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LIBER MECHANIKA

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# \*\* FOREWORD \*\*

It's not technology that sets the Iron Kingdoms apart. It's attitude. What other setting lets you walk into town with a three-ton steamjack as your bodyguard? The Liber Mechanika represents that attitude with a steam-powered fist and a mechanoflail. This tome celebrates a character's spirit of discovery and invention, and it puts the powers of creation in his hands from metal limbs to steam powered armor, from mechanikal familiars to clockwork vessels of Cyriss, and from steamjack to steam plant. This book gives the players and their characters—especially those jaded arcane mechaniks out there—a chance to show the world of the Iron Kingdoms just how deep down greasy, dirty, and dangerous a steamo with a talent for magic can be.

The realm of the mechanikal in the Iron Kingdoms contains myriads of opportunity from the foundry to the battlefield and from dank haunted ruins to the heist of a lifetime. Within this book are the means to realize those magical inventions you want to create and to build upon the core presented in the IKCG.

Mechanika makes the world of the Iron Kingdoms go around, and to quote Matt Wilson we wanted to give you something that was "clunky, hunky, and chunky-monkey." We serve up this smorgasbord of steam and steel, and more importantly we listened to what you wanted on the menu: clarified rules for feats, new items, prestige classes, a revitalized and re-imagined arcane mechanik base class, expanded rules on mechanika, arcane knowledge to add to your repertoire, and rules for steam-powered armor, building your own steamjacks, and an expanded section on the technology of the Cult of Cyriss—Cyriss-tech.

We have given GM's the material to realize a potent new threat or ally in the Iron Kingdoms. The cult of Cyriss is not just some odd fringe cult anymore. When you realize the power they have at their fingertips, you will begin to reconsider the way you might see these strange acolytes of the Maiden of Gears. The potential for the cult of Cyriss has expanded significantly, and the secrets of their great work can become a vital power to work with or against the characters in your games.

Players familiar with the Iron Kingdoms through WARMACHINE will be happy to know that we have also provided a means to construct and create warjacks compatible with WARMACHINE. With a framework that converts material from the game of steam-powered miniatures combat, you can begin porting in your favorite warjacks for use in RPG encounters. The Liber Mechanika is not a full-on Monsternomicon, and like any good mechanik you better be resolved to a bit of do-it-yourself work. The structure is here though, and you can have anything from a Charger to a Juggernaut up and running in a few short minutes for encounters players will not soon forget.

With this book in your hands, flip through it and begin to plot the construction of your diabolical machines, laugh maniacally, and begin to think like a mechanik. Let your friends in on your plans or keep your machinations all to yourself. Retreat to the workshop to scheme up a potent new device. Whether it is a six-ton warjack or a fully armored servitor, a temple of Cyriss, or some diabolical arcane engine, the power of mechanika is all yours. Use it.

### MECHANIKA IN THE IRON KINGDOMS

The use of the word mechanika in the realms of western Immoren refers to the fusion of science and magic. Mechanika is the word used to refer to an amalgamation of moving parts and bits of which most normal folk in western Immoren have no inkling of understanding. It refers to accumulators, rune plates, arcantrik engines, arcane turbines, and all manner of devices used to generate magical force with the aid of mechanical advantage. Even a steamjack without its cortex is simply a mechanical shell, yet once it is implanted with the cortex it becomes mechanika. Technology guided by magic and magic created through the use of technology is the essence of mechanika.



In an Iron Kingdoms campaign, mechanika is another method of using magic, creating devices, and crafting mechanikal allies. It allows for items to use batteries that store magical energy, devices that can cast spells, and constructs with brains made from magical components powered by steam engines. Mechanika in an Iron Kingdoms campaign can be simply flavor and flare a GM chooses to use to give the game atmosphere. Alternatively it can be a vital component to the game with player characters using abilities to create, control, and explore the use of mechanika in the context of the campaign world.

The importance of mechanika and its impact on the world of the Iron Kingdoms is one of progress. Though technology does not move at break neck speeds, innovation and invention have a place. Cities are becoming more modern with sewer systems, transportation systems, gas lights, and the various amenities technology allows. Homes might not have gas-powered stoves, but it is not beyond question that in the span of several decades such devices might be invented in the Iron Kingdoms.

Still the Iron Kingdoms is a realm with a strong magical tradition. Though mechanika does not counter the ideas of the use of magic, wizardry especially, there are always going to be aspects of society that would rather rely on magic than technology.

The use of mechanika in the Iron Kingdoms is a key part of the atmosphere of the setting. The use of technology melded with magic has brought steamjacks, warjacks, warcaster armor, mechanikal weapons, and many other devices to the forefront of warfare in the realms of Immoren. However the level it pervades a GM's campaign is truly up to the GM and players.

An Iron Kingdoms campaign can center on the themes that embrace technology, or it can ignore them completely. The Iron Kingdoms contains a multitude of possibilities for storytelling, and mechanika is just one aspect of that story. However, the ideas of the exploitation of technology, the dangers of invention, the creation of a Promethean device that serves as a Pandora's box of change, the wonders of technology, or the impacts of modernization on ancient ways are all compelling themes to explore in the course of a campaign. If you choose to use mechanika in your game (I'm guessing you already have since you are reading this), one of the most important things to consider is the impact of technology on the world around it.

Technology empowers, and it can change a person's capabilities. Imagine a crippled nobleman made whole with the use of a mechanikal arm or the impact on the local coalmine when a steamjack designed for excavation arrives. How does the technology affect the surrounding people? How do those changes ripple outward? It is important to consider the impact of such invention. How the populace of a nation views the use of these devices shapes a nation's attitudes, and the people of a nation often reflect those attitudes in their actions.

The kingdoms of western Immoren have been affected by the use of mechanika in different ways. In Ord it is a luxury retained only by the elite where antiquated warjacks are maintained by a faltering military. In Llael it is a distraction from the more lucrative means of alchemy and wizardry although recent events might have changed that perception considerably. In Khador mechanika is the backbone of an industrialized nation on the verge of being born into a new Empire. In Cygnar the use of mechanikal devices is the aegis of the military, a staple of industry, and a vital tool for progress, commerce, and trade. Among the faithfully devoted of the Protectorate of Menoth, mechanika is a proscribed thing only used by the armies of the faithful in their battle for liberation yet created by heretical knowledge and forbidden rites.

When using mechanika in your games, remember it can be window dressing when you need it to be and an important story device when demands call for it. The devices can be a character's best friend or worst enemy depending on the situation.





# TIAMS:01 EXPORTACE

# \*\* BUZE (TUZZEZ \*\*

# ARCANE MECHANIK

Who knows what possesses these filthy humans? Their unwholesome need to build devices that are bigger, louder, and dirtier than the last is obviously a sign of the corruption of their kind. That they are surrounded by their cunning mechanika only makes them more challenging for the hunt.

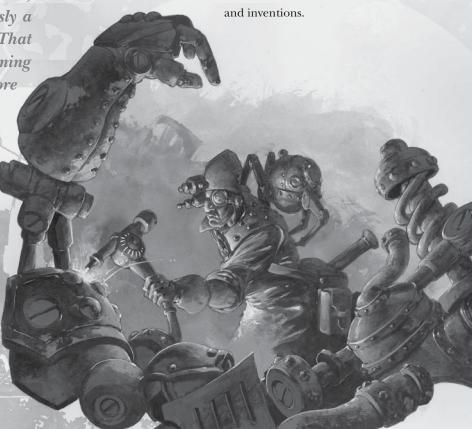
Narn, Iosan mage hunter of the Retribution of Scyrah

### DESCRIPTION

The arcane mechanik is a master of artifice and a channeler of arcane energy. He is a gifted and adept practitioner of the arts of combining clockwork, science, and magic into a unified whole to produce wonders of technology known as arcane mechanika. Though the craft of the arcane mechanik might seem suited

to the depths of foundries and steam-filled forges, some of these artisans test their skills in ancient halls, foreboding groves, and dangerous crypts employing their creations against the threats dwelling within.

Adventurers: For most arcane mechaniks the workshop, forge, or foundry is the only place they want to be. Those who are filled with the spirit of wanderlust and a need for excitement seek adventure as a way to test and trade their skills



Alignment: Though arcane mechaniks are not restricted to a particular philosophy of life, most tend to lean toward the analytical and the pragmatic. Law and Neutrality are common alignment elements of the arcane mechanik. Still, some of the most inventive mechaniks are frenetic and chaotic souls with a passion to move on to new challenges before the last projects are finished.

### GAME RULE INFORMATION

**Abilities:** Above all, Intelligence is the most important ability an arcane mechanik has. An arcane mechanik's Craft skills, spellcasting, and ability to create are based directly upon his intellect.

Alignment: Any Hit Die: d6

Starting Funds: 5d4x10 gp

**Class Skills** 

The Arcane Mechanik's class skills (and the key ability for each) are Appraise (Int), Concentration

(Con), Craft (Int), Craft (clockwork, mechanika, steam engine) (Int), 'Jack Handling (Wis), Knowledge (arcana, mechanika, any science or technical), Profession (Wis), Profession (mechanik) (Wis), Search (Int), Spellcraft (Int)

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

#### **Class Features**

All of the following are features of the arcane mechanik:

Weapon and Armor Proficiency: The arcane mechanik is proficient with all simple weapons and light armor. An arcane mechanik is susceptible to spell failure while casting in armor if the spell has a somatic component.

**Spells:** Beginning at 1st level, an arcane mechanik gains the ability to cast arcane spells. To cast a spell the

TABLE 1-1: THE ARCANE MECHANIK

			D 00		
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Etch rune plate, fabrication score (10%)
2	+1	+0	+0	+3	Charge accumulator
3	+2	+1	+1	+3	Bonus feat, mechanika familiarity
4	+3	+1	+1	+4	
5	+3	+1	+1	+4	Mechanikal familiar, fabrication score (15%)
6	+5	+2	+2	+5	Bonus feat
7	+5	+2	+2	+5	
8	+6/+1	+2	+2	+6	Special ability
9	+6/+1	+3	+3	+6	Bonus feat
10	+7/+2	+3	+3	+7	Fabrication score (20%)
11	+8/+3	+3	+3	+7	
12	+9/+4	+4	+4	+8	Bonus feat, special ability
13	+9/+4	+4	+4	+8	
14	+10/+5	+4	+4	+9	
15	+10/+5	+5	+5	+9	Fabrication score (25%)
16	+11/+6/+1	+5	+5	+10	Special ability
17	+12/+7/+2	+5	+5	+10	
18	+13/+8/+3	+6	+6	+11	
19	+14/+10/+4	+6	+6	+11	
20	+15/+10/+5	+6	+6	+12	Special ability, fabrication score (30%)

arcane mechanik must have an Intelligence score of at least 10 + the spell's level. An arcane mechanik with an Intelligence of 10 or lower cannot cast higher than 0 level spells.

Arcane mechanik bonus spells derive from the character's Intelligence score, and saving throws against an arcane mechanik's spells have a Difficulty Class of 10 + spell level + Intelligence modifier. When the table for spells per day indicates 0 spells of a given level, as with 0 1st-level spells at 2nd level, the arcane mechanik gets only bonus spells to which he would be entitled due to his Intelligence spell bonus.

Arcane mechaniks choose spells from the arcane mechanik/sorcerer/wizard spell list. The arcane mechanik is limited in the number of spells he can cast per day, listed in table 1-2. Arcane mechaniks learn and prepare spells using the same guidelines as wizards.

Liber Mechanika: Much like a wizard, an arcane mechanik stores the spells he knows in a spell book, in this case called a Liber Mechanika. This prized tome also contains any unique schematics an arcane mechanik creates. In order to memorize and prepare spells, the arcane mechanik must have access to his Liber Mechanika and follow the same guidelines as wizards.

An arcane mechanik begins with three 0-level spells and 2 first level spells in his Liber Mechanika. In addition, the Arcane Mechanik knows an additional 0-level and 1st level spell for each point of his Intelligence modifier. At each new arcane mechanik level, the arcane mechanik learns a single spell of his choice that he is capable of casting. An arcane mechanik can also scribe spells from another arcane mechanik's Liber Mechanika, or he may scribe spells from scrolls.

**Fabrication Score:** Beginning at 1st level and upon attaining every five levels thereafter (5th, 10th, 15th, and 20th), the arcane mechanik is rewarded a fabrication score which decreases the amount of experience an arcane mechanik must pay to fabricate and draft a mechanikal item. For instance, a 5th level arcane mechanik would pay 15% less XP than normal for the drafting and fusion of a mechanika sword.

**Bonus Feats:** At 3rd, 6th, 9th, and 12th level, an arcane mechanik gains a bonus feat. At each such opportunity, he can choose one of the following feats:

Table 1–2:
Arcane Mechanik Spells per Day

Level	0	1	2	3	4	5	6
1	4	1	-	-	-	-	-
2	4	1	-	-	-	-	-
3	4	2	0	-	-	-	
4	4	2	1	-	-	-	-
5	4	3	1	-	-	-	-
6	4	3	2	0	-	-	-
7	4	4	2	1	-	-	-
8	4	4	3	1	-	-	-
9	4	4	3	2	0	-	-
10	4	5	4	2	1	-	-
11	4	5	4	3	1	-	-
12	4	5	4	3	2	0	-
13	4	5	5	4	2	1	-
14	4	5	5	4	3	1	-
15	4	5	5	4	3	2	0
16	4	5	5	5	4	2	1
17	4	5	5	5	4	3	1
18	4	5	5	5	4	3	2
19	4	5	5	5	5	4	2
20	4	5	5	5	5	4	3

Craft Accumulator, Craft Cerebral Matrix, Craft Cortex, Craft Mechanikal Construct, Craft Mechanikal Prosthetic, Craft Wondrous Item, Mechanikal Specialty, and Union Steamo. The arcane mechanik must still meet all prerequisites for a bonus feat, including level and feat requirements and skill rank minimums.

These bonus feats are in addition to the feats a character of any class gets from advancing levels.

**Etch Rune Plate (Ex):** At 1st level the arcane mechanik gains the Etch Rune Plate feat for free, regardless of prerequisites.

**Mechanika Familiarity:** An arcane mechanik never needs to make a Craft (mechanika) check to use a mechanikal device he has built. He also gains a competence bonus to all Craft (mechanika) skill checks to use foreign mechanika, replace accumulators and rune plates, and to repair damaged mechanika equal to his level (maximum +10).



Charge Accumulator (Su): Beginning at 2nd level the arcane mechanik can begin charging accumulators by hooking himself and the accumulator into an arcane condenser. For each spell level expended by the arcane mechanik, he can place a single charge into an accumulator cell. For instance if a 5th level arcane mechanik expended a 2nd level spell and two 1st level spells (for a total of 4 spell levels), the accumulator would gain 4 charges. Arcane mechaniks of 2nd level or higher never need to worry about accumulator backlash. For more details see pages 92 and 324 of the *IKCG*.

### ACCUMULATOR BACKLASH

CHARGING ACCUMULATORS IS A DANGEROUS AND DIFFICULT PROCESS FOR ARCANE SPELL CASTERS AND FOR 1ST LEVEL ARCANE MECHANIKS. FOR THESE INDIVIDUALS, SPELL LEVELS RECHARGE ACCUMULATORS ON A 3-FOR-1 BASIS (3 SPELL LEVELS PER CHARGE). ONLY A SINGLE SPELL LEVEL CAN BE CHANNELED THROUGH THE CONDENSER PER ROUND, SO THE TIME REQUIRED TO RECHARGE AN ACCUMULATOR DEPENDS ALMOST ENTIRELY ON THE SPELLS THE CASTER IS WILLING TO SACRIFICE. DIVINE SPELLCASTERS ARE UNABLE TO USE AN ARCANE CONDENSER.

ONCE A SPELLCASTER HAS BEGUN THE FLOW OF RAW SPELL ENERGY INTO THE CONDENSER, IT CAN BE DIFFICULT TO STOP. THE CASTER MUST MAKE A WILL SAVE (DC 15 + THE NUMBER OF SPELL LEVELS TRANSFERRED) TO STOP THE TRANSFER OF SPELL ENERGY. IF HE FAILS, HE IS UNABLE TO REMOVE HIS HANDS FROM THE CONTACTS AND THE CONDENSER CONTINUES TO DRAIN SPELLS FROM HIM BEGINNING WITH HIS HIGHEST LEVEL SPELLS FIRST UNTIL THE ACCUMULATOR IS OVERLOADED AND EXPLODES (SEE "OVERLOAD STATUS" BELOW FOR CHARGE LIMITS). EACH ROUND THE SPELLCASTER IS ALLOWED ANOTHER SAVING THROW UNTIL EITHER HE SUCCEEDS OR THE ACCUMULATOR IS DESTROYED. AN OVERLOADED ACCUMULATOR EXPLODES JUST AS IF IT HAD BEEN RUPTURED (SEE "DAMAGING ACCUMULATORS", IKCG PG. 326). FURTHERMORE, THE CONDENSER WILL BE DESTROYED IN THE PROCESS AND THE SPELLCASTER WILL SUFFER A MAGICAL BACKLASH THAT INFLICTS 1D6 POINTS OF TEMPORARY INTELLIGENCE AND WISDOM DAMAGE.

Arcane Mechaniks of 2nd Level or Higher are Not subject to the problems of Controlling an Arcane condenser due to their training in the Nuances of Charging the Device.

Overload status: Light accumulator: 6 charges Standard accumulator: 12 charges Heavy accumulator: 24 charges. **Mechanikal Familiar (Ex):** At 5th level the arcane mechanik has learned enough about mechanika that he can bond with a Cerebral Matrix. In doing so the arcane mechanik can gain a familiar made entirely out of moving parts drawing power from either a clockwork engine, small steam plant, or accumulator. This creature functions as a familiar and gains all the abilities a familiar does. For more details on mechanikal familiars, please see Equipment: Servitors (pg. 41).

**Special Ability:** Starting at 8th level and again at 12th, 16th, and 20th levels the arcane mechanik gains a special ability of his choice from the following:

Overload (Sp): The arcane mechanik can overload a single mechanikal item (such as an arcantrik engine, weapon, shield or other mechanically enhanced item) of his construction that he chooses at will as long as it has an arcane accumulator installed within it. The arcane mechanic may sacrifice any non 0-level spell he has prepared and then makes a ranged touch attack (to a maximum of 30 feet) against the piece of mechanika he wishes to overload with an impulse of arcane will. The resulting overload detonates the accumulator within and destroys the mechanikal item and the accumulator. The arcane mechanik may use this ability once per day for every 4 levels of arcane mechanik he possesses.

Bonus Feat: Instead of choosing a special ability, the arcane mechanik can choose a new feat from the list of bonus feats normally available to the arcane mechanik. This special ability can be taken multiple times.

Mechanikal Innovation (Ex): The Arcane mechanik reaches the pinnacle of his craft when he is capable of making a mechanikal innovation. The arcane mechanik creates a device, process, or theory of such a scale that it could potentially alter the future. The arcane mechanik discovers this innovation, but others who wish to learn it must spend a normal feat selection to do so. A good example of this would be any item creation feat (Craft Mechanikal Construct, Craft Cortex) that has changed the face of the Iron Kingdoms for all time. The player should work with the GM to discuss and develop the rules necessary for the innovation and any other specifics regarding mechanika creation as outlined on page 63. Arcane mechaniks may only take the Mechanikal Innovation ability at 16th or 20th level.



For instance, Commander Adept Sebastien Nemo has spent years developing a viable stormchamber for powering warjacks. The creation of such an item, a warjack that runs off electricity as opposed to steam, is worthy of a Mechanikal Innovation.

Skill Mastery: The arcane mechanik selects a number of Intelligence-based skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, he may take 10 even if stress and distractions would normally prevent him from doing so. An arcane mechanik may gain this special ability multiple times, selecting additional skills to which to apply the mastery each time.

Attune Device (Ex): The arcane mechanik may attune a foreign mechanikal device (one he did not create). He no longer needs to make Craft (mechanika) skill checks to use the device. An arcane mechanik may have a number of attuned devices equal to his Intelligence modifier. Attuning a device takes 5 minutes of concentration while holding the device. Breaking attunement to a device is a full round action, and the device may not be attuned again for 24 hours.

Transfer Energy (Su): The arcane mechanik can directly power a mechanika item he has created using his own innate magical energy. After 1 full hour of rest he must hold the item and sacrifice a number of spell levels equal to the charges he wishes to imbue within it. The arcane mechanika charged by this special ability retains the charges until 8 hours have passed.

Arcane Supercharger (Su): A mechanik can drain power from an arcane accumulator to mimic the effect of one of the following metamagic feats: Empower Spell, Enlarge Spell, Extend Spell, or Maximize Spell. The arcane mechanik must attach himself to an arcane condenser and an accumulator with at least 10 charges in it. Upon casting a spell he wishes to supercharge, he drains the 10 charges from the accumulator and incorporates it into the spell's structure. An arcane mechanik may gain this special ability multiple times, selecting a different meta-magic feat he can mimic each time. The arcane mechanik cannot stack the effects of arcane supercharger with spells already enhanced by metamagic feats.

# \* PRESTIGE (LASSES \*\*

The following section describes various prestige classes existing in the Iron Kingdoms—classes touching upon the world of mechanika. The following section introduces the following prestige classes.

Field Mechanik: The field mechanik is a battlehardened junk jockey with a penchant for running into battle to fix badly damaged warjacks. With the aid of bodgers or assistant mechaniks, this fearless gear hound becomes a machine shop, stopgap trooper, and backbone to any warjack-heavy armed force sent into battle.

Ironhead: Steam-powered cavalier of the Iron Kingdoms, the Ironhead is a mechanik who has built and customized a suit of armor that he wears in battle. He relies on his skill as a mechanik and his ability to guide the armor to survive the dangers of the battlefield.

Preceptor of Cyriss: Analytical, devout, and driven by his faith in the goddess of progress, the Preceptor of Cyriss seeks to shed his fleshly form and take on the mantle of the machine.

Mechanist: The mechanist works on small agile creations such as servitors and manikins. These clockwork and accumulator powered constructs are much less demanding than 'jacks yet frighteningly effective if used properly.

Class Name Abbreviations: The names of the classes are abbreviated as follows: FMk, field mechanik; IHd, ironhead; PoC, preceptor of Cyriss; Mec, mechanist.

# FIELD MECHANIK

Hand me that cortex ratchet and keep that bloody conduit bundle still! Damn it Gorbek! Did I tell you to let the reflex ratchets...mank it! One of you 'jackheads kick Gorbek's body out of the way and get that clapped out conduit back in its socket!

> -Journeyman Mechanik Radden Hellsberk, Field Mechanik for the Cygnaran 2nd Heavy Infantry mending a fallen Lancer at the Battle of Deepwood pass.

### DESCRIPTION

The field mechanik is the one running through volleys of gunfire and venomous blasts of mystic energies to coax nine-ton armored behemoths back into operation. He is a tougher, hardier, and grittier mechanik, used to the blood and guts of the battlefield, with a cool head and the

Born out of the need for battle worthy engineers, the training each field mechanik receives readies him for the rigors of combat, the art of speedy repair, and the ability to get the job done even while wounded.

# FIELD MECHANIKS IN THE IRON KINGDOMS

Adventurers and risk takers by nature, field mechaniks take their arcane and technical skill into the bloody ground of war. Most of them are battlehardened and come from either military training or mercenary traditions where they have become experts in combat repair. It is a job without glory, but these tough and determined few are often vital to maintaining advanced military units or mercenary bands. Field mechaniks keep all the mechanika of a combat detachment in order, and during a battle they make sure the warjacks stay standing. Valiant, foolhardy, and seen as mad by most regular mechaniks, the field mechanik is a vital component of many military detachments and mercenary companies in the Iron Kingdoms.

# NOTABLE FIGURES

Olaff Voneriktov (male Khard Bdg3/AMk5/



TABLE 1-3: THE FIELD MECHANIK

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Combat repair +1d8
2	+1	+3	+3	+0	Focused mechanik
3	+2	+3	+3	+1	Combat repair +2d8
4	+3	+4	+4	+1	Uncanny Dodge
5	+3	+4	+4	+1	Combat repair +3d8

warcasters of the Khadoran Empire. The mechanikal prosthetic arm replacing the one lost to the keen eye of a Defender warjack during a border skirmish near Deepwood pass makes Olaff easily recognizable on the battlefield.

Kazzamelekkamanoanhek, "Kazza" (male Gobber Bgr8/FMk3): Kazza the Turtle is so named for his unique tactic of climbing into the innards of a warjack to stay safe from enemy fire. Formerly a bodger for Cygnar, Kazza's departure from the Cygnaran military was not on friendly terms. Kazza found himself on the brink of death due to the poor tactical decisions of a journeyman warcaster, and when the diminutive gobber's complaints went unheard, the adroit and tricky little gobber abandoned the banner of the Swan. Kazza now sells his mechanikal services to whomever he chooses.

### GAME RULE INFORMATION

Hit Die: d8

### Requirements

To qualify to become a field mechanik, a character must fulfill the following criteria:

Skills: Profession (Mechanik) 6 ranks

Feats: Mechanikal Aptitude

**Special:** A character seeking to become a field mechanik must have the *Demolish* class ability.

### Class Skills

The Field Mechanik's class skills (and the key ability for each) are Climb (Str), Concentration (Con), Craft (mechanika, small arms, steam engine) (Int), Disable Device (Int), 'Jack Handling (Wis), Knowledge (mechanika), Profession (Wis), Spot (Int).

Skill Points at Each Level: 4 + Int modifier.

#### **Class Features**

All of the following are features of the field mechanik:

Weapon and Armor Proficiency: The field mechanik is proficient with all simple weapons and light armor as well as being proficient with the use of a rivet gun (see page 53). Field mechaniks with arcane spell ability are still susceptible to spell failure when wearing armor and casting spells with a somatic component.

Combat Repair (Ex): At 1st level and again at 3rd and 5th level, the field mechanik gains the ability to make combat repairs on warjacks and steamjacks. Combat repair is a full round action and requires that a mechanik make a DC 15 Craft (mechanika) check. If the skill check is successful, the character immediately grants the construct a number of temporary hit points (to the construct's current maximum number of hit points) using the dice of his combat repair ability to determine the amount. These hit points last for ten minutes for every level of field mechanik the character has.

**Focused Mechanik (Ex):** When making a Craft (mechanika) skill check, the field mechanik may take 10 even if stress and distractions would normally prevent him from doing so.

Uncanny Dodge (Ex): Starting at 4th level, a field mechanik's instincts allow him to react to incoming threats on an instinctive level. He retains his Dexterity bonus to AC (if any) even if caught flatfooted. However, he still loses his Dexterity bonus to AC if immobilized.

If a field mechanik already has Uncanny Dodge from a different class he automatically gains Improved Uncanny Dodge (as per the rogue ability) instead.



# IRONHEAD

I've got the steam boiler armored with an inch of plating—a widowmaker's rifle couldn't punch it. The cowlings got six layers of heavy Waddington cotton in a lining of alchemical resin to insulate the coffin. Power frame is pneumatic based, pressurized steam. Either arm can lift up to a ton—Morrow willing. With proper leverage I can throw a steamjack 30 feet.

—Adept Bennet Belzer, discussing his newly built ironhead armor before the Battle of Meer's Row.

### DESCRIPTION

As a ton of metal wrapped around a core of flesh and bone, a sole man, his steam-powered armor, and a need to inflict severe damage on the enemies around him make up the ironhead—a prime example of man using technology to overcome the obstacles around him. The ironhead is an expert in the use of custom steam-powered armor, a master of the cocoon of iron that protects him as he sets out to bring a world of pain to any unfortunate enemy crossing his path. Together the ironhead and his armor form an unforgettable symbiosis of arcane and mechanikal power that stride across the battlefield as confidently as a warjack.

### IRONHEADS IN THE IRON KINGDOMS

The ironhead is a rare but welcome sight on the battlefield. As these mechaniks clad in massive suits of armor stride into action, one can be sure the tides of battle are about to shift. Ironheads themselves are often part of mercenary band. The fact most of them earn good money waging war is just a bonus. Few ironheads are into it for the financial benefits. The thrill of living life as a steamjack, exerting massive mechanikal strength, and bringing weapons to bear no mortal man could possibly wield seems to be rewarding enough.

Ironhead culture is an odd mix of bravado, scientific discourse, and test bed for some of the most exotic designs seen in the field of arcane mechanika (barring those of the Strangelight Workshop). These steam-powered warriors often style themselves after knights of the thousand cities era, or they name their armors after Colossi used in the Orgoth Rebellion or famous heroes of legend. The ironclad is a cross between a romantic knight errant and a scientist constantly seeking the thrill of battle while perpetually perfecting the very armor keeping him alive. A retinue of bodgers, mechaniks, and adventurers hang about seeking to share in the common glory of battle and maybe earn a few coins as well.

### NOTABLE FIGURES

Adept Jeremiah "Bloody Murder" Coventry (AMk10/IHd5): Born in Highgate a decade before the Scharde invasion, Jeremiah Coventry was orphaned when a Cryxian war party slaughtered both his parents and a group of refugees heading inland to find transport to Caspia. After growing up under the guidance of his uncle, Coventry began studying the science of mechanika. Using his hard-earned knowledge, he became one of the first of the modern ironheads with a suit named Bloody Murder. The famous inventor spends his spare time with the Highgate Hellions, a group of mercenaries and adventurers who specifically target Cryxian incursions along the Broken Coast.

TABLE 1-4: THE IRONHEAD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+2	Battle ready, mechanik, full metal arm
2	+2	+0	+3	+3	Merge iron, powerstrain
3	+3	+1	+3	+3	Power tactic
4	+4	+1	+4	+4	Merge iron, powerstrain
5	+5	+1	+4	+4	Power tactic



Hit Die: d8

### Requirements

To qualify to become an ironhead, a character must fulfill the following criteria:

Skills: Craft (mechanika) 8 ranks

**Feats:** Craft Steam Armor, Exotic Armor Proficiency (Steam Armor)

#### Class Skills

The ironhead's class skills (and the key ability for each) are Appraise (Int), Craft (mechanika, steam engine) (Int), Disable Device (Int), Intimidate (Cha), 'Jack Handling (Wis), Knowledge (mechanika), Profession (Wis), Search (Int).

Skill Points at Each Level: 4 + Int modifier.

#### **Class Features**

All of the following are features of the ironhead class:

**Weapon and Armor Proficiency:** The ironhead gains proficiency in martial weapons.

**Battle Ready (Ex):** At 1st level an ironhead learns how to move in the armor he has built. The character adds his ironhead class level to any Strength- or Dexterity-based skill rolls made while wearing the armor.

**Full Metal Arm (Ex):** While wearing his armor, the ironhead gains the benefits of the power attack feat.

Mechanikal Adept (Ex): The ironhead is a skilled mechanik continually learning the art of producing mechanika. From 1st level onward, treat the ironhead's class levels as arcane mechanik levels when calculating his total fabrication score. For instance, a 5th level arcane mechanik, 5th level ironhead would have a fabrication score of 20% (the fabrication score for a 10th level arcane mechanik).

Merge Iron (Ex): At 2nd level and again at 4th level the ironhead learns true nuances of the armor and how to upgrade it. The ironhead can add an equipment slot to his armor in any location that does not already have one (either shoulder, back, or

torso). This added equipment slot does not reduce the armor's bonus hit points.

**Powerstrain:** The ironhead has learned how to push his armor to extremes that others would never dare. Powerstrain can only be used when wearing steam armor. Each time an ironhead uses a powerstrain ability, the steam-powered armor suffers 1d8 points of damage + 2 points for each use of the ability that day. This damage ignores the armor's hardness. At 2nd and 4th level he may choose one of the following abilities which he may perform as a full round action while wearing steam-powered armor:

*Powercharge (Ex):* The ironhead increases the armor's movement by 10 feet when charging.

Mechanikal Smite (Ex): With a surge of power, the ironhead directs his armor to deliver a powerful melee strike against a single target. He must declare the mechanikal smite against the target. If the attack roll is successful, the ironhead armor bestows an equipment bonus to damage equal to 5+ the character's ironhead level. The ironhead may use this ability a number of times per day equal to his Intelligence modifier.

Haul (Ex): Using the power of the armor and its weight as leverage, the ironhead can perform incredible feats of strength. When using this ability the ironhead gains a +5 circumstance bonus on Strength checks made while wearing the armor. This lasts for a number of rounds equal to the ironhead's class level.

Steam Warrior Stance (Ex): The steam warrior gains a +5 stability bonus to ability checks made to resist being bull rushed or tripped when standing on the ground. This lasts for a number of rounds equal to the ironhead's Intelligence modifier.

Power Tactic (Ex): The ironhead has learned to use the power of his armor to the best of its ability. By leveraging his armor's brute strength, he can lay waste to those around him. The ironhead may learn any one of the following feats at 3rd or 5th level but may only use them in combat while wearing his steam-powered armor: Great Cleave, Improved Bull Rush, Improved Overrun, Improved Shield Bash, or Improved Sunder.



# PRECEPTOR OF CYRISS

Iknowyou were expecting a monstrosity of metal and steam. I'm afraid I must disappoint you. The perceptions of the fearful twist the rumors surrounding our faith. The perfect form is for those who are ready to take the step beyond flesh, however before we ascend our bonds, we must perfect our minds.

—Preceptor Andre Bellworth, acolyte of Cyriss, speaking to Professor Viktor Pendrake in a secret chamber beneath Corvis.

### DESCRIPTION

As the gears of knowledge turn progress evolves, and the preceptor of Cyriss observes and records as invention and innovation move ever forward to begin a revolution of technology and knowledge. The preceptors of Cyriss are not simple clerical devotees of Her infinite mysteries; they are acolytes of invention, accomplished creators, and phenomenon's of genius. Philosophers, scientists, wizards, priests, and alchemists, the preceptors of Cyriss are so deeply devoted to the Maiden of Gears they eventually seek to evolve their minds beyond the reigns of the flesh. Those truly devoted to Her enigma can see no better way to pursue endless knowledge eternally.

### PRECEPTORS OF CYRISS IN THE IRON KINGDOMS

A preceptor is not simply a worshipper or cleric of Cyriss. Preceptors are the divine emissaries of her knowledge and often guide worship or act as liaisons between the faithful and those outside the faith who they seek to bring into the fold by revealing hidden truths and knowledge to those in search of the reasons behind the laws of nature.

Preceptors have a divine and monastic approach to the worship of Cyriss, seeking infinite knowledge within the sciences, magic, and faith. While many different paths lead to the work of the preceptor, their function is to advance Her great work on Caen and move further toward the most advanced of knowledge. Preceptors become witnesses to the incredibly advanced technology of Cyriss and learn how to

utilize and eventually manufacture it. With that come advances in the preceptors' understanding of the laws of the cosmos, manipulations of magical energy that modern wizards and sorcerers can only imagine, and the secrets to eternal life. However, there is sacrifice.

The limits of the human form only allow the preceptor a limited frame of time within which he can gain understanding. A human life is a brief spark shining only for a moment before its light fades. For the preceptors, this short span of time is insufficient. To serve Cyriss truly, a preceptor must ascend beyond the flesh. By readying his mind a preceptor readies himself for a Vessel of Cyriss, preparing his conscience to leave a body of frail flesh, blood, and bone behind for an everlasting receptacle of clockwork and metal. This ascension of soul to machine mingles the preceptor's spirit with the energies of Cyriss and allows him to preserve his knowledge for eternity and evolve beyond the restrictions of the crude clay of mortality.

### NOTABLE FIGURES

Preceptor Manalli DeBergenor (male Ryn Ari4/ Clr4/PoC4): An astronomer, philosopher, and former court noble of Llael, Manalli DeBergenor is well known for speaking against Rynnish politics and the Ministry of Llael and decrying the crass nobility's impact on the lower classes. He is now a scientist in exile serving the acolytes of Cyriss as a liaison to both the Fraternal Order of Wizardry and exiled Free Order of the Golden Crucible that have taken up residence in Corvis. To what end he does this is unknown, but he makes it no mystery that he serves the Maiden of Gears. The fact he remains popular in scientific circles speaks volumes about the truth of the cult of Cyriss and its acceptance among the learned elite of Cygnar's scientific and arcane community.

### GAME RULE INFORMATION

Hit Die: d4

### Requirements

To qualify to become a preceptor of Cyriss, a character must fulfill the following criteria:

**Alignment:** Any lawful or true neutral

Religion: Cyriss.

**Skills:** Knowledge (religion) 8 ranks, Knowledge (arcane) 8 ranks, Knowledge (astronomy) 8 ranks, Craft (any) 8 ranks, Gather Information 5 Ranks



**Spells:** Must be able to cast divine or arcane spells. **Class Skills** 

The preceptor of Cyriss class skills (and the key ability for each) are Bluff (Cha), Concentration (Con), Craft (clockwork, mechanika, steam engine) (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (any) (Int), Listen (Wis), Profession (Wis), Spellcraft (Int), Spot (Int).

Skill Points at Each Level: 2 + Int modifier.

### **Class Features**

All of the following are features of the preceptor of Cyriss class:

Weapon and Armor Proficiencies: Preceptors of Cyriss gain no additional proficiency with weapons, armor, or shields.

**Spells per Day:** At each level, the preceptor of Cyriss gains new spells per day as if he had gained a level in a divine or arcane spellcasting class to which he belonged before entering this prestige class. He does not gain any other benefits of a member of that class except for increased spellcasting level. If the character had more than one divine spellcasting class before becoming a preceptor of Cyriss, he must use the class that allows him access to spells from Cyriss.

**Precept:** The mysteries of the Maiden of Gears are only for those who seek the hidden clues and knowledge Cyriss conceals in the minutiae of formulations and divine prayer. The *Precepts* are revelations to the faithful and profound discoveries

that reveal knowledge to those who venerate Her and seek to join Her great work.

The character gains a single precept ability at 1st, 3rd, 5th, 7th, and 9th level. A preceptor of Cyriss may select a special ability from among those described below:

Mechanikal Mastery (Ex): Understanding the fundamentals of mechanika allows the preceptor to look at the inner workings of arcane science and engineering and the ways they can meld together in a union of synergy.

Preceptors taking the mechanikal mastery special ability gain a competence bonus to identify, repair, and maintain mechanikal devices equal to the character's preceptor of Cyriss level.

Paragon's Expertise (Ex): The preceptor's understanding of his particular areas of study deepens, whether they relate to engineering, science, or the study of human behavior. Insights are gained that add depth to the knowledge and analysis of matters with which the preceptor has concerned himself.

Preceptors gain a competence bonus to a single specific Intelligence- or Wisdom-based skill. The bonus is equal to the character's preceptor level. A preceptor may take this special ability multiple times, choosing a different skill each time the special ability is selected.

Divine Arcana (Ex): The ideals of the study of both arcane and divine magic grant a special knowledge to the preceptors of Cyriss. Each time this special ability is gained, an arcane casting preceptor of Cyriss may choose to learn

Table 1–5: The Preceptor of Cyriss

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1	+0	+2	+0	+2	Precept	+1 level of existing class
2	+1	+3	+0	+3	Enigma	+1 level of existing class
3	+2	+3	+1	+3	Precept	+1 level of existing class
4	+3	+4	+1	+4	Enigma	+1 level of existing class
5	+3	+4	+1	+4	Precept	+1 level of existing class
6	+4	+5	+2	+5	Enigma	+1 level of existing class
7	+5	+5	+2	+5	Precept	+1 level of existing class
8	+6	+6	+2	+6	Enigma	+1 level of existing class
9	+6	+6	+3	+6	Precept	+1 level of existing class
10	+7	+7	+3	+7	Enigma	+1 level of existing class



two divine spells of a level he can currently cast from the domains of Cyriss instead of the normal two arcane spells he gains for advancing a level. The spells learned are treated as arcane spells for purposes of the caster.

Divine casting preceptors of Cyriss who select this ability may choose to learn two arcane spells and add them to the spells they can gain through prayer. These spells are treated as divine spells for purposes of the caster. Such spells may never be faithcast.

A preceptor may take this special ability multiple times, choosing different spells each time the special ability is selected.

Body Control (Su): The preceptor's discipline allows him to enter a state similar to a trance that bestows absolute control over the body's regulatory systems. Once per day, the preceptor can make a DC 25 Concentration skill check in order to activate one of the following abilities:

Gain a bonus to a Fortitude saving throw equal to his preceptor class level. This lasts for a number of rounds equal to the preceptor's character level.

Convert 2d4 times his preceptor class level in damage he currently has from lethal to non-lethal.

**Enigma:** Dwelling within the esoteric and highest of scientific and arcane theories is power extending beyond the realm of wizardry and sorcery. The understanding of these principles first led to the creation of Cyriss-tech. Now the understanding of these fields of knowledge surpasses normal expertise, and the preceptor learns secrets of mechanikal and arcane science that bend the very matter of Caen to the will of the machine.

A preceptor gains the opportunity to select a special ability from among those described below. The character gains an enigma every 2nd level beginning at 2nd level and ending at 10th level.

Astrometry (Su): The preceptor has gained command over the planetary energies of the cosmos and may affect any arcane or divine spell he casts with one of the following effects. The effects are applied at the time of casting and may not be applied to a spell that has already been cast. Astrometry may be used up to three times per day.

A preceptor may take this special ability multiple

times, choosing a different Astrometry effect each time the special ability is selected.

*Laris' Bane:* Ranged and touch attack spells cast by the preceptor have their saving throw DC's increased by +4.

*Calder's Boon:* Healing spells heal an additional +4 points of damage, which do not count toward the pain of healing. Charm spells gain a +4 bonus to their saving throw DC's when cast with Calder's Boon.

*Lucant's Aegis:* Spells reducing damage from fire or cold energy types have their durations and effects doubled.

*Wanderer's Shadow:* A spell cast under the wanderer's shadow succeeds regardless of any arcane spell failure chance, and it gains the benefits of the Silent Spell and Still Spell feats.

*Wurm's Wroth:* A caster using the Wurm's wroth casts ranged and touch attack spells at one level higher than the caster's effective spellcasting level.

Congress of Cyriss (Sp): The Preceptor of Cyriss may use the spell summon servitor (page 88) a number of times per day equal to half his preceptor of Cyriss level. He may control servitors as a cleric of half his preceptor level.

Biometry (Su): The preceptor's knowledge of anatomy and physiology allows him to interface with other living systems in order to regulate body functions, monitor a being's health, and analyze potential problems with a creature's metabolism.

The preceptor of Cyriss may use his body control abilities up to three times per day, and he may use them on anyone he touches as long as he makes a DC 25 Concentration check prior to exerting the power. Alternatively, the preceptor may use this ability to gain a +20 competence bonus on Heal checks without having to make a Concentration skill check.

Cyriss-tech (Ex): Within the vast store of knowledge available to the acolytes of Cyriss are secrets that evade even the preceptors. The knowledge of producing Cyriss-tech is a rare and valuable gift. The preceptor of Cyriss gains the Craft Cyriss-tech feat.



# MECHANIST

Look, the last time you wanted me to send one of my clockworks into a heist, it ended up full of bullet holes and I ended up with a headache bigger than a Gorax's arse. I know you think my clockworks are bloody toys, but do you have any idea what I have to put into building one?

> -Mechanist Jenwell Boyle talking to master thief August Merdinell.

### DESCRIPTION

Mechanists form uncanny bonds with mechanika. While bonded to a servitor, a powerful mechanist can use it as a masterful tool. Able to delve into the very presence of a servitor's physical form, mechanists are valued by those who recognize their considerable talents.

# MECHANISTS IN THE IRON KINGDOMS

Most practicing mechaniks see tinkering and gadgetry as the foundations of apprenticeship in the art of mechanika. Mechanists are mocked for being incapable of seeing beyond the fundamentals of fabrication and construction, and their own creations are discounted as nothing more than mere affirmations of accomplishment made long ago. Most arcane mechaniks scoff at them for wasting their time on clockwork toys, yet once they demonstrate their skills, few can deny the mechanist's ability to control useful servitors and clockwork servants. The mechanist's ability to control his own manufactured clockwork servitors borders on the level of control a warcaster has over his massive 9-ton warjacks. Most earn their respect not by creating but by actually using their servants for various purposes.

### NOTABLE FIGURES

Dame Trazo Omandra, (female Tordoran Exp3/ AMk5/Mec4): Not many are famous for their abilities with what most regard as clockwork toys, yet Dame Trazo Omandra has made it her life's work building creations of mechanikal genius and using them to entertain and thrill. Dame Omandra's Mechanikal Menagerie is one of the most incredible circus acts in western Immoren. Trazo herself directs several apprentices to produce the show, and with an ensemble of trollkin chanters and talented musicians, she provides a surreal and moving performance many have described as the most amazing thing they have ever seen.

### GAME RULE INFORMATION

Hit Die: d6

### Requirements

To qualify to become a mechanist, a character must fulfill the following criteria:

Skills: Craft (mechanika) 8 ranks

Feats: Craft Mechanikal Construct, Craft Cerebral Matrix

Special: Must have a mechanikal familiar.

### Class Skills

The mechanist's class skills (and the key ability for each) are Appraise (Int), Concentration (Con), Craft (mechanika, clockwork), 'Jack Handling (Wis), Knowledge (mechanika), Listen (Wis), Profession (Wis), Search (Wis), Spot (Int).

Skill Points at Each Level: 4 + Int modifier.

TABLE 1-6: THE MECHANIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1	+0	+0	+0	+2	Bond servitor (1), familiar advancement,	+1 level of existing class
2	+1	+0	+0	+3	Skill transference	+1 level of existing class
3	+2	+1	+1	+3	Bond servitor (2)	+1 level of existing class
4	+2	+1	+1	+4	Omnipresence	+1 level of existing class
5	+3	+1	+1	+4	Bond servitor (3)	+1 level of existing class



### **Class Features**

All of the following are features of the mechanist class:

**Weapon and Armor Proficiency:** The mechanist gains no additional weapon or armor proficiencies.

**Spells per Day:** Each level the mechanist gains new spells per day as if he had gained a level in an arcane spellcasting class to which he belonged before entering this prestige class. He does not gain any other benefits of a member of that class except for increased spellcasting level. If the character had more than one arcane spellcasting class before becoming a mechanist, he may choose which class provides his spells per day.

**Bond Servitor (Su):** Mechanists can bond mechanikal servitors as familiars in addition to the mechanikal familiars he has. The mechanist can build or bond another servitor in the same fashion as he would bond or build another mechanikal familiar but without any associated cost for the actual forming of the bond.

The bonded servitor immediately gains the benefits of a mechanikal familiar but at reduced effect. For purposes of determining the benefits each servitor receives, the mechanist's effective level drops by 1 for each bonded servitor the mechanist has. For instance, a 5th level arcane mechanik/5th level mechanist with 3 servitors would have an effective level of 7 for determining the benefits his servitors receive.

Bonded servitors do not impose any negative effect on the mechanist when they are destroyed or dismissed.

A mechanist can have one, two, or three additional servitors bonded to him as indicated by his level.

**Familiar Advancement:** The mechanist's levels are considered caster levels for determining the benefits that mechanikal familiars or servitors receive while bonded to him.

**Skill Transference** (**Su**): As long as the mechanist is able to witness the actions of a bonded servitor, he may attempt to use a skill through the it. For instance, a mechanist might want to attempt a Disable Device check through his servitor at a distance. Such actions always receive a –4 penalty to skill checks, and the servitor must have at least one functioning manipulator

and the right sort of tools for the task when performing skills requiring them.

Bonded servitors may be used to perform the following skill checks with skill transference: Disable Device, Heal, Hide, Move Silently, Open Lock, and Use Rope.

Omnipresence (Su): The mechanist may project his awareness to the location of one of his bonded servitors, allowing him to see and hear everything occurring within a 20-foot area around the servitor. The mechanist can keep omnipresence active for a number of minutes equal to his intelligence bonus + his mechanist level. The servitor must still be within 1 mile of the mechanist. Disconnecting from a servitor or switching from one servitor to another is a full round action and requires a DC 20 Concentration skill check.

While using omnipresence the mechanist will suffer phantom damage if the servitor he is viewing suffers damage. This manifests as non-lethal damage equal to half of the damage the servitor suffers when struck. If a bonded servitor is destroyed while a mechanist is using omnipresence through it, the mechanist must make a DC 25 Will saving throw or suffer the entire amount of damage done to the servitor as non-lethal damage and immediately be knocked unconscious for 1d6 minutes.

# ₩ FEATS →

The following section details new and revised feats used in the Iron Kingdoms campaign setting. The feats from the Iron Kingdoms Character guide pertaining to arcane mechaniks and aspects of the use of arcane mechanika are included here for the sake of completeness. Some of the feats originally printed in the IKCG have been revised to bring them in line with changes that now pervade the rules surrounding arcane mechaniks and their craft. The rules for the feats here supersede the rules in the IKCG.

# CALLOUSED HANDS [GENERAL]

**Prerequisite:** Strength 13, 6 ranks in Craft (mechanika) or Craft (steam engine)

Benefits: A good steamo does not need a wrench

or tool to make basic repairs to a piece of mechstuff. Instead, the character can use his bare hands if he has too, yet even with tough calloused hands, messing with bolts can tear up a man's hands. The mechanik can make repairs without tools by using his bare hands to turn bolts, shake loose parts, and wrestle with sharp gears and components.

After doing so, the steamo must soak his hands in cool water for two hours or suffer a -4 penalty on all skill checks requiring the use of the steamo's hands for the next 24 hours.

Special: The character gains a +2 competency bonus when attempting a feat of strength requiring the use of his hands. This includes attempting to bend bars or break chains with his hands and even combat actions such as grappling, but it does not include contested Strength checks for actions like Bull Rush attempts or breaking down doors.

