers 1 point of Constitution damage (or 2d6 points of damage, in the case of undead). It also suffers 1d2 points of Constitution damage (or 2d6 points of damage in the case of undead) when it initially connects the device to the converter. It requires a full-round action to hook up the converter to a chaositech device and thrust it into the demon's flesh, and a full-round action to disconnect a device so that one might use it normally.

Use activation; Craft DC 42; Price 15,000 gp; Weight 2 lbs.

**Ichor Blaster:** Similar to a demonic converter, this device looks like a flexible tube with a spike on one end. On the other end of the tube, however, the device sports a steel cylinder with a handle. If a demon (or chaotically aligned undead, Galchutt, or other extremely chaotic outsider) thrusts the spike into its flesh, inflicting 2d6 points of damage, it can use the tube as a ranged weapon that sprays a 50-foot line of acidic goo drawn directly from the demon's internal ichor. The goo inflicts 5d6 points of damage to anyone it strikes (Reflex save, DC 16, for half). Each use inflicts 1d6 points of damage upon the demon as well.

Switch activation; Craft DC 40; Price 20,000 gp; Weight 2 lbs.

## MAGIC ATTUNING

*Magic attuning chaositech* devices are specifically designed to interface with magic. A character creating such devices must be a spellcaster. However, these devices are still not magic items.

**Charge Battery:** While not magical, this device was created to interface with magic items, specifically wands and staves. A charge battery is very complex and fairly large—about 4 feet high and 2 feet across. It consists of a tank of viscous fluid and a number of devices that agitate the liquid into producing power. A 6-foot cord extends from it to attach to the end of a staff or wand. Once it's hooked up, a user can activate the switch and then use the wand or staff without expending a charge.

Switch activation; Craft DC 35; Price 20,000 gp; Weight 600 lbs.

**Magic Scrambler:** This thin metal device is affixed to a leather bracelet and worn on the wrist. When activated, it creates a field around the wearer. The scrambler makes it difficult to cast spells into or out of the field. The wearer gains spell resistance 20. If he successfully resists a spell because of the scrambler, roll on the following table to determine what happens to the spell:

| d%    | Effect on Spell  |
|-------|--|
| 01–75 | Nothing—the spell fizzles.   |
| 76–85 | The spell targets another random subject within 50 feet, if any. If there is no alternate target available, the spell fizzles.                 |
| 86–95 | The spell targets the caster, regardless of range.   |
| 96–00 | The spell's effect changes, according to the DM's discretion (use the <i>rod of wonder</i> table in Chapter Seven of the DMG for the outcome). |

Further, if the wearer attempts to cast a spell, all targets are considered to have spell resistance 20; resisted spells are handled as described above.

Switch activation; Craft DC 40; Price 70,000 gp; Weight 1 lb.

**Magic Leech:** This device looks like a triangular metal plate connected to a strange pair of fused rings that you wear on two adjacent fingers. To use a magic leech, a character must wear it on the hand. When touched to a spellcaster or a creature with any innate magical spell-like or supernatural abilities, it bestows one negative level on that target. At the same time, the wearer gains a +1 luck bonus to attacks, saves, and checks for 10 rounds. A target can shake off the negative level in 24 hours with a Fortitude save (DC 16).

Use activation; Craft DC 41; Price 90,000 gp; Weight —

## MALEFIC HAUNTING

*Malefic haunted items*, sometimes called hauntech, are items carrying imbedded ghosts. Raw chaos is used to store the spirit, and tiny but bewildering artifice forces the ghost to perform a particular action or to ponder a certain idea (death, protection, etc.). Malefic haunted devices are non-intrinsic chaositech with some modicum of intelligence and awareness. In addition to the normal equipment, parts, and tools needed to create a chaositech device, a character also must have access to a ghost in order to create a hauntech item. This is usually accomplished by means of a ghosttrap†.

Malefic hunting devices need to check for chaotic failure only once each month.

**Anima Nodule:** This strange device gives life—or the semblance of life—to the unliving. When attached to an object, this small hemisphere animates the object. (Use the animated object stats found in the MM.) The user can give the animated object simple, one-word commands that it obeys. The object, which can be no bigger than size Large, remains animated for up to 10 minutes per day.

*Note:* This time can be split between multiple objects. For example, one could attach the nodule to a table, which remains animated for two minutes, then later attach it to a bookcase, which could then remain animated for up to eight more minutes.

Lever activation; Craft DC 44; Price 80,000 gp; Weight —

**Ghost Arrow:** This arrow carries a ghost imbedded within it. The ghost can help control the arrow's path in flight, adding a +5 circumstance bonus to the attack roll. Further, the ghost arrow can move around cover, negating cover bonuses to Armor Class. It can even send the arrow around corners, if the archer knows the target's exact location. The ghost has both darkvision and tremorsense, so darkness and invisibility provide a target with no protection.

Use activation; Craft DC 44; Price 1,000 gp; Weight —

**Ghost Shield:** This small, square device is usually made of bronze and can be attached to any shield. The imbedded ghost can detect incoming attacks and moves the attached shield to block them; it's as though the shield were wielded by the character, but it leaves both the character's hands free.

Use activation; Craft DC 44; Price 5,000 gp; Weight —



**Insane Arrow:** A variation on the ghost arrow, this type of ammunition not only houses a self-aware ghost, but a horribly homicidal one. This arrow offers no bonus to attack rolls, but it can go around corners and cover like a ghost arrow, and possesses both darkvision and tremorsense. If an insane arrow misses its target, it immediately flies at and attacks the nearest target (whether it be friend or foe, or even the archer), unless there are no other targets within 100

feet. If it misses that target, it attacks the target nearest to him (not the original). And so on. This process continues until it hits a target or runs out of targets within 100 feet of its last attempted target. An arrow cannot attack the same target more than once, even in nonconsecutive attacks. The archer can even loose the arrow with no target in mind, if he thinks there might be a foe hiding around a corner or behind an embankment. In such a case, the arrow simply attempts to hit the nearest target after it reaches the end of the archer's line of sight.

Use activation; Craft DC 44; Price 500 gp; Weight —

**Possession Nodules:** When attached to non-sentient objects, these small hemispheres provide the objects with a modicum of intelligence. An object's new ghostly intelligence can be programmed to think about one concept over and over again. What's more, the intelligence concentrates so

hard that it improves after a year, getting even closer to the ideal consuming its thoughts, disregarding all else. An item affected by this strange device can be no larger than a 10-foot cube. A single object cannot be affected by more than one possession nodule. For examples of typical possession nodules, see the items below.

Use activation; Craft DC 45; Price 30,000 gp; Weight —

**Death Nodule:** The item carrying this small hemisphere—ideally a weapon—concentrates simply on death: specifically on killing. A weapon with an attached death nodule gains a +2 competence bonus to attack rolls and +3 bonus to damage rolls. A nonweapon gets these bonuses if a wielder attempts to use it as a weapon. A nonliving creature, like a golem, could benefit from this nodule as well, but a living creature could not.

After one year, the intensity of the item grows so that the bonus becomes +4 to attack rolls and +6 to damage rolls. Further, any spells with the death descriptor cast within 10 feet of the item gain extra power: Their saving throw Difficulty Classes (if any) increase by 2.

However, this focus on death has its drawbacks as well. Any character touching an item with an attached death nodule suffers a –4 circumstance penalty to saving throws made against spells with the death descriptor. Perhaps worse, any character touching the item for a full round just before being reduced to –1 hp or below does not stabilize while dying.

**Protection Nodule:** Attaching a protection nodule to an item—ideally a suit of armor, a shield, or some clothing—focuses the item on nothing but protection and safety. This small hemisphere causes the item to move and even rearrange its molecular structure with lightning speed to intercept, deflect, or withstand incoming attacks. Anyone wearing the item gains a +2 circumstance bonus to Armor Class. Anyone possessing (but not wearing) the item gains a +1 circumstance bonus to Armor Class.

After one year, the bonus to Armor Class for wearing the item becomes +4 (and +2 for merely having it in one's possession). It also exerts its will all around itself (and to anyone wearing or possessing it), granting a +2 circumstance bonus to all saving throws, spell resistance 23, and a 75 per-

cent chance to negate all criticals (as described in the DMG under the moderate fortification armor ability). However, its focus on protection has grown so strong and its will so great, that anyone wearing or possessing the item suffers a –2 circumstance penalty to all attack rolls, as the item with the protection nodule forces one to move and act only in certain defensive ways.

**Sharpness Nodule:** Attaching a sharpness nodule to an item—ideally a weapon—focuses the item solely on the concept of sharpness and the ideal of being infinitely sharp. The weapon's wielder gains a +2 competence bonus to damage rolls thanks to this small hemisphere. Further, attacks made with the weapon against armored opponents

ignore 2 points of armor bonus or natural armor bonus to Armor Class, 2 points of damage reduction (except the damage reduction of incorporeal creatures), and 5 points of object hardness when attacking an object.

After one year, the item with the attached nodule becomes so sharp that the blade, edge, or point (depending on the object) has become virtually invisible. Attacks made with the weapon ignore all armor bonuses, natural armor bonuses, damage reduction, and object hardness. Checks made against an incorporeal creature's miss chance always succeed, for as one wielder put it, "It's so sharp, it even cuts through ghosts."

The drawback is that the object carrying the nodule becomes very fragile. It has only half the hit points it normally would have. Should the wielder roll a natural 1 on her attack roll, there is a flat 5 percent chance that the item breaks, losing all qualities of the nodule forever. In such a case, the nodule's ghostly intelligence fades away).

**Solidity Nodule:** An item with a solidity nodule focuses on its own structure and cohesion to the exclusion of most other things. The item's hardness increases by +5 thanks to the attached small hemisphere, and its hit points double. After one year, the item increases its own density and becomes indestructible except by the act of a god or an artifact. However, with this density increase, the item's weight triples. If the item is a weapon, it now requires the Exotic Weapon Proficiency feat for proper wielding; without it, the wielder suffers a –2 nonproficiency penalty.



## MUTATION ATTUNING

*Mutation attuning chaositech* devices are made specifically to deal with mutants and mutant powers. For more on this aspect of chaositech, see Chapter Four: Blessed Mutation.

**Mutation Enabler:** This device looks like a thick iron collar. A mutant who wears it gains an additional random major mutation. He loses the ability if he removes the collar. If he takes the collar off and puts it back on again later, he regains the same additional mutation.

Use activation; Craft DC 42; Price 40,000 gp; Weight 1 lb.

**Mutation Enhancer:** This device looks like a pair of thick iron bracers covered in strange knobs and wires. A mutant who wears the bracers enjoys an increase of +2 to the saving throw Difficulty Classes of his powers that rely on saves. The mutant loses the ability if he removes the bracers. Mutants whose powers do not rely on saving throws gain no benefits.

Use activation; Craft DC 42; Price 10,000 gp; Weight 2 lbs.

**Mutant Leech:** This device can drain power from mutants. Pointing it at a mutant creature, a user may attempt a ranged touch attack to bestow one negative level on the target. At the same time, the user gains a +1 luck bonus to attacks, saves, and checks for 10 rounds. The target can shake off the negative level in 24 hours with a Fortitude save (DC 16). The leech looks like a cylinder with a long handle and a wandlike extension that one must point at the target.

Use activation; Craft DC 42; Price 78,000 gp; Weight —

**Mutation Nullifier:** This rodlike device, covered in strange knobs and protrusions, scrambles and nullifies mutant powers. When it is activated, all mutants within 50 feet become incapable of using their mutant powers. The nullifier does not affect continuing effects (created by mutant powers) already in place or effects created outside the range of the nullifier. (So a mutant standing 60 feet

away can use his powers on the character holding the nullifier.) The suppression continues for 1d6+4 rounds or until the mutants move more than 50 feet away from the nullifier.

Lever activation; Craft DC 40; Price 30,000 gp; Weight 3 lbs.

**Mutation Scrambler:** This copper and ebony pyramid has sides about 1 foot in length. When activated, it creates around itself a field with a radius of 50 feet in which mutant powers do not function properly. The scrambler does not affect continuing effects (created by mutant powers) already in place or effects created outside the range of the scrambler. (So a mutant standing 60 feet away can use his powers normally on the character holding the scrambler.) The field lasts until deactivated. Mutants attempting to use their powers within the field should roll each round to determine the outcome

*Note:* Some mutations, such as an ability score increase, are “used” every round whether the mutant is conscious of it or not.

| d%    | Scrambler's Effect  |
|-------|---|
| 01–75 | Mutant power does not function.   |
| 76–85 | Mutant power targets another random subject within 50 feet, if any. If no alternate target is available, or if the mutant power does not target others, it does not function.   |
| 86–95 | Mutation targets the mutant attempting to use it, regardless of range. If the mutant power does not target others, its function becomes its opposite, if applicable (for example, a Strength bonus becomes a Strength penalty). If neither applies, the mutant power does not function. |
| 96–00 | Mutation's effect changes, according to the DM's discretion (consider rerolling on the same mutation table for outcome).  |

Lever activation; Craft DC 42; Price 50,000 gp; Weight 10 lbs.

## Betrayal of Flesh

*Kail suddenly felt a burst of pain at his shoulder. Another guard had seen him, but her crossbow bolt only grazed him. Already the fleshworkers were repairing the damage. He could feel the tingling sensation of the tiny organisms crawling across his flesh and the warmth they generated around the wound. He turned and dispatched the second guard as he had the first.*

*He ran across the courtyard, his physical enhancements granting him speed and stamina that a man his age should not have. He drew his morphing lockpick onto the door's lock, and within a few seconds the door swung open. Kail ran inside.*

*Without warning, the ground beneath him gave way, and he tumbled down into the darkness, a wish for a winged skin graft on his lips.*

Now the discussion of chaositech becomes even stranger. While Chapter Two: Bones of Steel dealt with machines powered by chaos, this chapter offers chaositech “devices” that are actually living creatures of a sort, or surgical alterations of living creatures. Grown in chemical-filled vats or cannibalized from corpses and treated with special fluids and processes, living chaositech devices possess all the traits one would normally identify with a creature. They heal when damaged (and sometimes even grow) and they need nourishment. These living things—sometimes replacement parts for creatures, sometimes add-on grafts, other times “devices” that exist outside a host's body—have organs, vessels for circulating fluids, and fleshy components beyond recognition even by the most trained healer, unless she also has skill with chaositech as well.

This chapter deals with organic chaositech devices and procedures to manipulate and change a creature's body. Many of the devices themselves are designed to become fused with a host's physical form. These are frequently called intrinsic devices. Unlike non-organic, non-intrinsic chaositech, these devices draw not only on the power of chaos to produce their effects—they draw upon the host's own body or life energy as well.

As with non-intrinsic chaositech devices, some of these changes or items might seem magical. However, the chaositech devices in this chapter do not have caster levels. They are not magic items and cannot be dispelled. As discussed in the last chapter, as a rule of thumb, an effect that specifically applies to spells or magic cannot be extrapolated to affect chaositech.

### ACTIVATION, FAILURE, AND BACKLASH

The organic parts that go into making these living devices are usually grown in vats. However, sometimes specially treated body parts from corpses can also be used.

Because the items in this chapter are living creatures, they do not have switches or levers. Unless otherwise stated, all items in this chapter are use activated.

The chaositech devices and enhancements in this chapter do not suffer chaotic failure or backlash, as they draw most of their power from the host's body itself. Others have their own special requirements listed in their descriptions.

### HOST AND SYMBIOTE

Organic chaositech devices are creatures unto themselves, at least from a limited perspective. When an organic chaositech device becomes a part of a host, it lives off the host like a parasite, gaining its nutrition and energy from the host. Obviously, many find this host/symbiote relationship distasteful, to say the least.

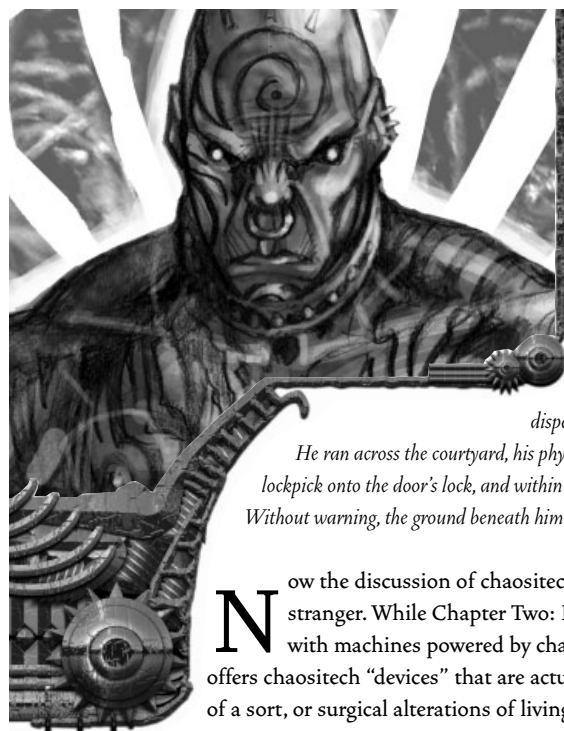
Every other day, a host suffers 1d2 points of Constitution damage. Because the host will certainly heal the damage (unless it already has some malady preventing it from healing), the chaositech device will never kill its host. However, the host may feel fatigued and weakened from the symbiote's presence. A nutrient salve† (see page 64) alleviates the Constitution damage.

Creatures without Constitution scores cannot use intrinsic chaositech items, although a demonic converter‡ allows corporeal undead to use them. Incorporeal creatures and constructs can never use intrinsic chaositech.

When not attached to a host, chaositech implants, grafts, and other organic devices are either treated with a nutrient solution‡ or kept immersed in a nutrient bath to keep them preserved and alive.

### CHAOTIC CONTAMINATION

With the chaositech described in this chapter, the chances for chaotic contamination are very high. The contamination of chaos produces mutation and ideological change in living creatures and rot and warping in nonliving objects. Having multiple chaositech items or enhancements does not force characters or objects to make multiple saves, although the DM may rule that the save Difficulty Class increases by +2 if there are three or more items present.



## MUTATION

For devices not permanently attached to a character, use the rules described in Chapter Two: Bones of Steel. After a procedure that grants a chaositech enhancement to a character's body, she must make an immediate Fortitude saving throw (DC 15). After the initial save, the character must continue to make the saves once each week.

Failure results in mutation, which normally means simply deformity and damage (see page 66 in Chapter Four: Blessed Mutation). A mutant—someone already mutated by chaotic contamination—can be affected further by failed saving throws.

## IDEOLOGICAL CHANGE

For devices not permanently attached to a character, use the rules described in Chapter Two. After having chaositech as a permanent addition to her body for one month, regardless of whether she has succumbed to mutation, the character must make a Will saving throw (DC 20). After that, she must save again once each month.

Failure means that the character's alignment shifts one step toward chaos. Thus, if she is lawful, she becomes neutral. If she is neutral, she becomes chaotic. A character inflicted with an ideological change as a result of chaotic contamination can be affected further by failed saving throws—a lawful character who fails a save and becomes neutral can be affected again to become chaotic. A chaotic neutral or chaotic evil character is immune to ideological change effects, but a chaotic good character must continue to make saving throws to avoid becoming chaotic neutral.

## ROT

If a nonliving object lies within 5 feet of the organic chaositech for an hour each day (or most days) for a month, each month after the first it suffers 1d10 points of damage, minus its hardness rating. After a year, the monthly damage becomes 1d10+1 points minus the object's hardness rating. After the second year, damage increases to 1d10+2 points each month, and so on. This damage represents the slow rotting, disintegration, warping, and twisting of material around a chaositech item. This means that, over time, a creature's chaositech replacement arm may actually rot the shirt, bracer, or even armor she is wearing. However, the process is so slow that items made of iron or stone might not be significantly affected until many years have passed.

## CHAOSITECH SURGICAL PROCEDURES

Much of the chaositech discussed in this chapter must be implanted in a creature's body, either as a replacement or an addition to his normal physical form. This requires someone

to perform a surgical procedure to implant or attach it. The new skill below allows a character to attempt such procedures. Any class (except paladins) with the Heal skill as a class skill also has Chaos Surgery as a class skill.

Each procedure takes a different amount of time and has a different cost in parts, chemicals, and other necessary materials. Unlike creating magic items, the process involves no experience point cost. Tools required for these grisly procedures include all manner of scalpels, cutters, knives, and saws, as well as forceps, clamps, and, of course, lots of rags to soak up the blood. The recipients of these surgeries experience a new fundamental understanding of pain, and as such are often sedated with drugs, chemicals, or magic. Usually parts, such as replacements or implants, need to be grown, treated, or otherwise crafted ahead of time. Unless otherwise noted, doing so is a part of the Chaos Surgery check, and usually takes 4d6 weeks.

After the procedure, the subject requires complete bed rest during the recovery period. If the subject undertakes any strenuous activity or sustains any damage during the recovery period, the procedure fails and the chaositech does not function. During the recovery period he may train with his new chaositech (this does not count as strenuous activity), so he's able to use it capably once the period ends.

## CHAOS SURGERY

(Intelligence [Plus Special], Trained Only, Armor Check Penalty)

You can perform surgical procedures to implant chaositech into the body of a living creature or replace portions of a living body with chaositech. Each type of chaositech implant or replacement has its own Chaos Surgery Difficulty Class and requires a specific length of time to perform the procedure. To make a Chaos Surgery attempt, you must have the proper tools, including a scalpel, grips, and cutters; a number of small clamps, probes, and needles; strong thread, wire, and more; as well as various herbs and chemicals. The surgical kit costs 1,000 gp. If the environment is not conducive to healthy, distraction-free work, you suffer a –2 circumstance penalty (or more). This would include a filthy area, one in which there are noises or other disruptions, one in which the patient could not remain still throughout the procedure, and so on. (A filthy area may also force the subject to make a Fortitude saving throw to resist disease, at the DM's discretion.)

If you fail the skill check, the procedure is a failure. The subject sustains 5d10 points of damage and 2d6 points of Constitution damage. He must still wait through the recovery period before taking strenuous action (or undergoing another procedure). If the procedure involved replacing a healthy portion of the subject's body, that portion is now gone and cannot be reattached.



Headclamp

Mind Implant

Stamina Booster

Breathers

Bone Lacing

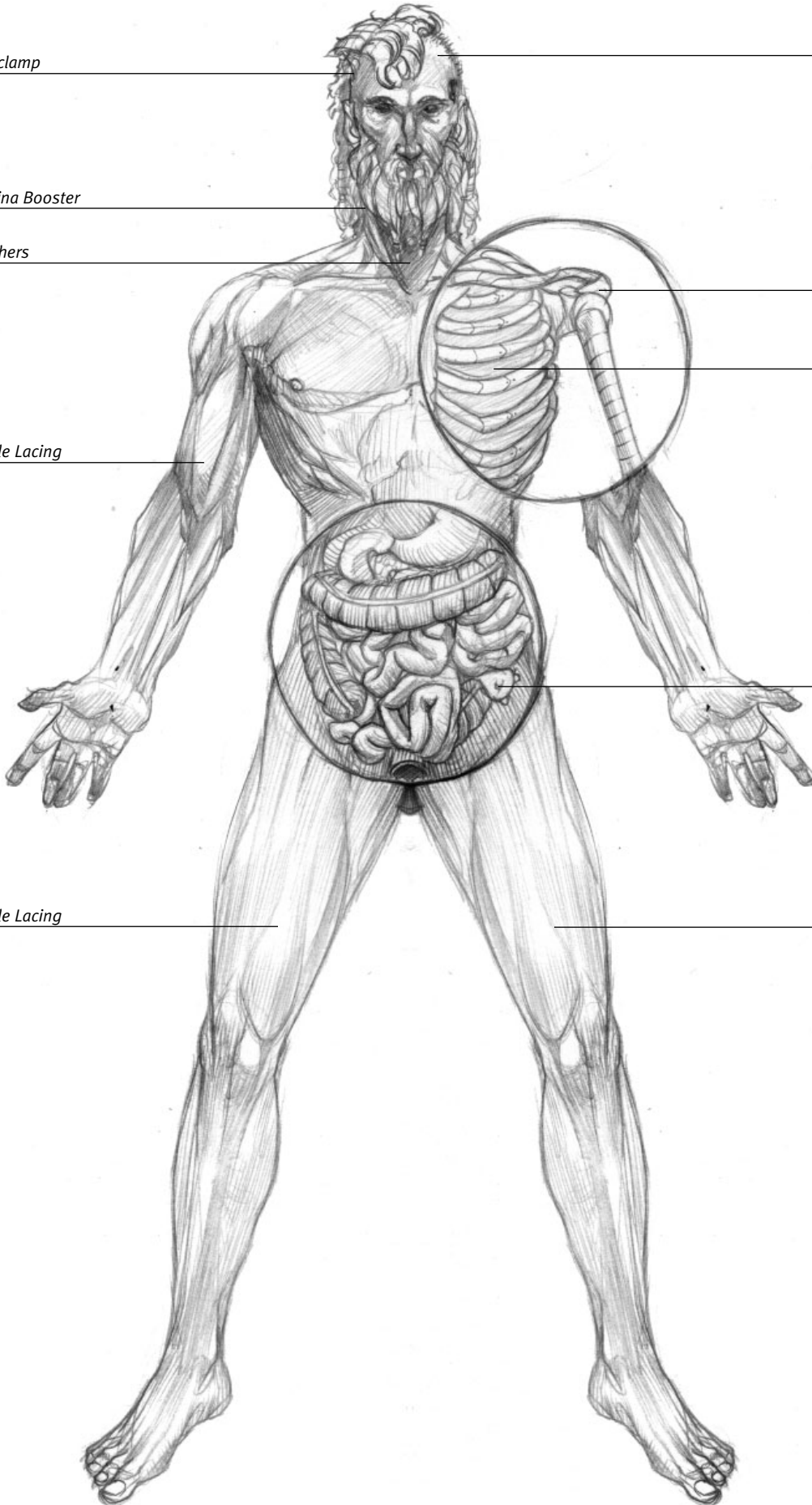
Heart Regulator

Muscle Lacing

Vigor Organ

Muscle Lacing

Fleshworkers



You cannot perform Chaos Surgery procedures on yourself.

**Special:** In addition to the Intelligence modifier, a character's Wisdom modifier also applies to Chaos Surgery checks. However, you must invert the Wisdom modifier, so that a bonus acts as a penalty and a penalty acts as a bonus. A character with a  $-1$  Wisdom penalty adds 1 to his Chaos Surgery check. A character with a  $+2$  Wisdom bonus subtracts 2 from his Chaos Surgery check.

**Special:** A character with 5 ranks in the Heal skill gains a  $+2$  synergy bonus to Chaos Surgery checks.

### THE MADNESS OF CHAOSITECH

Working with chaositech drives mortals insane. The mortal mind was not created to truly understand the nature of chaos. From a mortal perspective, mastery of such knowledge is truly impossible. Each time a character performs a Chaos Surgery procedure, he must make a Will saving throw (DC  $15 +$  the number of other procedures completed that same day). A character who fails the save suffers 1 point of Wisdom drain. Ironically, this Wisdom drain actually improves one's bonus to use Chaos Surgery, but it also makes the character less likely to save successfully during the next procedure. This Wisdom drain is special, as well, because the loss does not affect the spellcasting abilities of chaotically aligned clerics.

Characters who lose all their remaining Wisdom while working on chaositech go insane. The exact nature of the insanity is up to the DM, but it should be dramatic: raving, homicidal mania, complete catatonia, and so on.

### ABOMINATIONS OF CHAOS

It is usually very obvious that creatures who undergo these chaositech procedures have been altered by chaos. The hands of the chaositech surgeon are nowhere near as gentle or artful as nature, so signs of the surgery are clear: Terrible scars, visible stitchwork, and metal pins to hold body parts in place are all common. Additions to one's body that are visible from the outside never match the body to which they are attached. They are cruder, often twisted or discolored. Intrinsic chaositech additions and enhancements often incorporate inorganic materials such as steel, wires, or tubing, into the host's body as well.

In most civilized areas, a chaositech host suffers a  $-2$  circumstance penalty to Diplomacy and Gather Information checks. If the performance is visual in nature, Perform checks may also suffer the same penalty. The hideous appearance of post-operative chaositech recipients turns many away and brands them as abominations in some people's eyes.

## BODY IMPLANTS

Body implants are additions made to a creature's physical form through surgical procedures. They are always additions, never replacements (see page 53). Body implants are usually made of grown flesh components, but they sometimes incorporate steel plates, wire, tubes, or other inorganic parts.

**Arachnid Covey:** This implant fits just under the host's skin, leaving a hemispherical lump about 3 inches across. The lump has a small opening, from which crawl tiny spiders. The spiders instinctively obey the host's telepathic commands. The most they can do, however, is swarm over one creature that the host touches. A swarmed foe who fails a Will save (DC 16) suffers a  $-2$  circumstance penalty on attacks, saves, and checks from the revulsion and distraction, assuming he is size Huge or smaller (larger foes go unaffected). Further, after a full round, the foe must make a Fortitude save (DC 16) from the cumulative poisonous spider bites. Primary and secondary damage is 1 point of Dexterity. No matter how long the spiders swarm over a foe, the poison is a threat only once. A foe can jump into water (or do something similar) to rid himself of the spiders. Likewise, if he spends a full 3 rounds doing nothing but swatting and brushing away spiders (and defending himself), they are gone. Spiders expelled in this way are gone and no longer respond to the host. If the host does not order them back before the foe deals with them, it takes one week to spawn new ones. To command the spiders to return, the host must touch the target they are swarming. The host cannot have them swarm a new foe until they have returned to the covey for at least 2 rounds. A host can have no more than one arachnid covey.

Chaos Surgery DC 19; Procedure Time two hours; Recovery Period five days; Price 8,000 gp

**Back-Up Organ:** This implant resembles nothing more than a large slug placed within the body cavity of the host, where it lives like a parasite until needed. When the host sustains a wound so terrible that one of his organs is damaged (a wound that puts him over his massive damage threshold), the creature secretes powerful healing fluids to help heal the wound, then transforms itself into a relative facsimile of the damaged organ, moving into place to replace it. The wound is healed instantly, as if it had never happened, and the host need make no saving throw for the massive damage. The back-up organ functions once, and a host can have only one at a time.

Chaos Surgery DC 22; Procedure Time one hour; Recovery Period two days; Price 3,000 gp



**Bone Lacing:** The surgeon laces the host's bones with metal and hardened, living tissue in a series of four long and painful procedures, requiring a week of recovery time in between each. When finished, the host gains an inherent Strength bonus of +2 and 20 bonus hit points. Further, the host gains damage reduction of 10/slashing or piercing\* (his bones are very difficult to break, thus he takes less damage from bludgeoning, crushing, and even falling damage).

\* Under previous rules, he would take half damage from bludgeoning attacks.

Chaos Surgery DC 26; Procedure Time six hours (×4); Recovery Period one week (×4); Price 90,000 gp

**Breathers:** Implanted in the throat of the host, this set of organs breathes for the host—he no longer breathes through his mouth at all. The breathers can safely process toxic gases of all types. The host becomes immune to inhaled poisons and other attacks that involve dangerous inhalants.

Breathers cannot breathe water.

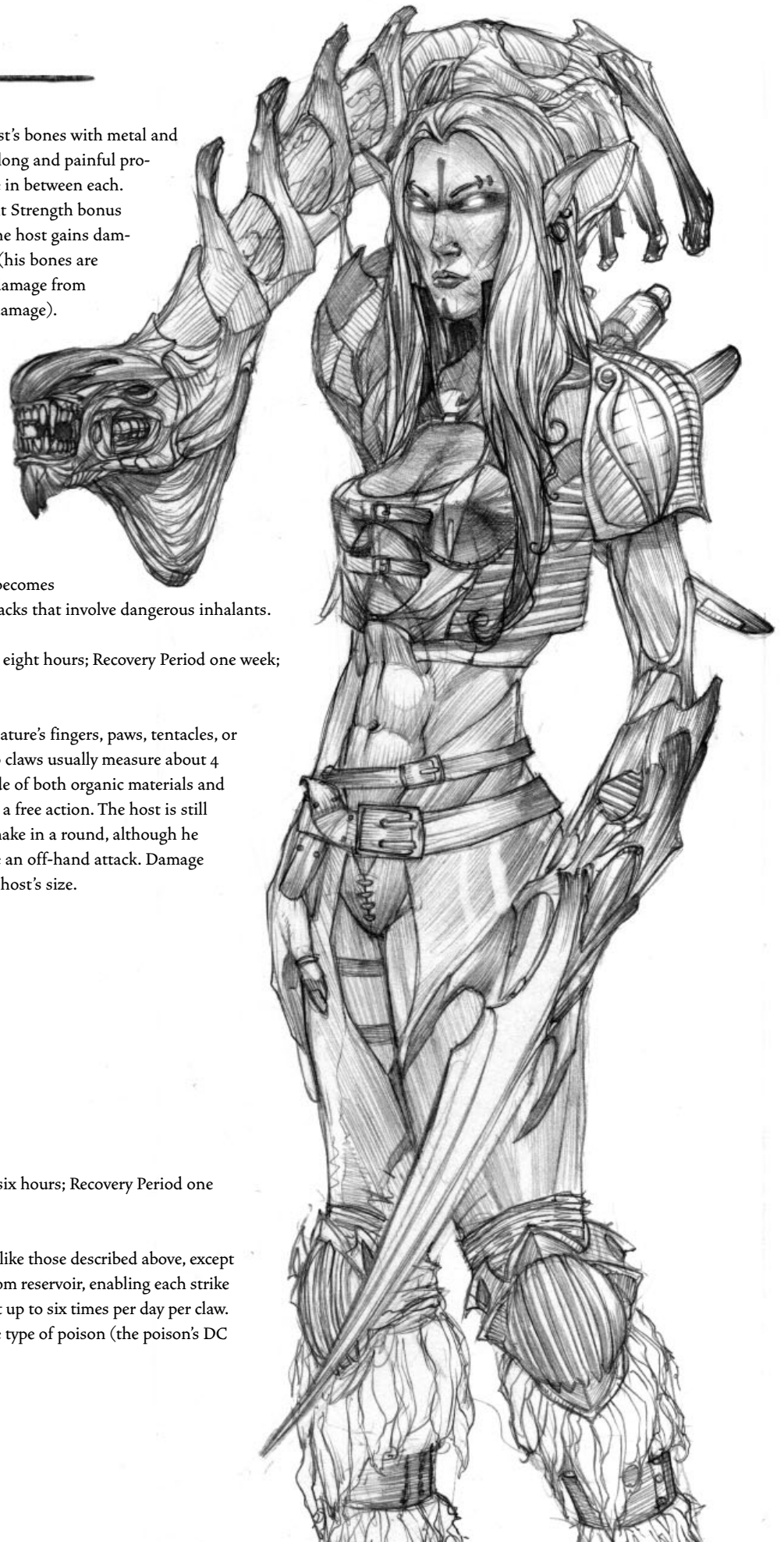
Chaos Surgery DC 20; Procedure Time eight hours; Recovery Period one week; Price 25,000 gp

**Claws:** Implanted within a clawless creature's fingers, paws, tentacles, or other extending limbs, these deadly sharp claws usually measure about 4 inches long (for a Medium creature). Made of both organic materials and steel, they can be retracted or extended as a free action. The host is still limited in the number of attacks he can make in a round, although he can use the claws on his off hand to make an off-hand attack. Damage inflicted by implanted claws varies by the host's size.

| Host Size          | Damage |
|--------------------|--------|
| Diminutive or Fine | 1d2    |
| Tiny               | 1d3    |
| Small              | 1d4    |
| Medium             | 1d6    |
| Large              | 2d4    |
| Huge               | 2d6    |
| Gargantuan         | 2d8    |
| Colossal           | 3d8    |

Chaos Surgery DC 17; Procedure Time six hours; Recovery Period one week; Price 15,000 gp

**Claws, Poisonous:** These claws are just like those described above, except they each bear a small venom sac and venom reservoir, enabling each strike to also inject a dose of poison in the target up to six times per day per claw. The price of the procedure depends on the type of poison (the poison's DC and damage).



| Type | DC | Primary/Secondary Damage          | Price     |
|------|----|-----------------------------------|-----------|
| 1    | 18 | 1 Strength/1 Strength             | 50,000 gp |
| 2    | 20 | 1d3 Strength/1d3 Strength         | 63,000 gp |
| 3    | 25 | 1d3 Strength/1d3 Strength         | 75,000 gp |
| 4    | 15 | 1 Constitution/1 Constitution     | 45,000 gp |
| 5    | 18 | 1 Constitution/1d3 Constitution   | 55,000 gp |
| 6    | 20 | 1d3 Constitution/1d3 Constitution | 65,000 gp |
| 7    | 25 | 1d3 Constitution/1d3 Constitution | 80,000 gp |
| 8    | 18 | 1 Dexterity/1 Dexterity           | 45,000 gp |
| 9    | 20 | 1d3 Dexterity/1d3 Dexterity       | 60,000 gp |
| 10   | 25 | 1d3 Dexterity/1d3 Dexterity       | 70,000 gp |

Chaos Surgery DC 18; Procedure Time six hours; Recovery Period one week; Price varies

**Disease Destroyer:** A surgeon places this small organ near the heart. It activates when a virulent disease enters the host's system, destroying the disease (the host need never even make a saving throw against it). It pumps special disease-fighting agents into the bloodstream with great speed. The organ can live within the host for six months and can function up to 20 times during that period before it withers.

