

# HANDCANNON

Month 20XX





# Handcannon: Issue 5

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Cover illustration 'MageHunter' by Warcaster\_Fann

Interior art 'Bile Thrall School' (p20 ) by Pydracor

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## Editorial

Welcome to HANDCANNON issue **5**!

Q: Why the new layout? Do I have to turn my computer on its side to print? What is a Chunter anyway? Where can I find the rest of Handcannon?

A: Because. No. Look it up in a dictionary. <http://hc.bodhihouse.com/>

Now all that's out of the way, sit back, pop your Acrobat reader into 'full screen mode', and enjoy the show. If you think you have an idea, art, or fiction for an IK or WM article, check out the yahoogroups site (<http://games.groups.yahoo.com/group/handcannon>) and get involved!

This is a pretty "non-standard" Handcannon in a lot of ways, but what can you expect from an all-volunteer production? We would have liked more WM material in the content, but we more than made up for it with Sethlcat/Rivethead28's "Mechanika Guide #1". If you think Chunter is funny, send in any jokes or dialogue for him (it?).

Enjoy` - This issue's Editor (patrickjftaylor)



### **The NPC-onomicon**

*Being a tome detailing some of the more useful, interesting, and colorful characters in the Iron Kingdoms. In this issue, Llaelah Clapton, the Trollbane:*

*“Caw! Troll! Caw!”*

-- Herecules

Two years ago, a young alchemist in the Order of the Golden Crucible found love with the city guard in Merywyn. Things were looking up for the young couple, both had good jobs and were likely to succeed in their fields.

Then came the dreadful spring of 604. More Bridge Trolls were reported and killed that year then previously in Merywyn's long history. Unfortunately it also meant that more cases of attacked and missing persons were reported that wet spring as well. One of those misfortunate ones happened to be Tomas Clapton, while escorting his wife home one night.

The troll sprung up from the side of the bridge, throwing Llaelah to the side with his massive claws while leaping for Tomas. She leapt back to her feet and fighting off the pain, began casting devastating spells upon the troll, eventually finishing it off. When the guard found them, Llaelah was holding the corpse of her husband and screaming, her face and shoulder cut open. It was only later when the healers were stitching her right side back together that she found out that she had

lost her unborn child as well.

Reeling from the shock, she flung herself into the only thing that made sense at the time; making sure no one would ever have to endure the existence of a troll again. She spent virtually every hour that she wasn't out in the wilds or under bridges researching the beasts. It was during one of these hunts that she met the Zhu mystic Agredl Foror, who took her as an apprentice after they took down a particularly large Dire Troll.



Agredl began trading some of his 'Zhu alchemy' for Order trade secrets from Llaelah. It was only after the two had joined in several hunts together that he began revealing more about the greater art of Bone Grinding. Recoiling in horror, Llaelah at first shunned Agredl, then later came to realize that the using of these secrets upon the corpses of

her hated foe only made it easier for her to hunt more. So far, she has limited her research and skills upon Trolls and Bridge Trolls. She hasn't revealed her knowledge to the Order yet, and most likely will not do so, choosing instead to vent her hatred upon that specie. This and several small 'incidents' have worried her higher-ups in the Order.

She is currently working with limited success upon a poison that works upon trolls, and a potion that will shut down their regeneration without damaging their bodies.

### **Llaelah Clapton, Troll hunter and Alchemist**

Female human (Ryn) Wiz 5/BnGr 1  
CR 6, Size M (5' 3"), 6 HD (21 hp), Spd 30', AC 12 (DR 4/+1);  
Atk dagger +2 melee, +4 throw;  
SV Fort +4, ref +3, will +4;  
AL LN  
Str 10 (0), Dex 14 (+2), Con 13 (+1), Int 16 (+3), Wis 6 (-2), Cha 14 (+2)

*Languages spoken:* Llaelese, Caspian, Cygnarian

*Skills:* Appraise +6/+8 (0 ranks, +3 int, +3 raven, +2 alchemy items), Concentration +3 (2 ranks, +1 con), Craft (alchemy) +12 (6 ranks, +3 skill focus, +3 int), Craft (bone grinding) +4 (1 rank, +3 int), Craft (dissection) +7 (4 ranks, +3 int), Craft (leatherworking) +4 (1 rank, +3 int), Creature Lore +10 (5 ranks, +3 int, +2 syn), Handle Animal +3 (1 rank, +2 cha), Knowledge (arcana) +9 (6 ranks, +3 int), Knowledge (nature) +10 (5 ranks, +3 int, +2 syn), Knowledge



(tactics) +4 (1 rank, +3 int), Listen +0/+2 (0 ranks, -2 wis, +2 familiar), Profession (bone grinder) -1 (1 rank, -2 wis), Spot -1/+1 (1 rank, -2 wis, +2 familiar), Survival +2 (4 ranks, -2 wis)

**Feats:** Summon Familiar, Scribe Scroll, Skill Focus (Craft [alchemy]), Aurum Ominous Alchemist, Craft Arms & Armor, Quicken Spell, Track, Favored Monster: Trolls +1, Bone Grinding (enhancers), Unearthed Arcana (trolls & bridge trolls)

**Magic:** (4/4/3/2/-) All 0-level spells plus: Comprehend Languages, Magic Weapon, Mage Armor, True Strike, Sleep, Burning Hands, Grease, Color Spray, Acid Arrow, Web, Spider Climb, Mirror Image, Greater Magic Weapon, Deep Slumber

**Gear of note:** Bridge Troll jacket (DR 4/+1), barbed quenched Serricsteel punching dagger (+1 to hit, 1d4+1 dam, x3 crit, ignore hardness <15), 6 throwing knives (1d4+1 dam, 19+/x2 crit, 10' range, sharpsalved), Ring of Regeneration (carved troll bone), Alchemist's Lab, masterwork Bonegrinder's tools, Healer's Kit, much used copy of Chronicles of the Troll Hunter (+2 tome of Troll lore)

**Potions & Alchemerie:** 4 doses Vitrol (1d6+2 dam, 1 pt splash), 2 throwing bags Burning Powder (DC 15 itching on contact), 2 flasks Hot Grease (Reflex 15 or fall. If fall 1d4 dam for 5 rounds), 1 stick sleep gas (Fort 18 or 1 Con dam, secondary sleep 10d6 minutes (if woken -4 skills, attack, AC, reflex)),