### (RAFT CEREBRAL MATRIX [ITEM CREATION]

Primitive precursor to the cortex, the cerebral matrix still finds its use in various constructs in the Iron Kingdoms. With current technology, the cerebral matrix makes for a rudimentary substitute for the cortex and often finds use in simple servitors and other mechanikal constructs of medium or small size.

Prerequisite: Craft (mechanika) 6 ranks, Etch Rune Plate

Benefit: Any character with this feat may build a cerebral matrix. A cerebral matrix provides a construct with an intelligence score of 2 and bestows an animal-like intelligence allowing the construct to respond to 'jack handling skill checks. A cerebral matrix takes 1 week to manufacture and costs 10 XP and 250 GP to produce. As an object it has a hardness of 5 and 2 hit points.

# (RAFT CORTEX [ITEM (REATION]

One of the greatest innovations of all time, the cortex is an arcane technology that allows a construct to operate with a rudimentary to advanced intelligence depending on the grade of cortex created and placed within. It imbues the construct with decision-making and discretionary abilities beyond those seen in magically created constructs. This technology has found applications in industry, labor, and warfare, and

its true effects are only now coming into understanding as use of cortex-driven constructs has become more pervasive over the recent years.

Prerequisite: Craft Cerebral Matrix, Craft (mechanika) 13 ranks, Craft (alchemy) 13 ranks, Etch Rune Plate.

Benefit: A character with this feat may attempt to build a cortex of any grade. Constructing a cortex takes 1 week for every 1,000 gp of value. The builder of a cortex must pay 1/25th of its market cost in XP and pay half of its market cost in gp for the materials necessary to build it.

### CRAFT CYRISS-TECH [ITEM CREATION]

The secret sciences of the acolytes of Cyriss are potent mysteries holding tremendous esoteric powers. The creation of Cyriss-tech is an almost unfathomable art except to those who have heard the voice of the Maiden or watched Her cross the skies of Caen with reverence for Her umbral embodiment. To these chosen, the subtle arts of building Cyriss-tech in Her name become rapidly apparent allowing them to create mechanikal devices without peer.

Prerequisite: Craft Wondrous Item, Craft (Clockwork) 6 ranks, Cleric of Cyriss

Benefit: Any character with this feat can create Cyriss-tech or devices that incorporate Cyriss-tech components. To build a piece of Cyriss-tech, an individual must use an amount of raw material equal in value to one half of the component or item's market cost and expend a number of experience points equal to 1/25th of the item's market value.

# CRAFT MECHANIKAL PROSTHETIC [ITEM CREATION]

In battle there are many who have had limbs cruelly severed by an opponent's blade or crushed under the hulking body of a warjack. There is enough demand that mechaniks have devised a type of mechanika to replace a lost limb with a mechanikal equivalent. This feat allows mechaniks to build prosthetic appendages that function as well (or better) as their flesh and blood counterparts.

Prerequisites: Craft (mechanika) 8 ranks, Craft (clockwork) 8 ranks, Craft Wondrous Item.



Benefit: A character with this feat can create a mechanikal appendage (arm or leg). Building a mechanikal appendage takes one day for each 1,000 gp of its market price. To build a mechanikal appendage, the builder must spend 1/25 of the appendage's price in XP and use up raw materials costing half of this price.

**Special:** Only characters with this feat may repair and maintain mechanikal prosthetics.

# CRAFT MECHANIKAL CONSTRUCT [[TEM CREATION]

Steamjacks and warjacks, among other mechanikal creations, are the result of artifice and only artifice. Their bodies are fully mechanikal in nature, functioning on principals of science and engineering proven in the wars against the Orgoth over six hundred years ago. Perfected by hundreds of years of research, the bodies of these constructs are marvels of brass, iron, and copper, built to endure the hardiest impacts and the most rigorous uses.

**Prerequisite:** Craft (mechanika) 8 ranks, Craft Wondrous Item

**Benefit:** A character with this feat can create any mechanikal construct whose prerequisites it meets. Building a mechanikal construct takes one day for each 1,000 gp in its market price. To build a mechanikal construct, the builder must spend 1/25 the mechanikal construct's price in XP and use up raw materials costing half of this price.

A newly created mechanikal construct has average hit points for its Hit Dice.

A character with this feat can repair mechanikal constructs that have taken damage. In one day of work, the character can repair up to 20 points of damage by expending 5 gp per point of damage repaired.

**Special:** Mechanikal constructs are useless without a cortex or cerebral matrix to guide them. Without a cerebral matrix or cortex, a mechanikal construct is nothing more than an expensive assembly of armor plates, hydraulics, and turbines.

### MECHANIKAL CONSTRUCT TRAITS

A MECHANIKAL CONSTRUCT IS AN ANIMATED OBJECT OR ARTIFICIALLY CONSTRUCTED CREATURE THAT RELIES ON A

CEREBRAL MATRIX OR CORTEX TO OPERATE. MECHANIKAL CONSTRUCTS ARE A SUB-TYPE OF CONSTRUCT THAT HAVE CONSTRUCT TRAITS WITH THE FOLLOWING DIFFERENCES.

 MOST MECHANIKAL CONSTRUCTS ARE MINDLESS AND GAIN NO SKILL POINTS OR FEATS.

Traits: A Mechanikal Construct Possesses the following traits (unless otherwise noted in a creature's entry):

- CANNOT HEAL DAMAGE ON ITS OWN, BUT IT CAN BE REPAIRED BY A CLASS SPECIAL ABILITY OR THROUGH THE USE OF THE CRAFT MECHANIKAL CONSTRUCT FEAT.
- NOT SUBJECT TO CRITICAL HITS, NON-LETHAL DAMAGE, ABILITY DAMAGE, ABILITY DRAIN, FATIGUE, EXHAUSTION, OR ENERGY DRAIN UNLESS OTHERWISE SPECIFIED BY ITS SUB-TYPE (OR IF A SPELL IS SPECIFICALLY DESIGNED TO TARGET A MECHANIKAL CONSTRUCT'S ABILITIES).
- Malfunction Damage: When a mechanikal construct suffers 50 points of damage or more from a single attack, there is a chance it will suffer malfunction damage. When this occurs, a system or special ability under the construct's control may malfunction or be lost. Whenever a mechanikal construct suffers malfunction damage in a single attack, roll on the following table to determine the results of that damage.

# Table 1–7: Mechanikal Construct Malfunction Damage.

Roll (2d6)	Result
2	Cortex/Matrix Disabled: The connection to the construct's mechanikal control center has been damaged. The construct can no longer receive focus from a warcaster, nor can it perform 'Jack Handling tasks with a DC higher than 10.
3–5	Knocked Down: The mechanikal construct has been knocked prone.
6–8	Hull Damaged: The damage dealt tears armor and protective plating from the mechanikal construct's outer body. The construct's malfunction damage threshold drops by 10 (for example, from 50 to 40, and on a subsequent hit that deals hull damage, from 40 to 30).
9–10	Arm Destroyed: Roll 1d6 to determine which arm is destroyed. On a 1-3 the left arm is destroyed, and on a 4-6 the right arm is destroyed. Any systems or special abilities tied to the use of the destroyed arm are lost. Any weapons held by the arm are dropped.



11	Movement System Damage: The movement of the mechanikal construct is reduced to 5 ft (1 square), and it may no longer run or make double moves. The mechanikal construct suffers a –6 penalty to armor class.
12	Cortex/Matrix Destroyed: The central command system of the construct is destroyed, and the mechanikal creation ceases to function.

### CRAFT STEAM ARMOR [ITEM CREATION]

Building a reliable and sturdy suit of steam armor is a technical undertaking relying on the mastery of the mechanikal sciences combined with good old armorer's expertise. The resulting combination is a powerhouse of technology at the fingertips of the well trained and well armed.

A character with this feat can repair steam armor that has taken damage. In one day of work, the character can repair up to 20 points of damage by expending 5 gp per point of damage repaired.

**Prerequisites:** Craft (mechanika) 6 ranks, Craft (armorsmithing) 6 ranks.

**Benefit:** A character with this feat can create a suit of steam armor. Building steam armor takes one day for each 1,000 gp of its market price. The builder must spend 1/25 of the armor's price in XP and use up raw materials costing half of this price.

## ETCH RUNE PLATE [ITEM (REATION]

Vital components of all mechanikal devices, rune plates are crafted in a complex procedure involving the etching of scroll glyphs, alchemical treatments, and a series of washes of specific magically treated solutions that lock arcane glyph patterns into a plate of specially treated brass, copper, or alchemical aurum.

The result of this process is a rune plate, and several mechanikal components cannot be created without the use of this feat.

**Prerequisite:** Scribe Scroll, Craft (alchemy) 4 ranks

**Benefit:** A character with this feat can create mechanikal rune plates using spells from scrolls or spells the character knows. The base price of a rune

plate is the spell level x the caster level x 275 gp. Etching a standard rune plate of the sort used in mechanikal wands or arcantrik convergence engines takes one day for each 1,000 gp in its market price (minimum 1 day). The character must pay 1/25th of the rune plate's market cost.

For example, the Thurian wizard Jodediah Strom wants to etch a *magic missile* rune plate for a mechanikal wand he is creating. He decides he wants the wand to operate at the 5th level caster level. Being a 7th level wizard, this is no problem. The spell *magic missile* is a 1st level spell. Jodediah creates it at 5th level, and the price is equal to 1 (spell level) x 5 (caster level) x 275 for a total of 1,375 gp. The market price of the rune plate is double its base price for creation, for a total of 2,750 gp. Jodediah must also pay 1/25th of the market price in XP, for a total of 110 XP.

### EXOTIC ARMOR PROFICIENCY (STEAM ARMOR)

The character has learned how to pilot a suit of steam armor into combat. This includes the basics of operation and moving in the armor.

**Prerequisite:** Craft (mechanika) 4 ranks, Armor Proficiency (Heavy)

**Benefit:** Having learned how to function in bulky plate, manage controls, and work the operations of a sturdy suit of steam-powered armor, the character may now move about and operate a suit of steam armor gaining the benefits of the armor and its abilities.

# MECHANIKAL APTITUDE [GENERAL]

The character has a knack for working with mechanika.

**Benefit:** The character gains a +2 bonus on all Craft (mechanika) and 'Jack Handling checks.

# MECHANIKAL SECRETS [SOCIETY]

The character has become such a skilled mechanik that he can build a construct more quickly and efficiently than others.

**Prerequisite:** Craft (mechanika) 12 ranks, Knowledge (mechanika) 8 ranks, Craft Mechanikal Construct, Union Steamo.

**Benefit:** Due to his extensive research and experience with building mechanikal constructs,



the character can reduce the base cost to create any mechanikal construct by 20%. This also reduces the amount of experience points expended when creating the construct.

**Special:** The effects of this feat stack with an arcane mechanik's fabrications score.

### MECHANIKAL SPECIALTY [GENERAL]

The character has specialized in manufacturing a specific type of arcane mechanikal item.

**Prerequisite:** Craft (mechanika) 8 ranks, Knowledge (mechanika) 8 ranks, Craft Wondrous Item.

**Benefit:** The character gains a +3 bonus to all skill checks related to crafting or repairing a certain type of mechanika. The mechanika types that can be chosen for this feat include: accumulators, arcantrik convergence engines, armor, rods, staves, wands, steamjacks, and weapons.

**Special:** This feat may be taken multiple times. Each time the character must choose a different type of item as a specialization.

**Note:** An arcane mechanik may select Mechanikal Specialty as one of his arcane mechanik bonus feats.

# CALCK LIX [ZOCIEIA]

Things break down, for certain, but sometimes a mechanik just does not have the time to do a thorough repair. In order to get something up and running due to the demands of pressure and time, a canny steamo can get things to work quickly.

**Prerequisites:** Craft (mechanika) 6 ranks, Union Steamo

**Benefits:** The character can take 10 as a standard action to repair any broken mechanika. However, the repair is temporary at best and lasts for a number of minutes equal to the mechanik's Intelligence modifier + the number of his ranks in Craft (mechanika). Repairs made with Quick Fix cannot be repaired with consequent uses of the feat and require a full repair job with a +5 DC modifier.

# Rugged Mechanika [General]

The character knows how to build mechanikal constructs that are sturdier and far more durable.

This increases the amount of damage a mechanikal construct built by the character is able to withstand.

Prerequisite: Mechanikal Secrets feat

**Benefit:** Any construct built by the character gains an additional 2 hit points per hit die and a +2 bonus to its armor class.

### INION ZTERMO [ZOCIETY]

Through dedication and talent, the character has proven to warrant membership in a fellowship of craftsmen dedicated to protecting and fostering the wellbeing of its members. As a member of the Steam and Ironworkers Union, the character will never want for hard work or good pay.

**Prerequisite:** Craft (mechanika) 4 ranks, Skill Focus [Craft (mechanika)].

**Benefits:** A member of the Steam and Iron Workers Union gains the following benefits.

The character may register with any Steam and Iron Workers local in order to find work in a city or town. During that time, the character can petition for a billet consisting of a small cot and three meals a day to keep him fed. Billeted members often have to perform tasks or jobs for the union while they stay in union billets.

The character gains a 25% discount on the purchase of mechanikal components and mechanika from union certified shops.

If a union member is not paid for a contracted job or is refused pay by a client, he may petition the union to arbitrate matters of payment. If the payment exceeds 5,000 gp, the Union may send in a special negotiator to arbitrate collections. Such collections require a 10% commission to be paid to the union arbitrator.

Each union member has a vote in the five-year director elections as well as the yearly board member elections.

**Obligations:** Union members are obligated to represent their work in a professional and courteous manner as well as perform any job to the best of their ability. Legitimate complaints usually result in censure of members by penalty of dues and demand of reparations. Neglect of union duties can lead to a revocation of membership and a permanent blacklisting of offending union members.



# **₩ FOUIPMENT**

# STEAM ARMOR

Steam-powered armor has existed in one form or another for centuries. In terms of impact on military design, the fundamental mechanics of steam-powered armor parallel the development of warcaster armor. When the first mass-produced suit of steam armor strode out of Jachemir Venianminov's foundry in Khorsk, it was simply an affirmation of the usefulness and durabilityof such devices. Though the Khadoran Empire's distinct shortage of cortex technology demands that steampowered armored infantry replace the role of the light warjack, other nations in western Immoren do not suffer such a shortage of technological resources. This does not, however, discourage them from seeing the obvious uses of armored shells guided by the hands of men. Unlike the elite training required by a warcaster and the demands of a warjack battlegroup, steampowered warriors require less investment of resources with effectively the same type of return.

Steam-powered armor has found prevalent use in mercenary companies or militia not readily able to afford the use of warjacks, for the armor has a reputation for being able to dole out and receive punishment on almost the same scale as a light warjack. The Man-O-War-the most commonly known type of steam-powered armor—is a prime example of a massproduced version. Built on sturdy Khadoran mechanikal design, the Man-O-War is often the suit of steam armor that inspires those building a customized suit.

Mechaniks cobble most suits of steam armor together. Some are retrofit models using salvaged parts and customized armor, and others are unique and built entirely from scratch with signature styles. The individuality and built-in idiosyncrasies of such armor often require the builder to be the one to operate it though Man-O-War armor is built with a standard series of controls an elite solider can be trained to use.

Most steam-powered armors stand from 6 to ten feet in height. Uniformly the design calls for a steambased power plant—the boiler—to be mounted on the rear of the armor. Its external positioning keeps the heat of the boiler away from the operator inside and prevents the boiler from steaming him alive. Most suits are bulky, heavily armored, and have any number of mechanikal attachments.

The operator's space, aptly called the coffin, is a heavily insulated and armored cavity in the chest of the armor. The operator sits in the coffin, and his arms and legs extend into the arms and legs of the suit. In the arms of the armor are grasp manipulators and various controls that fit in and around the operator's hands. The coffin only partially covers the operator. A hinged armored cowling, much like the visor on a knight's helm, typically covers the operator's head. This cowling is often folded up for ventilation and to let fresh air into the armor's interior. In battle, the cowling folds down to foil the efforts of snipers or protect against the odd stray shard of shrapnel.

# BUILDING STEAM ARMOR

The following section details the creation and customization of steam-powered armor. The conventions of designing such armor give them common attributes while allowing for a broad variation in appearance and construction. The customization of steam armor is also covered in the enhancements section which details the types of rigs and various weaponry and mechanika that can be attached to a suit of steam armor to ensure its survival on the battlefield and give it a unique variety of roles it can fulfill for adventurers.

#### **Light Steam Armor Combat Statistics**

The following are the combat statistics of light steam armor:

TABLE 1-8: BASIC STEAM ARMOR

Туре	Hit Points	Base Speed	Height	Weight	Space	Reach	Build DC <sup>1</sup>	Base Cost <sup>2</sup>
Light	50	20 ft.	6-7 ft.	300–500 lbs.	5 ft.	5 ft.	20	8,000 gp
Heavy	100	20 ft.	8-10 ft.	400-600 lbs.	10 ft.	10 ft.	25	12,000 gp

<sup>1</sup>The build DC is the Craft (Mechanika) DC to build the armor. <sup>2</sup> Base Cost is the base gp expenditure required to manufacture a suit of steam armor.



- A suit of light steam armor has a Strength score of 20.
- A suit of light steam armor has an AC of 18 (+8 armor bonus).
- The operator has a maximum Dexterity bonus of 0 while wearing the armor.
- The operator of the armor takes a –4 armor check penalty while wearing the steam armor.
- The armor's effective reach is 5 feet, and its base speed is 20 feet.
- Unarmed light steam armor has a single slam attack that deals 1d6 points of damage (plus the armor's Strength modifier).

### **Heavy Steam Armor Combat Statistics**

The following are the combat statistics of heavy steam armor:

- A suit of heavy steam armor has a Strength score of 25.
- A suit of heavy steam armor has an AC of 17 (-1 size, +8 armor bonus)
- The operator suffers a -1 size penalty on melee attack rolls while wearing the armor and is treated as a large creature for purposes of strength.
- The operator has a maximum Dexterity bonus of 0 while wearing the armor.
- The operator of the armor takes a –6 armor check penalty while wearing the steam armor.
- The armor's effective reach is 10 feet, and its base speed is 20 feet.
- Unarmed heavy steam armor has a single slam attack that deals 1d8 points of damage (plus the armor's Strength modifier).

### **Steam Armor Properties**

**Damage Reduction:** All steam armors have a damage reduction of 5/Serricsteel. This represents the superstructure of the steam frame and the internal chassis upon which the bulk of the armor is built.

**Hit Points:** Any damage dealt to the character is subtracted from the armor's hit points first. When steam armor has been reduced to 0 hit points, it ceases

to operate or provide protection to the wearer, and all systems shut down.

**Equipment:** The armor is essentially a highly complicated piece of equipment. The operator makes all saving throws against effects directed against the steam armor since such effects are aimed at him.

**Arcane Interference:** It is impossible to cast spells with a somatic component while wearing steam armor.

**Maneuverability:** The bulk and weight of the armor is prohibitive to swift movement. Steam armor may make double moves, but it may never run.

### **Other Features**

The following are other features of steam-powered armor:

Power Plant: The fuel load of light steam armor is 10 pounds of coal and 5 gallons of water, which allows for roughly five hours of general labor or one hour of combat time. Heavy armor requires 20 pounds of coal and 8 gallons of water. Operating at full steam implies the armor is running its boiler under combat conditions—one minute at full steam is equal to five minutes at normal power. The power plant shares the same weaknesses as a steamjack (see page 112) when it comes to exposure to water.

**Equipment Slots:** Heavy Steam armor has one equipment slot available. The slot can be located on the right or left shoulder, on the back, or inside the torso. Note that room for an operator has already been set aside, and any additional equipment slots are in addition to the space taken up by the operator and the steam plant.

Light steam armor cannot normally have equipment slots (ironheads can modify their light steam armor).

Shoulder slots are mounted to the frame just behind the shoulders usually to the reinforced frame securing the steam boiler.

Additional equipment slots can be added to the armor during construction, but for each equipment slot added, reduce the amount of hit points provided by the armor by 10. A suit of steam-powered armor can have a maximum of 4 equipment slots—one in the torso (internal), on the back, and one on either shoulder.



**Build DC:** This is the DC for the Craft (mechanika) check required to build a suit of armor. Building a suit of steam armor costs the base cost of the suit and takes 1 week for every 1000 gp of the steam armor's market price. The mechanik building the armor must also have the Craft Steam Armor feat.

Base Cost: This is the base cost in gold pieces for the materials necessary to build the actual armor. Should a suit of steam armor make it to market, it will earn double the base cost in gold pieces.

Power: All suits of steam armor run off a steam boiler mounted on the back of the armor itself. The boiler might have any number of origins, but the required output of pressure and power usually calls for a boiler adapted either from an industrial forge or from a salvaged steamjack. The boiler is always included in the base cost and Build DC of the steam armor.

### STEAM ARMOR: GETTING IN

Getting in and out of the armor is a complicated process. Getting into the armor takes a full half hour with assistance. First, the operator has to get into the coffin and secure himself with a webbing of belts and straps. Then the armor plating around the coffin is folded in and a bodger locks the armored plates in place.

Getting out of the armor is simpler. Lock releases can be triggered as a free action, and the armor opens automatically. Extricating oneself from the coffin takes a full round action however since the operator of the armor is usually strapped in securely. These systems are purely mechanical and do not require the steam boiler to be functioning.

The steam boiler takes fifteen minutes to warm up and get enough pressure into the pneumatics for the



An operator can move the armor around even if the armor plates are not secured. This reduces the armor's AC to 14.

Wearing a suit of steam-powered armor requires specific training, and an armor operator must have Exotic Armor Proficiency (Steam Armor) to be able to wear and function in a suit. The bulk of the armor prevents the use of skills such as Escape Artist and Tumble though the wearer may use Balance, Climb, Hide, and Jump with an armor penalty. The armor is an extension of the operator. Any spells or effects that target the armor target the operator.

# STEAM ARMOR: CRITICAL HITS

A solid critical hit can still rock a massive suit of steam-powered armor. Whenever steam armor is struck in combat and a critical hit is confirmed, roll on the following table. Medium sized or smaller melee weapons receive a penalty to critical rolls according to their size. Medium melee weapons suffer a –6 penalty to critical result rolls when confirming a critical on steam armor, and a small melee weapon receives a –12 penalty to critical result rolls (minimum result 1). Tiny weapons may only gain a critical result of 1.

Table 1-9: Steam Armor Critical Hits

D20	Roll Effect(s)
1–3	Normal damage, operator dazed
4–7	Normal critical hit, operator dazed
8–9	Normal critical hit, steam armor knocked back
10	Severe critical hit, operator dazed, steam armor prone
11	Severe critical hit, steam armor prone
12	Operator hit (normal damage)
13-14	Normal damage, equipment damaged
15–16	Normal damage, equipment destroyed
17–18	Normal critical hit, slot damaged
19-20	Normal critical hit, slot destroyed

**Normal Damage:** The attack deals normal damage (do not apply critical hit multipliers).

**Operator Dazed:** The operator must succeed on a DC 15 Fortitude save or be dazed for one round.

**Normal Critical Hit:** Roll critical hit damage normally.

**Steam Armor Knocked back:** The steam armor automatically drops what it is holding and is knocked back 1d4x5 feet. It can take no attack or move actions for one round.

**Steam Armor Prone:** The force of the attack knocks the steam armor prone. The operator takes 1d6 points of bludgeoning damage as he is knocked about the coffin. Prone steam armor suffers a -4 penalty on melee attack rolls. The steam armor gains a +4 bonus to AC against ranged attacks but takes a -4 penalty to AC against melee attacks.

Standing up from prone is a move action that provokes attacks of opportunity.

**Severe Critical Hit:** Roll critical hit damage using a x5 multiplier instead of the weapon's normal multiplier.

**Operator Hit:** The attack bypasses the suit's armor and hardness. Apply normal damage to the operator ignoring the armor's bonus hit points.

**Equipment Damaged:** A piece of equipment (attacker's choice) is damaged and ceases to function until repaired. It can be a weapon (handheld or integrated), shield, or rig. Repairing a damaged system requires one hour of work and a successful Craft (mechanika) check (DC 20).

**Equipment Destroyed:** One piece of equipment (attacker's choice) is destroyed and ceases to function. It can be a weapon (handheld or integrated), shield, or rig. A destroyed system cannot be repaired, only replaced.

**Slot Damaged:** One of the steam armor's equipment slots (attacker's choice) is damaged. Any piece of equipment wholly or partially installed in that slot will not function until the slot is repaired. Repairing a damaged equipment slot requires one hour of work and a successful Repair check (DC 25).

**Slot Destroyed:** One of the steam armor's equipment slots (attacker's choice) is destroyed along with any piece of equipment wholly or partially installed in it. Rebuilding a destroyed equipment slot requires

### STEAM ARMOR ENHANCEMENTS & EQUIPMENT

Almost everything built for steam armor is custom made, from the handheld customized heavy firearms they wield to the cleavers and swords they swing. The following are a few examples of the types of equipment and enhancements that can be installed in steam armor.

Note that these have an approximate market price although it is often easier for the steam armor's mechanik to fabricate and install enhancements and equipment. Sometimes the rigs can be bought from a mechanik or fellow ironhead seeking to make a profit.

Installing a piece of equipment on a suit of steam armor—be it a weapon or some other enhancement—requires a DC 20 Craft (mechanika) check and access to a mechanika foundry. The check is made after investing three hours of time. If the weapon or system occupies more than one equipment slot on the steam armor, multiply the installation time by the number of slots it takes up. An integrated weapon or system can be removed in half the time with a successful DC 20 Craft (mechanika) check.

### WEAPONS

Heavy steam armor can be equipped with any handheld weapon that can be used by a large sized creature. Integrated weaponry—weaponry directly attached to the steam armor—is treated the same as a mounted warjack weapon (see page 118). However, in this case the weapons can be mounted only on the shoulder equipment slots of heavy steam armor using a weapon mount.

A person in a suit of steam armor may use firearms but may not use ranged projectile weapons such as bows or thrown weapons such as spears or throwing knives. The flexibility of the armor and the manual dexterity of the armored gauntlets are prohibitive to the use of such weapons.

### ARMOR AND SHIELDS

The armored plates attached to steam armor are usually enough to protect the operator inside sufficiently, but there is something to be said for added protection.

### Armor

Armor enhancements offer an equipment bonus to the AC of the steam armor that stacks with the regular equipment armor bonus. Armor enhancements also tend to weigh a lot, and they reduce the steam armor's base speed and load capacity while increasing its weight.

For each +2 added to the base equipment bonus of the armor, reduce the base speed of the steam armor by 5 feet, and increase its operator's armor penalty by one. For every +1 of armor bonus added, the steam armor's weight increases by 10%. For example, adding +2 to the armor bonus of the armor (for a total of a +10 armor bonus to AC) would increase the weight of the armor by 10%, reduce its base speed to 25 feet, and increase the operator's armor check penalty to -6.

Installing armor requires a DC 20 Craft (mechanika) check. It takes one day to install for each point of armor bonus granted by the armor.

TABLE 1-10: STEAM ARMOR ENHANCEMENT

Armor Bonus	Speed	Weight Increase <sup>1</sup>	Armor Penalty	Cost
+1	30	5%	<b>-</b> 5	$250~\mathrm{gp}$
+2	25	+10%	-6	$500 \mathrm{~gp}$
+3	25	+15%	-6	$1000~\mathrm{gp}$
+4	15	+20%	-7	$2000 \mathrm{gp}$
+5	15	+25%	-7	$4000 \mathrm{gp}$

<sup>1</sup> Increase the weight of the Steam armor chassis by this percentage of its base weight.

### **Shields**

Shields are much more common than armor enhancements. The use of a shield requires a free hand or arm system to hold the shield. Shields provide a shield bonus to the steam armor's AC. Shields also make good improvised melee weapons, and some have additional uses in order to make them more effective as both a defensive and offensive measure in close combat. For example, Man-O-War shields have a special short ranged cannon placed within them. A large sized shield used by the steam armor provides a normal shield bonus to its AC and may be used for bash attacks.



Steam armor can draw power from many different types of steam engines. Having a larger steam engine not only grants more power and mobility, but the larger volume of steam vented through the armors pneumatic pistons and power conduits also give it more power for lifting and striking. Many ironheads or steam-armored mercenaries have armors with custom built power plants to increase the speed and mobility of the armor.

TABLE 1–11: POWER PLANT ENHANCEMENTS

Туре	Strength Bonus	Speed Increase	Weight Increase <sup>1</sup>	Cost
Normal	_	_	_	$750~\mathrm{gp}$
Performance	+1	+5 feet	+10%	$1500~\mathrm{gp}$
Oversized	+2	+5 feet	+15%	$2250~\mathrm{gp}$
Superheavy	+3	+10 feet	+20%	$3500~\mathrm{gp}$

<sup>&</sup>lt;sup>1</sup> Increase the weight of the Steam armor chassis by this percentage of its base weight.

### RIGS

A rig is an external or internal mechanikal system mounted or installed on steam armor. Some are designed to provide defensive measures for the operator or serve the purpose of utility. Rigs can be mounted on the back, on the shoulders, or in the torso. If a rig must be mounted in a specific location it is noted in the description.

Each enhancement or piece of equipment includes the following information in addition to the description of the item:

**Equipment Slots:** The number of equipment slots needed to install the equipment. Some pieces of equipment are limited to specific body slots.

**Activation:** Rigs usually require a DC 10 Craft (mechanika) check to use or activate; some systems are more difficult to use or activate and have a higher DC for activation. Systems without an activation DC do not require any special use of the Craft (mechanika) skill to use.

**Installation DC:** The DC for the Craft (mechanika) check to build the equipment

Base Cost: The cost of materials to build the item

### **Amphibian Adaptation**

The largest weakness of the steam armor is that the boiler is still susceptible to the problems of most steam boilers—it must be in open air to operate properly. If the steam armor is submerged, not only will it sink like a load of iron ingots, but the operator will also have to abandon the armor to keep from drowning.

An amphibian adaptation rig allows the steam armor to maintain positive, negative, or neutral buoyancy in deep water allowing it to sink, float, or rest at a depth controlled by the steam armor's operator (up to 50 feet below the surface). A system of tanks provides enough breathable air for 20 minutes and sufficient air for the steam engine for 20 minutes of complete submersion. A waterproof sealskin membrane and hard waxen gaskets renders the entire suit airtight. The amphibian adaptation can also be used to seal the armor against gas-based effects.

The helm contains a thick armored glass portal through which the wearer can observe his underwater surroundings.

Activating the system and controlling the buoyancy of the armor is a DC 20 Craft (mechanika) skill check. If the skill check fails, the boiler is quenched and the suit simply floats using the buoyancy of the breathing tanks. Steam armors cannot swim, but they can move along at a rate of 10 feet per round in water using vented steam from the boiler.

**Equipment Slots:** 2 (torso and back) **Activation:** 20 **Installation DC:** 25

Base Cost: 2000 gp.

### Cargo Rig

The cargo rig amounts to a giant armored locker on the back of the steam armor. It has room to store up to 200 pounds of tightly-packed gear and external webbing capable of holding another 100 pounds. The webbing can be installed on the back by itself for one tenth the normal market cost of the rig and does not take up an equipment slot although it does prevent the use of any systems that open through the back (like a servitor bay for example).

**Equipment Slots:** 1 (back) **Activation:** — **Installation DC:** 10 **Base Cost:** 500 gp.



Table 1–12: Steam Armor Rigs

Rig	<b>Equipment Slots</b>	Activation	Installation DC	Base Cost
Amphibian Adaptation	2	20	25	2,000 gp
Cargo Rig	1	_	10	$500 \mathrm{~gp}$
Cloud Venting	1	15	15	800 gp
Internal Starter	1	10	15	$750~\mathrm{gp}$
Salvage Rig	1	Special	20	1,500 gp
Servitor Bay	1	Special	15	2,000 gp
(Extended)	+1	_	_	1,500 gp
Warcasting Crucible	1	10	20	5,000 gp
Weapon Mount	1	_	10	$800~\mathrm{gp}$

### **Cloud Venting**

Originally a method of shedding heat and steam, cloud venting has become a temporary defensive measure often used to avoid the keen eyes of snipers, trenchers, or wizards. Cloud venting produces a billowing cloud of steam that surrounds the steam armor and obscures it from view.

The vents are typically mounted on the back or sides of the main body, and when used they release a cloud of hot steam that functions exactly like the spell obscuring mist lasting for five rounds. The cloud chambers require some time to recharge, so this ability may only be used once every ten rounds while the boiler is operating at full steam.

**Equipment Slots:** 1 **Activation:** 15 **Installation DC: 20** Base Cost: 800 gp

#### **Internal Starter**

Some ironheads do not like to rely on bodgers or mechaniks to get things started. An internal starter automates the boiler starter and allows the operator of the armor to start the steam boiler from in side the armor with a DC 15 Craft (mechanika) skill check.

**Equipment Slots:** 1 (torso) Activation: 10

**Installation DC: 15** Base Cost: 750 gp.

### Salvage Rig

The salvage rig amounts to an extra arm for the armor. The salvage rig is a towing arm with a powerful

pneumatic cargo claw connected to a shouldermounted crane assembly. To top off its usefulness, the cargo claw is actually on the end of a high-powered winch that uses the mass of the armor as an anchor.

The salvage rig has an effective strength of 25. Using the salvage rig allows the armor to lift up to its maximum load (1600 lbs), and using the salvage rig and winch the armor can drag 6400 lbs-easily the weight of a light laborjack.

The salvage arm can be used to make grapple attacks against medium sized or larger creatures, but it suffers a -8 penalty to doing so. The winch claw deals 1d8+7 points of lethal damage per turn on a successful grapple. This provokes an attack of opportunity.

**Equipment Slots:** 1 (shoulder)

Activation: Move action or equivalent.

**Installation DC: 20** Base Cost: 1500 gp.

### **Servitor Bay**

The servitor bay is a rig with an armored hatch and rack-based delivery assembly that opens from the rear of the armor to drop servitors onto the battlefield. The servitor bay can hold one small-sized or four tinysized servitors. An auxiliary storage bay can be added to supply further servitors. This occupies the torso equipment space and holds four tiny-sized servitors or a single small sized servitor. The servitor bay can drop one small servitor or two tiny servitors a round as a move equivalent action.

**Equipment Slots:** 1 (back) /+1 (torso) Activation: Move action or equivalent



Base Cost: 2000 gp /3500 gp with increased storage

### **Warcasting Crucible**

The warcasting crucible is a unified warcasting array hooked to the engine powering the armor that converts it into a massive suit of warcaster armor. Each of these customized units is priceless in terms of mechanikal design. The base cost of this unit is for the correct mechanikal parts to emanate a power field and mount an arcane turbine and other components required for warcaster armor. It does not include the costs of the arcane turbine, arcane focus chamber, and power field generator, which all must be purchased or built separately.

The warcasting crucible allows the steam armor to emenate a power field and provides a warcaster wearing the steam armor with all the benefits of wearing warcaster armor with the exception of mechanikal assistance systems. The arcane turbine is tied into the main boiler for the armor and can operate normally off the steam armor's own boiler.

The warcasting crucible does not function until the operator activates it, and it will not function until the armor's boiler is burning at full steam.

Equipment Slots: 1 (Torso)

Activation: 10 Installation DC: 20 Base Cost: 5,000 gp.

### Weapon Mount

A weapon mount is a heavily reinforced bracketing that allows a ranged weapon to be mounted on one of the shoulders of the steam armor. Firing controls are attached to the mounting and run to a gauntlet in the armor. The weapon mount can hold a single ranged weapon that normally can be mounted on a light or heavy warjack. The weapon can only be fired at enemies in front of the steam armor.

Attacks made from a weapon mount use the normal modifiers of the steam armor's operator.

**Equipment Slots:** 1 (shoulder)

Activation: — Installation DC: 10 Base Cost: 800 gp.

# MECHANIKAL LIMBS

Though the brutish necrotechs of Cryx have been melding undead flesh with mechanika for centuries, living flesh is not so keen to accept the harsh touch of cog and chassis. The use of prosthetics to aid the amputee or wounded soldier has existed in one form or another for over three hundred years, but the replacement of flesh with metal first found common utility among the ranks of the Khadoran army. Veterans of Khador bearing mechanikal replacements for shorn limbs are ever increasing sights. In the Motherland—a nation within which carnage is as much a currency as gold or power—a soldier is a valued commodity. Anything that keeps a skilled warrior in the fight is a boon to the cause of prosperity and dominance over the weaker kingdoms of western Immoren.

Despite Cygnar's advanced levels of mechanikal and arcane science, such use of mechanika is reserved only for the most precious and vital operatives of the Cygnaran Crown or those whom have served to the fullest of their capabilities and sacrificed much in the name of Cygnaran independence. Their own prosthesis is laden with improvements—from cerebral relays to reflex enhancements—and enhancements to augment potential problems with arcane spellcasting.

The church of Morrow tolerates the technology and sees it as a method by which suffering is eased, and the quality of an individual's life can be increased. Menites are not so kind to the arts of progress and the improvements they bring for the crippled. The destruction of a limb is a sign of displeasure on behalf of Menoth, and wearing a mechanikal contrivance to overcome the trials he has put forth is a blasphemous act in the eyes of the faithful. Amidst the cults of the Devourer Wurm such a thing is unheard of while the cult of Cyriss not only encourages the replacement of useless limbs with mechanikal ones, but the masterful craft of such things is seen as an advancement of Her work. Worshippers of Dhunia usually do not perceive such devices as the will of the goddess.

The average prosthetic is a crude array of mechanika and pneumatics powered through accumulators. Such devices require constant upkeep in order to maintain proper working order, and although they are durable, they generally do not stand up to abuse well. The devices range from rudimentary mechanikal armatures to intricate and nearly perfect replicas crafted by mechaniks of unparalleled skill. More commonly seen in the fields of war are military models-sturdy and functional replacements built for durability and utility.

Mechanikal prostheses can replace any limb although seldom do the augmentations function as well as the actual appendages provided at birth. Even then, no mere infantryman or ill-fated trooper is girded with the brass and steel comfort of a replacement for a lost arm or leg. It requires much more than simple training and will to use these devices.

Mechanikal limbs are innately complex in their operation. Although even the most basic of replacements is capable of carrying a cup or scribe's pen, they are not well suited for use requiring agility or power. Depending on its mechanikal construction, each type of limb places demands upon its master that require constant maintenance, training, and in some cases arcane talent.

#### FOUR ARMED IS FOREWARNED

A CHARACTER ACTUALLY DOES NOT NEED TO HAVE A SEVERED ARM IN ORDER TO USE A MECHANIKAL ARM, SOME MECHANIKS AND BODGERS HAVE RIGS THAT USE A COUPLE OF MECHANIKAL ARMS FOR GRAPPLING WITH PARTS, HOLDING TOOLS, OR MAKING RAPID REPAIRS. THOUGH THE RULES FOR USING SUCH ARMS STILL FOLLOW THE RULES FOR MECHANIKAL PROSTHETICS BELOW, BE FOREWARNED A MECHANIK IN A LONG COAT MIGHT BE HIDING MORE THAN A QUAD-IRON AND A COUPLE OF ACCUMULATORS.

USE OF AN ADDITIONAL MECHANIKAL ARM CAN GRANT A CHARACTER AN ADDITIONAL ACTION OR ATTACK BUT REQUIRES THE CHARACTER MAKE CONCENTRATION CHECKS IN ORDER TO USE THE ADDITIONAL LIMB.

#### MAGICAL ENHANCEMENTS

A MECHANIKAL ARM IS A MASTERWORK WEAPON FOR THE PURPOSES OF ADDING ARCANE WEAPON ABILITIES. THAT IS TO SAY, A MECHANIKAL ARM CAN ALSO HAVE WEAPON BONUS ENHANCEMENTS AND ABILITIES ADDED TO IT THROUGH PURELY MAGICAL MEANS. THE UNARMED ATTACKS WITH THE MECHANIKAL ARM THEN GAIN THE BENEFITS OF THE WEAPON PROPERTY.

A CHARACTER ENCHANTING A MECHANIKAL ARM MUST PAY THE NORMAL COSTS FOR ENHANCING IT BASED ON THE TOTAL BONUS APPLIED TO THE ARM, MECHANIKAL ARMS MUST BE ENCHANTED AS MAGICAL ITEMS, AND APPLYING A SPECIAL WEAPON PROPERTY TO A MECHANIKAL ARM REQUIRES THAT IT ALSO HAVE A WEAPON ENHANCEMENT BONUS ENCHANTING A MECHANIKAL ARM IN THIS FASHION REQUIRES BOTH CRAFT MAGIC ARMS AND ARMOR AND THE CRAFT MECHANIKAL PROSTHESIS FEATS.

### MAN AND MECHANIKA

Normally only living creatures can have a mechanikal limb or replacement attached to their bodies. Necrotechs can fuse mechanika with undead flesh, but that is a topic for another tome. Each mechanikal limb has a rating determined by the number of abilities and special devices placed within it. Mechanikal devices, cerebral relays, and any number of gubbins and mechstuff crammed into an arm add to this rating.

With races that regenerate (such as trollkin) and magic readily available that can replace a ruined limb with a fully functioning biological one, losing a limb is fairly difficult to do. Still, the loss of a limb can be the result of massive damage, specific attacks, or infections and diseases that might cause degeneration of the extremities. A lot of this is up to the GM to decide. Most folks in the Iron Kingdoms are not going to go out and lop off arms and legs for an inferior mechanikal replacement. Those who do pursue such surgical compulsions often end up in Cryx serving as a necrotech or as a necrotech's experimental subject.

### Mechanika Rating

A mechanikal limb starts with a base mechanikal rating of 1. Each enhancement added to it increases that rating by 1. As the rating increases, concentration checks made to use the limb become more and more difficult. Treat the mechanikal rating of a mechanikal arm as a DC modifier for Concentration checks required to perform actions with the arm in combat.

Ability enhancements only count once regardless of the bonus amount. For instance, an enhancement boosting the Strength of an arm by +2 still only counts as a single enhancement for the purposes of determining mechanikal ratings.

Alimb may have enhancements built into it at the time of its creation or added later on. Adding enhancements after a limb is built requires a DC 20 Craft (mechanika) check, and the limb is rendered inoperative until the improvements have been successfully added or the improvements have been abandoned and the limb has undergone normal repairs.

### **Construction & Maintenance**

Constructing a mechanikal limb requires the Craft Mechanikal Prosthesis feat. Characters without this feat cannot repair, maintain, or build mechanikal limbs.



Improperly maintained mechanikal limbs begin to fail and lose a point of Strength and Dexterity at the end of every week they are not maintained. Returning such a limb to working order requires a DC 20 Craft (mechanika) skill check with a +2 modifier to the DC for each week the character has missed maintaining the limb (to a maximum of +10). This restores the limb to its ability scores before it began to fail.

#### **Attachment and Removal**

The wearer of a mechanikal limb fastens the appendage to his body with a rig of straps and harnesses. Prosthetics are rarely surgically melded with flesh; it is just not done in civilized places. Such vulgar acts are best left to the necrotechs of Cryx or the mechanikal violations of the Cephalyx. Still, a skilled acolyte of Cyriss or physician with extensive mechanikal and chirurgical knowledge might consider performing such an operation if the outcome were assuredly positive.

Putting on or taking off a mechanikal limb requires five minutes although an assistant's aid in putting on the prosthetic reduces the time to two minutes. A limb without a charged accumulator is dead weight and cannot function without power. The limb may be posed in such a fashion as to mimic the use of a limb, but it cannot be used to perform any actions.

# THE 60,000 CROWN MAN—MECHANIKAL BITS AND YOU

BEFORE YOUR KHADORAN MECHANIKS AND CYGNARAN STEAMO'S START LOPPING OFF LIMBS WILLY-NILLY IN THE RACE TO BUILD BIGGER, BETTER, AND STRONGER APPENDAGES FOR USE IN BATTLE, TAKE INTO ACCOUNT THE LIMITATIONS OF MECHANIKA. MUSCLE CONTRACTIONS AND OTHER FEEDBACK WORKED THROUGH THE HARNESSES LARGELY CONTROL THE LIMB BOUND TO THE WEARER, AND BECAUSE OF THE COMPLEXITIES OF ORGANIZING THE MOVEMENTS OF THESE ARTIFICIAL APPENDAGES, THE WEARERS OF SUCH DEVICES SUFFER THE DRAWBACKS OF HAVING TO CONTROL THEM.

MECHANIKAL LIMBS HAVE THE FOLLOWING WEAKNESS AND LIMITATIONS

#### ACCUMULATOR REQUIREMENTS

MECHANIKAL ARMS REQUIRE A STANDARD SIZED ACCUMULATOR TO POWER THE DEVICE, AND THE POWER DRAIN AND COST OF ACCUMULATORS CAN BE DIFFICULT ESPECIALLY TO A CHARACTER FAR AWAY FROM CIVILIZATION. A MECHANIKAL LIMB DRAWS A SINGLE ACCUMULATOR CHARGE PER DAY OF NORMAL USE, AND VIGOROUS USE DOUBLES THE POWER CONSUMPTION. FOR EXAMPLE IF THE CHARACTER MUST ENGAGE IN HEAVY LIFTING, LABOR, OR COMBAT FOR ANY EXTENDED DURATION, THE POWER CONSUMPTION DOUBLES TO 2 CHARGES FOR THE DAY. A CHARACTER MUST HAVE HAD TO PERFORM AT LEAST ONE MAJOR FEAT OF STRENGTH,

TABLE 1-13: MECHANIKAL LIMBS & ENHANCEMENTS

						7,4
Туре	Base Str	Base Dex	Hardness	Hit Points	Spell Failure	Cost
Mechanikal Prosthetics						
Mechanikal Arm	10	8	10	5	60%	1,500 gp
Mechanikal Leg	10	_	10	10	_	1,000 gp
Mechanikal Enhancements						
Enhance Strength	+1	_		+1		250 gp/bonus
Enhance Dexterity	_	+1	_	_	-5%	250 gp/bonus
Alchemical Gauntlet	_	_	_	_	+10%	5,000 gp
Arcane Compensator	_	_	_	+2	Special	5,000 gp
Armored Frame	_	_	+3	+5	_	+50% cost
Cerebral Relay	_	_	_	+2	Special	2,500 gp
Compartment		_	-1	-1	_	50 gp
Punch Piston	Special	_	_	+2	_	500 gp
Rune Plate Mount	_	_	_		_ [ -	Varies
Spikes	_	_	_	_	_	15 gp
Weapon Hand	-		_	_	20%	150 gp + Weapon price

SEVERAL USES OF STRENGTH-BASED SKILLS THAT REQUIRED THE LIMB, OR THREE OR MORE COMBAT ENCOUNTERS IN A SINGLE DAY TO OUALIFY FOR DOUBLE POWER CONSUMPTION.

Note an arcane turbine (see page 65) can attach to THE ACCUMULATOR SOCKET IN THE ARM, AND THE TURBINE CREATES POWER FOR THE LIMB AT A COST OF ONE CHARGE PER ROUND. CONNECTING AN ARM TO AN ARCANE TURBINE REQUIRES A DC 15 CRAFT (MECHANIKA) SKILL CHECK AND A LENGTH OF ARCANO-CONDUCTION COIL TO ATTACH THE LIMB AND THE ARCANE TURBINE TOGETHER.

#### CONCENTRATION CHECKS

USING A LIMB TO PERFORM AN ACTION DURING COMBAT REQUIRES A BASE DC 10 CONCENTRATION CHECK MODIFIED BY THE LIMB'S MECHANIKA RATING. TO MAKE AN ATTACK OR USE THE LIMB TO PERFORM AN ACTION DURING COMBAT, A CHARACTER MUST MAKE A CONCENTRATION CHECK AT DC 10 +2 PER ACTION OR ATTACK MADE THIS ROUND USING THE LIMB.

FOR INSTANCE, YURI THE AXE (KHARDIC FTR6) HAS A MECHANIKAL RIGHT ARM THANKS TO A RUN-IN WITH A PACK OF BURROW-MAWGS. LOCKED IN COMBAT AGAINST A CYGNARAN TROOPER, HE DECIDES TO MAKE A FULL ATTACK ACTION. THIS GIVES HIM TWO MELEE ATTACKS DURING THE ROUND. TO MAKE BOTH ATTACKS OF HIS FULL ATTACK ACTION, YURI MUST MAKE A DC 17 CONCENTRATION CHECK (DC 10 CONCENTRATION CHECK + 3 FOR HIS MECHANIKAL ARM AND +2 FOR THE FIRST ATTACK AND ANOTHER +2 FOR THE ADDITIONAL ATTACK OF HIS FULL ATTACK ACTION). IF YURI FAILS. HE CANNOT TAKE ANY ACTIONS WITH HIS ARM.

#### CRITICAL HITS

IF A CHARACTER WEARING A MECHANIKAL LIMB IS STRUCK BY A CRITICAL HIT, THERE IS A 25% CHANCE THE BLOW WILL HIT THE MECHANIKAL LIMB. SHOULD THIS HAPPEN, THE LIMB WILL TAKE ALL DAMAGE FROM THE ATTACK. IF THE CHARACTER HAS MORE THAN ONE MECHANIKAL LIMB, THE ATTACKER CHOOSES WHICH LIMB WILL BE HIT BY THE CRITICAL AT THE TIME THE CRITICAL THREAT IS CONFIRMED.