Chaos Surgery DC 28; Procedure Time 10 hours; Recovery Period one week; Price 25,000 gp

**Disease Incubator:** This implant is often used by the cultists known as the Plagueborn (see "The Cults of Chaos" in Chapter One). It rests within the host's chest, collecting any and all disease-bearing contagions that enter the host's system, even those the body normally would ignore as insignificant. The host is thus rendered immune to disease. Meanwhile, the disease incubator fosters and nurtures the diseases within it. After a month, the host gains the ability to inflict these diseases on others as a touch attack, usable once every two days. With each use of the ability, the DM should randomly choose a disease from Chapter Eight: Glossary in the DMG. Further, if the host is slain, all within 10 feet of him at the time of death must make a Fortitude saving throw (DC 18) or fall victim to a random disease as the incubator bursts open.

Chaos Surgery DC 28; Procedure Time 10 hours; Recovery Period one week; Price 60,000 gp

**Dragon:** Similar to a serpent implant, the dragon implant is usually embedded in the host's shoulder or back. It looks like a dragon head and neck, about 3 feet long. The host controls this new appendage, which can bite at foes. The host makes a single attack in a round, using her normal base attack bonus. A dragon attack is a standard action, which can be part of a full attack action, but all the host's

attacks suffer a –5 penalty (regardless of any feats she may have). The dragon inflicts 1d6 points of damage (critical hit on a 20/×2), with no bonus for Strength.

Even more devastating, three times per day the dragon can breathe a line of fire up to 50 feet long that inflicts 5d6 points of fire damage (Reflex save, DC 15, for half). The dragon implant does not have a poisonous bite.

Chaos Surgery DC 25; Procedure Time six hours (×4); Recovery Period one week (×4); Price 23,000 gp

**Emitter:** Any type of emitter (see Chapter Two: Bones of Steel) can be placed within a creature of at least size Large, such as within the chest; nonhumanoid creatures may have other potential implant locations, such as the thorax of a drider or the forehead of a giant. The surgeon performing the procedure must have an emitter. The price below covers only the procedure. The emitter draws so much power that the subject suffers 1d4 points of damage each time it is used. Using the emitter implant is a standard action, and it is wielded just as one would use any natural weapon.

When the procedure is complete, the emitter protrudes from the host. For 6,000 gp more, the surgeon can conceal the emitter within the creature and enable it to "pop out" when needed with a simple mental command. Another character would need to make a Search check (DC 25) to find the concealed implanted emitter. A host can have no more than one implanted emitter.

Chaos Surgery DC 24; Procedure Time six hours; Recovery Period one week; Price 8,000 gp + emitter price

**Extra Spine:** Independent of a host, this item appears to be a thin spinal column, as though it had been preserved from a corpse. In an extremely complicated procedure, a chaos surgeon can implant this spine alongside a humanoid creature's existing spine. This implant will also work on Medium or Large animals and other creatures, at the DM's discretion. The new spine grants a +4 inherent bonus to Strength. A host can have no more than one extra spine.

Chaos Surgery DC 30; Procedure Time 12 hours; Recovery Period two weeks; Price 110,000 gp

**Fleshworkers:** In a very simple procedure, the host is injected with tiny organisms that reproduce and live within his blood and other fluids. Whenever the host is wounded, the fleshworkers immediately go about cleaning and repairing the wound. The host regenerates 1 hit point per level every hour and 1 point of nonlethal damage per level every five minutes. Fleshworkers are not powerful enough to regenerate limbs or other lost body parts. A host can have no more than one set of fleshworkers of any kind.

Chaos Surgery DC 15; Procedure Time 10 minutes; Recovery Period one day; Price 80,000 gp

**Fleshworkers, Efficient:** As with standard fleshworkers, except that the host regenerates 1 hit point per round.

Chaos Surgery DC 15; Procedure Time 10 minutes; Recovery Period one day; Price 150,000 gp

**Gills:** Usually placed on the throat or otherwise near a creature's windpipe, these artificial organs allow an air-breathing creature to also breathe underwater.

Chaos Surgery DC 20; Procedure Time five hours; Recovery Period one week; Price 15,000 gp

**Headclamp:** A chaos surgeon inserts this small device into the temple of a living creature, or otherwise near the brain. The living portions of the device instantly heal the surgical wound, then extend tiny filaments into the host's brain while keeping a small circular opening available on the outside of the head. Numerous non-intrinsic chaositech devices have tubes or other extensions that attach to this opening and clamp into place. This connection allows a device to receive mental commands or to transfer information directly into the host's brain.

The headclamp has no intrinsic abilities or benefits. A host can have no more than two headclamps.

Should someone attack a headclamp cord, it has an Armor Class of 14 + the host's Dexterity bonus. The DM may also grant the cord any of the host's dodge, deflection, or other Armor Class modifiers, but not armor bonuses, unless the headclamp is a part of the armor (as with animated armor†). The cord has a hardness of 1 and 5 hit points. Headclamp cords are fairly easy to repair (Craft [chaositech]† DC 18), but a device that requires the connection cannot function until the broken cord is repaired. One can pull a cord out of a headclamp with a Strength check (DC 8).

Chaos Surgery DC 22; Procedure Time one hour; Recovery Period one day; Price 10,000 gp

**Heart Plug:** Essentially a suicide device, a heart plug consists of a metal valve inserted into a creature's heart and connected straight to a second valve opening out of the creature's chest. Once in place, the host can, with a mere thought, cause both valves to open, so that the heart pumps his lifeblood straight out of his body. The creature dies in 1d3+1 rounds. Some cruel masters implant heart plugs in their servants, then use a master control device so *they* can control when the valves open. The master control device has a range of 500 feet and does not require line of sight. This tactic ensures loyalty among the servants and allows the master to punish those who fail or disobey him. If the valves of a creature's heart plug open but then close again, or if the

creature manages to survive the opening in some other fashion, he loses 25 percent of his total hit points for every round the valves were open, but never more than would take him to -9 hp. This implant requires no nutrition.

Chaos Surgery DC 22; Procedure Time two hours; Recovery Period two days; Price 4,000 gp (master control device has a lever activation, Craft DC 34, costs 10,000 gp, and weighs 5 lbs.)

**Heart Regulator:** This implant allows the host to control her own heart as well as adrenal glands, granting herself a boost of energy and speed when she needs it. The host can, five times per day, take an additional move action during a round (no more than one per round). Further, the host feels so full of energy that any melee attacks she makes during such a round inflict an additional +2 points of damage. The host enjoys a +1 dodge bonus to Armor Class during the round as well.

Chaos Surgery DC 27; Procedure Time two hours; Recovery Period one week; Price 30,000 gp

**Horn:** This implant is a horn of bone and steel, placed on the head, shoulder, arm, or almost anywhere the host desires. The horn can be used in combat: The host makes a single attack in a round, using his normal base attack bonus. Using the horn is a standard action. A host can attack with it as part of a full attack action, but then all his attacks suffer a -5 penalty (regardless of any feats he may have). The horn inflicts damage based on the host's size.

| Host Size          | Damage |
|--------------------|--------|
| Diminutive or Fine | 1d2    |
| Tiny               | 1d3    |
| Small              | 1d4    |
| Medium             | 1d6    |
| Large              | 2d4    |
| Huge               | 2d6    |
| Gargantuan         | 2d8    |
| Colossal           | 3d8    |

Chaos Surgery DC 17; Procedure Time six hours; Recovery Period one week; Price 20,000 gp

**Invader Garrison:** This implant, placed in the host's chest, allows him to secrete through his pores an oily residue teeming with microscopic organisms. If the host touches another creature, the secretion gets on the subject, and the microorganisms make their way across the subject's flesh until they find an orifice to enter, taking 1 full round. Once inside the subject's body, the invaders get into the bloodstream like a disease and establish a "beachhead," unless the subject makes a Fortitude saving throw (DC 15). Success means the invaders are destroyed. Otherwise, through the garrison

implant, the original host maintains communication with the invaders, even if separated up to 100 feet. Through this connection, the host can do any of the following:

1. Influence the subject's emotions, granting the host a +6 competence bonus to Bluff, Diplomacy, or Intimidate checks against the subject. Though unaware of the presence of the invaders, the subject can make a Will saving throw (DC 15) to resist. The host can force the subject to make this saving throw every round. A subject who has failed once cannot resist again. Attempting this influence is a free action for the host.
2. Monitor the subject, so the host always knows the direction, distance, and general physical condition of the subject. No saving throw is allowed the subject.
3. Shock the subject's system, inflicting 1d4 points of Constitution damage. This tactic kills the invaders as well. The subject can attempt a Fortitude save (DC 15) for half damage.

The invaders are flushed from the subject's system after eight hours. The garrison produces a new set of invaders once per day.

Chaos Surgery DC 22; Procedure Time six hours; Recovery Period two weeks; Price 50,000 gp

**Misting Spray:** A small tube connected to an internal sac of thin liquid is placed within the host's wrist or fingertip. As a standard action, the host can spray out a fine mist of the liquid in a cloud 10 feet across, the edge of which must be adjacent to the host. Organs within the sac produce enough liquid for the host to use the mist five times per day. There are three different types of mist, each requiring a different implant:

1. *Acidic Mist.* Anyone in the cloud suffers 3d6 points of acid damage (Reflex save, DC 15, for half). The cloud disperses after 1 round.
2. *Confusing Mist.* Not only does the mist form a swirling dark vortex around those within it, but it contains mind-affecting chemicals that cause confusion and stupor. Anyone within the cloud, which lasts for 1d4 rounds, is effectively blind, but also has full concealment. Further, those in the cloud must make a Fortitude save (DC 15) or find themselves unable to act other than to defend themselves (as though dazed) for 1d4 rounds, whether they are still within the cloud or not.
3. *Sleep Mist.* Anyone in the cloud must make a Fortitude save (DC 15) or fall asleep for 10 + 1d4 rounds. This sleep is a normal slumber; a loud noise or jostling easily awakens a victim after the first round. The cloud disperses after 1 round.

Chaos Surgery DC 21; Procedure Time four hours; Recovery Period one week; Price 25,000 gp (acid mist), 18,000 gp (confusing mist), 30,000 gp (sleep mist)

**Muscle Lacing:** The surgeon adds various types of fibers, both organic and inorganic, to vital muscle strands throughout the subject's body. This painful and long process requires four different operations, calling for a week of recovery time in between each. Once complete, the procedures grant a +4 inherent bonus to Strength and a +2 inherent bonus to Constitution.

Chaos Surgery DC 26; Procedure Time six hours (×4); Recovery Period one week (×4); Price 165,000 gp

**Pocket:** A chaos surgeon adds an extra fold of flesh to the leg, hip, stomach, chest, or back of a creature, creating a secret pouch or pocket that can store small, flat objects no more than 6 inches across. Another character must make a Search check (DC 20) to find the pocket and its contents.

Chaos Surgery DC 17; Procedure Time two hours; Recovery Period one day; Price 2,000 gp

**Poison Neutralizer:** This small organ is placed near the heart, activating when a toxin enters the host's system. It pumps antitoxins into the bloodstream with great speed, destroying any poison (the host need not even make a saving throw). The organ can live within the host for six months and function up to 20 times during that period before it withers.

Chaos Surgery DC 28; Procedure Time 10 hours; Recovery Period one week; Price 50,000 gp

**Psionic Tendrils:** A chaos surgeon adds these organic tendrils to a host's head. Frequently, the tendrils are attached to the chin, but the forehead and even the inside of the mouth are other possible implantation spots. At rest, they appear to be fleshy extensions 2 inches long and a quarter of an inch wide that hang limply. When the host desires it, however, they lengthen to reach any adjacent creature. The host must (as a standard action, not as part of a full attack action) make a touch attack to attach the tendrils to a subject. Anyone so touched must make a Fortitude save (DC 18) to resist the even tinier threadlike filaments that extend from the tendrils to reach into any available orifice (nose, mouth, ear, eyes). The subject must be a living creature with an Intelligence score above 1 and not immune to mind-affecting attacks. Once the filaments are inside, the host can use them to implant a *suggestion* or to probe the creature's mind; the subject can make a Will save (DC 18) to resist either. The filament probe allows the host to basically "ask" the subject one question that can be answered in 10 words or less. If the subject knows the answer and fails the Will save, the host gains the answer. The host can ask one question per round, but doing so is a full-round action. Should the host suffer any damage during this time,

the filaments and tendrils automatically retract. A host can have no more than one set of psionic tendrils.

Chaos Surgery DC 30; Procedure Time 10 hours; Recovery Period 10 days; Price 52,000 gp

**Serpent:** This strange addition, usually implanted in the host's shoulder or back, looks like a serpent about 3 feet long, with fangs. The host controls this new appendage, which can bite at foes. To do so, the host makes a single attack in a round, using his normal base attack bonus. Attacking with the serpent is a standard action the host can use as part of a full attack action, but then all his attacks suffer a -5 penalty (regardless of any feats he may have). The serpent inflicts 1d6 points of damage (critical hit on a 20/x2), with no bonus for Strength. It also bears a venom that can be used up to six times per day before depleting the self-generating stores. The poison has DC 14 and inflicts 1d3 points of Constitution primary and secondary damage.

Chaos Surgery DC 24; Procedure Time six hours (x4); Recovery Period one week (x4); Price 31,000 gp

**Spinal Clamp:** Similar to a headclamp, this small device attaches to a creature's spine, usually near the base of the spinal column. The living portions of the device instantly heal the surgical wound, then extend tiny filaments into the host's spine while keeping a small circular opening available outside

the body, on the creature's back. The host can insert a tube or cord connected to a non-intrinsic chaositech device into this opening, then clamp it into place. This powers a device from the host's own personal energy rather than raw chaos. This tactic effectively changes a non-intrinsic device into an intrinsic one, so the user need not worry about chaotic failure. However, each time the user normally would

**Chaositech and Body Parts**

*Since chaositech is not magic, a device does not take up a spot on a character's body for the purpose of determining how many magic items he can use. For example, while a character can use only one set of magical bracers, having an intrinsic web spinneret<sup>†</sup> implant in his wrist does not keep him from also wearing magical bracers. Chaositech item prices were not adjusted upward to reflect this benefit, due to the other unique drawbacks of such devices (chaotic failure or Constitution damage, for example).*

have checked for chaotic failure with the chaositech device, she suffers 1 point of Constitution damage. She also suffers 1d2 points of Constitution damage when the device is first connected to the clamp. It requires a full-round action to hook a device into a spinal clamp, as well as a full-round action to disconnect the device to use it normally. A host can have no more than one spinal clamp.

Should someone attack a spinal clamp cord, it has an Armor Class of 14 + the host's Dexterity bonus. The DM may

also grant the cord any of the host's dodge, deflection, or other Armor Class modifiers, but not armor bonuses. The cord has a hardness of 1 and 5 hit points. Spinal clamp cords are fairly easy to repair (Craft [chaositech]<sup>†</sup> DC 18), but a device that requires the connection cannot function until the broken cord is repaired. One can pull a cord out of a spinal clamp with a Strength check (DC 8).

The spinal clamp has no intrinsic abilities or benefits.

Chaos Surgery DC 22; Procedure Time one hour; Recovery Period one day; Price 15,000 gp

**Stamina Booster:** This organ is implanted into a host's neck. It feeds nutrients and chemicals into the body continually, improving the host's overall health, stamina, and resistance to disease and poison. The host gains an inherent +2 bonus to Constitution.

Chaos Surgery DC 20; Procedure Time six hours; Recovery Period one week; Price 55,000 gp

**Tail:** The procedure grants the host a prehensile tail about 3 feet long. The muscular tail provides a +4 competence bonus to Balance and Climb checks. The host can use the tail to make off-hand whip attacks, although he is still limited to the normal number of off-hand attacks (usually one). The benefit, of course, is that the host could make an "off-hand" attack with his tail and still use a two-handed weapon, a weapon and a shield, and so on. These whip attacks must be made against adjacent foes. A host can have no more than one tail implant.

Chaos Surgery DC 20; Procedure Time six hours; Recovery Period two weeks; Price 10,000 gp

**Tail, Poisonous:** This tail is just like the one described above, except the tip bears a small venomous stinger and venom reservoir, enabling each strike to also inject a dose of poison in the target up to six times per day. The price of the procedure depends on the type of poison (the poison's Difficulty Class and damage).

| Type | DC | Primary/Secondary Damage          | Price     |
|------|----|-----------------------------------|-----------|
| 1    | 18 | 1 Strength/1 Strength             | 30,000 gp |
| 2    | 20 | 1d3 Strength/1d3 Strength         | 43,000 gp |
| 3    | 25 | 1d3 Strength/1d3 Strength         | 55,000 gp |
| 4    | 15 | 1 Constitution/1 Constitution     | 25,000 gp |
| 5    | 18 | 1 Constitution/1d3 Constitution   | 35,000 gp |
| 6    | 20 | 1d3 Constitution/1d3 Constitution | 45,000 gp |
| 7    | 25 | 1d3 Constitution/1d3 Constitution | 60,000 gp |
| 8    | 18 | 1 Dexterity/1 Dexterity           | 25,000 gp |
| 9    | 20 | 1d3 Dexterity/1d3 Dexterity       | 40,000 gp |
| 10   | 25 | 1d3 Dexterity/1d3 Dexterity       | 60,000 gp |

Chaos Surgery DC 20; Procedure Time six hours; Recovery Period two weeks; Price varies

**Tentacle:** The host gains a tentacle approximately 3 feet long. This tentacle is normally attached at the shoulder, the hip, or on one of his arms. The tentacle is muscular (it has the same Strength as the host) and grants a +4 competence bonus to Climb checks. It can grasp objects, effectively becoming an additional limb for the host—even to wield a light weapon, although it inflicts no damage in an unarmed attack. The host can use the tentacle to make off-hand attacks, although he is still limited to his normal number of off-hand attacks (usually one). The tentacle also can hold a shield. A host can have no more than two tentacle implants.

Chaos Surgery DC 22; Procedure Time six hours; Recovery Period three weeks; Price 18,000 gp

**Translator:** A chaos surgeon implants this organ near the back of the host's neck (or otherwise near the brain and ear). It allows the host to understand the basics of any spoken language, if not always the subtle nuances.

The organ transmits impulses directly into the host's brain as it receives the sounds. The host cannot use the translator to speak in a language he does not know, nor does it help with reading other languages or dealing with nonverbal communication. As the organ works on a somewhat telepathic level, the speaker must understand what she is saying in the language to be translated—it's not enough to simply read an unknown language out loud.

Chaos Surgery DC 24; Procedure Time eight hours; Recovery Period one week; Price 6,000 gp

**Vigor Organ:** A chaos surgeon implants this organ in the gut of the host. Once per day, at the host's mental command, it pumps powerful chemicals into his bloodstream that grant him enhanced strength and stamina for a short time. The host gains a +4 enhancement bonus to Strength and a +2 enhancement bonus to Constitution for one minute.

Chaos Surgery DC 22; Procedure Time four hours; Recovery Period one week; Price 9,000 gp

**Web Spinneret:** Placed within a host's wrist, this attachment is small and almost unnoticeable. A Search check (DC 25) is needed to find an implanted spinneret. Four times per day, the subject can spray forth strands of spider-silk that he can weave into a web identical to the effect of a *web* spell cast by a 5th-level caster (DC 14).

Chaos Surgery DC 20; Procedure Time four hours; Recovery Period one week; Price 9,600 gp

## REPLACEMENTS

Replacements are enhancements used in place of an existing part of a host's body (a hand, an eye, and so on), or to replace an already missing body part. They often incorporate organic components as well as inorganic ones. For example, a blade replacement† would have a tough bonelike foundation that connects to the host's arm, attached to an actual steel blade. While it's possible that someone with a missing hand might choose to have a blade rather than just a stump where his hand was, it is difficult to imagine anyone but the most insane chaos cultist actually cutting off a healthy limb to replace it with a weapon or device. Frighteningly, chaos cultists just that mad really are out there. Just as often, however, the recipient of a replacement is an unwilling subject, captured and experimented upon, or a servant forced to undergo the procedure for a demented master who believes it will make her a better worker.

Unless otherwise noted, the cost of the replacement is included in the price. If the parts are not available, some replacements must be built using the Craft (chaositech)† skill.

The Difficulty Class for such Craft checks comes after the Chaos Surgery DC in the descriptions that follow.



**Arm, Flesh:** An arm of engineered flesh (often with steel supports) replaces one of the host's arms. Usually, the arm is oversized in comparison to the body, increasing the host's weight by about 10 percent. When using the arm, the host gains a +1 bonus to attacks, damage, and Strength-related checks. Having two replacement flesh arms results in an overall +2 inherent bonus to Strength.

Chaos Surgery DC 23; Procedure Time four hours; Recovery Period two weeks; Price 27,500 gp

**Arm, Steel:** A mostly metal arm replaces one of the host's arms. The arm increases the host's weight by about 10 percent. When using the arm, the host gains a +1 bonus to attacks, damage, and Strength-related checks. Having two replacement steel arms results in an overall +2 inherent bonus to Strength. Further, the steel arm can include one of the following built-in features, for an additional cost:

- **Built-In Blade.** As a blade† replacement (see below), except the host can retract the blade into the arm as a move action. +3,000 gp + weapon price
- **Built-In Emitter.** As an emitter† replacement, except the host can retract the emitter into the arm as a move action. +6,000 gp + emitter price
- **Built-In Crossbow.** As a blade† replacement, except that the weapon is a self-loading crossbow that the host can retract into the arm as a move action. It is a free action to load the crossbow, but the host cannot load it more than once per round. A Small host receives a hand crossbow. A Medium creature can have a light crossbow, while a Large or larger creature can have a built-in heavy crossbow. +4,000 gp + weapon price
- **Storage Compartment.** This secret compartment in the steel arm can hold anything up to 4 inches wide and 8 inches long. A Search check (DC 25) is needed to find it. +500 gp

Chaos Surgery DC 23; Procedure Time four hours; Recovery Period two weeks; Price 30,000 gp

**Blade:** Any blade the subject could wield in one hand can replace his forearm and hand completely. The procedure leaves the subject with no hand on that arm at all and a forearm that serves simply as a reinforced support for the weapon. The blade can be magical, or it can be made magical later. The subject gains automatic proficiency with the now-intrinsic weapon.

Chaos Surgery DC 23; Procedure Time four hours; Recovery Period one week; Price 2,000 gp + weapon price

**Cranial Walker:** In this operation, a chaos surgeon removes the head of a creature of size Large or smaller and places it upon a small, round platform, where she attaches it to a number of small mechanisms that keep it alive. The platform is supported by six 2-foot-long insectlike legs, which move as the head directs up to a speed of 30 feet. The head can come from a living creature, from one in a stasis pod† (see page 37) or preservation tank† (see page 35), or even from a creature that has died within the last round; in the latter case, the procedure must begin immediately. The new cranial walker creature has Strength 7, Constitution 10, and Dexterity 15. The platform has no arms (although the surgeon can add up to four thin mechanical arms for an extra 5,000 gp each); without arms, the creature can only move, talk, take mental actions, and use spells without somatic components. The cranial walker creature weighs about 40 lbs. and is size Small (or smaller).

Chaos Surgery DC 36 (Craft DC 40); Procedure Time four hours; Recovery Period four weeks; Price 3,000 gp

**Emitter:** Any type of emitter (see Chapter Two: Bones of Steel) can be placed within the arm of a creature, replacing the forearm and hand on that arm completely. The surgeon performing the procedure must have an emitter. The price below covers only the procedure. The emitter draws so much power that the subject suffers 1d4 points of damage each time it is used. Using the emitter replacement is a standard action, and it is wielded the same as one would use any natural weapon.

Chaos Surgery DC 24; Procedure Time six hours; Recovery Period one week; Price 8,000 gp + emitter price

**Eye:** An eye made of glass and steel replaces the subject's normal eye. The replacement eye confers low-light vision and grants the host a +2 competence bonus to Spot and Search checks. If both the subject's eyes are replaced (or all, if he has more than two), the bonus increases to +3.

Chaos Surgery DC 25 (Craft DC 30); Procedure Time one hour; Recovery Period three days; Price 12,000 gp

**Flameblade:** The chaos surgeon completely replaces the host's hand with a round steel plate that simply covers the stump. On mental command, the plate projects a blast of flame 3 feet long, which the host can wield like a blade. Attacks with the flameblade are melee touch attacks. The blade deals 2d8 points of fire damage. Since the blade is immaterial, the host's Strength modifier does not apply to the damage. A flameblade can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

For the same price, this replacement can be fitted to produce an acid blade, a cold blade, a lightning blade, or a sonic

blade, each differing only in the type of damage inflicted. Once fitted, however, one cannot change the blade type without getting a whole new replacement.

Chaos Surgery DC 24 (Craft DC 33); Procedure Time six hours; Recovery Period one week; Price 20,000 gp

**Gliding Body:** In this procedure, the chaos surgeon replaces the lower portion of a humanoid's body (including the legs) with a rectangular steel chassis that floats up to 2 feet off the ground by partially nullifying gravity underneath it. It moves according to the host's mental directions. The addition of the gliding body increases the creature's weight by 100 lbs. per size category, negated completely while the chassis floats in the air. The host does not increase in size (in game terms), but pushes the limits of its existing category. The gliding body host can carry loads like a quadruped and gains a +2 inherent bonus to Strength as well as a +2 natural armor bonus. His speed increases by 10 feet and he enjoys a +2 inherent bonus to resist grapple attempts. The character suffers no falling damage. He can still use his arms to climb/float up a ladder, rope, etc.

Chaos Surgery DC 32 (Craft DC 40); Procedure Time one day; Recovery Period three weeks; Price 122,000 gp

**Hammer:** The chaos surgeon completely replaces the host's forearm and hand with a heavy, steel, hammerlike bludgeon. The procedure leaves the subject with no hand on that arm at all and a forearm that serves simply as a reinforced support for the weapon. The hammer can be magical, or it can be made magical later. The character gains automatic proficiency with the now-intrinsic weapon.

Chaos Surgery DC 22; Procedure Time four hours; Recovery Period one week; Price 2,000 gp + weapon price

**Legs, Flesh:** Legs of engineered flesh (often with steel supports) replace both the host's legs. A surgeon must replace both legs or there is no net effect, other than allowing a host missing one leg to walk normally. Flesh legs grant an inherent +2 bonus to Strength and a 10-foot bonus to speed.

Chaos Surgery DC 23; Procedure Time eight hours; Recovery Period three weeks; Price 65,000 gp

**Legs, Steel:** Legs constructed mostly of metal replace both the host's legs. A surgeon must replace both legs or there is no net effect, other than allowing a host missing a single leg to walk normally. The legs grant an inherent +2 bonus to Strength, a +4 competence bonus to Jump, and a 10-foot bonus to speed. Further, the steel legs can have one of the following built-in features, for an additional cost:

- **Built-In Blade:** As a blade† replacement, except that it is in the foot (for kicking) and the host can retract the blade into the leg as a move action. The leg blade cannot be used as a part of a full attack action, only as a single attack. + 3,000 gp + weapon price (for a blade in one leg).
- **Storage Compartment:** This secret compartment can hold anything up to 6 inches wide and 12 inches long. A Search check (DC 25) is needed to find it. +500 gp (+1,000 gp for a compartment in each leg).

Chaos Surgery DC 23; Procedure Time eight hours; Recovery Period three weeks; Price 68,000 gp

**Razorjaw:** During a lengthy and complex process, a chaos surgeon can fit a razorjaw into virtually any creature. The razorjaw turns the host's mouth into something resembling a steel trap. The host

can use this replacement as a natural weapon and an "off-hand" attack, although he is still limited to his normal number of off-hand attacks (usually one). The benefit, of course, is that the host could make an "off-hand" attack with his bite and still use a two-handed weapon, a weapon and a shield, and so on. The damage a razorjaw bite inflicts depends on the host's size.

| Host Size          | Damage |
|--------------------|--------|
| Diminutive or Fine | 1d2    |
| Tiny               | 1d3    |
| Small              | 1d4    |
| Medium             | 1d6    |
| Large              | 2d4    |
| Huge               | 2d6    |
| Gargantuan         | 2d8    |
| Colossal           | 3d8    |

Chaos Surgery DC 25; Procedure Time 20 hours; Recovery Period two weeks; Price 14,000 gp

**Removable Eye:** In this procedure, the chaos surgeon replaces one of the host's eyes and eye sockets with a steel socket. A steel and glass eye is "plugged into" this artificial



### One Hand

*Characters with blade†, hammer†, emitter†, flameblade†, and similar replacements have only one hand. Such characters suffer a –2 innate penalty to Disable Device, Forgery, Open Lock, and most Craft and Perform skills. They obviously do not make off-hand attacks or use two-handed weapons or both a weapon and a shield (unless the weapon is inherent in the replacement).*



socket. The artificial eye confers normal vision, but it also has a strange added benefit. Once it's plugged in, the host can remove the eye easily. All the while it continues to transmit normal visual signals to the host from up to 30 feet away. The eye must be plugged into the socket once every four hours for 10 minutes to recharge and reset. Once removed from the socket, the eye can be hidden to allow the host to spy on an area (Spot check, DC 20, to notice the eye).

Chaos Surgery DC 25 (Craft DC 32); Procedure Time one hour; Recovery Period three days; Price 6,500 gp

**Snake Body:** In this procedure, the chaos surgeon replaces the lower portion of a humanoid's body (including the legs) with an artificial creation of steel and flesh that greatly resembles a snake. The host's body below the waist becomes a single, serpentine tail. The procedure increases the host's weight by 100 lbs. per size category, but his size does not change. The host suffers a 10-foot penalty to his speed but gains a +4 inherent bonus to grapple checks and a +2 natural armor bonus.

Chaos Surgery DC 25; Procedure Time one day; Recovery Period 10 days; Price 28,000 gp

**Spider Body:** In this procedure, the chaos surgeon replaces the lower portion of a humanoid's body (including the legs) with an artificial creation of steel and flesh that greatly resembles a spider. The creature's upper torso juts up from the front of the spider body, in front of a large, bulbous "abdomen." Eight spiderlike legs support the massive body. The procedure increases the host's weight by 200 lbs. per size category. He does not increase in size (in game terms), but pushes the limits of his existing category. The host can carry loads like a quadruped and gains a +2 inherent bonus to Strength as well as a +2 natural armor bonus. His speed remains the same, but he gains a +2 inherent bonus to resist bull rushes.

Chaos Surgery DC 28; Procedure Time one day; Recovery Period two weeks; Price 73,000 gp

**Tool Finger:** This procedure replaces one of the host's fingers with either a single, light tool or with a lockpick.

Chaos Surgery DC 20; Procedure Time two hours; Recovery Period four days; Price 1,000 gp

**Wheeled Body:** In this procedure, the chaos surgeon replaces the lower portion of a humanoid's body (including the legs) with a rectangular steel chassis on four steel wheels. The procedure increases the host's weight by 200 lbs. per size category. The host does not increase in size (in game terms), but pushes the limits of his existing category.

He can now carry loads like a quadruped and gains a +2 inherent bonus to Strength as well as a +2 natural armor bonus. His speed increases by 10 feet and he gains a +2 inherent bonus to resist bull rushes and grapple attempts.

Chaos Surgery DC 32; Procedure Time one day; Recovery Period three weeks; Price 84,000 gp

## MIND IMPLANTS

Mind implants are additions or alterations made to a creature's brain through surgical procedures. The implants usually are made of grown flesh components, but sometimes they incorporate tiny steel plates, wire, tubes, or other inorganic parts. Sometimes one can see a bit of scarring on the head of a character with a mind implant, but otherwise there is no evidence of them from the outside.

**Allegiance:** A host with an allegiance implant must remain loyal to the individual, group, cause, etc. designated when the chaos surgeon configures the implant. Alternatively, the implant may be a single command that prevents an action, such as "Do not speak of the Legacy of Cordaris" or "Do not go into the Caves of Kanesh." The host cannot resist or overcome the conditioning or command issued by the implant, even under magical compulsion or charm. Only removal of the implant allows him to overcome the conditioning or command. Clearly, this is a device usually imposed on a creature by another, such as on a servant by a master. It requires no nutrition.

Chaos Surgery DC 30; Procedure Time eight hours; Recovery Period three days; Price 6,000 gp

**Anger:** A host with this implant feels intense anger under conditions designated during the implant's configuration. This anger manifests itself as blind rage, during which the host suffers a -4 circumstance penalty to all checks except those involved in combat, for which he gains a +4 circumstance bonus. He also gains a +2 circumstance bonus to attack rolls. This blind rage lasts for one minute after he first encounters the conditions causing the anger.