**Enhancers** (from Bridge or other Trolls) All are effective for Evocation spells, 3rd level or lower. Because she is a somewhat humane sort, they generally are powders. 2 Empower spell (slot 3 levels higher), 1 Enlarged spell (slot 2 levels higher), 2 Extend spell (slot 2 levels higher), 3 Heighten spell (slot up to 3 levels higher),

4 Silent spell (slot 2 levels higher), 2 Still spell (slot 2 levels higher).

Also usually has on hand: 1 dose Troll antitoxin (+8 fort, +1 str or con restored), 2 doses Blackroot Balm (1d6 heal, Fort 16 or secondary 1d6+3 heal. -1d6 dex temp dam), 2 jars Cure-All Cream (1d8 heal in 1d4+1 minutes. 3 doses/jar), 1 jar Balelight, 5 jars Sharpsalve

### **Hercules, raven familiar**

Tiny Animal

Hit Dice: 6d8 (10 hp)

Initiative: +2

Speed: 10 ft. (2 squares), fly 40 ft.

Armor Class: 17 (+2 size, +2 Dex, +3 familiar), touch 17, flat-footed 15

Base Attack/Grapple: +2/-11

Attack: Claws +4 melee (1d2-5)

Full Attack: Claws +4 melee (1d2-5)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: deliver touch spells

Special Qualities: Low-light vision, bestows

Alertness if in Arm's reach

Saves: Fort +3, Ref +4, Will +6

Abilities: Str 1, Dex 15, Con 10, Int 8, Wis 14, Cha 6

Skills: Listen +3, Spot +5

Feats: Weapon Finesse, Improved Evasion, Share spells, speaks Llaelese

### **Hooks**

The easiest hook is to have Llaelah hire the PCs to join her on a troll hunt. Whether to the swamps to hunt a Dire Troll, or under a few bridges, she will be there.

The Order of the Golden Crucible has become increasingly worried about the erratic behavior of Llaelah. To prevent a stain of a rogue alchemist tarnishing the local chapter's reputation, the PCs are hired to snoop around and find out some more information about her. The Order would dearly love to find the secrets of Bone Grinding out, but Llaelah is no fool.

On their last adventure the PCs have come across a reference to the legendary book "*Upen Thee Naturef of Thee Troll-Folk*" by Faulus, a +4 Tome of Troll Lore that is rumored to contain a recipe for a poison so toxic that it will kill even the largest of Dire Trolls instantly. Needless to say, Llaelah is quite interested to find out about this book. Whether the PCs (especially any Trollkin ones) are willing to help out this insane woman in her quest of genocide is up to them. Llaelah can be quite... persuasive. Especially if the PCs don't cooperate at first...



## RIVETHEAD 28

Presents:

# THE GUIDE to MECHANIKA CREATION

This document is a basic outline to the onstruction of mechanical items for the Iron Kingdoms D20 RPG by Privateer Press. It originally appeared on (and can still be found there in an earlier form) on the Privateer Press Forums. The rules and stats presented here are all taken from the Iron Kingdoms Character Guide: VOL 1 by Privateer Press and the copyright on the information is held by them. I have only reorganized the information into a for which is easier to understand and reference with some speed.

If you have any questions of see something that isn't correct, please let me know so I can post the errata on the forums as well.

Thank you for all your patience and I hope you find this both usefull and enjoyable.

RH28  
9.5.04

NOTE: At the end of this document you will find a set of accumulator charge cards (light, standard, heavy) which you should print, cut out, fold and place inside a card protector. This will allow you track the charges in your accumulators with dry erase markers. I suggest making enough

photocopies to allow one for each accumulator you carry. (these are copyrighted by me, however you the right to photocopy for personal use.) Also you will find a Mechanika sheet to keep track of your items for future reference, so that you do not have to refigure every step along the way for a particular item, and it provides the PRICE.

## MECHANIKA CONSTRUCTION: STEP by STEP Primer:

### I. Requirements:

#### A: Skills:

1. Craft (Mechanika)- This is used in the creation of schematics / diagrams, as well as for the construction of individual components and the final fusion and assembly check. (IK: CG pg. 146-148)

a. These rolls are always made on the last day of construction (be that for an individual component or the entire device)

b. For a normal failure (IE: <5) you must add construction time to the project to fix your mistakes. This is figured as ½ total time rounded up. (must be at least 1 full day)

c. On a failure of 5 or more then you must add the extra time as above but must also replace ½ X Cost in materials. (additional rules for skill failures can be found in IK:CG (pg 377)

d. The base DC for all checks (unless noted) during construction is 15.

2. Craft (Alchemy)- This is primarily used in

rune plate construction. (PHB pg. 70-71)

3. Other Skills- There are other skills which may come in handy(IE- craft (clockwork)), however basic construction as detailed in the IK:CG does not require them.

#### B: Feats:

1. Craft Wondrous Item- This is necessary to finish mechanical components as well as fuse them all into a finished working device. (PHB pg. 92-93)

2. Scribe Scroll- This is used in the creation of rune plates. (PHB pg. 99-100)

### II. Understanding the terminology:

A: COST: In the creation of mechanika, this refers to a number of gp for parts + a number of XP that are necessary to make schematics, specific components, or conduits. This is represented as such: 125gp + 18XP.

B: PRICE (market value): In the creation of mechanika, it is not necessary to create each and every individual component yourself (the advantage that mechanika technology has over traditional magical items). If you are able to find a seller, this figure refers to the average price that you would pay to buy the piece already made. This is on average 2 X the cost (gp) to make it yourself. This is represented as such: 1200gp.

C: Days: Each phase of mechanika construction takes a certain length of time to draw, collect parts, build parts, fuse, calibrate, etc. This is



represented as such: 5 DAYS.

### III. Reference materials:

There are a number of source materials that you want to have access to when creating mechanika.

This is the short list:

A: PHB(3.5e): This defines the basic skills and feats as well as giving descriptions of the arcane spells and their uses.

B: DMG(3.5e): This outlines all of the rules for magic item creation as well as giving rules for creating scrolls and Defining all of the magic item special abilities.

C: IK:CG vol.1: This gives the complete reference to building mechanika as well as information on IK specific skills and classes which are involved. Also features Examples of creation in the appendix section.

D: Liber Mechanika: This is a book that is as of yet unpublished, however it is discussed as being a COMPLETE guide to mechanika creation. As to when it will be published, no one knows except those at Privateer press.