#### REDUCED MOBILITY

Although mechanikal legs allow an individual to STAY STANDING AND WALKING, THE LIMBS TEND TO LACK RESPONSIVENESS. INSTEAD OF REQUIRING A CHARACTER WITH A MECHANIKAL LIMB TO MAKE A CONCENTRATION Check to move, simply reduce his movement by 5 ft (1SQUARE) TO ACCOUNT FOR THE ADDITIONAL CONCENTRATION AND DIFFICULTY MOVING WITH A MECHANIKAL LEG. IF THE CHARACTER HAS TWO MECHANIKAL LEGS (THE POOR bastard), double this to -10 ft (2 squares).

A CHARACTER WITH A SINGLE MECHANIKAL LEG MAY RUN. A CHARACTER WITH TWO MECHANIKAL LEGS MAY NEVER MOVE MORE THAN DOUBLE HIS BASE MOVEMENT, AND FRANKLY, HE SHOULD BE HAPPY HE GETS THAT MUCH.

#### SUSCEPTIBLE TO ATTACK

MECHANIKAL LIMBS AND ARMS ARE SUSCEPTIBLE TO ATTACK. MEANING THEY CAN BE ATTACKED AS IF THEY ARE OBJECTS WORN BY THE CHARACTER OR SUNDERED AS IF THEY WERE WEAPONS HELD BY THE CHARACTER. MECHANIKAL LIMBS HAVE THEIR OWN HIT POINTS AND HARDNESS AND USE THE ARMOR CLASS OF THE CHARACTER BASED ON HIS DEXTERITY SCORE. A GOOD AMOUNT OF DAMAGE CAN TURN A MECHANIKAL

# MECHANIKAL PROSTHETICS

Prosthetics have a base Strength and Dexterity attribute. Depending on where the prosthetic begins on the character's anatomy, this will have differing effects. A character with a partial prosthetic (one beginning at the wrist) only uses the strength and dexterity modifiers for his prosthetic when using that hand for skill checks requiring fine manual dexterity or hand strength (like picking locks or grappling but not normal combat). Otherwise, he gains the full benefits of his normal Strength score.

Characters with a full prosthetic (one beginning at the thigh, shoulder, knee, or elbow) must use the base strength and the base dexterity of the limb regardless of his actual strength score when calculating attack and damage modifiers with that limb.

Characters with prosthetics usually learn to compensate for weaknesses and generally do not suffer an overall strength or dexterity penalty to skills that rely on the entire body. If a GM wishes he may impose a -1 to -4 armor check penalty based on the extensiveness of the prosthetic replacements a character might have.

The unarmed damage of mechanikal limbs is lethal damage due to the power and hardness of the limbs. Mechanikal limbs deal 1d3 bashing damage, limbs for small individuals do less damage (1d2), and large limbs do more (1d4).

# MECHANIKAL ARM

Built on a rugged frame of sturdy steel and brass, a mechanikal arm provides much of the functionality of an organic version. While not dexterous or agile in the extreme, it operates as well as the limb of a normal man and provides the wearer with the use of an appendage and a good amount of manual control over its digits. The limb is able to provide all the basics one could desire.





Mechanikal arms weigh roughly 20 lbs.

**Effects:** A mechanikal arm has a base Strength of 10 and a base Dexterity of 8.

Hardness/Hit Points: 10/5.

**Arcane spell failure:** Spells with somatic components cast by a character with a mechanikal arm suffer a 60% chance of arcane spell failure.

# MECHANIKAL LEG

A mechanikal leg is built to support the weight of the wearer and allow him to walk with some modicum of mobility. Although such limbs are constructed with sturdy struts, powerful springs, and rigged with joints and sockets designed to bear an average person's weight, sometimes the legs require reinforcement if the person using the limb is too heavy. Still, a character can get by on a normal model providing all the strength required to stay standing although mobility is somewhat restricted.

Mechanikal legs weigh roughly 40-50 lbs.

**Effects:** A mechanikal leg has a base strength of 10 for the purpose of determining modifiers and can support the weight of an average man without difficulty. The leg allows a character to walk and make double

moves at his normal base movement rate. The mobility of the leg is not as swift as a regular flesh and blood limb, and the effort required to urge the limb into motion lowers the character's movement rate by 5 ft.

If the character is exceptionally heavy or a large sized creature, the cost of the leg doubles, for it must have special joints and struts built to carry a heavier load of weight while retaining mobility.

Hardness/Hit Points: 10/10

Arcane spell failure: —

# ENHANCED STRENGTH

While mechanikal prosthetics are often built to provide a modicum of external strength and power, they often are not built to provide a wearer with an equivalent of their actual muscle power. Limbs built from mechanika are actually not very powerful—at least before having better coils, triggers, and arrays of pistons installed.

**Effects:** A strength enhancement uses mechanikal parts usually reserved for mechanikal constructs, and each additional point of Strength added to a limb increases its bulk and weight but also its power. A mechanikal arm can have its strength modified by up to +10 at substantial cost to the maker of the limb.



Note a strength enhancement to a mechanikal limb only counts as a single enhancement to the limb for purposes of calculating the limb's mechanika rating.

Hardness/Hit Points: Each point of strength added to a limb also increases the number of hit points of the limb by +1 to a maximum increase of +10 hit points.

# ENHANCED DEXTERITY

The base reflex speed of a mechanikal limb is rudimentary at best. Mechanikal hands are capable of holding a glass or scribe's pen, but they are not armatures for performing precision work. Because of this, many mechaniks have taken to augmenting them with mechanikal relays and triggers torn from salvaged warjacks. The result is a dramatic increase in the conveyance of commands from the rig of harnesses attached to the wearer of the limb. The more reflex arrays added, and the tighter packed they are, the faster the limb can react. In addition, finer clockwork elements are introduced into the phalanges and carpal struts of the armature allowing it to handled delicate work with uncanny precision.

Effects: A dexterity enhancement uses mechanikal parts usually reserved for mechanikal constructs, and each additional point of Dexterity added to a limb increases its agility and nimbleness. A mechanikal arm can have its Dexterity modified by up to +10 at a substantial cost to the maker of the limb.

Note a Dexterity enhancement to a mechanikal limb only counts as a single enhancement to the limb for purposes of calculating the limbs mechanika rating.

# ALCHEMICAL GAUNTLET

Arcane mechaniks who have suffered the loss of a limb are constantly seeking new ways to improve upon their mechanikal replacements. Though the number of arcane mechaniks in western Immoren with an alchemical gauntlet enhancement can be counted on a whole man's fingers and toes, the utility of such a thing is not something to be ignored.

Effect: This enhancement allows a mechanikal arm to be connected to an arcantrik convergence engine and used as a component in an arcantrik wondrous item (see page 67) as if it were part of a pair of alchemical gauntlets. An arcano-conduction

coil attaches to the triceps or forearm region of the mechanikal limb and then to the arcantrik engine. Though the arm's common usage still requires an independent accumulator power source, the functions of the alchemical gauntlet are powered as part of the arcantrik wondrous engine.

If the arm loses power, the character is still affected as if wearing a fully functional set of alchemical gauntlets (he just loses the use of the mechanikal arm). The enhancement must include a matching gauntlet to be worn on the character's other arm.

## ARCANE COMPENSATOR

The problems of somatic casting for an individual afflicted with a mechanikal arm can prove frustrating and debilitating. Much like a warcaster's need for an arcane focus chamber, arcane casters with a mechanikal arm require a method of compensating for the arcane ebb their mechanikal limb suppresses. In order to overcome this problem, a Khadoran mechanik built the arcane compensator to aid the Greylord Magziev Kemenov Sultovski (Khard Wiz14). The design rapidly found its way into Cygnaran hands, and now the enhancement is available to any who can secure the schematics and design it.

Effect: A character wearing a mechanikal arm enhanced with an arcane compensator can sacrifice a spell in order to nullify any arcane spell failure imbued by the mechanikal limb for spells requiring a somatic component. The limb's arcane spell failure is suppressed for two hours per level of the spell sacrificed. 0-level spells suppress the effects of arcane spell failure from the arm for one hour each.

Using a spell to suppress the arcane spell failure of a mechanikal limb is a free action that simply removes the spell from the caster's prepared repertoire.

## ARMORED FRAME

A common enhancement to mechanikal limbs built in the Khadoran forges of the Mechaniks Assembly, an armored frame uses warjack engineering and military techniques to strengthen and fortify the structure of a limb. This produces a bulky and powerful looking device often disproportionate to the wearer's other flesh and blood appendage. The armored frame changes a mechanikal limb to resemble the limb of a steamjack more than anything else.



**Effect:** The armored frame increases the base hardness of the limb by +3 and gives the limb an additional 5 hit points.

## CEREBRAL RELAY

The creation of the cerebral matrix had a profound effect upon the Orgoth rebellion, and hundreds of years of mechanikal perfection have resulted in the miniaturization of the device. A cerebral relay is another step in the application of cerebral matrix technology. The relay is a method of enhancing the level of control an individual has over mechanikal prosthetics.

The cerebral relay contains an innate numinary presence possessing only a sliver of the power found in a cerebral matrix. However, the presence of this numina pattern allows a wearer capable of controlling such patterns to exert an amazing level of control over the mechanikal limb.

Effect: The cerebral relay is a miniature cerebral matrix that gives the wearer the ability to command the mechanikal limb as if it were his own flesh and blood. The character must have the Contact Cortex special ability, or the character can take the limb as a mechanikal familiar (gaining no benefit other than enhanced control over the limb) if able to do so.

The wearer of the limb no longer needs to make concentration checks in order to use the limb, and the spell failure of the limb is reduced to 25%.

# COMPARTMENT

"An apt thief has a thousand places to hide" the Menite proverb goes, and anyone with this particular addition to a mechanikal or clockwork arm has a thousand and one. A secret compartment in an arm is built to conceal small items while a leg can hold an even more impressive surprise.

Effect: The limb has been fitted with a secret compartment or cavity within which any number of tiny items might be concealed—from whiskey flask to dagger. The secret compartment can only be found on close inspection, requiring a DC 25 Spot check to notice. A compartment in an arm may not hold anything larger than a scroll tube, vial, knife or dagger, or small amount of coin. If a leg has a compartment, it can hold anything from a small pistol to a short sword.

Opening the compartment and withdrawing whatever is within is a standard action just like drawing a weapon would be.

# PUNCH PISTON

Morrow's sword! That barmy half-trod near cut the jawbox off that trollkin. Didja see that mate? Oh bloody hell, there's more of 'em, I hope that fella has some decent back up. Har! Three galleons on the speckled bastard with the one eye and the battleaxe!

—A dockworker privy to a face-off between a trollkin mercenary band and Magnus the Traitor in Five Fingers.

Some mechanikal limbs are designed for martial purpose, and the punch piston is an improvised enhancement proven to be a deadly surprise for more than one unwary warrior. Designed to focus a blow of strength from a mechanikal arm, the punch piston can deliver a deadly slam attack or temporarily boost the strength of the wearer's arm significantly for an all out attack.

Effect: As a full attack action, the wearer of a mechanikal arm bearing this enhancement can charge it and deliver a deadly slam attack or increases its Strength as it delivers a single melee attack. The wearer must make a DC 15 Concentration check in order to charge and use the punch piston (none is required if the arm has a built in cerebral relay). The result is a +10 increase to the strength score of the mechanikal arm for the melee attack it immediately delivers.

A punch piston slam attack deals 1d6 + the enhanced strength bonus of the mechanikal arm and threatens a critical on an attack roll of 19–20 for x2 damage.

## ZPIKES

Simple, utilitarian, and deadly, the addition of spikes to a mechanikal arm is almost an afterthought or embellishment perhaps on behalf of the hardened soul who is to bear the deadly appendage into battle. Spiked mechanikal arms are akin to the spiked gauntlet or cestus poplar in the times of Calarth or the



days of the Shield of Thrace. One cannot deny, a blow from such a weapon summons gory and undesirable thoughts to the man about to receive it.

Effect: The hand-to-hand damage of the mechanikal arm is bumped one die type from d3 to d4. If the arm has a punch piston, its slam attack deals 1d8 points of damage instead of 1d6.

# WEAPON HAND

One of the first weapon hands belonged to the arm of Jurgess "Black Craw" Doriggan, a violent and bloody Tordoran pirate who the Ordic navy declared "...made the sea-faring treacherous crews of Cryx appear as infants under his bloody black shadow." Black Craw's hand is the first recorded instance of a weapon mounted on the end of a mechanikal arm although there have undoubtedly been others. The pirate sported a mechanikal right arm, decked to the brim with all manner of clockwork gew-gaws forged by an imprisoned acolyte of Cyriss. The foremost feature of his replacement arm was a black iron double-barreled forgelock pistol with a long dagger blade jutting between them.

Effects: Instead of a hand, a single medium sized light handheld or ranged weapon is mounted on the mechanikal arm at the wrist. For an additional 50% of the cost of the enhancement, a socket can be mounted in the wrist to allow interchangeable hand or weapon attachments. The wearer of the arm can switch between hand and weapon using a full round action to remove the hand and another full round action to attach the weapon (or vice versa).

Handheld weapons function in the same manner a normal handheld weapon would. Ranged weapons attached to a weapon hand gain a +2 equipment bonus on attack rolls.

The cost of the weapon mounted on the hand is separate from the cost of the weapon hand enhancement.

# **SERVITORS**

Servitors represent examples of constructs in common use. In Khorsk, Fharin, and foundries across western Immoren, servitors are curiosities of invention, steam-powered servants and mechanikal helpers rarely seen outside mechanikal workshops. Most servitors are either mechanikal or built with intricate clockwork mechanisms. While both types are known, steam driven mechanikal servitors are generally more popular among those who are not members of the cult of Cyriss. The people of western Immoren are largely unaware of the roles servitors play in building massive mechanika or creating works requiring constant monotonous labor. While such devices will never replace the artisan, the mason, and the carpenter, they do aid mechaniks tremendously.

These metallic servants rely on the innate numen of the cerebral matrix. Though a servitor is simply a clockwork chassis, armatures, and a shell of beaten brass or copper, it is the cerebral matrix within its body that allows it the limited ability to prove useful in foundries, shops, and even battlefields.

Without the power of modern alchemy such devices could not exist, for the cerebral matrix—the forerunner to the cortex—was once a giant orb fit only to be mounted in the hulls of colossi for fighting the Orgoth. Now with the advances of cortex technology and alchemy, such a behemoth of rudimentary decision-making and limited intellect has been rendered down to a simple animal-like mind the size of a Caspian plum.

Servitors are animate constructs ranging in size from the palm of a man's hand to the size of a short human. Most have four or more legs and tools and various attachments for their specialized roles. The servitors used outside of the foundry typically do not have the bulky equipment and melded enhancements required in the foundry. These are more likely to be automatons to amuse or amaze than industrial machines built for some purpose of manufacture. Indeed, servitors built to entertain are slowly becoming the rage, and all manner of automatic distractions are finding their way into carnivals and fairs in the Iron Kingdoms.

## SERVITOR INTELLIGENCE

Servitors rely on the cerebral matrix for their ability to accept orders and carry them out. In terms of scale, a servitor is about as intelligent as an animal but without any level of instinct. Servitors are only capable of performing actions they are commanded to do. The devices must be trained to perform most of their tasks, and this requires some handling and



special training for actions to be imprinted within the servitor's cerebral matrix. Once properly trained, the servitors will respond to anyone capable of speaking the phrases necessary to issue the commands.

A servitor can learn up to 3 tasks per point of intelligence - typically of the same type an animal can be trained to perform (see the Handle Animal skill). Training a servitor to perform a task requires a DC 10 'Jack Handling check. Servitors are quick to learn and can pick up single tasks with 1 day's worth of work. In a week, a servitor can have a full repertoire.

In order to command a servitor, a character must use the 'Jack Handling skill with the standard DC's listed for tasks in the IKCG (page 151).

Servitors that have formed a link with an arcane mechanik often grow in capacity; some of them reach frightening levels of potential intellect. The cerebral cortexes of these particular mechanikal creatures are enhanced by arcane connections with their masters that are difficult to analyze and explore. Some compare them to the bond between wizard and familiar, and this is a good analogy.

# MECHANIKAL FAMILIARS

A mechanikal familiar is a servitor that has linked to an arcane mechanik with an affinity for mechanika. Mechanikal familiars are rare even among the world of arcane mechaniks. The public often views such creatures as simple curiosities of invention-some trick of machinery or mechanika brought about by ingenuity.

The link between a mechanikal familiar and its master awakens the latent power of the numen—the motive energy found within the cerebral matrix. Though only a few of the most powerful artificers of the Fraternal Order of Wizardry understand the nature of the numen, it is quite clear that in forming a link with a living sentience, this energy begins to grow in intensity.

Gaining a mechanikal familiar requires either the Mechanikal Familiar feat or a class ability that allows a character to gain a mechanikal familiar. Gaining a mechanikal familiar requires the construction, purchase, or summoning of a servitor and special mechanikal components worth 500 gp in value. It takes one full day to link with a mechanikal familiar.

If a mechanikal familiar's Intelligence is reduced to 0, or if the master chooses to dismiss it, the master must attempt a Fortitude saving throw (DC 15). If the saving throw fails, the master loses 200 experience points per class level. A successful saving throw reduces the loss to half the amount. However, a master's experience point total can never force him to lose a level as the result of a mechanikal familiar's demise. A slain or dismissed mechanikal familiar cannot be replaced for at least a month.

Mechanikal familiars gain special benefits the same way a normal familiar would gain benefits from its master. The benefits bestowed upon a mechanikal familiar are described below.

Intelligence: This is the mechanikal familiar's Intelligence score. This increases over time as the master of the mechanikal familiar increases in level.

Servitors that have Intelligence scores of 3 or higher can perform simple tasks requested of them as if they were actually sentient. Although they can never be intelligent enough to learn skills or feats, these servitors can begin to carry out more complicated instructions. They gain the ability to recognize individuals, locations, and even objects of specific significance.

Whenever a servitor is reduced to 0 hit points, its body is destroyed beyond repair. There is a 90% chance the cerebral matrix survives the destruction of the servitor's body. If it survives, the matrix suffers 1 point of Intelligence damage. If a servitor's cerebral matrix is ever reduced to an Intelligence score of 0, it is destroyed.

A mechanik with a servitor familiar can place the cerebral matrix of the servitor back into a new servitor body. That servitor body must be of exactly the same type and configuration (including enhancements) of its original frame. Until this happens, the master of the mechanikal familiar cannot gain any of the benefits of having a mechanikal familiar.

Alertness (Ex): While a mechanikal familiar is within 5 feet of its master, the master gains the Alertness feat.

Empathic Link (Su): The master has an empathic link with the mechanikal familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but he can communicate empathically.



TABLE 1-14: MECHANIKAL FAMILIAR SPECIAL ABILITIES

	You.		
Master Class Level	Intelligence	Charisma	Special
1st-2nd	2	1	
3rd-4th	2	1	_
5th-6th	3	2	Empathic Link, Alertness, Share Spells
7th–8th	3	2	Overdrive
9th-10th	4	3	
11th-12th	4	3	_
13th-14th	5	4	Deliver touch spells, Minor spell resistance
15th-16th	5	4	_
17th-18th	6	5	_
19th-20th	6	5	_

Though mechanikal familiars cannot generate emotions, they can generate a sensation of their own physical status. For instance, a damaged mechanikal familiar can convey the type of damage it has suffered, how badly hurt it is, or if it is safe from harm. The mechanikal familiar can understand the emotional state of its master by sensing the general emotional conditions and how to respond to them if need be. It can tell if the master is afraid, safe, or harmed as well as any other feelings that might be conveyed normally through empathy.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

**Overdrive** (**Su**): Servitors and other constructs are typically quite slow to move. The master of the mechanikal familiar can sacrifice a 0-level spell to charge his familiar with arcane energy and grant it the ability to run or gain a +1 bonus to any saving throw or attack roll for one round. Servitors are not sturdy enough to endure this type of exposure to arcane energy, and if this ability is used more than twice a day, the servitor takes 1d3 points of damage each additional time it is used.

**Share Spells:** At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.

If the spell or effect has a durationotherthan instantaneous, it stops affecting the familiar if it farther moves than 5 feet away and will not affect the familiar again if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his

familiar (as a touch spell) instead of on himself.

A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type or sub-type.

**Deliver Touch Spells (Su):** If the master is 13th level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

**Minor Spell Resistance (Ex):** If the master is 13th level or higher, a mechanikal familiar gains spell resistance equal to the master's level. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's spell resistance.

# TYPES OF SERVITORS

The following are descriptions of servitors that are common in the Iron Kingdoms with typical attributes.

#### SERVITOR TRAITS

SERVITORS ARE A SUB-TYPE OF CONSTRUCT WITH THE FOLLOWING TRAITS:

HIT DIE: D10.

BASE ATTACK BONUS: 3/4 OF TOTAL HIT DICE.



GOOD SAVING THROWS: NONE.

SKILL POINTS: NONE.

FEATS: NONE.

WEAPON AND ARMOR PROFICIENCY: SERVITORS ARE PROFICIENT WITH THEIR MANIPULATORS ONLY. THEY ARE NOT PROFICIENT WITH ARMOR.

ABILITY SCORES: SERVITORS HAVE NO CONSTITUTION.

EXTRA HIT POINTS: SERVITORS GAIN EXTRA HIT POINTS ACCORDING TO THEIR SIZE, AS CONSTRUCTS DO.

FRAGILE: SERVITORS ARE BUILT FROM READILY AVAILABLE ALLOYS AND METALS AND DO NOT HAVE A GREAT DEGREE OF DURABILITY. SERVITORS TAKE DAMAGE FROM CRITICAL HITS AND DO NOT GAIN THE BENEFITS OF DAMAGE REDUCTION OR HARDNESS LIKE OTHER CONSTRUCTS. THE BODGER'S DEMOLISH SPECIAL ABILITY AFFECTS THEM.

Immunities: As constructs, servitors are immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to non-lethal damage, ability damage, ability drain, energy drain, or the effects of massive damage.

REPAIRABLE: SERVITORS CANNOT HEAL DAMAGE ON THEIR OWN BUT CAN BE REPAIRED USING THE CRAFT (MECHANIKA) OR CRAFT (CLOCKWORK) SKILL. A SUCCESSFUL CRAFT CHECK (DC 20) HEALS 1D8 POINTS OF DAMAGE TO A SERVITOR, AND EACH CHECK REPRESENTS 1 HOUR OF WORK.

SLOW: SERVITORS ARE NOT FAST. THEY MAY MAKE DOUBLE MOVES, BUT THEY MAY NEVER RUN.

Table 1–15: Servitors, Engines, and Enhancements

Item	Cost	Weight
Servitor, Manikin		
Small	$200~\mathrm{gp}$	60 lb.
Medium	400 gp	120 lb.
Servitor, Mite		
Tiny	$100 \mathrm{gp}$	30 lb.
Small	200 gp	60 lb.

Engines		
Sandleton's Steam-charged Clock-coil Engine	175 gp	_1
Devenrew Crank Engine	$85~\mathrm{gp}$	_1
Novotski Accumulo-inducer	285 gp	_1
Enhancements		
Burdewelle Alchemical Tracer	400 gp	_
Burdewelle Sight Link	750 gp	_
Equipment Mount	$25\%^2$	By equipment
Fortification	$10\%^{2}$	5 lb./ armor bonus
Jame & Willet Task Plate	250 gp	-
Jansenov's Eye	425	5 lb.
Jansenov's Recognizer	325	5 lb.
Physical Augmentation	50%2	20 lb.
Porter's Carriage	5%2	10 lb.
Speed	25%2	5 lb./5 foot increase

 $^{\rm I}$  Must be purchase in order to power the servitor. Their weight is already counted in the base weight of the servitor.

<sup>2</sup> May only be added to a servitor once.

#### Manikin

These bipedal servitors are built to resemble miniature steamjacks. A manikin is typically two to five and a half feet in height and usually incorporates a steam-charged engine. The manikin finds common use as a drudge laborer performing light tasks such as sorting, cleaning, carrying light loads, and keeping watch. Mechaniks have been known to refer to manikin servitors affectionately, often naming them and treating them like pets.

Small Manikins have the following statistics.

Small Construct (Servitor): CR 1; HD 1d10+10, hp 15; Init —; Spd 20 ft.; AC 13, touch 11, flat-footed 13; Base Atk +2, Grp -2; Atk slam +2 melee (1d3+1 non lethal); Full Atk 1 slam +2 melee (1d3+1 non lethal); SA —; SQ Darkvision 60 feet, Construct traits, Servitor traits; AL neutral; SV Fort +0, Ref +0, Will +0; Str 12, Dex 10, Con —, Int 2, Wis 10, Cha 1.



Medium Manikins have the following statistics.

Medium Construct (Servitor): CR 2; HD 1d10+20, hp 25; Init —; Spd 30 ft.; AC 12, touch 10, flat-footed 12; Base Atk +2, Grp +2; Atk slam +3 melee (1d4+2 non lethal); Full Atk 1 slam +3 melee (1d4+2 non lethal); SA —; SQ Darkvision 60 feet, Construct traits, Servitor traits; AL neutral; SV Fort +0, Ref +0, Will +0; Str 14, Dex 10, Con —, Int 2, Wis 10, Cha 1.

#### Mite

These insect-like multi-legged servitors range in size from an ogrun's hand to mechanical crablike creations two to three feet across. Mites have an armored shell, two to four manipulators, four or more legs, and a cluster of lenses for sight.

These servitors are used by mechaniks as assistants in cleaning hard to reach crevices on large mechanika, lubricating concealed joints, positioning parts in 'jacks or large engines, retrieving dropped tools from hard to reach spots, and holding together inaccessible components while a mechanik makes repairs.

Using while mites performing Craft (mechanika) check grantsamechanika+1 equipment bonus for every mite assisting him to a maximum of +10. However, mites notorious gremlin magnets, and for every mite present there is a cumulative 10% chance that a small group of gremlins might come to investigate whatever the mites are doing.

All mites gain a +5 equipment bonus to climb checks.

Tiny Mites have the following statistics

Tiny Construct (Servitor): CR 1/2; HD 1/2d10, hp 3; Init +3; Spd 20 ft.; AC 15, touch 13, flat-footed 12; Base Atk +2, Grp -6; Atk claw +2 melee (1d2 piercing); Full Atk 1 claw +2 melee (1d2 piercing); SA —; SQ Darkvision 60 feet, Construct traits, Servitor traits; AL neutral; SV Fort +0, Ref +3, Will +0; Str 10, Dex 16, Con —, Int 2, Wis 10, Cha 1.

Small Mites have the following statistics

Small Construct (Servitor): CR 1; HD 1d10+10, hp 15; Init —; Spd 20 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1, Grp -3; Atk claw +1 melee (1d3 piercing); Full Atk 1 claw +1 melee (1d3 piercing); SA —; SQ Darkvision 60 feet, Construct traits, Servitor traits; AL neutral; SV Fort +0, Ref +2, Will +0; Str 10, Dex 14, Con —, Int 2, Wis 10, Cha 1.

#### CUSTOM SERVITORS

Building

ENTERPRISING MECHANIK CAN INDEED CONSTRUCT A SERVITOR WITHIN HIS OWN FOUNDRY. A MECHANIK WHO BUILDS A SERVITOR TREATS IT AS A PIECE OF MECHANIKA HE HAS CONSTRUCTED FOR THE PURPOSE OF HIS OWN CLASS-BASED ABILITIES. IN TO BUILD A SERVITOR FROM SCRATCH. A MECHANIK MUST HAVE THE CRAFT WONDROUS ITEM FEAT AND 4 RANKS IN CRAFT (MECHANIKA).

BUILDING A SERVITOR TAKES ONE DAY FOR EACH 250 GP IN ITS BASE PRICE. THE BASE PRICE OF A SERVITOR IS HALF OF ITS TYPE'S MARKET (INCLUDING ENHANCEMENTS). TO BUILD A SERVITOR, THE CHARACTER BUILDING IT MUST SPEND 1/25 OF THIS BASE PRICE IN XP AND USE UP RAW MATERIALS EQUAL TO HALF THE BASE PRICE. THE ENGINE AND CEREBRAL MATRIX MUST BE PURCHASED OR BUILT SEPARATELY.

# ENGINES

The type of power source a servitor uses can determine the length of the servitor's usefulness. A servitor is able to operate at full capacity for as long as its engine will allow.

When purchasing a servitor, the cost of the engine for the servitor must be paid as well. Servitors permanently connected to a steam boiler do not require an engine.

Installing an engine requires a DC 15 Craft (mechanika) check and takes two hours for tiny and small sized engines and one hour for medium sized engines. Smaller engines require much more intricate work.

Though engines are heavy, their weight is already incorporated into the base weight of a servitor. However, if a character needs to lug an engine around, use the following standards: tiny engines weigh 5 pounds, small engines weigh 20 pounds, and medium engines weigh 40 pounds.

Each of the following engine descriptions includes the following information:

**Engine Size:** the engine can power this size of servitor

Fuel: the type of fuel the engine uses

**Charge time:** the time it takes to charge the engine to full capacity

**Drain:** the length of time it takes the engine to be completely drained of energy once fully charged

Cost: This lists the cost in gold pieces for the engine. All prices given are for small engines. A tiny engine costs half as much as a small engine, and a medium engine costs twice as much as a small engine. Some power sources cannot be any smaller or larger than a specific size—this is noted in the engine size description.

#### Sandleton's Steam-Charged Coil engine

The Sandleton steam-charged engine is one of the most common engines used in servitors today. A spigot on the engine can attach the servitor to a steam plant allowing for constant operation without a need to recharge. However, the engine can be fired using pressurized steam from a small boiler that drives gears that in turn power all of the actuators in the servitor's anatomy. As the steam coil releases energy, it allows the servitor to carry out its functions without relying on a steam umbilical.

A Sandleton engine requires a small load of coal and water and allows a servitor to operate for five hours on five pounds of coal and one gallon of water. These are ideal multipurpose engines for any servitor that might see commercial use.

Engine Size: small/medium

Fuel: Coal and water (5 Lb./1 gallon)

Charge time: five minutes

**Drain:** 5 hours **Cost:** 175 gp

#### **Devenrew Crank engine**

The use of crank-powered engines is waning as clockworks give way to the power of steam, but the Devenrew is a common alternative to the pricier Sandleton. This crank-based engine is used to wind a bank of clockwork springs. The slow and timed release of the energy in the springs allows the servitor powered by the engine to function for 1/2 hour for every 5 minutes of cranking. Servitors with Devenrew clockworks are sometimes hooked up to water wheels that use gravity and water to drive a turn wheel and pulley assembly that in turn readies the servitor's engine.

Engine Size: small/medium

Fuel: Torsion-wound spring engine

Charge time: 5 minutes cranking per half hour of

operation (maximum of 8 hours)

Drain: 8 hours maximum

Cost: 85 gp

#### Novotski Accumulo-inducer

The Novotski accumulo-inducer uses the arcane energy of an accumulator. It does so by converting the charges in the accumulator into torsion, which drives the springs of the engine. These engines are highly practical when used for smaller mites and servitors that do not require a lot of power. Though available in sizes capable of powering a medium-sized servitor, the power consumption makes this a somewhat undesirable option for those who cannot easily charge accumulators. The engine has an armored cowl and typically loads the accumulator into the servitor's back through the cowling.



Changing out the accumulator requires a DC 15 Craft (mechanika) check.

The cost of the engine does not include the cost of an accumulator.

Engine Size: tiny/small/medium

Fuel: Accumulator — tiny size (light), small size

(medium), medium size (heavy)

Charge time: none

 $\textbf{Drain:}\ 1\ charge\ per\ hour\ (tiny\ and\ small),\ 1\ charge$ 

per half hour (medium)

Cost:  $285~\mathrm{gp}$ 

# SERVITOR ENHANCEMENTS

Servitor enhancements are specific improvements a mechanik can add to a servitor. By devoting design and development into a carefully crafted mechanism, a mechanik can augment the servitor using a combination of mechanical and arcane principles. Adding enhancements while designing a servitor is relatively easy, however enhancements added after construction of the servitor is finished usually take a bit of work to install.

In order to enhance an already built and preconfigured servitor, the mechanist must purchase or build the upgrade for the servitor. The mechanik must then make a Craft (mechanika) or Craft (clockwork) check with a DC equal to the enhancement's Install DC. If successful, the mechanik must then sacrifice a number of experience points determined by the servitor enhancement. If unsuccessful, the installment fails and the mechanic sacrifices no experience points. He may try to install the enhancement again the following day. Enhancing a servitor takes 1 day for every 100 gp of the cost of the enhancement (and no less than 1 day).

Servitors can have a specific number of enhancements based on size.

Table 1–16: Servitor Enhancements

Servitor Size	Maximum Number of Enhancements
Tiny	1
Small	2
Medium	3

A mechanik can uninstall an enhancement. Removing an enhancement requires one full day of work. Removed enhancements must be reinstalled from scratch.

Subsequent enhancements stack. For instance, a mechanik can apply two speed enhancements to a servitor for a total of +10 feet of movement or three speed enhancements for a total of +15 feet of movement. Servitors gain enhancements as a special quality.

Each servitor enhancement's description includes the following information:

**Build DC:** Building an upgrade can present a very interesting challenge to a mechanik. This is the basic difficulty to build the upgrade using the character's Craft (mechanika) skill.

**Install DC:** Placing enhancements within a servitor can be a technically challenging undertaking. The Install DC is the difficulty class used for the Craft (clockwork) or Craft (mechanika) check to install the servitor's enhancement.

**Base Cost:** This is the cost in gp required to modify the servitor to accept an enhancement. If the cost is presented as a percentage, a character must pay this percentage of the servitor's base cost in order to manufacture and install the enhancement.

**XP Cost:** The XP value of a servitor's enhancement is the amount of experience points a mechanik must sacrifice in order to add the enhancement to the servitor. Characters pay this cost only when the enhancement has successfully been installed in the servitor. If an enhancement requires a percentage cost in gp, the XP cost for the enhancement is 1/25th of the cost. This is noted by a 1/25th in the XP cost column.

**Weight:** This is the amount of weight added to the servitor's base weight. Treat this as additional equipment for purposes of encumbrance.

#### **Burdewelle Alchemical Tracer**

By utilizing special alchemical substances admixed within an accumulator casing and attuning the coils to a specific arcane wavelength, a mechanik can track the path a servitor has traveled by sight. This particular enhancement also requires alchemical goggles used to view the servitor's trail. These must be different goggles from those used in a sight link.



The tracer leaves a glowing alchemical trail only visible to the wearer of the goggles. The alchemical tracer is slightly heavier than air and slowly settles to the ground. Recent passage is indicated by a vaporous glowing cloud floating above the ground while older trails settle on the ground and leave a glowing smudge where the servitor has passed.

The trace enhancement grants the wearer of the goggles a +10 equipment bonus to tracking the servitor. The servitor must be instructed to leave a trail, and the trail left by the servitor persists for 48 hours.

Build DC: 15 Install DC: 15 Base Cost: 400 XP Cost: 16 Weight: —

#### **Burdewelle Sight Link**

The sight link is often used by mechaniks who must make repairs on locomotives and steamjacks and have to get access to locations within a machine that are simply not reachable even through an access panel or hatch. Typically used with a tiny mite servitor, the Burdewelle sight link uses sympathetic arcane anomalies to broadcast visual data from a servitor's lens to a set of alchemical goggles. This is an expensive rig typically only used in such elite foundries as Engines East or Bartley Mechanika Foundry & 'Jack Works.

With salvaged resonance coils and a special focus built by the mechanik, the mechanik can form a sensory link between the servitor and a pair of alchemical goggles allowing the wearer of the goggles to see anything the servitor sees as long as the wearer remains within 30 feet of the servitor. This allows the wearer to make visually related skill checks from the servitor's location with a –2 skill check modifier. The cost of the enhancement does not cover the cost of the goggles (4800 gp). A mechanik can have the same set of goggles connect ed to more than one servitor with this enhancement, and he may switch between multiple sight links as a move equivalent action.

Build DC: 20 Install DC: 10 Base Cost: 750 gp XP Cost: 30 Weight: —

#### **Equipment Mount**

Sometimes servitors require special equipment to carry out their automated tasks. A servitor's arm or manipulator can be replaced by a specific piece of equipment such as a rivet gun, cutter, or some other industrial tool. An equipment mount grants the servitor the ability to use such a piece of equipment for its intended purpose or as an improvised weapon.

If a servitor has been trained with the attack task, it can use the mounted equipment to perform an attack. Servitors can have any handheld industrial tool fitted for their specific size mounted to their arm or manipulator. For types of tools, see "Tools of the Trade" in the equipment section.

Build DC: 10 Install DC: 15 Base Cost: 25% XP Cost: 1/25th Weight: Per equipment

#### **Fortification**

Armored plates, larger heavier clockwork chassis, stronger gears, larger cogs, and various improvements to the structure of a servitor can add significantly to its lifetime. Bulking up a servitor can add protection to its chassis and clockwork innards allowing it to weather abuse far better than normal.

Fortification provides a +1 armor bonus each time it is installed. Every two of these enhancements reduces the speed of the servitor by 5 feet.

 $\begin{tabular}{ll} \bf Build \ DC: \ 10 \\ \bf Install \ DC: \ 10 \\ \bf Base \ Cost: \ 10\% \\ \bf XP \ Cost: \ 1/25 th \\ \end{tabular}$ 

Weight: 5 lbs per armor bonus.

#### Jame & Willet Task Plate

The task plate is a clockwork gear that interfaces with the servitor's cerebral matrix. This allows a mechanik to add an array of tasks to expand the abilities of the servitor. Adding these plates is intrusive, and they degrade over time. Jame & Willet Clockworks appropriated the mechanika after they purchased the schematics originally created by an Ordic mechanik.

A task plate is a specific task or action etched onto a specialized rune plate and connected to the cerebral



matrix of the servitor. A task can be a trick (as per Handle Animal) or a specific action that the servitor can perform—riveting a bolt in one specific location on an armor plate, or loading a round into a breechloading pistol are good examples.

Roll a d20 every time a task plate is used (when the person commanding the servitor orders it to use that task), on a result of 18+, the task plate wears out and becomes useless as the servitor carries out the task.

Build DC: 10 Install DC: 20 Base Cost: 250 XP Cost: 10 Weight: —

#### Jansenov's Eye

Designed by the mechanik Vasily Jansenov, the optical eye was originally intended to give servitors the ability to do incredibly precise work such as laying precision clockworks and assembling arcane relay coils. It has found use by some unscrupulous mechaniks as a method of picking locks and cracking combinations or defeating traps and other measures taken to prevent intruders from traveling into protected areas.

This special optical focus, made from salvaged mechanika, lenses, and various focal and optical manipulators, allows the servitor to manipulate intricate mechanisms with greater accuracy. The servitor gains a +4 equipment bonus to Pick Lock or Disable Device checks.

Build DC: 20 Install DC: 25 Base Cost: 425 XP Cost: 17 Weight: 2 lb.

#### Jansenov's Glyph Gate

Though the optical work of Vasily Jansenov borders on genius, he often created such devices as the glyph gate out of necessity. Fearing fellow mechaniks could potentially just walk away with his inventions, Jansenov created the glyph gate in order to keep his servitors from following the orders of others.

A glyph gate is a combination of specific arcane glyphs and a specialized task plate that allows only one specific individual to issue orders to the servitor.

Glyph gates can be tricked by successful use of the Performance or Disguise skill or by *alter self* and other affects allowing an individual to mimic the voice and appearance of another person. A glyph gate enhancement does not count toward the limit of enhancements a servitor might have based on size. The individual to whom the glyph gate is keyed must be present when the enhancement is installed in the servitor.

Build DC: 20 Install DC: 20 Base Cost: 325 gp XP Cost: 13 Weight: 1 lb.

#### **Physical Augmentation**

Using stronger and sturdier clockwork coils, springs, and gears, the mechanist can increase a single physical ability of the servitor to improve its power or reflexes. The servitor gains a +4 bonus to either its Strength or Dexterity ability. Alternatively, this may be added to improve the servitor's structure granting +4 hit points instead of an attribute bonus. This enhancement may only be installed once for either ability or up twice to reinforce the servitor's structure.

Build DC: 10
Install DC: 15
Base Cost: 50% of servitor's base cost

XP Cost: 1/25th of base cost

Weight: 20 lb.

#### Porter's Scabbard

The porter's scabbard is a simple bit of mechanika added to a servitor to allow it to conceal an array of tools, weapons, and gear with little difficulty. In effect, the series of concealed pouches and racks attached to the servitor allow it to carry an item of Medium size or two or more items of Small size or smaller without appearing to have any equipment at all.

As a move-equivalent action the servitor may hand a specific item stored within it to anyone with the proper command word to activate the servitor. For instance, a mechanik can say "Servitor, hand me my pistol," as a free action, and the servitor will hand the mechanik a pistol from the porter's scabbard as a move equivalent action. Note that a servitor can only act on its initiative and never before. Mechaniks who



Build DC: 5 Install DC: 10 Base Cost: 5% XP Cost: 1/25th Weight: 10 lb.

#### **Speed**

By optimizing timing triggers and clockwork mechanisms and using a little bit of arcane juice to ease the interface of the cerebral matrix of the servitor, a mechanik can increase the base speed of the servitor by 5 feet.

Build DC: 15 Install DC: 25 Base Cost: 25% XP Cost: 1/25th

Weight: 3 lb per additional 5 feet of movement.

# TOOLS OF THE TRADE

The mechanik is not a martial soul—not unless the blood of the field mechanik flows through his veins—and even then the simple desire to survive rapidly curbs any desire to meet the bloody challenges of battle head on. Mechaniks are feisty, strong, and spirited sorts. Most are imbued with proud adventurous spirits and eager manners to meet challenges face to face. Even the most dubious of the mechaniks are still more than ready to earn their keep through the spirit of creativity and invention. To this end, a variety of equipment can be put to use as weapons or tools in the hands of a mechanik. From the bulky balanced 'jack wrench to any variety of steam-driven ram or drill, the implements a mechanik can put to work in his skilled hands border on the useful and the exotic.

This portion of the Liber Mechanika breaks the section on equipment and gear into sections. The first deals with the various tools and implements a mechanik can use to hurt the living, undead, and trundling semisentient mechanika. In addition there are some new rules for firearms and weaponry.

The variety of gear at a mechanik's disposal can often render him far more useful than some simple maker of mechstuff. The various magubbins and trinkets hanging from a mechanik's belt can prove useful in avoiding foes, distracting enemies, and marking a safe return home. Do not be fooled by some of this simple equipment, for their uses often outstrip the most powerful of weapons.

## WEAPONS

Arcantrik Torch: Simple mechanisms often work the best, and the simpler a machine, the more reliable it is—or so the mechanik's adage goes. The Arcantrik torch is deadly simple. An elemental filament called a firethread is placed in the arcantrik torch, and accumulator energy is run through the torch across a simple rune plate and then through the fire thread. The resulting evocation magic creates an adjustable and continuous burst of elemental fire that can vary from a moderate sized burst of flame to a fine superheated lance of white-hot fire.

The arcantrik torch is handheld but usually connects to a heavy accumulator worn in a shielded harness hanging from the mechanik's belt. It can cut through armor plate, and eventually it can even shear serricsteel.

TABLE 1-17: ARCANTRIK TORCH EFFECTS

Setting	<b>Charge Consumption</b>	Effects
Torch	1 charge/10 minutes	Light
Heat	1 charge/1 minute	Heat Metal
Fuse	1 charge/combat round	2d4 damage

An arcantrik torch has a few different settings. Depending on the setting, the arcantrik torch can have various effects.

*Torch*: The arcantrik torch produces light as a normal torch would.

*Heat*: The arcantrik torch can heat metals and set combustible materials on fire.

The heat affects small- to medium- sized metal objects as the spell *heat metal* in that continuous exposure will heat the metal to the searing point in the same amount of rounds. Exposure to heat beyond that actually begins to reduce the hardness of the metal and soften it, eventually turning it molten. For each additional 3 rounds beyond searing, the metal begins to lose a point of hardness and begins to lose its shape (or become malleable). Once the metal object has lost

half its hardness, a mechanik with the proper tools can then begin shaping the metal as he sees fit.

If the heat of the torch is removed, the metal begins to cool quickly. A piece of metal heated beyond the point of searing returns to searing the round immediately after heat is removed, and each round thereafter reduces the heat by one level on the scale of the heat metal spell.

An arcantrik torch must be connected to an accumulator with a length of arcano-conduction coil.

Fuse: Although its shop use is to merge metal plates with a welded seam, in combat a mechanik can use an arcantrik torch's fuse setting to burn enemies with a melee touch attack. The resulting attack deals 1d6 points of fire damage to whomever it hits.

Buzz Cutter: Though not used by mechaniks typically, large versions of buzz cutters can be found attached to industrial laborjacks used for the purposes of forestry and harvesting lumber. The buzz cutter is a steam-powered spinning circular saw blade either attached to a bulky two-handed assembly a 'jack can swing back and forth to cut timber or mounted on the end of a steamjack's arm. It is an obvious choice for a weapon, and a medium-sized creature can use a smaller two-handed version as long as the buzz cutter is connected to a functional steam plant.

Gearstave: Until recently this double weapon was rare, but some have recently witnessed it in the hands of acolytes of Cyriss standing at attention at the doors to the inner chambers of the Temple of Concord in Caspia. By all accounts the gearstave is a long metallic weighted shaft built for martial purpose with one multitined clockwork gear roughly 18 inches across affixed to one end and a spiked ball or knob on the other. The gear's edges have been sharpened to gleam and catch the light, and it spins slightly while the weapon is at rest.

At a moment's notice, the weapon's clockwork innards begin spinning the large gear at the end of the stave at a tremendous velocity. The weapon is intimidating and obviously designed to deter would be intruders. Gearstaves are only generally available to the acolytes of Cyriss.

Coal Shovel: This mechanik's tool is typically used for shoveling coal into steam boilers, coal ovens, and

other bulky mechanikal engines that rely on coal for fuel. Most coal shovels have a broad flat head with a shallow pan type blade. The edge of the shovelhead is broad and has a wedge-like shape for scooping coal and coal dust as efficiently as possible. Most train mechaniks or field mechaniks learn to use the shovel as an effective weapon.

A coal shovel's broad head can doubly function as a shield against melee weapons. Instead of using the weapon to attack, anyone proficient in wielding the shovel as a weapon can instead use the head of the shovel to parry melee attacks and gains a +1 shield bonus to armor class only against hand-tohand weapons.

Mechanik's Drill: Normally used to bore holes in metal, wood, or other materials, the drill is also easily functional as a weapon. Mechanik's drills are heavier two-handed steam-powered versions of the tools used by woodworkers and carpenters. These massive drills are powered by functioning steam plants and are used to bore holes in metal plate or armor. Some 'jacks have larger versions of this weapon mounted on arm systems. Ostensibly, this is for use on massive scale work or for boring holes in materials a normal man would never be able to penetrate with his own strength.

The most noteworthy use of the mechanik's drill is on the arms of the Ghordson Driller, a heavy Rhulic warjack that uses a massive multi-use drill to destroy opposing warjacks. While the drill is capable of penetrating armor with relative ease, the true havoc it causes comes when it strikes a vital mechanikal system.

A confirmed critical hit from a large sized drill ignores a 'jack's damage reduction and is directly applied to a 'jack's hit points using the drill's critical multiplier.

#### DRILLS AND LOCKS

A GOOD DRILL CAN BITE THROUGH A LOCK IN NO TIME FLAT. A CHARACTER CAN ATTEMPT TO USE A DRILL TO DISABLE A LOCK WITH DISABLE DEVICE INSTEAD OF OPEN LOCK. THE RESULT OF SUCH AN ENDEAVOR IS ONE DESTROYED LOCK AND HOPEFULLY ONE OPEN DOOR. WHEN USING THE DRILL TO DISABLE A SIMPLE OR AVERAGE LOCK, SUBTRACT 10 FROM THE BASE DC FOR THE DISABLE DEVICE.

The amount of noise and clatter generated by USING A DRILL ON A LOCK IS SIGNIFICANT. THOSE MAKING Listen checks within 150 feet gain a +15 bonus to



TARIF	1_18	MECH	IANITE N	VEL EE	WEADONS

Weapon	Cost	Dmg(S)	Dmg(M)	Critical	Range	Weight	Туре
Arcantrik Torch	$125~\rm gp$	special	special	x2	_	4 lb.	Fire
Buzz Cutter	$185~\mathrm{gp}$	2d4	2d6	19-20/x3	_	8 lb.	Slashing
Coal Shovel	1 gp	1d4	1d6	x2	_	3 lb.	Bludgeoning
Gearstave	special	1d8/1d6	1d10/1d8	19-20/x3	_	16 lb.	Slashing/Bludgeoning
Mechanik's Drill	130 gp	1d8	1d10	x3	_	6 lb.	Piercing
'Jacks Wrench	15 gp	1d6	1d8	x2	_	5 lb.	Bludgeoning
Steam Ram	145 gp	1d10	2d6	x2		10 lb.	Bludgeoning
Steam Shears	165 gp	1d10	2d6	x3	_	15 lb.	Slashing

HEAR THE DRILL BEING USED TO DEFEAT A LOCK, GOOD AND AMAZING LOCKS TEND TO HAVE REDUNDANCIES AND SPECIAL MECHANICAL TRIPS BUILT INTO THEM AND CANNOT BE DEFEATED WITH A DRILL. IN THESE CASES, USING A DRILL ON SUCH A LOCK SIMPLY GRANTS A +5 EQUIPMENT BONUS TO OPEN IT WITH THE OPEN LOCKS SKILL.