The beneficial aspects of the anger cannot occur more than once per day, but the negative ones can. For example, say the anger-inducing circumstance is "You see a bugbear." In the first instance of bugbear-sighting that day, the host suffers a penalty to all Diplomacy, Bluff, or other non-combat related checks, but enjoys a bonus if he gets into a fight (presumably, but not necessarily, with the bugbear). The second time he sees a bugbear that day, after the effects of the first rage have worn off, he still suffers the penalty, but gains no bonus (although he still suffers no penalties in combat).

Only removal of the implant overcomes the anger conditioning.

Chaos Surgery DC 30; Procedure Time eight hours; Recovery Period three days; Price 11,000 gp

**Animal Instincts:** A host with this implant can think and react like an animal. He gains a +4 competence bonus to Handle Animal, Hide, Knowledge (nature), Move Silently, Spot, and Survival, as well as a +2 bonus to initiative.

Chaos Surgery DC 34; Procedure Time four hours; Recovery Period two weeks; Price 21,000 gp

**Bravery:** The bravery implant is like a small spike inserted into the forebrain. It makes the host immune to fear effects.

Chaos Surgery DC 28; Procedure Time one hour; Recovery Period one week; Price 26,000 gp

**Charisma:** The charisma implant is like a mesh covering a large portion of the host's brain. It grants the host a +2 inherent bonus to Charisma.

Chaos Surgery DC 37; Procedure Time 12 hours; Recovery Period two weeks; Price 55,000 gp

**Coordination Capacity Increase:** A chaos surgeon usually places this implant at the point where the host's brain connects to the spine. Once implanted, it increases the host's coordination, resulting in a +2 inherent bonus to Dexterity. Further, the host can manipulate his limbs in otherwise difficult ways, in effect granting him the Multiattack feat normally available only to creatures with multiple natural attacks (see Chapter Six: Monster Skills and Feats in the MM). Thus, any additional attack he makes, such as an off-hand attack, suffers only a -2 penalty, and his primary attack suffers no penalty. The host can use this tactic only as a part of a full attack action; iterative attacks with the primary attack are not possible. Further, the host can use additional "off-hand" attacks granted by a tail† implant (or other such implants), as well as all of his normal attacks.

For example, say a character with a tentacle† implant wielding a longsword, a short sword, and another short sword (in the tentacle) has a normal attack bonus of +10. During a full attack action, he would make a +10 attack with the longsword, a +8 attack with the short sword in his other hand, and a +8 attack with the short sword held by the tentacle, thanks to his coordination capacity increase implant.

Chaos Surgery DC 35; Procedure Time 12 hours; Recovery Period six weeks; Price 58,000 gp

**Eldritch Affinity:** While not magical in itself, the eldritch implant "rewires" the host's brain so he can process spell-casting more efficiently. Henceforth, all his spells are cast as if he were two levels higher than normal.

Chaos Surgery DC 36; Procedure Time 12 hours; Recovery Period two weeks; Price 33,000 gp

**Feat:** This implant grants the knowledge, experience, and memories needed for the host to use a single feat for which he otherwise qualifies.

Chaos Surgery DC 33; Procedure Time 10 hours; Recovery Period two weeks; Price 20,000 gp

**Intelligence:** The intelligence implant is like a mesh covering a large portion of the host's brain. It grants the host a +2 inherent bonus to Intelligence.

Chaos Surgery DC 37; Procedure Time 12 hours; Recovery Period two weeks; Price 55,000 gp

**Love:** A host with the love implant feels a deep and powerful affection for a specifically designated individual. This affection manifests itself in a way similar to a *charm* effect. Once implanted, the host cannot change the designated individual. Only the removal of the implant ends the *charm* effect. This device is usually imposed on a creature by another. It requires no nutrition.

Chaos Surgery DC 30; Procedure Time eight hours; Recovery Period three days; Price 4,000 gp

**See Invisibility:** This mind implant allows the host to "decode" visual information from his eyes, allowing him to see otherwise invisible creatures and objects.

Chaos Surgery DC 34; Procedure Time 10 hours; Recovery Period two weeks; Price 12,000 gp

### Introducing Intrinsic Items

*While the PCs could find an emitter† or a chain blade† in a treasure hoard, they aren't likely to find a mind implant in a locked chest. Sure, in theory, it could happen—the implant itself might be in a strangely-shaped glass jar filled with nutrient fluid. But it's not likely.*

*The best way to introduce this kind of chaositech into your game is through a chaos surgeon. Perhaps he is an enemy of the PCs, or an ally of their chaos cultist foes. They encounter his handiwork before they ever lay eyes on him—opponents with bone lacing†, invader garrisons†, or replacement blades† for hands. These opponents may have had the procedures done willingly—or perhaps unwillingly.*

*Alternatively, the surgeon may not be a foe at all, but a neutral character. The player characters might still encounter those whom he has granted intrinsic chaositech. But they might be tempted to try it when they discover that they, too, can be similarly enhanced. This way, the PCs are faced with a choice: Stay true to their own flesh/fate, or fight fire with fire and adopt the tactics (and the "tools") of their enemies. And even if the surgeon is not evil, can the PCs allow him to continue to operate on whoever is willing to pay? Dangerous decisions indeed.*



**Sensory Reworking:** With extensive implants and modification to the host's brain, this procedure grants the host the Scent ability, low-light vision, darkvision, and a +2 competence bonus to Listen, Search, and Spot.

Chaos Surgery DC 34; Procedure Time 10 hours; Recovery Period two weeks; Price 34,000 gp

**Skill:** This mind implant grants the knowledge, experience, and memories needed for the host to gain a +4 competence bonus with any single designated skill.

Chaos Surgery DC 30; Procedure Time 10 hours; Recovery Period one week; Price 10,000 gp

**Telepathic Deflector:** This implant, placed near the frontal lobe of the host's brain, grants him a +6 bonus to saving throws against mind-affecting effects. However, the host cannot communicate with anyone telepathically—spells such as *detect thoughts* do not work if the host casts them, and spells such as *sending* do not work if the host is the recipient of the message. This implant negates the functions of a telepathic resonator† or receiver† (see below) present in the same host.

Chaos Surgery DC 32; Procedure Time 10 hours; Recovery Period one week; Price 35,000 gp

**Telepathic Receiver:** This implant, placed near the frontal lobe of the host's brain, allows the host to read the thoughts of others through telepathic probing. The host learns the surface thoughts of the target if the target fails a Will save (DC 14). Creatures of animal intelligence (Intelligence 1 or 2) have simple, instinctual thoughts that the host can pick up.

Chaos Surgery DC 35; Procedure Time 10 hours; Recovery Period one week; Price 12,000 gp

**Telepathic Resonator:** This implant, placed near the frontal lobe of the host's brain, allows the host to pick up any telepathic communication or information sent or received within 100 feet of him. This includes information gained via a *detect thoughts* spell, a *sending* spell, commands sent through a *dominate person* spell, the telepathic speech of a demon, or those sent by someone with a telepathic transmitter† implant.

Chaos Surgery DC 35; Procedure Time 10 hours; Recovery Period one week; Price 23,000 gp

**Telepathic Transmitter:** This implant, placed near the frontal lobe of the host's brain, allows the host to transmit thoughts telepathically to any creature with an Intelligence score of 3 or higher within 100 feet.

Chaos Surgery DC 35; Procedure Time 10 hours; Recovery Period one week; Price 60,000 gp

**Wisdom:** This implant is like a mesh covering a large portion of the host's brain. It grants the host a +2 inherent bonus to Wisdom.

Chaos Surgery DC 37; Procedure Time 12 hours; Recovery Period two weeks; Price 55,000 gp

## STANDARD GRAFTS

Standard grafts are chaos-shaped flesh items that exist outside a host but can be grafted onto a host's flesh. This grafting requires no special operation—grafts, like parasites, naturally seek to adhere to a host. Usually, the portion of the graft intended to adhere to a creature is covered in a thick, viscous mucus. It sticks to the host almost greedily. The sensation has been described as similar to an infant feeding at its mother's breast, but altogether less wholesome. The graft causes no actual pain, but the host can feel the graft drawing sustenance from her.

Once a graft is attached, the bond becomes very strong. A Strength check (DC 20) is required to remove an attached graft, and doing so inflicts 1d6 points of damage to the host and the graft. Cosmetic† grafts and clawtips† (see below) are an exception to this rule and can be removed easily. Standard grafts have 1 to 10 hp, depending on the size. This total comes into play only when the graft itself is targeted and in no way adds to the host's hit point total.

A character with the Craft (chaositech)† skill (see Chapter Two: Bones of Steel) can create any examples offered here.

**Blade:** This hard chitinous blade grafts onto the host's forearm. The blade does not grant any additional attacks, but it is considered a light weapon. It inflicts slashing damage based on the host's size, assuming the graft is sized correctly for the host.

| Host Size          | Damage |
|--------------------|--------|
| Diminutive or Fine | 1d2    |
| Tiny               | 1d3    |
| Small              | 1d4    |
| Medium             | 1d6    |
| Large              | 2d4    |
| Huge               | 2d6    |
| Gargantuan         | 2d8    |
| Colossal           | 3d8    |

Craft DC 40; Price 900 gp; Weight 2 lbs.

**Clawtips:** These grafts adhere to the host's fingertips, conferring a claw attack. They are desirable because they are small and the host can conceal them easily until she puts them on (which takes a full round). The host is still limited

in the number of attacks she can make in a round, although she can use the claws on her off hand to make an off-hand attack. Damage inflicted by implanted claws varies based on the host's size.

| Host Size          | Damage |
|--------------------|--------|
| Diminutive or Fine | 1      |
| Tiny               | 1d2    |
| Small              | 1d3    |
| Medium             | 1d4    |
| Large              | 1d6    |
| Huge               | 2d4    |
| Gargantuan         | 2d6    |
| Colossal           | 2d8    |

Craft DC 40; Price 10,000 gp; Weight —

**Clingskin:** These grafts are like pads that fit on the host's hands and feet. They are adhesive and have tiny hooks, both of which help in gripping surfaces. Clingskin grants the host a +5 competence bonus to Climb checks and a +2 competence bonus to resist being disarmed.

Craft DC 40; Price 2,500 gp; Weight —

**Cool Patch:** This tiny graft, usually placed on a host's wrist, helps cool the host's blood. The host remains comfortable and suffers no ill effects in temperatures up to 110 degrees Fahrenheit. Temperatures above that are too much for the graft to compensate for. The graft does not aid against fire damage.

Craft DC 40; Price 1,000 gp; Weight —

**Cosmetic:** A host can use cosmetic grafts to create extremely believable disguises. These grafts come in a kit with all sorts of shapeable and reusable bits. Use of cosmetic grafts adds a +5 competence bonus to all Disguise checks.

Craft DC 40; Price 2,000 gp; Weight — (kit weighs 2 lbs.)

**Eye Cusps:** These transparent grafts fit over the host's eyes. They come in different varieties:

- *Underwater Vision.* The host can see normally underwater, as if above the surface. Price 1,000 gp
- *Darkvision.* The host can see in the dark up to 60 feet. Price 12,000 gp
- *Low-Light Vision.* The host has low-light vision like an elf. Price 6,000 gp
- *Accurate Vision.* The host ignores the first range increment of any ranged weapon and gains a +1 competence bonus to all ranged attacks. Price 3,000 gp

- *Clear Vision.* The host gains a +2 competence bonus to Search and Spot. Price 2,000 gp

Craft DC 43; Price varies; Weight —

**Familiar:** Perhaps the strangest of all grafts, this symbiotic creature has its own intelligence. It can speak telepathically with its host. It can perceive through the host's senses and provide suggestions and advice (as the DM wishes). If the host is a spellcaster, it can tap into the host's known or prepared spells, and—once per day—cast a spell on its own requiring no verbal or somatic components. The spell is cast as if the host cast it, for the purposes of determining caster level or saving throw Difficulty Class.

A familiar graft has Intelligence 15, Wisdom 8, and Charisma 13. It is chaotic neutral.

Craft DC 50; Price 29,000 gp; Weight 1 lb.

**Filter:** This graft fits over the nose and mouth of any humanoid character from size Small to Large. It filters out contaminants from the air, granting a +4 circumstance bonus to saving throws involving poison gas, airborne diseases, and so forth.

Craft DC 40; Price 2,300 gp; Weight —

**Lantern:** The lantern graft is a hemisphere 3 inches in diameter, covered in a clear membrane. When attached to a host's skin, the membrane glows with the brightness of a lantern.

Craft DC 40; Price 750 gp; Weight 1 lb.

**Pouch:** This graft is basically a large belt pouch that clings to the host's flesh. It is watertight.

Craft DC 40; Price 190 gp; Weight 1 lb.

**Warm Patch:** This tiny graft, usually placed on a host's wrist, helps warm the host's blood. The host remains comfortable and suffers no ill effects in temperatures down to 0 degrees Fahrenheit. Temperatures below that are too much for the graft to compensate for. The graft does not aid against cold energy damage.

Craft DC 40; Price 1,000 gp; Weight —

**Webbing:** These grafts fit between a host's fingers and toes to aid in swimming. With webbing grafts, the host can make Swim checks with a +4 circumstance bonus. Further, her Swim speed increases by 10 feet.

Craft DC 40; Price 3,500 gp; Weight —

## NEW FLESH GRAFTS

New flesh is a kind of graft. These grafts are large and cover most, if not all, of the host's body. Like any living creature (like the host itself), new flesh grafts require nourishment, heal from damage, and are vulnerable to disease. The new flesh looks clearly different from the host's native flesh; appearances differ based on the abilities conferred. For instance, burning flesh† is coal black with glowing orange glints.

There are two categories of new flesh graft:

1. *New Flesh Sheaths:* A sheath of new flesh grows over one arm and about half the upper torso of a host. Sheaths have 20 hp.
2. *New Flesh Totality:* A totality of new flesh becomes the entirety of the host's flesh. Totalities have 50 hp.

As with standard grafts, new flesh grafts require no surgical procedure for attachment. A character with the Craft (chaositech)† skill (see Chapter Two: Bones of Steel) can create any of the examples offered below. A Strength check (DC 20) is required to remove an attached graft. Removing a



sheath graft inflicts 2d6 points of damage to the host and the graft, and removing a totality inflicts 3d6 points.

The hit point total of new flesh comes into play only when the graft itself is targeted. This total in no way adds to the host's hit point total.

A character can have only one sheath or totality at a time.

**Arachnid Totality:** The flesh covering the host's body becomes thick and hairy, offering a +2 natural armor bonus. The host can move through and on webs as he would on the ground. He also can cling to walls and ceilings as easily as he moves on the ground.

Craft DC 40; Price 12,000 gp; Weight 2 lbs.

**Burning Sheath:** The new flesh on the host's arm smolders and burns, generating heat and fire, to which the flesh sheath is immune. The host enjoys fire resistance 10. He can inflict 1d6 points of fire damage with a touch attack (requiring an attack action, not as a part of a full attack) or add 1d3 points of fire damage to any unarmed or natural attack (including, of course, implants). However, he can inflict no more than +1d3 points of fire damage per round—regardless of how many attacks he makes.

Craft DC 40; Price 18,000 gp; Weight 2 lbs.

**Burning Totality:** The new flesh on the host's entire body generates heat and fire, to which the flesh is immune. The host enjoys fire resistance 20. He can inflict 2d6 points of fire damage with a touch attack (requiring an attack action, not as a part of a full attack) or add 1d6 points of fire damage to any unarmed or natural attack (including, of course, implants). However, he can inflict no more than +1d6 points of fire damage per round—regardless of how many attacks he makes. The character cannot wear clothing or armor unless it is immune to fire.

Craft DC 40; Price 40,000 gp; Weight 5 lbs.

**Chuulean Sheath:** Chitinous plates cover the flesh of the host's arm and torso, providing some protection. He gains a +2 natural armor bonus to Armor Class thanks to this sheath.

Craft DC 40; Price 8,000 gp; Weight 14 lbs.

**Chuulean Totality:** Chitinous plates cover the host's entire body, providing massive protection. He gains a +8 natural armor bonus to Armor Class.

Craft DC 40; Price 128,000 gp; Weight 30 lbs.

**Cloaking Totality:** The host covered in this thin membrane of new flesh is invisible. If he takes an action that would normally end invisibility, he becomes visible, then



fades back into invisibility after 1 round (as a free action). The host cannot be detected with a life sensor†, seen in a distance viewer†, or heard using a long-range listener†. A tracer from a long-range tracker† attached to him sends no signal. Divinatory-type mutations also do not work against the host. Any other chaostech device attempting to sense his presence fails. Further, the host gains spell resistance 20 against all divination spells.

Craft DC 40; Price 86,000 gp; Weight 2 lbs.

**Cool Totality:** Covered in thin, leathery new flesh, the host becomes immune to the effects of warm weather and gains fire resistance 10.

Craft DC 38; Price 15,000 gp; Weight 4 lbs.

**Corrosive Sheath:** The new flesh on the host's arm and torso literally oozes acid, to which the flesh sheath is immune. The host enjoys acid resistance 10. He can inflict

1d6 points of acid damage with a touch attack (requiring an attack action, not as a part of a full attack) or add 1d3 points of acid damage to any unarmed or natural attack (including, of course, implants). However, he can inflict no more than +1d3 points of acid damage per round—regardless of how many attacks he makes.

Craft DC 40; Price 18,000 gp; Weight 2 lbs.

**Corrosive Totality:** The new flesh on the host's entire body literally oozes acid, to which the flesh is immune. The host enjoys acid resistance 20. He can inflict 2d6 points of acid damage with a touch attack (requiring an attack action, not as a part of a full attack) or add 1d6 points of acid damage to any unarmed or natural attack (including, of course, implants). However, he can inflict no more than +1d6 points of acid damage per round—regardless of how many attacks he makes. Lastly, any creature making an unarmed or natural attack against the wearer suffers 1 point of acid damage. The host cannot wear armor or clothing unless it is immune to acid.

Craft DC 40; Price 40,000 gp; Weight 5 lbs.

**Doppelganger Totality:** The new flesh grafted onto the host's body is totally malleable and prehensile, responding to the host's will. He can use it to take on the appearance of any creature within one size category of himself. This is purely a disguise—the new flesh confers no abilities of the creature imitated. It does grant the host a +15 competence bonus to Disguise checks, though.

Craft DC 40; Price 12,000 gp; Weight 5 lbs.

**Draconic Totality:** The new flesh that covers the host comes complete with scales, batlike wings, and huge claws. The host gains a +4 natural armor bonus to Armor Class and can fly at speed 30 (with clumsy maneuverability). The host's hands cannot effectively hold weapons any longer, but he can still cast spells or pick up objects—he just cannot manipulate anything with any fine motor skill. Instead, the host has claws that inflict damage based on his size.

| Host Size          | Damage |
|--------------------|--------|
| Diminutive or Fine | 1d2    |
| Tiny               | 1d3    |
| Small              | 1d4    |
| Medium             | 1d6    |
| Large              | 2d4    |
| Huge               | 2d6    |
| Gargantuan         | 2d8    |
| Colossal           | 3d8    |

Craft DC 40; Price 74,000 gp; Weight 30 lbs.

**Freezing Sheath:** The blue-white new flesh on the host's arm crackles with ice and frost, generating cold, to which the flesh sheath is immune. The host enjoys cold resistance 10. He can inflict 1d6 points of cold damage with a touch attack (requiring an attack action, not as a part of a full attack) or add 1d3 points of cold damage to any unarmed or natural attack (including, of course, implants). However, he can inflict no more than +1d3 points of cold damage per round—regardless of how many attacks he makes.

Craft DC 40; Price 18,000 gp; Weight 2 lbs.

**Freezing Totality:** The icy white-and-blue flesh covering the host generates cold, to which the flesh is immune. The host enjoys cold resistance 20. He can inflict 2d6 points of cold damage with a touch attack (requiring an attack action, not as a part of a full attack) or add 1d6 points of cold damage to any unarmed or natural attack (including, of course, implants). However, he can inflict no more than +1d6 points of cold damage per round—regardless of how many attacks he makes.

Craft DC 40; Price 40,000 gp; Weight 5 lbs.

**Piscean Totality:** The scaly, slick flesh covering the host's entire body also provides gills† as well as webbing† on the fingers and toes. The host gains a 10-foot speed bonus when swimming, a +10 competence bonus to Swim, and can breathe water as easily as air. The new flesh offers a +1 natural armor bonus to Armor Class as well.

Craft DC 40; Price 41,000 gp; Weight 6 lbs.

**Razorflesh Totality:** Though similar to the spiny† totality (see below), razorflesh is far more severe. The host's new flesh is covered in razorblades so unbelievably sharp that any creature striking him with an unarmed attack or natural weapon suffers 1d4 points of slashing damage. As with spiny new flesh, the host can use his razorflesh to inflict damage in a grapple or as an off-hand attack. The razorflesh inflicts 1d8 points of damage in such situations. Wearing armor negates the effect of the totality.

Craft DC 40; Price 9,000 gp; Weight 8 lbs.

**Shocking Sheath:** The dark blue new flesh on the host's arm crackles with lightning and generates electricity, to which the flesh sheath is immune. The host enjoys electricity resistance 10. He can inflict 1d6 points of electricity damage with a touch attack (requiring an attack action, not as a part of a full attack) or add 1d3 points of electricity damage to any unarmed or natural attack (including, of course, implants). However, he can inflict no more than +1d3 points of electricity damage per round—regardless of how many attacks he makes.

Craft DC 40; Price 18,000 gp; Weight 2 lbs.

**Shocking Totality:** The electric-blue flesh covering the host's entire body generates electricity, to which the new flesh is immune. The host enjoys electricity resistance 20. He can inflict 2d6 points of electricity damage with a touch attack (requiring an attack action, not as a part of a full attack) or add 1d6 points of electricity damage to any unarmed or natural attack (including, of course, implants). However, he can inflict no more than +1d6 points of electricity damage per round—regardless of how many attacks he makes.

Craft DC 40; Price 40,000 gp; Weight 5 lbs.

**Spiny Totality:** The outer skin of this new flesh is covered in tiny spikes, which allow the host to deal 1d6 points of extra piercing damage on a successful grapple attack. The host also can make a regular melee or off-hand attack with the spikes; they count as a light weapon in this case. (You can't make an attack with the spikes if you have already made an attack with another off-hand weapon, and vice versa.) Wearing armor negates the effect of the totality.

Craft DC 36; Price 1,000 gp; Weight 6 lbs.

**Warm Totality:** The host is covered in thick, furry new flesh. It grants him immunity to the effects of cold weather and has cold resistance 10.

Craft DC 38; Price 15,000 gp; Weight 4 lbs.

**Winged Totality:** Sleek feathers cover the flesh of the host's body. From his back sprout two long, feathered wings. The host's wingspan is three times his height, and he can fly with a speed of 60 (average maneuverability).

Craft DC 40; Price 30,000 gp; Weight 10 lbs.

## BIOCRISTAL

Living crystalline structures are another aspect of chaositech. This material, called biocrystal, looks and feels like normal crystal, but it is actually alive, able to shape and repair itself. Biocrystal looks very much like clear quartz, although occasionally it bears a translucent hue.

Items made from biocrystal are often haphazard in size and shape, with faceted crystalline columns and spurs growing out of them in irregular patterns. Biocrystal continues to grow throughout its existence, although very slowly. This means that biocrystal is self-repairing. It is also extremely hard and tough.

The most interesting aspect of biocrystal is that different crystals can join together with flexible joints, allowing characters to use it to make armor or other items that require some suppleness or mobility.

Biocrystal has a hardness of 20, with 60 hit points per inch of thickness. It has the same weight as steel.



### MAINTAINING BIOCRYSTAL

Biocrystal does not feed off the wearer or user like standard intrinsic items, nor does it require chaos fuel like non-intrinsic items. Instead, at least once per month a biocrystal item must be exposed to raw chaos from a chaos storage cube† (tapped with a siphon† or *siphon†* spell). For each month during which the item lacks this exposure, it has a 10 percent cumulative chance of turning into normal, inflexible crystal. This transformation traps a character wearing full plate or half plate biocrystal armor as if the armor were solid stone. After 24 hours, the crystal disintegrates.

### BIOCRYSTAL ARMOR

In the most straightforward application of biocrystal, a character with the Craft (chaositech)† skill can use it to create super-hard armor.

**Biocrystal Breastplate:** Covering only the wearer's upper torso, this biocrystal armor is the easiest type to maneuver in

while still granting incredible protection. This armor acts in all ways like a standard breastplate, plus it provides damage reduction 5/law (5/+2) to the wearer.

Craft DC 41; Cost 15,000 gp; Weight 30 lbs.

**Biocrystal Plate, Full:** This armor covers the wearer's entire body, more like an artificial skin that one crawls into than like armor one wears. This armor acts in all ways like full plate armor, plus it provides damage reduction 15/law (10/+3) to the wearer.

Craft DC 45; Cost 35,000 gp; Weight 50 lbs.

**Biocrystal Plate, Half:** Although it does not cover the wearer's entire body, biocrystal half plate still provides impressive protection. This armor acts in all ways like half plate armor, plus it provides damage reduction 10/law (10/+2) to the wearer.

Craft DC 43; Cost 25,000 gp; Weight 45 lbs.

**Biocrystal Shield:** This heavy shield also offers the wielder damage reduction 5/magic (5/+1).

Craft DC 37; Cost 10,000 gp; Weight 15 lbs.

### BIOCRYSTAL WEAPONS

Any melee weapon can be fashioned from biocrystal. These weapons inflict +2 damage due to their hardness and ability to keep a fine edge or point (for edged or piercing weapons). Add +500 gp to the price of a weapon if it is made from biocrystal, assuming the weight is less than 10 lbs. For weapons greater than 10 lbs., add +1,000 gp to the price. A biocrystal melee weapon acts in all ways like a normal version of the same weapon.

### BIOCRYSTAL ITEMS

Other items, normally made of wood, stone, or metal, can be fashioned from biocrystal as well. The only benefit is the higher hardness and hit points. The price increases by a factor of three, and wood items are three times heavier as well. Stone and metal items' weights do not change.

### HEALING FLUIDS

Healing fluids are chaositech elixirs that come in unlabeled, unmarked iron flasks and jugs. Each is designed to repair damage to a creature's biological systems. However, since they are creations of chaos, using them is not a pleasant experience. Each type of fluid is a mixture of strange chemicals and tiny bits of living matter that squirm about in the mixture like miniscule worms.

A character with the Craft (chaositech)† skill can create any of the healing fluids described here.



**Brain Serum:** When imbibed, this soupy liquid goes straight through the bloodstream to the brain, where it repairs all damage, including *confusion*, *feeblemind*, *domination*, *charm*, and other mind-affecting effects and enchantments. It even repairs Intelligence, Wisdom, and Charisma ability score damage (but not drains). However, to do so it drains energy and blood from the body, inflicting 1d6 points of Constitution damage and forcing the drinker to make a Fortitude save (DC 20) or fall unconscious for 1d20+20 minutes.

Craft DC 40; Price 1,000 gp

**Disease Mucor:** This mixture, imbibed by a diseased creature, cleanses a body of all diseases and viruses. However, the mucor accelerates the body's systems, making the drinker feel extremely tired and drained. She suffers a -4 circumstance penalty to all attacks, saving throws, and skill checks until she rests for at least an hour.

Craft DC 40; Price 600 gp

**Ear Serum:** This liquid restores normal hearing when applied to a damaged ear or to the ears of a creature that has been magically deafened (depending on the creature, it may need to be applied to multiple ears, although one dose can work on only one creature). For a brief moment during the repair process the creature hears the cacophonous sounds of the music of true chaos, which jars her sanity. Consequently, she suffers 1d4 points of Wisdom damage.

Craft DC 40; Price 200 gp

**Eye Serum:** This soupy mix restores normal vision when applied to a damaged eye or to the eyes of a creature that has been magically blinded (depending on the creature, it may need to be applied to multiple eyes, although one dose can work on only one creature). For a brief moment during the repair process the creature sees directly into the realm of true chaos, which jars her sanity. Consequently, she suffers 1d4 points of Wisdom damage.

Craft DC 40; Price 200 gp

**Flesh Ichor:** This fluid, when applied to a wound, heals 5d6 points of damage. However, the ichor accelerates the body's systems, making the drinker feel very tired and drained. She suffers a -2 circumstance penalty to all attacks, saving throws, and skill checks until she rests for at least an hour.

Craft DC 40; Price 900 gp

**Mobility Milch:** This concoction aids those who have been slowed, held, paralyzed, stunned, or otherwise prevented from moving and acting as normal due to a specific malady. (Obviously, this does not include mundane physical

impediments, such as a rope binding one's hands and legs.) The fluid takes effect instantly, but it is painful and jarring—the drinker suffers 1d3 points of Dexterity damage from it.

Craft DC 40; Price 250 gp

**Nutrient Solution/Nutrient Salve:** This thick liquid feeds intrinsic chaositech items, so they do not feed off their host or so they can survive without a host. (See the "Host and Symbiote" section on page 44). To feed an external chaositech item, apply the salve to the item. To feed an implant or other internal item, the host must drink the solution. Once the chaositech device is sated, a Medium creature can down another dose of this solution as a (distasteful) replacement for her own week's worth of food and water.

Craft DC 40; Price 50 gp

**Poison Mucor:** This fluid, imbibed by a poisoned creature (or applied to a poisoned wound), cleanses a body of all toxins. However, the mucor accelerates the body's systems, making the user feel extremely tired and drained. She suffers a -4 circumstance penalty to all attacks, saving throws, and skill checks until she rests for at least an hour.

Craft DC 40; Price 600 gp

**Revivication Injection:** When injected into a dead creature, this fluid brings the creature back to life. The injection must be administered within 24 hours after death or it does not function at all. Further, for each hour that elapses after death beyond the first, the revived creature suffers 1 point of ability score drain in each score and 5 percent memory loss (DM's discretion). This loss cannot be restored by magic or other means. Further, the injection does not heal wounds, neutralize poisons, or cure diseases. If proper healing is not administered immediately (or beforehand), the subject may simply die again right away. Unlike magic that raises the dead, the creature has no say in whether or not it is brought back to life—creatures can be raised from the dead against their will with this injection.

Often, if one administers the injection so late that the body has suffered great damage (physical ability scores below 3), a mind transference† procedure is performed to place the creature's mind in a replacement body, or the creature is provided with a cranial walker† instead.

Craft DC 45; Price 6,000 gp

**Transformation Milch:** This topical fluid contains a great many organisms that burrow into a creature's flesh and discern its true form. Then they use the chemical compounds in the milch to transform the creature back to its original form. This can restore creatures who have been

*polymorphed, petrified*, or fallen victim to a similar transformation-based malady. It has no effect on mutations or on intrinsic chaositech items in the character's body. The process, which takes about 10 minutes, is disorienting and painful to the extreme. Creatures suffer 1d6 points of Intelligence, Wisdom, and Charisma damage after enduring it.

Craft DC 40; Price 1,600 gp

## MISCELLANEOUS LIVING ITEMS

Skilled characters can shape flesh the way other artisans shape wood or stone. As with most of the intrinsic items in this chapter, the raw material for these living items is flesh grown in chaos laboratories.

These items are just like normal chaositech, except they are living, organic creatures in themselves. This means they heal 1 hit point per day on their own (and a Heal check can double this amount). They must receive a dose of nutrient solution† (see page 64) once per week or they die, becoming useless.

The devices below are created using the Craft (chaositech)† skill found in Chapter Two: Bones of Steel.

**Adhesion Rope:** This thick line looks like a normal 50-foot hemp rope. However, as soon as someone touches it, it becomes clear that it's something strange. The rope feels sticky, almost gummy, but strong. It has 20 hit points and sticks to a surface with Strength 16—almost as good as a grappling hook.

Craft DC 24; Price 450 gp; Weight 3 lbs.

**Chaositech Detector:** This device comprises a dark-colored fleshy sphere 3 inches in diameter atop a metal base. The detector shrieks when it comes within 10 feet of any type of chaositech, other than itself.

Craft DC 35; Price 1,200 gp; Weight 2 lbs.

**Disease Detector:** This device comprises a dark-colored fleshy sphere 3 inches in diameter atop a metal base. The detector shrieks when it comes within 10 feet of any type of contagion or disease-ridden creature.

Craft DC 33; Price 900 gp; Weight 2 lbs.

**Distracter:** This small creature/device is a misshapen, 1-foot sphere floating in mid-air covered in metal plates bolted on for armor. Its four long, spindly arms each end in a flat, mirrored plate about 3 inches square. The device's sole purpose is to distract creatures in combat. When it hears its key word, it activates and harasses the nearest creature until it hears its deactivating word. The creature it distracts suffers a –2 penalty to all attack rolls, checks, and saves. A creature attempting to cast a spell must make a Concentration check

(DC 15 + spell level) to cast it successfully. The distracter has 20 hit points and AC 21 (–2 for size, +2 Dexterity, +7 armor).

Craft DC 37; Price 6,000 gp; Weight 6 lbs.

**Morphing Lockpick:** This device seems like a fist-sized blob of warm clay, but it's actually a living creature. When pressed against any opening, it conforms to the size and shape of that opening, and moves and turns. This function opens locks with a +10 bonus. Placing the morphing lockpick on a lock is a standard action, but it requires no further action on the part of the owner to open the lock. The morphing lockpick will keep trying until pulled away. Once it's succeeded in opening the lock, it remains in the lock until retrieved.

Craft DC 26; Price 1,000 gp; Weight 1 lb

**Mutant Detector:** This device comprises a dark-colored fleshy sphere 3 inches in diameter atop a metal base. The detector shrieks when it comes within 10 feet of a mutant.

Craft DC 35; Price 1,000 gp; Weight 2 lbs.

**Poison Detector:** This device comprises a dark-colored fleshy sphere 3 inches in diameter atop a metal base. The detector shrieks when it comes within 10 feet of any type of poison or venom.

Craft DC 31; Price 1,000 gp; Weight 2 lbs.

**Stunjelly:** This small greenish blob is normally kept in a glass vial or similar container. The jelly carries a potent electrical charge. The first creature it touches must make a Fortitude saving throw (DC 24) or be stunned for 1d4+1 rounds. A stunned creature drops everything held, can't take actions, suffers a –2 penalty to Armor Class, and loses his Dexterity bonus to Armor Class (if any). Once it successfully discharges its jolt (actually stunning a creature), the stunjelly dies.

Craft DC 40; Price 3,300 gp; Weight 2 lbs.

**Surgical Assistant:** This strange creature/device looks a little like a 2-foot-long brain floating in mid-air, with two long, spindly arms that end in grasping clamps. Its sole purpose is to aid in chaositech surgical procedures. It adds a +5 bonus to any Chaos Surgery check made with its help. The assistant has 10 hit points and AC 11 (+1 for size).

Craft DC 39; Price 8,000 gp; Weight 10 lbs.