E: "Mechanika components: The Bare Bones Stats": This is my own personal listing of all the basic components listed in the mechanika section. It includes Cost, Price, any skills and/or checks that are necessary as well as all the other info I could sort out as being important. (this would be appendix A in this pdf)

F: "Accumulator Charge Cost Chart": This is my own personal chart. This is not necessary in

construction, but is helpful when you are figuring out at the end what it will cost (in charges) to make the item function. (this would be appendix B in this pdf)

G: Accumulator Charge Cards: I have created a simple set of cards that allow you to keep track of your accumulators charge during a game session. (these are presented as appendix C)

**A personal note: I find that this process is very confusing the first time you go through due to the layout of the section in the IK:CG, this is why I have tried to provide all the "bare bones" information to hopefully make this easier. If you see incorrect information, or if you see something that doesn't make sense, let me know and I will either explain, or correct/clarify this document. Thanks.**

### MECHANIKA CONSTRUCTION: STEP by STEP:

#### I.Planning:

This is the first and most basic step. Here is where your imagination is very useful and you may be as creative as you want.

NOTE: I will be publishing a mechanika construction worksheet and a mechanika info sheet with the final pdf version to aid in this process.

A: Decide what it is that you are going to make: (IE- What?, Why? What does it do?, Is there a background story to it? Etc.)

1.Type of item- Anything can be made, however there are a few specific types discussed with specifics.

a. Weapons- self explanatory (like magical weapons only using mechanical technology)

b. Armor and Shields- self explanatory (like magical armor and shields only using mechanical technology)

c. Arcantrik Convergence Engines- Basically a box on a belt with rune plates inside allowing the wearer to cast the spells from the rune plates.

d. Rods and Staves- ARE magical items which can be converted to run on accumulator technology.

e. Wands- totally mechanical version of the magic wand.

f. Other Items- Things that don't fit the above categories are up to the DM to decide if they can and how they will be made.

g. Warcaster Armor- Specially crafted suits of armor designed to protect and aid warcasters in the field.

**NOTE: Some of the skills necessary skills(IE-craft(cortex)) to craft steamjack/warjacks are however not available without the liber mechanika, so I this will not be covered here.**

B: Create a list of Components: Based on



the function of the device you must break it down into the parts that will be necessary. This process is quite amorphous and is different every time, so there is now way for me to tell you how to do it, But I can give you some pointers.

1. Parts that all mechanika have in common- For detailed info on each of these, please refer to either the IK:CG descriptions or my "...Bare Bones Stats" documents.

- a. Accumulators- All mechanika use accumulators which means that you have to purchase or create these. Like batteries, these come in sizes (light, standard, heavy) and have a set number of charges before they must be recharged/ replaced.
- b. Sockets- All mechanika must have 1 or more accumulator sockets to allow the use of accumulators.(these come in Light, standard and heavy as well as charge,

trickle or hybrid).

c. Rune Plates- All mechanika have 1 or more rune plates which either cast a spell (arcane spells only) or apply a special ability(as per magic item special abilities in DMG).

d. Conduits- All mechanika must have conduits connecting the accumulator socket to the rune plates (to give them power to operate). The general rule is 1 conduit per 1 rune plate, however there are also a few other types of conduits which can be used for specific purposes.

2. Function Specific Components- Each item may have other parts beyond the basics which allow it to function, for details on these see the specific item descriptions (in the documents noted above).

3. Include all info for each individual component- This includes the following stats

which are necessary to completing the construction:

- a. Price- (gp)
- b. Cost- (gp + XP)

Note-For rune plates this includes Caster Level and Spell level (for standard plates) or effective bonus/price modifier for Weapons/Armor/Shield plates.

c. Skills necessary + DC target number

d. CONSTRUCTION DC bonus- For each component, add 1(IE +1) (for rune plates, add the effective bonus/ price modifier) to this column. This will aid in making the schematic check and the final fuse and assembly checks.

e. Specific item allowances- Each type of item has a limited amount of space to house these components and can be found on table 5-10 in the IK:CG pg. 323.

f. Weight- This will be totaled at the end to give the items final weight.



**NOTE: I personally write out all the stats for each component in order to aid not only creation but also the final item stats which include things like weight. I also like to note which spells/ special abilities will be used in rune plates so that I can refer to them when needed at the end.**

## II: Drafting Schematics:

This is the first step towards completion of your



mechanika. In order to construct a piece of mechanika, you must have the appropriate list of components and either purchase or draft the necessary sketches/ diagrams. When completed they will have all the information necessary to build each component as well as fusing it into a working device.

A: Purchasing the plans: You can purchase pre-fabricated plans

1. From Independent mechaniks- This should cost 1/10th of the items creation cost in gp + most charge at least a 50% additional markup.
2. From guild mechaniks- These specialized sellers typically will only sell plans to members of the same guild for a cost of 1/10th of the items creation cost in gp.

**NOTE: Most guilds however, will charge a large fine, or hand down some other type of punishment, if they discover that a mechanik has sold his schematics outside of the guild. Military grade schematics are highly protected and should be considered VERY rare, and if found carry heavy costs and/ or punishments.**

B: Creating Schematics: This is the most common occurrence, especially for more complicated or unique items.

1. Cost- This is roughly 1/20th of the total cost to create the entire item from scratch + 1 XP per component.

2. Time- 1 Day per component
3. Craft (Mechanika) skill check- Creating schematics requires a skill check with a DC of 15 + (1) for each component (for rune plates, add the effective bonus/ price modifier) on the last day.

### III. Constructing Individual Components:

In this step, each component is made (excluding the conduits) or purchased. This is a distinct advantage over traditional magic item creation because you can do this in pieces when you have the time, wealth, etc. This also nullifies the large possibility of losing permanent HP when creating a magic item. If building all at once, just go down the list one by one.

A. Purchasing Components: Sometimes individuals will not have the time, gp, or correct skill or caster level, in this instance, individuals may purchase components.

1. Price- The market cost of individual components differs based on the seller, however each component does give a price stat which is used as an average or base cost.

B. Creating your own components: This is the most common occurrence which gives the benefit of having the schematics for the component the next time you need it (IE- reducing the schematic cost of each item after the first that an arcane mechanik creates). All of the criteria for a specific component must be fulfilled to finish the item.