'Jack's Wrench: Despite its name, the 'jack's wrench is not a wrench used by steamjacks; it is a wrench used to assemble them. This heavy wrench is roughly three feet long with a broad double handle and a heavy gripping wrench head. A wheel adjusts the head's grip and a simple kick lever locks the head in place to the desired width. Mechaniks use the tool's superior leverage and heavy duty strength for turning heavy bolts and twisting large mechanikal pieces into place.

The wielder gains a +2 equipment bonus on any checks made when using a 'jack's wrench to turn or tighten large bolts or other heavy mechstuff.

Steam ram: Typically used to buffet and shape metal plates, the steam ram is an industrial tool affixed to a heavy reinforcing table or other working surface. At some point, an enterprising mechanik must have seen a use for these tools as weapons. On occasion, a steamjack used for demolition work will be equipped with one of these, or a smaller portable version might be used by field mechaniks to repair or reshape metal plates in the field.

The ram itself relies on steam pressure to cause it to fire in a piston motion. This makes the device incredibly difficult to maintain control. Most of these tools have a double handle on one end and are braced by the full weight of the mechanik using them. 'Jacks,

on the other hand, can mount these devices in place of arms.

A steam ram deals substantial damage to whatever it hits, and it is easily capable of crushing bone with a single blow.

Steam Shears: A steam-powered claw used to cut patterns in heavy armor plates, this "tool" often finds itself on the end of a 'jack's arm. The shears use pneumatic pressure built up by steam driven pistons to create tremendous shearing forces. The device consists of two thick claw-like blades with the edges set to oppose each other that can close slowly (using pressure to shear through thick plate) or quickly (to cut through lighter metals and objects with relative ease). The power of the shears is considerable. When used to close quickly, these shears are still capable of cutting off a man's limb with ease.

The weapon uses an effective strength score of 25 to modify its damage, but its to hit bonus is still modified by the wielder's strength score.

If used as a weapon, steam shears are unwieldy and it is difficult to hit a target with them. Steam shears always suffer a -6 penalty to hit.

## RANGED WEAPONS

**Ghordson Heavy Armaments** "Brassbarrel" Warcannon: Armies have used cannons since the Orgoth rebellion, and the weapons have only improved with the passage of time. Mercenaries defending moderate fortifications and forward positions in battle often rely upon the brassbarrel warcannon. Sadly, Ghordson Heavy Armaments has recently had trouble getting these weapons out of Rhul. Since the occupation of



Llael, the export of these weapons has been viciously curbed by Khadoran military patrols. The stern Rhulfolk unwillingness to let Khador tell them with whom they can do business has caused more than one protracted firefight along routes leading from Rhul to Cygnar. The cannons have rapidly become collector's items for mercenaries and ironheads seeking to use them in the field. Even the ammunition is rapidly becoming difficult to procure.

This weapon fires a 5-inch ball designed for eliminating heavily-armored infantry targets, light warjacks, or steam armors. Its unique construction utilizes a "shutter" breech fed chamber that fires brass sabots containing sachet cannon rounds modeled after those used in firearms. The warcannon also uses an internal clockwork forgelock to discharge the cannon round and then opens the shutter over the breech to kick the sabot clear after it is discharged.

The rounds tend to foul the barrel and firing mechanism after heavy use. The weapon can only fire three cannon rounds before it needs extensive cleaning. Each time it is fired without being cleaned there is a cumulative 10% chance (maximum 100%) the cannon will explode doing 4d8 damage to anyone within 10 feet (DC 20 Reflex save for half) and ruin the cannon beyond repair.

Loading the warcannon is a standard action and requires a DC 10 Craft (cannoneer) check.

Ammunition cost: 250 gp per shot.

Engines East Amblerose Rivet Gun: Field mechaniks swear by the amblerose. The stubby tool has proven to be the field mechanik's best friend while slapping down repairs and locking armor back down in place. Light and durable, reliable, and easy to load, the rivet gun is well suited for use in combat conditions. The tool doubles as a holdout weapon at close range although it does not have much stopping power against heavily armored targets. In the right hands though, it can prove to be an effective deterrent for enemy troopers or buy a mechanik enough time to retreat with his life.

The amblerose uses rivets with a paper packed sachet explosive charge in the rivet head. This mixture of blast powder is packed the same way a bullet would be. The charge is much smaller, designed to give just enough punch to pierce metal at extremely close ranges. The barrel design requires placement directly on armor plate or metal while the mechanik pulls the trigger, and the blast charge allows the rivet to penetrate even moderately thick metal and fix it fast in place.

As a weapon the amblerose is inaccurate, but a well-placed rivet can put a blackpenny in any trooper's skull. It might not be as powerful as a bullet, but the damage it can do is threat enough to keep lightly armored men at bay.

The weapon holds a bin of up to ten rivets and can fire a rivet every round as it drops from the rivet bin into the firing mechanism. The gravity-fed firing mechanism is difficult to jam although it is easy to get water into the rivet bin and waterlog the rivets so they will not fire. If the weapon is ever partially or fully immersed in water, all the ammunition within becomes useless on a roll of 1 on 1d4.

Loading the amblerose takes one standard action and a DC 10 Craft (mechanika) check. Each load is a fistful of six rivets. Using a rivet gun requires Exotic Weapon Proficiency (rivet gun).

Ammunition cost: 1 gp per rivet.

TABLE 1–19: RANGED WEAPONS

Weapon	Cost	Dmg(S)	Dmg(M)	Critical	Range	Weight	Type
Gearbow, Clockwork	$175~\rm gp$	1d6	1d8	19-20/x2	40 ft.	4 lb.	
Gears (1 dozen)	15 gp	_	_	_	_	1 lb.	
Gearbow, Wrist	$200~\mathrm{gp}$	1d4	1d6	19-20/x2	40 ft.	2 lb.	
Gears, small (2 dozen)	15 gp	_	_	_	_	1 lb.	
"Brassbarrel" Warcannon	$2500~\mathrm{gp}$	_	4d8	x3	200 ft.	90 lb.	Piercing
Amblerose Rivet Gun	75 gp	_	1d8	x2	10 ft.	5 lb.	Piercing



Gearbow, Clockwork: The clockwork gearbow is a deadly projectile weapon resembling the construction of a light crossbow. The major difference between the crossbow and this device is the clockwork crank and the small stack of sharpened gears that sit within a magazine affixed to the underside of the bow. Loading the gearbow requires a DC 10 Craft (clockwork) check, but once loaded the gearbow is capable of firing up to 10 gears without need to reload. The clockwork spring and load action on the gearbow is so accurate and precise it actually allows the gearbow to fire multiple times in a round.

A gearbow can be used to make a character's maximum number of ranged attacks as a full round action.

Ammunition for the gearbow can be purchased from any clock maker. Projectile gears simply need to be the right dimensions to fit in the weapon.

**Gearbow, Wrist:** A miniature version of the clockwork gearbow, the wrist gearbow fires smaller projectiles and does slightly less damage. The wrist gearbow fits on a special bracer designed to sit on the back of an individual's arm. The wielder of a wrist gearbow can fire a gear from the mechanism by pointing his arm at a target and cocking his wrist down. It too has the same operating parameters of the gearbow (DC 10 Craft (clockwork) check to load), but it only holds five gears in its top-loading magazine.

#### ORIGINS OF THE GEARBOW

The gearbow is a recent invention that has begun to hit the streets of Caspia and Corvis, and the scarcity of ammunition due to the war has made projectile weapons like the gearbow and crossbow much more appealing. The inventor of the gearbow is unknown, but the device has been seen in the use of many undercity thugs and unsavory criminal types.

## FIREARM CUSTOMIZATION

Everyone wants a chance to build his own custom guns, and though there are plenty of options in the Iron Kingdoms Character Guide, here are a few more an enterprising gunsmith can add to his collection of exotic custom hoglegs and hackbuts.

**Balanced Multi-barreled:** Most standard firearms are built with a single barrel. This customization adds

one or more additional barrels to a standard firearm, increasing the number of shots that can be fired by the weapon either consecutively or simultaneously. Each barrel added has a separate firing mechanism that ties into a clockwork action. This allows the person firing the gun to fire all the barrels of the weapon at once or to fire them in sequence. Most balanced multi-barreled firearms have a side-by-side barrel configuration. Some have a triangular "clover stamp" configuration for three barrels or an over under "molly-mucker" four barrel configuration.

Loading a multi-barreled firearm requires a DC 10 Craft (firearms) check to disengage the firing mechanism properly before loading and another DC 10 Craft (firearms) check to engage the action properly. Completely reloading the weapon takes one action per barrel being loaded.

Each barrel added increases the weight of the weapon by 30% of its original weight and costs an additional 75% of the weapon's original cost.

**Bracer Pistol:** Tordoran and Scharde pirates often use these while making boarding actions—whooping like lunatics, jumping from deck to deck all the while armed to the teeth with sharp points, black barrels, and dirty tricks. The bracer gun is just one of those dirty tricks that might catch a stalwart naval marine unawares.

The trigger mechanism and barrels of a pistol are converted to allow the wearer to mount a pistol on the back of a bracer. The pistol can be used even while the wearer of the bracer is holding a weapon. The wearer simply has to point his arm at the target, aim, and trigger the weapon. A bracer mount fixes a small arms pistol to an armored bracer allowing it to be fired from the back of the hand while a weapon is held.

Mounting a weapon thusly on a bracer costs 150 gp to convert the weapon to be worn, the gun must be removed from the bracer to be reloaded, and reloading takes an additional standard action above its normal requirements. The bracer does not provide any special benefit to armor or defense.

Ghordson Breechlock: A weapon converted to the Ghordson breechlock can no longer accept standard firearm ammunition. Instead it fires a specially prepared ammunition packet consisting of a brass



sabot and a sachet packed bullet within the sabot. When fired, the round is expelled but the sabot remains in the breech. When one opens the weapon to reload, a specially converted clockwork trip in the firing action kicks the sabot from the breech, allowing the person bearing the firearm to slide another custom round into the weapon.

The result is a fast loading firearm that does not require a Craft (firearms) check to reload and only takes a single standard action to do so. The downside is the breechlock is a complex mechanism that requires cleaning after every five shots or it no longer fires accurately. Each time a round is fired from a breechlock weapon that has not been cleaned, it suffers a -2 accuracy penalty and there is a cumulative 10% chance (maximum 90%) the firearm will jam. A jam requires a DC 15 Craft (firearms) check to clear the fouled and useless round and an additional DC 10 Craft (firearms) check to reset the firearm's clockwork action.

The conversion costs 300 gp per converted barrel (the whole firearm must be converted) and requires an extensive reworking of the firing action of the weapon. The ammunition cost increases to 10 times the standard cost for ammunition for the weapon. The brass sabots are recyclable after firing (jamming ruins them), but loading them still incurs a cost of 5 times the regular cost of ammunition. Only a skilled alchemist familiar with the Ghordson sabot round can load such ammunition, and doing so requires a special set of tools.

# HMMUNITION

Bullyboy: Originating from the dirty streets of Corvis, this heavy and brutally effective round was first used by gang members and cutthroats in a deadly gang war that filled the underbelly of the City of Ghosts with a tide of guts and blood. The bullet is engineered for killing power. It consists of a specially configured lead ball that is actually two halves of a lead sphere with a flat slug of nickel sandwiched between them. The result of this odd configuration is ammunition ineffective against heavy armor but capable of ripping through flesh like a burrow-mawg through a fattened sow.

A target wearing armor with a base bonus of 4 or higher gains a +2 deflection bonus to armor class against weapons using this ammunition.

Bullyboy confirms critical damage differently depending on the type of armor the individual is wearing. Against opponents with medium or heavy armor (or creatures with a natural armor bonus higher than 3), the weapon's critical threat is confirmed normally. When used on opponents with no to little armor (an armor bonus of 3 or less), the bullyboy improves the chance of confirming a critical hit by 3.

For example, a Rynnish freedom fighter fires a round of bullyboy ammunition at an unwary Khadoran guardsman walking the streets of Merywyn. The freedom fighter is using a military pistol (critical range 19-20 normally). Because the guardsman is only wearing a thick wool coat, he has no armor bonus. The chance of the freedom fighter inflicting a critical is modified to 16-20 (19 less 3 for the ammunition's properties) thanks to the bullyboy bullet.

The use of bullyboy ammunition easily fouls a barrel with scraps and gouges from the nickel slug in the round. After firing more than 3 of these rounds, the firearm's barrel becomes a flawed barrel as per page 184 of the IKCG.

Ammunition Cost: +3 gp per shot



A wide variety of goods and services are available throughout the Iron Kingdoms and beyond. The following lists include most common goods and services. Most items not described here are detailed fully in the *Iron Kingdoms Character Guide* and are provided here for completeness and ease of use. These lists provide only those items unique to the Iron Kingdoms or not detailed in standard reference books for play, specifically from the SRD (System Resource Document) or from the handbooks, manuals, and guides that belong to the game we all know and love.

Throughout this section, the asterisk (\*) denotes the item's weight is negligible.

Table 1–20: Adventuring Gear

Item	Cost	Weight
Backpack, frame	$8 \mathrm{gp}$	4 lb.
Bandolier, ammunition	5 sp	1 lb.
Chair, collapsible	$6 \mathrm{gp}$	5 lb.
Field glass	20 gp	1 lb.
Flint striker	6 gp	*
Goggles	4 gp	1 lb.
Hand pump	5 gp	2 lb.
Holster	4 gp	1/2 lb.
Holster, wrist loader	30 gp	1 lb.
Ladder, collapsing	$7 \mathrm{gp}$	12 lb.
Lantern, magnified bull's-eye	15 gp	3 lb.
Launching flare	8 gp	1 lb.
Pocket watch	150+ gp	1/2 lb.
Portable flare launcher	6 gp	6 lb.
Potion belt	10 gp	1 lb.
Potion belt, cushioned	50 gp	2 lb.
Pouch, ammunition	2 gp	1/2 lb.
Saw, collapsing	8 gp	3 lb.
Shovel, collapsing	8 gp	7 lb.
Slip dagger harness	15 gp	*
Spyglass	10 gp	1 lb.
Spyglass, collapsing	35 gp	1 lb.
Tent, ten-person	45 gp	50 lb.

Backpack, Frame: Favored by scouts, mercenary soldiers, and explorers, this pack's weight is distributed more evenly due to the rigid structural poles sewn into the pack. It increases the character's medium and heavy load limits by 25%. For example, a character with Str 16 would normally be able to carry up to 153 lbs. as a medium load and up to 230 lbs. as a heavy load. With a frame backpack, the character's medium load capacity ranges from 77–191 lbs. and the heavy load capacity increases to 192–287 lbs.

Chair, Collapsible: This adventurer's favorite is a simple design utilizing the same technology as the collapsible baton and staff. It has three extendable legs each attached to one corner of a cloth triangle. The legs extend and spread into a tripod, creating a quick, comfortable seat. It packs easily and is light enough that most comfort-minded adventurers insist on carrying one.

**Potion Belt**: This bandolier is specially designed to hold magical and alchemical potion bottles and jars for quick and easy access. The cushioned variety grants a +2 bonus to hardness to all of the belt's contents to avoid breakage.

**Tent, Ten-person:** Made of thick canvas, poles, rope, and often oiled to provide some protection from the rain, this tent requires at least two people to assemble and can take up to half an hour (or longer) to situate. Once erected it provides considerable protection from the elements.



TABLE 1-21: ALCHEMICAL SUPPLIES

Item	Cost	Weight
Acids <sup>1</sup>		
Acid, standard	10 gp/flask	2 lb.
Bone stripper	8 gp/flask	2 lb.
Buzzard beetle tenderizer	30 gp/flask	2 lb.
Carrock's sure-fire etcher	40 gp/flask	2 lb.
Carvalo's wound cleanser	250 gp/flask	2 lb.
Crypt spider acid	45 gp/flask	2 lb.
Dragon bile	300 gp/flask	2 lb.
Lemax spittle	36 gp/flask	2 lb.
Vitriol (green)	18 gp/flask	2 lb.
Antitoxins 2		
Antitoxin, standard	50 gp/gill	1/2 lb.
Bile brew	30 gp/gill	1/2 lb.
Blood polyp draught	20 gp/gill	1/2 lb.
Chain breaker	300 gp/gill	1/2 lb.
Dire troll antitoxin	200 gp/gill	1/2 lb.
Scorik's soother	900 gp/gill	1/2 lb.
Tatzylwurm antitoxin	80 gp/gill	1/2 lb.
Troll antitoxin	120 gp/gill	1/2 lb.
Curatives <sup>3</sup>		
Ansleigh's wound seal	20 gp/dose	1/2 lb.
Blackroot balm	90 gp/dose	1/2 lb.
Corben's essential elixir	450 gp/gill	1/2 lb.
Corben's healing elixir	750 gp/gill	1/2 lb.
Corben's invigorating elixir	180 gp/gill	1/2 lb.
Corben's wound closer	30 gp/gill	1/2 lb.
Cure-all cream	20 gp/jar	1 1/2 lb
Doc Petrok's rejuvenator	15 gp/pint	2 lb.
Solovin's seal	150 gp/gill	1/2 lb.
General <sup>4</sup>		
Balelight	8 sp/flask	2 lb.
Baron Voratchik's clawed grip	225 gp/flask	2 lb.
Blade resins	Poison cost + 30 gp/oz.	1/10 lb
Blasting powder	$50+ \mathrm{gp/lb}$ .	1 lb.
Blood polyp incense	2 gp/12 cones	1 lb.
Burning powder	75 gp/tube	1/2 lb.
Cane leech repellant (jelly)	8 gp/jar	1 lb.

Cane leech repellant (liquid)	6 gp/jar	1 lb.
Clear mind	$150~\mathrm{gp/gill}$	1/2 lb.
Dust of dizziness	75 gp/dram	1/10 lb.
Earrings of fire	50 gp/set	1/10  lb.
Embalming fluid	20 gp/pint	2 lb.
Exalted incense	12 gp/cone	1/10  lb.
Flame ward	30 gp/quart	1/2 lb.
Flash freeze	12 gp/flask	2 lb.
Glue, water soluble	3–5 sp/jar	1 lb.
Hot grease	200 gp/ canister	1 lb.
Ivona's bonding resin	10 gp/gill	1/2 lb.
Leatherskin	180 gp/jar	1 lb.
Liniment of insulation	300 gp/jar	1 lb.
Mist piercer	$300 \mathrm{~gp/gill}$	1/2 lb.
Morrow's hand oil	9 gp/jar	1/2 lb.
Mufflefoot	75 gp/oz.	1/10 lb.
Muting mist	200 gp/gill	1/2 lb.
Quicksilver tonic	$600~\mathrm{gp/dose}$	2 lb.
Sambertine	$180~\mathrm{gp/gill}$	1/2 lb.
Sharpsalve	40 gp/jar	1/2 lb.
Sleep gas	200 gp/stick	1/5 lb.
Spark powder	5 gp/dram	*
Stinging dust	60 gp/tube	1/2 lb.
Tearjerker	500 gp/vial	1/5 lb.
Tracer oil	150 gp/oz.	1/10  lb.

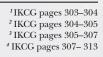




TABLE 1-22: CLOTHING

Item	Cost	Weight
Armored apron	30 gp	20 lb.
Boots, mechanik's	3 gp per pair	2 lb.
Cloak, waterproof	$7 \mathrm{gp}$	3 lb.
Cloak, weighted	$4 \mathrm{gp}$	4 lb.
Hat, bowler	2 gp	*
Hat, cocked (bicorn or tricorn)	5 sp – 2 gp	*
Hat, Khadoran fur	1–5 gp	1 lb.
Hat, stovepipe	1 gp	1 lb.
Greatcoat	20 gp	5 lb.
Greatcoat, armored	75 gp	10 lb.
Greatcoat, rain slicked	30 gp	5 lb.
Greatcoat, reinforced	35 gp	7 lb.

**Cloak, waterproof:** This hooded cloak has been alchemically treated to repel water.

Cloak, weighted: These cloaks are particularly popular with Llaelese duelists who use them in conjunction with longswords, short swords, or other light dueling blades. Made from heavy canvas, the cloak has a series of heavy lead weights sewn into the hem making it a useful tool when fighting. Not particularly useful on the battlefield, the weighted cloak is most often seen on the streets and is sometimes carried as an off hand weapon by adventurers. When used in the off hand, it grants a +2 bonus to any trip or disarm check the character makes. If the cloak is worn, it requires a move action to ready. More expensive cloaks (15+ gp), equipped with quick release clasps, can be readied as a free action.

**Greatcoat, rain slicked:** These greatcoats have all of the protective capacity of a normal greatcoat but have also been alchemically treated to repel water.

TABLE 1-23: INDUSTRIAL SERVICES

Item	Cost
Accumulator charging, arcane condensation	30 gp/charge
Accumulator charging, alchemical (1 day per charge)	20 gp/charge

Accumulator charging, swap for fresh	35 gp/charge
Mechanic, routine maintenance, one task (simple device)	2 sp
Mechanic, routine maintenance, one task (steam engine)	3–4 sp
Mechanic, routine maintenance, one task (simple clockwork)	5 sp
Mechanic, routine maintenance, one task (complex clockwork)	1 gp
Mechanic, per day plus materials	1 gp
Mechanik, simple task (charge accumulator, clean conduits, etc.)	1–3 gp
Mechanik, routine task (change rune plate, install trigger, etc.)	5–50 gp
F,	
Mechanik, complex task (remove or install cortex, etc.)	250+ gp
Mechanik, complex task (remove or	250+ gp 5 gp
Mechanik, complex task (remove or install cortex, etc.)	01
Mechanik, complex task (remove or install cortex, etc.)  Mechanik, per day plus materials	5 gp Caster level x spell level x
Mechanik, complex task (remove or install cortex, etc.)  Mechanik, per day plus materials  Rune plate etching	5 gp Caster level x spell level x 275 gp
Mechanik, complex task (remove or install cortex, etc.)  Mechanik, per day plus materials  Rune plate etching  Steamjack handling per day  Steamjack rental, light laborjack	5 gp Caster level x spell level x 275 gp 5 sp - 1 gp/day

TABLE 1-24: TOOLS, KITS, AND GAMING

Item	Cost	Weight
Alchemist's apron	$50~\mathrm{gp}$	5 lb.
Alchemist's beard	125 gp	1/2 lb.
Anvil	20 gp	30 lb.
Calligraphy set	10 gp	1/2 lb.
Clockwork tool kit	$300700~\mathrm{gp}$	15 lb.
Deck of cards (various games)	5 sp – 5 gp	1/2 lb.
Demolition kit	$500 \mathrm{~gp}$	20 lb.
Dice, gambling (various types)	5  sp - 5  gp/set	1/4 lb.
Drafting tools	3 gp	5 lb.
Dye, exotic	2 gp/pint	1 lb.
Dye, standard	2 sp/pint	1 lb.
Foundry tools	500-1000 gp	20-200 lb.
Fountain pen	3 sp	*



Gaming set, simple	1–10 gp	2 lb.
Gunner's kit	100 gp	15 lb.
Gunsmith's kit	150 gp	25 lb.
Mechanik's wrench	20 gp	5 lb.
Mechanika tool kit	75 gp	30 lb.
Paper, rag	1 cp/sheet	*
Paper, good	5 cp/sheet	*
Paper, large schematic sized	1 sp/sheet	*
Portable forge	300 gp	50 lb.
Steamo's tool kit	$150~\mathrm{gp}$	15 lb.
Trap maker's kit	500 gp	12 lb.
Tool Harness	5 sp	1 lb.
Steam plant, portable	235 gp	20 lb

Alchemist's Apron: This simple garment is built with a thick felt backing and a mesh of fibers rendered from an alchemical process that admixes a durable material called diuturn with fibers of cotton and canvas. The result is a garment that insulates against extreme heat, cold, and acid with a great amount of success. Often used by alchemists working with volatile chemicals or by foundry workers who handle heated metals and deal with crucibles full of caustic material, the aprons have become a common sight in mechanika foundries across the Iron Kingdoms.

An alchemist's apron provides an armor bonus of 1 and energy resistance 3 against fire, cold, and acid.

Alchemist's Beard: Once unique to the workshops of the Golden Crucible, the alchemist's beard is an unusual piece of gear. The device is a facemask, which fits to the head with a series of buckles and straps, and when tightly affixed to the face it creates an impermeable seal around the mouth and nose of the wearer. The "beard" of the mask is a large oblong leather sack affixed to the mask with a metal screw cap. Alchemically treated fibers in the filter allow clean air in but prevent particles and alchemical substances from permeating the filter's membranes. It allows a man to breath in even the most caustic and dangerous of environs without fear of damaging his lungs or windpipe.

A character wearing the alchemist's beard gains a +10 equipment bonus to saving throws against effects relying on gas or breathing as a method of affecting a

target. Should the initial save succeed, the filter of the alchemist's beard provides sufficient protection from the gasses for 4 minutes before another saving throw is required.

The filters for an alchemist's beard are expensive. Each costs 125 gp and provides enough protection for one full hour of exposure to caustic gasses and other undesirable particles the wearer might breathe.

**Calligraphy Set:** This consists of several fine pens, vials of ink, and sheets of paper. Professional scribes, artists, and those who appreciate fine writing use it.

Cards, Dice, and Gaming Sets: Expensive card sets are finely illustrated, inked, and coated to protect their surfaces. Dice come in a number of shapes, can be made of a variety of materials, and are priced accordingly. Game sets for chess, checkers, backgammon, or other board games include playing board and pieces. For a larger investment, much fancier sets can be purchased. Some even fold into small carrying cases that keep all the pieces inside when closed.

Clockwork Tool Kit: This toolkit provides the basic tools for working with clockworks and provides a +2 equipment bonus to most Craft (clockwork) skill checks. The fine tools used for working on clockworks are expensive, and basic kits may not be sufficient for more difficult tasks without the purchase of additional, specialized tools. Lower prices indicate basic tool sets with higher prices for more advanced sets.

**Drafting Tools:** A set of drafting tools is important for architects, engineers, and arcane mechaniks. These tools provide a +2 equipment bonus to Craft checks required to create plans for a project. This circumstance bonus counts for Craft (mechanika) skill checks to draft schematics.

Foundry Tools: The assortment of implements required by a mechanik in his simple day-to-day craft range from the rudimentary to the exotic. The types of tools found at a mechanik's workbench can prove as conventional and run-of-the-mill as any normal woodworking shop or smithy and as confusing as an alchemist's laboratory or a wizard's artifactorium. As a matter of course, a mechanik usually has three standard types of tools: the wrench, the hammer, and the boltdriver. These are easily recognizable by any casual observer.



Then there is the array of other tools: endless varieties of ratchets, pliers, tongs, spanners for holding parts in place, calipers, and dividers for measuring and spacing mountings. A mechanik who works on steamjacks will have injectors for priming pneumatic chambers, expanders for piston cylinders, bores, chisels, reamers, scrapers, and an endless variety of hammers with heads of various shapes and sizes for shaping metal, pounding parts into place without damaging them, and smashing others out of place to insert new parts.

Beyond are the tools for creating arcane mechanika: conductance awls, etcher tubs, rune scrivers, conduit grips, glyph irons, and a variety of pristinely clean measuring devices like precision calipers, arcanometric slide rulers, warding sticks, incredibly accurate aligning devices, and jeweler's tools for handling fine mechanikal components. There are also socket mounting wrenches and arcano-conduction contact primers—the list never seems to end.

The heavier powered tools for shaping metal, cutting plate, and fusing them together are potentially lethal weapons as is the mechanic's wrench. Though the wrench might rely on muscle power, heavy cutters, impact hammers, and lathes all require a steam plant to operate.

A complete set of tools for a mechanik's foundry costs about 500 gp, and a precision set of tools for building mechanika can cost from 750-1,000 gp. A power tool like an impact hammer or a lathe can cost upwards of 2500 gp.

**Gunsmith's Kit:** Gunsmithing requires a number of specialized tools along with basic woodworking and metalworking tools. This kit provides a +2 circumstance bonus to Craft (gunsmithing) skill checks.

Mechanika Tool Kit: A basic mechanika tool kit provides all of the tools necessary for basic mechanika work and provides a +2 equipment bonus to most Craft (mechanika) skill checks. As with clockwork tools, there is no end to the list of specialized tools required for advanced mechanikal work, and sometimes a basic set is not adequate for the task. Some Craft (mechanika) checks may require highly specialized and expensive tools.

**Steam Plant, Portable:** A portable steam plant is often used to power portable devices that require pneumatics or a source of steam power. A steam plant can provide a steam-powered tool with 1 hour of power, requiring 3 pounds of coal and 1 gallon of water. 1 minute of combat use is equal to 5 minutes of normal use, and subsequently a portable steam plant that is used to power a mechanikal tool as a weapon will have a maximum of 12 minutes of combat use.

Starting a steam plant requires a DC 10 Craft (steam engine) check and roughly 2 minutes for the steam engine to power up to useful pressure levels.

**Steamo's Tool Kit:** A set of basic mechanic's tools, the steamo's tool kit has a wide assortment of the tools necessary for working on steam engines. This kit provides a +2 equipment bonus to Craft (steam engine) skill checks.

**Trap Maker's Kit:** This kit contains just the right tools for creating simple and mechanical traps and provides a +2 equipment bonus on Craft (trap making) checks.

Table 1–25: Trade Goods

Item	Cost	Weight
Bronze	7 sp	1 lb.
Coal, common	2 cp – 1 sp	10 lb.
Coal, coke (factory grade)	1 sp	1 lb.
Coal, coke (steel grade)	2 sp	1 lb.
Firewood	2 cp/cord	20 lb.
Oil, peat	1 sp/pint	2 lb.
Oil, "Blood of Menoth" (used to create Menoth's Fury)	5 sp/pint	2 lb.
Oil, whale	2 sp/pint	2 lb.
Silk, common	5  sp - 1  gp	1 lb.
Silk, fine	2–10 gp	1 lb.

Coal: Coal is a major commodity in the Iron Kingdoms and its price varies by region and market forces. It can be as cheap as 1 copper per 5 pounds in coal-rich areas such as near Korsk or in northern Llael, and it can reach four times that price in the outer reaches of Ord. There are coal deposits throughout the Iron Kingdoms, but they are meager in Ord and the Protectorate of Menoth. Prices for coal in Cygnar

are elevated due to the lack of Llaelese coal imports and the increased military demand.

**Silk:** Another special commodity in the Iron Kingdoms, silk is in demand for use in better firearms ammunition casings. Silk used in ammunition is of the "common" variety, produced more quickly and of considerably lower quality than the finest silks dyed and used in clothing. Some of the finest silk comes from Ios but is not openly traded and demands considerably higher prices.



# THE WILLIAM STATES OF THE STAT

# ↔ ARS MECHANIKA →

The art of building magical items is slowly giving way to the fabrications of arcane mechanika. Though the prevalence of mechanikal artifice over arcane creation is still subject to debate and individual observations, it is undeniable mechanika is becoming the method of choice for producing items that function above and beyond the forces of nature. Such engines of arcane magic, twisting magical energy to their whim across plates of alchemical copper and mystical pathways of conduits and cables, are increasingly more reliable and less demanding to fabricate.

Arcane magic requires a vast sacrifice of personal energy when imbued within an inanimate object, and some of the creator's own essence can be lost in the process. With mechanika, thanks to the use of several smaller, less demanding arcane components, the risk of such devastating and spiritually depleting loss is minimized.

Modern mechanika relies on rune plates and arcantrik engines to drive the enchantments behind them. Though limited in scope when compared to the powers of arcane artifacts, the capabilities of arcantrik items are comparable to their own wizardly, purely magical equivalents. In the end however, true magic is far more powerful than the artifice of engines and magic, and although it might cost a wizard his soul, the essence of a magical item can never be ignored.

The following material expands on the mechanika rules in the IKCG. Please reference the *Iron Kingdoms Character Guide* pages 318–343 when using the rules in the Ars Mechanika section.

#### Mechanika 101— Building Mechanika Q&A

WHAT DO I NEED TO KNOW TO BUILD MECHANIKAL ITEMS?

YOU NEED THE CRAFT WONDROUS ITEM FEAT AND 4 RANKS IN CRAFT (MECHANIKA) TO ATTEMPT TO ASSEMBLE A MECHANIKAL ITEM.

CAN A MAGICAL ITEM, WEAPON, OR SUIT OF ARMOR BE USED AS THE BASIC COMPONENT FOR A MECHANIKAL ITEM?

A PRE-EXISTING ENCHANTED WEAPON OR SUIT OF ARMOR CANNOT BE USED TO CREATE MECHANIKAL ITEMS, NOR CAN MAGICAL ITEM ABILITIES BE AUGMENTED WITH THE ADDITION OF MECHANIKAL COMPONENTS. ANY ATTEMPT TO INTEGRATE MAGIC WITH MECHANIKA AUTOMATICALLY DESTROYS THE MAGICAL ENCHANTMENT SURROUNDING THE WEAPON OR ARMOR AND REDUCES IT TO A MERE MASTERWORK ITEM. AS WELL, ALREADY CREATED MAGICAL WANDS OR OTHER ITEMS THAT RELY ON MAGICAL CHARGES CANNOT BE INTERFACED

WITH MECHANIKAL COMPONENTS. ATTEMPTS TO DO SO ALWAYS RESULT IN THE DRAINING OF THE MAGICAL ITEM OF ALL OF ITS ENCHANTMENT

AN ENCHANTED WEAPON SPECIFICALLY INTENDED FOR USE WITH MECHANIKAL COMPONENTS CAN BE USED AS PART OF A MECHANIKAL ITEM. CREATION OF SUCH AN ITEM AND THE INTENT TO USE IT IN A MECHANIKAL DEVICE MUST BE MADE CLEAR PRIOR TO ITS CREATION.

#### FIREARM-MELEE COMBINATION WEAPONS, WHAT DO I DO?

When building a mechanikal melee weapon, the bonus is applied to its attack and to hit rolls. Firearms and other ranged weapons only use the weapon's bonus to hit on ranged attack rolls (never for damage). A combination weapon uses whichever of these is most appropriate for the attack being made.

Some components cost a great deal of XP to create. This threatens my character with the rules surrounding experience expenditure and permanent loss of hit points on page 319 of the IKCG. Is it effective to make these parts?

Some Mechanikal Components are very expensive in terms of XP, especially conduits. Most low powered mechanika is safe to manufacture, but with the higher-level mechanika there is a substantial outlay of XP and a potential permanent loss of hit points. The up side is arcane mechaniks gain a fabrication bonus, and much of the XP costs for components and the creation of items depend on their base cost.

IF A CHARACTER HAS FEATS THAT REDUCE THE BASE COST OF AN ITEM OR THE BASE AMOUNT OF XP HE MUST EXPEND TO BUILD AN ITEM, HE REDUCES THE RISK OF LOSING HIT POINTS DUE TO THE CREATION RULES IN THE IKCG. APPLY THE EFFECTS OF SUCH FEATS BEFORE EXPENDING XP WHEN BUILDING AN ITEM.

IN ADDITION, WHEN YOU COMPARE THE RISK ARCANE MECHANIKS TAKE WITH HIT POINTS IN COMPARISON TO THOSE TAKEN BY WIZARDS WHO BUILD MAGIC ITEMS IN THE IRON KINGDOMS, MECHANIKA IS FAR SAFER TO MANUFACTURE.

# ALTERNATE ARCANE POWER SOURCES

The arcane accumulator is the most affordable of power sources for arcane mechanika, but others exist. The types of power sources vary from the devotional engines of the acolytes of Cyriss to the arcane turbines used in heavy mechanika, and there are enough alternatives that using an accumulator is not always the only option for the enterprising mechanik.

Fitting an alternate power source to a piece of arcane mechanika requires a DC 20 Craft (mechanika) skill check and roughly a half hour of work. The mechanik can adapt the power source to operate for the demands of the device and adapt the device to accept the power source's input.

#### MECHANIKAL POWER CONSUMPTION

#### MECHANIKAL WEAPONS

MECHANIKAL WEAPONS DRAW POWER FROM ACCUMULATORS AT A RATE EQUAL TO THEIR TOTAL BONUS EQUIVALENT PER DAY.

FOR EXAMPLE, A +1 MECHANIKAL SHOCK LONGSWORD HAS A TOTAL OF A +2 BONUS EQUIVALENT (+1 FOR THE WEAPON BONUS AND +1 FOR THE SHOCK WEAPON PROPERTY). IT DRAWS TWO CHARGES PER DAY FROM ITS ACCUMULATOR POWER CELL.

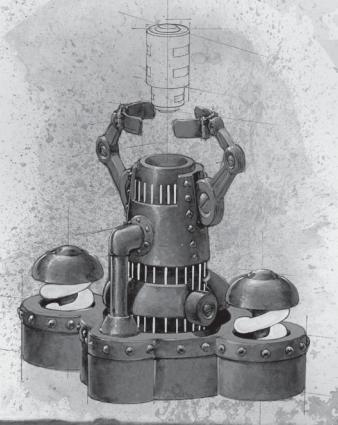
#### MECHANIKAL ARMOR AND SHIELDS

MECHANIKAL ARMOR DRAWS POWER FROM AN ACCUMULATOR AT A RATE EQUAL TO ITS BONUS EQUIVALENT PER DAY.

IF THE ARMOR OR SHIELD HAS A TRIGGER ATTACHED TO A SPECIFIC PROPERTY, THAT PARTICULAR PROPERTY ONLY DRAWS FROM THE ITEM'S ACCUMULATOR WHEN IT IS BROUGHT IN TO USE (BUT DRAWS AN AMOUNT OF CHARGES PROPORTIONAL TO ITS WEAPON BONUS EQUIVALENT)

#### MECHANIKAL STAVES, RODS, AND WANDS

THESE MECHANIKAL ITEMS DRAW CHARGES FROM ACCUMULATORS AT THE RATE THEY WOULD DRAW CHARGES FROM A MAGICAL EQUIVALENT.



FOUNDRY

ARCANTRIK ENGINES DRAW POWER AT A HUNGRY RATE SINCE THEY FUEL A FURNACE OF ARCANE ENERGY.

0-2nd Level spells draw 1 charge per round

3rd-4th level spells draw 2 charges per round

5th-6th level spells draw 3 charges per round

7th–8th level spells draw 6 charges per round

9th level spells draw 12 charges per round.

NOTE THAT THESE ARE CUMULATIVE. IF AN ARCANTRIK CONVERGENCE ENGINE IS RUNNING BLUR (2ND LEVEL), MAGE ARMOR (1ST LEVEL), AND GLOBE OF INVULNERABILITY, LESSER (4TH LEVEL) IT WILL BE USING 4 CHARGES PER ROUND FROM ITS ACCUMULATORS.

#### ARCANTRIK WONDROUS ITEMS

ALCHEMICAL GAUNTLETS DRAW A CHARGE PER ROUND OF USE ONCE THEY ARE ACTIVATED.

Archronographs draw a charge per 10 minutes of use.

GLYPHWEAVE GARMENTS DRAW A SINGLE CHARGE PER DAY.

# ARCANE TURBINE

This is the same type of turbine used in warcaster armor (for more details see warcaster armor on page 68), and it can power any number of arcane mechanikal devices with the field of energy it creates. An arcane turbine can produce up to 6 charges of arcano-dynamic energy every round, and it has a sufficient number of conduit connections to hook up to five devices at any given time. Excess energy simply dissipates off the turbine.

#### STORMCHAMBER

The stormchamber is a specialized power source used by the Cygnaran military for the continuous power of devices relying on electrical energy. The smaller versions used in hand-to-hand weaponry by the elite warriors of Cygnar are orbs of glass held in strong cages of aurum-manufactured brass and copper. Larger stormchambers of the sort used in elemental emitters, large mechanikal weaponry, and mechanikal rods and staves are built from large coils of the same alchemical brass and copper, wrapped around chambers of glass containing spindles of alchemical filament. Alchemically treated to the strength of steel, the glass can only be cracked by the most powerful

of direct blows. If breached the vessel will release the energy potential within. Together the brass and copper contain the charge while the alchemical glass prevents the voltaic energy from escaping. The filament simply acts as an anchor for the energy; the electrical forces latching on to the alchemical aurum are held fast in place by the container's own properties.

Energy is drawn from the stormchamber by two metal contacts at either end of the orb versions or from a single screw-type contact point in coil versions. As the energy flows from the stormchamber, its activity increases in intensity—the orbs suddenly jump to life and fire tendrils of electric energy across the inside of the glass surface. This hypnotic display of light presents no danger to the wielder of the device powered by the stormchamber; it is the energy flowing out of the chamber and into the device that should draw concern. When activated, the coils are suffused with a bright blue light and crackle as if the forces within seek escape.

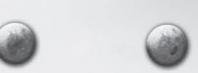
The device perpetually provides energy usable only with rune plates with electrical-based spells, magical weapon bonuses, or weapon properties that produce the electrical energy type. It can fit in a standard accumulator socket and can be used to power electrical effects in series with an arcanodynamic accumulator that powers the other abilities of a weapon or suit of armor.

If an item requires more energy than a stormchamber can provide, only its least demanding attributes will function (if the stormchamber is able to provide that portion of the mechanikal item with sufficient power).

Stormchambers can be breeched like arcane accumulators. A volatile stormchamber releases an electrical pulse of energy that deals an amount of damage to its wielder based on the number of charges it can provide per round (1d6 points for each charge it can produce per round). There is no saving throw.

Moderate evocation; CL 13th; Craft Wondrous Item, Scribe Scroll, Craft (alchemy) 4 ranks, Craft (mechanika) 4 ranks; Craft (alchemy) check (DC 18), Craft (mechanika) check (DC 18), chain lightning; Price varies gp; Weight 1 lb. (light), 2 lbs. (standard), 5 lbs. (heavy).





# NEW MECHANIKAL COMPONENTS

# ARCANO-CONDUCTION COIL

Any number of devices can be connected to the broad variety of power sources, engines, and machines to form a tangle of cables and arcane might. The arcanoconduction coil is an armored cable, usually three to four feet in length, connecting attachments to an arcantrik convergence engine, arcane turbine, or other source of energy. The devices act as an external conduit allowing a device to have any number of attachments.

The arcano-conduction coil is expensive to produce but incredibly common in mechanik shops, foundries, and other places where the demand for them is high.

An arcano-conduction coil can be fitted to a socket and then to any type of accumulator, or it can be fitted to an attachment—like alchemist goggles or a reflexive arcane matrix— and then to an arcantrik engine capable of using it.

Attaching an arcano-conduction coil to a device is a DC 5 Craft (mechanika) check.

Arcano-conduction coils are sturdy and usually armored with lengths of tough wire. They have a hardness of 5 and 3 hit points.

Moderate evocation; CL 5th; Craft Wondrous Item, Craft (mechanika) 8 ranks; Craft (mechanika) check (DC 20), *endure elements*; Price 1000 gp; Weight 1 lb.

#### ELEMENTAL EMITTER

The Caspian scholar and wizard Harbridge Canterdun, a man for whom the pursuit of alchemical and magical knowledge was an all-consuming passion, created the first of the elemental emitters in Ceryl in 420 AR. The device, known as a voltaic coil, could contain great electrical force and channel it through a structured reinforced chamber. This of course was the beginning of many such studies on the alchemical nature of elemental energy types, and in the end it served as the birth of such arcane devices as the stormchamber.

An elemental emitter is a stave-like device roughly three to five feet in length attached to an arcantrik convergence engine by a length of arcano-conduction coil. It functions as a point of origin for arcantrikally generated instantaneous offensive spells that use an energy type from one of the following categories: acid, cold, electricity, fire, or force. The device is held upright or aimed directly at the target of the spell.

Using the device requires a standard action that activates any spell of instantaneous duration, and it draws energy from the accumulator, through the rune plate, and out the emitter. It results in a spell cast from the device at a target or into an area.

An elemental emitter can only be built to use a single energy type. Electrical elemental emitters find a great deal of use in the Cygnaran military.

Faint evocation; CL 3rd; Craft Wondrous Item, Craft (mechanika) 4 ranks; Craft (mechanika) check (DC 15); Price 2,000 gp; Weight 6 lbs.

## ELEMENTAL CHAMBER

Developed by the Tordoran mage Bandar Og'Machala, the elemental chamber was originally intended to be an endless source of elemental material for alchemical purposes. Due to its dependency on accumulator charges and the need for powerful elemental rune plates, serious wizards deemed the elemental chamber a curiosity until roughly 560 AR. The elemental chamber came back into use when a chamber fed by an arcantrik turbine was used to create a wall of force to contain a vicious dracodile marauding the Dragon's Tongue. Since then the elemental chamber has become a much less obscure device though its practical applications are limited.

An elemental chamber resembles a lantern or lamplight surrounded by a perforated screen and has a cylindrical or dome-shaped chamber. Either configuration has a mechanikal shunt connecting it to an arcantrik engine with a length of arcanoconduction coil.

Elemental chambers are treated as the source of origin for specific effects relying on an energy type. Spells such as wall of force, wall of fire, and acid fog all use the elemental chamber as a point of origin for the spell's effect. These engines are typically set in place and then triggered with an offensive spell trigger attached to the engine by an arcano-conduction coil (costing an additional 500 gp and 40 XP). Variables of such spells must be set before triggering the item, and setting the variables of a spell requires a Craft (mechanika) check with a DC of 5 + the spell's level + the level at which the spell will be cast.

FOUNDRY

Faint evocation; CL 4th; Craft Wondrous Item, Craft (mechanika) 6 ranks; Craft (mechanika) check (DC 18); Price 4,000 gp; Weight 3 lbs.

# CHRONOMETRIC TRIGGER

Chronometric triggers are timed clockwork triggers exclusively used to activate arcantrik convergence engines. The devices are built directly into convergence engine and can be set for any length of time. The clockwork within the chronometric trigger allows for times to be set months in advance if necessary. The most notorious use of a chronometric trigger came in the attempt of rogue elements of the Cult of Cyriss to assassinate Vintner Raelthorne II in 533 AR. The device used was a chronometrically timed arcantrik convergence engine designed to unleash a cloud of acidic gas from an elemental emitter. Masked by concealing magic, the device was successful in operating, but Vintner managed to escape the corrosive attack. The device slew several of the Cygnaran regent's aides, a woman rumored to be the king's mistress (she could not be identified after being ravaged by the corrosive cloud of vapor), and three large horses pulling the king's personal carriage.

The trigger its simply designed to activate an arcantrik convergence engine any time specified by the person setting it. Setting an arcantrik engine's chronometric trigger requires a DC 10 Craft (clockwork) check. The duration can be a matter of seconds, hours, days, months, or even years depending on the complexity of the trigger's internal mechanisms. Anyone who wants to time the activation of a chronometric trigger accurately can synchronize a pocket watch or other timepiece with it with a DC 10 Craft (clockwork) check.

Faint Divination; CL 3rd; Craft Wondrous Item, Craft (clockwork) 8 ranks; Craft (clockwork) check (DC 10); Price 200 gp; Weight 1 lb.

# ARCANTRIK WONDROUS ITEMS

The power of the arcantrik convergence engine is its utility and broad application in the fabrication of hybrid mechanikal items. As stated in the IKCG, the arcantrik engine can become a vital component in almost any wondrous magical item that strays from the tighter definitions of weapons, armor, rods, staves, and wands. Arcantrikally fabricated magical items are typically much bulkier and more demanding in terms of power, and requirements of use than the average

magical item. Arcantrik items, on the other hand, are cheaper and easier to produce by even a single slightly skilled arcane mechanik, and they can prove to have a range of useful applications.

# BUILDING ARCANTRIK WONDROUS ITEMS

Building a wondrous item with mechanikal parts requires the creator not only have the level requirements and necessary skills to build the item, but rune plates manufactured to power the arcantrik engine must also carry the spells used in the wondrous item's creation. In addition, the arcantrik engine must have a hybrid socket to provide power to the item continuously as well as deliver motes of arcane energy to the rune plates when its effects demand. Most of these devices require a heavy accumulator simply due to the sheer amount of mechanikal energy required

Arcantrik wondrous items draw one charge per day, and if they have powers that require activation, the devices draw a single charge each time the item is activated.

Arcantrik wondrous items always use up two inventory spaces on an individual person. The arcantrik engine must be worn on a belt or back mount while the device itself (connected by conduit to the arcantrik engine) uses up the spaces appropriate to its type.

Most arcantrik wondrous items cannot be built to mimic a wondrous item that requires a caster level higher than 10.

The following arcantrik components can be combined with an arcantrik engine to create a variety of arcantrik wondrous items.

## ALCHEMICAL GAUNTLETS

Alchemical gauntlets are somewhat bulky metal and leather gloves. Conduits and a mesh of aurum and alchemical copper line the glove between the metallic protective outer shell of armor and the internal leather lining. These gloves count as gauntlets for purposes of hand-to-hand damage when used without power as melee weapons. Spiked versions exist for the more barbaric designs, and alchemical gauntlets can have spikes added for a negligible increase in cost.

Minor transmutation; CL5th; Craft Wondrous Item, Craft (alchemy) 4 ranks, Craft (mechanika) 8 ranks; Craft (alchemy) check (DC 15), Craft (mechanika) check (DC 20); Price 4,800 gp; Cost 2,400 gp + 192 XP; Weight 2 lbs each. A pair of alchemical gauntlets combined with an arcantrik engine can create the following wondrous items: Amulet of Mighty Fists +1-3, Bracers of Armor +1-5, Gauntlets of Ogre Power (Ogrun Power), Gauntlet of Rust, Gloves of Dexterity +2-6, Gloves of Swimming and Climbing.