## Blessed Mutation

*Kail looked about at his new surroundings. The light was dim, but he could make out that he was in a round chamber with a number of exits. He had dropped his emitter in the fall. Now it was nowhere to be seen. He pulled out the harrower.*

*As he did, the shadows around him lurched and moved. A number of figures silently shambled into the room. Each*

*of these mysterious intruders was very different from his fellows—one was massive with arms like wooden posts, while another stood hunched low to the ground despite his very long legs. And those were only the first two to enter. A short woman came very close to him with her hand outstretched. Her long fingers looked like serpents. Kail lowered his weapon to fire but it was too late. An unseen strength grabbed hold of the harrower, and it flew to the woman's hand. Her whiplike fingers closed around it. More misshapen humanoids entered the room.*

*"Mutants," Kail muttered under his breath. Here? That seemed unbelievable. Why would mutants be here beneath the councilman's home? He wondered if he would live long enough to find out.*

As the worship of chaos is about both change and individuality, the cults of chaos embrace physical deformities as a sign of the constant process of evolution toward an ideal far beyond what the lawful creator gods ever dreamed. Mutation is the ultimate expression of this type of physical, biological change. In this context, mutation is a random change to a creature that results not from natural causes (like simple maturation) but from some outside agent. To encourage mutation, many chaos cultists—especially members of the Ebon Hand—willingly undergo transformations in hideous rituals celebrated in the name of the Lords of Chaos. Many of these rites involve exposure to raw chaos, which ends in death as often as it does mutation.

Still others find themselves unwillingly mutated by long-term exposure to chaositech, which cultists refer to as a sort of surprise "blessing." The cults of chaos see mutation as a sign that a creature, lawful in its creation, has been touched by chaos. More than just a physical change, the mutation represents a change of inner nature. Mutants are literally creatures of chaos. They are blessed, sacred beings altered forever by the beauty of randomness. The fact that so many mutations are detrimental or are only superficial simply confirms chaos' destructive power and true randomness.

### THE PROCESS OF MUTATION

Aside from natural occurrences in evolution, there are three causes for mutation:

1. Long-term exposure to chaositech. This is called chaotic contamination.
2. Vile rituals held in chaos temples.
3. Even a brief exposure to raw chaos.

As explained in Chapters Two and Three, exposure to chaositech forces living creatures to make Fortitude saving throws. Similarly, if a character becomes the subject of a cult's mutation rituals or if she touches raw chaos, she must also make a Fortitude saving throw. In the latter two situations, the Difficulty Class is usually 20.

Failure results in, at least, deformity and damage. First, the character slowly assumes physical deformities, a process that takes 1d4+3 days. Each day, she sustains 1d3 points of Constitution damage and 1d2 points of Strength damage. The deformities bestow a -2 penalty on Diplomacy and Gather Information checks. If the character survives the ability damage, she has a 25 percent chance of gaining a mutation. If this happens, roll to determine the severity of the mutation (if she does not gain a mutation, she simply remains deformed):

| d%    | Mutation Severity |
|-------|-------------------|
| 01–75 | Minor mutation    |
| 76–95 | Moderate mutation |
| 96–00 | Major mutation    |

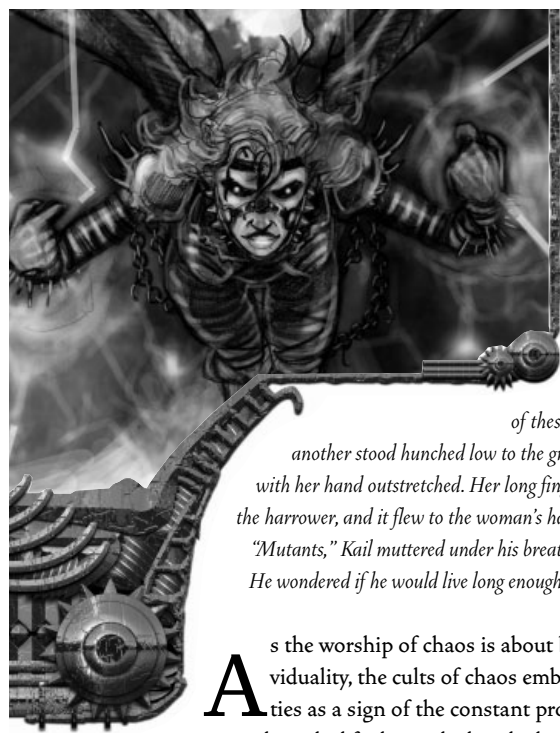
Minor, moderate, and major mutation are all mutation templates that you can apply to a character. They offer the character not only specific mutant powers, but also certain drawbacks, as described later in this chapter.

Developing a mutant power and/or drawback takes time. It takes a while for the physical change to occur, and it takes even longer to understand and develop the new ability.

Mutations manifest over a period of 1d2+1 weeks. This is normally a painful period for the developing mutant, during which she is incapacitated, incapable of normal activity.

A creature gaining the minor mutation template reduces her experience point total so that she is halfway between her current level and the previous level. She does not gain a new level again until she actually reaches a total that would qualify her for the next level. Thus, if she is 6th level, her experience point total becomes 12,500, but her level remains unchanged. She does not gain another level (7th) until she reaches 21,000 XP.

A creature gaining the moderate mutation template reduces her experience point total to midway between her previous level and the one before that. Someone gaining the major mutation template reduces her total to the midpoint



between the levels two and three below her current level. A character whose experience point total falls to zero in this fashion lapses into a coma for 1d2 weeks and awakens with no template, but with a permanent mutation drawback (see page 76).

Once the mutation has manifested and the creature's physiology stops changing, it normally takes at least two weeks for the new mutant to learn to use any gained powers or benefits, as she adapts to her new physiology.

### MUTATING MUTANTS

Once a character becomes a mutant, it is possible for her to become further mutated. A minor mutant who is mutated again becomes a moderate mutant. The minor and moderate mutation templates do not stack, so she simply adopts the moderate template, which imposes the following changes upon her:

- She gains two moderate mutations or three moderate mutations and a drawback.
- She loses a minor mutation.
- She gains a +2 bonus to Strength and Constitution and a -2 penalty to Charisma.

Likewise, a moderate mutant who is mutated further gains the major mutation template, and makes the changes imposed. A major mutant who gets mutated again simply rolls for an additional moderate and an additional major mutation, as well as another drawback, and adds them to her list of mutations. After that point, further mutations lead only to additional drawbacks.

### MUTANTS IN THE WORLD

Most mutants don't survive long. The physical changes may be too much for them or so debilitating as to make them no longer viable as characters. They simply devolve into twisted and pitiful things or die from their own physical changes (a mutant strangled by his own rapidly-expanding chest or one whose mutation places his brain on the outside of his skull, for example). Only madmen desire mutation. If a chaos cult is kidnapping people and forcibly mutating them, assume that about 75 percent of them die outright—albeit sometimes slowly.

Mutants who survive their own physical and mental changes are hardy and tough—as most player characters are. Even those without obvious physical mutations, though, have an aura of wrongness about them. Others may not know immediately that they are talking to a mutant, but they don't react to them well. Mutants gain a poor sense of self because of this problem.

Obviously, mutants are not welcomed or accepted in a normal society. Physical deformities or drastic differences in

appearance can mark one as having been cursed, diseased, or touched by evil. Certain religions or governments may decry mutation as a plague or even a crime that must be stamped out. If there are enough mutants to justify it, mutant hunters—men and women skilled in combat and magic, well versed with the tracking and elimination of mutants—may start to appear to collect the bounties placed on mutant heads.

Most mutants are sterile. However, when a mutant does breed, the offspring are usually (75 percent of the time) mutants to the same degree as the parent, if not moreso.

### MUTANTS AND MAGIC

Mutant powers are not magical and cannot be dispelled. They are not suppressed in an antimagic field. Spells that offer protection against spell-like effects and magic, such as *mind blank* or *spell resistance*, do not work against similar mutant powers. The primary exception to this rule is energy types. If a mutation inflicts damage of a given type (such as fire), a spell or magic item that protects against the energy type (such as a *potion of protection from fire*),

still provides protection. (This is true in more general cases as well: A *ring of protection* still offers an Armor Class bonus against an attack made with a mutant power.) As a rule of thumb, when an effect specifies spells or magic, you cannot extrapolate that such an effect applies to mutation as well.

Chaositech and mutation are very similar. Both are the result of raw chaos warping the way the world should work. Thus, sometimes when a device or power is designed to work specifically against chaositech, it also may affect mutation and vice versa. Such “crossover” effects are always specified.

### MUTATION TEMPLATES

When a creature survives the mutation process, it gains one of the three templates offered in this section. To select specific incidental, minor, moderate, and major mutations and drawbacks as special attacks, roll on the tables starting on page 69.

#### PCs and Mutation

*Player characters mutated over the course of the campaign first face deformity damage. If they survive, they can accept a mutation template (and the level adjustment, if any)—if they want to. It's usually not a good idea to force something like mutation on a character, unless the DM knows for sure the player will not mind. Discuss with the players whether they want to be permanently mutated, and which template they would like. Roll abilities randomly.*



### MINOR MUTATION TEMPLATE

“Minor mutation” is a template one can add to any living corporeal creature. A minor mutant uses all the base creature’s statistics and special abilities except as noted here.

**Size and Type:** The creature’s type changes to aberration. Do not recalculate the creature’s Hit Dice, base attack bonus, or saves. Size remains unchanged.

**Special Attacks:** A minor mutant retains all the base creature’s special attacks and also gains the following special abilities: Two minor mutations OR three minor mutations and one incidental mutation.

**Special Qualities:** A minor mutant has all the base creature’s special qualities, plus a +2 racial bonus on Fortitude saves against poison and disease.

**Abilities:** Alter the base creature’s as follows:

Strength +0, Dexterity +0, Constitution +2, Intelligence +0, Wisdom +0, Charisma –2.

**Challenge Rating:** As base creature’s +1

**Alignment:** Always chaotic (any)

**Level Adjustment:** Same as base creature’s

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*“All hail the blessed mother of change! In her infinite glory, she has seen fit to warp that which was straight and bring asymmetry to that which was caught in the tyranny of redundancy. Conformity is the enemy. Distortion is the key to freedom and joy! All hail!”*  
 —A prayer from the dread tome *The Sanction of Transformation*, found in a chaos temple

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### MODERATE MUTATION TEMPLATE

“Moderate mutation” is a template one can add to any living, corporeal creature. A moderate mutant uses all the base creature’s statistics and special abilities except as noted here.

**Size and Type:** The creature’s type changes to aberration. Do not recalculate the creature’s Hit Dice, base attack bonus, or saves. Size remains unchanged unless otherwise dictated by the mutation.

**Special Attacks:** A moderate mutant retains all the base creature’s special attacks and also gains the following special abilities.

- One minor mutation
- Two moderate mutations OR three moderate mutations and one drawback
- One incidental mutation

**Special Qualities:** A moderate mutant has all the base creature’s special qualities, plus a +2 racial bonus on Fortitude saves against poison and disease.

**Abilities:** Alter the base creature’s as follows: Strength +2, Dexterity +0, Constitution +4, Intelligence +0, Wisdom +0, Charisma –4.

**Challenge Rating:** As base creature’s +2

**Alignment:** Always chaotic (any)

**Level Adjustment:** Same as base creature’s +2

### MAJOR MUTATION TEMPLATE

“Major mutation” is a template one can add to any living, corporeal creature. A major mutant uses all the base creature’s statistics and special abilities except as noted here.

**Size and Type:** The creature’s type changes to aberration. Do not recalculate the creature’s Hit Dice, base attack bonus, or saves. Size remains unchanged unless otherwise dictated by the mutation.

**Armor Class:** The base creature’s flesh toughens, providing a +1 natural armor bonus to Armor Class. This bonus stacks with other natural armor bonuses gained through mutation.

**Special Attacks:** A major mutant retains all the base creature’s special attacks and also gains the following special abilities.

- Two minor mutations
- Two moderate mutations
- One major mutation
- One incidental mutation
- One drawback

**Special Qualities:** A major mutant has all the base creature’s special qualities, plus a +2 racial bonus on Fortitude saves against poison and disease.

**Abilities:** Alter the base creature’s as follows: Strength +2, Dexterity +2, Constitution +4, Intelligence +0, Wisdom +0, Charisma –4.

**Challenge Rating:** As base creature’s +3

**Alignment:** Always chaotic (any)

**Level Adjustment:** Same as base creature’s +3

### MUTANT FEATS

Mutants can continue to develop and hone their control over their mutant abilities and disabilities. They have a pair of feats available to them to help demonstrate this attention to their mutations.

#### ENHANCE MUTATION (GENERAL)

Through practice, you learn to increase the potency of a mutation.

**Benefit:** You can permanently change one of your mutations in one of the following ways:

- +2 bonus to saving throw Difficulty Class (usable only if mutation calls for a target to make a saving throw)

- +1d6 points of damage (usable only if mutation already inflicts damage)
- +2 competence bonus (usable only if mutation already grants a competence bonus)
- +1 inherent bonus (usable only if mutation already grants an inherent bonus)
- +1 natural armor bonus (usable only if mutation already grants a natural armor bonus)
- +2 bonus to “caster” level (usable only if mutation mimics a spell)
- Double range (usable only if mutation has a ranged effect)
- Extra use per day (usable only if mutation allows a limited number of uses per day)
- +25% chance to use a sixth sense ability (see page 70)

**Special:** You can take this feat multiple times, choosing a different applicable option each time.

### NEGATE DRAWBACK (GENERAL)

You can overcome unwanted mutations simply through force of will.

**Benefit:** You permanently negate the effects of one mutation drawback.

## MUTATIONS

The next few sections list the possible types of mutation, organized into minor, moderate, and major mutations, as well as incidental mutations and mutation drawbacks.

Even mutations that replicate spells are not magical—they are mutant powers. They function like spell-like abilities, except that antimagic does not suppress them and they cannot be dispelled. They can be disrupted, however. If you need to reference an ability score to determine any aspect of a mutant power, use Constitution. If a level (such as caster level) is needed, use total character level (or Hit Dice).

If a mutation duplicates an ability the creature already has, whether as a natural ability, a class ability, or another mutant power, the DM may allow a reroll.

### MINOR MUTATIONS

The following abilities are minor mutations. Unless mentioned otherwise, they do not have physical manifestations. Thus, it is not immediately obvious that a creature with only minor mutations is a mutant, except for the aura of wrongness surrounding the creature (partially to blame for the mutant’s lowered Charisma score).

### d% Mutation Description

- 01–03 **Adhesion:** Your hands have an adhesive quality, granting you a +4 competence bonus to offensive grapple checks, Climb checks, and rolls to resist being disarmed.
- 04–06 **Catfall:** Your reflexes allow you to land well. Reduce 10 feet from the distance of every fall when determining damage.
- 07–10 **Darkvision:** You have darkvision with a 60-foot range.
- 11–14 **Enhanced Constitution, Minor:** You gain a +2 innate bonus to Constitution.
- 15–19 **Enhanced Dexterity, Minor:** You gain a +2 innate bonus to Dexterity.
- 20–23 **Enhanced Flesh, Slight:** You gain a +1 natural Armor Class bonus.
- 24–26 **Enhanced Hearing:** You gain a +4 competence bonus to Listen.
- 27–30 **Enhanced Strength, Minor:** You gain a +2 innate bonus to Strength.
- 31–32 **Enhanced Vision:** You gain a +4 competence bonus to Spot and Search.
- 33–34 **Flexible Bones:** You have rubbery bones that allow you to squeeze into very tight places. You gain a +4 competence bonus to Escape Artist thanks to this mutation.
- 35–36 **Gripping Feet:** You have a long toe at the back of each of your feet, allowing you to grasp with them. You gain a +3 competence bonus to grapple and Climb checks. You can even grasp objects with your feet.
- 37–38 **Low-Light Vision:** You have low-light vision.
- 39–40 **No Scent:** You cannot be found or tracked by scent.
- 41–43 **Perfect Voice:** You gain a +4 competence bonus to Bluff, Diplomacy, and Gather Information.
- 44–46 **Predict Weather:** By being in tune with natural conditions around you, you always know what tomorrow’s weather will be like.
- 47–50 **Resilience:** You gain +10 hit points.
- 51–53 **Resistance to Disease:** You gain a +4 bonus on all saving throws against disease.
- 54–56 **Resistance to Mutation:** You gain a +4 bonus on all of your saving throws against chaotic contamination.
- 57–59 **Resistance to Poison:** You gain a +4 bonus on all your saving throws against poison.
- 60–63 **Scent:** You have the scent ability as described in the MM.

- 64–66 **Sixth Sense: Poison:** When a poison is within 10 feet of you, you have a 50 percent chance to automatically sense its presence and general location (but no details regarding its nature). Once you have rolled for a particular dose of poison, you need never roll for it again—you either always detect it or always do not.
- 67–69 **Sixth Sense: Chaositech:** When a chaositech item is within 20 feet of you, you have a 50 percent chance to automatically sense its presence and general location (but no details regarding its nature). Once you have rolled for a particular item, you need never roll for it again—you either always detect it or always do not.
- 70–72 **Sixth Sense: Disease:** When a disease-bearing contagion is within 20 feet of you, you have a 50 percent chance to automatically sense its presence and general location (but no details regarding its nature). Once you have rolled for a particular instance of a disease, you need never roll for it again—you either always detect it or always do not.
- 73–75 **Sixth Sense: Mutation:** When a mutant is within 20 feet of you, you have a 50 percent chance to automatically sense its presence and general location (but no details regarding its nature). Once you have rolled for a particular mutant, you need never roll for it again—you either always detect it or always do not.
- 76–78 **Sixth Sense: Illusions:** When an illusion is within 10 feet of you, you have a 50 percent chance to automatically sense its presence and general location (but no details regarding its nature). Once you have rolled for a particular illusion, you need never roll for it again—you either always detect it or always do not.
- 79–81 **Sixth Sense: Magic:** When an active spell or magic item is within 20 feet of you, you have a 50 percent chance to automatically sense its presence and general location (but no details regarding its nature). Once you have rolled for a particular item or spell, you need never roll for it again—you either always detect it or always do not.
- 82–84 **Sixth Sense: Undead:** When an undead is within 20 feet of you, you have a 50 percent chance to automatically sense its presence and general location (but no details regarding its nature). Once you have rolled for a particular creature, you need never roll for it again—you either always detect it or always do not.

- 85–87 **Slick:** You secrete a slippery substance that gives you a +5 competence bonus to Escape Artist.
- 88–91 **Unflappable:** You are immune to effects that cause you to be dazed or stunned and gain a +2 bonus to resist fear effects.
- 92–95 **Webbed Hands and Feet:** You gain a +4 competence bonus to Swim checks.
- 96–00 **Youthful Vigor:** Your body changes as though your age decreased by 25 percent. Only physical changes (not mental ones) apply.

### MODERATE MUTATIONS

The following abilities are moderate mutations. These sometimes have physical manifestations, such as visible claws, sparkling, hypnotic eyes, and so on. Further, characters with enhanced strength most likely have oversized arms and shoulders, while those with enhanced flesh have a visible carapace like armor or scales.

#### d% Mutation Description

- 01–03 **Acid Spit:** Once per day, you can spew acid at a single target up to 15 feet away as a ranged touch attack. If successful, the attack inflicts 2d6 points of acid damage.
- 04–07 **Claws:** You have claws on your hands. You can use them to make unarmed attacks, although you are considered armed. You are still limited in the number of attacks you can make in a round, although you can use the claws on your off hand to make an off-hand attack. The amount of damage they inflict depends on your size.

| Size               | Damage |
|--------------------|--------|
| Diminutive or Fine | 1      |
| Tiny               | 1d2    |
| Small              | 1d3    |
| Medium             | 1d4    |
| Large              | 1d6    |
| Huge               | 2d4    |
| Gargantuan         | 2d6    |
| Colossal           | 2d8    |

- 08–11 **Enhanced Strength:** You gain a +4 innate bonus to Strength.
- 12–15 **Enhanced Constitution:** You gain a +4 innate bonus to Constitution.
- 16–19 **Enhanced Dexterity:** You gain a +4 innate bonus to Dexterity.
- 20–23 **Enhanced Flesh, Minor:** You gain a +2 natural Armor Class bonus.



- 24–25 **Face Shifting:** You can use *disguise self* once per day.
- 26–27 **Gliding Wings:** A thin membrane between your body and arms allows you to glide through the air. You can effectively fly with a speed of 30, as long as you have a high spot to start from. For every 10 feet down, you can fly laterally for 30 feet. Your flying maneuverability is poor.
- 28–29 **Great Fortitude:** You have a +2 bonus to Fortitude saving throws.
- 30–32 **Immunity to Poison:** You are immune to poison.
- 33–35 **Immunity to Disease:** You are immune to disease.
- 36–38 **Hypnotic Eyes:** You gain a +4 innate bonus to Charisma.
- 39–41 **Incredible Speed:** You add 10 feet to your base land speed.
- 42–43 **Iron Will:** You have a +2 bonus to Will saving throws.
- 44–46 **Leaping Legs:** You gain a +6 competence bonus to Jump.
- 47–48 **Lightning Reflexes:** You have a +2 bonus to Reflex saving throws.
- 49–50 **Pheromones:** You emit pheromones that allow you to use a *charm person* effect (Will save, DC 10 + half your level + your Charisma bonus) upon a target within 10 feet three times per day. You have a musky scent all the rest of the time.
- 51–53 **Rapid Moves:** You can take an additional move action in a round three times per day.
- 54–56 **Resistance to Magic:** You gain a +2 innate bonus to all saves against spells, spell-like abilities, magic items, and so on.
- 57–59 **Resistance to Mutant Powers:** You gain a +2 innate bonus to all saves against mutant powers.
- 60–61 **Resistance to Acid:** You have acid resistance 10.
- 62–63 **Resistance to Cold:** You have cold resistance 10.
- 64–65 **Resistance to Fire:** You have fire resistance 10.
- 66–67 **Resistance to Electricity:** You have electricity resistance 10.
- 68–69 **Resistance to Sonic:** You have sonic resistance 10.
- 70–72 **Scream:** Once per day you can let loose a shrill scream that functions as a *shatter* spell (save DC 10 + half your level + your Charisma bonus).
- 73–75 **See Invisible:** You can use *see invisibility* at will.
- 76–78 **Shocking Touch:** You can use *shocking grasp* twice per day, inflicting 2d6 points of electrical damage.
- 79–81 **Size Decrease:** Your size decreases by one category. You gain a +1 bonus to Armor Class and attack rolls.
- 82–84 **Sound-Absorbing Field:** You can create a *silence* field around yourself once per day.
- 85–87 **Spines:** You are covered in sharp spines that automatically inflict 1d4 points of damage to anyone that you grapple or that grapples you.
- 88–90 **Touch of Frost:** You can use *shocking grasp* twice per day, except that it deals cold damage rather than electricity, inflicting 2d6 points of cold damage.
- 91–93 **Touch of Heat:** You can use *shocking grasp* twice per day, except that it deals fire damage rather than electricity, inflicting 2d6 points of fire damage.
- 94–96 **Tremorsense:** You can detect all things touching the ground within 30 feet, whether or not you can see them.
- 97–99 **Unknown:** You can use *nondetection* at will (self only). You thwart not only magical divinations, but detection-based mutant powers and chaostech as well.
- 00 **Vampiric Sustenance:** You feed on pain. If you inflict 10 points or more with a melee attack, you are healed 1 point of damage (if you are hurt).



## MAJOR MUTATIONS

The following abilities are major mutations. They are always accompanied by physical manifestations or deformities—such as extra eyes, stony skin, or an enlarged head. These manifestations make it obvious to all that the creature is mutated or horribly warped in some fashion.

The only way to gain a major mutation is through the major mutation template in this chapter.

### d% Mutation Description

- 01 **Absorb Magic:** You absorb the first 10 levels of spells that are cast upon you (where you are the only target) each day. The spells not only do not affect you, but you gain +1d6 temporary hit points per spell level absorbed. The temporary hit points last for 10 minutes.
- 02–03 **Acid Generation:** Your touch attack inflicts 2d6 points of acid damage, and your unarmed and natural attacks inflict +2d6 points of acid damage. You also have acid resistance 10.
- 04 **Additional Arms:** You have 1d3 additional, fully functional arms and 1d4–2 nonfunctional, useless arms. Functional arms can be used to hold objects, wield weapons, and complete tasks requiring fine motor skills. Each additional arm is considered an off hand.
- 05–06 **Additional Eyes:** You have eyes all the way around your head. You cannot be flanked, and you gain a +4 competence bonus to Spot and Search.
- 07–08 **Blindsight:** You can sense things within 30 feet, whether or not you can see them.



- 09–10 **Bite:** You have an extended jaw that opens very wide, filled with razor-sharp teeth. The amount of damage the bite inflicts depends on your size.

| Size               | Damage |
|--------------------|--------|
| Diminutive or Fine | 1d2    |
| Tiny               | 1d3    |
| Small              | 1d4    |
| Medium             | 1d6    |
| Large              | 2d4    |
| Huge               | 2d6    |
| Gargantuan         | 2d8    |
| Colossal           | 3d8    |

- 11–12 **Claws, Massive:** You have large claws on your hands. The amount of damage they inflict depends on your size.

| Size               | Damage |
|--------------------|--------|
| Diminutive or Fine | 1d2    |
| Tiny               | 1d3    |
| Small              | 1d4    |
| Medium             | 1d6    |
| Large              | 2d4    |
| Huge               | 2d6    |
| Gargantuan         | 2d8    |
| Colossal           | 3d8    |

- 13–14 **Cold Generation:** Your touch attack inflicts 1d6 points of cold damage, and unarmed and natural attacks inflict +1d6 points of cold damage. Once per day you can emit a cold ray (6d6 points of damage, 100 feet long, 5 feet wide, save DC 10 + half your level + your Charisma bonus). You also have cold resistance 10.
- 15–16 **Control Emotions:** You can use *calm emotions*, *rage*, *good hope*, and *crushing despair* each once per day.
- 17–18 **Control Earth:** You can use *move earth* once per day and *stone shape* five times per day.
- 19–20 **Control Plants:** You can use *control plants* and *entangle* both three times per day.
- 21–22 **Defensive Field:** Once per day you can create an energy field around you that can sustain 40 points of damage. Subtract all incoming damage (hit point damage—normal or nonlethal—but not ability score damage) from the field before any of it reaches you; as long as the field has any hit points left, it absorbs the entire attack. The field also blocks any effect accompanying an attack that requires damage to be



- inflicted, such as a poisonous bite or the effects of an *axe of wounding*. Damage from artifacts, spells of 7th level or above, and +5 weapons bypass the field. The field does not protect against nondamaging attacks like *gust of wind*, gaze attacks, or *disintegrate* (although it would absorb the damage inflicted by a *disintegrate* spell if the subject's save succeeded).
- 23–24 **Density Increase:** Your density increases, tripling your weight, but you gain 30 bonus hit points and a +2 natural armor bonus to Armor Class.
- 25–26 **Dimension Door:** You can use *dimension door* three times per day.
- 27 **Disease Spew:** Once per day you can vomit forth a caustic, disease-ridden spew in a cone 20 feet long. Anyone in that area suffers 10d6 points of acid damage (Reflex save, DC 10 + half your level + your Charisma bonus, for half). Further, anyone in the area must also make a Fortitude saving throw (DC 10 + half your level + your Constitution bonus) or become infected as if by a *contagion* spell.
- 28–29 **Disease Touch:** You can use *contagion* five times per day.

- 30–31 **Displacement:** You are continually partially displaced, like the effects of the *displacement* spell, with a miss chance of 25 percent.
- 32–33 **Dominating Will:** You can use *dominate person* once per day.
- 34–35 **Electricity Generation:** Your touch attack inflicts 1d6 points of electricity damage, and your unarmed and natural attacks inflict +1d6 points of electricity damage. You can emit a lightning ray once per day (6d6 points of damage, 100 feet long, 5 feet wide, save DC 10 + half your level + your Charisma bonus). You also have electricity resistance 10.
- 36–37 **Eyestalks:** Your eyes can move out of their sockets on stalks. You cannot be flanked, and you gain a +4 competence bonus to Spot and Search.
- 38–39 **Fear Gaze Attack:** You have a gaze attack with a range of 50 feet that you use three times per day. All within that range who fail their Will saves (DC 10 + half your level + your Charisma bonus) become panicked for 1d6+1 rounds.
- 40–41 **Flame Generation:** Your touch attack inflicts 1d6 points of fire damage, and your unarmed and natural attacks inflict +1d6 points of fire damage. You can generate a *fireball* once per day (6d6 points of damage, 100-foot range, save DC 10 + half your level + your Charisma bonus). You also have fire resistance 10.
- 42–43 **Flight:** You can use *fly* at will.
- 44 **Fly Abilities:** You can *levitate* and *spider climb* at will. In addition, once per day you can spit a blob of acid—equal in every way to a flask of acid—at foes. Your body becomes hairy, your eyes very large, and you form small mandibles.
- 45–46 **Forceblasts:** You can emit a force ray five times per day that inflicts 6d6 points of damage and measures up to 100 feet long. Using the ray is a ranged touch attack.
- 47–48 **Hardened Flesh:** You gain a +4 natural Armor Class bonus.
- 49–50 **Icebolts:** You can launch bolt of razor-sharp ice from the palm of your hand at a single target, five times per day. You must make a normal (not a touch) ranged attack roll; if you succeed, the bolt inflicts 2d6 points of piercing damage and 2d6 points of cold damage. If the attack roll misses, calculate whether it would have hit as a ranged touch attack. If so, then the bolt strikes and inflicts only the cold damage. If the ranged touch attack missed as well, there is no effect.
- 51–52 **Immunity to Acid:** You are immune to acid.
- 53–54 **Immunity to Cold:** You are immune to cold.
- 55–56 **Immunity to Fire:** You are immune to fire.
- 57–58 **Immunity to Electricity:** You are immune to electricity.
- 59–60 **Immunity to Sonic:** You are immune to sonic energy.
- 61–62 **Incredible Strength:** You gain a +6 innate bonus to Strength. Your arms and upper torso bulk up considerably in size.
- 63–64 **Incredible Constitution:** You gain a +6 innate bonus to Constitution.
- 65–66 **Incredible Dexterity:** You gain a +6 innate bonus to Dexterity.
- 67–68 **Invisibility:** You can become invisible three times per day.



- 69–70 **Magnetism:** You gain a +10 circumstance bonus to resist attempts to disarm you of a metal object you hold. You also gain a +10 circumstance bonus to climb up a metal surface or object (like an iron pipe). Further, when you focus your attention (requiring concentration) on a metal or mostly metal object within 5 feet weighing less than 1 lb. per level, you drag it toward you at a rate of 1 foot per round.
- 71–72 **Mind Thrust:** You can focus your mind five times per day to create an invisible mental blast that emanates from your head and stabs at the mind of another. You must make a ranged touch attack to use the mind thrust to strike a foe. If it hits, you deal 6d6 points of nonlethal damage.
- 73–74 **Mistform:** You can use *gaseous form* three times per day.
- 75–76 **Pain Gaze Attack:** You have a gaze attack with a range of 50 feet that you use five times per day. All within range who fail their Will save (DC 10 + half your level + your Charisma bonus) suffer a –2 penalty on attacks, saves, and checks for 10 rounds.
- 77 **Paralysis Gaze Attack:** You have a gaze attack with a range of 50 feet that you use three times per day. All within range who fail their Fortitude save (DC 10 + half your level + your Charisma bonus) are paralyzed for 1d6+1 rounds.
- 78 **Petrification Gaze Attack:** You have a gaze attack with a range of 50 feet that you use once per day. All within range who fail their Fortitude save (DC 10 + half your level + your Charisma bonus) turn to stone.
- 79 **Polymorph:** You can change your shape, as described in the *polymorph* spell (Personal target only), once per day for up to 20 minutes.
- 80 **Rat Abilities:** You enjoy a +6 inherent bonus to Move Silently and Hide. Once per day you can convey a disease (*filth fever*) by touch.
- 81–82 **Read Minds:** You can use *detect thoughts* at will.
- 83–84 **Resistance to Nonmagical Attacks:** You have damage reduction 10/law (10/+2).
- 85–86 **Size Increase:** Your size increases by one category, but you suffer a –1 penalty to Armor Class and attack rolls. You may gain additional reach.
- 87 **Snake Abilities:** You have scales that grant you a +2 natural armor bonus to Armor Class, and you can use *poison* and *hypnotism* each once per day.
- 88–89 **Sonic Generation:** You can emit a sonic ray three times per day that inflicts 6d6 points of damage and is up to 100 feet long. Using the ray is a ranged touch attack. You also have sonic resistance 10.

- 90–91 **Speed Burst:** You can move blindingly fast in short bursts. Ten times per day you can perform an additional move action in a single round.
- 92–93 **Spell Resistance:** You gain spell resistance 25.
- 94 **Spider Abilities:** You can *spider climb* at will and use *web* three times per day. Your flesh takes on a grey hue, and you develop tiny mandibles.
- 95–96 **Telekinesis:** You can use *mage hand* at will, and once per day you can use *telekinesis*.
- 97–98 **Telepathic Communication:** You can communicate mentally with anyone you can see at will. You can communicate with anyone you know within 100 miles once per day. This type of communication is two way—you can both receive and send information.
- 99 **X-Ray Vision:** You can see into and through solid matter. At a range of 20 feet, you can see as if you were looking at something in normal light—even if there's no light at all. Your vision can penetrate matter based on the type of material.

| Substance              | Maximum Thickness |
|------------------------|-------------------|
| Organic matter         | 10 feet           |
| Stone                  | 5 feet            |
| Iron, steel, and so on | 3 inches          |
| Lead, gold, platinum   | Cannot penetrate  |

You are 90 percent likely to locate secret compartments, drawers, recesses, and doors using X-ray vision, although the process is slow. You can search only one 5-foot-square area in a round.

- 00 **Weather Control:** You can use *control weather* once per day.

## INCIDENTAL MUTATIONS

Incidental mutations are changes that have no actual beneficial or harmful effects, except perhaps in terms of physical appearance.

### d% Mutation Description

- 01–02 **Bald:** You have no hair anywhere on your body.
- 03–04 **Black Spittle:** Your saliva is dark colored.
- 05–06 **Bony Ridge:** You have a bony ridge on your forehead or running across your scalp.
- 07–08 **Bulging Eyes:** Your eyes protrude unnaturally.
- 09–10 **Bumpy Flesh:** Strangely colored lumps cover your skin.
- 11–15 **Colored Eyes:** Your eyes are an unnatural color (roll 1d6: 1—purple, 2—gold, 3—silver, 4—red, 5—black, or 6—all white).