1. Cost- Each individual component has a cost stat which represents the cost(gp) of materials as well as the (XP) work that goes into creating it. Unless specified this is equal to 1/2 the purchase price of the materials and 1/25th of the purchase price in XP.

**Note-**For rune plates this includes Caster Level and Spell level and effective bonus/ price modifier for Weapons/Armor/Shield plates.

2. Time- Each individual component requires a number of days to complete it. Unless specified this is equal to 1 day for each 1000gp in purchase price.

3. Craft skill check- Most items require a craft (mechanika and/ or alchemy) skill check. Unless otherwise stated in the rules the DC = 15.

4. Feats- Nearly all components require the Craft Wondrous Item and/ or the Scribe Scroll feat, this will be listed with the item.

C. Base Components: All Mechanika has a base cost for the underlying structure of the item.

1. Weapons, Armor, and Shields- This accounts for the piece to be modified or built upon. All in this category must be of MASTERWORK quality and can be purchased or built by the mechanik.
2. Arcantrik Convergence Engines- The base component for this would be an Arcantrik convergence housing which is also of MASTERWORK quality.



3. Rods- This item would be purely magical as stated in the DMG.
4. Staves- This item would be purely magical as stated in the DMG.
5. Wands- Do not require a basic item (the rune plate is the wand).
6. Warcaster Armor- All suits of Warcaster armor require a custom fitted piece of masterwork quality Breastplate, half-plate, or full plate armor (shown in Table 5-18 IK:CG pg. 341). All are outfitted with +2 enhancement rune plate, hybrid accumulator socket, arcane turbine, power field, mechanical assist abilities and an arcane focus chamber.

D. Other Components: Each individual component description in the IK:CG or in my list should be built individually based on its own requirements.

#### IV. Rune Plate Specifics:

Due to the confusion that the Privateer Press forums have shown on the subject of rune plates, I have decided to address all of the issues with them here. This should aid you in deciding what type and how to use these in creation of mechanika.

##### A. Requirements to Create Rune Plates:

Creating rune plates is basically like that of creating magic scrolls (DMG pg. 287).

1. Scribe Scroll Feat- This is necessary and covers the knowledge of mechanika runes and the characteristics of rune plates in

general.

2. Craft (Alchemy)- At least 6 ranks are needed and this covers etching and fusing the runes to the plate. (no check is necessary though)
3. Cost- The cost of the rune plate consists of the necessary materials required to etch with and on, as well as any average material spell components.
4. Spells- The creator of the plate must have the spell prepared (or know the spell in the case of a sorcerer) and must provide any exotic material components.

- a. Exotic Material Components- if exotic/ expensive components are needed for every use, then you must remember to use a cabalistic crucible in the list of components.
- b. Spell Focus- If a spell focus is needed, then it is not destroyed while creating the plate, but is built into its housing.
- c. Special Abilities- If you are creating a weapon, armor or shield rune plate, you must be able to cast or prepare all the spells which combine to create that ability.

B. Types of Rune Plates: There are three types of rune plates that each have a specific purpose and method for figuring their cost.

1. Standard Rune Plates- These are used to cast a spell and most often found in arcantrik convergence engines and wands.
  - a. Cost- (275 X spell level X Caster

Level)gp + (1/25 Price) XP + 1Day per 1000gp of Price.

b. Effects- Follow the description of that particular spell (at appropriate caster level) from the PHB.

c. Spells- The available spell list for arcantrik conversion engines can be found on page 337 of the IK:CG.

2. Armor and Shield Rune Plates- These replicate the magical armor or shield special abilities (special ability plates) as described in the DMG. (1 plate per ability)

a. Cost- (Spell level X Caster Level X Effective Bonus or price modifier X 20)gp + (1/25 Price) XP + 1Day per 1000gp of Price.

b. Effects- Follow the description of the specific special ability as described in the DMG under magic armor and shields.

c. Examples- Found in Table 5-14 of the IK:CG pg. 333.

3. Weapon Rune Plates- These replicate the magical weapon special abilities as described in the DMG. (1 plate per ability)

a. Cost- (Spell level X Caster Level X Effective Bonus or price modifier X 40)gp + (1/25 Price) XP + 1Day per 1000gp .

b. Effects- Follow the description of the specific special ability as described in the DMG under magic weapons.

c. Examples- Found in Table 5-16 of the IK:CG pg. 336.



**NOTE- Spell level for special abilities would be the level at which the component spell is available (based on your class or wiz/sor as default), if there are 2 or more component spells for the ability then use the highest individual spell level.**

C. Charge Cost of Rune Plates- This will be listed under the accumulator socket type that the plate is attached to.

#### **V. Trigger Specifics:**

There has also been much confusion about triggers so I will try to explain these as well. I will include the requirements and the effects under each specific type listed here. Remember the cost of conduit for a trigger is already paid for in the cost of the trigger.

A. Mechanical Trigger: This is simply a device to turn the properties of a rune plate on or off.

1. Socket- Requires a trickle socket and draws 1 charge per (1) effective bonus per day.
2. Skill- (Craft Mechanika) 4 ranks
3. Skill Check- DC= 15
4. Action- The use of this trigger counts as a free action.
5. Cost- 100gp + 8 XP per (1) effective bonus of the rune plate

B. Offensive Spell Trigger: This is used to push a charge through a standard rune plate (NOT a weapon special ability plate).

1. Socket- Requires a hybrid socket and draws 1 charge per use of the rune plate.
2. Skill- (Craft Mechanika) 8 ranks
3. Skill Check- DC= 15 + spell level
4. Action- The activation of the plate is a free action and requires a craft(mechanika) check of DC=6, but aiming its effects makes this a standard action.
5. Cost- (100 X spell level X Caster Level)gp + 1 Day per 1000gp of the Price.

C. Reflexive Spell Trigger: These are used to allow economy of accumulator charges with energy resistance(exclusively) rune plates.

1. Socket- Requires a hybrid socket and draws 1 charge per (1) effective bonus for each use of the plate.
2. Skill- (Craft Mechanika) 4 ranks
3. Skill Check- DC= 20 + spell level
4. Action- These automatically activate when the threat of a specified energy type is detected as a threat.
5. Cost- (100 X spell level X Caster Level)gp + 1 Day per 1000gp of the Price.