# GLYPHWEAVE GARMENT

First introduced by the Iosan exile Warfyre, this pseudo-arcanic cloth found use in magical items thanks to its ability to hold arcantrik glyphs. Glyphweave can hold rune patterns in much the same way as a rune plate does woven metallic fibers form the patterns necessary for it to function. In essence, the glyphweave becomes a massive rune plate. Arcane energy can run along the surface of the cloth fulfilling the power requirements for the enchantments within. A garment made with glyphweave is extremely expensive but also capable of some amazing properties when the right spells are imprinted upon its surface. The cloth is thick and comfortable to wear although it is not suitable for hotter climates since it retains heat well. Most garments made with glyphweave are better suited to foggy fens and shady forests than sweltering dunes and the heat of a summer's day.

Such a garment attaches to an arcantrik engine by way of specialized conduits adding to the already considerable cost of the glyphweave.

Minor transmutation; CL 5th; Craft Wondrous Item, Craft (alchemy) 4 ranks, Craft (mechanika) 8 ranks; Craft (alchemy) check (DC 15), Craft (mechanika) check (DC 20); Price 6,400 gp; Cost 3,200 gp + 256 XP; Weight 5 lbs. for cloak or robe.

Glyphweave garments are typically cloaks or robes and combine with arcantrik engines to create the following wondrous items: Cloak of Displacement (minor or major), Cloak of Elvenkind, Cloak of Resistance +1-3, Robe of Blending, Mantle of Spell Resistance.

## ARCHRONOGRAPH

Arcane talismans can bestow various effects, and the archronograph is a mechanikal device that mimics the function of such artifacts. This device is a mystic clock with rune plate gears built to interface with an arcantrik convergence engine to fuel the spells within and envelope the wearer with magic using a specialized arcane matrix. The device resembles a handheld clock the size of a lantern, and it must be

kept wound and accordant with the arcantrik engine to operate properly.

Calibrating the archronograph is necessary each time it is used and requires a DC 15 Craft (clockwork) check.

The device connects to the arcantrik convergence engine by a long conduit cable and must be held in a free hand to be effective while activated.

Minor transmutation; CL 5th; Craft Wondrous Item, Craft (alchemy) 4 ranks, Craft (mechanika) 8 ranks; Craft (alchemy) check (DC 15), Craft (mechanika) check (DC 20); Price 2400 gp; Cost 1200 gp + 96 XP; Weight 2 lbs.

An archronograph can produce the following wondrous item effects when properly combined with arcantrik engines: Amulet of Health, Amulet of Natural Armor, Amulet of Proof against Detection and Location, Brooch of Shielding, Lantern of Revealing, Lens of Detection, Necklace of Adaptation, Periapt of Health, Periapt of Proof against Poison, Periapt of Wisdom, Periapt of Wound Closure.

# WARCASTER ARMOR

Worn by the elite commanders of armies across western Immoren, the armor of the warcaster is the signature of a warrior, mage, and commander capable of tactical excellence, martial prowess, and magical might. Along with the unique weapons each warcaster wears into battle, such armor is the hallmark of decades of training and supernatural command over the mechanikal constructs striding alongside warcasters into battle.

The elements of warcaster armor are discussed in some length beginning on page 339 of the Iron Kingdoms Character Guide. The following section gives more detail and breadth to how the abilities of the essential components of warcaster armor interrelate. When designing warcaster armor, use the components presented here instead of in the IKCG.

The "common" components of warcaster armor are:

- +2 mechanikal armor of medium or heavy type
- An arcane turbine
- A power field generator
- Mechanikal assist abilities
- An arcane focus chamber

FOUNDRY

Most warcaster armor is heavily augmented with mechanikal abilities and properties. For instance, Cryxian warcasters tend to use warcaster armor that exploits the Shadow, Slick, and Silent armor properties to one degree or another.

# MECHANIKAL ARMOR

Armor built for use by a warcaster is usually outfitted as a suit of +2 mechanikal armor although tougher armor may bear a stronger enchantment. Medium armors such as breastplate and heavy armors like half-plate and full plate are the only types of armor truly suitable for warcasters. More agile warcasters tend to choose breastplate while heavily armored warcasters wear full or half plate.

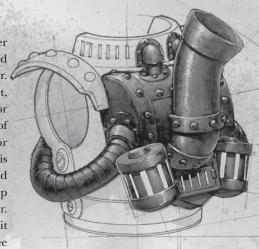
These suits are always custom made for warcasters, and most are designed to maintain their protective mechanikal enchantments by drawing power from an accumulator whenever the arcane turbine is powered down. When the turbine is active it maintains the armor's protective quality.

All warcaster armors have a heavy accumulator socket.

# THE ARCANE TURBINE

An extrapolation on the arcantrik convergence engine, the arcane turbine uses the counter-rotary spinning of arcane induction coils to create an arcane charge that is funneled to the various systems within the warcaster's armor. Powered by a coal-fired boiler, the arcane turbine converts steam power into a substantial amount of arcane energy although serious cooling and venting is needed to keep the induction coils intact and to keep the warcaster from being cooked alive. These are typically mounted on the back of a warcaster's armor and usually have two or more steam pipes leading from the boiler powering the turbine.

An arcane turbine can run for six hours on a hopper of coal and full boiler. After that point, both the boiler and hopper need refueling. Starting the boiler is a time-consuming process and must be completed once the warcaster has donned the armor. An assistant, squire, or the use of accumulator charges is required to fire up the boiler. Normally, it takes three



minutes to get the coal burner well stoked and another five to get the boiler to peak efficiency, but by using the armor's accumulator the boiler can be active and providing charge to the armor within one minute.

Activating an arcane turbine in this manner drains 5 charges from the armor's accumulator. The accumulator switch itself is typically mounted on a gauntlet worn by the warcaster though it may be part of an armor buckle or concealed underneath a well-protected armor plate.

The arcane turbine's energy fuels the armor's power field and the mechanikal assist abilities that enhance the wearer's mobility and ability to cast in armor. These systems are powered in a manner very similar to that used by trickle sockets though a good portion of the charge is used to maintain and reinforce the armor's power field constantly. Without an arcane turbine, a suit of warcaster armor is just a fancy looking suit of heavy masterwork armor.

Arcane turbines produce charge, and like an accumulator, this charge can actually fuel mechanikal devices connected to it with a length of arcanoconduction coil. Cygnaran military mechanika is infamous for this. Adept Commander Sebastien Nemo's Lightning Rod relies at least partially on arcane turbines for added magical juice.

Table 2-1: Custom Fitted Warcaster Armor (base +2 mechanikal armor)

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Penalty	Arcane Failure	Speed (30ft)	(20 ft)	Weight
Breastplate	$850~\mathrm{gp}$	+7	+4	-2	25%	20 ft.	15 ft.	25 lbs.
Half-plate	$1{,}250~\rm gp$	+9	+1	-5	35%	20 ft.	15 ft.	45 lbs.
Full plate	$1,650~\mathrm{gp}$	+10	+1	-5	40%	20 ft.	15 ft.	50 lbs.



An arcane turbine can produce up to 8 charges per combat round when firing at full steam, and devices connected to the armor often use these charges. Larger arcane turbines can provide more charge, but these turbines are of such size that portability is impossible.

When calculating the abilities of warcaster armor, these 8 charges per round must be accounted for. Any additional charges can be used to fuel mechanikal items or assist abilities; otherwise they dissipate immediately after being generated.

For instance, a Tordoran mercenary warcaster named Maestro Magus Allejandro Midria (Amk3/Wiz8/Wrc 3)—currently in the service of the Ordic Crown—has a suit of warcaster armor that utilizes a power field, an arcane focus chamber, and mechanikal assist abilities granting him +10 feet in speed while wearing the armor and reducing his armor check penalty by 1. Each one of these devices or mechanikal assist abilities draws a charge from the arcane turbine each round. With a total of 5 charges being drawn from the arcane turbine, he has 3 charges left. The additional charges will dissipate if unused, or Allejandro can connect an arcantrik convergence engine or other device to his armor to utilize the excess charge.

Moderate evocation; CL 8th; Craft Wondrous Item, Craft (mechanika) 10 ranks; Craft (mechanika) check (DC 24); Price 16,000 gp; Weight 15 lbs. + water and coal.

## POWER FIELD GENERATOR

Though the armor itself provides quite a bit of protection to the warcaster, the armor's power field generator provides even more. Using powerful magic derived from several simple spells, the armor's power field wards off some of the most vicious of attacks. However, it takes a great deal of energy to maintain the power field, and a series of powerful attacks can weaken or completely disrupt the field.

The damage absorbed by a power field is treated as temporary hit points. For example, a power field rating of 40 indicates that when the field is fully charged it provides 40 temporary hit points to the warcaster.

Once warcaster armor is running at full capacity, the turbine provides charge to the power field generator. The power field charges at a rate of 5 points per round drawing a single charge from the arcane turbines of the

armor each round. This means it requires 8 rounds, or nearly one minute, to charge a 40-point power field to full capacity. Arcane turbines are designed to maintain power fields, so the power field regenerates very slowly. For every minute that passes without suffering damage, a power field regenerates 5 hit points toward its maximum hit point total.

Warcaster arcantrik turbines have a node allowing focus to funnel through them and drive into the power field generator. This enables a warcaster to channel focus into his armor's power to generate (or regenerate) the power field rapidly.

As a free action, a warcaster wearing warcaster armor can regenerate a power field by 5 hit points by expending a point of focus and can spend up to his maximum focus each round to regenerate his power field. A warcasters cannot use his personal focus to regenerate another warcaster's power field.

Warcaster power fields range in rating from 25-point power fields for journeymen to 75-100 point power fields for the typical accomplished warcaster. Unlike damage reduction, the temporary hit points granted by the power field ward off harm from all sources, including spells.

A power field draws a single charge per round from the arcane turbine.

Moderate abjuration; CL 12th; Craft Wondrous Item, Craft (mechanika) 8 ranks, *stoneskin*; Craft (mechanika) check (DC 22); Price 10,000 gp + 1,000 gp per 5 points of rating; Weight 5 lbs.

# MECHANIKAL ASSIST ABILITIES

The underlying framework of warcaster armor uses a variety of mechanikal and magical systems to augment the already considerable abilities of the warcaster and aid him in overcoming any of the problems the armor itself might present. Speed, agility, the ability to cast arcane spells unimpeded, and other issues with armor such as weight are overcome with the addition of mechanikal servos and mechanodynamic stabilizers as well as latent magical enhancements.

Mechanikal assists require an arcane turbine in order to receive power. Though it would be possible to place such enhancements into another type of armor not used by warcasters, the requirement for an arcane turbine and the cost of adding these enhancements to



the armor prohibit the use of such armor by anyone not capable of using it to its full potential.

The mechanikal abilities listed below can be added to a suit of armor multiple times, increasing the cost and difficulty of building the armor (each addition is considered a separate component) but substantially increasing the capabilities of the warcaster wearing it.

Each ability draws a single charge per round from an arcane turbine.

Faint transmutation; CL 4th; Craft Wondrous Item, Craft (mechanika) 8 ranks; Craft (mechanika) check (DC 18); Price 4000 gp; Weight 3 lbs. each

## ARCANE FOCUS CHAMBER

The arcane focus chamber assures the caster's ability to cast arcane magic while wearing armor. The chamber contains a series of rune plates bearing metamagic glyphs that augment the warcaster's somatic and verbal efforts to cast a spell. The result is a complete nullification of any armor penalty imbued by the warcaster's armor at the sacrifice of focus.

The fault tolerance of the arcane focus chamber's glyph plates allows a spell to be cast while wearing armor as long as the warcaster expends focus at the time he casts the spell.

The amount of focus an arcane focus chamber requires for allowing a spell to be cast without any chance of failure is equal to half of the spell's level (rounded up). Spells not cast with the use of a focus chamber suffer the usual arcane failure penalty imbued by the armor type.

Focus chambers draw a charge per round from an arcane turbine.

Moderate transmutation; CL 6th; Craft Wondrous Item, Craft (mechanika) 8 ranks; Craft (mechanika) check (DC 16); Price 4,000 gp; Cost 2,000 gp + 160 XP; Weight 2 lbs.

# MECHANIKA: RECIPES FOR CONSTRUCTION

The following are breakdowns of the types of mechanika characters in the Iron Kingdoms can build and the steps and requirements necessary to build them. Though the rules are detailed in the IKCG, working from the following outlined steps should allow a character to find the components necessary to build any mechanikal device detailed in the IKCG or the Liber Mechanika.

Drafting schematics is a vital part of the mechanikal creation process and helps characters accomplish tightly formed ideas of design. With the schematic, the character building the mechanikal item decides what the device will do and how it will work, and he determines the parts necessary to build it. The following schematic guidelines are intended to help players discern what parts go into their mechanikal items and what the exceptions to the rules are.

#### STREAMLINING THE PROCESS

IF YOU FEEL THAT THE SCHEMATICS PROCESS OF MECHANIKAL CONSTRUCTION REQUIRES A BIT TOO MUCH CALCULATION, FEEL FREE TO USE THE STREAMLINED METHOD DETAILED IN THIS SECTION ON PAGE 79, WHICH ELIMINATES SOME OF THE CALCULATIONS INVOLVED IN MECHANIKAL CREATION AND SPEEDS THE TIME IN WHICH THEY ARE CREATED.

# ARCANTRIK CONVERGENCE ENGINE SCHEMATIC

The arcantrik convergence engine is the arcane backup pistol of the Iron Kingdoms, a device that can bring extremely useful spells to bear at a moment's notice. The device's utility has grown to include new offensive capabilities with the inclusion of the elemental emitter and the elemental chamber detailed earlier in this section.

Arcantrik engine schematics always have the following components:

Table 2–2: Warcaster Armor Mechanikal Assist Abilities

	Cost/bonus point
+1	4,000
+1	4,000
+5 ft.	4,000
+1	4,000
	+1 +5 ft.

<sup>&</sup>lt;sup>1</sup> A warcaster's armor can never augment the Strength ability higher than a total of +10.

Engine Housing: The engine housing holds all the mechanisms of the arcantrik engine and contains the rune plates, power source, and attachments that connect the engine to any adaptors that might be required to use it.



Rune Plates: These are the most vital components of the mechanikal device. Each rune plate contains a single spell the device can cast through one of its attachments. For the values of these refer to Table 2–6: Standard Spell Rune Plate Costs to Create (By Class and Spell level), pg. 76.

Accumulator Sockets: These are built into the arcantrik engine to allow it to attach to and be powered by an arcanodynamic accumulator. A device can have more than one socket to provide power to it.

Conduits: Conduits are the interconnecting coils, widgets, and lines of wire allowing arcane energy to flow through the device. An arcantrik convergence engine will have a single conduit for every rune plate and every attachment attached to it. For instance, an arcantrik engine with three spells, a set of alchemical goggles, and an elemental emitter will need five conduits (one for each rune plate, another for the alchemical goggles, and another for the elemental emitter for a total of five conduits). Each conduit in an arcantrik engine is treated as a separate component. For conduit costs please refer to Table 2-5: Mechanikal Components and use the basic conduit costs in that table.

Attachments: Arcantrik engines can have any number of devices attached to them. These devices act as arcane focuses for the spells an arcantrik engine uses. Alchemical goggles, the reflective arcane matrix, the induction belt, the elemental emitter, and the elemental chamber are attachments that can hook into a convergence engine. These attachments will often require arcano-conduction coils.

# ARCANTRIK WONDROUS ITEM SCHEMATICS

An anomaly among mechanikal items, wondrous items built on the structure of a mechanikal frame require a specific arcane attachment appropriate to the item's type. The nature of the item often determines how it must take shape in a mechanikal incarnation.

Arcantrik wondrous item schematics all have the same following components:

*Mechanikal Focus*: The mechanikal focus for the wondrous item must be a pair of alchemical gauntlets, an archronograph, or a glyphweave garment.

Arcantrik Convergence Engine Housing: An arcantrik convergence housing is built to house the rune

plates that grant the item its arcane abilities and the accumulator sockets and cell that will power the item.

Rune Plates: Any of the spells used in the construction of a wondrous item must also be included in the construction of the arcantrik equivalent. They must be created at the prerequisite caster level for the item, and conduits must be built for them appropriately.

Conduits: A conduit must be built for each rune plate powering the arcantrik wondrous item. The cost of these rune plates is calculated in exactly they same manner as they would be for an arcantrik convergence engine.

*Socket*: A socket of appropriate size (or more than one socket) can be connected to the arcantrik engine housing to provide accumulator energy to the device.

Arcano-conduction Coil: Coils to connect the arcantrik engine housing to the mechanikal focus are necessary. In the case of alchemical gauntlets two coils are necessary, and glyphweave garments use a special connector double the normal cost of an arcano-conduction coil.

# MECHANIKAL ARMOR OR SHIELD SCHEMATICS

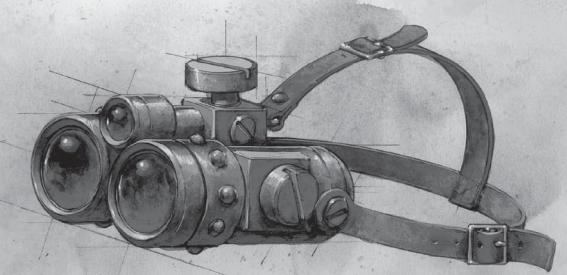
Mechanically powered shields and armor are vital to the survival of many adventurers and foolhardy mercenaries. These types of devices are in common use among the adventuring elite and military forces that require such special equipment.

Mechanikal armor or shield schematics always have the following components:

Masterwork Item: Mechanikal armor or shields are always built from a masterwork item as the beginning template. An enchanted item created specifically for the project can be used in the item's construction. Preexisting items not designed for mechanikal conversion cannot be used in a mechanikal item's construction as a component.

Rune Plates: Rune plates used in mechanikal armor or shields carry an enhancement bonus or a special property. For details on the costs of creating or purchasing these please refer to Table 2-7: Armor/Shield Rune Plate Costs. The number of rune plates often affects the price of the conduits placed into the armor or shield.

Accumulator Sockets: Armor providing a static long-term bonus such as an enhancement bonus or



a weapon property that is always active tends to use trickle accumulator sockets. Armors use hybrid sockets in conjunction with the use of reflexive triggers when a massive draw from an accumulator is necessary for a specific armor property such as energy resistance.

Conduits: Armor conduit costs depend on the overall bonus equivalent for the armor. For instance, +2 mechanikal invulnerable full plate would have a total bonus equivalent of +5 (+2 for the armor bonus and +3 for the invulnerability bonus). For these values, refer to tables 2–7 and 2–8 to calculate the total bonus value of the item.

#### **Optional**

Reflex Triggers: A reflex trigger only draws the required energy (equal to its bonus equivalent) from the mechanikal item's accumulators when tripped by an attack that activates the trigger. In the case of fire resistance for instance, this would be any fire-based energy attack. In the case of the invulnerability armor property, the trigger would be any non-magical effect that deals damage to the wearer.

Triggers and Standard Rune Plates: Some armor may have offensive spell triggers. When triggered these devices cast an offensive spell from the armor. The cost of this and a standard rune plate carrying the spell to be triggered must be added to the armor's cost, as well as the cost of a standard conduit for the spell-based rune plate.

# MECHANIKAL WEAPONRY SCHEMATICS

Adding to the considerable arsenal most adventurers have at their fingertips, mechanikal weaponry is designed to give the punch of a magical item without the potential sacrifice. Although the cost of operating such an item is high, they are easier to produce and easier to replace than arcane artifacts.

Mechanikal weapons always have the following components:

Masterwork Item: A mechanikal weapon is built from a masterwork weapon as the frame. An enchanted item created specifically for the project can be used in the item's construction. Pre-existing magical items not designed for mechanikal conversion cannot be used in a mechanikal item's construction as a component.

Rune Plates: Rune plates used in mechanikal weapons carry an enhancement bonus or a magical weapon property. For details on the costs of creating or purchasing rune plates, please refer to Table 2-9: Weapon Rune Plate Costs. The number of rune plates affects the price of the conduits placed into the armor or shield.

Accumulator Sockets: Weapons usually use a trickle socket accumulator or a hybrid accumulator. Some weapons may have more than one socket to provide power to different effects in the weapon. The sockets and rune plates they power must be specified at the time the schematic is created.

Conduits: Weapon conduit costs depend on the overall bonus equivalent for the armor. For instance, +2 mechanikal shocking longsword would have a total bonus equivalent of +3 (+2 for the weapon bonus and +1 for the shocking property). For these values, refer to Table 2-9: Weapon Rune Plate Costs to calculate the total bonus value of the weapon and Table 2-10: Weapon Conduit Costs to calculate the cost of conduits for the weapon.

### Optional

Triggers and Standard Rune Plates: Weapons sometimes have offensive spell triggers. When triggered, these devices cast an offensive spell from the weapon. The cost of this trigger and a standard rune

plate carrying the offensive spell the weapon casts must also be included in the weapon's cost, as well as the cost of a standard conduit for the spell-based rune plate.

# MECHANIKAL RODS, STAVES, AND WANDS

Though not mechanikal in creation, magical rods, staves, and wands can be created to use mechanikal power sources instead of relying on arcane charges, allowing for longer lifetimes and easier drain on the person creating them. Individuals using these items often have several accumulators to power them as well as the ability to recharge them in the field.

Mechanikal rods always have the following components:

*Rod:* A mechanically adapted rod always has a rod as a major component. The rod's value is the normal market price (unadjusted for the costs of artifice in the Iron Kingdoms). However it has no charges.

Charge Socket: a charge socket for the accumulator to be attached to the rod

Conduit: A single conduit is necessary for the rod to function. This conduit must have a value equal to 1000 gp x [Highest Spell Level] x [Caster Level].

Offensive Spell Trigger: An offensive spell trigger is rigged into the mechanikal rod, and it has a value of 200 gp x [Highest Spell Level] x [Caster Level].

Cabalic Crucible: A cabalic crucible is only necessary if the spells used in the mechanikal rod normally require material components.

Mechanikal staves always have the following components:

*Stave*: A mechanikally adapted stave always has a stave as a major component. The stave's value is the stave's base price (unadjusted for costs of creation in the Iron Kingdoms).

Charge Socket: a charge socket for the accumulator to be attached to the rod

Conduit: A single conduit is necessary for the rod to function. This conduit must have a value equal to 1000 gp x [Highest Spell Level] x [Caster Level].

Offensive Spell Trigger: An offensive spell trigger is rigged into the mechanikal rod, and it has a value of 200 gp x [Highest Spell Level] x [Caster Level].

Mechanikal Wands are special cases and rely on the rules for manufacturing mechanikal wands. Please see the Iron Kingdoms Character Guide on page 339.

# REFERENCE TABLES

TABLE 2-3: MECHANIKAL ITEM DESIGN PARAMETERS

Item Size & Type	Accumulator Space	Rune Plates <sup>1</sup>
Small (or smaller) light weapons <sup>2</sup>	0	2
Medium light/Small one-handed weapons	1 light	3
Medium one-handed/Small two-handed weapons	5	1 standard/ 2 light
Medium two-handed/Large one-handed weapons	6	2 standard/ 1 heavy
Large two-handed weapons	2 heavy/ 3 standard	5
Arcantrik convergence engines	2 heavy/ 3 standard	3
Armor	2 heavy/ 3 standard	5
Shields	2 standard/ 1 heavy	3
Rods	2 standard/ 1 heavy	_
Staves	2 heavy/ 3 standard	_
Wands	1 light or 1 standard	_

<sup>&</sup>lt;sup>1</sup> Number of rune plates that can be accommodated within the item

<sup>&</sup>lt;sup>2</sup> A weapon of this size can only be mechanically enhanced if it is hooked to an external power source, i.e., an accumulator mounted to a belt or backpack and connected to the weapon via sturdy arcano-conduction coils.



Accumulator	Size	Weight	Charges	AC	Hardness	Hit Points	Price
Light	Tiny	1 lb.	5	5	10	5	250 gp
Standard	Tiny	2 lb.	10	5	10	10	500 gp
Heavy	Small	5 lb.	20	5	10	15	$1000~\mathrm{gp}$
Superheavy <sup>1</sup>	Small	10 lbs	40	5	10	20	$4000~\mathrm{gp}$
Stormchamber <sup>2</sup> (light)	Tiny	1 lb.	1/ round	5	10	5	$500~\mathrm{gp}$
Stormchamber <sup>2</sup> (standard)	Tiny	2 lb.	2/ round	5	10	10	$1000~\mathrm{gp}$
Stormchamber <sup>2</sup> (heavy)	Small	5 lb.	4/round	5	10	15	$2500~\mathrm{gp}$
Stormchamber <sup>2</sup> (superheavy) <sup>1</sup>	Medium	50 lb.	10/round	5	10	30	$7500~\mathrm{gp}$

<sup>&</sup>lt;sup>1</sup> Typically only found in military large sized mechanikal weapons used by warjacks. This occupies the space of two heavy sized accumulators.
<sup>2</sup> A ruptured stormchamber immediately deals damage to the wielder or wearer of the device and anyone within 10 feet.
The damage is equal to 1d6 for each charge the stormchamber can provide per round.

TABLE 2-5: MECHANIKAL COMPONENTS

Component	Price	Cost to Create	Purpose
Accumulator Sockets			
—Charge	200 gp	100gp + 8 XP	Mechanikal rods, staves, wands, and arcantrik engines
—Trickle	200 gp	100gp + 8 XP	Mechanikal armor, shields, and weapons
—Hybrid	450 gp	225 gp + 18 XP	Mechanikal armor and weapons
Alchemical Gauntlets	4,800 gp	2,400 gp + 192 XP	Mechanikal wondrous items
Alchemical Goggles	4,800 gp	2,400 gp + 192 XP	Arcantrik convergence engines
Arcane Condenser	3,000 gp	1500 gp + 120 XP	Recharging accumulators
Arcano-conduction Coil	1,000 gp	500 gp + 40 XP	Connecting devise to accumulators arcantrik engines, or other devices
Archronograph	2400 gp	1220 gp + 96 XP	Mechanikal wondrous items
Arcantrik Convergence Engine Housing	300 gp	_	Arcantrik convergence engines
Cabalic Crucible	450 gp	225 gp + 18 XP	Mechanikal rods, staves, and wands
Chronometric Trigger	200 gp	100 gp	Arcantrik convergence engines.
Conduits		- 1	
—Basic	1,000 gp/spell level/plate	500gp + 40 XP/spell level/ plate	Arcantrik engines
—Wand Conduits	200 gp/spell level	100 gp + 8 XP/spell level	Mechanikal Wands
Elemental Emitter	2000 gp	1,000gp + 80 XP	Arcantrik engines
Elemental Chamber	4,000 gp	2,000 gp + 160 XP	Arcantrik engines
Glyphweave Garment	6,400 gp	3200 gp + 256 XP	Mechanikal wondrous items
Induction Belt	300 gp	150 gp + 12 XP	Arcantrik convergence engines
Mechanikal Triggers			
—Mechanikal Trigger	200 gp/effective bonus	100gp+ 8 XP/effective bonus	Mechanikal weapons

(table continued on next page)

—Offensive Spell Trigger	varies on spell and caster level	100gp x Spell Level x Caster Level + 1/25th of price in XP	Arcantrik engines and mechanikal weapons or armor
—Reflexive Spell Trigger	varies	$1,000~{ m gp+}~100~{ m gp}~{ m x}~{ m spell}$ level x caster level + $1/25{ m th}$ of price in XP	mechanikal armor
Reflective Arcane Matrix	300 gp	150 gp + 12 XP	arcantrik engines

Table 2–6: Standard Spell Rune Plate Costs to Create (by class and spell level) $^1$ 

Spell Level	Wizard	Sorcerer	Arcane Mechanik
0	$137~\mathrm{gp}~5~\mathrm{sp}+11~\mathrm{XP}$	137  gp  5  sp + 11  XP	137 gp 5 sp + 11 XP
1	275 gp + 22 XP	275 gp + 22 XP	275 gp + 22 XP
2	1,650 gp + 132 XP	2200 gp + 176 XP	1,650 gp + 132 XP
3	4,125 gp + 330 XP	4950 gp + 396 XP	4950 gp + 396 XP
4	7,700 gp + 616 XP	8800  gp + 704  XP	9900 gp + 792 XP
5	12,375 gp + 990 XP	13750 gp + 1100 XP	16500 gp + 1320 XP
6	18,150 gp + 1452 XP	19800 gp + 1584 XP	24750 gp + 1980 XP
7	25,025 gp + 2002 XP	26950 gp + 2156 XP	_
8	33,000 gp + 2640 XP	35200 gp + 2816 XP	_
9	42,075 gp + 3366 XP	44550 gp + 3560 XP	_

<sup>&</sup>lt;sup>1</sup> This table assumes rune plates being created are made at the minimum level required to cast the spell.

The Formula for calculating the value of a spell-based rune plate is: [Spell level] x [Caster Level] x 275 gp  $\,$ 

Building a spell-based rune plate requires an expenditure of 1/25th of the rune plate's market price (double the cost of creation).

TABLE 2-7: ARMOR/SHIELD RUNE PLATE COSTS

Armor/Shield Ability	Spell Required	Caster Level	<b>Effective Bonus</b>	Cost to Create
+1 enhancement	Magic Vestment or Magic Weapon, Greater	5th	+1	300 gp + 24 XP
+2 enhancement	Magic Vestment or Magic Weapon, Greater	5th	+2	600 gp + 48 XP
+3 enhancement	Magic Vestment or Magic Weapon, Greater	9th	+3	1620 gp + 130 XP
+4 enhancement	Magic Vestment or Magic Weapon, Greater	13th	+4	3120 gp + 250 XP
+5 enhancement	Magic Vestment or Magic Weapon, Greater	17th	+5	5100 gp + 408 XP
Energy Resistance <sup>1</sup>	Resist Energy	3rd	+3	360 gp + 29 XP
— Improved	Resist Energy	7th	+4	1120 gp + 90 XP
— Greater	Resist Energy	11th	+5	2200 gp + 176 XP
Invulnerability	Stoneskin	18th	+3	4320 gp + 346 XP
Shadow	Invisibility	5th	+1	200 gp + 16 XP
— Improved	Invisibility	10th	+3	1200 gp + 96 XP
— Greater	Invisibility	15th	+5	3000 gp + 240 XP

Silent Moves	Silence	5th	+1	200 gp + 16 XP
— Improved	Silence	10th	+3	1200 gp + 96 XP
— Greater	Silence	15th	+5	3000 gp + 240 XP
Slick	Grease	4th	+1	80  gp + 7  XP
— Improved	Grease	10th	+3	600 gp + 48 XP
— Greater	Grease	15th	+5	1500 gp + 120 XP
Spell resistance (13)	Spell resistance	15th	+2	3000 gp + 240 XP
—Improved (15)	Spell resistance	15th	+3	4500 gp + 360 XP
— Greater (17)	Spell Resistance	15th	+4	6000 gp + 480 XP
— Ultimate (19)	Spell Resistance	15th	+5	7500 gp + 600 XP
<b>Shield-Only Abilities</b>	Spell Required	Caster Level	<b>Effective Bonus</b>	Cost to Create
Arrow Catching	Entropic Shield	8th	+1	160 gp + 13 XP
Arrow Deflection	Shield	5th	+2	200 gp + 16 XP
Bashing	Bull's Strength	8th	+1	160 gp + 13 XP
Blinding	Searing Light	7th	+1	420 gp + 34 XP
Reflecting	Spell Turning	14th	+5	9800 gp + 784 XP

<sup>&</sup>lt;sup>1</sup> The type of energy resistance must be chosen at the time the plate is created. Acceptable types are acid, cold, electricity, or fire.

The Formula for calculating the value of an Armor or Shield ability rune plate is: [Spell level] x [Caster level] x [Effective bonus] x 20 gp and requires an expenditure of XP equal to 1/25th the market price.

Table 2-8: Armor/Shield Conduit Costs

Armor/Shield Effective Bonus	Conduit Base Price	Conduit Cost to Create
+1	250 gp	125 gp + 10 XP
+2	2,200 gp	1,100  gp + 88  XP
+3	4,410 gp	2,205  gp + 177  XP
+4	7,360 gp	3,680 gp + 295 XP
+5	$11,050 \mathrm{~gp}$	5,525 gp + 442 XP
+6	15,480 gp	7,740  gp + 620  XP
+7	$20,650 \mathrm{~gp}$	10,325 gp + 826 XP
+8	26,560 gp	13,280 gp + 1,063 XP
+9	$33,210 \mathrm{~gp}$	16,605 gp + 1,329 XP
+10	40,600 gp	20,300 gp + 1,624 XP

TABLE 2-9: WEAPON RUNE PLATE COSTS

Weapon Ability	Spell Required	Caster Level	Price Modifier	Cost to Create
+1 enhancement	Magic Vestment	5th	+1	300  gp + 24  XP
+2 enhancement	Magic Vestment	5th	+2	600 gp + 48 XP
+3 enhancement	Magic Vestment	9th	+3	1620 gp + 130 XP
+4 enhancement	Magic Vestment	13th	+4	3120 gp + 250 XP

(table continued on next page)



+5 enhancement	Magic Vestment	17th	+5	5100 gp + 408 XP
Anarchic	Chaos Hammer	7th	+2	2240 gp + 180 XP
Axiomatic	Order's Wrath	7th	+2	2240 gp + 180 XP
Bane <sup>2</sup>	Summon Monster I	8th	+1	320 gp + 26 XP
Brilliant Energy	Continual Flame	16th	+4	5120 gp + 410 XP
Defending	Shield	8th	+1	430 gp + 26 XP
Disruption	Heal	14th	+2	6720 gp + 538 XP
Distance <sup>1</sup>	Clairaudience/ Clairvoyance	6th	+1	720 gp + 58 XP
Flaming	Fireball	10th	+1	1200 gp + 96 XP
Flaming Burst	Fireball	12th	+2	2880 gp + 231 XP
Frost	Ice Storm	8th	+1	1280 gp + 102 XP
Holy	Holy Smite	7th	+2	2240 gp + 180 XP
Icy Burst	Ice Storm	10th	+2	3200 gp + 256 XP
Keen	Keen Edge	10th	+1	1200 gp + 96 XP
Ki Focus	4th level equivalent	8th	+1	1280 gp + 103 XP
Mercifu <sup>l</sup>	Cure Light Wounds	5th	+1	200 gp + 16 XP
Mighty Cleaving	Divine Power	8th	+1	1280 gp + 103 XP
Returning <sup>1</sup>	Telekinesis	7th	+1	1400 gp + 112 XP
Seeking <sup>1</sup>	True Seeing	12th	+1	2880 gp + 230 XP
Shock	Lightning Bolt	8th	+1	960 gp + 77 XP
Shocking Burst	Lightning Bolt	10th	+2	2400 gp + 192 XP
Speed	Haste	7th	+3	2520 gp + 202 XP
Spell Storing	6th level equivalent	12th	+1	2880 gp + 231 XP
Thundering	Blindness/Deafness	5th	+1	600 gp + 48 XP
Throwing	Magic Stone	5th	+1	200 gp + 16 XP
Unholy	Unholy Blight	7th	+2	2240 gp + 180 XP
Vicious	Enervation	9th	+1	1440 gp + 116 XP
Vorpal	Circle of Death	18th	+5	21600 gp + 1728 XP
Wounding	Mage's Sword	10th	+2	5600 gp + 448 XP

<sup>&</sup>lt;sup>1</sup> This weapon property applies to ranged weapons only.

The formula for the cost of creating weapon rune plates is equal to the [Spell level] x [Caster level] x [Effective bonus] x 40 gp. If a weapon quality uses more than a single spell, choose the highest level spell used in crating the weapon property to determine the cost of the rune plate.

Building a weapon rune plate requires an expenditure of XP equal to 1/25th of the rune plate's market price.

### TABLE 2-10: WEAPON CONDUIT COSTS

Weapon Effective Bonus	Conduit Price	Conduit Cost to Create
+1	300 gp	150 gp + 12 XP
+2	3,600 gp	1,800 gp + 144 XP



<sup>&</sup>lt;sup>2</sup> Bane weapons use summoning magic, and each time a bane weapon is used against a creature it is designed to slay, the use of the weapon may draw the notice of an infernal as if a summoning spell had been cast.

# STREAMLINING MECHANIKAL CREATION

The IKCG presents a nicely laid out and coherent method of constructing mechanikal devices, but the following variant on mechanikal creation is for GM's and players who do not want to prolong the process and simply want to deal with the item creation aspects of building arcane mechanika. This eliminates some steps outlined in the IKCG and merges other steps into a single process. Instead of concerning the character or Gamemaster with the nuances of mechanikal design, blueprinting, construction, and assembly, these alternate rules for building mechanika are primarily concerned with the event of building the item itself. The alternate rules somewhat reduce the time and cost of building mechanikal items in preference for speeding along play.

In the IKCG a mechanikal item is treated as a magical item built from a series of components, which are in effect minor magical items themselves. In the end the overall cost and experience point expenditure for an item is the cumulative cost of the components. The time to build the item is based on the complexity of the device, the DC is calculated based on the number of components in the device, and the skill roll is made to construct the item (the assembly and fusion process).

The alternate method presented here changes the process somewhat. The prerequisites for creating mechanikal items under this system do not change. Characters still require the Craft Wondrous Items feat and ranks in Craft (mechanika) to build mechanikal items. However they do not have to concern themselves with the more mundane steps of mechanikal creation. Instead, they can concentrate on what is required to build the item, how difficult it is going to be, and the result as an expenditure of gold pieces and experience points.

# BUILDING MECHANIKA

The basic steps for building a mechanikal item remain the same. A character must still go through the process of planning the item's construction, calculating the basic difficulty of building the item, and finally actually constructing the item itself. However, the steps have been streamlined as follows:

#### **Draft Schematics**

The process of drafting schematics for creating mechanikal items is eliminated, and mechanika built with this method does not require any project costs. A character does not need to design a schematic in order to begin creating an item. Instead, the character building the mechanikal item simply makes a shopping list of the components necessary to create the item from scratch. The basics of mechanikal item creation do not change—the character must still make a mechanikal item from a subset of parts and pieces that he assembles into a single working item.

If the GM wishes to emphasize the benefits of working from schematics, he may offer an arcane mechanik who is working from a previously drafted schematic a +5 equipment bonus on the assembly and fusion check. In addition, if the GM wishes he may also allow the character to reduce the time for creating the item by 50% as long as the character is working from a previously drafted schematic. The gold and experience expenditures for creating the items should not change however, and they must remain the same regardless of whether or not the character is working from a set of drafted plans.

For example, Adept Gustov Medekinsk (Amk7) is building a +1 mechanikal frost longsword for an Umbrean noble living in Khorsk. The noble has commissioned the item in order to give it to his son as a gift commemorating the young man's newly achieved position in the Greylords Covenant. Instead of drafting a schematic, Gustov comes up with this shopping list of components:

# COMPONENTS FOR A +1 MECHANIKAL FROST LONGSWORD

Masterwork longsword +1 enhancement rune plate Frost rune plate Trickle socket (standard, 10 charges) Conduit (+2 enhancement equivalent)

#### PLANNING IT OUT

If a player wants to plan out the necessary steps for building an item without actually building it so his character can gain the benefits of a schematic, the GM can allow it. At the end of this planning phase, the character can spend 5  $\rm XP$  and 10  $\rm GP$  per 1,000  $\rm GP$  of the market value of the proposed item in order to draft the schematic. The character can then gain a +5 equipment bonus on the Craft (mechanika) assembly and fusion check to build the item, however he should not receive any time benefit on his initial attempt to build the item (although allowing him a time benefit on future manufacture of the same item is fine).

#### **Construct or Purchase Components**

Once the character has the complete shopping list of parts, he must decide whether or not to purchase the parts (if they are available) or fabricate them himself. The gold piece and XP costs for each item are added to the list, and the totals for each are tallied. If a character is fabricating the parts, he should spend the gold piece or XP values for the components as they are built, adding the components to his inventory and checking them off on his component list as he goes.

Before proceeding with assembly and fusion, all of the parts must be either built or purchased and ready for assembly.

The base DC for assembling a mechanikal item is 15. Each component in the item's creation increases the assembly and fusion DC by 1.

The experience point totals generated by components created for the item do not count toward the dangers of arcane item creation unless the XP value of a single component is over 200 XP. Remember to apply the arcane mechanic's fabrication score to the XP values required for each manufactured component before calculating any possible danger of permanently losing hit points. If the XP value of a single component is still higher than

200 XP, the arcane mechanik risks permanent loss of hit points (see the IKCG page 319) by creating it. There are methods for avoiding this, such as using a series of smaller components, but doing so subsequently increases the difficulty of building the mechanikal item.

For example, as Adept Medekinsk continues work on the +1 mechanikal frost longsword, he does a quick inventory of his workshop. Like any mechanik worth his salt, Gustov has spent a great deal of time building mechanikal components and has a large stockpile. He still needs to fabricate a single +1 enhancement rune plate since they are in high demand (he has none in his foundry) as well as customized conduits to suit the weapon. He has the other components necessary already in his shop. In order to judge the worth of the weapon, he assembles his list with both a market cost and the gold and XP costs he will have to expend to build the enhancement plate and the conduit.

DC Increase	Component	Market Price	Cost to Create
+1	Masterwork longsword	315 gp	
+1	+1 enhancement rune plate	1200 gp	600 gp + 48 XP
+1	Frost rune plate	$1200~\rm gp$	
+1	Trickle socket (standard, 10 charges)	200 gp	
+1	Conduit +2 weapon equivalent	3600 gp	1800 gp +144 XP

Assembly and fusion DC total (base 15): 20 Total Cost: 6515 gp market price (4115 gp + 192 XP to create)

Note Gustov is actually only paying for the +1 enhancement rune plate and the conduits for the sword since he has already pre-fabricated the other parts. This means his actual expenditure for the weapon is going to be 2400 gold pieces. Although the total calls for 192 XP, Gustov has a fabrication score of 15% (round up) meaning Gustov only has to pay 41 XP for the creation of the +1 rune plate and 123 XP for the creation of the +2 weapon equivalent conduits for a total of 164 XP.

#### **Assembly and Fusion**

Once all the components for a mechanikal item are gathered together, it takes one day for every full



At the end of this time, the character crafting the item makes an assembly and fusion check in order to determine if he is successful in building the item or not. If the assembly and fusion check fails, the character can try again. Each additional attempt takes half of the time spent in the initial attempt to produce the mechanikal item.

For example, Adept Medekinsk works quickly to complete the weapon well before the young Greylord's inauguration into the ranks of Khador's finest arcane defenders. The total value of the mechanikal weapon is 6,515 gp, so it will take Gustov six days to assemble the components (one day for every full 1,000 gp of the item's value). Unfortunately, at the end of those six days too much *vyatka* has made the adept a bit blurry eyed, and he makes a mistake. He must spend an additional three days building the item in order to gain a second chance at the assembly and fusion. Luckily, he clears his head and after a total of nine days of working on the weapon (six for the initial attempt and another three for a secondary attempt), he completes it successfully.

# MECHANIKAL FAILURE

The vulnerabilities of a mechanikal item are not readily apparent. The creations are machines with functioning systems and parts relying solely on magical energy. Instead of relying on an overall mystic enchantment to fuel them endlessly, they require a constant infusion of energy from accumulators or other mechanikal power sources. Still, the items can be broken, suffer damage, and even malfunction.

Treat a mechanikal item as a worn or held item for purposes of sunder attacks and spells that specifically target objects. Certain spells like *heat metal* can damage the internal mechanisms of mechanikal items rendering them useless. Sundering attacks can damage a mechanikal weapon or shield destroying its functions entirely.

If a mechanikal item is damaged or destroyed, there is a chance it will malfunction or the accumulator powering it will turn volatile and explode.

Under these optional rules, mechanikal items are treated as normal masterwork items when making saving

throws against damaging spells or other effects. They do not gain the benefits of enhancements or enchantments unless specifically designed to shield the object from harm (in the case of armor or shields, for instance).

# DAMAGED OR DESTROYED MECHANIKA

Whenever a mechanikal item is damaged or destroyed, roll on the following table:

Table 2–11:

Damaged or Destroyed Mechanika

Roll	Result
1	Accumulator rupture: The accumulator in the device overloads and turns volatile. It ruptures in an explosion as per Damaging Accumulators on page 326 of the IKCG.
2–4	Rune plate damaged: A rune plate in the device has been damaged to the point it does not function. Randomly determine which rune plate has been damaged. The affected rune plate ceases granting benefits until it is replaced.
5–9	Mechanikal malfunction: A single mechanical
	component in the device has failed or broken. The device requires a DC 20 Craft (mechanika) check before it can be restored to function.
10–15	Socket damaged: The socket where the arcane accumulator interfaces with the mechanikal device has been damaged. The device powers down immediately and ceases to function until a DC 20 Craft (mechanika) check is made to repair the socket.
16–19	<b>Surge</b> : If the device uses an offensive spell or weapon property, the person using it immediately is placed under the effects of that spell or weapon property as if he had been targeted by it. A DC 15 Reflex saving throw allows the person wearing or holding the device to drop it in an adjacent square before it can affect him.
20	Accumulator rupture: The accumulator in the device overloads and turns volatile. It ruptures in an explosion as per Damaging

# ARCANE KNOWLEDGE

Spells, books, candles, and scribes are hard found in a mechanik's foundry. One is more likely to stumble across wrenches, grease, scrolls of plans, unfinished

Accumulators on page 326 of the IKCG.

blueprints, and scattered schematics. Half scribbled in the margins of notes in a Liber Mechanika are crammed any number of useful arcane tricks—spells for defense, repair, enhancement, enchantment, and warping of wood, bone, cloth, and steel. Mechaniks have no ambitions to become mighty wizards in lofty towers plotting infernal conspiracies and watching the stars move to the appointed times of ritual. No. A mechanik's magic is far more practical, pragmatic, efficient, and simple.

Arcane mechaniks innately are shapers and creators, and their spells and knowledge reflect this. Though an arcane mechanik can draw his pool of knowledge from the repertoire of wizards and sorcerers, the choices he makes for which spells to learn often shapes the direction he takes with his craft. Much like working metal on a foundry floor, an arcane mechanik's magic shapes his power.

# NEW SPELLS

# IST LEVEL CLERIC SPELLS

Summon Servitor: Calls up a servitor of Cyriss.

# IST LEVEL ARCANE MECHANIK/SORCERER/WIZARD SPELLS

**Gear Barrage:** Fires a burst of gears at an enemy and deals 1d4 points of damage (+1 per level of the caster).

# END LEVEL ARCAME MECHANIK/SORCERER/WIZARD SPELLS

**Arcane Apparatus:** Creates mechanikal components out of normal mechanical items.

**Mechanik's Mighty Arm:** Grants amazing strength and lifting capacity for a brief time.

**Tectonic Surge:** Causes a tremor that knocks opponents prone.

# ORD LEYEL ARCAME MECHANIK/SORCERER/WIZARD SPELLS

**Arcane Insulator:** Protects accumulators from *dispel magic* and other effects.

**Daze Mechanikal Construct:** Temporarily dazes 'jacks, servitors, and other mechanikal constructs.

# HTH LEYEL ARCAME MECHANIK/SORCERER/WIZARD SPELLS

**Jansenov's Absolute Command:** Grants the caster control over a mechanikal construct.

**Polarization:** Magical aura attracts or repels metal weapons and objects.

**Mechanika Frenzy:** Drives mechanikal constructs into a killing frenzy.

**Steamburst:** Pushes steam-powered mechanika with a burst of supercharged steam.

**Voltaic Capacitor:** Absorbs energy from electrical attacks to unleash it in a spectacular burst.

# STH LEVEL ARCANE MECHANIK/SORCERER/WIZARD SPELLS

**Phantom Accumulator:** Temporarily creates a functioning accumulator out of the shell of a used one.

**Shvrywynd's Arcane Ebb:** Saps and destroys arcane accumulators sometimes with explosive results.

# 7TH LEVEL ARCAME MECHANIK/SORCERER/ WIZARD SPELLS

**Lash Cortex:** Damages the inner workings of a cortex and destroys the intellect within.

# SPELL DESCRIPTIONS

# ARCANE APPARATUS

Transmutation

Level: Amk/Sor/Wiz 2 Components: V/S Casting Time: 1 hour

Range: Touch

Target: 1 small metallic object per 2 caster levels

**Duration:** Permanent

Saving Throw: None (object only)

Spell Resistance: No

One of the daunting realizations that unfailingly will strike many traveling mechaniks is most remote areas of western Immoren are not ideal for repairing complex mechanika. In fact, quite the opposite is true. Mechanikal items oftentimes require repairs, and trying to fix a mechanikal long sword in a town that has never even seen an accumulator can be an unwelcome awakening for a budding arcane mechanik. Arcane mechaniks have gone to great lengths to develop magic allowing them to fabricate parts in the field without a foundry. Although the materials produced by this spell have dubious quality, their creation grants

# FOUNDRY

Arcane apparatus converts a single small mechanical object, such as a clock, small steam engine, or other metal item into parts that can be used in mechanikal manufacture. The parts are of reasonable quality but are much more prone to wear and tear due to the magic that has converted them from one form to another.

The mechanik casting the spell must spend the casting time removing bolts, gears, sprockets, wheels, and any moving parts from the device targeted by the spell while mumbling arcane incantations and fidgeting with the device's internal workings.

The arcane mechanik can convert a single nonmagical Small sized mechanikal item for every two caster levels. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two. A Small object can be converted into 1d4 x 50 gp worth of materials for building or repairing mechanika. Medium sized objects can provide sufficient material for major mechanikal components such as conduits, accumulator sockets, or arcantrik engine housings. Large or huge objects can provide a vast variety of parts for larger mechanikal constructs such as armor plating, cortex housings, chassis bulkheads, and steam plant pistons. The spell can only create the base components required to manufacture mechanikal items, not entire functioning mechanikal components. Rune plates made with material from this spell automatically burn out after a number of uses equal to twice the caster's level.