- 16–20 **Colored Flesh:** Your skin is an unnatural color (roll 1d8: 1—green, 2—purple, 3—blue, 4—gold, 5—silver, 6—bright red, 7—jet black, or 8—alabaster white).
- 21–25 **Colored Hair:** Your hair is an unnatural color (roll 1d6: 1—purple, 2—gold, 3—silver, 4—blue, 5—green, or 6—pink).
- 26–27 **Distinctive Odor:** You give off a strong odor that is not terribly unpleasant.
- 28 **Extra Eye:** You have an additional eye in your forehead. It grants you no better vision, however.
- 29–30 **Extra Finger:** You have an additional finger on one hand (or both).
- 31 **Feathers:** Brightly colored plumage covers your flesh.
- 32–33 **Fin:** You have a crested fin on the top of your head.
- 34 **Fins:** You have fins on your forearms and shins.
- 35 **Flagella:** You have 2d20 thin flagella extruding from your body. They move but are too weak to serve a purpose.
- 36–37 **Gangly:** You are unnaturally tall (your size does not change) but thin and gaunt.
- 38–40 **Hairy:** Long, tough hair covers your body.
- 41–42 **Hunchbacked:** You stand stooped over and have a hump on your back.
- 43–44 **Large Eyes:** You have unnaturally large eyes.
- 45–46 **Large Feet:** You have unnaturally large feet.
- 47–48 **Large Head:** You have an oversized head.
- 49–50 **Large Teeth:** You have unnaturally large teeth, but they do no extra damage in a bite attack.
- 51–52 **Loose Flesh:** Your flesh seems to hang off you, as though you have twice as much skin as you need.
- 53–54 **Long Arms:** Your arms are unnaturally long.
- 55–57 **Long Fingers:** Your fingers are unnaturally long.
- 58–59 **Long Legs:** Your legs are unnaturally long.
- 60–62 **Long Neck:** Your neck is unnaturally long.
- 63–64 **Long Tongue:** Your tongue is unnaturally long.
- 65–67 **Long Torso:** Your torso is unnaturally long.
- 68–69 **Multiple Legs:** Rather than two normal legs, you have 1d8+2 insectlike legs that come out of the sides of your pelvis. Your movement rate and capabilities do not change.
- 70–71 **No Neck:** Your head seems to rest flatly on your shoulders.
- 72–74 **Oblong Head:** Your head has a strange oval shape.
- 75–77 **Pointed Ears:** Your ears are pointed (if normally pointed, they are rounded).
- 78–80 **Short:** You are far shorter than normal (unnaturally so). Your size does not change.
- 81–82 **Small Eyes:** You have unnaturally small eyes.

- 83–84 **Small Feet:** You have unnaturally small feet, perhaps resembling hooves.
- 85–86 **Snout:** Your face extends in an animal-like snout.
- 87–88 **Squarish Head:** Your head has a strange, almost square shape.
- 89–90 **Superfluous Tendril:** A long tendril hangs from the back of your head, or from a joint. It has no purpose and you cannot make it move.
- 91–92 **Tentacle Arm:** One of your arms is a tentacle. Although you have no opposable thumb on that arm, you can perform virtually any task with the tentacle that you could with a normal arm.
- 93–94 **Tiny Horns:** You have small, harmless horns on your head.
- 95–96 **Unique Aura:** A tangible, visible energy aura surrounds you. It sheds no light of its own, but it clearly marks you as someone out of the ordinary.
- 97–98 **Useless Tail:** You have a thin tail that hangs uselessly. It is not prehensile and cannot make attacks or even help with balance.
- 99–00 **Wet Skin:** Your flesh secretes a coating of thick liquid at all times.

## MUTATION DRAWBACKS

The following disabilities are mutation drawbacks. All are serious disadvantages, although some may be worse than others. Many of them involve physical changes, which occur as the creature is mutating.

### d% Drawback Description

- 01–02 **Aversion to Bright Light:** In the presence of a light stronger than torchlight (such as in direct sunlight), you suffer a –1 penalty to attacks, saves, and checks.
- 03–04 **Bleeder:** You suffer 1 additional point of damage each time a slashing or piercing attack hurts you.
- 05–06 **Blind:** You are blind. A blinded character suffers a –2 penalty to Armor Class, loses her Dexterity bonus to Armor Class (if any), moves at half speed, and sustains a –4 penalty to Search and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision, such as reading and Spot checks, automatically fail. All opponents are considered to have total concealment (50 percent miss chance) relative to the blinded character.
- 07–09 **Clumsy:** You suffer a –2 penalty to Dexterity.
- 10–12 **Deaf:** You are deaf. A deaf character suffers a –4 penalty on initiative checks, automatically fails Listen checks, and has a 20 percent chance of spell failure when casting spells with verbal components.

- 13–15 **Feeble:** You become disabled when your hit point total is at 2, 1, or 0, rather than at just 0.
- 16–18 **Foolish:** You suffer a –2 penalty to Wisdom.
- 19–21 **Foul Odor:** You emit an odor that makes others mildly nauseous. You suffer a –2 penalty to Diplomacy and Gather Information. This is an overpowering smell for creatures with the scent ability.
- 21–25 **Gimp:** One of your legs is smaller than the other(s) or misshapen. This makes your speed 10 feet slower than normal (if 0 or below, you cannot walk).
- 26–28 **Glass Jaw:** Your massive damage threshold is half its normal amount.
- 29–32 **Hideous:** You suffer a –4 penalty to Diplomacy and Gather Information, but a +2 bonus to Intimidate.
- 33 **Lack of Control:** If you have a mutant power with uses per day, there is a 25 percent chance during any given day that the power will activate or deactivate against your will.
- 34 **Magic Dead:** If you attempt to cast a spell or use a spell-like ability or spell-completion, spell trigger, or use-activated magic item, there is a 20 percent chance it does not work.
- 35–37 **Missing an Arm:** You have only one arm, the other one having literally rotted off during your mutation. You suffer a –2 innate penalty to Disable Device, Forgery, Open Lock, and most Craft and Perform skills. You obviously do not make off-hand attacks or use two-handed weapons or both a weapon and a shield.
- 38–40 **Mute:** You cannot speak or use spells with verbal components or magic items with command words.
- 41–42 **Oversized Hands:** You suffer a –2 innate penalty to Disable Device, Forgery, Open Lock, and most Craft and Perform skills.
- 43–44 **Oversized Arm:** One of your arms is much larger than the other and deformed. You suffer a –1 innate penalty to attacks as well as checks for Disable Device, Forgery, Open Lock, and most Craft and Perform skills.
- 45–47 **Spasms:** When confronted with a stressful situation (such as combat), you have a 10 percent chance of being incapacitated by spasms and convulsions, rendering you helpless.
- 48–50 **Stupid:** You suffer a –2 penalty to Intelligence.
- 51–53 **Susceptible to Acid:** You suffer a –2 penalty to saves against acid and suffer 50 percent more acid damage when it is inflicted upon you.
- 54–56 **Susceptible to Chaos:** You suffer a –4 penalty to saves against chaositech (but not mutation effects).
- 57–59 **Susceptible to Charms and Compulsions:** You suffer a –4 penalty to saves against charm and compulsion effects.
- 60–62 **Susceptible to Cold:** You suffer a –2 penalty to saves against cold and suffer 50 percent more cold damage when it is inflicted upon you.
- 63–65 **Susceptible to Disease:** You suffer a –4 penalty to saves against disease.
- 66–68 **Susceptible to Electricity:** You suffer a –2 penalty to saves against electricity and suffer 50 percent more electricity damage when it is inflicted upon you.
- 69–71 **Susceptible to Fear:** You suffer a –4 penalty to saves against fear effects.
- 72–74 **Susceptible to Fire:** You suffer a –2 penalty to saves against fire and suffer 50 percent more fire damage when it is inflicted upon you.
- 75–77 **Susceptible to Illusions:** You suffer a –4 penalty to saves against illusions.
- 78–79 **Susceptible to Magic:** You suffer a –2 penalty to saves against magic.
- 80–82 **Susceptible to Mutant Powers:** You suffer a –4 penalty to saves against mutant powers.
- 83–85 **Susceptible to Mutation:** You suffer a –4 penalty to saves to avoid chaotic contamination.
- 86–88 **Susceptible to Poison:** You suffer a –4 penalty to saves against poison.
- 89–91 **Susceptible to Psionics:** You suffer a –4 penalty to saves against mind-affecting effects.
- 92–94 **Susceptible to Sonic:** You suffer a –2 penalty to saves against sonic energy and suffer 50 percent more sonic damage when it is inflicted upon you.
- 95–97 **Unnatural Aging:** Your body changes as if your age increased by 50 percent. Only physical changes (not mental ones) apply.
- 98–00 **Weak:** You suffer a –2 penalty to Strength.



## Chaos Slaves

*Kail spoke to the advancing mutants. "Look, I am a servant of chaos, sent here by the high priest Mevalkris." A voice came from the ebon bonds of the darkness around him. "Our master has other plans for you."*

*Kail strained to see the speaker. He thought he could make out a thin, hawkish man, clad in tattered robes. Some strange tattooed pattern ran across his flesh. The pattern occasionally flashed with what looked like a bluish bolt of electricity. In this bizarre light, Kail saw a diminutive, misshapen creature of flesh and steel at the man's feet, clinging to the hem of his robes like a child.*

*"Who is your master?" Kail asked him.*

*"We serve as you do, Kail. We are all slaves of chaos."*

This chapter deals with the people who willingly serve chaos by working with chaositech. It offers two new prestige classes, the chaositechician and the machine mage. It also provides a template for creatures either modified by chaositech or created entirely by chaositech, plus two additional creature templates: the chaosomaton and the fused aberration.

### CHAOSITECHNICIAN

Rarely, a mortal becomes adept at working with chaositech. While most go mad attempting to master the science of chaos, these rare individuals, called chaositechicians, excel at it. Some still go mad eventually, plying the mysterious and unpredictable stuff of chaos itself, but before they do, many learn to use chaositech the way mages use spells.

Chaositechicians cannot only use chaositech—and use it better and more efficiently than others—but they can alter it to fit their own needs and create new chaositech devices when they need to.

Chaositechicians are quick thinking and good with their hands. They frequently carry dozens of tools with them, most of which a nonchaositechician could not even iden-

tify, let alone use. Chaositechicians come from all walks of life and all professions, except perhaps monks and paladins. Anyone with a chaotic disposition and a good Intelligence can excel at working with chaositech. A high starting Wisdom, representing a good grounding in reality, helps ensure that the character can progress in the class without too much fear of going insane.

Chaositechicians are frequently loners, although they often dwell in urban areas to keep abreast of new sources of chaositech. They frequently garner mysterious reputations, such as "the surgeon in the shadows" who will grant individuals amazing powers for a hefty price. Due to the nature of the dangerous materials they work with, as well as the fact that they frequently become mutants in the course of their work, many chaositechicians are fugitives from the law.

Any chaos cult would kill (literally) for a chaositechician to join its ranks and help provide it with the gifts of the Chaos Lords. Most large and powerful cults do have at least one associated chaositechician. These individuals are rarely the cult leaders (although chaotic clerics make fine chaositechicians), preferring to stay and work in shadows even deeper than those in which the cult operates.

#### CHAOSITECHNICIAN

| Class Level | Base Attack Bonus | Fortitude Save | Reflex Save | Will Save | Special   | Spells Per Day/Spells Known or Chaositech Combat Bonus Increase |
|-------------|-------------------|----------------|-------------|-----------|---|---|
| 1st         | +0                | +0             | +0          | +2        | Chaositech affinity                                     | +1 level of existing class or +1 attack                         |
| 2nd         | +1                | +0             | +0          | +3        | Tinker, resist insanity                                 | —   |
| 3rd         | +2                | +1             | +1          | +3        | Chaositech stabilization                                | +1 level of existing class or +1 damage                         |
| 4th         | +3                | +1             | +1          | +4        | Surgical healing (1d8)                                  | —   |
| 5th         | +3                | +1             | +1          | +4        | Jury rig chaositech (1st level)                         | +1 level of existing class or +1 attack                         |
| 6th         | +4                | +2             | +2          | +5        | Surgical healing (2d8), rapid tinker                    | —   |
| 7th         | +5                | +2             | +2          | +5        | Jury rig chaositech (2nd level)                         | +1 level of existing class or +1 damage                         |
| 8th         | +6                | +2             | +2          | +6        | Surgical healing (4d8), jury rig chaositech (3rd level) | —   |
| 9th         | +6                | +3             | +3          | +6        | Jury rig chaositech (4th level)                         | +1 level of existing class or +1 attack                         |
| 10th        | +7                | +3             | +3          | +7        | Surgical healing (6d8), jury rig chaositech (5th level) | +1 level of existing class or +1 damage                         |



**Note:** The chaositechnician is not appropriate for all campaigns. DMs wishing to have chaositech exist only as ancient artifacts or gifts from the gods (the Galchutt) most likely will not want to enable mortals to build their own chaositech devices or manipulate the ones they find.

**Hit Die:** d8

## REQUIREMENTS

To qualify to become a chaositechnician, a character must fulfill all the following criteria.

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**Alignment:** Any chaotic

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**Craft (Chaositech):** 8 ranks

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**Chaos Surgery:** 4 ranks

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**Feats:** Skill Focus (Craft [chaositech])

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**Special:** The character must have used chaositech

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## CLASS SKILLS

The chaositechnician's class skills (and the key ability for each skill) are Appraise (Int), Chaos Surgery† (Int), Concentration (Con), Craft (any) (Int), Decipher Script (Int), Disable Device (Int), Heal (Wis), Knowledge (any one skill) (Int), Open Lock (Dex), Profession (any) (Int), Ride (Dex), Search (Int), Use Magical Device (Cha), and Use Rope (Dex). See the *Player's Handbook*, Chapter Four, for skill descriptions.

**Skill Points at Each Level:** 4 + Intelligence modifier

## CLASS FEATURES

All of the following are class features of the chaositechnician prestige class.

**Weapon and Armor Proficiency:** The chaositechnician gains no proficiency in weapons, armor, or shields.

**Spells Per Day/Spells Known or Chaositech Combat Bonus Increase:** When a character gains a new, odd-numbered chaositechnician level (plus at 10th level), she gains new spells per day (and spells known, if applicable) as if she had also gained a level in her previous spellcasting class (if any). She does not, however, gain any other benefit a character of that class would have gained (bonus





metamagic or item creation feats, and so on). If a character had more than one spellcasting class before becoming a chaositechnician, she must decide which class receives each level of chaositechnician, for the purpose of determining spells per day.

If the character did not have levels in a spellcasting class, she instead gains a +1 competence bonus to either attack rolls or damage rolls made with chaositech weapons of any kind.

**Chaositech Affinity (Ex):** The 1st-level chaositechnician gains a +2 competence bonus to Craft (chaositech)† and Chaos Surgery†.

**Tinker (Ex):** The 2nd-level and higher chaositechnician can take an existing chaositech device and, after 1d4+6 days of work, make one of the following changes to it:

- Double the range
- Increase the damage inflicted by +1d6
- Increase the saving throw Difficulty Class by 1
- Double the area affected
- Double the duration of an effect

The work requires a Craft (chaositech)† check based on the device's normal Craft Difficulty Class and materials worth 10 percent of the device's original price. With further applications of this ability, the chaositechnician can make more changes, but she cannot make the same change twice to the same device.

**Resist Insanity (Ex):** The 2nd-level and higher chaositechnician gains a +4 competence bonus to the saving throws she must make when working with chaositech or performing chaos surgery.

**Chaositech Stabilization (Ex):** The 3rd-level and higher chaositechnician is adept at honing a chaositech device and getting the most out of it. When chaotic failure occurs in the device, she has a 50 percent chance of negating it, allowing the device to function normally.

**Surgical Healing (Ex):** A 4th-level or higher chaositechnician can make a Chaos Surgery† check (DC 15) to heal a creature of 1d8 points of damage + 1 point of damage per class level. This crude procedure takes 1d4+1 rounds. The chaositechnician can perform this surgery on herself or others. The subject must make a Fortitude saving throw (DC 20) or the healing causes scarring and other minor deformities,

resulting in 1 point of Charisma damage—whether the chaositechnician succeeded with her Chaos Surgery check or not. At 6th level, the chaositechnician can use surgical healing (Chaos Surgery, DC 18) to heal 2d8 points of damage + 1 point of damage per class level. At 8th level, she can use this technique (Chaos Surgery, DC 20) to heal 4d8 points of damage + 1 point of damage per class level; the save for the Charisma damage becomes DC 22. At 10th level, the quick surgery (Chaos Surgery, DC 25) heals 6d8+10 points of damage, and the save for the Charisma damage becomes DC 24.

**Jury Rig Chaositech (Ex):** A 5th-level chaositechnician with at least 500 gp worth of chaositech materials and components, or a chaositech device worth at least 500 gp, can develop a one-use chaositech device that can replicate the abilities of any 1st-level spell. This jury-rigging takes

1d4 rounds to complete. Using this ability

consumes the materials or original device. If the spell replicated has a costly component, the chaositechnician must add its price to the price of the parts needed. Only the chaositechnician can use this device, and it lasts only 24 hours before falling apart. (To make more stable items, she should use the Craft [chaositech]† skill.)

Replicated spells use the chaositechnician's class levels as caster level, and her Intelligence bonus modifies the Difficulty Classes.

At 7th level, a chaositechnician can take 750 gp worth of materials to develop a one-use device that replicates the abilities of a 2nd-level spell. At 8th level, she can use 1,000 gp worth of material to create a device that mimics a 3rd-level spell. At 9th level, 1,250 gp worth of materials allows her to replicate a 4th-level spell. At 10th level, she can use 1,500 gp of materials to replicate a 5th-level spell.

**Rapid Tinker (Ex):** At 6th level, the chaositechnician can manipulate a chaositech device to gain one of the effects listed under the tinker ability above for one use of the device. No additional parts or Craft checks are needed; rapid tinkering takes a full round. The item must be used within one minute of the tinkering's completion, or the item reverts back to normal. The effects of an item that has already been tinkered with do not stack with the effects of a rapid tinker.



## MACHINE MAGE

Chaositech has nothing to do with magic, yet there are those who wish to bring these two potent forces together. They attempt to use chaositech science to enhance their own magical talents and bolster their spells. These people are called machine mages.

Machine mages recognize that the best way to use chaositech to aid their spellcasting is to implant custom chaositech devices right into their bodies. Each of these unique implants, called spellcircuits, is tailored to a specific individual. Only a machine mage can make use of a spellcircuit, and even then only one that he creates when he has learned the right procedures. From far away, spellcircuits look like large tattoos in abstract, lined patterns. Closer examination reveals that the lines that make up the spellcircuit are made of flexible metal, raised from the machine mage's skin like a relief. At his most powerful, the machine mage covers himself from head to foot in spellcircuits.

Machine mages also craft special implants for themselves that improve their physical systems, making them stronger, faster, and hardier. As with spellcircuits, these implants are specifically tailored to the machine mage.

Though always arcane spellcasters, machine mages come equally from the ranks of sorcerers and wizards. Usually, these mages are hardier and more physically fit than their peers, due to the rigors their bodies must undergo to carry all the implants. These characters usually seem as preoccupied with devices and tools as with magic.

Machine mages work in guilds, hidden away from the majority of society, cloistered with their spellbooks, their tools, and their components. These secret guilds often associate themselves with a chaos cult cell or temple, but not always. Sometimes, the machine mages vie with the cultists in a clandestine chaos war to obtain chaositech secrets,

materials, or devices. This conflict over resources makes such machine mages heretics whom the chaos cultists hate even more than they hate everyone else.

**Hit Die:** d6

### REQUIREMENTS

To qualify to become a machine mage, a character must fulfill all the following criteria.

|  |
|--|
| <b>Alignment:</b> Any chaotic  |
| <b>Knowledge (Arcana):</b> 6 ranks   |
| <b>Craft (Chaositech):</b> 8 ranks   |
| <b>Chaos Surgery:</b> 4 ranks  |
| <b>Feat:</b> Toughness   |
| <b>Special:</b> Must be able to cast 3rd-level arcane spells. To achieve his initial chaositech components, the machine mage must spend 1,000 gp on parts. Each level afterward, the machine mage pays another 500 gp for his machine-based enhancements |

### CLASS SKILLS

The machine mage's class skills (and the key ability for each skill) are Chaos Surgery† (Int), Concentration (Con), Craft (any) (Int), Knowledge (any one skill) (Int), Profession (Int), Search (Int), Spellcraft (Int). See the *Player's Handbook*, Chapter Four, for skill descriptions.

**Skill Points at Each Level:** 2 + Intelligence modifier.

### CLASS FEATURES

All of the following are class features of the machine mage prestige class.

**Weapon and Armor Proficiency:** The machine mage gains no proficiency in weapons, armor, or shields.

### MACHINE MAGE

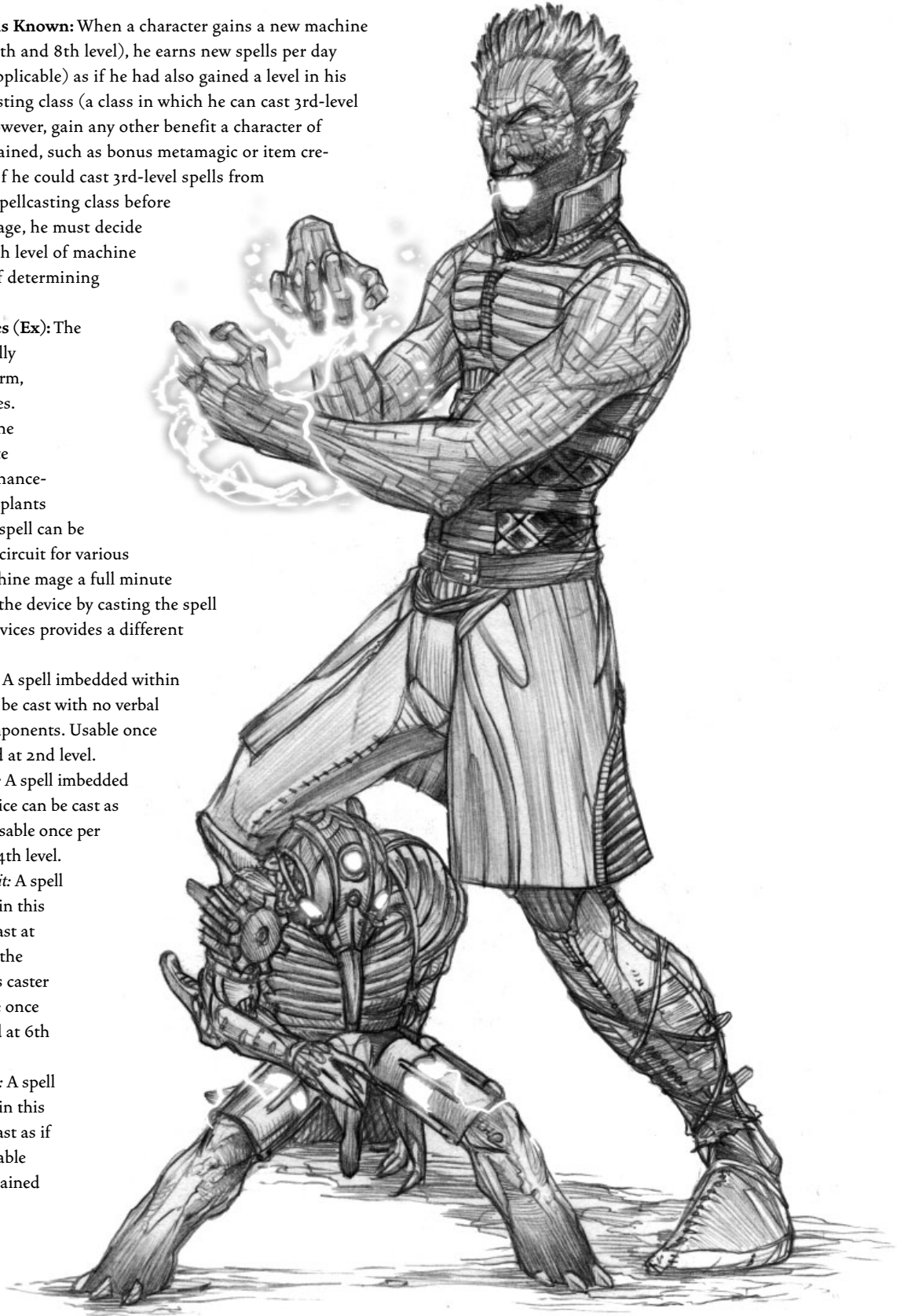
| Class Level | Base Attack Bonus | Fortitude Save | Reflex Save | Will Save | Special                                | Spells Per Day/Spells Known |
|-------------|-------------------|----------------|-------------|-----------|--|-----------------------------|
| 1st         | +0                | +0             | +0          | +2        | +1 Dexterity bonus                     | +1 level of existing class  |
| 2nd         | +1                | +0             | +0          | +3        | Red spellcircuit                       | +1 level of existing class  |
| 3rd         | +1                | +1             | +1          | +3        | +1 Strength bonus                      | +1 level of existing class  |
| 4th         | +2                | +1             | +1          | +4        | Chaositech servant, blue spellcircuit  | —                           |
| 5th         | +2                | +1             | +1          | +4        | +1 Constitution bonus                  | +1 level of existing class  |
| 6th         | +3                | +2             | +2          | +5        | Green spellcircuit                     | +1 level of existing class  |
| 7th         | +3                | +2             | +2          | +5        | +1 Dexterity bonus                     | +1 level of existing class  |
| 8th         | +4                | +2             | +2          | +6        | Difficult to dispel, grey spellcircuit | —                           |
| 9th         | +4                | +3             | +3          | +6        | +1 Strength, +1 Constitution bonus     | +1 level of existing class  |
| 10th        | +5                | +3             | +3          | +7        | Black spellcircuit                     | +1 level of existing class  |

**Spells Per Day/Spells Known:** When a character gains a new machine mage level (except for 4th and 8th level), he earns new spells per day (and spells known, if applicable) as if he had also gained a level in his previous arcane spellcasting class (a class in which he can cast 3rd-level spells). He does not, however, gain any other benefit a character of that class would have gained, such as bonus metamagic or item creation feats, and so on. If he could cast 3rd-level spells from more than one arcane spellcasting class before becoming a machine mage, he must decide which class receives each level of machine mage for the purpose of determining spells per day.

**Ability Score Bonuses (Ex):** The machine mage continually upgrades his physical form, gaining inherent bonuses.

**Spellcircuits (Ex):** The machine mage can create machine-based spell enhancement devices that he implants within his own body. A spell can be imbedded into the spellcircuit for various effects. It takes the machine mage a full minute to imbed a spell within the device by casting the spell into it. Each of these devices provides a different effect:

- *Red Spellcircuit:* A spell imbedded within this device can be cast with no verbal or somatic components. Usable once per day. Gained at 2nd level.
- *Blue Spellcircuit:* A spell imbedded within this device can be cast as a free action. Usable once per day. Gained at 4th level.
- *Green Spellcircuit:* A spell imbedded within this device can be cast at a level equal to the machine mage's caster level +2. Usable once per day. Gained at 6th level.
- *Grey Spellcircuit:* A spell imbedded within this device can be cast as if maximized. Usable once per day. Gained at 8th level.



## CHAOSITECH SERVANT

| Machine Mage<br>Character Level | Bonus<br>HD | Natural<br>Armor | Strength<br>Adjustment | Intelligence | Special  |
|---------------------------------|-------------|------------------|------------------------|--------------|--|
| 12 or less                      | +2 HD       | +1               | +1                     | 6            | Improved evasion, share spells, empathic link, share saving throws |
| 13–15                           | +4 HD       | +3               | +2                     | 7            | Speak with machine mage  |
| 16–18                           | +6 HD       | +5               | +3                     | 8            | Chaositech bond  |
| 19–20                           | +8 HD       | +7               | +4                     | 9            | Spell resistance   |

- **Black Spellcircuit:** A spell imbedded within this device can be cast with no verbal or somatic components, at +2 caster level, maximized, as a free action. Usable once per day. Gained at 10th level.

**Chaositech Servant (Ex):** At 4th level, the machine mage gains a chaositech servant (see below).

**Difficult to Dispel (Ex):** By 8th level, the machine mage has so infused his own spellcasting with chaositech principles that traditional means of dispelling magic don't always work against his chaos-powered magic. Add +4 to the Difficulty Class to dispel a machine mage's spell, thanks to this ability.

## CHAOSITECH SERVANT

Upon or after reaching 4th level, a machine mage can create a clockwork creature to serve him. Use the statistics of a homunculus for this chaositech servant. The machine mage's servant gains further Hit Dice and special abilities based on its creator's character level (see table above).

The machine mage may have only one chaositech servant at a time. Should the servant die, he may create another one after one day. The new chaositech servant has all the accumulated abilities due a servant of the machine mage's current level.

The chaositech servant is a special type of chaosomaton (see page 86).

**Machine Mage Character Level:** This column in the table above refers to the character level of the machine mage (his machine mage level plus his original class levels).

**Bonus Hit Dice:** These extra d8 Hit Dice improve the servant's base attack and base save bonuses, as normal.

**Natural Armor:** This serves as a bonus to the servant's natural armor rating.

**Strength Adjustment:** Add this figure to the servant's Strength score.

**Intelligence:** This is the servant's Intelligence score.

**Improved Evasion (Ex):** If the servant is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed one.

**Share Spells (Su):** The machine mage may elect to have any spell he casts on himself also affect his servant. The servant must be within arm's reach at the time of casting. A spell with a duration of other than Instantaneous stops affecting the servant if it moves more than 5 feet away. The spell's effect is not restored even if the servant returns to the machine mage before the duration would otherwise have ended. Additionally, the machine mage may cast a spell with a target of "You" on his servant (as a touch range spell) instead of on himself. The machine mage and servant can share spells even if the spells normally do not affect creatures of the servant's type (construct).

**Empathic Link (Su):** The machine mage has an empathic link with the servant, to a distance of up to one mile. He cannot see through the servant's eyes, but the two can communicate telepathically. The servant's Intelligence score limits what it can communicate or understand, and even intelligent servants see the world differently than humans, so misunderstandings may take place.

Because of the empathic link between the servant and the machine mage, the machine mage has the same connection to a place or item (for teleportation, etc.) that the servant does.

**Share Saving Throws:** The servant uses its own base save bonuses or the machine mage's, whichever is higher.

**Speak With Machine Mage:** The machine mage and servant can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

**Chaositech Bond:** The servant gains a +2 bonus to all attacks, checks, and saves if it witnesses the machine mage being threatened or harmed. This bonus lasts as long as the threat remains immediate and apparent.

**Spell Resistance:** The servant's spell resistance equals the machine mage's level + 5. If another spellcaster tries to affect the servant with a spell, that spellcaster must make a caster level check (1d20 + caster level) at least equal to the servant's spell resistance in order to affect it.

## CHAOS-SHAPED CREATURE TEMPLATE

“Chaos-shaped creature” can mean two different things, though the two are similar. The first is a creature that has undergone extensive modifications due to chaositech and chaos surgery. Frequently, a chaos cult will capture and modify a creature in this way, or a power-mad tyrant will employ a chaositechian† to modify those who serve him. The process involves opening up the creature and manipulating its musculature, its nervous system, and sometimes even its skeletal structure. Frequently whole new limbs or body parts are attached (usually with crude stitching or metal staples). Modifying a creature in this way requires a Chaos Surgery† check (DC 28) as well as the checks required for its implants. It costs 200 gp per Hit Die in materials, as well as half the price of the implants and built-in device the template requires (see below).

The other type of chaos-shaped creature is one that has been created entirely through chaositech procedures. The creator can copy any creature he knows about, then make his own changes if he wishes. If he needs a flying spy, he can create a bird, and if he needs a powerful bodyguard he can copy a troll. These creatures are typically grown in vats, their appearance entirely redesigned by the creator. These creatures look less crude than those that have simply been modified, but always wholly unnatural. While there is only rarely scarring or stitching, a created creature betrays its creator’s imperfect hand in its always (at least) slightly misshapen form and its unnatural countenance. Creating a chaos-shaped creature whole cloth costs 2,000 gp per Hit Die in materials, as well as half the price of the implants and built-in device the template requires (see below).

Chaos-shaped creatures are sometimes modified (more often created) to become the recipients of brain transfers using a mind transference apparatus†. Mostly, however, they are used as guardians or soldiers in the service of chaos. The created or modified creature owes no special allegiance to its creator—in fact, it most likely hates him for the painful and horrific procedures. An allegiance implant† is a wise choice for most creators.

Chaos-shaped creatures are almost always ugly, misshapen abominations that owe their current existence to something other than nature.

### CREATING A CHAOS-SHAPED CREATURE

“Chaos-shaped creature” is a template that one can add to any living, corporeal creature. A chaos-shaped creature uses all the base creature’s statistics and special abilities, except as noted here.

**Size and Type:** The creature’s type changes to aberration. Do not recalculate the creature’s Hit Dice, base attack bonus, or saves. Size goes unchanged.

**Speed:** If the base creature’s speed is higher than 30, reduce it by 10 feet. Flying maneuverability rating (if any) worsens by one category.

**Armor Class:** Increase the base creature’s natural armor bonus by +2.

**Special Attacks:** A chaos-shaped creature retains all the base creature’s special attacks and also gains the following special abilities:

- **Built-In Chaositech:** The chaos-shaped creature can have any one non-intrinsic chaositech device that costs less than 20,000 gp built into its body (making it an intrinsic device). This device cannot be a one-use device, like a bomb. It can be a weapon or armor. It runs off the energy in the creature’s body, so one does not need to make chaotic failure checks for it. The device is permanently destroyed if removed from the creature’s body or if the creature dies.
- **Implant:** The chaos-shaped creature can have any one implant that costs less than 100,000 gp.
- **Mind Implant:** The chaos-shaped creature can have any one mind implant† that costs less than 20,000 gp. Frequently, this is an allegiance implant†.

**Special Qualities:** A chaos-shaped creature has all the base creature’s special qualities.

**Abilities\*:** Alter the base creature’s as follows: Strength +4, Dexterity +2, Constitution +2, Intelligence –4, Wisdom –4, and Charisma –4.

**Challenge Rating:** As base creature’s +2

**Alignment:** Always chaotic (any)

**Level Adjustment:** As base creature’s +2

\* Any of the creature’s ability scores can be lower than those listed if the character creating or modifying the creature so wishes it. Also, implants may modify ability scores even further. An ability score has a minimum of 1 unless the creator or modifier wants it to be 0.

### SAMPLE CHAOS-SHAPED CREATURE

As an example of the chaos-shaped creature template, here’s a new creature based on the owlbear to drop into your game.

#### CHAOS-SHAPED (MODIFIED) OWLBEAR

Large Aberration

**Hit Dice:** 5d10 + 30 + 20 (77 hp)

**Initiative:** +1

**Speed:** 30 feet

**Armor Class:** 18 (–1 size, +2 Dexterity, +7 natural), touch 10, flat-footed 14

**Base Attack/Grapple:** +5/+17

**Attack:** Claw +12 melee (1d6+8)

**Full Attack:** 2 claws +12 melee (1d6+8) and bite +6 melee (1d8+4)

**Space/Reach:** 10 feet/5 feet (Face/Reach 5 feet × 5 feet/5 feet)

**Special Attacks:** Improved grab, blinding ray

**Special Qualities:** Scent

**Saves:** Fortitude +10, Reflex +6, Will +2

**Abilities:** Strength 27, Dexterity 14, Constitution 23,

Intelligence 1, Wisdom 8, Charisma 6

**Skills:** Listen +6, Spot +6

**Feats:** Alertness, Track

**Environment:** Temperate forests

**Organization:** Solitary

**Challenge Rating:** 6

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 6–8 HD (Large); 9–15 HD (Huge)

**Level Adjustment:** —

Owbears are extraordinarily vicious predators with a reputation for ferocity, aggression, and sheer ill temper. A chaos-shaped (modified) owlbear is, if anything, even more ill tempered and vicious. It attacks anything that moves without provocation.