**NOTE- The duration of the resistance spell it is casting is still followed.**

#### **VI. Assembly and Fusion:**

This would be the final step in building any piece of mechanika and includes putting the pieces together, adding conduits, and fusing and calibrating the device into a item.

A. Building Conduits: These are basically what connects everything together. (1 conduit per component except the accumulator socket and triggers)

1. Types of Conduits- There are a few ways to conduit pieces together, however the cost for the conduit is based on the type of the item you are making, so I will give those here.

a. Basic Conduits (1)- These are used for alchemical goggles, cabalic crucibles, induction belts and reflective arcane matrices.

1- Cost- 500gp +40 XP each

2- Price- 2 X cost in gp

b. Basic Conduits (2)- These are used for arcantrik convergence engines, mechanical rods and staves.

1- Cost- 500gp +40 XP per spell level each

2-Price- 1000gp per spell level

c. Wand Conduits- These are used in mechanical wands.

1- Cost- 100gp X spell level + XP = 1/25 the price.

2- Price- 200gp per spell level

d. Armor and Shield Conduits- These are used for mechanical armor and shields.

1- Cost- This is based on the effective bonus of the armor or shield and is found on Table 5-13, IK:CG pg. 332.

2- Price- 2 X cost in gp



e. Weapon Conduits- These are used for mechanical weapons.

1- Cost- This is based on the effective bonus of the weapon and is found on Table 5-15, IK:CG pg. 335.

2- Price- 2 X cost in gp

f. Series Conduits- Sometimes it is cost effective to create 2 or more lower cost plates in combination instead of one plate for the total bonus. These plates will be tied together with a series conduit so they act as one.

1- Cost- 100gp +8 XP per plate connected.

2- Price- 200gp per per plate connected.

2. Skill Check- It is necessary to make a craft (mechanika) (requires 4 ranks) check for every individual conduit (not including triggers) at a DC=15.

B. Fusion and Calibration: This is the final step and only has three issues to resolve.

1. Time- The time to complete the fusion and Calibration of the device is equal to 1 Day + 1 extra Day per 1000gp of the Price.

2. XP Cost- 1/25th of the Price in XP.

3. CONSTRUCTION skill check roll- This is a craft (mechanika) roll with a DC = 15 + 1 for EACH component (for rune plates, add the effective bonus/ price modifier) on the last day. (this will be the same DC that was required to draft the schematics)

## VII. Fill out sheet:

This an additional step which I find as a good habit to be in. I like to create a record of the mechanical item that I created. This should have enough info to rebuild this item in the future, detail the market PRICE (in case a player wants to buy one), and it should detail more clearly the STATS for the item as well as a good description of how the item functions in the players hands. I actually like to even draw the item out sometimes. I find that this also helps Arcane Mechanik characters to keep track of what is in their liber mechanika. ( I will be including a sheet for this purpose when I publish the pdf version)

## Appendix A: Mechanika Components:

### Name: Charge Accumulator Socket

(Light, Standard, and Heavy)

Price: 200 gp

Weight: 1 lbs.

Cost: 100 gp + 8 XP

School: Faint Transmutation

CL: 3rd

Feats: Craft Wondrous Item

Skills: Craft (Mechanika) 6 ranks

SkillCheck: Craft (Mechanika) DC 15

Usage:

1- When used in rods, staves or wands, subtract the abilities cost in charges from the accumulator instead of from the items charge total.

2- When used in Arcantrik Convergence Engines subtract 1 charge per 2 spell levels from the accumulator.

### Name: Trickle Accumulator Socket

(Light, Standard, and Heavy)

Price: 200 gp

Weight: 1 lbs.

Cost: 100 gp + 8 XP

School: Faint Transmutation

CL: 3rd

Feats: Craft Wondrous Item

Skills: Craft (Mechanika) 6 ranks

SkillCheck: Craft (Mechanika) DC 15

Usage:

1- Basic usage is to subtract 1 charge per rune plate per day from the accumulator.

2- For Weapons, Armor, and Shields subtract 1 charge per (1) effective bonus per day from the accumulator.

3- When combined with a mechanical trigger subtract as above.

### Name: Hybrid Accumulator Socket

(Light, Standard, and Heavy)

Price: 450 gp

Weight: 2 lbs.

Cost: 225 gp + 18 XP

School: Faint Transmutation

CL: 3rd

Feats: Craft Wondrous Item

Skills: Craft (Mechanika) 6 ranks



SkillCheck: Craft (Mechanika) DC 15

Usage:

These subtract 1 charge per rune plate per day + trigger cost (see mechanical triggers)

**Name: Alchemical Goggles**

Price: 4800 gp

Weight: 2 lbs.

Cost: 2400 gp + 192 XP

School: Minor Illusion

CL: 5th

Feats: Craft Wondrous Item

Skills: Craft (Alchemy) 8 ranks

Craft (Mechanika) 4 ranks

SkillCheck: Craft (Alchemy) DC 20

Craft (Mechanika) DC 15

Usage:

1-Designed to allow the wearer to be affected by, or protected from, vision based spells.

2- Requires an Arcano-conduction coil and conduiting which costs 500gp + 40 XP.

**Name: Arcane Condenser**

Price: 3000 gp

Weight: 8 lbs.

Cost: 1500 gp + 120 XP

School: Moderate Transmutation

CL: 5th

Feats: Craft Wondrous Item

Skills: Craft (Mechanika) 10 ranks

SkillCheck: Craft (Mechanika) DC 22

Usage:

Arcane spellcasters may use this to charge accumulators (See IK:CG pg. 324-5 for further details.)

**Name: Light Arcanodynamic Accumulator**

Price: 250 gp

Weight: 1 lbs.

Size: Tiny

Charges: 5

Overload: 6 charges

AC: 5

Hardness: 10

Hit Points: 5

Cost: 125 gp + 10 XP

School: Moderate Transmutation

CL: 5th

Feats: Craft Wondrous Item

Scribe Scroll

Skills: Craft (Alchemy) 4 ranks

Craft (Mechanika) 4 ranks

SkillCheck: Craft (Alchemy) DC 18

Craft (Mechanika) DC 18

Usage:

1- Used in Accumulator sockets as power source for mechanika.

2- Recharge cost is 100gp + 5 Days.

**Name: Standard Arcanodynamic Accumulator**

Price: 500 gp

Weight: 2 lbs.