Though such parts are usable, any mechanikal item utilizing parts from this spell has a reduced hardness and number of hit points. If the parts are only used for repair, the entire device's hardness is reduced by 1 and it has 2 fewer hit points (minimum 1). If an item's construction uses only *arcane apparatus* parts exclusively, the entire device's hardness and hit points are halved. Note that the weaponry for a mechanikal weapon cannot be manufactured with this spell.

A successful Appraise or Craft (mechanika) check while inspecting the item will detect the presence of these inferior parts.

# ARCANE INSULATOR

Abjuration

**Level:** Amk/Sor/Wiz 3 **Components:** V/S/M

Casting Time: 1 standard action

Range: Touch

Effect: Arcane accumulator touched

**Duration:** 1 hour per level **Saving Throw:** None **Spell Resistance:** No

The weakest link in an arcane mechanikal item's entire construction is the accumulator. Not only are accumulators vulnerable to rupture, but there are also specific magical incantations that predate upon its weakness. A simple wave of the hand from a sufficiently powerful wizard can render a mechanikal item nothing more than an inert chunk of useless metal. Other spells seek to overload it, turning the arcane reservoir of energy from a useful item into a potentially devastating bomb. To prevent these scenarios, experienced arcane mechaniks have learned specifically to shield their accumulators from attack.

Though no mechanikal method exists for suppressing the effects of such magic on an arcane accumulator, there is arcane magic that can combat attempts to target the accumulator itself.

Arcane insulator provides a buffer of arcane energy that envelopes an accumulator and protects it from suppression, drain, or magical attacks. The spell automatically counters the first attempt to use *dispel magic* to drain an accumulator of its charges, and then arcane insulator's effect ends.

Any event rendering the accumulator volatile causes the accumulator to shed the arcane energy within with a violent shower of light and sparks causing no damage to bystanders. Anyone holding an item affected in this way must make a DC 15 Reflex saving throw or be dazed for 1 round. This also ends the effects of *arcane insulator*.

Any other spell seeking to target an accumulator affects *arcane insulator* first. *Arcane insulator* presents a number of phantom charges equal to the normal strength of the accumulator it is shielding. Should a spell seek to drain charges from the accumulator, it first draws the phantom charges and then draws

the actual charges from the accumulator once the phantom charges are depleted. The phantom charges should not be counted as actual charges but rather as proxies that takes a charge's place when a spell seeks to drain it from an accumulator. Once all of these phantom charges are drained, *arcane insulator* ends.

# DAZE MECHANIKAL CONSTRUCT

Transmutation

Level: Amk/Sor/Wiz 3

Components: V/S

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level)

Target: Single mechanikal construct with a cerebral

matrix or cortex. **Duration:** 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

The construction of the cerebral matrix and the cortex both allow for mechanikal constructs to show a degree of reasoning and cognitive capability. Although not truly intelligent, they have a pseudo intellect allowing them some abstract form of comprehension. Their minds are unaffected by the same enchantments that would affect a normal mammalian mind. However, due to their reliance on mechanikal principles, someone who is capable of manipulating these energies can still do harm to a cortex.

At first it was thought this spell was keyed specifically to Cygnaran warjack cortexes in the event a warjack ran amuck and had to be shut down. However, after an initial test by Greylord Koldun it was discovered this spell was a weapon developed by the Cygnaran Strategic Academy to neutralize warjacks in the field.

This enchantment clouds the mind of a mechanikal construct so that it takes no actions for 1 round. While the construct is dazed it may not act, but it is not stunned. Attackers receive no special advantage against it.

Material Component: a piece of purified gold worth 10 gp

# GEAR BARRAGE

Evocation

**Level:** Amk/Sor/Wiz 1 **Components:** V/S/M

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5ft./ level)

Area: Cone shaped burst Duration: Instantaneous Saving Throw: Reflex half Spell Resistance: Yes

The use of evocation spells for combat is normally the domain of wizards casting spells to consume with flame, biting frost, and bilious acid. These are spells of warfare, carnage, and battle fit for those with strong stomachs. It takes more than just knowledge to employ such spells against creatures of flesh and blood and to deal with the resulting gore and charred stench. Arcane mechaniks are not typically the sort to torch living men with arcane might, but in a crunch they have been pushed to their limits.

Gear barrage is a spell most arcane mechaniks know, and it is a simple evocation that turns their foundries into potential deathtraps for anyone seeking trouble. Though the mastery of this spell takes time, it is a common enough arcane incantation in the repertoire of those who work with machines and magic.

The caster of this spell launches a burst of telekinetically propelled gears. The spell deals 1d4 points of damage +1 point of damage per level (maximum 10). Anyone within the burst must make a Reflex saving throw for half damage.

Material Component: a small handful of sprockets and gears (5 gp worth)

# JANZENOY'S ABZOLUTE COMMAND

Transmutation

Level: Amk/Sor/Wiz 4 Components: V/S/M

Casting Time: 1 standard action

Range: Touch

Target: Mechanikal construct touched Duration: 5 minutes +1 minute per level Saving Throw: Will negates (harmless) Spell Resistance: Yes (harmless)

Few mechaniks so obsessively used a single type of mechanikal device to the extent Vasily Jansenov used his menagerie of servitors and steam-powered manikins. The "mad mechanik's" notoriety for his acts not only as a political subversive in Khador but



also for his mastery of mechanika to the point of utter perfection is still regarded as legendary. Despite his mysterious disappearance in 593 A.R., his Liber Mechanika found its way into the hands of a Tordoran mechanik named Valona Gullemonte. A close friend of Jansenov throughout his lifetime, Gullemonte swore the paranoid Khard had stolen away with acolytes of Cyriss. Still, the spells and arcane controls he developed for his mechanikal minions have found a home in many a mechanik's Liber Mechanika.

Jansenov's absolute command grants an arcane mechanik the ability to merge not only his senses of perception within the presence of a servitor but also to manipulate the construct's body as if it were an extension of his own.

The spell allows the caster to control a servitor he has built with a number of hit dice equal to or less than his level. The level of control allows the construct's manipulators to act as a second set of arms, hands, or claws for the caster. The servitor uses the caster's base attack bonus and saving throw modifiers for Reflex and Will saving throws.

The caster may use the manipulators of the servitor to perform any number of skill-based tasks, using the servitor's Strength and Dexterity modifiers when using skills based on those particular abilities.

The mechanikal construct must remain within 100 ft. + 10 ft./level of the caster. If it strays beyond this distance the spell ends.

Material Component: a pair of small gloves fitted with conduit worth 100 gp

# LASH CORTEX

Transmutation
Level: Sor/Wiz 7
Components: V/S

**Casting Time:** 1 standard action **Range:** 100 ft. + 10 ft./level

Target: Single mechanikal construct with a cerebral

matrix or cortex.

**Duration:** 1 minute/level

Saving Throw: Fort negates (object)

Spell Resistance: Yes

Seeking to exploit the weaknesses of the cerebral matrix and the cortex further, Khadoran arcanists

delved into the use of arcane incantations that caused temporary fits in cortexes. What they came up with was a type of spell that would throw a warjack into violent convulsions. Of course this spell affects anything with cortex technology incorporated into its construction including servitors with cerebral matrices. However, the spell requires significant arcane muscle to back it up. It must pierce the heavily armored shell of a 'jack and then set up a cascading series of arcane pulses to assault the cortex or matrix within.

In order to strike a target, the caster must make a normal ranged attack against the target's armor class.

This spell directly targets the cerebral matrix or cortex of the mechanikal construct and deals 1d4 temporary points of Intelligence damage on a successful ranged touch attack. This damage fades once the duration of the spell has ended A cortex reduced to 0 Intelligence by *Lash Cortex* has been burned out and ceases to function for the duration of the spell.

# MECHANIK'S MIGHTY ARM

Transmutation

Level: Amk 2

Components: V,S,M

Casting Time: 1 full action

Range: Personal Target: Caster

Duration: 1 round per caster level

**Saving Throw:** None **Spell Resistance:** No

A mechanik's foundry is a dangerous place; it is a desolate burning obstacle course for civilians and clueless wanderers. With so much moving machinery, steam boilers, hatches, forges, red hot metal, and stoked coal around, a foundry can be an inhospitable place for anyone to be, much less breathe. Accidents happen, and on more than one occasion someone has been crushed to death under weighty stacks of pipe, coal bins, water tanks, and other assorted heavy things bumped by a 3-ton helper with the brains of an Argus pup.

Mechanik's mighty arm is a spell mechaniks use in such emergencies as digging men out of mounds of coal, moving big iron, or helping someone pinned underneath bulky weight. In the heat of combat when a mechanik needs a little more muscle behind his wrench, this spell can also find some use.



Mechanik's mighty arm allows the caster to treat lifting and carrying weights as if he were one class size larger than he is (treat Medium as Large or Large as Huge, for instance). A bipedal creature can carry more weight depending on its size category. Multiply the maximum load for the caster's Strength score depending on his virtually increased size by the following multipliers: Large x2, Huge x4, Gargantuan x8, Colossal x16. Note this virtual size increase does not affect combat maneuvers such as bull rush or grapple.

## MECHANIKA FRENZY

Transmutation

Level: Amk 4

Components: V/S/M

Casting Time: 1 standard action Range: 100 ft. + 10 ft./ level Area: 25 ft. burst + 5 ft/level Duration: 1 round per caster level

Saving Throw: Will negates Spell Resistance: Yes

More effective against servitors, this spell has seen use on the battlefield with limited success. Designed to drive mechanikal constructs into a frenzy, it has had very little effect against warjacks due to the shielding and connection they often share with their warcasters. Servitors are not of the same ilk however, and they are easily driven berserk by the strange emanations of this spell.

Any mechanikal servitor within the area of effect of this spell must make a Will saving throw or become insanely hostile. Those affected by the spell gain 1 additional attack per round and attack the closest creature or mechanikal construct not affected by the spell. The frenzy ends once the duration of the spell expires.

Material Component: a pair of dice made from brass fittings

## PHANTOM ACCUMULATOR

Comparation (creation)

Level: Amk/Sor/Wiz 5

Comparate: V/S/M

**Components:** V/S/M **Casting Time:** 1 standard

Range: touch

Effect: 1 phantom accumulator **Duration:** 1 minute per level

Saving Throw: None Spell Resistance: No The need for accumulators to power mechanikal items often creates frustrating quests for necessary replacements or parts at the most inconvenient times. Mechaniks have been foiled repeatedly by failing accumulators, low arcane charges, or simple sabotage rupturing arcane accumulators or rendering them useless.

Phantom accumulator creates a fully functioning accumulator from the ruins of a destroyed or drained accumulator shell. Though the accumulator is not fully effective, it can provide a small number of charges to a vitally important item.

The caster may designate the phantom accumulator to be small, medium, or heavy in size. The phantom accumulator provides 1 charge per 2 caster levels (maximum 10) to the maximum number of charges an accumulator of that size could normally hold. Excess charges are shed and cannot be retrieved or stored in any way. Charges remain in a phantom accumulator for 1 minute per caster level. Dispel magic will automatically deplete phantom accumulators on a dispel check of 10 or more.

Material Component: the remnants of a burned out or useless arcane accumulator

# POLARIZATION

Conjuration (Creation) [Force]

**Level:** Amk/Sor/Wiz 4 **Components:** V/S/M

Casting Time: 1 standard action

Range: Touch

**Target:** Creature touched **Duration:** 1 round / level **Saving Throw:** Reflex (negates)

**Spell Resistance:** Yes

As scientists and theoreticians began to analyze and research the power of electrical force, many arcane and mechanikal practitioners sought to understand the deeper mysteries of this elemental energy. The manipulation of electricity, in any form, carries immense interest especially to the Cygnaran military. Some conjecture this arcane incantation originates from the Stormsmiths or the foundries responsible for the manufacture of Stormblade armor in Cygnar, for the incantation utilizes military formula. However, the spell's double-edged nature is interesting as it is capable of both beneficial and malicious effects.



The spell is capable of surrounding a single being in an aura of voltaic energy. The caster can tune the energy within the charged aura to repel or attract metallic objects. The target of the spell suddenly becomes either much harder or much easier to strike with metallic weapons depending on the whims of the wizard.

The spell can produce either a field that repels or attracts metallic objects. The special powers of each field follow:

Attraction: Small metallic objects, ranged metallic thrown or missile weapons, and metallic melee weapons enjoy a +4 bonus to hit the target. The target affected by the spell also suffers a -4 penalty on saving throws against electrical attacks. Metallic objects can stick to the target and are difficult to pull away. The wielder of a weapon striking the target must make a Strength check with a DC equal to 10 + the caster's level + the caster's Intelligence modifier or the weapon remains attached to the field.

Repulsion: Small metallic objects, ranged metallic thrown or missile weapons, and metallic melee weapons suffer a -4 penalty to hit the target. The target affected by the spell also suffers a -4 penalty on saving throws against electrical attacks. Repulsion can violently repel metallic items encountering the field. The wielder of a weapon striking the target must make a Strength check with a DC equal to 10 + the caster's level + the caster's Intelligence modifier or immediately be disarmed as the weapon is flung 1d3 x 5 feet away from the wielder.

Casting an opposing aura on a target affected by its opposite automatically cancels both effects.

Material Component: fine iron filings and a small magnet

# SHYRYWYND'S ARCANE EBB

Abjuration

Level: Sor/Wiz 6

 $\textbf{Components:}\ V/S/M$ 

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./ level)

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

**Duration:** 1 round/level **Saving Throw:** See text **Spell Resistance:** Yes

The arcane ebb is one wizard's statement for his everlasting contempt of the craft of arcane mechanika, and his hatred became an arcane spell so useful to magicians it has become anathema to the use of arcane mechanika in certain circles. Developed by the elven magus Shvrywynd, an elite member of the Retribution of Scyrah, the arcane ebb is capable of not only robbing an arcane accumulator of its power, but if completely successful, it can also destroy an arcane accumulator altogether in a fiery conflagration of destruction.

Shvrywynd's arcane ebb manifests as a dark blue cloud of luminescence upon which floating motes dance aloft like glimmering stars in motion.

As the arcane ebb spreads, it draws charges from every mechanikal item in its area of effect at the rate of 1d4+1 charges from each item affected. Anyone in possession of an item is allowed a Will Save against the spell in order to lose only half the charges.

While the spell is in effect, at the caster's discretion, the motes of arcane energy released from accumulators by the arcane ebb can violently funnel back into any accumulator (installed in an item or not) within the area of effect as designated by the caster as a standard action. This immediately fills the chosen accumulator to maximum charge and renders it volatile, causing it to rupture and explode (See *IKCG* page 326, Damaging Accumulators).

Material Component: a small array of diamond lenses worth 1,000 gp

## STEAMBURST

Transmutation

Level: Amk/Sor/Wiz 4

Components: V/S

Casting Time: 1 standard action

Range: Touch

Target: Steam-powered servitor, steamjack or steam

armor touched

**Duration:** 1 min/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Arcane methods for increasing the output of steam engines have proven catastrophic in the past, but the development of this spell by Engines East chief mechaniks changed the way 'jacks and



constructs are used by military wizards and warcasters. In combination with other magical dweomers meant to augment mechanika, this spell proves to be a formidable backbone to turning a simple steampowered construct into a deadly adversary under the control of a skilled handler.

Steamburst creates arcane energy that builds a charge of superheated steam within the construct's power plant. This can manifest as improved power, speed, strength, or tactical ability as its steam-powered reflexes suddenly receive a massive dose of overpressure.

The spell can be used to infuse one of the following effects into a single mechanikal construct, chosen at the time of casting:

*Speed:* The base speed of the target increases by 5 ft. for every 4 levels of the caster.

Puissance: The target receives a +5 modifier to Strength and Dexterity.

Piston Overcharge: The strength of the target's melee attacks increases substantially. When delivering slam fist attacks, the target deals an additional +5 points of damage.

Each effect lasts for the duration of the spell. Multiple castings of steamburst do not stack; only one of the above effects can apply to a construct at a time.

This spell may also benefit those wearing steam armor, but it deals 1d6 points of damage to the steam armor per minute and ignores the armor's hardness.

# SUMMON SERVITOR

Conjuration (summoning) **Level:** Artifice (Cyriss only) 1

Components: V/S/DF

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels)

Effect: One summoned Servitor of Cyriss

**Duration:** 1 minute/level **Saving Throw:** None **Spell Resistance:** No

This spell summons a servitor of Cyriss. It appears where the caster designates and acts immediately during the caster's turn. The caster can direct it to perform any of its regular functions, to attack general enemies, to attack particular enemies, or to perform other actions.

The spell conjures one assistant or courier servitor (see page 102). The caster chooses which kind of servitor is summoned and can change his choice each time the spell is cast. If the caster summons more than one servitor with subsequent castings of this spell, he can order the summoned servitors to form a swarm. A caster may never summon or control more servitors than his clerical level (to a maximum of 10). Any summoned beyond this number do not appear.

The use of this spell varies with the type of divine focus used. If the spell is cast with a Cyriss-tech divine focus, the caster does not draw the attention of Infernals. If the spell is cast with a normal religious divine focus, the caster stands the chance of attracting the attention of Infernals (see IKCG page 357-358).

# TECTONIC SURGE

Evocation

Level: Amk/Sor/Wiz 2

 $\textbf{Components:}\ V/S$ 

Casting Time: 1 standard action

Range: Personal

Area: 20-foot radius burst +5 feet per 4 caster levels

centered on caster

**Duration:** Instantaneous

Saving Throw: Reflex negates

Spell Resistance: No

With a surge of arcane power and a mighty strike at the ground, the Llaelese wizard Alusius D'Vanderghelle first used this spell against Orgoth regulators in the battle of Mac'shell field during the beginning of the Orgoth rebellion. The spell has proven to have a great deal of longevity as its use has been seen in major conflicts and applied to the creation of arcane mechanika. In 556 AR it became the core incantation fueling one of the most famed weapons of the Cygnaran arsenal—the Quake Hammer.

Tectonic surge literally forces a tremor from its point of emanation to create a substantial shift in tectonic energies and forces the very soil of Caen to surge as if under the stress of an earthquake. The result is an area of concentrated motion where standing or moving becomes incredibly difficult if not completely impossible.

Anyone standing in the radius of the spell's burst must make a Reflex saving throw against the spell or be knocked prone. The caster of the spell is not affected



by the tectonic surge, for it bursts outward from where the caster stands.

# VOLTAIC CAPACITOR

Evocation [Electricity]
Level: Amk/Sor/Wiz 4
Components: V/S/M

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

**Duration:** 1 round/level **Saving Throw:** See text **Spell Resistance:** Yes

Electrical energy has become a commonplace weapon with the use of stormglaives, lightning bolts, and the mechanikal art of stormcalling practiced by the Stormsmiths of Cygnar. Still, there are few methods for resisting the ravages of electric bolts other than additional armor, insulation, and perhaps some arcane means of protection. In the later years of the 5th century AR, the border conflicts between Khador and Cygnar began to escalate in ferocity. Due to the Cygnaran military's advances in voltaic mechanika, the Greylords Covenant found itself forced to develop an effective countermeasure against electrical attacks.

This particular mystic spell creates a field of potential. If struck by an electrical energy attack, the field stores the electrical potential of the attack. Once the spell reaches its capacity, the energy is unleashed in an electrical maelstrom that surrounds the target but leaves it unscathed.

Voltaic capacitor can absorb 1d6 points of electrical energy per level of the caster. When the total amount the spell can absorb is reached or exceeded, the amount of damage absorbed is released in a 30-foot radius burst. Anyone within this area must make a Reflex saving throw or take that amount of electrical damage, taking only half damage on a successful save. Any excess damage above the amount the spell can absorb is dealt to the target and subtracted from its current hit points.

Material Component: magnet and two copper plates

# ↔ (YRISS-TECH →

Amid the gentle hum of arcane resonance in clockwork halls lined with pristine glass encasing moving tapestries of brass and steel cogs, the cult of Cyriss works fervently seeking the deeper mysteries of the Maiden of Gears. To worship Cyriss is to worship the brilliant light of reason, the knowledge hidden within observation of nature in brief moments. It is reverence for the rules and laws of the cosmos and the search for understanding them to the fullest.

The act of artifice is a principal precept for the acolytes of Cyriss, and the revelations of invention have born the cult ample fruit. Power rests at the fingertips of the Maiden's faithful drawn from the calculations of Her name and secrets learned in pursuit of greater ciphers of arcane and temporal law. Within the strange architecture of Her remote cathedrals and around the clockwork and steam-driven altars of Her hidden temples, creation takes place at a fevered pace.

Acolytes of the Maiden build their devices with the care of religious devotion; each crystalline channel, conduit, and cog is placed with infinitely delicate precision. Some of these engines of divine discovery are calculators and clocks built to reiterate every possible mathematical permutation of the Maiden's name—in every language known and in every written form possible. Others are actual devices built to abduct and store the arcane energy drawn inward by the vast complexes of the Cathedrals of Cyriss.

With the secrets of the cosmos revealed slowly to them, the cult of Cyriss has learned much in the mere few centuries since Her cult began. The worshippers of the cult have made advances in science and mechanika rivaled only by the advances of military science in the kingdoms of western Immoren. Though a mere handful of devotees to a clockwork goddess, they have created a vast complex of temples, innumerous shrines, and an array of inventions exceeding the realm of conventional knowledge and engineering.

The inventions of the cult of Cyriss are considered crude among those averse to granting the cult any standing. To the unskilled and uneducated eye, Cyrisstech is nothing more than mere mechanika—albeit elegantly crafted—built to serve the purpose of some mad cult or half-born goddess. However, to those capable





of looking at the inner workings and assessing the skill required to manufacture it and the inner principles at work, Cyriss-tech is a marvel of craft and design.

Cyriss-tech is stylistically different from most modern mechanika. To the unaided eye, most mechanikal items appear to be a collection of conduits and cables, engraved surfaces, metal fittings, and a variety of triggers, sockets, and dials. Cyriss-tech is obviously mechanika. The designs incorporate all of the factors, triggers, dials, fittings and sockets of a mechanikal device, yet Cyriss-tech always includes uniform elements of design. Each design resembles the last, and adheres to some rule of artifice and conduct demanding certain strictures in an items form and construction. There is no variance among the artificers of the Maiden's forges; no stylistic flair differs between one cultist's work and another's. The outermost appearance of all Cyriss-tech, from one device to another, is the same.

Most Cyriss-tech devices are easily recognizable to anyone who has seen them before, and even those acquainted with the devices often find that the machines defy analysis. An arcane mechanik with the ability to diagnose such devices can find such curiosities enigmatic at best. The few devices retrieved by adventurers or unscrupulous bandits usually carry a high price since even the simplest devices conceal secrets of arcane lore and knowledge. Though the strange engines and arcane machines might often puzzle the inquisitive technologist, eventually their functions are discovered through trial, error, and mystic examination.

The chirurgical advances of Cyriss-tech are undeniable; mechanikal replacements for limbs, eyes, and even the heart are thought to exist. Crippled acolytes of the Goddess become complete through Her divine invention, and an acolyte's skill with clockwork and artifice can easily replace a limb long lost to palsy, battle, or the jaws of some dangerous beast. This alone is enough to act as a testament to their skill, but then there are the rumors of the Vessels of Cyriss—repositories for souls that have mastered the mind and are able to transcend the flesh into bodies of brass, steel, and steam.

Indeed the rumors surrounding other technologies the cult might employ could be seen as justification for the mistrust and hostility that often meets them, yet the cult itself has not proven to be an openly hostile or aggressive group. Unlike the devoted and undeniably fervent followers of Menoth, the acolytes of Cyriss seem to have few enemies they have legitimately earned. Still, Cyriss-tech is frightening enough to those in power to warrant a watchful vigil over them, observing them in order to learn their secrets and steal whatever might be of use in an increasingly escalating world of violence and warfare.

#### TEMPLES OF CYRISS

Though most members of the cult of Cyriss are confined to worship in the dank corners of foundries and hidden halls under clockwork towers, there are those who have built places of work and worship where the pursuit of the precepts of the Maiden of Gears can take place without fear of persecution. Hidden in secret places across western Immoren, the true temples and halls of Cyriss are built in vast metallic buildings filled with catacomes that plunge through clockwork hallways, celestial observatories, and areas of research into almost every aspect of natural law.

EACH TEMPLE SERVES SOME SPECIFIC PURPOSE AND ITERATION OF THE CALCULATIONS AND FORMULA DRIVING THE FUNCTION OF THE ACOLYTES AND MACHINES WITHIN ITS DEPTHS. SOME ARE FACTORIES WHERE SERVITORS, VESSELS, AND EVEN CLOCKWORK-POWERED 'JACKS ARE BUILT FOR OBSCURE PURPOSES. OTHERS ARE SILENTLY TICKING HALLWAYS SEEMINGLY ABANDONED BY THE CULT. FROM BUSTLING PLAZAS FILLED WITH INDUSTRIOUS ACOLYTES TO ALMOST TOMBLIKE CHAMBERS HIDDEN IN THE DEPTHS OF THE WILD, THE CULT OF CYRISS HAS BUILT ALL MANNER OF SHRINE AND PLACE OF WORSHIP IN REMOTE AND OFTEN HOSTILE LOCATIONS.

The cult may do this to isolate itself from the crude minds that cannot comprehend their purpose. To bring such constructs of order into the wild is a crude affront to those who venerate it, and this need for succor has brought the faithful of Cyriss into direct conflict with Druids of the Circle and certain barbarian cults that still worship the Devourer Wurm. Still, such obstacles do not seem to dissuade the cult easily as they build the clockwork monuments to their watchful ever-silent deity.

This is just a glimpse of what often lies within their temple walls.

#### OBSERVATORIES

WITHIN A TEMPLE THERE ARE ROOMS STARING UPON DISTANT FIELDS OF PINPRICK GLITTERS AMID THE DARKNESS OF ALIEN NIGHTS. THE STUDY OF STARS, THEIR MOTION, AND THE HIDDEN SECRETS THEY OFTEN REVEAL IS OF GREAT IMPORTANCE TO THE CULT OF CYRISS. AMONG THE STARS ARE THE ANSWERS TO THE GREATEST OF MYSTERIES, AND THE CULT OF CYRISS HAS ACOLYTES AND PRIESTS DEDICATED TO WATCHING THE HEAVENS FOR ANY PORTENTOUS OCCURRENCE. THOUGH MOST TEMPLES HAVE AN OBSERVATORY THAT USES VAST AND COMPLICATED ARRAYS OF LENSES TO LOOK UPON THE NIGHT SKY OF CAEN,



THERE ARE OTHER CHAMBERS HIDDEN DEEP WITHIN THAT STARE UP TO A SEQUENCE OF CELESTIAL BODIES UNLIKE ANY SEEN BY THOSE OUTSIDE THE CULT. WHAT MAGIC BUILDS THESE LOOKING GLASSES IS UNKNOWN EXCEPT TO THE HIGHEST OF HER DIVINE COUNCIL, BUT IT IS UNDENIABLE THE STARS SEEN THROUGH THEM ARE NOT THOSE SEEN IN CAEN'S NIGHT SKY.

#### FORGE FACTORIUMS

CHURNING PISTONS, AUTOMATIC ANVILS, AND THE CONSTANT DIN OF HAMMER ON METAL IS THE SOUND OF THE FACTORIUM. FABRICATION, INVENTION, AND THE CRAFT OF ARTIFICE TAKES PLACE EN MASSE WITHIN THESE DARKLY LIT AND HALLOWED HALLS. THE GLOW OF MOLTEN METAL, THE FLASH OF COAL EMBERS, AND THE BALEFUL GLARE OF FORCE FIRES IN THE DEPITHS ARE OFTEN THE ONLY LIGHT THESE HALLS SEE AS ACOLYTES CLAD IN ARMORED APRONS DON MANTLES TO PROTECT THEMSELVES FROM THE HEAT AND FUMES. AS SERVITORS DRIFT OVERHEAD THESE DEDICATED CRAFTSMEN TOIL ENDLESSLY ASSEMBLING ALL MANNER OF DEVICES FOR THE USE OF THE CULT.

#### CHIRURGERIES

WITH COLD METALLIC TABLES, ALTARS, AND ARRAYS OF TORTUROUS DEVICES AND TOOLS DESIGNED TO FLENSE MUSCLE AND SLICE THROUGH FLESH AS EASILY AS A SERRICSTEEL EDGE, THE CHIRURGERIES OF THE CULT OF CYRISS CONTAIN ALL MANNERS AND METHODS OF DISSECTING, VIVISECTING, AND STUDYING THE INTERNAL WORKINGS OF FLESH. WHY THE CULT OF CYRISS PEERS WITHIN THE SOFT MATTER OF LIVING THINGS FOR SECRETS IS THEIR OWN MYSTERY, BUT THE TRUTHS THEY HAVE REVEALED CAN MERGE MECHANIKA WITH FLESH, HEAL THE DYING, AND PURGE THE INJURED OF THE MOST VILE AND DECREPIT OF SICKNESSES.

#### ARCHIVES

Among scrolls, tablets, books, and tomes in a vast labyrinth of shelves and lecterns rests the repository of knowledge the acolytes of Cyriss call the archives. All manner of written work, from the finest poetry to the most clinical of alchemical formula, sits within the cult's collections of literature and knowledge. From the epics of Calarth to the alchemical remedy for Hag's Laugh, the libraries of the cult of Cyriss meander from subject to subject classified, cataloged, listed, and queued in a vast clockwork repository offering all knowledge to the tips of a sage's fingers with the turning of a few dials.

#### DEVOTIONAL ALTARS

ROOMS FOR PRAYER AND WORSHIP SIT AMIDST LECTERNS AND PEWS OF BRASS AND WROUGHT IRON. SOME TEMPLES HAVE DIMLY LIT CELLS FOR WORSHIP WHERE EACH ACOLYTE MAY ENTER AND PRAY IN SILENT CONTEMPLATION. OTHER TEMPLES HAVE VAST BRIGHTLY LIT HALLS EMBODYING CYRISS IN ALL HER GLORY WITH VAULTED CEILINGS AND GRAVITY DEFYING ARCHITECTURE FILLED WITH THE HAUNTING CLOCKWORK RHYTHM OF CHANTS AND PRAYERS SINGING HER PRAISE.

#### THE CORE

Deep within these vast repositories of craft, knowledge, and discovery is the core—the power source for the entire complex. This vast magically

DRIVEN ENGINE PROVIDES AN ENTIRE TEMPLE WITH ALL THE ENERGY IT WILL EVER NEED, URGES THE CLOCKWORK WITHIN ITS WALLS INTO MOTION, AND CREATES THE VOLTAIC ENERGY LIGHTING THE HALLS. SOME SAY THIS IS THE TRUE ALTAR OF CYRISS. GUIDED BY THE HANDS OF CLOCKWORK ACOLYTES AND HEAVILY SHIELDED PRIESTS WORKING IN CONCERT, IT IS A PLACE WHERE HER DIVINE POWERS CAN ACTUALLY TWIST AND WARP THE COSMOS TO HER WHIM, IF ONLY FOR THE BRIEFEST OF MOMENTS.

# BUILDING CYRISS-TECH

The devices built by the acolytes of Cyriss mirror the mechanikal and magical using specifically designed techniques to bridge the distance between powerful magic and the difficulties of storing it within a mechanikal reservoir. Cyriss-tech devices use the rules for mechanikal creation as detailed in both this book and the *Iron Kingdoms Character Guide*. However, only a character with the Craft Cyriss-tech feat can build such devices with any degree of reliability.

Cyriss-tech relies on essential principles of arcane mechanika, but the mechanikal components of Cyriss-tech differ in both the nature and composition of their technology. The artifacts produced by the cult of Cyriss rely largely on clockwork mechanisms and use a variety of possibility engines, arcane gear actions, complex rune scribing methods, and mechanikal interactions that require an expertise in the use of clockwork. Subsequently, it requires a high level of aptitude in the Craft (clockwork) skill. Any character that selects the Craft Cyriss-tech feat should ensure they have sufficient ranks in this skill to fulfill the requirements of crafting Cyriss-tech devices.

The following mechanikal components are essential to the manufacture of Cyriss-tech. Only an individual with the Craft Cyriss-tech feat knows how to manufacture these devices with any level of reliability. A person with the Craft Cyriss-tech feat can build items based on these components or incorporate these components into normal mechanikal items.

Cyriss-tech mechanikal components are equivalent to normal mechanikal components commonly in use in the Iron Kingdoms. However, most of the Cyriss-tech components differ in the nature of their function and tend to be far more efficient than their mechanikal counterparts.

When building a Cyriss-tech item, use the rules for drafting, assembly, and fusion as outlined in the IKCG, but use Cyriss-tech components when called for. For







example, instead of including conduits and a socket, Cyriss-tech will use an avatar clock. When selecting a power source, use whatever power source the creator has selected for the item. Cyrissists can rely on a number of methods for generating magical power.

### AVATAR CLOCK

Every piece of Cyriss-tech relies upon this single modular clockwork engine configured to unify the individual components of a device. In much the same way as conduits work in a device powered by mechanikal components, the avatar clock is the central delivery system and regulator of energies within a Cyriss-tech device.

Avatar clocks often bear the likeness of the Maiden of Gears Herself. The inner workings contain a series of interlocking gears and tourbillion cages that enable the clockwork to operate flawlessly under adverse conditions. Although the clock may vary in size depending on the requirements of the device relying upon it, undoubtedly the component shapes a telling tale of any Cyriss-tech device's origins. Often concealed deep within the inner workings of a device, the avatar clock also includes an adaptive receptacle that incorporates several adjustable plates, cylinders, and cavities. A canny technologist can configure these to accept arcane accumulators, devotional engines, or any of the myriad sources of power the Cyrissists have. This adaptive socket attaches to the avatar clock with a series of crystalline rods that connect to the innermost arrays of gears.

Table 2–12: Avatar Clocks

Clock Size	Power Source Size	Base Cost	Price to Create	Creation DC modifier <sup>1</sup>
Tiny	Light	500 gp	250 gp + 20 XP	_
Small	Light	700 gp	350 gp + 28 XP	_
Medium	Standard	1000 gp	500 gp + 40 XP	-
Large	Standard	1600 gp	800 gp + 64 XP	+2
Huge	Heavy	3200 gp	1600 gp + 128 XP	+5
Colossal	Heavy or greater	6400 gp	3200 gp + 256 XP	+10
Gargantuan	Heavy or greater	12800 gp	6400 gp + 512 XP	+15

<sup>&</sup>lt;sup>1</sup> Add this to the base Craft (clockwork) check required for item creation.

The avatar clock replaces the need for both conduits and sockets in a mechanikal device. In addition, a Cyrisstech device using an avatar clock takes one-half the normal time for fusion. An avatar clock can be configured to accept any power source adapted to provide energy for the device. This requires a DC 15 Craft (clockwork) check and takes ten minutes. An accumulator provides energy normally to an avatar clock while other Cyrisstech power sources have additional effects.

An avatar clock used for a piece of armor or a weapon costs an amount equal to the avatar clock's base cost times twice the weapon's bonus equivalent. For instance, if a medium weapon using a small avatar clock has a +4 bonus equivalent, then its avatar clock costs 5600 gp (twice the +4 bonus equivalent (8) multiplied by 700 gp) as opposed to 700 gp.

An avatar clock used for an arcantrik engine costs an amount equal to the avatar clock's base cost times twice the total number of spell levels the engine is designed to power. For instance, an arcantrik engine requires a small avatar clock that casts mage armor, bull's strength, and haste. The avatar clock will cost 3000 gp since it powers a total of 6 spell levels.

The accumulator sockets of avatar clocks are calibrated for the demands of a device. If a device with an avatar clock requires a hybrid socket, the socket and avatar clock are adjusted to provide such functionality.

The size of an avatar clock indicates the size of the item it can serve and the maximum size of arcane accumulator it can take. An avatar clock can be used for devices one size larger than itself, so a Tiny avatar clock could be used in a Small item, and a Small avatar clock could be used in a Medium item (such as a medium long sword or suit of armor). Items of size Large or Larger must use avatar clocks of their equivalent size. For instance, a Large Cyriss-tech bastard sword would require a large avatar clock.

Note no hardness, hit points, or AC is indicated for an avatar clock. The clock is incorporated into an item during fusion and uses the item's hardness and hit points.

Faint transmutation; CL 3rd; Craft Cyriss-tech, Craft (clockwork) 6 ranks; Craft (clockwork) check (DC 20); Price Varies; Weight varies.



## DEVOTIONAL ENGINE

Arcane energy is not the only method of charging mechanikal devices, at least not when Cyriss-tech is involved. A devotional engine converts the magical potential of faith in the Maiden of Gears into actual energy capable of powering a select piece of Cyrisstech. The devotional engine resembles a clockwork array of 6 wheels inscribed with a series of slightly luminescent glyphs that can be started with a spin from an acolyte's thumb before continuing on its own. This clockwork engine attaches to the avatar clock and acts as a power source.

A Cyrissist sets the engine's prayer wheels in a specific configuration of the Maiden's name and chants a mantra over the engine. As the energy is absorbed the devotional engine's prayer gears turn, and the mantra charges the engine during the course of prayer.

As part of a divine caster's daily prayer for spells, he may hold the item and invoke spell energy to use it to charge the devotional engine. The devotional engine gains a number of charges equal to the spell levels the acolyte of Cyriss wishes to sacrifice to the engine (to a maximum of his clerical level or the devotional engine's maximum capacity, whichever is smaller). In order to use a devotional engine, the individual charging it must be a divine caster devoted to Cyriss.

An item equipped with a devotional engine can also be used as a divine focus even if there are no charges within the engine.

Faint divination; CL 5th; Craft Cyriss-tech, Craft (clockwork) 10 ranks, Knowledge (religion) 8 ranks, imbue with spell ability; Craft (clockwork) check (DC 18); Price Varies; Cost Varies; Weight varies.

## NUMINA ORB

Ephemeral to the eye and spectral to the touch, the numen is a force harnessed by the acolytes of Cyriss to give a semblance of intellect to the inanimate. A numina orb is a glowing clockwork sphere containing intricate myriads of turning sprockets made of gold and synthesized crystals that capture and bind a spirit called a numen. The numina orb is, after a fashion, a cortex-like technology. Once implanted in a mechanikal device, it bestows the ability to discern, decide, recognize, and carry out orders. A numen is a motive force capable of making decisions and following

Table 2–13: Devotional Engines

Engine	Size	Weight	Charges	Hardness	Hit Points	Cost
Light	Tiny	1 lb.	5	10	3	125 gp
Medium	Small	2 lb.	10	10	5	200 gp
Heavy	Small	5 lb.	15	10	10	300 gp

instructions. However, despite its abilities, it is not truly sentient in the sense of a living mind; it is merely a pattern of spiritual logic floating captive in a cage.

A numina orb bestows an Intelligence ability of 3 to a servitor construct.

Faint conjuration; CL 3rd; Craft Cyriss-tech, Craft (clockwork) 6 ranks; Craft (clockwork) check (DC 20); Price 1,000 gp; Weight 1 lb.

## ZIELE CLOCK

Temples of Cyriss are built at specific junctures and locations of arcane energy where the air is almost tangible with the accretion of arcane flow, and the Source itself bubbles along the invisible field of energy to which Cyrissists refer as the integument. The geometrical arrangement of a stele clock allows the vast machine to store the magical energy, collecting it as a barrel catches rain. As magical energy passes along the surface of a stele, it condenses into the crystalline gears and is processed through the clock and made tangible by an avatar clock located deep within its sturdy frame.

A stele clock is a vast machine no less than 15 feet in height and weighing almost a ton. Several of them can work together, placed in clusters or at sparse intervals, to capture an optimal amount of energy. Temples of Cyriss often rely on these clocks as a primary source of energy as they draw power from the very vapors of the Source itself.

A single stele clock collects the vapors of magical energy as they coalesce through its glyph-riddled surface. If a Cyriss-tech item with an avatar clock can be connected to a functioning stele clock (requiring a DC 15 Craft (clockwork) check), it can use the stele clock as a power source capable of expending up to 3 charges per round. One can also connect and charge a nexus accumulator at a rate of 1 charge per round. If the stele clock is not connected to anything capable of collecting the charges, it simply releases the magical energy as a luminescence that pours from the glyphs inscribed along the clock's flat surfaces.

Acolytes erect the monolithic devices in vast arrays to power arcane glyph locks or other unfathomable devices such as the surging mechanikal anvils of the forge factoriums and the permutation clocks that calculate the blessed names of the Maiden of Gears. Most notably, stele clocks funnel collected arcane energy to the nexus core repositories found in large temples and cathedrals of the clockwork goddess.

Placing a stele clock properly requires a DC 20 Craft (architecture & engineering) check and a DC 30 Knowledge (arcana) or Knowledge (religion) check. Both successful skill checks allow the individual (or individuals) placing the clock to know the exact coordinates for it to function as it should. Whether there is some other object already occupying that space or not is another matter entirely.

Stele clocks not placed directly on their appointed locations can only provide energy at the rate of one charge per hour. Stele clocks placed further than 1 mile from the appointed location are essentially massive nonfunctioning monuments that generate no appreciable amount of energy at all.

If a stele clock is going to provide power to a nexus node, it requires a small avatar clock connected to it.

Strong evocation; CL 13th; Craft Cyriss-tech, Craft (clockwork) 16 ranks; Craft (clockwork) check (DC 25); Price 25,000 gp; Weight 2200 lbs.

## NEXUS ACCUMULATOR

While modern mages still struggle with methods of reliably storing magical energy—even the most stable of arcane accumulators can be thrown into a volatile explosion—the acolytes of Cyriss have mastered the transfer of unpolluted magical energy from one distilled source to a specialized accumulator.

Nexus accumulators accept distilled energy gathered by stele clocks. In fact, the nexus core itself is simply a self-regulated nexus accumulator of immense size. Nexus accumulators charge at substantially faster rates than normal arcane accumulators, but they cannot accept magical energy from any other source other than a nexus node, stele clock, or nexus core.

Only a device equipped with an avatar clock can use a nexus accumulator as a power source. Much like regular arcane accumulators, nexus accumulators can be ruptured by physical means, but they can be targeted separately like a magical item for purposes of determining the effects of *dispel magic*. A ruptured Nexus accumulator is far more dangerous than a volatile arcane accumulator due to the volume of energy it can contain.

Nexus accumulators can only be recharged by a nexus node or by being attached directly to a stele clock.

Moderate transmutation; CL 5th; Craft Cyriss-tech, Etch rune plate, Craft (clockwork) 8 ranks, Craft (alchemy) 8 ranks; Craft (alchemy) check (DC 20); Price Varies; Weight varies.

## NEXUS CORE

Not all temples of Cyriss are technologically equal, and the most advanced and remote temples often are less susceptible to the watchful eyes of Morrowan monitors and Menite watch hounds. These remote places are where the cult of Cyriss can exercise the full wealth of its knowledge. Within these immense cathedrals of brass and gold, arrays of stele tear energy from the very ether and store it within massive receptacles called nexus cores.

Not all temples have a nexus core; only the most remote and secure do. Most temples in urban areas have a single stele clock connected to a nexus node.

The nexus core rests at the center of a temple of Cyriss at the lowermost levels, interconnected to nodes

Table 2–14: Nexus Accumulators

Engine	Size	Weight	Charges	Hardness	Hit Points	Base Price	Base Cost
Light	Tiny	1 lb.	20	10	5	$1000~\rm gp$	500 gp + 40 XP
Medium	Small	2 lb.	40	10	10	$2000~\mathrm{gp}$	1000 gp + 80 XP
Heavy	Small	4 lb.	80	10	15	$4000~\mathrm{gp}$	2000 gp + 160 XP
Greater	Medium	80 lb.	160	10	30	10,000 gp	5000 gp + 400 XP



and stele clocks. The device acts as a massive battery for the automated and mechanikal systems in the complex. In essence, the nexus core is a self-charging accumulator the size of a large tower. It spans several levels and is surrounded by a latticework of catwalks, ladders, and conduit cables snaking into and out of its vast surface.

Within the heart of the core is an immense reserve of alchemical fluid and a series of spinning clockworks revolving around tightly wound arcane coils. These coils act as both a containment and delivery system for the titanic charge residing in the nexus. A circular chasm beneath the node releases excess power in the form of lightning bolts of voltaic energy. The wash of excess power often renders the area surrounding the nexus core hostile to living or mechanikal beings.

The device powers the specialized systems throughout the cathedral or temple in which it resides. Vast alchemical ovens, portals, fragile ocular devices for viewing distant stars and celestial bodies, pounding clockwork pistons that move within temple complexes to drive the vast gear, and powered calculators directing arcane and mathematical formula from conception to resolution all rely on the nexus core's uninterrupted and vital operation.

Beneath the core, an altar-shaped table rests on a single column at the focal point of potential, connected to a circular catwalk at the base of the immense device. With proper preparation and expertise, a sanctified Enumerator or Fluxion of the Cult can focus energy from the core onto the altar and manipulate it using glyph controls and sacred formula.

The core provides instant power to Cyriss-tech devices or servitors used within the confines of the temple. Any magical item incorporating Cyriss-tech in its construction can use the nexus core as a broadcasting power source. An item installed with an avatar clock and a nexus accumulator can be used without draining the device's power source, and it can run if its current power source is drained.

In addition to its considerable magical energies, the nexus core acts as a lens for the powers of the cosmos. With this type of power, the core can rip energy directly from the Source. Using the energies from a nexus core, an arcane or divine caster can configure the core to focus its energies on the altar and cast the spell wish as a 20th level arcane spellcaster. The character configuring the altar must have the Craft Cyriss-tech

feat and make a DC 20 Craft (clockwork) check and a DC 20 Knowledge (religion) check to harness the power of the core. The subject or object targeted or created by the *wish* spell must be lying on (or will manifest on) the altar.

However, approaching the nexus core's altar is a dangerous prospect. The altar sheds excess energy as discharges of electrical energy, and anything approaching the altar must make a DC 20 Reflex Saving throw each round, or a bolt of lighting doing 4d6 points of electrical energy damage leaps out and strikes the individual.

Tampering with the natural cosmic order does not come without repercussions. A nexus core used to destabilize the nature of reality by crudely manipulating it with the effects of a wish spell rapidly becomes inherently unstable and threatens to explode. Acolytes must carefully manage the resulting arcane ruptures caused by such a release of energy or the catastrophic detonation of a nexus core will occur. It takes 1d6+4 hours to stabilize a core by making a DC 30 Craft (clockwork) check every hour. If the Craft (clockwork) check fails even once, the core begins to overload with an influx of energy and begins to destabilize catastrophically. A destabilized Nexus core will detonate within 1d4 hours and result in an explosion affecting every living thing and object within 1 mile as if it had been struck by a disintegrate spell (Caster Level 20, no saving throw, spell resistance does not apply). The explosion permanently blinds anyone who looks directly at the detonation from a distance of 10 miles or less without wearing goggles (DC 25 Reflex Saving throw, success means temporary blindness for 2d8 hours). The detonation of a nexus core leaves a crater roughly a mile wide and several hundred feet deep.

A nexus core requires a Colossal sized avatar clock to regulate the storage and dispersion of magical energy stored within it. Devices can be connected directly to the nexus core through smaller avatar clocks. These clocks must connect directly to the device and then connect to the nexus core's avatar clock with inexpensive arrays of interlocking clockwork costing 10 gp per 100 feet.

Strong evocation; CL 20th; Craft Cyriss-tech, Craft (alchemy) 20 ranks, Craft (clockwork) 20 ranks; Craft (clockwork) check (DC 40); Price 150,000 gp; Weight 18,000 lbs



# NEXUS NODE

Throughout a temple of Cyriss, nodes exist from which acolytes can draw power and recharge nexus accumulators. Nexus nodes connect to a nexus core or stele clock through avatar clocks that monitor the input and output of power. Alternatively a nexus node can be attached to a single stele clock to act as a poor acolyte's version of a nexus core.

A nexus node is about 3 feet tall and appears to be a flat tray-like receptacle surrounded by a series of clockwork controls. The item to be charged must have its avatar clock placed in contact with a special socket on the nexus node, typically an umbilical attached to the item's avatar clock when it is placed in the trough.

An item with a nexus accumulator connected to the nexus node will recharge at the rate of one charge per round (ten charges per minute).

Strong evocation; CL 10th; Craft Cyriss-tech, Knowledge (arcana) 10 ranks, Craft (clockwork) 13 ranks; Craft (clockwork) check (DC 25); Price 3,000 gp; Weight 18,000 lbs

# PERMENTION MANIFOLD

This is a specialized immobile platform merged with a manifold resembling an upright sarcophagus. A Small or Medium sized humanoid can fit within the body-shaped depression in the manifold. Designed as a delivery system for enhancing magic, this is a common item used when acolytes defend a temple or undergo various trials of mind, body, and spirit.

This device must be combined with an avatar clock and an arcantrik engine in order to imbue the subject resting within the cavity with the effects of minor, but useful, transmutation magic. The avatar clock and arcantrik engine are connected to the permeation manifold, and a rune plate can be fed like a punch card into the engine. This allows a number of different ability enhancements to be imbued upon an individual resting in the cavity.

The permeation manifold, combined with a Medium sized avatar clock and an arcantrik engine, allows rune plates with the following spells to be used on anyone resting within the manifold's body-shaped cavity: alter self, bear's endurance, bull's strength, cat's grace, comprehend languages, darkvision, eagle's splendor, feather fall, fox's cunning, jump, owl's wisdom, and water breathing.