A chaos-shaped owlbear's beak is a dull ivory color. Scars, scorch marks, and a quiltwork of stitched-together flesh cover its body. A full-grown male can stand as tall as 8 feet and weigh up to 1,800 lbs.

#### COMBAT

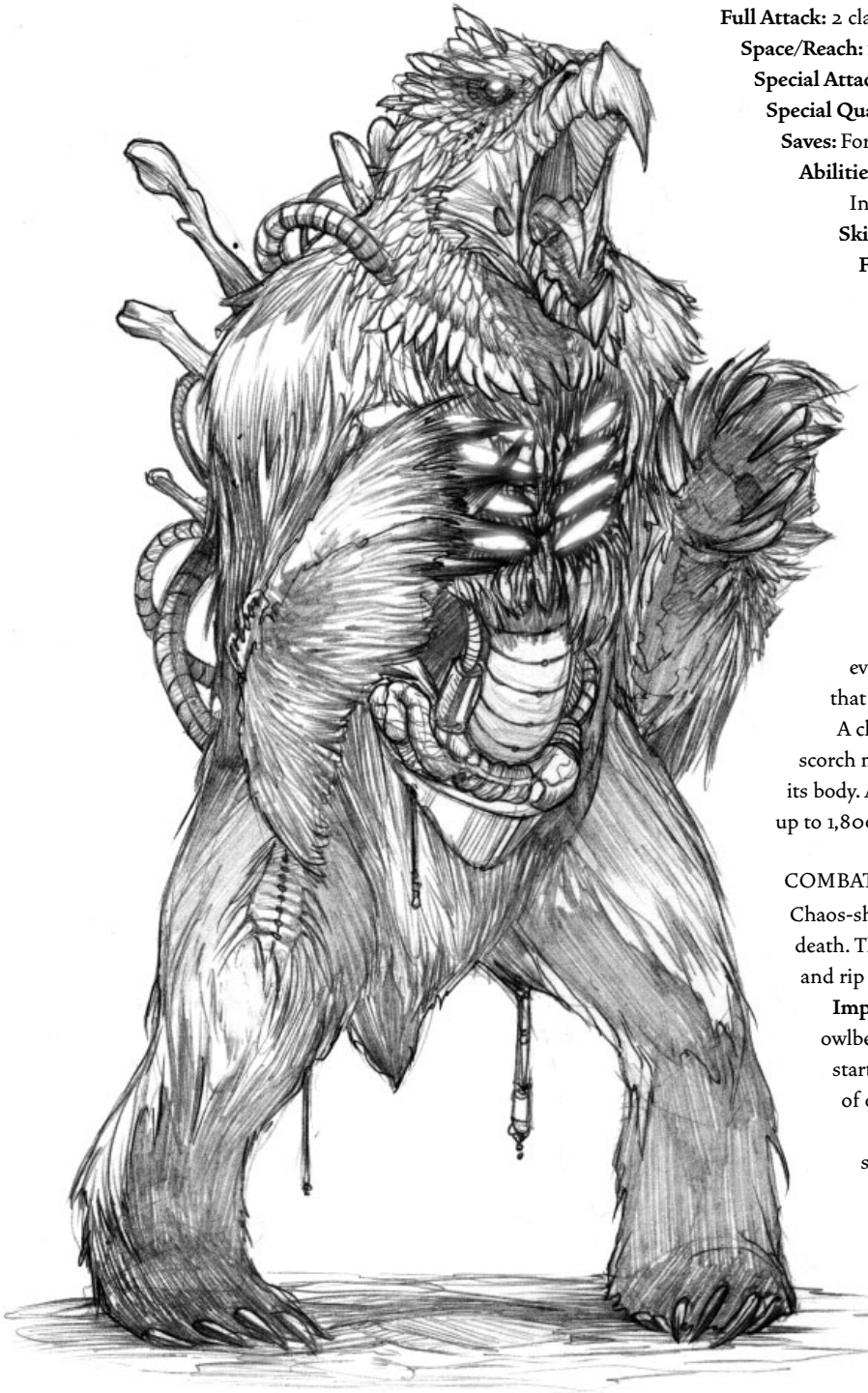
Chaos-shaped owlbears attack on sight, always fighting to the death. They slash with claws and beak, trying to grab their prey and rip it apart.

**Improved Grab (Ex):** To use this ability, a chaos-shaped owlbear must hit with a claw attack. It then can attempt to start a grapple as a free action without provoking an attack of opportunity.

**Built-In Blinding Ray Emitter† (Ex):** The chaos-shaped owlbear can fire rays from one claw with a 200-foot range. If the target struck fails a Fortitude saving throw (DC 14), it is struck blind for 3d6 minutes.

**Bone-Lacing† (Ex):** The chaos-shaped owlbear gains a +2 bonus to Strength and 20 bonus hit points.

**Allegiance Implant †(Ex):** The chaos-shaped owlbear will not attack its creator. It obeys his or her commands.



## CHAOSOMATON TEMPLATE

Chaosomatons are devices created from chaositech that mimic living creatures. These constructs function as non-intrinsic chaositech items, so they make chaotic failure checks each week. Each has a small controller module that accepts verbal commands, which can be transmitted from up to a mile away. Chaosomatons can only follow simple commands, such as “come here,” “follow this passage to the surface,” or “attack the elf.” Because they are chaotic, each time a command is given there is a 5 percent chance that the chaosomaton attempts to do the opposite (to the best of its ability, as circumstances warrant). If no opposite is obvious, it either stands motionless (50 percent chance) or attacks the character giving it commands for 1d6 rounds (50 percent chance).

The Difficulty Class to craft a chaosomaton is 30 + its Hit Dice + 1 for each special attack or quality (not including those gained from the template). The cost is 6,000 gp per Hit Die in materials, plus 4,000 gp per special attack or quality (again, not including those the template grants), as well as half the price of its built-in device (see below).

### CREATING A CHAOSOMATON

“Chaosomaton” is a template that one can add to any corporeal creature. A chaosomaton uses all the base creature’s statistics and special abilities, except as noted here.

**Size and Type:** The creature’s type changes to construct. Do not recalculate the creature’s Hit Dice, base attack bonus, or saves. Size goes unchanged. The creature’s weight doubles.

**Speed:** If the base creature’s speed exceeds 30, reduce it by 10 feet. Flying maneuverability rating (if any) worsens by one category.

**Armor Class:** Increase the base creature’s natural armor bonus by +4.

**Hit Dice:** Hit Dice remain unchanged, but the chaosomaton gains a special bonus of +4 hit points per Hit Die.

**Special Attacks:** A chaosomaton retains all the base creature’s special attacks and also gains the following special ability:

**Built-In Chaositech:** The chaosomaton can have any one non-intrinsic chaositech device that costs less than 20,000 gp built into its body. This device cannot be a one-use device, like a bomb. It can be a weapon or armor. It runs off the energy in the creature’s body, so one does not need to make chaotic failure checks for it. The device is permanently destroyed if it is removed from the chaosomaton’s body or if the chaosomaton is destroyed.

**Special Qualities:** A chaosomaton has all the base creature’s special qualities. Further, it has low-light vision, darkvision up to 60 feet, and is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects. A chaosomaton is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). It is not subject to death by massive damage and cannot be raised or resurrected.

A chaosomaton’s self-repairing functions allow it to “heal” normally. It does not eat, breathe, or sleep.

**Abilities:** A chaosomaton’s Intelligence score is always 0. It has no Constitution score. Alter the base creature’s abilities as follows: Strength +6, Dexterity +0, Constitution —, Intelligence 0, Wisdom –6, and Charisma –6.

**Challenge Rating:** As base creature’s +3

**Alignment:** Always chaotic neutral

**Level Adjustment:** As base creature’s +2

### SAMPLE CHAOSOMATON

As an example of the chaosomaton template, here’s a new creature based on the purple worm to drop into your game.

#### PURPLE WORM CHAOSOMATON

Gargantuan Construct

**Hit Dice:** 16d10 + 64 (152 hp)

**Initiative:** –2

**Speed:** 20 feet, burrow 20 feet, swim 10 feet

**Armor Class:** 23 (–4 size, –2 Dexterity, +19 natural), touch 4, flat-footed 23

**Base Attack/Grapple:** +16/+43

**Attack:** Bite +28 melee (2d8+15)

**Full Attack:** Bite +28 melee (2d8+15) and sting +23 melee (2d6+7 plus poison)

**Space/Reach:** 20 feet/15 feet

(Face/Reach 30 × 30/15 feet)

**Special Attacks:** Improved grab, swallow whole, poison, disintegration ray

**Special Qualities:** Tremorsense 60 feet, low-light vision, darkvision 60 feet, immunities

**Saves:** Fortitude +10, Reflex +8, Will +2

**Abilities:** Strength 41, Dexterity 6, Constitution —, Intelligence 0, Wisdom 2, Charisma 2

**Skills:** Listen +18, Swim +20

**Feats:** Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (bite), Weapon Focus (sting)

**Environment:** Underground

**Organization:** Solitary

**Challenge Rating:** 15

**Treasure:** No coins, 50 percent goods (stone only), no items

**Alignment:** Always chaotic neutral

**Advancement:** 16–32 HD (Gargantuan);

33–48 HD (Colossal)

**Level Adjustment:** —

A purple worm chaosomaton makes an excellent guardian and also proves useful in assaulting fortifications. The creature's body measures 5 feet in diameter and 80 feet long; it weighs about 80,000 lbs. The creature has a poisonous stinger in its tail and a disintegration ray emitter† built into its head.

#### COMBAT

In battle, a purple worm chaosomaton forms into a coil 20 feet in diameter, biting and stinging anything within reach.

##### **Improved Grab (Ex):**

To use this ability, a purple worm chaosomaton must hit with its bite attack. It then can 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 attempt to swallow the foe the following round.

**Poison (Ex):** Injury, Fortitude (DC 14), initial damage 1d6 points of

Strength, secondary damage 2d6 points of Strength. The save Difficulty Class is Charisma based.

**Swallow Whole (Ex):** A purple worm chaosomaton can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent suffers 2d8+12 points of crushing damage + 8 points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan worm's interior can hold two Large, eight Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

**Disintegration Ray (Ex):** A purple worm chaosomaton can fire a disintegration ray as a standard action. This ray inflicts 6d6 points of damage as it blasts away the molecules in a target's body (or the physical matter of an inanimate

object). If the damage is enough to slay a creature or destroy an object, it is entirely disintegrated.

**Skills:** A purple worm chaosomaton has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.





## FUSED ABERRATION TEMPLATE

Fused aberrations are the creations of chaositech surgeons, usually those interested in experimentation and discovery, with no respect for life or nature. These efforts are sometimes the handiwork of chaos cultists, who forge new beasts simply to spread chaos and destruction in the world. Fused aberrations are the result of two different creatures forcibly melded together into one creature with a single mind. Often, the resulting creature is insane, nothing but a furious engine of destruction. The creation process involves literally taking apart the two creatures and adding together bits of each of them to create a single entity (spare parts are discarded). The patchwork beast usually shows significant crude stitching or metal staples holding its body parts together.

The Difficulty Class to perform the procedure to create a fused aberration is 25 +1 per each creature's Hit Dice. The cost in materials is 3,000 gp per each creature's Hit Dice.

### CREATING A FUSED ABERRATION

"Fused aberration" is a template that one can add to any two corporeal creatures. A fused aberration uses a fusion of the two base creature's statistics and special abilities, as noted here.

**Size and Type:** The creature's type changes to aberration. Take the size of the larger of the two creatures and increase it by one category, unless the other creature is more than one size category smaller than the larger. In that case, use the size of the larger of the two.

**Hit Dice:** Use the greater of the two creatures' Hit Dice, and add half the Hit Dice of the lesser creature. All Hit Dice become d8s.

**Speed:** Take the worse of the two base creatures' movement rates and reduce it by 10 feet. If one or both of them have alternate movement modes (burrowing, flying, etc.), the fused aberration possesses all those modes, each with a penalty of -10 feet. Flying maneuverability rating (if any) worsens by one category.

**Armor Class:** Take the better of the two base creatures' natural armor bonuses and add +2.

**Attack:** Use the creature's new Hit Dice total to recalculate base attack bonus equal to three-quarters Hit Dice. Take all attack forms from both creatures and apply them to the fused aberration. Duplicate attack forms are duplicated (so if both creatures have two claw attacks, the fused aberration has four claw attacks).



**Special Attacks:** A fused aberration retains all the special attacks of both base creatures.

**Special Qualities:** A fused aberration retains all the special qualities of both base creatures.

**Saves:** Recalculate saves based on the new Hit Dice total; the fused aberration possesses good Will saves.

**Abilities:** Use the better of each of the two creatures' ability scores to determine each one. Alter the result as follows: Strength +2, Dexterity -2, Constitution +2, Intelligence -2, Wisdom -6, and Charisma -4.

**Skills:** Give the creature the better of the two skill sets (for simplicity, use all the skills and skill bonuses from one creature or the other).

**Feats:** The fused aberration gains the feats of both base creatures.

**Environment:** Any

**Organization:** Solitary

**Challenge Rating:** Use the table in Chapter Three: Adventures of the DMG for determining the Encounter Level of multiple creature encounters to figure the Challenge Rating of the fused aberration, using the Challenge Ratings of both base creatures. At minimum, the Challenge Rating should be 1 higher than the higher of the two creatures' rating.

**Alignment:** Always chaotic neutral

**Level Adjustment:** Add +1 to the higher of the two creatures' level adjustments.

## SAMPLE FUSED ABERRATION

As an example of the fused aberration template, here's a new creature based on the basilisk and giant owl for you to drop into your game.

### BASILISK/GIANT OWL FUSED ABERRATION

Huge Aberration

**Hit Dice:** 8d8 + 24 (60 hp)

**Initiative:** +2

**Speed:** 10 feet, fly 70 feet (clumsy)

**Armor Class:** 19 (-2 size, +2 Dexterity, +9 natural), touch 10, flat-footed 17

**Base Attack/Grapple:** +6/+19

**Attack:** Bite +11 melee (1d8+5)

**Full Attack:** Bite +11 melee (1d8+5), 2 claws +6 melee (1d6+2) and bite +6 melee (1d8+2)

**Space/Reach:** 15 feet/15 feet  
(Face/Reach 10 feet × 10 feet/15 feet)

**Special Attacks:** Petrifying gaze

**Special Qualities:** Darkvision 60 feet, superior low-light vision

**Saves:** Fortitude +2, Reflex +4, Will +6

**Abilities:** Strength 20, Dexterity 15, Constitution 17, Intelligence 8, Wisdom 8, Charisma 7

**Skills:** Knowledge (nature) +2, Listen +17, Move Silently +8\*, Spot +10

**Feats:** Alertness, Blind-Fight, Great Fortitude, Wingover

**Environment:** Any

**Organization:** Solitary

**Challenge Rating:** 6

**Treasure:** None

**Alignment:** Always chaotic neutral

**Advancement:** N/A

**Level Adjustment:** —

*\* When in flight, it gains a +8 bonus on Move Silently checks.*

There is no mistaking this creature for anything other than the product of terrible science and forbidden lore gone wrong. The basilisk/giant owl fused aberration squawks and screams continually, flapping and stomping in unceasing pain and anger. It keeps no lair and cares for no young. It lives only to kill and destroy.

Portions of this creature are covered with dull brown and yellowish scales, but it sports patches covered with brown and white feathers as well. The creature has eight legs, with its forelegs ending in birdlike talons; the other legs are more reptilian. From its back, two feathered wings hang at an awkward angle. Like most fused aberrations, it has two heads: a flat, reptilian head on a short neck low on the body, and a feathered owl-like head above it and slightly to one side. The body measures about 12 feet long, not including its tail, which can reach an additional length of 5 to 7 feet. It has a wingspan of 20 feet. The creature weighs about 600 lbs.

### COMBAT

This monstrosity relies on its gaze attack, entering melee only when opponents come within reach. It uses its wings to keep away from foes as long as it can, preferring to smash their petrified forms only after all of them are turned to stone.

**Petrifying Gaze (Su):** Turn to stone permanently, range 30 feet; Fortitude (DC 12) negates. The save Difficulty Class is Charisma based. It is immune to its own gaze attack.

**Superior Low-Light Vision (Ex):** The creature can see five times as far as a human can in dim light.

**Skills:** This aberration enjoys a +8 racial bonus on Listen checks and a +4 racial bonus on Spot checks.

## Masters of Chaos

*Kail stood before the dark figure, paralyzed with terror. Somehow, he never thought it would be like this. As the tall, dark man strode toward him, the only features Karl could make out were his terrible dark yellow eyes.*

*Its yellow eyes. Karl knew that Shallamoth Kindred was no more a man than he was a god. More accurately, he was a force—a horrid force of destruction and death that represented the cold, terrible end of all things.*

*As the figure drew still closer, it felt as though something began to flay Kail's flesh, as if the very molecules of his body could not stand the presence of the Galchutt and lost cohesion. His skin blistered and bruised. Blood oozed from somewhere above his eyes.*

*This, Karl realized, was the end. In many, many respects.*

This chapter details the terrible Dark Ones, the Lords of Chaos themselves. In addition to an overview of Galchutt qualities and goals, it also presents two unique individuals, five major Galchutt races, and the members of the Elder Brood: the lesser Galchutt races.

### THE GALCHUTT

The Galchutt are defined almost as easily by what they are not as by what they are. They are not gods. They gain no benefit from being worshipped or having temples. They are not mortals. They are beings beyond the ken of even the most learned sages. They are outsiders, but they have no native plane. They are outsiders no matter what plane they are on—they are alien no matter where they go. (Thus, they are not subject to *banishment* type effects.) They never seek welcome, solace, or sanctuary. They have no allies. The Galchutt make no pacts or allegiances. Anything sane is their enemy.

The only Galchutt goal is oblivion. They seek the destruction of all creation and will settle for nothing less. They are not necessarily sinister beings of excessive cruelty—annihilation is more important to them than misery, disruption more vital than suffering. Thus, they are beings of chaos more than they are beings of evil, although it is difficult to imagine a sane worldview which does not consider them evil as well. Time is meaningless to the Galchutt. If it takes millions of years to reach their goal, it is as a moment to them. To human sensibilities, they move impossibly slowly in their schemes and even seem to sleep for aeons. However, when the end comes—when they “awaken” and the eschaton arrives—it will seem to come with terrible, unstoppable swiftness. The plans they have set in motion are simply too vast for most mortals to comprehend. The Galchutt do *not* sleep. It is such thinking that lulls into a false sense of safety those few who could oppose them, or who know to oppose them.

Most people remain blissfully ignorant of the Galchutt's existence. Those who do know of them are usually the chaos cultists that revere them. Even the cultists do not truly worship the Galchutt, but rather the principles they represent.

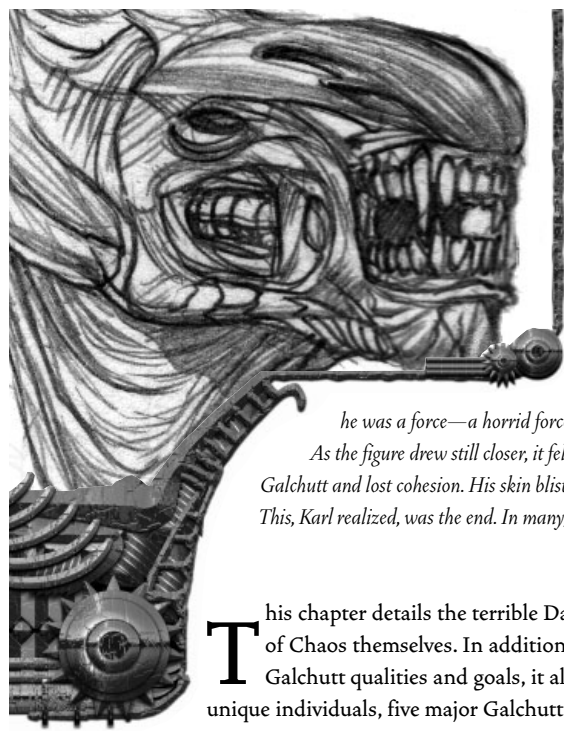
No temples to the Galchutt exist, except perhaps those created by confused or misled cultists. The Galchutt do not desire worshippers or priests and do not care for adoration or reverence. They do seek servants and slaves to aid them in their cause. They sometimes indirectly reward those who serve them, although in actual fact they simply grant them more tools and abilities to further carry out their will. Of course, only the truly mad among their servants really understand their masters. Many delude themselves into thinking that, although the Galchutt seek oblivion, they will spare their truly faithful servants. This is ludicrous. The Galchutt do not even exclude themselves in their desire for the total annihilation of all creatures and all matter.

The Galchutt are not demons or devils. They do not seek to tempt, to trick, or to corrupt. Such goals imply concern or consideration for mortal actions, and the Galchutt have neither. They do not thrive on suffering or pain or misery, although such things follow in their wake. Of the few fiends that know of them, few would work alongside them—and then only out of ignorance of the Galchutt's true nature and goals. The Galchutt have no relationship with any gods, even those of chaos and evil. Clerics of the chaos cults draw their power from chaos itself, not the Galchutt.

Galchutt is a human name. The ancient elves called them the Natharl'nacna. No one seems to have ever learned what they call themselves, if anything. They sometimes are referred to as the Lords of Chaos, usually by those who don't know any better (or seek to hide what they know).

**Galchutt Qualities:** All Galchutt speak telepathically (and only telepathically). They can make themselves understood by any creature with an Intelligence score, with a range based on their Hit Dice.

| HD    | Range      |
|-------|------------|
| 1–10  | 100 feet   |
| 11–20 | 1,000 feet |
| 20–25 | 2 miles    |
| 26+   | 20 miles   |



All Galchutt have energy resistance 20. They are immune to fear, stun, and daze effects. Their only weakness is force effects, which inflict 50 percent more damage than normal against them. (They cannot bear the pure order of raw, magical force.)

**Upgrading the Galchutt:** DMs running campaigns with characters higher than 20th level can give the high-ranking Galchutt the abilities and powers of minor gods or demigods, if desired.

## UNIQUE INDIVIDUALS

Some Galchutt are unique individuals, like those described here: Shallamoth Kindred and Bhor Kei. Other members of the Galchutt seem to be of a similar type or race, such as the vreech and the shaadom (discussed in the next section). In general, the unique individuals are more powerful than the others. Only two individuals are listed here, but there are more, with names like Abboth (the source of uncleanness), Baalhazor (the crafter of destruction), Kihomenethoth (the writhing one), Nyogtha (the thing that should not be), Slaachma'jur (the one who is many, the touch of mutation), and Sothoth (the key and the gate).

### SHALLAMOTH KINDRED

Large Outsider (Chaotic, Evil)

**Hit Dice:** 30d8 + 300 (435 hp)

**Initiative:** +15

**Speed:** 80 feet

**Armor Class:** 51 (–1 size, +11 Dexterity +6 insight, +20 natural, +5 deflection), touch 31, flat-footed 40

**Base Attack/Grapple:** +30/+41

**Attack:** Slam +40 melee (1d10+10)

**Full Attack:** 2 slams +40 melee (1d10+10)

**Space/Reach:** 10 feet/5 feet

(Face/Reach 5 feet by 5 feet/5 feet)

**Special Attacks:** Disruptive aura, horrid presence, dire contact, energy drain, spell-like abilities

**Special Qualities:** Spell resistance 35, damage reduction 20/law and epic (20/+7), Galchutt qualities

**Saves:** Fortitude +27, Reflex +28, Will +26

**Abilities:** Str 30, Dex 32, Con 31, Int 31, Wis 22, Cha 29

**Skills:** Bluff +42, Chaos Surgery† +38, Concentration +44, Craft (alchemy) +41, Craft (chaositech)† +38, Escape Artist +30, Forgery +24, Hide +44, Intimidate +43, Knowledge (arcana) +40, Knowledge (planes) +44, Knowledge (religion) +39, Listen +42, Move Silently +44, Search +44, Sense Motive +40, Spellcraft +44, Spot +42, Survival +40

**Feats:** Alertness, Cleave, Combat Reflexes, Empower Spell-Like Ability (*chaos hammer*), Improved Initiative, Iron Will, Power Attack, Quicken Spell-Like Ability (*chaos hammer*), Quicken Spell-Like Ability (*feblemind*), Quicken Spell-Like Ability (*greater dispelling*), Quicken Spell-Like Ability (*teleport*)

**Environment:** Any

**Organization:** Unique

**Challenge Rating:** 25

**Treasure:** Double standard

**Alignment:** Chaotic evil

Perhaps the greatest of the Galchutt, or perhaps only the most visible, is the entity known as Shallamoth Kindred. If any of the individual Natharl'nacna are ever mentioned, it is usually this one, the dweller in darkness.

Shallamoth Kindred is the act of mutilation and destruction given life. It is rending, slicing, tearing, and bursting personified. No origin story or myth sheds any light on how Shallamoth Kindred came to be or where it came from. One theory suggests that it was birthed in the destruction of some other universe, thus it seeks to destroy this one to reproduce. Yet this notion is simply speculation on the part of scholars who would rather not dwell on it in the first place.

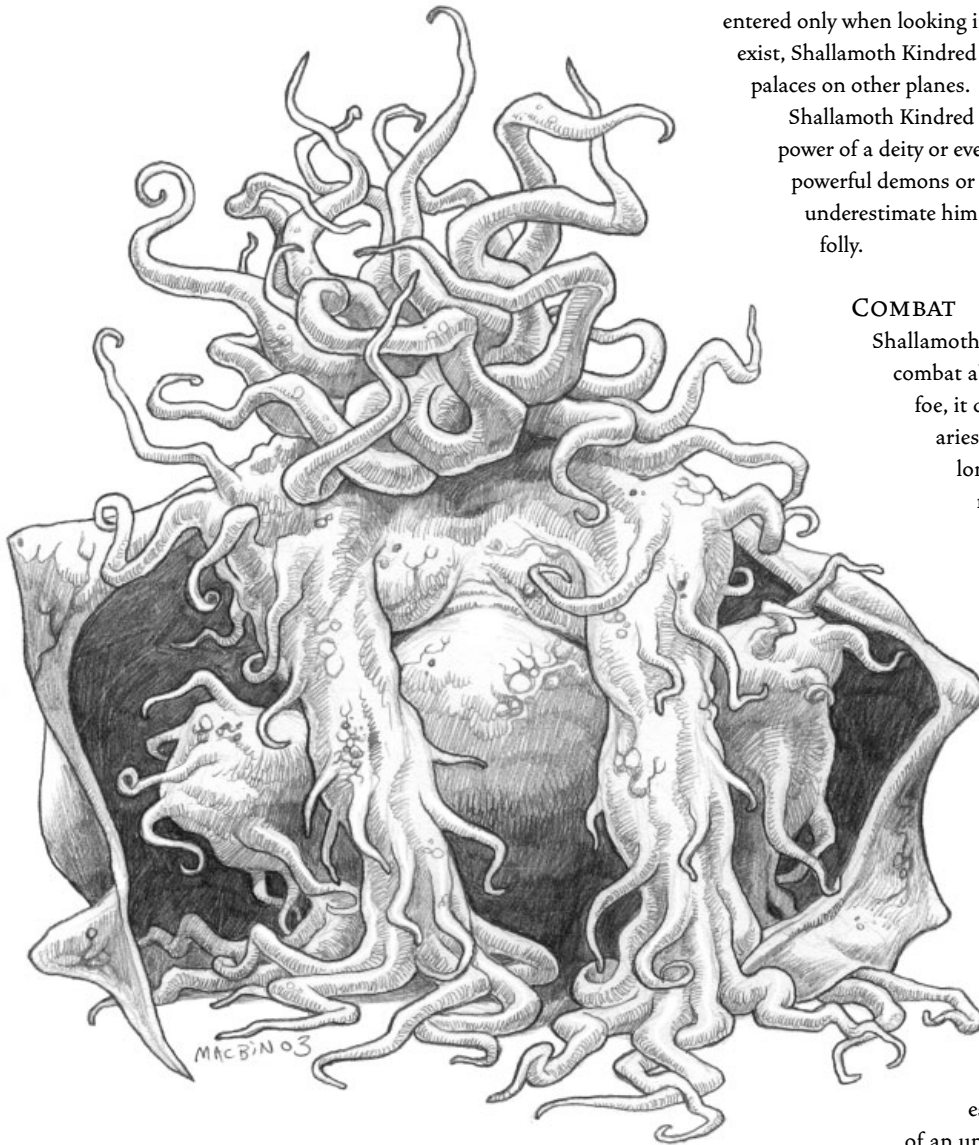
No one understands enough about the Galchutt to know if they have a hierarchy, but if they do, Shallamoth Kindred may very well be the leader. Ancient texts tell of it “leading the Natharl'nacna host into the heart of creation, there to deliver all into oblivion.” No other Galchutt has ever been known to disobey it.

Shallamoth Kindred never displays emotion, as if the very idea were beneath it. It never grows angry, and it never shows fear. Likewise, it does not gloat or rejoice when successful. Its emotionlessness makes the creature impossible to manipulate or even reason with. It never engages in banter or idle conversation.

Possessed of two forms, Shallamoth Kindred is as likely to take one as the other (the appearance chosen has no effect on its game statistics). The simpler of the two forms is that of a tall, lithe humanoid with indistinct features. This entire form is black like the deepest part of a bottomless pit, with the exception of its dagger-shaped eyes, colored the yellow-brown of diseased teeth.

The second form that Shallamoth Kindred may take is that of a squirming mass of ropy tendrils surrounding a bulbous, obese, pox-covered, decaying body with a vaguely humanoid shape. Useless vestigial wings like those of a bat hang limply behind it.





In either of its forms, Shallamoth Kindred moves with blinding speed and agility. It is literally there one minute and not there the next.

Rumors tell of a fortress buried deep below the earth, called the Citadel Without Light, which serves as a palace for Shallamoth Kindred. These same tales speak of an inner sanctum within the citadel that can provide instantaneous transport to anywhere in the multiverse in the blink of an eye. The palace is said to be built of mirrors, although the mirrors themselves do not always reflect the same thing. Sometimes they reflect less than can be seen, sometimes more, and sometimes entirely different things. Certain doors

and whole sections of the strange palace can be seen and entered only when looking in a mirror. If this place does exist, Shallamoth Kindred may maintain more such palaces on other planes.

Shallamoth Kindred does not possess the physical power of a deity or even that of many extremely powerful demons or archangels. However, to underestimate him based on that fact is sheer folly.

#### COMBAT

Shallamoth Kindred finds personal combat absurd. If it needs to attack a foe, it does so through intermediaries, some kind of trap, or a long-distance attack. It normally flees when threatened, teleporting away and (usually) sending servants and slaves at the assailant until he or she is dead. It would no sooner stay to fight an assailant than it would surrender.

If somehow confronted in such a way that it cannot flee and must fight, it does so defensively. It fights with rapid strikes from its arms, which drain energy from anyone it touches. Unlike the draining effects of an undead, the life energy drained is not absorbed, it is destroyed. In the same

round as it makes its attacks, it uses its quickened, heightened *chaos hammer*. Usually only after it exhausts its three uses of that ability does it switch to using quickened *feblemind* or *greater dispelling* each round. Early in the combat it does not hesitate to use its *implosion* or *storm of vengeance* powers rather than attacking physically in a round.

**Disruptive Aura (Su):** Within 50 feet, Shallamoth Kindred's very existence interferes with the organic matter of living, non-outsiders, inflicting 3d6 points of damage per round. A successful Fortitude saving throw (DC 35) reduces this damage by half. The save Difficulty Class is Constitution based.

**Horrid Presence (Su):** Those standing within 30 feet of Shallamoth Kindred must make a Will saving throw (DC 34) or be held motionless in fear. A victim can attempt a new saving throw each round. The effect lasts until the victim makes a successful save or is no longer within 30 feet of Shallamoth Kindred. The save Difficulty Class is Charisma based.

**Chaotic Field (Su):** Within 30 feet of Shallamoth Kindred, the laws of reality begin to break down. Attacks made by non-Galchutt in the area have a 25 percent miss chance, regardless of the target. Spells cast by non-Galchutt in the area have a 25 percent spell failure chance, regardless of their nature or whether they are arcane or divine. Other special abilities, like psionics, face similar failure chances. The field also grants Shallamoth Kindred a +5 deflection bonus to Armor Class. Chaositech and mutations go unaffected by the chaotic field.

**Dire Contact (Su):** If Shallamoth Kindred speaks telepathically with a non-Galchutt (a free action, usable once per round, to any character or characters in range), that creature must make a Will saving throw (DC 34) or become shaken for 10 rounds. A shaken character suffers a –2 penalty on attack rolls, saving throws, skill checks, and ability checks. Once a creature attempts a saving throw, successful or not, he or she need not make it again to oppose this effect for 24 hours.

Should a creature attempt to speak to Shallamoth Kindred telepathically, or try to read its mind, the creature must make a Will saving throw (DC 34) or go permanently insane—normally becoming catatonic, as though *feeble-minded*, but sometimes becoming homicidal. The creature must make the save again with each telepathic attempt. The save Difficulty Class is Charisma based.

**Energy Drain (Su):** Shallamoth Kindred's touch bestows five negative levels. Throwing off the negative levels requires a Fortitude save (DC 34). The save Difficulty Class is Charisma based.