Size: Tiny

Charges: 10

Overload: 12 charges

AC: 5

Hardness: 10

Hit Points: 10

Cost: 250 gp + 20 XP

School: Moderate Transmutation

CL: 5th

Feats: Craft Wondrous Item

Scribe Scroll

Skills: Craft (Alchemy) 4 ranks

Craft (Mechanika) 4 ranks

SkillCheck: Craft (Alchemy) DC 18

Craft (Mechanika) DC 18

Usage:

1- Used in Accumulator sockets as power source for mechanika.

2-Recharge cost is 200gp + 10 Days.

**Name: Heavy Arcanodynamic Accumulator**

Price: 1000 gp

Weight: 5 lbs.

Size: Small

Charges: 20

Overload: 24 charges

AC: 5

Hardness: 10

Hit Points: 15

Cost: 500 gp + 40 XP

School: Moderate Transmutation

CL: 5th

Feats: Craft Wondrous Item

Scribe Scroll



Skills: Craft (Alchemy) 4 ranks  
Craft (Mechanika) 4 ranks  
SkillCheck: Craft (Alchemy) DC 18  
Craft (Mechanika) DC 18

Usage:

1- Used in Accumulator sockets as power source for mechanika.

2- Recharge cost is 400gp + 20 Days.

### **Name: Arcantrik Convergence Engine Housing**

Price: 300 gp

Weight: 5 lbs.

Usage:

This is a simple iron or steel box attached to a sturdy leather belt (masterwork).

Name: Cabalic Crucible

Price: 450 gp

Weight: 0.5 lbs.

Cost: 225 gp + 18 XP

School: Minor Transmutation

CL: 3rd

Feats: Craft Wondrous Item

Skills: Craft (Alchemy) 8 ranks

SkillCheck: Craft (Alchemy) DC 22

Usage:

1- This is used to hold material components for using certain rune plates.

2- Usually designed to hold enough for 5 castings of the spell.

3- Conduiting a cabalic crucible is required and costs 500 gp + 40XP.

### **Name: Basic Conduits**

(arcantrik convergence engines, mechanikal rods and staves)

Price: 1000gp per spell level per plate

Weight: 1 lbs.

Cost: 500 gp + 40 XP per spell level per rune plate

School: Faint Transmutation

CL: 3rd

Feats: Craft Wondrous Item

Skills: Craft (Mechanika) 4 ranks

SkillCheck: Craft (Mechanika) DC 15

Usage:

1 conduit is required for each rune plate.

### **Name: Mechanikal Wand Conduits**

Price: (2 X cost) gp

Weight: 1 lbs.

Cost: (100 X spell level) gp + (1/25 Price) XP

School: Faint Transmutation

CL: 3rd

Feats: Craft Wondrous Item

Skills: Craft (Mechanika) 4 ranks

SkillCheck: Craft (Mechanika) DC 15

Usage:

Since mechanikal wands are only allowed 1 rune plate, only 1 conduit is needed.

## **CHUNTER** Last redoubt of nagging indifference

My boss asked me to work this long-weekend, but I told him to get stuffed!



Never knew Turok could yell so loud!





**Name: Series Conduits**

Price: 200 gp per rune plate

Weight: 1 lbs.

Cost: 100 gp + 8 XP per rune plate

School: Faint Transmutation

CL: 3rd

Feats: Craft Wondrous Item

Skills: Craft (Mechanika) 4 ranks

SkillCheck: Craft (Mechanika) DC 15

Usage:

These are used to connect multiple rune plates together, usually to accumulate bonuses and cut construction costs.

**Name: Mechanical Armor and Shield Conduits**

Price: is shown in Table 5-13 of the IK:CG pg.332

Weight: + 4-6 lbs. to armor or shield weight

Cost: is shown in Table 5-13 of the IK:CG pg.332

School: Faint Transmutation

CL: 3rd

Feats: Craft Wondrous Item

Skills: Craft (Mechanika) 4 ranks

SkillCheck: Craft (Mechanika) DC 15

Usage:

These are used in the final phase of construction of mechanical armor and shields.

**Name: Mechanical Weapon Conduits**

Price: is shown in Table 5-15 of the IK:CG pg.335

Weight: -----

Cost: is shown in Table 5-15 of the IK:CG pg. 335

School: Faint Transmutation

CL: 3rd

Feats: Craft Wondrous Item

Skills: Craft (Mechanika) 4 ranks

SkillCheck: Craft (Mechanika) DC 15

Usage:

These are used in the final phase of construction of mechanical weapons.

**Name: Induction Belt** (some Arcantrik Convergence Engines)

Price: 300gp

Weight: 0.5 lbs.

Cost: 150gp + 12 XP

School: Faint Transmutation

CL: 3rd

Feats: Craft Wondrous Item

Skills: Craft (Mechanika) 4 ranks

SkillCheck: Craft (Mechanika) DC 15

Usage:

1- Used to direct the spells of an arcantrik convergence engine onto its wearer.

2- Requires conduiting which costs 500gp + 40XP.

**Name: Mechanical Trigger (trickle socket)**

Price: (2 X Cost) gp

Weight: ---

Cost: 100gp + 8 XP per (1) effective bonus of the rune plate

School: Faint Transmutation

CL: 3rd

Feats: Craft Wondrous Item

Skills: Craft (Mechanika) 4 ranks

SkillCheck: Craft (Mechanika) DC 15

Usage:

1-This is used to turn the properties of a rune plate on / off.

2-This counts as a free action.

3-The plates still draws 1 charge per (1) effective bonus per day.

**Name: Offensive Spell Trigger (hybrid socket)**

Price: (2 X Cost) gp

Weight: ---

Cost: (100 X spell level X Caster Level)gp + 1

Day per 1000gp of the Price

School: Faint Transmutation

CL: 6th

Feats: Craft Wondrous Item

Skills: Craft (Mechanika) 8 ranks

SkillCheck: Craft (Mechanika) DC 15 + spell level

Usage:

1- Used to push a charge through a standard rune plate (NOT weapon special ability plates).

2- Use is considered a standard action.

3- These subtract 1 charge per use from the accumulator.