A single spell cast through the manifold lasts for 24 hours, but it uses a number of charges equal to twice the minimum arcane caster level. Once affected by a permeation manifold, the subject cannot receive further benefits from one until the duration of the current effect ends.

Alternatively, a permeation manifold can act as a focus for healing spells. The permeation manifold can cast any of the following healing spells as long as rune plates containing the spells rest in the manifold's arcantrik engine: cure light/serious/critical wounds, remove blindness/deafness, remove disease, lesser restoration.

Faint evocation; CL 5th; Craft Cyriss-tech, Craft (mechanika) 8 ranks, Craft (clockwork) 8 ranks; Craft (clockwork) check (DC 20); Price 6,000 gp; Weight 2,000 lbs

# PRECEPTOR'S MANTLE

This device resembles an iron mantle typically worn by acolytes of Cyriss, however this particular mantle has a mounting for an avatar clock that can power rune plates affixed to the mantle's receptacle. The preceptor's mantle can mount a single rune plate capable of affecting the wearer as if he were wearing an arcantrik engine and a pair of alchemist goggles.

The mounting for the avatar clock is typically in the back of the mantle, but in some cases it may be mounted in the front.

The mantle still has the same properties of a normal iron mantle, but it must be installed with a small avatar clock, power source, and a single rune plate that can be used with alchemical goggles. Add the additional weight of the avatar clock, power source, and the rune plate to the overall weight of the Preceptor's mantle.

Faint evocation; CL 5th; Craft Cyriss-tech, Craft (alchemy) 8 ranks, Craft (clockwork) 8 ranks; Craft (clockwork) check (DC 18); Price 2,000 gp; Weight 20 lbs.

# SOUL NODE

This clockwork orb is inert and made from layers of intricately carved gears and moving pendulums surrounding a cage of purified alchemical silver. It remains still until a soul is captured and placed into its metallic constraints. Upon a soul's placement within, the clock glows with a vibrant verdant light and begins to spin and whirl in time to the vital rhythm of the life force contained within.



Soul nodes are containers used for holding the blessed souls intended for vessels of Cyriss. These select chosen are elevated to immortality and transcend the flesh. A soul node rests within the avatar clock that makes up the internal workings of a vessel's mechanikal anatomy. The spinning motion of the soul node powers the entire clockwork body of the vessel of Cyriss, driving it through impulses of will and purpose born from the soul contained within.

The soul node is placed upon the chest of the resting chosen as he chooses to transcend or at the exact moment of his expiration (if dying). When the physical body dies and the soul leaves to occupy the soul node, the node springs to life. It must be placed within a vessel of Cyriss within the next 30 days, or the soul will continue on its journey to Urcaen.

Strong Transmutation; CL 17th; Craft Cyriss-tech, Craft (alchemy) 20 ranks, Craft (clockwork) 20 ranks, raise dead; Craft (clockwork) check (DC 30); Price 40,000 gp; Cost 20,000 gp + 1600 XP; Weight 1 lb.

# VESSELS OF CYRISS

Most awakened acolytes of Cyriss do not fear their own death, but they do fear the death of discovery and knowledge. The majority of Her mortal worshippers are content to live their lives to the inevitable conclusion of wayfaring their souls to Urcaen. There they may enter the vastness of the Dark Wanderer and become part of the goddess, joining with the mystery held within the Maiden's heart like some secret of the spirit. With Her in Urcaen they seek to solve the greatest mysteries, beyond those of the realm of flesh, and delve into the science of the soul. However there are those who must remain to ensure the physical completion of the Maiden's work in Caen is done to Her specifications. These beings must often leave their frail, dying mortal bodies behind and become something eternal and greater. They become vessels of Cyriss.

These creations have only begun appearing in recent time. Since the middle of the 3rd century AR, there have been remote reports of clockwork priests, servitors, and other half-glimpses of the cult's activity. Though the cult has petitioned the Sanctorum for recognition as a legitimate religion, it continues to grow silently. These clockwork priests perhaps represent a sign the cult of Cyriss has grown beyond the bounds conjectured by popular opinion. The faith

was once thought to be a fringe religion for mechanists and tinkerers, but the presence of the Vessels of Cyriss indicate it has a structure and access to funds and abilities surpassing that of any mere cult.

The vessels of Cyriss are repositories for the still living soul, cages of brass and steel with clockwork hearts and veins of aurum and conduit. Where the art of necromancy seeks to capture and hold the soul still in a cage of dead flesh, the vessels of Cyriss act as a bottle. Within a vessel of Cyriss resides the soul of a blessed acolyte, priest, or defender of the Maiden's work. Those who transcend the flesh into a vessel of Cyriss become the vessel as much as it becomes them, and they grow into complex living entities of gears and cogs set on ensuring the completion of one of the myriad plans Cyriss has set into motion.

Each vessel is a sturdy metallic frame containing clockworks and pistons slowly pushing vital lubricants and hydraulic fluids throughout. The soul within the vessel manipulates it as though the clockwork anatomy of its form were a living body. The visage of a vessel of Cyriss is a blank almost insect-like countenance often stamped with a sigil of the Maiden of gears above the brow. These expressionless masks house two or more orbs of dark crystalline material that act as eyes for the vessel of Cyriss. The voice of a creature inhabiting one of these shells is a metallic (almost musical) echo without gender capable of expressing emotion and emphasis with no loss of recognition for the soul dwelling within.

When constructed, a vessel is individualized to match the body of the once mortal acolyte who has committed to leaving the flesh behind. Physical and mental capacities are measured, and each vessel of Cyriss is designed to augment and improve upon the body of the soul's original self. To date there are only three known types of vessels: the clockwork priest, clockwork adept, and clockwork warder. Each serves a different function in aiding the work of the Maiden and preserving Her temples so they may continue to function forever.

# THE CLOCKWORK PRIESTS

Clockwork priests are the purely clerical devotees of Cyriss who through some service to Her have transcended the flesh and had their souls moved into the frame of an architect. The Maiden grants the reward of transcendence to Her most valued scholar-









THE UNDRY

These metal entities truly drive the cult of Cyriss under Her guidance, and their commandments are law for the acolytes. To challenge the ideas and decrees of a clockwork priest is considered brash heresy. Considered the highest-ranking priests, they direct the construction of Her mightiest temples and Cathedrals—places where Her projects and experiments are carried out in remote seclusion.

The spider-like four-legged frame of the clockwork priest moves with a mechanical grace; every footstep is a delicately precise placement of half a ton of clockwork and armor plate. Atop the leg assembly is the torso where two pairs of arms allow the architect to perform a variety of tasks simultaneously. The head, protected by a half-cowl of armored plate between the shoulders of the uppermost arms, stares with dark crystal eyes. The orbs constantly survey the world and seek the answers to questions far too alien and complex for most mortal minds to grasp.

A clockwork priest's body is built from 1200 pounds of mechanikal and clockwork parts and must include a large avatar clock (1600 gp) and will not function without a soul node. Assembling the body requires a DC 20 Craft (clockwork) check or a DC 20 Craft (mechanika) check.

CL 12th; Craft Cyriss-tech, Craft (clockwork) 13 ranks, Knowledge (religion) 10 ranks, builder must be at least 12th level; Price 61,600 gp; Cost 30,800 gp + 2464 XP. (Cost includes cost of avatar clock.)

# THE CLOCKWORK ADEPT

Not all of the Maiden's favored children are priests, and the clockwork adept is a direct example of Her embracing the knowledge beyond the realms of faith as equally as that of the divine. The frame of the clockwork adept is designed to house the soul of a person skilled in the practice of arcane magic or some other art requiring the deftness of form of a human body. Many preceptors are chosen to accept the body of the clockwork adept since their talents rely on the proven abilities of their former human bodies.

In some cases, exceptional souls that have been chosen by Her divine will are accepted into such bodies without having served the cult as a preceptor, priest, or warder. Such occasions are rare, but the subjects are often members of Her faith in spirit if not already a chosen member. Arcane mechaniks, bodgers, and even skilled rogues have been among those selected for such a rare gift of immortality.

A clockwork adept vessel is a humanoid frame, usually no taller than a normal man, built to resemble the proportions and anatomy of a living thing. The face still bears the same insect-like appearance and emotionless obsidian crystals for eyes. Its outer shell is metal with mechanikal joints and armatures that function with perfect silence. Even the avatar clock within a clockwork adept's chest moves with nary a whisper as the gears spin in silence for eternity.

A clockwork adept's human sized body is built from a frame including 200 pounds of mechanikal and clockwork parts, and it must incorporate a medium sized avatar clock (1000 gp) and will not function without a soul node. Assembling the body requires a DC 20 Craft (clockwork) check or a DC 20 Craft (mechanika) check.

CL 12th; Craft Cyriss-tech, Craft (clockwork) 13 ranks, Knowledge (religion) 10 ranks, builder must be at least 12th level; Price 41,000 gp; Cost 20,500 gp + 1640 XP. (Cost includes cost of avatar clock.)

# THE CLOCKWORK WARDER

Within the cult of Cyriss there are a few martial spirits who seek to protect the faith by acting as defenders. While many of the clerical adherents of Cyriss either meet Her in Urcaen or become clockwork priests, a select few become warders. These martial disciples of brass and churning gears dedicate their existence to protecting temples and acolytes alike from the predations of thieves, villains, and the crass ignorance of mobs and rival religions.

A clockwork warder vessel has the stature of a steamjack—massive and disproportionate in the size of its body and chest. It is a body constructed solely for the purpose of combat and built to deliver pain and punishment to anyone foolish enough to draw its precisely calculated ire. Though superficially it resembles a clockwork adept in design, it is far more robust and powerful. The warder vessel's construction

and design belie the frightening intelligence within, for the souls of warders are every bit as tactical and decisive as the clockwork priests are patient and wise. If the temple of Cyriss had anything resembling the elite paladins of Morrow or exemplars of Menoth, the warder would be it.

A warder's warjack-sized body is built from a frame including 6600 pounds of mechanikal and clockwork parts, and it must incorporate a large sized avatar clock and a soul node. Assembling the body requires a DC 20 Craft (clockwork) check or a DC 20 Craft (mechanika) check.

CL 12th; Craft Cyriss-tech, Craft (clockwork) 13 ranks, Knowledge (religion) 10 ranks, builder must be at least 12th level; Price 81,600 gp; Base Price 40,800 gp + 3264 XP; Weight 3 tons. (Cost includes cost of avatar clock.)

# PUTTING THE GHOST IN THE MACHINE

A vessel of Cyriss is simply an empty shell until a soul node is placed within it. It takes a DC 10 Craft (clockwork) check to place a soul node within a vessel. Once the soul node is secured, the body shuts and the internal clockworks begin to activate. It takes one full minute for a vessel of Cyriss' systems to spring to full activation. At this point, the soul within merges with the vessel and becomes a clockwork priest, adept, or warder depending on the vessel.

#### Vessel of Cyriss template

Vessel of Cyriss is a template that can be applied to any character with a soul (hereafter referred to as the base creature). The character must have had his soul transferred into a soul node and placed within a vessel of Cyriss. A vessel of Cyriss uses the base creature's statistics except as noted here.

**Size and Type:** The base creature's race changes to vessel of Cyriss, his type changes to construct, and his size changes to the appropriate size for the vessel of Cyriss his soul inhabits. Although the vessel of Cyriss is a construct, spells or abilities affecting or controlling constructs do not affect a vessel of Cyriss.

**Hit Dice:** Increase all current and future hit dice to d10s.

**Speed:** Use the speed indicated for the vessel of Cyriss type.

**Armor Class:** The armor class of a vessel of Cyriss is based on an armor bonus appropriate to the vessel's type and a base AC of 10. A vessel of Cyriss cannot wear armor due to the configuration of the vessel's body, but it may use a shield.

**Attack:** A vessel of Cyriss retains all of the attacks of the base creature. The vessel of Cyriss also gains a single slam attack appropriate to the type of vessel.

**Full Attack:** A vessel of Cyriss retains all of the attacks of the base creature.

**Special Attacks:** Vessels of Cyriss gain no special attacks but retain any extraordinary (Ex) special attacks they may have due to class ability.

**Special Qualities:** Any special qualities the base creature had due to race are lost. Vessels of Cyriss gains the following special qualities:

Darkvision 60 ft.: Vessels of Cyriss gain dark vision to 60 feet.

Lowlight vision: Vessels of Cyriss gain low-light vision.

Immunities (Ex): A vessel of Cyriss gains immunity to poison, sleep effects, paralysis, stunning, disease, death and necromancy effects that do not target the soul, and immunity to any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

Machine Body (Ex): A vessel of Cyriss is a living soul inhabiting a shell of metal and clockwork. Vessels of Cyriss cannot heal damage on their own but can be repaired by individuals with the Craft Mechanikal Construct feat using Craft (mechanika) checks.

The machine body is also not subject to critical hits, non-lethal damage, ability damage or ability drain to Strength or Dexterity, fatigue, or exhaustion.

The machine body is not at risk of death from massive damage. It is immediately destroyed when reduced to 0 hit points or less.

Soul Node (Ex): If the vessel of Cyriss is reduced to 0 hit points or less, there is a 90% chance the soul node within is undamaged and can be recovered. A recovered soul node can be transferred from one vessel of Cyriss to an empty vessel. If a soul node is not recovered within 30 days, the soul within passes on to Urcaen. Recovering a soul node from a ruined vessel

# FOUNDRY

body takes ten minutes and requires a DC 20 Craft (clockwork) check.

Extra Hit Points (Ex): Vessels of Cyriss gain bonus hit points based on type.

#### **Clockwork Priest Traits**

Improved Stability (Ex): The clockwork priest stands on four legs and is exceptionally stable. This vessel of Cyriss gains a +4 bonus on ability checks made to resist being bull rushed, tripped, or grappled when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Second Set (Ex): An additional pair of arms is part of the clockwork priest's frame. These arms are fully functional, and the vessel of Cyriss can choose to use a full round action to attack with both pairs of arms or with a weapon in its primary hand and a slam attack.

Electric Bolt (Ex): The clockwork priest has an internal voltaic generator. It may choose to make a ranged touch attack as a combat action that deals 1d6+1 points of electrical damage. The attack has a range increment of 30 feet.

Embed Rune Plate (Sp): Clockwork priests can place up to three rune plates within their bodies, each one carrying a spell of up to 3rd level or weapon property of no more than +2 in enhancement value. Each spell may be used as a spell-like ability up to twice per day, or the weapon property may be used twice per day to enhance the priest's slam attack for a number of rounds equal to the priest's character level.

Feat Options: Due to the abilities of the vessel, the character becoming a clockwork priest gains the opportunity to learn the monster feats Multiattack and Multiweapon Fighting.

#### **Clockwork Adept Traits**

Embed Rune Plate (Sp): Adepts can install up to three rune plates within their body, each one carrying a spell

of up to 3rd level or weapon property of no more than +2 in enhancement value. Each spell may be used as a spell-like ability up to twice per day, or the weapon property may be used twice per day to enhance the adept's slam attack for a number of rounds equal to the adept's character level.

Silent Running (Ex): The clockwork anatomy of an adept frame is whisper quiet and difficult to detect. Adepts gain a +5 equipment bonus to avoid being heard while moving silently.

#### **Warder Traits**

*Spell Failure (Ex)*: A warder's limbs are powerful and well built but not dexterous. The warder's one flaw is that its armored frame prevents the successful casting of spells with somatic components.

Guardian (Ex): The warder acts as a protector for anyone it decides to shield from harm. By sacrificing its actions for a round, the warder can choose to guard a single medium or smaller creature within 5 feet. An attack that successfully hits the guarded being has a 50% chance of striking the warder instead.

Embed Rune Plate (Sp): Warders can place up to three rune plates within their bodies, and each one may carry a spell of up to 3rd level or weapon property of no more than +2 in enhancement value. The spell may be used as a spell-like ability up to twice per day, or the weapon property may be used twice per day to enhance the priest's slam attack for a number of rounds equal to the priest's character level.

Heavy Systems (Ex): With powerful limbs and massive bodies, warders can arm themselves with large mechanikal melee weapons. Alternatively a warder may have one arm replaced with an arm mounted melee or ranged weapon mount (see steamjack enhancements page 117.).

Feat Options: Due to the abilities of the warder vessel, the character gains the opportunity to learn

Table 2–15: Vessels of Cyriss

Туре	Size	Str	Dex	Base Speed		Hit Point Bonus	Damage Reduction	Slam Attack	Weight
Clockwork Priest	Large	+2	+2	30	19	+30	5/Serricsteel	1d8+Str	1200 lb.
Clockwork Adept	Medium	+2	+4	40	20	+20	5/Serricsteel	1d6+Str	200 lb.
Clockwork Warder	Large	+8	+1	30	23	+30	10/Serricsteel	1d10+Str	3 tons

<sup>1</sup> Size modifiers are included.



the monster feat Awesome Blow, but he must meet the feat's regular prerequisites.

Saves: Same as the base creature

**Abilities:** Adjust the Strength and Dexterity ability scores of the base creature as indicated by table 2–15 below. For instance, a warder vessel increases the base strength of a character by +8 and his dexterity by +1. Vessels of Cyriss have no constitution score.

**Skills:** Vessels of Cyriss receive no special bonuses to skills.

Feats: Vessels of Cyriss receive no additional feats.

**Environment:** Any

**Organization:** Varies, usually solitary with 2-8 acolytes of Cyriss.

Challenge Rating: Same as base creature +3

Treasure: Standard

Alignment: Usually Lawful

**Advancement:** By character class. Vessels of Cyriss are living souls within bodies made of gears and clockwork. These entities can gain experience and levels just as any other creature.

**Level Adjustment:** Same as base creature +3

#### Sample Vessel of Cyriss

Father Lucant, The Clockwork Priest

Enumerator Grigor Lucant discovered the Maiden on a dark summer night in 435 AR. His enthusiastic observations of the heavens and his ideas written in scholarly papers of the nature of the Dark Wanderer drew the attention of many astronomers at the time. Eventually, it drew the attention of an acolyte of Cyriss who, on a mission of conversion, met with Lucant and told him of the cult and the work they had in store for him.

Lucant spent the next 40 years seeking ways to map the stars and observe the paths of the heavens to advance the cult's knowledge of celestial mechanics. Within the astrological motions of the stars, he saw a vast array of secrets unfold, and revelation after revelation struck him. As he slowly crept toward his final days of life hunched over with the weight of age

and knowledge, the Maiden offered him reprieve from death and a chance to continue his work for eternity.

More than a century ago, Grigor Lucant became a clockwork priest vessel of Cyriss. Unwilling to let even mortality get in the way of his pursuit of knowledge, he works in seclusion in a cathedral of mechanikal design observing the heavens and working towards some mysterious end at the Maiden's behest.

Vessel of Cyriss (clockwork priest **Clr 10**): CR 13; Large Construct; (7 ft. 6 in. tall); HD 10d10+30, hp 85; Init +4; Spd 30 ft.; AC 20, touch 9, flat-footed 19; Base Atk +8/+3, Grp +12; Atk heavy mechanoflail +8 melee (2d8+1) or Electric bolt +8 ranged (1d6+1); Full Atk heavy mechanoflail +8/+3 melee (2d8+1); SA —; SQ Darkvision 60 ft., DR 5/serricsteel, Vessel of Cyriss traits, Architect vessel traits; AL Neutral evil; SV Fort +7, Ref +4, Will +11; Str 12, Dex 12, Con —, Int 13, Wis 18, Cha 16.

Skills: Craft (clockwork) +9, Diplomacy +11, Heal +14, Hide +0, Knowledge (Religion) +7, Listen +4, Move Silently +0, Profession (astronomer) +7, Spellcraft +5, Spot +4

Feats: Combat Casting, Craft Cyriss-tech, Improved Initiative, Point Blank Shot, Scribe Scroll

Languages: Cygnaran, Khadoran, Caspian.

Typical cleric spells prepared (6/5+1/5+1/4+1/3+1/2+1; save DC 14 + spell level): 0 — detect magic (x2), guidance (x2), mending (x2); 1st — longstrider, command (x2), entropic shield, sanctuary, shield of faith; 2nd — identify, bull's strength, darkness, spiritual weapon (x2), zone of truth; 3rd — speak with dead, glyph of warding, invisibility purge, searing light (x2); 4th — water walk, discern lies, freedom of movement, spell immunity; 5th — true seeing, righteous might, scrying.

Domains: Knowledge, Travel

Possessions: Large heavy mechanoflail, vestments, 4 vials of holy water, 2 scrolls of spiritual weapon, 1 scroll of righteous might (10th level).

# SERVITORS OF CYRISS

Flitting amid the clockwork halls of a temple's chambers, the servitors are a sub-set of mechanikal assistants, messengers, and machines aiding the cult in

# FOUNDRY

their quest for knowledge. Moving with purpose and having no semblance of want or need, the servitors of a Cyrissist temple are machines built to assist and augment the capabilities of acolytes and priests of Cyriss alike. The creations function as familiars, companions, and protectors and often fulfill several key roles in the upkeep of temple complexes.

Servitors of Cyriss are very rare outside of the temples of Cyriss. Much more advanced than normal servitors driven by cerebral matrixes, servitors of Cyriss have a limited sense of preservation and decision-making not seen in regular clockwork servitors in common use thanks to the numina orbs installed in their metallic shells. In addition, servitors of Cyriss do not use conventional means of motion. The mechanikal devices fly, levitating with some internal engine allowing them to drift about and hover with perfect control.

Dominated by a type of group behavior, servitors of Cyriss often fly in swarms to aid each other in performing a given task while under the supervision of an acolyte of Cyriss. These flocks of levitating orbs drift about temples working on various constructions, cleaning, watching, and waiting for when they are needed. When not in use the diminutive orbs rest within special receptacles connected to nexus nodes, recharging their internal mechanisms and waiting for a spark of activity to call them from their dormancy.

Crafted by the faithful of Cyriss, the diminutive machines act in a multitude of roles and are typically servants to the will and command of an acolyte or cleric of Cyriss. A single cleric of Cyriss can command a number of servitors equal to his clerical level to a maximum of 10. Servitors in turn can fulfill a few roles, but a servitor can perform only one of the following roles at a time. Commanding a servitor to perform one of these actions is a free action.

Attacker (Ex): Though many of their functions are peaceful, servitors can be directed to attack an individual or group of creatures. As a free action, a cleric of Cyriss can order servitors under his control to attack any single target or distinct group of creatures or individuals.

Assistance (Ex): Servitors can aid a cleric of Cyriss in performing Craft skills or profession-based skills. For every servitor a cleric of Cyriss commands to assist him, he gains a +1 equipment bonus (maximum +10)

regarding Craft (mechanika), Craft (clockwork) and Profession (mechanik) checks he makes.

Defender (Ex): A cleric of Cyriss can order servitors to defend him as a standard action that does not provoke an attack of opportunity. When ordered to defend, a servitor of Cyriss will orbit around a cleric of Cyriss and attempt to intercept any attacks directed at him. For each servitor ordered to defend a cleric of Cyriss, there is a cumulative 10% chance one will dive in to intercept a successful melee or ranged attack and take the damage. For instance, if a cleric has 5 servitors acting as defenders, there is a 50% chance an attack will be intercepted by a defender orbiting the cleric.

*Marker (Ex):* Forming a link with a servitor has its uses. A cleric of Cyriss can sacrifice a single 0-level spell to touch a servitor and use it as a marker. This allows the cleric to sense the servitor's general location within 1 mile. The cleric can also tell the general condition of the servitor as well as the temperature of its location and whether or not it is in direct danger. This does not allow the cleric to use the servitor as an extra pair of eyes or ears.

Alarm (Ex): A servitor can signal a cleric of Cyriss when danger is near. The signal is usually an audible whistle or some type of flashing light. If a cleric of Cyriss has a servitor in alarm mode attending to him, he gains the Alertness feat while it is within 30 feet.

*Illumination (Su):* While a servitor hovers it can emit enough light from its main eye to illuminate a 10-foot square area.

#### **Servitor Swarms**

Swarms of servitors have a collective intelligence—the more servitors in a swarm, the more powerful the intelligence. A swarm of servitors can act with an Intelligence score equal to the number of servitors in the swarm + 3 (to a maximum of 12). A swarm is a cluster of servitors, and none can be more than 10 feet from another servitor in the swarm. If a servitor strays from its swarm, it loses all benefits of the swarms' collective intelligence.

A servitor swarm adds its intelligence bonus to any assistance bonus it might normally provide to an acolyte of Cyriss.

#### Recharging

If a servitor of Cyriss not under the direct control of a cleric strays from the proximity of a temple, it begins to lose energy. Each minute it is outside of a temple, a servitor loses 1 point of Strength. When its Strength ability is 0, the servitor can no longer hold itself aloft, shuts down, and falls to the ground.

A cleric of Cyriss can act as a power source for servitors. The cleric can choose to power up a servitor by channeling positive energy into it. This uses a single clerical turn attempt and activates the servitor for 24 hours.

# TYPES OF SERVITORS

#### **Creating a Servitor**

Any cleric or acolyte of Cyriss with the Craft Cyrisstech feat can build a servitor of Cyriss. Each servitor has certain arcane and divine requisites for its proper creation and ordainment. However, a numina orb and avatar clock must be built into a servitor or it cannot function. The cost given for the creation of a servitor of Cyriss includes the cost for the servitor's body and systems.

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Finding common use in temples of Cyriss, these general-purpose servitors hover and speed about temple complexes. Assistant servitors perform various jobs, simple upkeep, and maintenance of the vast machines in temple complexes typically under the supervision and command of one or more acolytes of Cyriss.

The most commonly seen of all servitors, the assistant provides its aid with the use of a single mechanikal arm crudely articulated with piston joints and a turning pintle elbow. The arm ends with a single claw with three sharp grasping fingers set in a triangular configuration that rotates on a simple wrist joint.

Swarms of assistants are often used to lift heavy objects, and for every 3 assistants in a swarm, it can collectively lift an object as a creature of one size larger than Small and gains a +1 bonus to the "collective" Strength for every assistant servitor in the swarm. For instance, 6 servitors in a swarm could lift an object as if they were a single Large creature with a strength of 18 while 9 servitors in a swarm could lift an object as if they were a single Huge creature with a Strength of 22.

An assistant has the following statistics:

**Small Construct (Servitor):** CR 1; HD 1d10+10, hp 15; Init —; Spd fly 30 ft. (perfect); AC 16, touch

14, flat-footed 14; Base Atk +1, Grp -3; Atk claw +1 melee (1d3 piercing); Full Atk 1 claw +1 melee (1d3 piercing); SA —; SQ Darkvision 60 feet, Construct traits, Servitor traits; AL neutral; SV Fort +0, Ref +2, Will +0; Str 10, Dex 16, Con —, Int 3, Wis 10, Cha 1.

CL 3rd; Craft Cyriss-tech, Craft (clockwork) 6 ranks, builder must be at least 3rd level; Price 1300 gp; 650 gp + 52 XP; weight 10 lbs.

# COURIER

Couriers are servitors that convey small objects, papers, or missives stored in glass scroll tubes from one place to another. They are cautious handlers with an advanced hand on the end of a functional mechanical arm. Padded compartments in the courier's shell are capable of holding up to six alchemical vials, protecting them from potential harm while in transit. Couriers often double as assistants in handling volatile chemicals and substances due to their great speed and durability.

A courier has the following statistics:

Small Construct (Servitor): CR 1; HD 1d10+10, hp 15; Init —; Spd fly 60 ft. (perfect); AC 18, touch 14, flat-footed 15; Base Atk +1, Grp –3; Atk slam +1 melee (1d3 non-lethal); Full Atk 1 slam +1 melee (1d3 non-lethal); SA —; SQ Darkvision 60 feet, Construct traits, Servitor traits; AL neutral; SV Fort +0, Ref +2, Will +0; Str 10, Dex 16, Con —, Int 3, Wis 10, Cha 1.

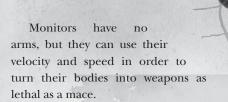
CL 3rd; Craft Cyriss-tech, Craft (clockwork) 6 ranks, builder must be at least 3rd level; Price 1300 gp; 650 gp + 54 XP; weight 8 lbs.

### MONITOR

Monitors are moving visual recorders. Capable of taking account of whatever it witnesses, this servitor is recognizable by the distinctive massive lens in the center of its metallic body. This lens not only acts as a method of capturing visual data but also as a way of playing it back. The lens can store up to 30 minutes of visual data and can play it back through the large eye with a simple verbal command. Such imagery is always stored without color or sound.







A monitor has the following statistics:

Small Construct (Servitor): CR 1; HD 1d10+10, hp 15; Init —; Spd fly 60 ft. (perfect); AC 16, touch 14, flat-footed 14; Base Atk +1, Grp –3; Atk slam +1 melee (1d6); Full Atk 1 slam +1 melee (1d6); SA —; SQ Monitor, Darkvision 60 feet, Construct traits, Servitor traits; AL neutral; SV Fort +0, Ref +2, Will +0; Str 10, Dex 16, Con —, Int 3, Wis 10, Cha 1.

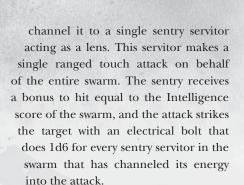
CL 5th; Craft Cyriss-tech, Craft (clockwork) 8 ranks, builder must be at least 5th level; Price 1,800 gp; 900 gp + 72 XP; weight 10 lbs.

#### SENTRY

This orb-like servitor has a frame surrounded by four interlocking plates of armor but has no protruding arms or limbs of any type. In addition, the device is capable of firing an electrical bolt from its eye. A sentry guards sensitive areas and often floats in a swarm with others of its type and a monitor sentry.

The armored body also serves as a weapon. Using itself like a battering ram, the servitor is capable of slamming into intruders with great force.

Sentries in swarms can actually act together to channel their electrical attacks. As a full round action, each sentry in the swarm can focus its charge and



Sentry servitors channeling their electrical attacks cannot perform or contribute to other types of servitor commands until the following combat round.

Sentries have the following statistics:

Small Construct (Servitor): CR 3; HD 2d10+20, hp 20; Init —; Spd fly 30 ft. (perfect); AC 15, touch 10, flat-footed 15; Base Atk +3, Grp +7; Atk slam +3 melee (1d6+2 bludgeoning)/ ranged +1 electrical bolt (1d6 electrical); Full Atk 1 slam +1 melee (1d6)/ ranged +1 electrical bolt (1d6 electrical); SA —; SQ Darkvision 60 feet, Construct traits, Servitor traits; AL neutral; SV Fort +0, Ref +2, Will +0; Str 14, Dex 12, Con —, Int 3, Wis 10, Cha 1.

CL 5th; Craft Cyriss-tech, Craft (clockwork) 6 ranks, builder must be at least 5th level; Price 2,000 gp; 1000 gp + 80 XP; weight 15 lbs.





# Minds of Metal, Hearts of Fire

# \* STEAMJACKS \*\*

The average mechanik will undoubtedly work on more than a few steamjacks in his life. Some grease apes even go on to become experts in maintaining and refitting the massive constructs. These mechaniks spend their days in foundries rebuilding cortex links, tuning reflex arrays, and fine fitting custom parts that increase the speed, strength, and power output of steamjacks. However, the defining moment of many a mechanik is the day his first custom-built steamjack walks out of the foundry.

The commercial uses of steamjacks are multitudinous. The constructs are ideal workers for all manner of labor requiring repetition and sheer power. As a matter of course, the big iron machines are also ideal for fighting. Though combat was the original purpose of the Colossals—the massive precursors to modern steamjacks—times are not what they used to be. While military production of warjacks is on the rise, commercially viable steamjacks still outnumber the martial devices by a ratio of three to one. Most custom

work on 'jacks is done specifically for commercial application, but a new 'jack market is open on the fringe amid the world of cutthroat mercenaries and brash adventurers.

While most custom steamjacks are built for specific types of labor, adventurers and mercenaries typically use black market custom steamjacks as weapons or bodyguards. These 'jacks are the toughest non-military grade steamjacks around. Many custom warjacks are funded by ill-gotten gains of war, plunder from ancient ruins, or loot from gangster hoards. When there is big coin involved, the limits to what a custom 'jack can do are pushed to the extremes of mechanikal innovation simply by the demands of the client and their ability to bankroll almost any possibility.

Mercenary charters usually only allow mercenaries or mercenary companies to own warjacks not currently deployed in military configurations. This means most mercenary outfits have to rely on custom warjacks or cobbled together and modified salvaged 'jacks as weapons of war. Most mercenary charters contain a clause invoking the servitude of the mercenary

(including his cohorts and warjacks mentioned in the charter) in times of war for compensation in coin, goods, or other tangible rights. Both Khador and Cygnar recognize the rights and laws of the mercenary charter although both have often looked the other way when it served them well. Privately owned warjacks can be nearly as lethal as their military counterparts since black market mechanika, salvaged components, and customized cortex training can often result in an unpredictable and extremely dangerous 'jack.

Custom steamjacks are another matter altogether. Steamjacks are private property, so anyone with the funds or the wherewithal can own one. Still, even a light steamjack without customizations can easily cost tens of thousands of crowns. Adventurers have found a number of uses for the devices, but keeping them fuelled and stocked with coal and water can be difficult. The logistics of running even a single steamjack can strip a rich man of coin in a few months. Unfortunately for most mercenaries, the costs of fielding warjacks are prohibitive, and such custom jacks are rare enough that they become a signature of the mercenary band or warcaster employing them.

By decree of law in both Khador and Cygnar, privately owned steamjacks may not be armed with weaponry unless in times of dire need. A steamjack with a huge maul or blade could do significant damage to a target if it could land a blow. Most steamjacks can barely learn to fight with their own powerful fists much less wield an oversized Caspian battleblade. A steamjack custom fitted with armaments is more likely to cause a calamity to those around it than subdue some mighty foe. Warjacks have advanced cortexes and combat class military chassis made for war. Steamjacks are comparatively clumsy and ill suited to matters of combat and prove effective mainly with their fists. The lumbering hulks are not adroit or agile when it comes to avoiding harm. They often make better targets than their handlers do.

A canny Cygnaran arcane mechanik will build a custom steamjack under the license of "heavy industry and dismantling equipment" as per the decrees of the Caspian crown. These massive wreckers do not wield powerful swords or tremor hammers, but instead they go into combat with drills, pressure shears, saw blades, cutters, arcantrik torches, and other tools used for the dismantling of salvage, scrap, or materials for industrial

use. Most have been reinforced with additional structural struts along their metal supports, and their cortexes have either been upgraded or trained for specific tricks and tactics that take advantage of the "tools" with which they have been armed.

Certain 'jack fabrication factors have to be taken into account with custom jobs. The type of cortex affixed to the 'jack's central reflex array is incredibly important. A 'jack with a low-grade cortex is typically only suitable for certain types of labor or activity. Most 'jacks modified for combat are light laborjacks with mid-grade cortexes.

The chassis of the jack is also a deciding factor in its strengths and weaknesses. The chassis contains the basic pneumatic conduits and pistons on which the jack will rely for movement and power. The chassis will also house the 'jack's power plant and be used to mount the internal and external systems. Then there are the various tools, weapons, and external devices that can be placed on 'jacks of all types.

#### Using Steamjacks in a Campaign

A steamjacks is a powerful ally for a group of player characters, but GM's should remember that these steam-powered constructs need a couple of factors to make them useful. First, fuel and water are huge components in making a steamjack a viable choice for use. Without easy means to provide one with power, a steamjack can turn from a formidable ally into a terrible drain of resources. Steamjacks and warjacks require 4 full loads of fuel for 24 hours of continuous operation, and traveling with a steamjack—a construct that cannot run—can be a daunting process. Most steamjacks do not handle long distances well especially across rough or wet terrain.

Secondly, a steamjack is only good if one can give it orders. The use of the 'Jack Handling skill is vital especially when ordering around the less savvy of steamjacks that rely on low-grade cortexes. Using steamjacks to perform complex tasks is a very specialized role, and characters will have to invest heavily into ranks of 'Jack Handling in order to make their mechanikal constructs useful.

Mechanikal constructs have a place and purpose. Steamjacks are not an overly common sight except perhaps on the streets of the more metropolitan cities



of Cygnar and Khador. Steamjacks are usually restricted to areas where their use is required. Characters will see them used in heavy industry, mining, military and engineering efforts, construction, and other projects, but rarely will they be strolling down the street behind a group of adventurers. The massive mechanikal laborers often draw the wrong kind of attention.

Steamjacks represent a massive outlay of money and resources either to purchase or construct. Subsequently they are prime targets for theft or hijack, and an enterprising group can make a substantial profit stealing steamjacks and selling them (or their parts) on the black market. This becomes even more profitable for warjack parts and cortexes, for the sale of such items is often incredibly lucrative. It might seem difficult to steal a six-ton metal giant, but stranger things have happened in the Iron Kingdoms. There are quite a few who might just rely on sheer force to apprehend a steamjack they can sell for quick coin in Five Fingers.

GM's should always keep in mind that giving player characters access to steamjacks can unbalance their encounters. A steamjack is a big, nasty, and brutal wrecking ball when it comes to combat. Even dopier steamjacks can do some serious damage when properly trained and instructed by a 'jack handler. It is recommended that GM's gauge a steamjack's abilities by referring to the construct's challenge rating whenever necessary. If a steamjack is going to make an encounter relatively easy, then the encounter may need to be increased in power or the steamjack might have to be left behind. It is also important to remember that the constructs are big, and it is not possible to take them everywhere. There are some places where the things just will not fit although they can probably make a hole big enough to get through if absolutely necessary.

# BUILDING A STEAMJACK

Every aspiring mechanic undoubtedly dreams of the day when he will have his own steam-powered bodyguard: eight to ten feet of steel and steam with a belly of burning coal or some mechanikal monstrosity wielding heavy weaponry capable of rendering a small village to tinder at a moment's notice. When designing a steamjack, the steps are simple. A character only needs to decide on the following factors and follow the necessary steps.

There is no drafting or schematics skill check required to plan the 'jack's construction. As a character goes through these steps, he is designing the jack from the ground up and making the decisions that in the end will determine the 'jack's final design and the difficulty to build it.

## BUILDING MILITARY CLASS 'JACKS

FROM KHORSK TO SUL DEMAND HAS DRIVEN THE PRICE OF MILITARY CLASS WARJACKS HIGHER THAN A FIVE FINGERS JENNY, AND MANY MEAN OLD STEAMOS HAVE COVETOUS EYES FOR SUCH BITS AND PIECES THAT MIGHT MAKE FOR A DECENT SALVAGED CHASSIS. THE MARKET DURING WARTIME IS RICH WITH HAGGLING AND BARGAINING OVER THE PRICES OF VALUABLE MECHANIKA. THOSE CAUGHT TRAFFICKING IN SUCH MATERIALS ARE OFTEN HUNG OR SHOT FOR TREASON AND RACKETEERING. THEIR BODIES ARE OFTEN FOUND FLOATING IN THE NEAREST RIVER WHILE THEIR ILL-GAINED GOODS ARE SPIRITED BACK TO ARMORIES AND DEPOTS WHERE THE MILITARY CAN MAKE USE OF THEM.

SURPLUS PARTS FOR MILITARY WARJACKS ARE RARE; A MECHANIK CANNOT SIMPLY BUY SURPLUS MILITARY PARTS AND BUILD A MILITARY CLASS WARJACK FROM SCRATCH. THE DEMANDS FOR THESE PARTS ON BOTH THE LEGITIMATE AND BLACK MARKET IS INCREDIBLY HIGH, MAKING THE PROSPECT OF BUILDING A WARJACK PRICEY.

## STEP 1: CHASSIS DESIGN

The basic design of a 'jack includes a couple of fundamental choices—what chassis type and how many hit dice will the 'jack have? Not only do these choices set the basic attributes of the 'jack, but they also set the DC for the Craft (mechanika) check necessary to build it. The character also calculates the build DC for the 'jack using the base build DC for its chassis type and adds the DC mod/hit die for every hit die it has above its minimum amount. In addition, the basic construction cost must be calculated using the cost/hit die value of the 'jack (see table 3–2).

At the end of the chassis design process a character should know what type of 'jack chassis he is building, how many hit dice it will have, how hard it will be to build, and how much it will cost.

For example:

Adept Lucius Montmart, a 7th level Caspian arcane mechanik living in Cyril, has signed on with an adventuring crew. He sits down and begins to design a jack that will have multiple purposes: defend its frail creator, attack large adversaries, and act as a trap mule.

Lucius decides he will build a simple standard light

laborjack (min HD 4, base build DC 20, +1 DC/hit die) and buff it enough to give him some decent protection. He decides to make sure the dauntless construct will have enough iron to keep it running even after serious damage and decides it will have 8 hit dice. Since this is 4 hit dice higher than the lowest possible hit dice for a laborjack chassis, the build DC for the 'jack rises to 24. An 8 hit dice light laborjack chassis will cost him 4,000 gp to build (500 gp per hit die).

## STEP 2: ENHANCEMENTS

Enhancements and systems are invariably going to be added to the basic design of a 'jack. In some cases it might be a weapon to replace an arm or hand, an enhanced internal system to improve the 'jack's abilities, thicker armor plating to improve the 'jack's armor class, or special equipment and other devices. A player can add enhancements to a 'jack during its construction. Enhancements increase the construction cost and subsequently the base price and XP expenditure necessary to build the 'jack chassis.

#### For Example:

Lucius decides he will also ensure the 'jack is stronger, so he adds pneumatic venting to increase its Strength by +3 (625 gp). He also installs reflex arrays to make sure the 'jack is not a clumsy oaf, increasing its dexterity by +5 (1,500 gp). He decides to rely on the 'jack's bulk to protect it and does not add any additional armor plating. He has to add the base cost of the enhancements to the total cost of the 'jack overall.

The 8 hit dice 'jack has a base construction price of 4,000 gp. After adding 625 pg for the +3 pneumatic venting and 1,500 gp for the +5 reflex array, the price increases to 6,125 gp.

#### AFTER MARKET ENHANCEMENTS

Adding enhancements to an already existing 'Jack is easy. The DC for adding an enhancement is equal to  $1/100 \, \mathrm{th}$  of its base price (round up) + 10. The base price of an oversized double stack power plant, for example, is 750 gp. To install the plant, a mechanik would take  $1/100 \, \mathrm{th}$  of the base cost rounded up, or 8, and add 10 to arrive at the DC 18 Craft (mechanika) check required to complete the installation

SUCCESSFULLY.

When the parts are purchased after market, they must be bought ready to install. The cost of buying an after market enhancement is equal to double the base cost listed in its appropriate table.

## STEP 3: CONSTRUCTION

At this point the mechanik must expend the funds necessary to begin building the jack and follow the steps outlined in the Craft Mechanikal Construct feat. Once successfully constructed, the 'jack chassis is ready for a mechanik or wizard to install a cortex.

#### For Example:

Having assembled all the components and tools necessary to build the 'jack, Lucius now begins the long task of constructing it. Using the rules from the Craft Mechanikal Construct feat, Lucius must pay 1/25th of the base price in XP to complete the 'jack's construction successfully (1/25th of 6,125 is 245 XP). Constructing the 'jack chassis takes a week for every 1,000 gp in its base price, so it will take Lucius 6 weeks. At the end of that time, Lucius must make a DC 24 Craft (mechanika) check, or the warjack chassis is not built successfully. Thankfully, Lucius has a couple of assistants, a reasonably high skill, and a good set of tools in a premium foundry at his disposal. These factors ensure his success.

Note that Lucius is also a 7th level arcane mechanik and has a fabrication score of 15%. The XP he must spend is 208 XP (245 XP – 15% for his fabrication score).

## STEP 4: CORTEX INSTALLATION

After the construction of the chassis is finished, the 'jack will need a cortex installed in order to become a fully functioning mechanikal construct. Otherwise it is an expensive and very heavy waste of money.

Installing a cortex into a 'jack takes one day for every 2000 gp required to manufacture the cortex. At the end of that time, a DC 20 Craft (mechanika) check is made. If the check fails it must be made again after an additional day of time spent working on the 'jack, and each time it is failed takes an additional day and an additional check. Once the check is successful the cortex is installed, and the 'jack can be activated.

Until a cortex is properly installed, a 'jack with a



cortex partially installed cannot perform any actions or activity other than standing, moving at a rate of 5 feet per round, or kneeling. Such chassis are guided by hand and doing so requires the parties moving the chassis to make both a DC 10 Craft (mechanika) check and a DC 15 'Jack Handling check. If the check fails, the jack's chassis refuses to budge an inch. Should the check fail by ten or more, the 'jack topples over.

#### For Example:

Now that Lucius has successfully crafted his 'jack, he opts for a slightly better ferrum grade brain for the mighty mechanikal hulk he has built and purchases its cortex on the market. He pays 16,000 gp for the cortex. In total the jack has cost him 6,125 gp to build and 16,000 gp for the cortex for a total of 22,125 gp.

Lucius and his crew mount the cortex successfully after 8 days of work, Lucius masterfully makes the installation check thanks to the aid of his assistants and equipment.

## STEP 5: COMPLETION

Once all the steps have been fulfilled and the cortex has been placed within the newly assembled steamjack, all the rivets have to be counted. Each 'jack's statistics have to be listed in specific order so players and GM's alike can track its status during play. Since steamjacks are a special type of construct relying on mechanikal systems, they gain a few attributes and abilities other constructs might not.

When listing a steamjack's statistics, refer to the following list. All steamjacks are Large sized constructs varying in height and dimension. For combat and game purposes all steamjacks have a creature size and type of Large construct (mechanikal, steamjack).

#### Steamjack Format

Steamjack statistics are presented using the following format and terms. Once a steamjack is built, players or GM's will want to document it in a format acceptable for use during the game. The following is the recommended format for steamjacks, however players and GM's can modify it to suit their purposes in their own campaigns.

**Name:** The name the designer has given to the warjack.

Height/Weight: List the height of the warjack in

feet and inches and the weight in tons.

**Armament:** List the weaponry the warjack commonly wields.

**Initial Service Date:** List the year of the campaign in which the character created the warjack.

**Hit Dice:** The number of hit dice the 'jack has, listed with the standard bonus hit point total. All mechanikal constructs use d10 for their hit dice (8d10+30, for example).

Hit Points: A jack always has average hit points for its hit dice type rounding down (5.5 hit points per hit die for a d10), and because it is a large construct a 'jack also gains a bonus +30 hit points to its hit point total. For instance, a jack with 8 hit dice gains 5.5 hit points per hit die, plus an additional 30 hit points for being a Large sized construct for a total of 74 hit points.

**Base Initiative:** A 'jack's initiative score is based on its dexterity modifier (–1 for being a size Large creature) and any other special modifiers it might have for special equipment or enhancements.

**Speed:** This is the speed of the 'jack in feet. Chassis type determines the base speed of a 'jack and it can be increased by enhancements.

**Armor Class:** This is the armor class of the 'jack, determined by its basic chassis type, and is increased by the use of special enhancements. The touch AC of a jack is equal to 10 plus any modifiers the 'jack has for Dexterity. The flatfooted AC of a jack is equal to its AC less any Dexterity modifiers.

**Base Attack Bonus:** A 'jack's ability to attack a target in combat correlates directly to its size and power. To determine the 'jack's base attack bonus, refer to table 3–1 below.

Warcasters can use focus to allow a 'jack to make its additional attacks at its full base attack bonus.

**Melee Attack Bonus:** This is the 'jack's base attack bonus modified by Strength and weapon type.

**Ranged Attack Bonus:** This is the 'jack's base attack bonus modified by Dexterity and weapon type.

**Base Attack Damage:** A jack has a base attack damage determined by its chassis type.

**Space/Reach:** All jacks occupy a 10 ft. by 10 ft. space and have a 10-foot reach.

Saving Throws: Steamjacks use the least beneficial saving throw progression because they are construct type creatures. Use the value in table 3–1 to determine a steamjack's base saving throw bonus and modify it with the 'jack's Dexterity modifier for Reflex saving throws and Wisdom modifier for Will saving throws. Steamjacks only make fortitude saving throws when a spell or effect specifically targets them.

Abilities: List the 'jack's Strength and Dexterity.

**Cortex:** List the cortex type and the 'jack's Intelligence, and Wisdom scores.

**Build DC:** The DC for the Craft (mechanika) check necessary to build the chassis.

**Construction Time:** The amount of time required to build the 'jack.

**Price:** The basic building price for the jack including the cost for enhancements included in its construction and the market price for the cortex within it.

**Special Attacks:** Any special attacks granted by mounted weapons, systems, or other mechanikal enhancements should be listed here.

**Special Qualities:** Steamjack is a sub-type of construct. In addition to the above statistics, all steamjacks receive the special qualities of a mechanikal construct (detailed on page 24) in addition to the steamjack traits below.

*Slow (Ex):* Steamjacks can make double moves, but they may not run.

Furnace Vulnerability (Ex): A steamjack's furnace fails when the unit spends more than 10 rounds completely submerged in water or any other liquid. Steamjacks with quelled furnaces are considered stunned and the furnace must be re-lit.

Reliance on Fuel: Steamjacks consume coal and water to function. Newer steamjacks require refueling—roughly one hundred pounds of coal and one hundred gallons of water—once every five to six hours. If not refueled, the steamjack's next 30 minutes of operation are spent fatigued. The following 30 minutes it is exhausted, and after that it is stunned. At this point, the furnace must be re-lit before the steamjack can function again.

Older steamjacks require refueling more often as does any steamjack engaged in strenuous activity or combat. Older steamjacks burn fuel at half again the regular rate, requiring refueling every 3 to 4 hours. Steamjacks using inferior fuel like cordwood, peat, or shabby grade coal are shaken until they have burned off the full load of inferior fuel.