**Spell-Like Abilities:** At will—*animate dead*, *animate objects*, *blasphemy*, *chaos hammer*, *chaotic possession*†, *cloak of chaos*, *create greater undead*, *create undead*, *deeper darkness*, *desecrate*, *detect chaositech*†, *detect good*, *detect law*, *detect mutation*† *detect thoughts*, *dispel law*, *dominate monster*, *etherealness*, *fear*, *feeblemind*, *fly*, *greater chaositech enslavement*†, *greater dispelling*, *greater teleport*, *magic circle against law*, *mark of chaos*†, *read magic*, *shatter*, *siphon*†, *telekinesis*, *teleport*, *tongues* (self only), *unhallow*, and *word of chaos*; 1/day—*advent of change*†, *implosion*, *shape change*, *storm of vengeance*, *symbol of death*, *symbol of insanity*, and *time stop*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

## BHOR KEI

Huge Outsider (Chaotic, Evil)

**Hit Dice:** 25d8 + 325 (437 hp)

**Initiative:** +7

**Speed:** 40 feet

**Armor Class:** 39 (–2 size, +3 Dexterity, +25 natural, +3 deflection), touch 31, flat-footed 40

**Base Attack/Grapple:** +25/+41

**Attack:** Claw +37 melee (3d6+14)

**Full Attack:** 4 Claws +37 melee (3d6+14)

**Space/Reach:** 10 feet/15 feet

(Face/Reach 10 feet by 10 feet/15 feet)

**Special Attacks:** Disruptive aura, fear aura, chaotic nature, dire contact, rend, spell-like abilities

**Special Qualities:** Spell resistance 30, damage reduction 20/law (20/+5), fast healing 10, Galchutt qualities

**Saves:** Fortitude +27, Reflex +17, Will +16

**Abilities:** Str 38, Dex 16, Con 36, Int 8, Wis 9, Cha 19

**Skills:** Climb +35, Concentration +23, Intimidate +25, Jump +35, Knowledge (arcana) +14, Knowledge (planes) +11, Listen +21, Sense Motive +9, Spot +21, Survival +16

**Feats:** Cleave, Combat Reflexes, Empower Spell-Like Ability (*chaos hammer*), Great Cleave, Improved Initiative, Iron Will, Power Attack, Quicken Spell-Like Ability (*chaos hammer*), Quicken Spell-Like Ability (*feeblemind*)

**Environment:** Any

**Organization:** Unique

**Challenge Rating:** 21

**Treasure:** Double standard

**Alignment:** Chaotic evil

Bhor Kei, known also as the Eye of the Legion, is an entity of power and rage. It is, in many ways, the opposite of Shallamoth Kindred, for Bhor Kei is guided only by emotion and instinct. It is not calculating or premeditative. It lives in the moment, and it lives for destruction. If Shallamoth Kindred is a razor, impossibly sharp, Bhor Kei is a sledgehammer, tirelessly destructive.

This creature moves about the multiverse rending and killing with a scream of dire pleasure. Some ancient texts call Bhor Kei the “laughing destroyer,” only because it revels in its endless pursuit of annihilation. It works alone, although some believe it actually represents the destructive thoughts of a multitude of beings. Others think that every living thing that Bhor Kei destroys is doomed forever to follow in its ethereal wake: ghosts bound in spirit to its material form for all eternity. From them, it draws its endless reserves of strength and power.

Bhor Kei maintains a humanoid form, its flesh shimmering like polished steel. It has four massive arms, each ending with huge, terrible claws like serrated cleavers. Its eyes glisten deeply green, and its face is long and pointed.

#### COMBAT

A veritable engine of destruction, Bhor Kei never stops fighting or destroying. While it possesses some spell-like abilities, it rarely thinks beyond rending and tearing with its claws. On the opening round of combat, it moves into attack with its claws while simultaneously using a quickened, empowered *chaos hammer* and its dire contact ability. On the next round, it *hastes* itself and continues to use its melee attacks.

**Disruptive Aura (Su):** Within 30 feet, Bhor Kei's very existence interferes with the organic matter of living, non-outsiders, inflicting 2d6 points of damage per round. A successful Fortitude saving throw (DC 35) reduces this damage by half. The save Difficulty Class is Constitution based.

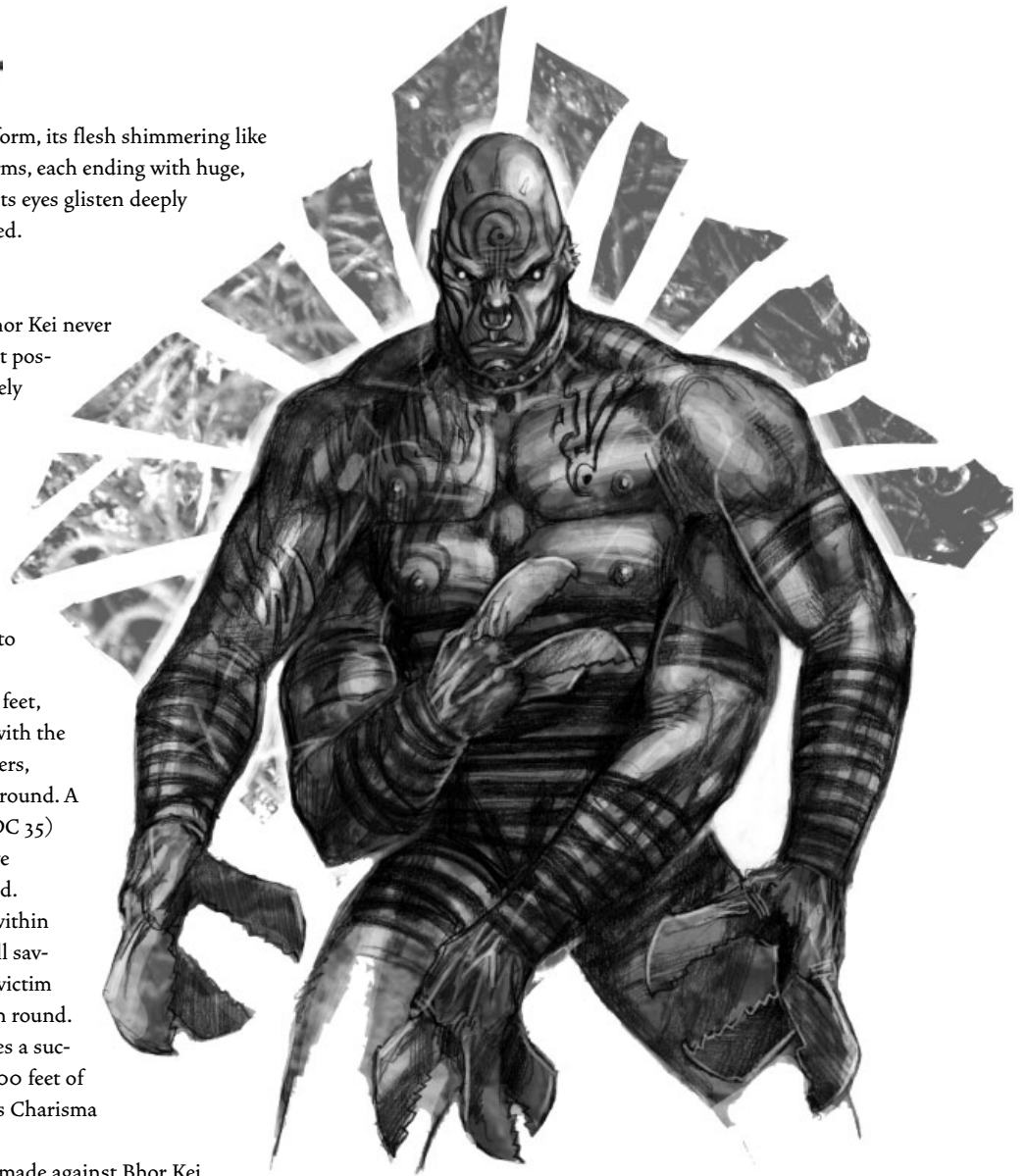
**Fear Aura (Su):** Those standing within 20 feet of Bhor Kei must make a Will saving throw (DC 26) or flee in fear. A victim can attempt a new saving throw each round. The effect lasts until the victim makes a successful save or is no longer within 200 feet of Bhor Kei. The save Difficulty Class is Charisma based.

**Chaotic Nature (Su):** All attacks made against Bhor Kei by non-Galchutt have a 20 percent miss chance. Spells cast by non-Galchutt with Bhor Kei as the target or within the area have a 15 percent spell failure chance, regardless of their nature or whether they are arcane or divine. Other special abilities, like psionics, face similar failure chances. This nature also grants Bhor Kei a +3 deflection bonus to Armor Class. Chaositech and mutations go unaffected by this chaotic nature.

**Dire Contact (Su):** If Bhor Kei speaks telepathically with a non-Galchutt (a free action, usable once per round, to any character or characters in range), that creature must make a Will saving throw (DC 26) or become shaken for 1d4 rounds. A shaken character suffers a -2 penalty on attack rolls, saving throws, skill checks, and ability checks. Once a creature attempts a saving throw, successful or not, he or she need not make it again to oppose this effect for 24 hours.

Should a creature attempt to speak to Bhor Kei telepathically, or try to read its mind, the creature must make a Will saving throw (DC 26) or go permanently insane—normally becoming catatonic, as though *feeble-minded*, but sometimes becoming homicidal. The creature must make the save again with each telepathic attempt. The save Difficulty Class is Charisma based.

**Spell-Like Abilities:** At will—*animate objects*, *blasphemy*, *bull's strength* (self only), *chaos hammer*, *cloak of chaos*, *deeper darkness*, *desecrate*, *detect chaositech*†, *detect good*, *detect law*, *dispel law*, *etherealness*, *fear*, *feeblemind*, *fly*, *greater chaositech enslavement*†, *greater dispelling*, *greater teleport*, *haste* (self only), *magic circle against law*, *shatter*, *telekinesis*, *unhallow*, and *word of chaos*; 1/day—*advent of change*†, *implosion*, *storm of vengeance*, and *symbol of death*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 14 + spell level).



## GALCHUTT RACES

Most of the Galchutt can be categorized according to various types, loosely classified as races. This section discusses the five races known to loremasters.

### CARACH

Large Outsider (Chaotic, Evil)

**Hit Dice:** 19d8 + 171 (256 hp)

**Initiative:** +8

**Speed:** 30 feet

**Armor Class:** 31 (−1 size, +4 Dexterity, +15 natural, +3 deflection), touch 16, flat-footed 27

**Base Attack/Grapple:** +19/+30

**Attack:** Bite +28 melee (3d6+10 plus poison)

**Full Attack:** Bite +28 melee (3d6+10 plus poison), 4 tendril spikes +26 melee (1d10+5 plus poison), 1 slam +26 melee (1d6+5 plus paralysis)

**Space/Reach:** 10 feet/10 feet

(Face/Reach 10 feet by 10 feet/10 feet)

**Special Attacks:** Poison, paralysis, spell-like abilities

**Special Qualities:** Spell resistance 24, damage reduction 20/law (20/+3), chaotic nature, direct contact, Galchutt qualities

**Saves:** Fortitude +20, Reflex +18, Will +18

**Abilities:** Str 30, Dex 18, Con 28, Int 13, Wis 19, Cha 20

**Skills:** Climb +29, Concentration +28, Intimidate +24, Jump +29, Knowledge (arcana) +22, Knowledge (planes) +23, Listen +23, Sense Motive +23, Spot +23, Survival +27

**Feats:** Cleave, Empower Spell-Like Ability (*chaos hammer*), Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack

**Environment:** Any

**Organization:** Solitary

**Challenge Rating:** 16

**Treasure:** Double standard

**Alignment:** Always chaotic evil

**Advancement:** 20–38 HD (Large)

**Level Adjustment:** —





Carach (singular and plural) serve as the Galchutt's enforcers and assassins. They appear when someone must die. Their power is dreadful, for theirs is the ability to immobilize and slay even a powerful opponent very quickly. When not on a mission of death, carach hide within dread iron towers secreted away on barren, lifeless worlds far from any other living creatures.

Much of what is known of the carach comes from records stolen from races far older than humanity. Some races—like the horrible, brain-eating, tentacle-faced monstrosities (who shall not be named here)—apparently have had significant experience with the carach, and perhaps the Galchutt as a whole. (In fact, such creatures may have been spawned by the Galchutt. According to this theory, they rebelled and adopted a much more lawful nature.) In any event, these alien records show that the carach, when operating in great numbers, have devastated entire worlds.

The carach are methodical and relentless, surprising traits for such chaotic creatures. When instructed to slay a foe of the Galchutt or to carry out some other dire task, they do so unflinching and without hesitation. They live to kill and have spent aeons honing their craft. Left to their own devices, however, they are still chaotic creatures, sometimes fighting among themselves or plotting their own schemes of insurrection and betrayal.

This horrible monster has an insectoid body. Where its head should be, a long, muscular neck extends up to a head covered in tentacles. The tentacles surround a mouth full of teeth, with two small eyes on the sides. Four of the tentacles are particularly long and end in spikes.

Like most of the major Galchutt, carach do not need to eat, drink, or breathe, and they speak only telepathically. They frequently use chaositech devices.

#### COMBAT

In melee, the carach focuses on a single foe if possible. It not only attempts to bite with its massive mouth but stab with its long, spike-tipped tendrils. Finally, it lunges at a foe with its head to grab it with the shorter tendrils. If it scores a hit, it attempts to grapple and then hold the victim for further

automatic bites and stabs. Venom sacs in both its mouth and its tendrils add to the lethality of its attacks.

**Chaotic Nature (Su):** All attacks made against a carach by non-Galchutt have a 10 percent miss chance. Spells cast by non-Galchutt with a carach as the target or within the area have a 10 percent spell failure chance, regardless of their nature or whether they are arcane or divine. Other special abilities, like psionics, face similar failure chances. This nature also grants the carach a +3 deflection bonus to Armor Class. Chaositech and mutations go unaffected by this chaotic nature.

**Dire Contact (Su):** A creature that attempts to speak to a carach telepathically or read its mind must make a Will saving throw (DC 24) or go permanently insane—normally becoming catatonic, as though *feebleminded*, but sometimes becoming homicidal. The creature must make the save again with each telepathic attempt. The save Difficulty Class is Charisma based.

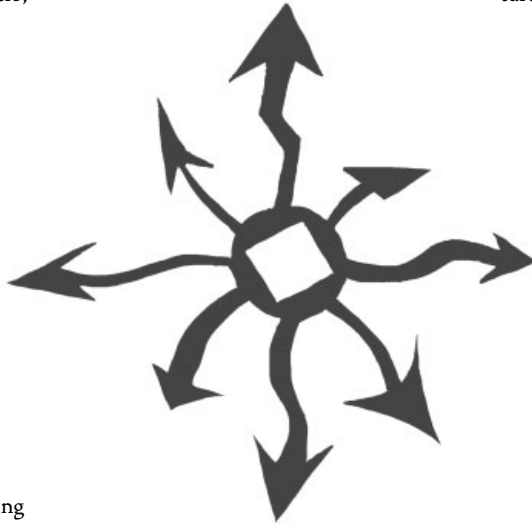
**Poison (Ex):** Bite injects a poison that inflicts 2d6 points of Constitution as initial and secondary damage (Fortitude save, DC 27). Spikes inject a poison that inflicts 1d6 points of Constitution as initial and secondary damage (Fortitude save, DC 27).

The save Difficulty Classes are Constitution based.

**Paralysis (Ex):** The tendrill mass has a contact poison that induces paralysis for 10+1d6 rounds (Fortitude save, DC 27), 1d8 points of Constitution. The save Difficulty Class is Constitution based.

**Improved Grab (Ex):** To use this ability, a carach must hit with its slam attack with its tendrill mass. 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 inflict automatic bite and spike damage on subsequent rounds.

**Spell-Like Abilities:** At will—*chaos hammer*, *chaositech enslavement*, *deeper darkness*, *deseccate*, *detect chaositech*, *detect good*, *detect law*, *dispel law*, *fear*, *greater dispelling*, *greater teleport*, *hold monster*, *magic circle against law*, *shatter*, *siphon*, and *telekinesis*; 1/day—*cloak of chaos*, *power word stun*, and *whirlwind*. These abilities are as the spells cast by an 18th-level sorcerer (save DC 15 + spell level).



**DHAR RHYTH**

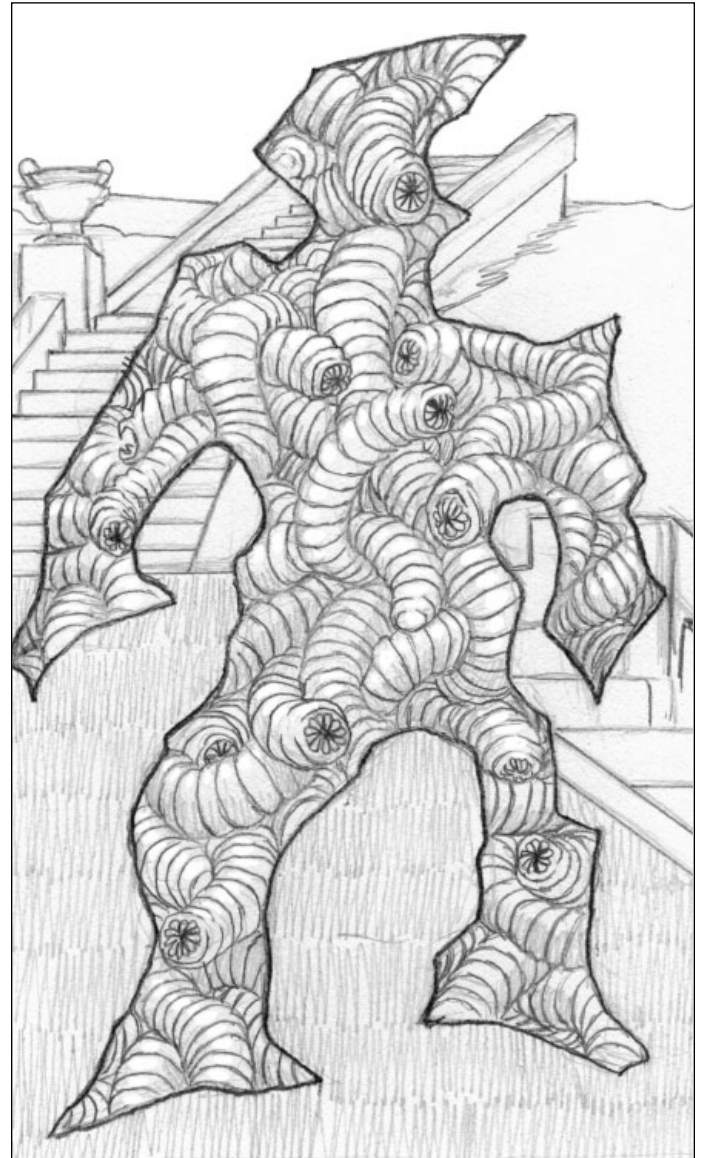
Medium Outsider (Chaotic, Evil)

Hit Dice: 18d8 + 162 (243 hp)

**Initiative:** +8**Speed:** Fly 30 feet (perfect)**Armor Class:** 29 (+4 Dexterity, +12 natural, +3 deflection), touch 17, flat-footed 23**Base Attack/Grapple:** +18/+22**Attack:** Slam +22 melee (1d6+7)**Full Attack:** 2 slams +22 melee (1d6+7)**Space/Reach:** 5 feet/5 feet (Face/Reach 5 feet by 5 feet/5 feet)**Special Attacks:** Revulsion, absorption, elemental transmutation, gate, spell-like abilities**Special Qualities:** Chaotic nature, spell resistance 30, damage reduction 15/law (15/+3), dire contact, Galchutt qualities**Saves:** Fortitude +27, Reflex +18, Will +20**Abilities:** Str 18, Dex 18, Con 29, Int 19, Wis 22, Cha 25**Skills:** Appraise +20, Chaos Surgery† +14, Concentration +31, Craft (chaositech)† +26, Intimidate +29, Knowledge (arcana)+26, Knowledge (planes)+26, Knowledge (religion)+22, Listen +27, Search +26, Sense Motive +26, Spellcraft +26, Spot +28, Survival +22**Feats:** Alertness, Blind-Fight, Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes**Environment:** Any**Organization:** Solitary**Challenge Rating:** 19**Treasure:** Double standard**Alignment:** Always chaotic evil**Advancement:** 19–36 HD (Medium)**Level Adjustment:** —

Dhar ryth are born out of absence rather than substance. They exist as a hole in the universe that leads into a terrible pocket dimension filled only with squirming, wormlike creatures. However, the worm creatures are not the dhar ryth—the dhar ryth is the hole itself. “Dhar ryth” is singular and plural. There are those, in fact, who believe there is only one such creature, but this does not appear to be the case, unless somehow all dhar ryth are extensions of a singular, multi-dimension-spanning mind.

The evil and darkness of the dhar ryth have no bounds. Their very purpose is annihilation, and they will never rest until all is nothing, like themselves. Chaos cultists who identify with the dhar ryth refer to their end goal as “a hole with no edges,” meaning that all of creation is like a hole with no boundaries—nothingness with no substance. They call the contention that you can’t have a hole with no edges a lie, perpetrated by those who serve law and betray-



ing their need to limit and control everything. What the dhar ryth think on the matter is only speculation, for they rarely communicate with others.

Dhar ryth remain motionless for weeks or even months on end, and then suddenly take action, their motivation always to destroy and kill. They never get bored or seem to have any emotion at all. In this, they resemble their master, Shalamoth Kindred. Dhar ryth serve this powerful figure but are never encountered with it. Rather, they act as emissaries and heralds of Shalamoth Kindred. In this capacity, chaotic texts sometimes refer to them as the Harbingers of Chaos or the Harbingers of Annihilation.

As sentient holes in the universe, the dhar rhyth can alter the destination points which they open into. Doing so, they not only become intelligent, mobile gateways to other planes, but they can call outsider allies or loose harmful elemental energies and matter through themselves.

Dhar rhyth usually appear vaguely man-shaped. They are sometimes mistaken for humanoids covered in tendrils or made out of worms. While both images are terrible, neither is truly accurate.

Like most of the major Galchutt, dhar rhyth do not need to eat, drink, or breathe, and they speak only telepathically.

### COMBAT

While it can slam with wormy fists, the dhar rhyth prefers to use its elemental transformation and spell-like abilities in combat. When it must enter melee, it grabs foes and pulls them through itself into the worm-dimension, where they suffocate and die.

**Chaotic Nature (Su):** All attacks made against a dhar rhyth by non-Galchutt have a 10 percent miss chance. Spells cast by non-Galchutt with a dhar rhyth as the target or within the area have a 10 percent spell failure chance, regardless of their nature or whether they are arcane or divine. Other special abilities, like psionics, face similar failure chances. This nature also grants the dhar rhyth a +3 deflection bonus to Armor Class. Chaositech and mutations go unaffected by this chaotic nature.

**Dire Contact (Su):** A creature that attempts to speak to a dhar rhyth telepathically or read its mind must make a Will saving throw (DC 26) or go permanently insane—normally becoming catatonic, as though *feble-minded*, but sometimes becoming homicidal. The creature must make the save again with each telepathic attempt. The save Difficulty Class is Charisma based.

**Revulsion (Su):** Non-outsiders who look upon the dhar rhyth must make a Will saving throw (DC 26) or become either nauseated (50 percent chance) or shaken (50 percent chance) for 1d4 rounds. A shaken character suffers a -2 penalty on attack rolls, saving throws, skill checks, and ability checks. Nauseated creatures cannot attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn, plus free actions (except for casting quickened spells). Once a character makes a save against

this revulsion (successful or not), he or she need not make one again for 24 hours. The save Difficulty Class is Charisma based.

**Improved Grab (Ex):** To use this ability, a dhar rhyth must hit with a slam 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 immediately attempt to absorb the foe.

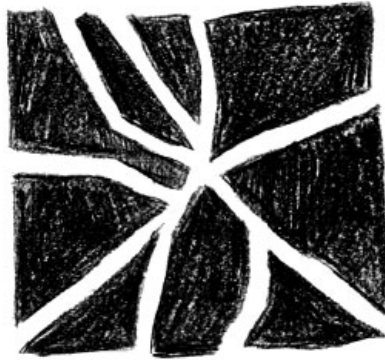
**Absorption (Su):** Foes grabbed by the dhar rhyth must make an immediate Fortitude saving throw (DC 28) or they are pulled through the entity and into the pocket dimension beyond. There the victim begins suffocating (after the time it can hold its breath, based on its Constitution), while squirming helpless in the mass of wormlike creatures that fills the dimension. The victim's only hope for rescue is an ally with the ability to travel to the pocket dimension (other than by going through the dhar rhyth, which would land the would-be rescuer in the same predicament as the victim) or the death of the dhar rhyth. At the time of the entity's death, the pocket dimension expels any living victims, and the dhar rhyth disappears. The save Difficulty Class is Constitution based.

**Elemental Transformation (Sp):** Just for a brief moment, the dhar rhyth can change its plane of origin from the terrible pocket dimension to one of the elemental planes, as a

standard action. Doing so releases a mass of the element in a line 5 feet wide and 80 feet long, inflicting 15d6 damage to anyone in the area (Reflect save, DC 26, for half). The damage type depends on the plane: elemental fire causes fire damage, elemental air causes impact damage, earth causes impact damage, and water causes half impact, half cold damage. The save Difficulty Class is Charisma based.

**Gate (Sp):** As a sort of living gate, once per day the dhar rhyth can use its own "body" as a *gate* spell as a standard action.

**Spell-Like Abilities:** At will—*circle of death*, *contagion*, *deeper darkness*, *desecrate*, *detect chaositech*†, *detect good*, *detect law*, *dispel law*, *fear*, *greater chaositech enslavement*†, *greater dispelling*, *greater teleport*, *magic circle against law*, *nightmare*, *repulsion*, and *stinking cloud*; 1/day—*cloak of chaos*, *harm*, *power word kill*, and *slay living*. These abilities are as the spells cast by an 18th-level sorcerer (save DC 17 + spell level).



**SHAADOM**

Large Outsider (Chaotic, Evil)

**Hit Dice:** 20d8 + 100 (190 hp)

**Initiative:** +3

**Speed:** Fly 50 feet

**Armor Class:** 27 (–1 size, +3 Dexterity, +12 natural, +3 deflection), touch 15, flat-footed 24

**Base Attack/Grapple:** +20/+28

**Attack:** Bite +26 melee (2d6+7)

**Full Attack:** Bite +26 melee (2d6+7 plus poison), 2 claws +27 melee (1d8+3)

**Space/Reach:** 10 feet/10 feet  
(Face/Reach 5 feet by 5 feet/10 feet)

**Special Attacks:** Poison, chaos weaving, spell-like abilities, spells

**Special Qualities:** Chaotic nature, dire contact, spell resistance 25, damage reduction 15/law (15/+2), Galchutt qualities

**Saves:** Fortitude +17, Reflex +15, Will +19

**Abilities:** Str 24, Dex 17, Con 20, Int 25, Wis 24, Cha 25

**Skills:** Bluff +30, Chaos Surgery† +23, Concentration +28, Craft (alchemy) +30, Craft (chaositech)† +23, Diplomacy +30, Intimidate +30, Knowledge (arcana) +30, Knowledge (planes) +30, Knowledge (religion) +30, Listen +30, Search +30, Sense Motive +30, Spellcraft +30, Spot +30

**Feats:** Combat Casting, Empower Spell-Like Ability (*lightning bolt*), Multiattack, Quickened Spell-Like Ability (*lightning bolt*), Silent Spell, Spell Penetration, Still Spell

**Environment:** Any

**Organization:** Solitary

**Challenge Rating:** 18

**Treasure:** Double standard

**Alignment:** Always chaotic evil

**Advancement:** 21–30 HD (Large)

**Level Adjustment:** —

The role of the shaadom (singular and plural) is that of the consummate chaos mage. A shaadom's spellcasting abilities are great, and its knowledge of chaos and its workings makes it a caster without peer. Shaadom use their knowledge of chaos to weave disorder and destruction into their spells, making them difficult to resist and far deadlier than normal. Because they understand power on a scale beyond what most beings can imagine, they realize that far greater might exists than even they can wield. They lust after this power—



the power to consume and destroy everything that does not serve their ends.

Among the Chaos Lords, the shaadom represent individuality taken to the ultimate extreme of selfishness and obsession. As such, they hate even each other and the other Galchutt and look upon them only as rivals and enemies—the same way they look upon all living things.

Fueled by hate, jealousy, lust, and greed, and centered around the acquisition of power, shaadom are most often found on their own individual quests. They are quick to utilize slaves gained through *chaositech enslavement*†.

A hulking creature, the shaadom has two muscular arms that end in three-fingered hands. Its head is arachnoid with six eyes and a large, mandibled mouth. Its long torso ends in a squirming mass of short, wide tentacles rather than legs. It floats just above the ground.

Like most of the major Galchutt, shaadom do not need to eat, drink, or breathe, and they speak only telepathically.

#### COMBAT

A shaadom relies on its spells and spell-like abilities above all else. Physical combat is only a last resort. If possible, all offensive spells are woven with chaos (see below).

**Chaotic Nature (Su):** All attacks made against a shaadom by non-Galchutt have a 10 percent miss chance. Spells cast by non-Galchutt with a shaadom as the target or within the area have a 10 percent spell failure chance, regardless of their nature or whether they are arcane or divine. Other special abilities, like psionics, face similar failure chances. This nature also grants the shaadom a +3 deflection bonus to Armor Class. Chaositech and mutations go unaffected by this chaotic nature.

**Dire Contact (Su):** A creature that attempts to speak to a shaadom telepathically or read its mind must make a Will saving throw (DC 27) or go permanently insane—normally becoming catatonic, as though *feebleminded*, but sometimes becoming homicidal. The creature must make the save again with each telepathic attempt. The save Difficulty Class is Charisma based.

**Poison (Ex):** The shaadom's bite injects a poison that inflicts 2d6 points of Intelligence as initial and secondary damage (Fortitude save, DC 25). The saving throw is Constitution based.

**Chaos Weaving (Su):** The shaadom can use a move action to weave chaos into a spell, making it much more difficult to resist. After a subject attempts a saving throw against the spell, there is a 10 percent chance that he or she fails the save regardless of the roll. If the spell offers no saving throw, the woven chaos makes it more difficult to dispel—the Difficulty Class of the level check needed to dispel the effect increases by +4.

**Spell-Like Abilities:** At will—*blessing of mutation*†, *confusion*, *contagion*, *deeper darkness*, *desecrate*, *detect chaositech*†, *detect good*, *detect law*, *detect mutation*†, *dispel law*, *fear*, *greater chaositech enslavement*†, *greater dispelling*, *greater teleport*, *lightning bolt*, and *magic circle against law*; 1/day—*cloak of chaos*, *power word blind*, *power word kill*, and *power word stun*. These abilities are as the spells cast by an 18th-level sorcerer (save DC 17 + spell level).

**Spells:** Shaadom cast spells as 17th-level wizards. The Difficulty Class to resist all their spells is 17 + spell level.

#### VREETH

Medium Outsider (Chaotic, Evil)

**Hit Dice:** 17d8+102 (178 hp)

**Initiative:** +3

**Speed:** Fly 50 feet

**Armor Class:** 28 (+3 Dexterity, +12 natural, +3 deflection), touch 16, flat-footed 24

**Base Attack/Grapple:** +17/+23

**Attack:** Slam +23 melee (1d6+7)

**Full Attack:** 8 slams +23 melee (1d6+7 + energy drain)

**Space/Reach:** 5 feet/5 feet

(Face/Reach 5 feet by 5 feet/5 feet)

**Special Attacks:** Energy drain, spell-like abilities, spells

**Special Qualities:** Chaotic nature, dire contact, spell resistance 24, damage reduction 15/law (15/+3), Galchutt qualities

**Saves:** Fortitude +16, Reflex +13, Will +17

**Abilities:** Str 23, Dex 16, Con 23, Int 25, Wis 24, Cha 25

**Skills:** Bluff +27, Chaos Surgery† +20, Concentration +26, Craft (alchemy) +27, Craft (chaositech)† +20, Diplomacy +17, Hide +20, Intimidate +27, Knowledge (arcana) +27, Knowledge (planes) +27, Knowledge (religion) +27, Listen +20, Move Silently +20, Search +17, Sense Motive +20, Spellcraft +27, Spot +27

**Feats:** Combat Casting, Combat Reflexes, Empower Spell, Fly-By Attack, Power Attack, Quicken Spell

**Environment:** Any

**Organization:** Cabal (2–8)

**Challenge Rating:** 15

**Treasure:** Double standard

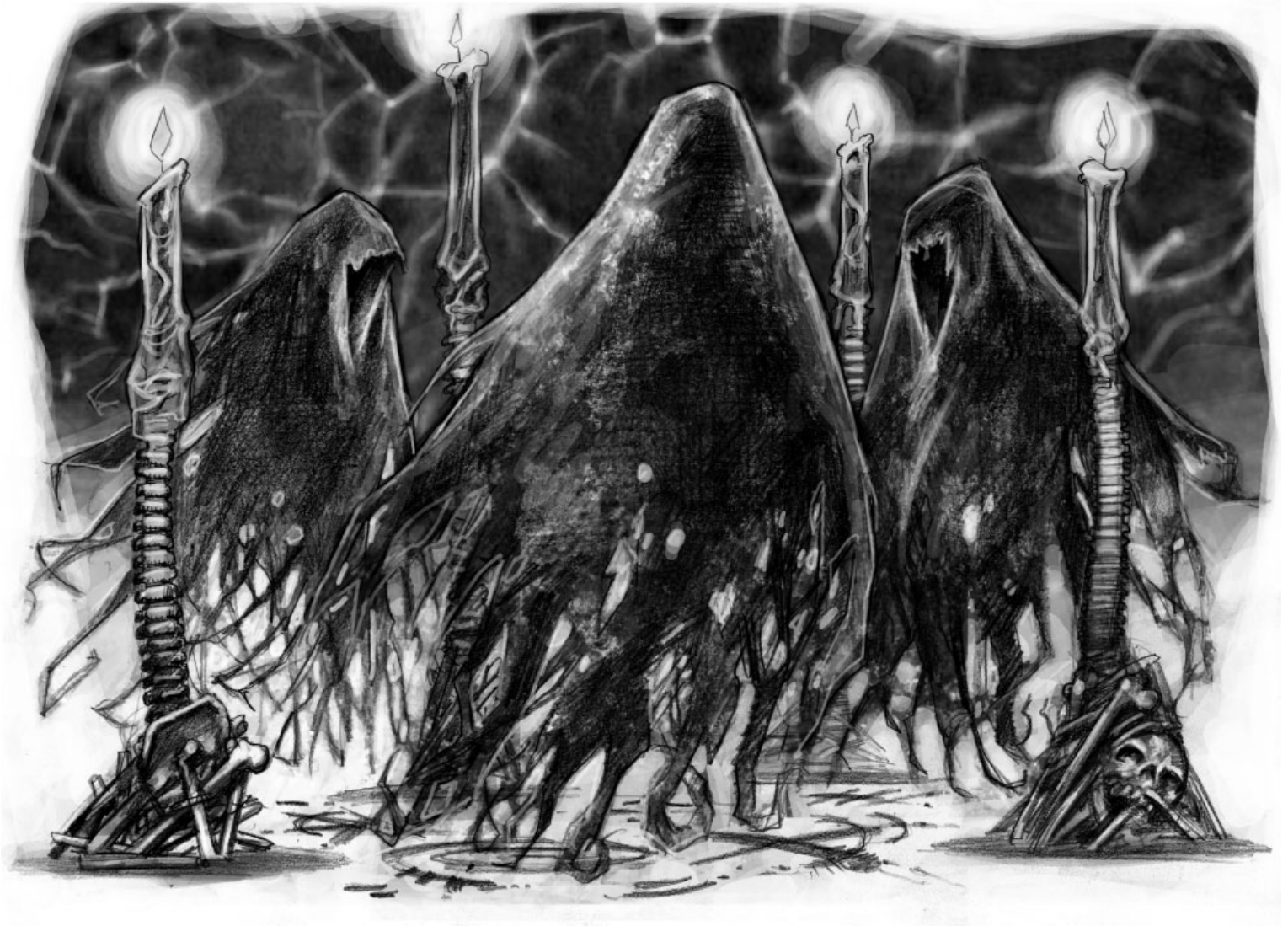
**Alignment:** Always chaotic evil

**Advancement:** 18–34 HD (Medium)

**Level Adjustment:** —

Vreeth are Galchutt who were once powerful chaos cultists. They dedicated themselves so completely to the cause that they were taken away, bodily, from the mortal realms and altered irrevocably. Now, in their mysterious new forms, they are forever doomed to sing the hymns of chaos and chant the litany of destruction. Chaos priests forevermore, they can think of or do nothing beyond serving and worshipping the higher concept of deep chaos.