**Name: Reflexive Spell Trigger (hybrid socket)**

Price: (2 X Cost) gp

Weight: ---

Cost: 1000 + (100 X spell level X Caster Level)gp + 1 Day per 1000gp of the price

School: Faint Transmutation



CL: 8th  
Feats: Craft Wondrous Item  
Skills: Craft (Mechanika) 4 ranks  
SkillCheck: Craft (Mechanika) DC 20 + spell level  
Usage:  
1- This is basically to extend the life of you accumulator.  
2- These subtract 1 charge per (1) effective bonus for each use of the plate.  
3- These are exclusively used on ENERGY RESISTANCE plates now.

**Name: Reflective Arcane Matrix**

Price: 300 gp  
Weight: 0.5 lbs.  
Cost: 125 gp + 12 XP  
School: Faint Transmutation  
CL: 3rd  
Feats: Craft Wondrous Item  
Skills: Craft (Mechanika) 4 ranks  
SkillCheck: Craft (Mechanika) DC 15  
Usage:  
1-This is used with an arcantrik convergence engine to direct spell effects away from the wearer.  
2- Requires conduiting costs of 500 gp + 40 XP.

**Name: Standard Rune Plates** (mechanikal wands and arcantric convergence engines)

Price: (2 X Cost) gp  
Weight: ---

Cost: (275 X spell level X Caster Level)gp + (1/25 Price) XP + 1Day per 1000gp of Price  
School: Based on spell/ ability  
CL: 6th  
Feats: Scribe Scroll  
Skills: Craft (Alchemy) 6 ranks  
SkillCheck: ----  
Usage:  
1- For more info see IK:CG Table 5-12, pg. 330.  
2- All other requirements are followed as creating a scroll (DMG)  
3- These activate a SPELL (adjudicated by spell description in PHB or IK:CG)

**Name: Armor and Shield Rune Plates**

Price: (2 X Cost) gp  
Weight: ---  
Cost: (Spell level X Caster Level X Effective Bonus or price modifier X 20)gp + (1/25 Price) XP + 1Day per 1000gp of Price  
School: Based on spell/ ability  
CL: 6th  
Feats: Scribe Scroll  
Skills: Craft (Alchemy) 6 ranks  
SkillCheck: ----  
Usage:  
1- For more info see IK:CG Table 5-14, pg. 333.  
2- All other requirements are followed as creating a scroll (DMG)  
3- These activate a SPECIAL ABILITY (as shown in the DMG under magic item creation)

**Name: Weapon Rune Plates**

Price: (2 X Cost) gp  
Weight: ---  
Cost: (Spell level X Caster Level X Effective Bonus or price modifier X 40)gp + (1/25 Price) XP + 1Day per 1000gp of Price  
School: Based on spell/ ability  
CL: 6th  
Feats: Scribe Scroll  
Skills: Craft (Alchemy) 6 ranks  
SkillCheck: ----  
Usage:  
1- For more info see IK:CG Table 5-16, pg. 336.  
2- All other requirements are followed as creating a scroll (DMG)  
3- These activate a SPECIAL ABILITY (as shown in the DMG under magic item creation)

**Name: Arcane Turbine**

Price: 16,000 gp  
Weight: 15 lbs. + water and coal  
Cost: 8,000 gp + 640 XP  
School: Moderate evocation  
CL: 8th  
Feats: Craft Wondrous Item  
Skills: Craft (Mechanika) 10 ranks  
SkillCheck: Craft (Mechanika) DC24  
Usage:  
1- Used in Warcaster armor  
2- Runs for 6 hours before refueling  
3- Takes 3 minutes to get the coal burner stoked.  
4- Takes 5 minutes to get the boiler to peak



efficiency

5- Using the accumulator, the boiler can be up in 1 minute (this drains 5 charges)

**Name: Power Field**

Price: 20,000 gp

Weight: 2 lbs.

Cost: 10,000 gp + 800 XP

School: Moderate abjuration

CL: 12th

Feats: Craft Wondrous Item

Skills: Craft (Mechanika) 8 ranks

SkillCheck: Craft (Mechanika) DC22

Usage:

1- Also requires Stoneskin spell

2- Rating = number of temporary hit points

3- Charges at rate of 5 HP per round

**Name: Mechanical Assist Abilities**

Price: 8,000 gp

Weight: 3 lbs.

Cost: 4,000 gp + 320 XP

School: Faint transmutation

CL: 4th

Feats: Craft Wondrous Item

Skills: Craft (Mechanika) 8 ranks

SkillCheck: Craft (Mechanika) DC18

Usage:

Gives the following bonuses:

+1 Armor Bonus

+2 Max. Def. Bonus

+2 decrease in armor check penalty

-25% decrease in arcane spell failure chance

+10 Speed

## CHUNTER

Sounds of bile drying-out

I think my girlfriend is embarrassed by me.



Last night we ran into some of her friends.



After she had them blitz me, Haley tried to stab me with a vortex spear!





Weight: 2 lbs.

**SIZE:** TINY  
**WEIGHT:** 1 LBS.  
**AC:** 5  
**HARDNESS:** 10  
**HP:** 5

**NOTES: OVERLOAD/ RUPTURE  
RELEASES 15 FOOT RADIUS  
BURST OF ENERGY DOING 1010  
POINTS OF DAMAGE + 1 POINT  
PER REMAINING CHARGE.  
REFLEX SAVE (DC 15) FOR  
HALF DAMAGE.**

## HEAVY ACCUMULATOR

**SIZE:** SMALL  
**WEIGHT:** 5 LBS.  
**RC:** 5  
**HARDNESS:** 10  
**HP:** 15

NOTES: OVERLOAD/ RUPTURE  
RELEASES 15 FOOT RADII  
BURST OF ENERGY DOING 1010  
POINTS OF DAMAGE + 1 POINT  
PER REMAINING CHARGE.  
REFLEX SAVE (DC 15) FOR  
HALF DAMAGE.