**Challenge Rating:** The challenge rating of a 'jack should be equal to one half of its total hit dice plus 2, plus 1 for every special attack or ability it is able to use.

TABLE 3–1: STEAMJACK BASE ATTACK AND SAVING THROW BONUSES

Jack Hit Dice	Base Attack Bonus	Saving Throw Bonus <sup>1</sup>
4	+3	+1
5	+3	+1
6	+4	+2
7	+5	+2
8	+6/+1	+2
9	+6/+1	+3
10	+7/+2	+3
11	+8/+3	+3
12	+9/+4	+4
13	+9/+4	+4
14	+10/+5	+4
15	+11/+6/+1	+5
16	+12/+7/+2	+5
17	+12/+7/+2	+5
18	+13/+8/+3	+6
19	+14/+9/+4	+6
20	+15/+10/+5	+6
21	+15/+10/+5	+7

<sup>1</sup> Use this bonus for Fortitude, Reflex, and Will saves.

Name: Montmart Traveler (light laborjack) — Construct (steamjack, mechanikal construct)

**Height/Weight:** 7' 6" / 2 tons

**Armament:** Pneumatically powered fists **Initial Service Date:** Ashtoven 5, 605 AR

Hit Dice: 8d10+30. Hit Points: 74 Base Initiative: -1 Speed: 20 Armor Class: 17 (-1 size, +8 armor), touch 9, flat-

footed 17

Base Attack Bonus: +6/+1Melee Attack Bonus: +12/+7Ranged Attack Bonus: +6/+1Base Attack Damage: slam 1d6+6

**Space/Reach:** 10 ft. by 10 ft. (10 foot reach.) **Saving Throws:** Fort +2, Reflex +2, Will +2

Abilities: Strength 23, Dexterity 10

Cortex: Ferrum grade—Intelligence 6, Wisdom 11

**Build DC: 24** 

Construction Time: 6 weeks

**Price:** 22,125 gp **Special Attacks:** None

**Special Qualities:** Mechanikal construct traits, steamjack traits, damage reduction 5/Serricsteel, darkvision 60 feet, lowlight vision.

**Challenge Rating:** 6

# ZIZZAH) XJALMABTZ

The underlying frame of a steamjack is called the chassis. The armored exoskeleton of a 'jack is mounted on this frame that provides structure, strength, and support for the internal systems and engine.

Each type of chassis comes in distinct classes. In western Immoren the conventional design of 'jacks includes two types: light and heavy. Light laborjacks are used primarily for industrial labor and transport. They require less fuel, respond well to experienced handlers, and can be used for a variety of tasks requiring speed, versatility, and reliability. These types of 'jacks are most likely to be customized by fledgling arcane mechaniks seeking to build a better mechanikal companion.

Heavy 'jacks are larger, stronger, incorporate a much more powerful chassis, and often require substantially larger boilers with higher fuel consumptions. This type of chassis is rare among commercial applications, but it can be found in use especially in rail yards and dangerous industrial sites where having the strength of a heavy 'jack proves useful in wrestling trestles, train cars, loads of iron, coal, or massive amounts of rock and earth. Heavy 'jacks are also used for demolishing larger structures that might resist the efforts of a light laborjack.

Military class chassis are used in the construction of warjacks. Military class chassis are much more expensive than their commercial counterparts and also come in light and heavy varieties. A light warjack chassis can have roughly a hundred yards of conduit and pneumatic steam pistons twice as large as a heavy commercial laborjack. Heavy chassis are just as impressive. The additional power and speed required for military operations place strict requirements of agility and power on military frames.

## ZIZZAH) 3HT

The chassis of a 'jack determines the minimum and maximum number of hit dice it can have, its base Strength and Dexterity abilities, and its base speed and armor class.

Each steamjack chassis has the following attributes:

**Type:** This it the type of chassis the steamjack will have once it is complete.

**Min HD:** The minimum number of hit dice a steamjack of this particular chassis type can have. Note all 'jacks regardless of chassis type are also Large constructs, so they gain a +30 bonus to the number of hit points they have.

Max HD: This is the maximum number of hit dice a steamjack chassis of this type can have. Additional hit dice may be added above this value at double the normal cost for hit dice. A steamjack always has average hit points for its total number of hit dice and the additional +30 bonus hit points for being a Large construct.

Cost Per Hit Die: Each chassis type has a cost attributed to adding hit dice to it representing the market price of the chassis. A steamjack's chassis will cost a number of gold pieces equal to the total hit dice multiplied by the cost per hit die. For example, a light laborjack with 8 hit dice will have a market price of 4,000 gp. Mechaniks building steamjacks from scratch must pay an amount of XP equal to 1/25th of the 'jack chassis' market price in addition to half the market price in materials. See the Craft Mechanikal Construct feat on page 24.

**Base Build DC:** This is the DC value of the Craft (mechanika) check required for a character with the Craft Mechanikal Construct feat to build a 'jack chassis of that specific type with the minimum amount of hit dice. Adding hit dice to the jack increases the build DC.

TABLE 3-2: JACK CHASSIS COSTS

Туре	Min HD	Max HD	Cost /Hit Die	Base Build DC	Build Mod/Hit Die
Light Laborjack	4	12	$500 \mathrm{~gp}$	20	+1
Heavy Laborjack	8	16	500 gp	20	+2
Light Warjack	6	15	$500 \mathrm{~gp}$	25	+2
Heavy Warjack	15	22	750 gp	25	+2

TABLE 3-3: BASE 'JACK ATTRIBUTES BY CHASSIS TYPE

Jack Chassis	Base Speed	Base AC	Str	Dex	<b>Base Attack Damage</b>	Base Weight	<b>Damage Reduction</b>
Light Laborjack	20 ft.	18	20	5	1d6	2 tons	5/Serricsteel
Heavy Laborjack	20 ft.	20	23	5	1d8	3 tons	5/Serricsteel
Light Warjack	25 ft.	20	22	11	1d8	2.5 tons	10/Serricsteel
Heavy Warjack	20 ft.	20	30	9	1d10	6 tons	10/Serricsteel

**Build Mod/Hit Die:** For each additional hit die in the construction of the chassis above the minimum hit dice amount, add this number to the steamjack's base build DC.

**Base Speed:** This is the base speed a 'jack will have once powered and fueled.

**Base AC:** The base armor class of a 'jack is equal to the base AC of its chassis. This can be enhanced with the addition of exoskeleton armor plating and armored cowlings to protect joints, vents, and structural points of the 'jack's anatomy.

Base Abilities: Each steamjack chassis can only provide so much power to the steamjack limbs, and the reflex array inside can only transmit commands as fast as it has been optimized to. The base abilities are the Strength and Dexterity attributes the 'jack will have without further enhancements or augmentation to its internal systems.

Base Attack Damage: This is the die type of damage a 'jack of this type typically has. Certain enhancements such as pneumatic rams and talons can increase this damage. In the case of most 'jacks this is a slam melee attack, but for some 'jacks this may be a bite or claw melee attack. As a rule of thumb, only Cryxian bonejacks and helljacks have bite and claw attacks, respectively.

**Base Weight:** A steamjack has a base weight modified by adding armor plating and larger power plants to its bulk. The type of armor plating and power plant with which it has been equipped determines the final weight of a 'jack.

**Damage reduction:** A steamjack has a damage reduction rating based on the type of chassis it has.

## LIGHT LABORJACK CHASSIS

Among the most commonly used of the 'jack chassis, the light laborjack is built for handling heavy cargo and drafting and has seen improvised use in roles as varied as structural bracing, precision placement of heavy foundation masonry, and plowing. It is a strong and robust type of steamjack produced by manufactures such as Blaustavya, Engines East, and Bartley Mechanika Foundry & 'Jack Works.

The most common of light laborjacks in Cygnar is the Bartley Mucker, and in Khador the Blaustavya Mishka is a comparatively modern companion to the Mucker's design.

Most light laborjacks are sheathed in sturdy sheets of metal providing protection for their joints and an armored cowling to protect the head from damage.

#### HEAVY LABORJACK CHASSIS

Built for hard work, toil, and acts of incredible power, the heavy labor chassis is slightly harder to find



than a light laborjack. These chassis tend to be much more powerful and contain room for a larger boiler, extensive conduit ports, and an improved reflex array system to compensate for the weight and balance required to keep the chassis standing. The cortex housing rests deep within the body cowling and is connected to the head of the 'jack by armored bundles of conduit.

The Bartley Hurley and the Khorsk Foundries Bogdanov are good examples of heavy laborjacks. Both see frequent use in heavy industry, railwork, mining, and excavation.

These 'jack chassis require a great deal more care and planning when being fabricated since the conduits and pneumatics within must deliver signals and vented steam to a number of interdependent systems. Unlike a light laborjack, the internal construction of a heavy chassis must often rely on balanced reflex arrays to trip pneumatic triggers in a fairly complex array due to the distance compressed steam must travel within the chassis bulk.

#### BUILDING WARMACHINE 'JACKS

WARMACHINE IS THE AWARD WINNING STEAM-POWERED MINIATURES COMBAT GAME FROM PRIVATEER PRESS. FOR MORE INFORMATION ON WARMACHINE OR THE IRON KINGDOMS VISIT YOUR LOCAL HOBBY STORE, OR GO TO THE WEB AND VISIT THE PRIVATEER PRESS WEBSITE: WWW.PRIVATEERPRESS.COM.

IF YOU ARE AN ENTERPRISING GM, AND YOU WANT TO BE ABLE TO BRING WARMACHINE 'JACKS INTO YOUR D20 GAME, THERE ARE A FEW RULES OF THUMB YOU CAN USE. REMEMBER THE STATS WILL NOT BE EXACT, AND FOR SPECIFIC 'JACK ABILITIES YOU MIGHT HAVE TO DO SOME CONVERSION, BUT THE BASICS ARE HERE FOR YOU TO BUILD EVERYTHING FROM A PROTECTORATE CRUSADER TO A CRYX SLAYER. BY DETERMINING THE FACTORS BELOW, YOU ARE ON YOUR WAY TO CONVERTING YOUR WARJACKS INTO STATS USABLE IN THE IRON KINGDOMS CAMPAIGN.

GM'S SHOULD ONLY ALLOW PLAYERS TO BUILD WARJACKS IF THEY FEEL HAVING A 6-TON METAL GIANT (AND ITS COMMENSURATE WEAPONRY AND SPECIAL ABILITIES) AT THEIR PLAYERS' DISPOSAL WILL NOT AFFECT THE BALANCE OF THE CAMPAIGN. WHEN CALCULATING THE CONSTRUCTION BASE PRICE FOR A WARJACK, FIRST CALCULATE IT NORMALLY FOR PURPOSES OF DETERMINING XP EXPENDITURES AND BASE COSTS. THE ACTUAL PRICE THE MECHANIK MUST PAY FOR THE MATERIALS FOR A WARJACK IS THREE TO FOUR TIMES THE BASE PRICE OF THE 'JACK, OR MORE, BASED ON THE DESIGNS OF THE GM.

CHASSIS: YOU CAN DETERMINE A WARJACK'S CLASS AND SIZE BY REFERRING TO ITS STATS IN WARMACHINE:PRIME

OR WARMACHINE:ESCALATION. FOR INSTANCE IF BUILDING A CYGNARAN IRONCLAD, BY READING THE WARJACK'S WARMACHINE GAME CARD YOU ALREADY KNOW IT HAPPENS TO BE BUILT ON A HEAVY WARJACK CHASSIS.

HIT DICE: CALCULATING THE AMOUNT OF HIT DICE A WARMACHINE WARJACK WILL HAVE IN THE IRON KINGDOMS CAMPAIGN RELIES ON A DIRT SIMPLE CONVERSION METHOD. LOOK AT A WARMACHINE WARJACK CARD AND COUNT THE NUMBER OF HULL BOXES IT HAS. THIS IS THE NUMBER OF HIT DICE A WARMACHINE WARJACK WILL HAVE IN THE IRON KINGDOMS. FOR INSTANCE, A CYGNARAN IRONCLAD HAS 18 HULL BOXES, SO THE IRON KINGDOMS CAMPAIGN STATS RELY ON THE CHASSIS HAVING 18 HIT DICE.

SOME WARJACKS MAY HAVE MORE THAN THE MAXIMUM NUMBER OF HIT DICE ALLOWED FOR THEIR CHASSIS TYPE. REMEMBER THAT ADDITIONAL HIT DICE ABOVE THE MAXIMUM CAN BE ADDED TO THE CHASSIS AT DOUBLE THE CONSTRUCTION COST.

SPEED: A WARJACK'S SPD ATTRIBUTE IN WARMACHINE IS EQUIVALENT TO THE NUMBER OF 5-FOOT SQUARES IT CAN MOVE, SO AN IRONCLAD WITH A WARMACHINE SPD OF 5 HAS A SPEED OF 25. THIS HAS TO BE ACCOUNTED FOR IN ITS CONSTRUCTION. SINCE THE HEAVY WARJACK CHASSIS HAS A BASE SPEED OF 20, THE EXTRA 5 FEET OF MOVEMENT HAS TO BE ADDITION OF A BIGGER POWER PLANT.

ATTRIBUTES: THE BASE STRENGTH OF A CHASSIS DETAILED IN THE LIBER MECHANIKA IS DESIGNED TO REFLECT HOW STRONG A JACK SHOULD BE USING CYGNARAN WARJACK DESIGNS AS A STANDARD. OF COURSE, SOME 'JACKS HAVE BEEN ENHANCED TO BE STRONGER OR MORE AGILE THAN OTHERS.

BASE ATTACK DAMAGE: THE TYPE OF BASE ATTACK AND BASE ATTACK DAMAGE IS UP TO THE GM AND HOW HE DECIDES TO TRANSLATE THE WARMACHINE WARJACK TO THE IRON KINGDOMS CAMPAIGN. A CANNY GM CAN EASILY DISCERN THE DIFFERENCE BETWEEN OPEN FISTS, CLAWS, AND BITING DAMAGE. USE THE MOST SUITABLE TYPE OF ATTACK FOR THE WARJACK. WITH AN IRONCLAD, THE MOST SUITABLE ATTACK WOULD BE A MELEE SLAM ATTACK WITH AN OPEN FIST OR A MELEE ATTACK WITH A SIZE LARGE OUAKE HAMMER.

WEAPONRY: SOME, IF NOT MOST, WARJACKS HAVE AN ADDITIONAL SET OF MELEE WEAPONRY. USE A WEAPON OF THE APPROPRIATE SIZE (ALL WARJACKS MUST USE LARGE WEAPONS) AND TYPE.

FOR RANGED WEAPONS, REFER TO LARGE SIZED EQUIVALENTS OF THE WEAPONS THE MIGHT USE. SOME RANGED WARJACK WEAPONS FROM WARMACHINE ARE PRESENTED IN THE EQUIPMENT SECTION OF THIS BOOK AS EXAMPLES.

SPECIAL ATTACKS AND OTHER ABILITIES:

EXTRAORDINARY (EX), SPELL-LIKE (SP), OR SUPERNATURAL
ABILITIES (SU) A WARJACK MIGHT HAVE ARE IN THE REALM
OF GM DECISION AND DESIGN. KEEP IN MIND THE SPIRIT OF
THE WARJACK'S ABILITIES, AND WHEN IN DOUBT LOOK FOR
ALREADY EXISTING ARCANE OR DIVINE SPELLS MIMICKING
THE ABILITY. MANY WARJACK ABILITIES REQUIRE THE USE
OF FOCUS, BUT SOME WARMACHINE SPECIAL ATTACKS AND
ABILITIES DO NOT. GM'S SHOULD USE THEIR BEST JUDGMENT

TO DECIDE HOW THESE POWERS WILL WORK IN THEIR CAMPAIGN AND HOW TO TRANSLATE THEM INTO THE ROLE-PLAYING WORLD OF THE IRON KINGDOMS.

## LIGHT WARJACK CHASSIS

The use of light warjacks is prevalent among the armed forces of Cygnar and the Protectorate of Menoth. Both use chassis built, (or in the case of the Protectorate of Menoth) scavenged, stolen, or smuggled into their borders. The Khadoran military eschews the use of light jacks due to the shortage of cortexes available to them. Instead they rely on steampowered armors such as the Man-O-War to fill the role of light warjacks in the battlefield.

Mercenary usage of the light warjack is very common. The Talon, a Cygnaran warjack decommissioned in 579 AR, often finds itself amid the armory of mercenary cohorts who have either purchased or salvaged one from the various battlefields littering the Khador-Cygnar border, for example. The warjacks are easier to repair and can often use light laborjack parts in place of expensive military parts. Fuel consumption is also a big problem with mercenary 'jacks and since light warjacks have smaller boilers, they burn less coal and require less water. The less coal a mercenary needs to buy, the higher his profit margin is in the end.

Light warjack chassis are as robust and powerful as heavy commercial laborjacks but have improved reflex arrays, trigger vents, piston housings, and conduits. Subsequently the light warjack's chassis is faster, stronger, and more appropriate for use in the battlefield than any laborjack has a right to be.

The most recognized light warjack is probably the Cygnaran Charger, famous for its deadly dual cannon mounted in place of its right arm.

## HEAVY WARJACK CHASSIS

Cygnar, Khador, and the

Clad in thick metal armor and wielding weapons of devious mechanikal design, heavy warjacks are the true champions of the battlefield. Due to their great size, heavy warjacks move with somewhat reduced agility compared to light warjacks, but they are incredibly powerful weapons. Armaments mounted in place of arms and hands merged with the control systems of a warjack allow these beasts to stride into combat with cannons and massive weaponry.

Mercenaries will have few, if any, heavy warjacks at their disposal. Most mercenary companies rely on the tried and true Nomad heavy warjack for the most part. The militaries of



Minds of Metal, Hearts of Fire The one thing all heavy warjacks have in common is their capacity for suffering massive amounts of punishment while continuing to function for prolonged durations in the field.

From the Khadoran Juggernaut to the Cygnaran Defender, these are the mightiest of machines ruling the battlefields of western Immoren.

# STEAMJACK ENHANCEMENTS

A steamjack is usually built to fit its designed role whether it be battle, hauling heavy containers, or ripping through mine shafts with excavators. The rigors and demands placed on a 'jack often require customization, specialized construction, and various changes to the basic 'jack's configuration. Whether or not a 'jack needs a cannon mount, a drill arm, or a better steam stack to produce more power, it is all a matter of enhancements.

Steamjack enhancements are various internal upgrades and augmentations to the systems of a standard 'jack chassis and assembly that give it better abilities, armor, attack capabilities, and even increased speed.

Enhancements do not stack. In order to increase the Strength of a light warjack by +5, the mechanik building the chassis must add a +5 pneumatic venting enhancement costing 3,000 gp to the base cost of the warjack. He cannot buy a +2 increase and a +3 increase and use them to grant the 'jack a +5 bonus.

Each enhancement has a cost value; add it to the construction value of the 'jack. Though enhancements do not increase the DC required to build a warjack, they do increase the overall cost and expenditure of experience required.

## PREUMATIC VENTING

Pistons, vents, and sliding chambers moved by volumes of steam are the principles behind the "muscles" of a 'jack. Even Cryxian necrotechnology relies on the use of a boiler to create steam which in turn vents into chambers driving servomechanisms that urge a 'jack's limbs into motion. To increase the Strength of a 'jack, servomechanisms must be enhanced, pistons re-bored and replaced, and vent chambers for overpressure and pneumatic transfer

tuned to deliver further internal tension for the motion of a 'jack.

The pneumatic venting enhancement improves the Strength ability of a steamjack and provides further power to its limbs. The ability bonus is added directly to the steamjack's Strength ability.

Table 3–4: PNEUMATIC VENTING ENHANCEMENT (STRENGTH)

Ability Bonus (Str)	Cost
+1	250 gp
+2	325 gp
+3	625 gp
+4	1,000 gp
+5	1,500 gp

## REFLEX ARRAY

The agility of a steamjack is often inversely proportional to its bulk (lighter jacks tend to be much more agile than heavier 'jacks). Additionally, warjacks move with a decidedly machine-like grace in comparison to laborjacks due to their reflex arrays—the complicated series of trips and triggers within the 'jack's anatomy responsible for its reflexes. A reflex array does not increase the speed of a 'jack, but a mechanik can use it specifically to tune and customize the reflexes of a steamjack to grant an expeditious quality to its movements.

The procedure for this type of enhancement is usually much more space consuming than simply refitting the vents and pistons of a 'jack's pneumatics. Reflex triggers are placed in series, and arrays of triggers fire in rapid sequence to increase the speed with which they activate the pneumatics. The housings for these arrays have to be well padded and secured in order to prevent the connections from being knocked loose.

The reflex array enhancement improves the Dexterity ability of a steamjack and increasing its accuracy and agility. The ability bonus is added directly to the steamjack's Dexterity ability.

Table 3–5: Reflex Array Enhancements (Dexterity)

Ability Bonus (Dex)	Cost
+1	$325~\mathrm{gp}$
+2	625 gp
+3	1,000 gp
+4	1,500 gp
+5	2,500 gp

## ARMORED COWLING

A well-aimed shot or a skillful sword can still pierce the already sturdy exoskeleton of a steamjack, so mechaniks add further plating, greaves, guards, and hoods to prevent bullets, blades, mauls, and rams from reaching vital joints or systems on which the 'jack relies to function. Though armored cowling is virtually unheard of on laborjacks (perhaps with the exception of mining or demolition models), it is usually included in the construction of warjacks.

Armored cowling adds an armor bonus to the already considerable base armor class of the 'jack.

For every two points of armored cowling installed on a 'jack, its speed is reduced by 5 ft. This is not only due to weight but also due to the movement restrictions such cowling puts on a heavily armored 'jack.

Table 3–6: Armor Cowling Enhancements

Armor Bonus	Speed Reduction	Weight Increase <sup>1</sup>	Cost
+1	_	+5%	$125~\mathrm{gp}$
+2	–5 ft.	+10%	250 gp
+3	–5ft	+15%	325 gp
+4	–10 ft.	+20%	625 gp
+5	-10 ft.	+30%	$1,000~\mathrm{gp}$
+6	–15 ft.	+40%	1,500 gp

<sup>1</sup> Increase the weight of the 'jack chassis by this percentage of its base weight.

## POWER PLANT

'Jacks rely on various types of boilers, coal engines, and steam plants for power. Though there are standard sizes and dimensions used for various models, adding a larger steam plant always has two distinct effects on a steamjack. First, the increased volume of steam adds to the amount of power the steamjack can exert, and second the increased pressure of vented steam gives the 'jack a faster gait. The result of installing a larger power plant is a significant increase in the mobility and power of a 'jack.

Most 'jacks have a conventional single stack boiler while military models usually sport a performance boiler. Disturbingly common among Khadoran warjacks is the need for superheavy steam boilers to move the bulk of Juggernauts and Destroyers.

Military warjacks commonly use this type of enhancement to compensate for the weight of their armored cowling and to improve the power of their armed and unarmed attacks.

Ability bonuses granted by pneumatic venting stack with the ability bonus granted by an enhanced power plant.

See Table 1–12: Power Plant Enhancements on pg. 32 for details.

## WEAPON MOUNT

Weapon mounts are primarily used on military jacks, and they allow weapon systems to attach to elbow joints on the left or right side of a warjack (or in rare cases on the shoulder). The weapon mounted could be a ram, pincer, or shear affixed to an articulated arm, or it could be a heavy mortar, heavy firearm, or cannon replacing the entire arm system. Warjacks can mount anything from the advanced chain gun of the Cygnaran Sentinel to the oft-maligned obliterator rocket sported by the Renegade—a mercenary warjack employed by the notorious "Magnus the Traitor."

Most warjacks built in foundries have weapons attached to them later by field mechaniks or mastersat-arms, and this is typically done at military mechanik depots and foundries after the 'jack's construction.

A weapon mount can only mount a size Large weapon. In addition, only 'jacks can use weapons mounted to their weapon mounts; the weapons may not be triggered by anyone else.

Weapon mounts do not incorporate the cost of the weapon mounted to it or the ammunition for the weapon.



Melee weapon mounts typically replace the forearm section of the 'jack's mechanikal arm system. Certain mechanikal tools can be attached to such a weapon mount.

Ranged weapon mounts attach systems to a warjack that deliver devastating long ranged attacks. These replace the entire arm system and are mounted to an articulated mechanikal pintle or turret joint at the shoulder.

A 'jack with a ranged weapon mount cannot use that arm system to deliver melee attacks or wield a shield.

TABLE 3–7: WEAPON MOUNT ENHANCEMENTS

Mount Type	Cost
Melee	750 gp
Ranged	1,000 gp

## ARC NODE MOUNT

One of the most devastating inventions of the Fraternal Order of Wizardry is the arc node, an arcane resonance generator that acts as a relay for magical spells. While the construction of the arc node is considered a trade secret, buying one on the black market or salvaging one from the shattered remnants of 'jacks ruined in battle has lead to quite a demand for the mounting systems required to power them. In some cases, the predecessor for the arc node has been dragged up from the scrap heap to perform in a pinch. Though arcantrik relays are not as efficient as arc nodes, they can still be mounted to the same hardware for a much reduced cost and sacrifice of effectiveness.

The arc node itself is not part of the mount which must be merged with the turbines and systems inside of a warjack in order to power up and create the resonance field. In addition, a special clamp is required to interface with the cortex since telepathic commands from a warcaster are relayed to the warjack in order to cast the spell from the node's location.

An arc node mount has a base cost of 4,000 gp but does not include the arc node itself; it simply grants a mechanik the ability to mount one on a 'jack equipped with the mount.

# CORTEXES

Ever since the first colossal strode out of the gates of Caspia, the central dictum surrounding the design of such devices called for some guiding intellect that would respond to the commands or orders of a handler to prevent the weapons from being turned against the Iron Alliance. In the earliest days of colossal design, a device called the cerebral matrix provided this functionality, but in modern times it been reserved for use in smaller mechanikal constructs capable of far less harm than a colossal. The cerebral matrix is a rudimentary numinary engine. According to the Fraternal Order of Wizardry, the cerebral matrix relies on trapped patterns of coherent magical logic. A motive intellect is created out of a pattern of arcane energy flowing along alchemically forged pathways deep within a cortex's construction. This magical energy is referred to as the numina.

The numina functions as a hollow mind, without personality or intellect, capable of imprinting onto itself a variety of tasks and tricks. Today the numina is contained within the much more intricate and powerful cortex. The variety of complexity that can be built into a cortex's inner alchemical and magical patterns allows it to have anywhere from a basic thinking capacity to a fully functioning and tactically adept acuity. Under the guidance of a warcaster, the higher end devices can develop personalities like those of faithful hounds or murderous berserkers.

Each cortex has a specific alchemical grade. The grades were first assigned by the Fraternal Order of Wizardry and have become a de facto standard across all of western Immoren. Laborjacks house simple cortexes either of cupernum or ferrum grades. These have the most modest shreds of ability. Cortexes of this grade rarely make actual decisions, and usually 'jacks with this type of cortex are ordered to perform specific tasks. Some 'jacks can be trained to learn how to make very specific and conscious decisions, but these often rely on simple triggers or conditions that must be met before the 'jack will act out any type of potential decision making ability. At best, these cortexes are about as mentally powerful as the average well-trained dog.

The highest grade of cortex available to commercial steamjacks was the aurum grade cortex. Within the last year, sales of this grade of cortex have been restricted to militaries thanks to the demand for military grade and highly trainable cortexes for both the Cygnaran and Khadoran forces. The Protectorate of Menoth has also placed a bounty on aurum grade cortexes, paying for salvage with substantial amounts of gold and a decree of spiritual absolution. This has proven to be a downfall for the greedy. More than a few mechaniks seeking to collect such rewards have found themselves pressed into serving as a vassal of Menoth.

Aurum or arcanum grade cortexes are for military models and have controls and protocols imprinted on them. These cortexes approach the frightening in terms of ability. An independent warjack with a high-grade cortex is able to recognize enemy forces, designate high and low priority targets, and discern tactical layouts and paths of progression. Such mechanikal minds can make any basic decision (barring complex strategies and tactics) that a living trooper could with the additional bonus of being immune to the ravages of poison, sickness, and fear.

Throughout Cygnar, possession of a military grade cortex without the right to attain one through mercenary charter, right of military writ, or letter of marque from the Cygnaran crown is a crime punishable by hefty fees or even a lengthy prison sentence (and in some cases field execution). The crown of Cygnar recognizes possession of military cortexes in times of war as potential espionage and treason and has recently imposed the death penalty on the act of trafficking in such devices illegally. Subsequently aurum and arcanum grade cortexes have a substantial price on the black market, gaining anywhere from four to five times their normal asking price.

In Khador, the warlike nation's regulations surrounding cortexes has proven to be much more pragmatic. Cortexes are a state resource and are possessions of the Khadoran Empire. The military of Khador can immediately appropriate any steamjack within its borders for military use without prior notice. Failure to comply with such demands is an act of treason in the eyes of the Khadoran Crown and punishable by death by hanging. Mercenary charters exclude any mercenary cohort in service of the Khadoran crown and grant a mercenary cohort without employ the ability to enter Khadoran service for a monetary reward instead of releasing ownership of their own warjacks to the Khadoran Crown. This has

been an unfortunate circumstance for more than a few mercenary companies that have found themselves perpetually faced with the option of having warjacks confiscated or what is essentially forced conscription at the behest of the Khadoran military.

Cryx is, as always, an exception to all of the rules. Not only do Cryxian 'jacks stray far from the conventions of design, but the creations are also based on an entirely different technology. Cryxian necrotechs build their bonejacks and helljacks using a combination of mechanikal and necromantic art to create constructs that are part machine and part wrathful spirit. Indeed the necrotech-built cortexes defy study by arcane mechaniks and wizards simply due to the sheer tangible evil of undeath seeping from within the blackened glistening orbs.

#### Necrotechnology

THE SCIENCE OF CRYXIAN MECHANIKA IS CALLED NECROTECHNOLOGY, AND IT RELIES ON TWO CONCEITS CONVENTIONALLY ACCEPTABLE MECHANIKA CANNOT FOLLOW. FIRST, NECROTECHNOLOGY RELIES LARGELY ON NECROMANCY, AND BECAUSE OF THIS, THE ART SLOWLY DEGRADES AND EVENTUALLY KILLS THE PRACTITIONER. SECONDLY, NECROTECHNOLOGY CAN MERGE WITH FLESH WITHOUT FEAR OF KILLING THE SUBJECT SINCE THE SUBJECT IS MOST LIKELY ALREADY DEAD (OR SOON TO BE). THE LIMITS OF WHAT NECROTECHS CAN DO IS NOT LIMITED BY EITHER MORTALITY OR MORALITY, AND THE ABILITY OF WHAT NECROTECHS IN CRYX HAVE BEEN ABLE TO ACCOMPLISH RIVALS EVEN THE MOST POWERFUL DISCOVERIES OF CYGNAR OR KHADOR.

#### CORTEX GRADES

A steamjack's cortex grade indicates the general level of decision-making and intellect it possesses. Steamjacks have rudimentary intelligence, so they generally require close supervision. The more advanced the cortex, the more autonomy the steamjack possesses. Each cortex is stamped with a symbol representing its grade and complexity.

A normal mechanikal cortex is a roughly spherical bronze and steel metallic housing containing a complex set of arcane rune plates, interlocking conduits, and alchemical fluid. The cortex measures one to two feet in diameter depending on grade. The dense objects usually weigh from 25 to 50 pounds depending on their size.



Larger cortexes are higher grade and require more components, thus they are larger than lower grade cortexes. Each cortex has a connector called a clamp that affixes to the central conduit bundle running through the 'jack. Once a conduit plug is clamped to the cortex and the 'jack chassis is powered up, the cortex activates and a mechanik can then calibrate the cortex clamp, attune the jack reflex arrays, and tune the pneumatic controls attached to the various conduit bundles of the 'jack. During this time, a mechanik or wizard will ensure the basic command protocols of the 'jack are established in the numinary pattern and test the warjack cortex for its response level.

Once the cortex has been tuned, set, and deemed ready, a thick bundle of fireproofed cotton and wool is wrapped around it to cushion and insulate the cortex from damage. A metallic cowling with an armored shunt for the cortical clamp and conduit connections is then placed over the entire cortex housing.

#### **Cupernum Grade**

The lowest grade commercial cortex available for use western Immoren, the cupernum grade used almost entirely for light laborjacks. Though the intelligence of such a cortex is rudimentary best, it can perform complex tasks guided properly. Most handlers have enough experience to know that 'jacks with cupernum grade cortexes are not stubborn. They are just not very bright.

A steamjack with a cupernum grade cortex is capable of doing all of the tasks described under the 'Jack Handling skill with instruction (see IKCG pg. 150). These 'jacks usually require a great deal of handling and a watchful eye. 'Jack handlers working with cupernum grade cortexes use the standard DC for all tasks. A cupernum grade cortex has an effective Intelligence of 4.

Moderate conjuration and transmutation; CL 9th; Craft Cortex, Craft (mechanika) 10 ranks, Craft (mechanika) fusion check (DC 22), arcane eye, fox's cunning, suggestion; Price 10,000 gp

#### **Ferrum Grade**

These cortexes are used in most laborjacks and are most often found in heavy laborjacks needing to be brighter and more capable of following commands due to their critical operation.

A steamjack with a ferrum grade cortex can carry out the following commands without supervision: move, fetch, follow, seek, stay, and work. More complicated orders require 'Jack Handling checks. Reduce the DC for handling or pushing by 5. A ferrum grade cortex has an effective Intelligence of 6.

Moderate conjuration and transmutation; CL 10th; Craft Cortex, Craft (mechanika) 12 ranks, Craft (mechanika) fusion check (DC 24), arcane eye, fox's cunning, suggestion; Price 16,000 gp

#### **Aurum Grade**

Steamjacks designed to perform tasks requiring intelligence and minor problem solving are normally equipped aurum grade cortexesthe highest grade of cortex used in laborjacks.

> This cortex allows a jack to perform all of the standard tasks listed under the 'Jack Handling skill without supervision. A handler is only required for tasks involving complex strategy, problem

solving, or manual dexterity. Many warjacks are also equipped with this grade of cortex. Reduce the DC for handling or pushing by 10. An aurum grade cortex has an effective Intelligence of 8.

Moderate conjuration and transmutation; CL 11th; Craft Cortex, Craft (mechanika) 14 ranks, Craft (mechanika) fusion check (DC 26), arcane eye, fox's cunning, suggestion; Price 22,000 gp



Modern warjack cortex and colossal cerebral matrix



#### **Arcanum Grade**

This military-grade cortex is meant exclusively for high performance warjack designs. An arcanum grade cortex allows a warjack to operate with intellect and facility. Though the level of intelligence has been described as "dog-like," the general consensus among Fraternal Order artificers is that the arcanum grade cortex might have a low level of complexity in its cerebral process patterns, but it has a high level of cognitive comprehension. In essence, the arcanum grade cortex is not a big thinker, but it is one smart devil when it comes to following orders.

A 'jack handler is only needed when a warjack with this cortex needs coaxing to perform an intricate or complicated task normally requiring a skill check or some other type of roll. Reduce the DC for handling or pushing by 15. An arcanum grade cortex has an effective Intelligence of 10.

Moderate conjuration and transmutation; CL 13th; Craft Cortex, Craft (mechanika) 16 ranks, Craft (mechanika) fusion check (DC 30), arcane eye, fox's cunning, suggestion; Price 30,000 gp

# BONDING JACKS

The cortex of a 'jack is a complex array of arcane patterns and energies held captive by a shell and its built-in alchemical and magical pathways. Unique to the methods of warcasters, the awakening that takes place within a cortex is due to the warjack's own lack of self; the patterns in a cortex act like a sponge to soak in aspects of the warcaster's psyche. In essence the warcaster's own personality, or aspects of it, are imprinted on the cortex. This creates the appearance of an individual persona in the 'jack, which is actually a reflection of the warcaster's own intentions, drives, and passions. Because these personalized impressions are gathered in moments when the link is not only used to its maximum potential (battle) but also when the emotions and thoughts of the warcaster are in the greatest phase of turmoil, the imprinted behavior may not be an ideal reflection of the warcaster's own persona. This set of reinforced mental patterns establishes itself over time, slowly accumulating as arcane circuits of feedback energy in the cortex.

When a warcaster spends enough time with a specific warjack, he establishes a "bond" formed by the mental link between them. While this bond grants a warcaster better access to the nuances of the cortex, the warjack itself develops a limited, albeit basic, level of sentience from the personal aspects of the warcaster that have made the strongest footprint in the cortex's numinary composition.

The advantages of the bond between warcaster and warjack are numerous. Increased flow of focus through the conduits of the cortex and enhanced levels of control and response are just two examples. However, there are disadvantages as well. The construction of the cortex has no filter for the gush of mental information from the warcaster. Instead, it relies entirely upon the warcaster's own discipline in times of battle to monitor and control the thoughts and energy flowing through it. Despite the elite training, the years of discipline, and military mastery, warcaster thoughts still bear all the sentiments of their personalities, and as it slips past them, it begins to resonate with a cortex's internal arcane patterns.

## FORGING THE BOND

GM's can choose to use the rules for warjack bonding when a warcaster PC uses a warjack in battle on a consistent basis. As a specific warjack stays in close proximity to a warcaster and finds frequent use at his command, the chance of a bond forming increases. The process takes a long period of time (weeks or even months), but eventually a bond will form.

The conditions under which a bond will form require that the warjack share close proximity and a vast majority of its operating time with the warcaster. Simple use of a single warjack during one battle is not grounds for a bond to form. A warjack only bonds to a single warcaster after constant and consistent use during battle and only on a repetitive and regular basis. Warjacks can never bond to more than one warcaster at a time.

A warcaster can form multiple bonds at the same time especially if he is relying on the same stable of warjacks in his battlegroup.

The GM should only make a bond check if the warjack has been under the control of the warcaster



(and only that warcaster) for 24 hours or more, or if the warcaster (and only that warcaster) has commanded the warjack during combat and used the warjack to defend himself or defeat an enemy.

A bond check is a Will saving throw made against a DC determined by the time the warjack spends with the warcaster and the proximity it has to the warcaster while under his control. A warjack's base bond DC is equal to 5 plus the warcaster character's Charisma modifier. The more powerful the warcaster's personality, the more likely a bond will form. The following modifiers apply to the DC:

- +1 to the DC for each combat in which the warcaster has relied upon the warjack in question.
- +1 to the DC for each enemy the warjack has defeated while under the command of the warcaster.
- +1 to the DC for every 24 hours the warjack has been in mental contact with the warcaster.

Should the warjack's Will saving throw succeed, a bond is not formed. The GM can continue to make checks for every 24-hour period of game time if he feels the warcaster's use of the warjack merits another check.

When the warjack's Will saving throw fails, a bond forms between the warjack and the warcaster.

A bond ends when the warcaster is slain or the warjack's cortex is reset or destroyed.

#### BOND EFFECTS

Eventually, if a cortex is exposed to the connection between warcaster and warjack long enough, a bond will form. The resulting benefits and drawbacks depend on the GM's choice and the manner in which the warcaster uses the warjack.

Many warcasters have a bonded cortex reinitialized or replaced when a warjack bond is formed. Reinitializing a warjack's cortex removes the effects of the bond and destroys any residual arcane patterns or imprints that might exist within the numinary matrix of the cortex. A DC 20 Craft (mechanika) skill check and the Craft Cortex feat are required to reinitialize a cortex. A reinitialized cortex operates normally. Treat its chances of bonding as if it had never been in mental contact with the warcaster before.

The initial benefits of a bond are obvious—the flow of energy between the warcaster and the bonded 'jack allows for even more focus to be pushed into the machine. The warcaster can invest up to four points of focus into the bonded warjack. While this is at first the most tangible effect the warjack gains, it also gains a temperament.

Both the alignment of the warcaster and his demeanor are factors in determining the warjack's temperament.

A warjack's temperament is decided by the GM and should be based on the GM's assessment of the warcaster character's alignment, basic personality, and how the warjack has been used in the warcaster's service. The temperament of the bond determines the warjack's general attitude and behavior as well as alignment.

Temperaments manifest slowly, taking as long as a week to awaken inside the cortex once the bond has formed. Once a warjack's temperament awakens, it begins to behave in a manner more in tune with its newly formed personality.

A temperament usually has a beneficial effect as well as a significant drawback to its use. GM's can assign the following temperaments to bonded warjacks at their discretion or create new ones of their own invention.

#### It's All About the Attitude

The temperament of a warjack can be a mixture of behaviors, but it is always a reflection of a warcaster's personality. Rarely do the best qualities of a warcaster come forth in a bonded warjack since the bond is formed during the heat of battle, and combat is no time for the measured pace of reason. Emotions, passions, and the darker urges of brutality come forth during battle and affect the bond.

GM'S SHOULD FEEL FREE TO INVENT NEW TEMPERAMENTS BASED ON THE BEHAVIOR OF WARCASTERS AND THE WAY THEY EMPLOY THEIR WARJACKS. WHEN CREATING A NEW TEMPERAMENT, GM'S SHOULD TALK WITH THE PLAYER OF THE WARCASTER AND DISCUSS THE GENERAL WAY HE PLAYS THE CHARACTER. SETTING UP AN IDEA OF THE WARJACK'S ATTITUDE BY INTERVIEWING THE PLAYER, AND GETTING AN IDEA OF THE CHARACTER'S VIEWS AND HOW THE CHARACTER ACTS IN GAME CAN LEAD TO A VERY COMPLEX AND REWARDING ROLE-PLAYING CHALLENGE IN THE FORM OF THE BOND AND ITS BASIC NATURE.

REMEMBER, WHILE THERE MIGHT BE BENEFITS FROM
FORMING A BOND, THERE SHOULD ALSO BE DRAWBACKS.

DETERMINING THE FLAWS OF A BOND ARE JUST AS IMPORTANT AS DETERMINING THE BENEFITS.

HERE ARE A FEW IMPORTANT FACTORS TO CONSIDER WHEN DESIGNING A TEMPERAMENT FROM SCRATCH:

**GENERAL ATTITUDE:** WHAT IS THE GENERAL ATTITUDE OF THE WARJACK NOW THAT A BOND HAS BEEN FORMED? HOW DOES THIS REFLECT THE WARCASTER'S ATTITUDE?

MANIFEST NEUROSIS: WHAT ASPECT OF THE WARCASTER'S PERSONALITY TRAITS COMES TO THE SURFACE FROM THE FORMATION OF THE BOND? HOW DOES THIS AFFECT THE WARJACK? ARE THERE ANY GAME MECHANICS TO DETERMINE THE OUTCOME OF THE RESULTING BEHAVIOR?

ALIGNMENT: HOW DOES THE WARJACK'S NEW ALIGNMENT FORM? IS THE WARJACK'S ALIGNMENT RELATED TO THE WARCASTER'S OWN ATTITUDES AND ALIGNMENT, OR IS IT A MANIFESTATION OF THE WARCASTER'S MORE PRIMAL SIDE?

## BANEFUL

Not all warriors in the field of battle are cautious and tactical thinkers. Indeed evil and cruelty can manifest from even the most passionate and good-hearted warriors. A baneful warjack is the result of a bond shared with a warrior who shows no quarter to his enemies and enters battle without regard for loss or death. The resulting bond creates a warjack incapable of recognizing the merits of allies or assistance in the battlefield that seeks only to wreak havoc and tear through shrieking bodies, metal, and armor in the relentless pursuit of destruction. Where a bellicose warjack is eager to battle and a stalwart is ready to defend, a baneful warjack is ready to kill anything in its path.

Baneful warjacks always have a base alignment of evil and a lawful, neutral, or chaotic alignment depending on the alignment of the warcaster.

**Benefit:** Baneful warjacks gain a +4 bonus to Strength in melee combat and are able to fight to -20 hit points instead of being destroyed at 0 hit points.

**Flaw:** A baneful warjack will attack anyone other than the warcaster who comes into its melee reach. The warcaster must also make a DC 20 Intimidation check against the warjack whenever he wants it to disengage from anyone it is attacking.

## **BELLICOZE**

Warlike, brutal, and relentless, a bellicose warjack has a thirst for destruction fuelled by the warcaster's own feelings of aggression. Made manifest and intensified by the arcane patterns in the warjack's cortex, this aggression becomes almost unmanageable at points, and the behavior of the warjack can endanger troops and other 'jacks fighting alongside it as well as the warcaster himself.

The warjack gains an alignment of chaotic influenced to good, neutral or evil by the warcaster's own basic alignment.

**Benefit:** A bellicose warjack gains the effects of the Great Cleave feat and may make a move action after making a full attack.

**Flaw:** Such warjacks often stalk around angrily when there is nothing to do, constantly twitching and moving and waiting for action. In combat these warjacks must charge the closest viable enemy target they can.

## CRAVEN

These warjacks are imprinted during fierce moments of doubt and duress when a warcaster has been pushed to the limit and fears defeat, death, or worse. As these feelings course through the warcaster, they also take anchor in the warjack's cortex creating a warjack unwilling to enter combat and primarily concerned with its own defense. This bond results in a timid and tentative warjack—one that will not truly commit itself to combat but instead simply wait for an opportune moment either to leave the fray or strike at an unwary opponent.

The warjack gains an alignment of chaotic influenced to good, neutral or evil by the warcaster's own basic alignment.

**Benefit:** While fleeing from combat, the warjack gains a +4 bonus to armor class and +10 movement.

Flaw: A craven warjack will not enter combat unless the warcaster commanding it makes a DC 25 'Jack Handling or Intimidation check. Every round of combat the warjack must make a DC 15 Will saving throw. If it fails the saving throw the warjack immediately moves back to the warcaster, avoiding combat as it does. If the warjack makes the saving throw, it continues to perform as ordered.



## MAGNATE

The sheer presence of a warcaster's personality can often lead to a strong sense of self in a bonded warjack. Such jacks are mentally taxing and require almost all of the warcaster's attention in order to keep it in check. Warjacks with this sort of temperament are not only seized by the warcaster's own sense of inner destiny, but they are also boosted by the powerful personality of the warcaster's ego. Because of this powerful inner personality, the warjack often makes up its own mind on what it is going to do.

The warjack gains an alignment of neutral influenced to good, neutral or evil by the warcaster's own basic alignment.

**Benefit:** The magnate gains the benefits of the Improved Bullrush and Improved Overrun feats.

**Flaw:** A magnate must be the first warjack ordered to perform its actions during a combat round, or it will pursue any enemy it perceives as the greatest immediate threat.

## STALWART

Dependable, resolute, and hard to kill, a stalwart warjack gains a degree of tenacity and endurance undeniably a result of the warcaster's own determination and hardened self-discipline. The behavior of the warjack presses it to defend those within its "care" and act as a protector and defender for its forces. This can often lead to a disconcerting form of independence and a 'jack that makes demands of attention and arcane resources from its master.

The warjack gains an alignment of Lawful influenced to good, neutral, or evil by the warcaster's own base alignment.

**Benefit:** Any time a stalwart warjack's bonded warcaster is damaged by an enemy in combat, the warjack gains a +4 bonus to hit and damage against that enemy. Alternatively, if the warjack is adjacent to the warcaster, it may sacrifice its actions that round to take the damage from the attack instead of the warcaster.

**Flaw:** A stalwart warjack cannot stand to be separated from its bonded warcaster. If the warcaster wishes to

leave the warjack, he must order the warjack to stay in place (requiring a DC 25 'Jack Handling check). If unable or not allowed to follow the warcaster, the warjack will pace until it runs out of fuel.

#### ARCANE BONDS

IF A WARJACK HAS BEEN BONDED FOR A GREAT DEAL OF TIME, FOR INSTANCE IF THE BOND HAS LASTED FOR LONGER THAN A YEAR OF GAME TIME, THERE IS A CHANCE THE WARJACK WILL MANIFEST SOME TYPE OF ARCANE OR UNUSUAL ABILITY. THIS MANIFESTATION OF AN ARCANE BOND IS CONNECTED TO THE TYPES OF MAGIC THE WARCASTER USES IN COMBAT.

A warjack has a 5% chance of gaining an arcane bond ability for each year it has been bonded to the warcaster. Make this check once every full year of the bond. The GM should develop the ability gained, and it must be a spell-like, exceptional, or supernatural ability that reflects the nature of the warcaster character and the bond shared with the warlack.

THE STRENGTH OF THE ABILITY SHOULD BE NO HIGHER THAN TWO LEVELS LOWER THAN THE HIGHEST LEVEL OF SPELL THE WARCASTER CAN CAST AT THE TIME THE POWER MANIFESTS. FOR INSTANCE, IF A WARCASTER CAN CAST 7TH LEVEL SPELLS AT THE TIME AN ARCANE BOND IS FORMED, THE ARCANE BOND ABILITY SHOULD NOT BE ANY MORE POWERFUL THAN A 5TH LEVEL SPELL.

FOR INSTANCE, A CRYXIAN WARJACK MIGHT GAIN THE ABILITY TO USE A NECROMANTIC SPELL TO DRAW ENERGY FROM ITS VICTIMS. A CYGNARAN WARJACK MIGHT MANIFEST THE ABILITY TO SURROUND ITSELF IN AN AEGIS OF FORCE. A KHADORAN WARJACK MIGHT BE ABLE TO USE THE RAGE ABILITY, AND A PROTECTORATE WARJACK MIGHT GAIN THE ABILITY TO WREATH ITSELF IN SEARING FLAME. THE ARCANE BOND ABILITY SHOULD NOT ONLY MATCH THE WARJACK'S TEMPERAMENT, BUT IT SHOULD ALSO MATCH THE ABILITIES OF ITS BONDED WARCASTER.



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