One almost never finds vreeth outside secret enclaves of the Galchutt, where they maintain continuous rituals and ceremonies designed to help bring about the end of all creation. Sometimes they serve as the ultimate, secret masters behind a chaos cult, never leaving their mysterious lair deep beneath a chaos temple. Since they usually like to keep their presence a secret, they prefer to kill any non-chaos



cultists who see them, first draining the witnesses of nearly all their life energy.

At first glance, vreech appear to be nothing more than empty, tattered, hooded cloaks floating in the air. Closer inspection reveals a multitude of tentacles hanging from beneath the cloak's edge. These sinister creatures disintegrate if slain.

Like most of the major Galchutt, vreech do not need to eat, drink, or breathe, and they speak only telepathically.

#### COMBAT

Although they have a vast repertoire of spells and spell-like abilities, the vreech seem content to use their tentacles in melee against opponents, with each attack draining energy from their

foes. Frequently, they use spells to augment their physical natures, to make their attacks even more dangerous. Since one almost never encounters vreech singly, they coordinate their attacks fairly well—usually with half of their number casting spells and the other half entering into physical combat.

**Chaotic Nature (Su):** All attacks made against a vreech by non-Galchutt have a 10 percent miss chance. Spells cast by non-Galchutt with a vreech as the target or within the area have a 10 percent spell failure chance, regardless of their nature or whether they are arcane or divine. Other special abilities, like psionics, face similar failure chances. This nature also grants a vreech a +3 deflection bonus to Armor Class. Chaositech and mutations go unaffected by this chaotic nature.

**Dire Contact (Su):** A creature that attempts to speak to a vreeth telepathically or read its mind must make a Will saving throw (DC 22) or go permanently insane—normally becoming catatonic, as though *feeble-minded*, but sometimes becoming homicidal. The creature must make the save again with each telepathic attempt. The save Difficulty Class is Charisma based.

**Energy Drain (Su):** The vreeth's touch bestows one negative level. Throwing off the negative level requires a Fortitude save (DC 22). The save Difficulty Class is Charisma based.

**Spell-Like Abilities:** At will—*blessing of mutation*†, *chaos hammer*, *chaos knife*†, *chaotic possession*†, *confusion*, *contagion*, *deeper darkness*, *detect chaositech*†, *detect good*, *detect law*, *detect mutation*†, *dispel law*, *fear*, *greater chaositech enslavement*†, *greater dispelling*, *greater teleport*, *magic circle against law*, *mark of chaos*†, *siphon*†, and *unhallow*; 1/day—*cloak of chaos* and *destruction*. These abilities are as the spells cast by an 18th-level sorcerer (save DC 17 + spell level).

**Spells:** Vreeth cast spells as 13th-level clerics with the chaos and destruction domains. The Difficulty Class to resist all their spells is 17 + spell level.

## Z AUG

Large Outsider (Chaotic, Evil)

**Hit Dice:** 12d8 + 84 (138 hp)

**Initiative:** +0

**Speed:** 20 feet, fly 30 feet (clumsy)

**Armor Class:** 19 (−1 size, +10 natural), touch 9, flat-footed 19

**Base Attack/Grapple:** +12/+20

**Attack:** Claw +18 melee (1d8+7)

**Full Attack:** 2 claws +18 melee (1d8+7 + disease), bite +13 melee (2d6+3 + disease)

**Space/Reach:** 5 feet/10 feet

(Face/Reach 5 feet by 5 feet/10 feet)

**Special Attacks:** Spell-like abilities, disease, corruption spew

**Special Qualities:** Chaotic nature, revulsion, corrupt healing, spell resistance 22, dire contact, Galchutt qualities

**Saves:** Fortitude +18, Reflex +11, Will +13

**Abilities:** Str 24, Dex 10, Con 25, Int 8, Wis 14, Cha 15

**Skills:** Concentration +22, Intimidate +17, Knowledge (arcana) +9, Knowledge (planes) +9, Listen +19, Move Silently +10, Search +14, Spot +19

**Feats:** Alertness, Combat Reflexes, Great Fortitude, Iron Will, Lightning Reflexes

**Environment:** Any

**Organization:** Solitary

**Challenge Rating:** 13

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 13–18 HD (Large); 19–24 (Huge)

**Level Adjustment:** —

Least among the Galchutt (except for the Elder Brood; see page 104), the zaug seethe with disease and corruption. Covered in lethal wounds that never heal, yet never slay, teeming with diseases and poisons that fester and grow, and filled with parasites and vermin that feed on its ever-regenerating flesh, a zaug is a horrible creature to behold.

The zaug's focus lies with decay and rot. It is corruption given form—the slow, lingering death of disease and decomposition. It dwells alone, usually in a lair filled with decaying bodies, festering illnesses, and vermin of all types. It is not guileful or subtle, neither devious nor quick. The zaug is a carrier of wretched disease that can spew forth unmitigated corruption when it wishes.

A zaug is a grossly obese humanoid with no hair. It has a wide mouth full of teeth, claws for hands, and short horns on its head. Some zaug have vestigial, rotted wings. Sores oozing pus and bile cover their fat flesh. Much of their skin hangs from of them, pocked with holes from which intestines and other guts hang out, spurting fluid.

Like most of the major Galchutt, zaug do not need to eat, drink, or breathe, and they speak only telepathically.

## COMBAT

The zaug attacks belligerently and relentlessly, but it does not hurry toward its foes. It never uses ambushes or anything even resembling tactics. It simply shuffles toward a potential foe and attempts to infect it with its disease-ridden attacks. Once it chooses a foe, it does not give up until either it or the foe is dead.

It never fears for its own life.

**Chaotic Nature (Su):** All attacks made against a zaug by non-Galchutt have a 10 percent miss chance. Spells cast by non-Galchutt with a zaug as the target or within the area have a 10 percent spell failure chance, regardless of their nature or whether they are arcane or divine. Other special abilities, like psionics, face similar failure chances. This nature also grants the zaug a +3 deflection bonus to Armor Class. Chaositech and mutations go unaffected by this chaotic nature.

**Dire Contact (Su):** A creature that attempts to speak to a zaug telepathically or read its mind must make a Will saving throw (DC 18) or go permanently insane—normally becoming catatonic, as though *feeble-minded*, but sometimes becoming homicidal. The creature must make the save again with each telepathic attempt. The save Difficulty Class is Charisma based.

**Revulsion (Su):** Non-outsiders who look upon the zaug must make a Will saving throw (DC 18) or become either nauseated (50 percent chance) or shaken (50 percent chance) for 1d4 rounds. A shaken character suffers a –2 penalty on attack rolls, saving throws, skill checks, and ability checks. Nauseated creatures cannot attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn, plus free actions (except for casting quickened spells). Once a character makes a save against this revulsion (successful or not), he or she need not make one again for 24 hours. The save Difficulty Class is Charisma based.

**Disease (Ex):** The claws, bite, and even the spew of the zaug carry *devil chills* (as described in Chapter Eight: Glossary of the DMG).

**Corruption Spew (Su):** Five times per day, the zaug can breathe a 60-foot cone of horrific corrosive spew filled with rotting flesh, disease, poison, and even disgusting vermin like maggots, worms, and flies. The spew inflicts 10d6 points of acid damage (Reflex save, DC 23, for half). Further, anyone failing the save must make an additional Fortitude

save to avoid contracting *devil chills*, as well as a Will save to avoid revulsion, as described above (even those who have made saves against the revulsion previously must attempt another or be affected again). The save Difficulty Class is Constitution based.

**Corrupt Healing (Su):** The zaug's corrupt nature allows it to instantly regenerate all damage inflicted upon it. The only thing that can harm a zaug is positive energy: healing spells.



Positive energy spells deal as much damage to a zaug as they normally would heal a nonzaug.

**Spell-Like Abilities:** At will—*chaositech enslavement*, *contagion*, *deeper darkness*, *desecrate*, *detect chaositech*, *detect good*, *detect law*, *fear*, *greater teleport*, *magic circle against law*, *stinking cloud*, and *summon swarm*; 1/day—*chaos hammer*. These abilities are as the spells cast by an 15th-level sorcerer (save DC 12 + spell level).



## THE ELDER BROOD

The least among the Galchutt are known collectively as the Elder Brood. The brood comprises about half a dozen different races. Two of them are described here.

### OBAAN

Small Outsider (Chaotic, Evil)

**Hit Dice:** 2d8 + 10 (19 hp)

**Initiative:** +7

**Speed:** 10 feet, fly 40 feet (good)

**Armor Class:** 19 (+1 size, +3 Dexterity, +5 natural), touch 14, flat-footed 16

**Base Attack/Grapple:** +2/-2

**Attack:** Bite +3 melee (1d6)

**Full Attack:** Bite +3 melee (1d6)

**Space/Reach:** 5 feet/5 feet

(Face/Reach 5 feet by 5 feet/5 feet)

**Special Attacks:** Poison

**Special Qualities:** Spell resistance 15, damage reduction 5/law (5/+1), Galchutt qualities

**Saves:** Fortitude +8, Reflex +6, Will +0

**Abilities:** Str 10, Dex 17, Con 21, Int 5, Wis 4, Cha 5

**Skills:** Climb +5, Hide +10, Listen +2, Move Silently +8, Spot +2

**Feats:** Improved Initiative

**Environment:** Any

**Organization:** Swarm (3–12)

**Challenge Rating:** 2

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 3–4 HD (Small); 5–8 HD (Medium);

9–16 HD (Large)

**Level Adjustment:** —

The obaan (singular and plural) is certainly the least among the Elder Brood. These creatures, in fact, might simply exist as the result of actions taken by greater Galchutt. For example, if a shaadom suffers a wound in a cave, the Galchutt's foul blood, spilled on the cavern floor, may form into a swarm of obaan 1d6 days later.

An obaan is a squirming mass of tentacles with a beaklike mouth at the center and flapping batlike wings on its "back." The creature is surprisingly resilient and tough, but incredibly stupid. It obeys the commands of any other Galchutt but, if left to its own devices, will wreak as much havoc as possible, slaying anything alive that it encounters. Although obaan do sometimes feed on their kills, they do not kill to eat—they kill to kill.



Obaan often live in caves, hanging from the ceiling when at rest, which is only about one hour per day. They never establish a permanent lair, instead remaining always on the move to find creatures to slay. Because they do not care for sunlight, they travel at night if above ground. However, light does not actually affect them adversely.

### COMBAT

The obaan is a simple combatant, flying at its foe and attempting to poison it with its bite. It uses its tentacles only for grasping slain prey and for hanging.

**Poison (Ex):** The obaan's bite injects a poison that inflicts 1d4 points of initial and secondary Strength damage (Fortitude save, DC 16). The saving throw is Constitution based.

**SSCREE**

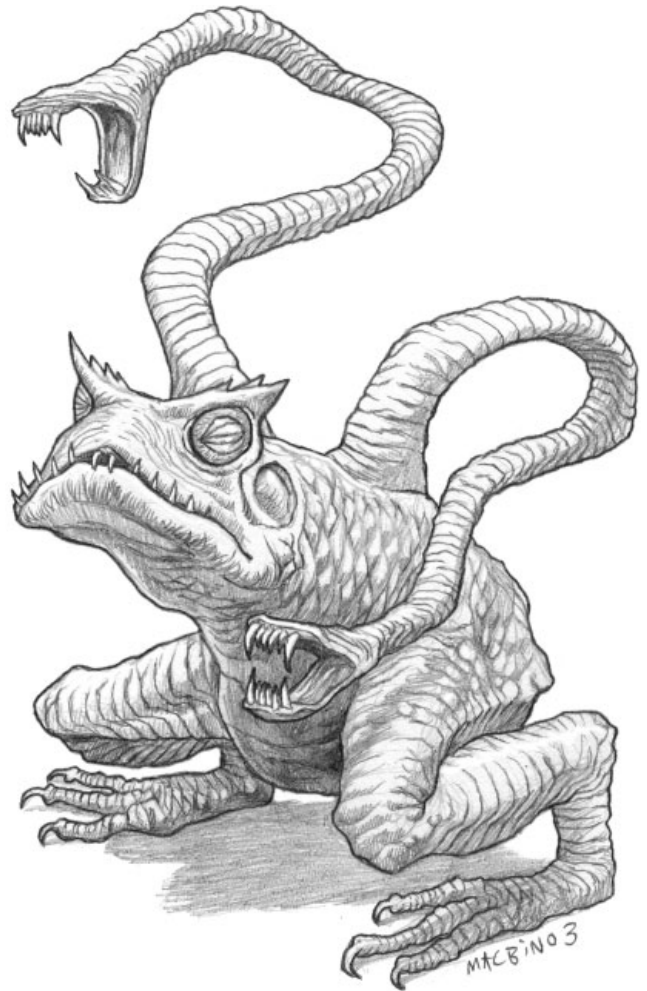
Medium Outsider (Chaotic, Evil)

**Hit Dice:** 6d8 + 24 (51 hp)**Initiative:** +1**Speed:** Fly 40 feet**Armor Class:** 19 (+1 Dexterity, +8 natural), touch 11, flat-footed 18**Base Attack/Grapple:** +6/+10**Attack:** Bite +10 melee (1d6+4+1d6 acid)**Full Attack:** Bite +10 melee (1d10+4+1d6 acid), 2 bites +8 (1d4+2+1d6 acid)**Space/Reach:** 5 feet/5 feet  
(Face/Reach 5 feet by 5 feet/5 feet)**Special Attacks:** Acid spittle, acid streams**Special Qualities:** Spell resistance 18, damage reduction 10/law (10/+1), Galchutt qualities**Saves:** Fortitude +9, Reflex +6, Will +7**Abilities:** Str 19, Dex 13, Con 18, Int 7, Wis 8, Cha 8**Skills:** Hide +10, Jump +13, Listen +10, Move Silently +10, Spot +10, Survival +8**Feats:** Alertness, Iron Will, Multiattack**Environment:** Any**Organization:** Solitary or pack (3–7)**Challenge Rating:** 5**Treasure:** Double standard**Alignment:** Chaotic evil**Advancement:** 7–10 HD (Medium); 11–12 (Large)**Level Adjustment:** —

Another of the Elder Brood, the sscree is a stupid, monstrous brute with a drive to destroy whatever it finds. It feeds on almost anything, its acidic saliva breaking down almost any material. It eats its prey, but it is just as content to eat plants, soil, stones, or any other matter.

Sscrees roam desolate wastelands and far-flung planar locales with little regard for anything other than mindless destruction. They make no lairs and try to stay on the move. Sometimes more powerful Galchutt use a pack of sscree as guards or hunting beasts.

This horrid creature looks vaguely toadlike, with a broad mouth and bulbous eyes. It has only two muscular legs, which support it from beneath, and its feet are clawed, not webbed. From its back spring two tentacles that end in mouths (so they look a little like eyeless snakes). The sscree measures about 6 feet long and weighs almost a ton. It stinks of acid and burnt flesh.

**COMBAT**

The sscree love combat, so they attack without provocation. Thanks to their corrosive spittle, their bite carries a burning acid. They also spray acid from their tentacle mouths at foes they cannot easily reach.

**Acid Spittle (Ex):** Besides normal bite damage, the bite of the sscree also inflicts 1d6 points of acid damage.

**Acid Stream (Ex):** Every 1d4 rounds, each sscree tentacle mouth can spray a stream of acid, 50 feet long, that inflicts 5d6 points of acid damage (Reflex save, DC 17, for half). It can spray acid in the same round from both mouths as a full attack action, and it can spray acid in the same round as it bites with its larger mouth as a full attack action. The saving throw Difficulty Class is Constitution based.

# Master Price Tables

This appendix presents all the chaostech items in this book in a series of easy-to-use tables. The devices are organized by their function and by price.

Whether you're looking for melee weapons or ranged weapons, armor or shields, new flesh or grafts, or any other miscellaneous devices, you can find them in these tables, along with the page number of each item's description. Starting on page 109, you will find an alphabetical index of all the items with page numbers

## MELEE WEAPONS

| Weapon                        | Price     | Page |
|-------------------------------|-----------|------|
| Mandibled Staff               | 2,800 gp  | 23   |
| Steaming Axe                  | 3,000 gp  | 24   |
| Vibrating Blade               | 3,000 gp  | 24   |
| Shearing Blade                | 4,250 gp  | 23   |
| Arc Staff                     | 4,500 gp  | 22   |
| Gear Blade                    | 4,500 gp  | 22   |
| Drilling Spear                | 4,650 gp  | 22   |
| Chain Blade                   | 5,200 gp  | 22   |
| Ooze Sword                    | 7,000 gp  | 23   |
| Sickening Rod                 | 7,500 gp  | 23   |
| Grinding Sword                | 9,000 gp  | 22   |
| Grinding Sword, Lifechewer    | 21,000 gp | 23   |
| Biocrystal Weapon (< 10 lbs.) | +500 gp   | 63   |
| Biocrystal Weapon (> 10 lbs.) | +1,000 gp | 63   |

## RANGED WEAPONS

| Weapon                | Price    | Page |
|-----------------------|----------|------|
| Dazzling Bomb         | 200 gp   | 26   |
| Blight Bomb           | 350 gp   | 26   |
| Stunstone             | 350 gp   | 26   |
| Blinding Smoke Bomb   | 400 gp   | 26   |
| Needle Bomb           | 400 gp   | 28   |
| Binding Bomb          | 500 gp   | 26   |
| Insane Arrows         | 500 gp   | 41   |
| Sleep Bomb            | 500 gp   | 29   |
| Chaos Scrambling Bomb | 550 gp   | 26   |
| Silence Bomb          | 550 gp   | 28   |
| Nausea Bomb           | 600 gp   | 28   |
| Desiccating Bomb      | 800 gp   | 27   |
| Docility Bomb         | 800 gp   | 27   |
| Flame Bomb            | 800 gp   | 27   |
| Ghost Arrow           | 1,000 gp | 41   |
| Infestation Bomb      | 1,000 gp | 27   |

|                            |            |    |
|----------------------------|------------|----|
| Sleep Bomb (enhanced)      | 1,500 gp   | 29 |
| Rot Bomb                   | 1,600 gp   | 28 |
| Rust Bomb                  | 1,700 gp   | 18 |
| Freezing Bomb              | 2,000 gp   | 27 |
| Raw Chaos Bomb             | 2,000 gp   | 28 |
| Madness Bomb               | 2,500 gp   | 27 |
| Force Globe Bomb           | 3,000 gp   | 27 |
| Stunjelly                  | 3,300 gp   | 65 |
| Weltering Ray Emitter      | 3,500 gp   | 26 |
| Melting Ray Emitter        | 4,500 gp   | 25 |
| Noxious Ray Emitter        | 5,000 gp   | 25 |
| Blinding Ray Emitter       | 7,500 gp   | 25 |
| Disruption Ray Emitter     | 7,500 gp   | 25 |
| Knockback Ray Emitter      | 7,500 gp   | 25 |
| Stun Ray Emitter           | 7,500 gp   | 25 |
| Freeze Ray Emitter         | 8,000 gp   | 25 |
| Jolt Ray Emitter           | 8,200 gp   | 25 |
| Void Bomb                  | 9,000 gp   | 29 |
| Disintegration Ray Emitter | 11,000 gp  | 25 |
| Ichor Blaster              | 20,000 gp  | 40 |
| Paralysis Ray Emitter      | 20,000 gp  | 25 |
| Disk Blades                | 22,500 gp  | 24 |
| Harrower                   | 23,000 gp  | 26 |
| Cohesion Blaster           | 99,000 gp  | 24 |
| Demon Burster              | 100,000 gp | 39 |

## ARMOR, SHIELDS, & NEW FLESH

| Armor                  | Price     | Page |
|------------------------|-----------|------|
| Spiny Totality         | 1,000 gp  | 62   |
| Shield Arm             | 2,000 gp  | 30   |
| Shield Animator        | 4,000 gp  | 30   |
| Ghost Shield           | 5,000 gp  | 41   |
| Chuulean Sheath        | 8,000 gp  | 60   |
| Razorflesh Totality    | 9,000 gp  | 62   |
| Biocrystal Shield      | 10,000 gp | 63   |
| Arachnid Totality      | 12,000 gp | 60   |
| Doppelganger Totality  | 12,000 gp | 61   |
| Biocrystal Breastplate | 15,000 gp | 63   |
| Cool Totality          | 15,000 gp | 61   |
| Warm Totality          | 15,000 gp | 62   |
| Animated Exoskeleton   | 16,000 gp | 29   |
| Burning Sheath         | 18,000 gp | 60   |



|                       |            |    |                            |                            |    |
|-----------------------|------------|----|----------------------------|----------------------------|----|
| Corrosive Sheath      | 18,000 gp  | 61 | Clear Vision Eye Cusps     | 2,000 gp                   | 59 |
| Freezing Sheath       | 18,000 gp  | 62 | Cosmetic Graft             | 2,000 gp                   | 59 |
| Shocking Sheath       | 18,000 gp  | 62 | Pocket Implant             | 2,000 gp                   | 51 |
| Heated Armor          | 18,500 gp  | 29 | Proximity Alarm            | 2,000 gp                   | 35 |
| Animated Armor        | 20,000 gp  | 29 | Torture Manacles           | 2,000 gp                   | 37 |
| Half Biocrystal Plate | 25,000 gp  | 63 | Blade Replacement          | 2,000 gp +<br>weapon price | 54 |
| Lightning Armor       | 27,000 gp  | 30 | Hammer Replacement         | 2,000 gp +<br>weapon price | 55 |
| Animated Shell        | 28,000 gp  | 29 | Filter Graft               | 2,300 gp                   | 59 |
| Thought Armor         | 30,000 gp  | 30 | Sonic Verminbane           | 2,400 gp                   | 36 |
| Winged Totality       | 30,000 gp  | 62 | Clingskin Graft            | 2,500 gp                   | 59 |
| Full Biocrystal Plate | 35,000 gp  | 63 | Spider Seeker              | 2,900 gp                   | 36 |
| Burning Totality      | 40,000 gp  | 60 | Accurate Vision Eye Cusps  | 3,000 gp                   | 59 |
| Corrosive Totality    | 40,000 gp  | 61 | Back Up Organ Implant      | 3,000 gp                   | 47 |
| Freezing Totality     | 40,000 gp  | 62 | Cranial Walker Replacement | 3,000 gp                   | 54 |
| Shocking Totality     | 40,000 gp  | 62 | Webbing Graft              | 3,500 gp                   | 59 |
| Piscean Totality      | 41,000 gp  | 62 | Heart Plug Implant         | 4,000 gp                   | 50 |
| Draconic Totality     | 74,000 gp  | 61 | Love Implant               | 4,000 gp                   | 57 |
| Cloaking Totality     | 86,000 gp  | 60 | Spiderleg Harness          | 4,500 gp                   | 36 |
| Chuulean Totality     | 128,000 gp | 60 | Demonform, Vrock           | 5,000 gp                   | 40 |

**MISC. ITEMS (INCLUDING GRAFTS)**

| Item                             | Price    | Page | Item                       | Price                       | Page |
|----------------------------------|----------|------|----------------------------|-----------------------------|------|
| Nutrient Solution/Nutrient Salve | 50 gp    | 64   | Life Sensor                | 5,000 gp                    | 34   |
| Pouch Graft                      | 190 gp   | 59   | Ray Enhancer               | 5,000 gp                    | 39   |
| Ear Serum                        | 200 gp   | 64   | Targeting Eye              | 5,000 gp                    | 37   |
| Eye Serum                        | 200 gp   | 64   | Allegiance Implant         | 6,000 gp                    | 56   |
| Mobility Milch                   | 250 gp   | 64   | Demonform, Hezrou          | 6,000 gp                    | 40   |
| Adhesion Rope                    | 450 gp   | 65   | Distracter                 | 6,000 gp                    | 65   |
| Demonflesh Coating               | 600 gp   | 40   | Low-Light Vision Eye Cusps | 6,000 gp                    | 59   |
| Disease Mucor                    | 600 gp   | 64   | Revivication Injection     | 6,000 gp                    | 64   |
| Poison Mucor                     | 600 gp   | 64   | Siphon                     | 6,000 gp                    | 36   |
| Lantern Graft                    | 750 gp   | 59   | Translator Implant         | 6,000 gp                    | 53   |
| Blade Graft                      | 900 gp   | 58   | Vigor Boots                | 6,000 gp                    | 37   |
| Disease Detector                 | 900 gp   | 65   | Removable Eye Replacement  | 6,500 gp                    | 55   |
| Flesh Ichor                      | 900 gp   | 64   | Demonform, Glabrezu        | 7,000 gp                    | 40   |
| Brain Serum                      | 1,000 gp | 64   | Arachnid Covey Implant     | 8,000 gp                    | 47   |
| Cool Patch Graft                 | 1,000 gp | 59   | Demonform, Nalfeshnee      | 8,000 gp                    | 40   |
| Morphing Lockpick                | 1,000 gp | 65   | Device Destabilizer        | 8,000 gp                    | 32   |
| Mutant Detector                  | 1,000 gp | 65   | Long-Range Tracker         | 8,000 gp                    | 34   |
| Poison Detector                  | 1,000 gp | 65   | Surgical Assistant         | 8,000 gp                    | 65   |
| Protective Goggles               | 1,000 gp | 35   | Emitter Implant            | 8,000 gp +<br>emitter price | 49   |
| Tool Finger                      | 1,000 gp | 56   | Emitter Replacement        | 8,000 gp +<br>emitter price | 54   |
| Silencer                         | 1,000 gp | 39   | Eyestalk Harness           | 9,000 gp                    | 33   |
| Underwater Vision Eye Cusps      | 1,000 gp | 59   | Vigor Organ Implant        | 9,000 gp                    | 53   |
| Warm Patch Graft                 | 1,000 gp | 59   | Demonform, Marilith        | 9,500 gp                    | 40   |
| Chaositech Detector              | 1,200 gp | 65   | Web Spinneret Implant      | 9,600 gp                    | 53   |
| Insect Gloves and Boots          | 1,400 gp | 34   | Clawtip Graft              | 10,000 gp                   | 58   |
| Clarity Goggles                  | 1,500 gp | 31   | Darkness Imbiber           | 10,000 gp                   | 31   |
| Transformation Milch             | 1,600 gp | 64   | Headclamp Implant          | 10,000 gp                   | 50   |
| Emotion Reader                   | 1,700 gp | 32   |                            |                             |      |



|                                   |           |    |                                  |           |    |
|-----------------------------------|-----------|----|----------------------------------|-----------|----|
| Heartplug Master Control Device   | 10,000 gp | 50 | Mutation Nullifier               | 30,000 gp | 43 |
| Image Scrambler                   | 10,000 gp | 33 | Possession Nodule                | 30,000 gp | 42 |
| Insectile Spy                     | 10,000 gp | 34 | Replacement Arm (steel)          | 30,000 gp | 54 |
| Mutation Enhancer                 | 10,000 gp | 43 | Targeting Array                  | 30,000 gp | 37 |
| Skill Implant                     | 10,000 gp | 58 | Tail Implant (poisonous type 1)  | 30,000 gp | 52 |
| Tail Implant                      | 10,000 gp | 52 | No Suit                          | 31,000 gp | 35 |
| Anger Implant                     | 11,000 gp | 56 | Serpent Implant                  | 31,000 gp | 52 |
| Cleaver Harness                   | 11,000 gp | 31 | Chaositech Disruptor             | 32,000 gp | 39 |
| Remote Hand                       | 11,000 gp | 35 | Eldritch Affinity Implant        | 33,000 gp | 57 |
| Darkvision Eye Cusps              | 12,000 gp | 59 | Sensory Reworking Implant        | 34,000 gp | 58 |
| Demonform, Balor                  | 12,000 gp | 40 | Tail Implant (poisonous type 5)  | 35,000 gp | 52 |
| Power Surger                      | 12,000 gp | 39 | Telepathic Deflector Implant     | 35,000 gp | 58 |
| Replacement Eye                   | 12,000 gp | 54 | Scorpiontail Harness             | 36,000 gp | 36 |
| See Invisibility Implant          | 12,000 gp | 57 | Mutation Enabler                 | 40,000 gp | 43 |
| Telepathic Receiver Implant       | 12,000 gp | 58 | Tail Implant (poisonous type 9)  | 40,000 gp | 52 |
| Indestructible Boots              | 13,000 gp | 33 | Tail Implant (poisonous type 2)  | 43,000 gp | 52 |
| Long-Range Listener               | 14,000 gp | 34 | Attack Sphere                    | 45,000 gp | 31 |
| Razorjaw Replacement              | 14,000 gp | 55 | Claw Implant (poisonous type 4)  | 45,000 gp | 48 |
| Claw Implant                      | 15,000 gp | 48 | Claw Implant (poisonous type 8)  | 45,000 gp | 48 |
| Demonic Converter                 | 15,000 gp | 40 | Tail Implant (poisonous type 6)  | 45,000 gp | 52 |
| Floating Pack                     | 15,000 gp | 33 | Chaosomaton Cockpit              | 50,000 gp | 31 |
| Ghosttrap                         | 15,000 gp | 33 | Chaotic Stabilizer               | 50,000 gp | 39 |
| Gills Implant                     | 15,000 gp | 50 | Claw Implant (poisonous type 1)  | 50,000 gp | 48 |
| Spinal Clamp Implant              | 15,000 gp | 52 | Invader Garrison Implant         | 50,000 gp | 50 |
| Distance Viewer                   | 16,000 gp | 32 | Mutation Scrambler               | 50,000 gp | 43 |
| Indestructible Gloves             | 18,000 gp | 33 | Poison Neutralizer Implant       | 50,000 gp | 51 |
| Misting Spray Implant (confusing) | 18,000 gp | 51 | Preservation Tank                | 50,000 gp | 35 |
| Tentacle Implant                  | 18,000 gp | 53 | Psionic Tendrils Implant         | 52,000 gp | 51 |
| Chaos Storage Cube                | 20,000 gp | 31 | Charisma Implant                 | 55,000 gp | 57 |
| Charge Battery                    | 20,000 gp | 40 | Claw Implant (poisonous type 5)  | 55,000 gp | 48 |
| Feat Implant                      | 20,000 gp | 57 | Intelligence Implant             | 55,000 gp | 57 |
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| Replacement Arm (flesh)           | 27,500 gp | 54 | Replacement Legs (steel)         | 68,000 gp | 55 |
| Snake Body Replacement            | 28,000 gp | 56 | Claw Implant (poisonous type 10) | 70,000 gp | 48 |
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| Heart Regulator Implant           | 30,000 gp | 50 | Spider Body Replacement          | 73,000 gp | 56 |
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|                                 |            |    |                                  |                     |    |
|---------------------------------|------------|----|----------------------------------|---------------------|----|
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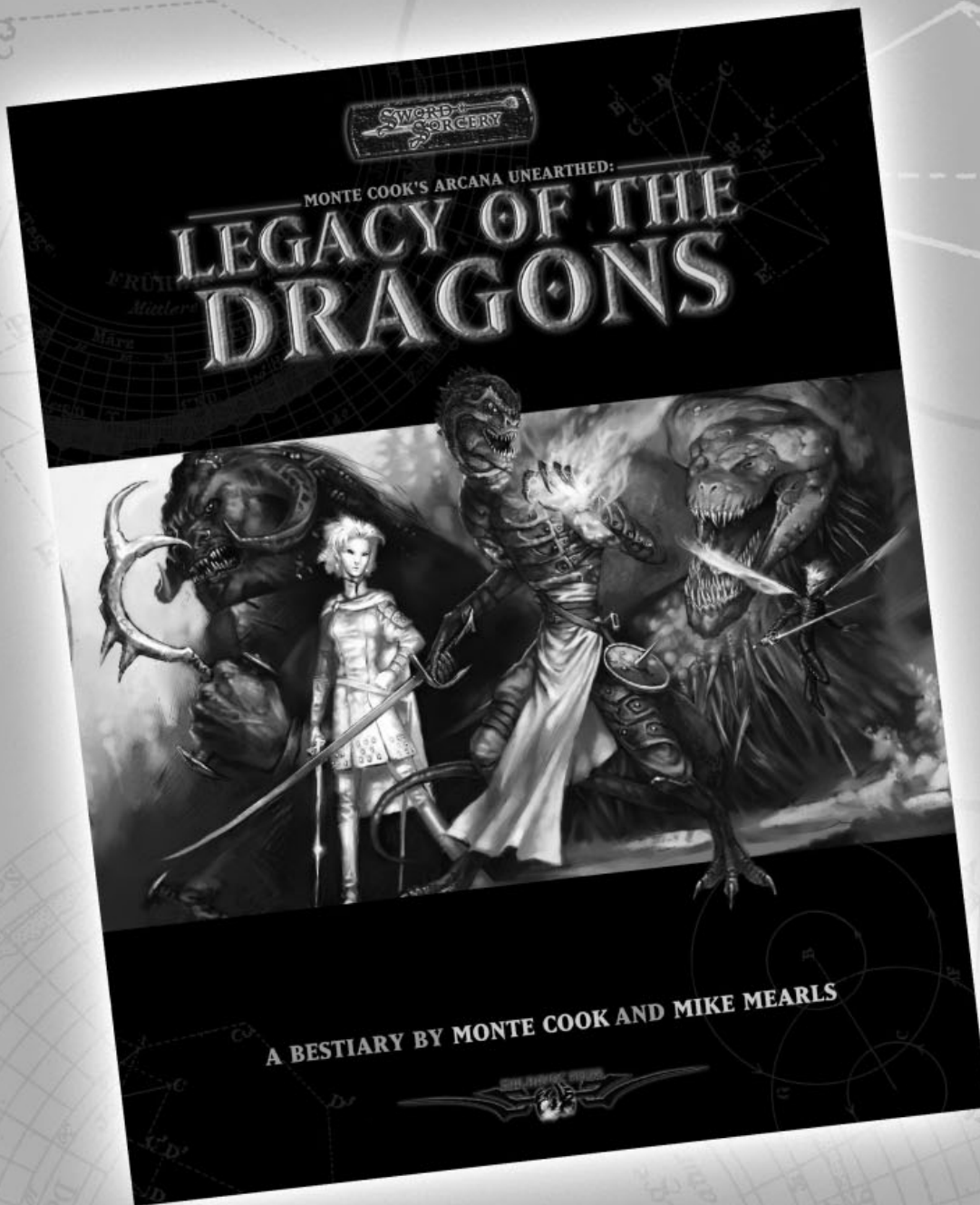
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PDF Version 1.0  
December 11, 2003  
\$11 U.S.