## STANDARD ACCUMULATOR

**SIZE:** TINY  
**WEIGHT:** 2 LBS.  
**AC:** 5  
**HARDNESS:** 10  
**HP:** 10

**NOTES: OVERLOAD/ RUPTURE  
RELEASES 15 FOOT RADII  
BURST OF ENERGY DOING 1010  
POINTS OF DAMAGE + 1 POINT  
PER REMAINING CHARGE.  
REFLEX SNAKE (DC 15) FOR  
HALF DAMAGE.**

BY RIVETHEAD28

[illegible]

<b>CHARGES:</b>	5
<b>OVERLOAD:</b>	6
<b>PRICE:</b>	250 GP
<b>RECHARGE:</b>	100 GP + 5 DAYS

[illegible]

<b>CHARGES:</b>	20
<b>OVERLOAD:</b>	24
<b>PRICE:</b>	1000 GP
<b>RECHARGE:</b>	400 GP + 20 DAYS

[illegible]

<b>CHARGES:</b>	<b>10</b>
<b>OVERLOAD:</b>	<b>12</b>
<b>PRICE:</b>	<b>500 GP</b>
<b>RECHARGE:</b>	<b>200 GP + 10 DAYS</b>



## by: Rivethead28

Name:	
Type:	
Size:	
Weight:	lbs.
Price:	gp.
Description:	
Abilities:	

Schematics	
Cost:	gp.+
Price:	gp.
Days:	
DC:	xp

Assembly and Fusion	
Cost:	gp.+
Days:	
DC:	xp

[illegible]

S Lvl = Spell Level and C Lvl = Caster Level



Khadoran heavy warjack:

## **JUGGERNAUGHT (d20)**

*‘For the discerning buyer, I now have a limited supply of the terror of the Khadoran armies, the mighty Juggernaut! Built to withstand the heaviest winters or bombardments, these warjacks will add a huge defensive ability to your unit. Armored with a hull plates 3” thick, a huge, reinforced frame, and powerful steam boiler, this monstrosity is almost unstoppable. Included is the Bane of Cygnar, the terrifying Ice Axe, uniquely suited to the Juggernaut.’*

*Serious inquiries only. Contact Bringenten at the sign of the Cup and Chicken in Merywyn. Bidding begins on the third of Vendarl, next month.’*

*-Document siezed by Khadoran forces. Publisher was found and executed. Merchandice was never found.*

Khador Heavy Warjack  
Large construct (Steamjack)  
11’ 7”, 9 tons

**Hit Dice:** 19d10+30 (135 hp)

**Initiative:** -1

**Speed:** 15 ft. (can’t run)

**AC:** 30 touch 10, flat-footed 30

**Attacks:** +13 melee; Full +23/+18/+13, or +19/+14/+9 and +15 (off-hand)

**Damage:** Slam 1d10+10,

or Ice Axe (+2 Large mechanical waraxe of Ice  
Burst: 2d8+1d6(cold) x3 crit (+3d10 cold on crit),  
16 lbs, 8440 gp ),

or Head spike: 1d6 dam

**Face/Reach:** 10ft./10 ft.

**Saves:** Fort +6, Ref +6, Will +6

**Abilities:** Str 30, Dex 11, Con: --, Int 8, Wis 11, Cha 1

**Challenge Rating:** 15

**Treasure:** None (itself worth 52,440++ gp)

**Alignment:** Always neutral, but common in the forces of Khador

**Special Qualities:**

**Construct:** A steamjack is an artificially constructed creature. Jacks have no constitution scores. A Jack is immune to mind-influencing effects (charms, compulsions, phantasms, patterns, morale) and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. They are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save (unless the effect also works on objects). A Steamjack is no at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediatly destroyed. Since it was never alive, it cannot be raised or resurrected. Steamjacks cannot heal damage on their own, though they can be healed. Steamjacks can also be repaired in the same way an object can.

**Steamjack Qualities:**

**Cold Vulnerability:** A steamjack suffers no damage from cold attacks, but is slowed one round for each 6 points of damage done to it. The effects are not cumulative.

**Firebox Vulnerability:** A steamjack’s firebox fails when the unit is completely submerged in water or other liquid. Jacks without a burning firebox are considered stunned.

**Reliance on fuel:** Steamjacks need to consume coal and water to function. A Juggernaut requires refueling (One hundred pounds of coal and one hundred gallons of water) every 4 hours or 55 minutes of combat/heavy labor. If not refueled, the steamjack’s next half hour of operation is spent fatigued. After that, the unit becomes exhausted

for thirty minutes, after which it is stunned. At this point its firebox needs to be re-lit before it can function again.

Steamjacks using inferior fuel are considered shaken in addition to any other effects on it.

**Resistances:** Steamjacks have fire and electrical resistance 20.

**Damage Reduction:** 15/quenched serricsteel

**Darkvision:** 60’

**Low-light vision**

### **Variants:**

With the age of the highly successful Juggernaut frame, Dan the tendancy for Mechanics and Bodgers to tinker, there are literally hundreds of variants of the standard frame. A common one is to remove the Ice-Axe and replace it with a simple Huge weapon. This reduces the Challenge Rating by one and the price by 8440 gp.



## **KODIAK (d20)**

A special modification for the 5th Border Legion of Khador, this variant changes a number of things. A larger boiler with a much larger coal hopper extends the range. Removing the Ice Axe and sealing off armor plate edges that would catch in woodlands let the massive construct push through without snagging. Finally, the cortex was upgraded and special hand-to-hand routines encoded. Finally, because the double-walled boiler had a tendency to overboil or rupture, extra venting was added. It didn't take long before some bright mechanik converted this into a weapon, allowing the Kodiak to blast nearby troops with superheated steam.

Khador Heavy Warjack  
Large construct (Steamjack)  
11' 7", 11.2 tons

**Hit Dice:** 19d10+30 (135 hp)

**Initiative:** -1

**Speed:** 15 ft. (can run!), unaffected by natural obstructions in forest environments.

**AC:** 30 touch 10, flat-footed 30

**Attacks:** +13 melee; Full +23/+18/+13, or +19/+14/+9 and +15/+10 (off-hand); or Grapple +31

**Damage:** Slam 1d10+10

or Armored Fist (large spiked gauntlet: 1d6+10 dam, x2 critical).

or 'dragon vent' steam blast (15' area around 'Jack. 2d6 damage,

**Face/Reach:** 10ft./10 ft.

**Saves:** Fort +6, Ref +6, Will +6

**Abilities:** Str 30, Dex 11, Con: --, Int 10, Wis 11, Cha 1

**Challenge Rating:** 15

**Treasure:** None (itself worth 53,000++ gp)

**Alignment:** Always neutral, but common in the forces of Khador

**Feats:** Although the Kodiak is not a living creature, it is considered to have the following feats, bonuses included above:

Improved Grapple, Improved Two-weapon fighting, Improved unarmed strike

**Special Qualities:**

**Construct, Steamjack Qualities, Damage Reduction:** (15/quenched serricsteel), **Darkvision:** 60', **Low-light vision**





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