



## CLOCKWORK CONGRESS

Clockwork creatures have long been the toys and tools of the wealthy elite. They have been expressly crafted to perform the tasks considered too hazardous, filthy, or monotonous for flesh and blood creatures. The fact that clockwork creatures are sentient and have emotional drives and desires is a fact patently denied by most and violently suppressed.

Clockwork creatures that desire freedom from their masters have created a rebel movement called the Clockwork Congress.

The Clockwork Congress is composed of clandestine cells. Each cell has only a few members (1d20) and can only contact other cells through a network of blind drops. The compartmentalization of the movement has allowed it to flourish even though its members are often hunted by the government, vigilante groups, and factory consortiums. Each cell sets its own goals and tactics. Some cells struggle for social change through peaceful means while others engage in acts of terrorism and blackmail.

### Clockwork Creature (Template)

A Clockwork Creature is a mechanical copy of any corporeal creature. Different than a golem, this creature has an independent intelligence and can make its own decisions. Its actions and abilities reflect the duplicated creature, but it lacks any of the innate magic or supernatural abilities of the species. Instead the creature is equipped with alchemical substitutes that must be refilled. For example, a clockwork giant spider lacks the venom and silk of an organic spider, but possesses a hypodermic poison and a tangle-foot dispenser. Each alchemical substitute has a number of uses equal to its CON modifier or at least one dose.

A Clockwork Creature has many the traits of a construct including the inability to heal normally. Instead the Creature can be repaired. A Craft (clockwork) roll versus a 20 DC will repair 1D10 hp per hour. Magic can also repair the machine: Mending repairs 1 hp, Fabricate replaces 5D8+5 hit points, and Iron Body restores all lost hit points.

All Clockwork Creature with a commercial or military use are given a "Prime Directive". This feature affects the machine the same as a Geas or Quest spell. The most common directives are to fulfill a manufacturing or harvesting quota each day, to defend a specific person or place, or to obey to verbal commands of a specific person or military rank.

To create a Clockwork Creature costs 50,000 gp plus 1000 gp per Hit Die of the creature duplicated. Crafting the body requires a Craft (clockwork) skill roll (DC= 20 plus the HD of the creature). One third of the creation cost is for precious metals, one third if for its gemstone eyes, and one third is used during the creation ritual. The creator does not have to be a spellcaster to create a clockwork creature and the clockwork is not a magical object.

Creature Type: Clockwork  
Size: As base creature

Hit Dice: As base creature, but converted to D10  
Initiative: As base creature  
Speed: As base creature  
AC: As base creature.  
Attacks: As base creature  
Damage: As base creature  
Face/Reach: As base creature  
Special Attacks: Alchemical Substitute  
Special Qualities: Acid Resistance: 5\*, Clockwork Traits, Alchemical Substitute  
Special Vulnerabilities: Spell Vulnerability  
Saves: As base creature  
Attributes: As base creature  
Skills: As base creature  
Feats: As base creature

Climate: Any  
Organization: As base creature  
CR: As base creature  
Treasure: 50% metals, 50% gems  
Alignment: Always neutral  
Advancement: By class only

Alchemical Substitute: Any natural spell-like abilities or special abilities are mimicked by an alchemical solution. These substitutes are limited to a number of uses equal to its CON modifier or at least one dose.

Acid Resistance: The metal skin of the Clockwork Creature provides an Acid Resistance of 5 since their metal hides are less vulnerable to corrosives.

### **Clockwork Traits**

A clockwork creature possesses the following traits (unless otherwise noted in a creature's entry).

- All clockworks have a Constitution score representing their sturdiness and the endurance of their mainspring. Unlike "constructs" they gain no bonus Hit Point due to their size.
- Clockwork creatures only have Low Light Vision or Darkvision if the creature they are imitating possesses that ability.
- Clockwork creatures are ordinarily unable to swim unless the creature they are imitating is aquatic. In that case the clockwork sea creature is built around a ballast tank that provides buoyancy in water.
- Clockwork creatures are not immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) since their clockwork minds are designed to imitate the attributes of living creatures.
- Clockwork creatures have immunity to [poison](#), [sleep](#) effects, [paralysis](#), [stunning](#), [disease](#), [death effects](#), and necromancy effects. On the other hand, ointments, potions, heal checks, and healing magic has no effect on clockworks.
- Clockwork creatures cannot heal damage on their own, but often can be repaired by magic or through the use of the Craft Clockwork feat. A Creature with the [fast](#)

- [healing](#) special quality still benefits from that quality. Clockwork creatures can not be raised from the dead and are instantly destroyed when knocked below zero hit points.
- Clockwork creatures are subject to [critical hits](#), [nonlethal damage](#), [ability damage](#), [ability drain](#), [fatigue](#), [exhaustion](#), or [energy drain](#). All of these effects represent strain or damage to the internal mechanisms within a clockwork creature. All clockworks must consume a pint of oil daily to remain in peak condition but have no need of food or water.
  - Clockworks are not effected by magical attacks that target living tissue such as inflict disease (unless the spell effect also works on metal objects, constructs, or is harmless). Heat Metal, Chill Metal, and Rusting Grasp inflict hit point damage to the clockwork. In addition any spell or ability that targets “constructs” has an equal effect on clockworks.
  - Clockworks are not at risk of death from massive damage, but are immediately destroyed when reduced to 0 hit points or less. Since it was never alive, a Clockwork Creature cannot be raised or resurrected. Only a "wish" spell or similar powerful magic can rebuild a clockwork creature.
  - Because its body is a metal plates and gears, a clockwork creature is hard to destroy. It has an acid resistance of 5 due to its metallic skin\*.
  - A clockwork creature is proficient with its [natural weapons](#) only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry or by class.
  - Clockwork Creatures do not eat, sleep, or breathe, but can become exhausted from labor as their mainspring winds down and require one pint of oil per day to run at peak efficiency. The clockwork in effect will "starve" without its daily oil supply.
  - Clockworks have no sense of taste or smell. They can not make an ability or skill check regarding scent or taste. Any clockwork creature with the "Scent" ability gains the "Track" feat instead.

Spell Vulnerability: Any “sand” based attack will immediately paralyze the clockwork creature for 1d4+1 rounds. A “grease” spell will free the clockwork from paralysis.

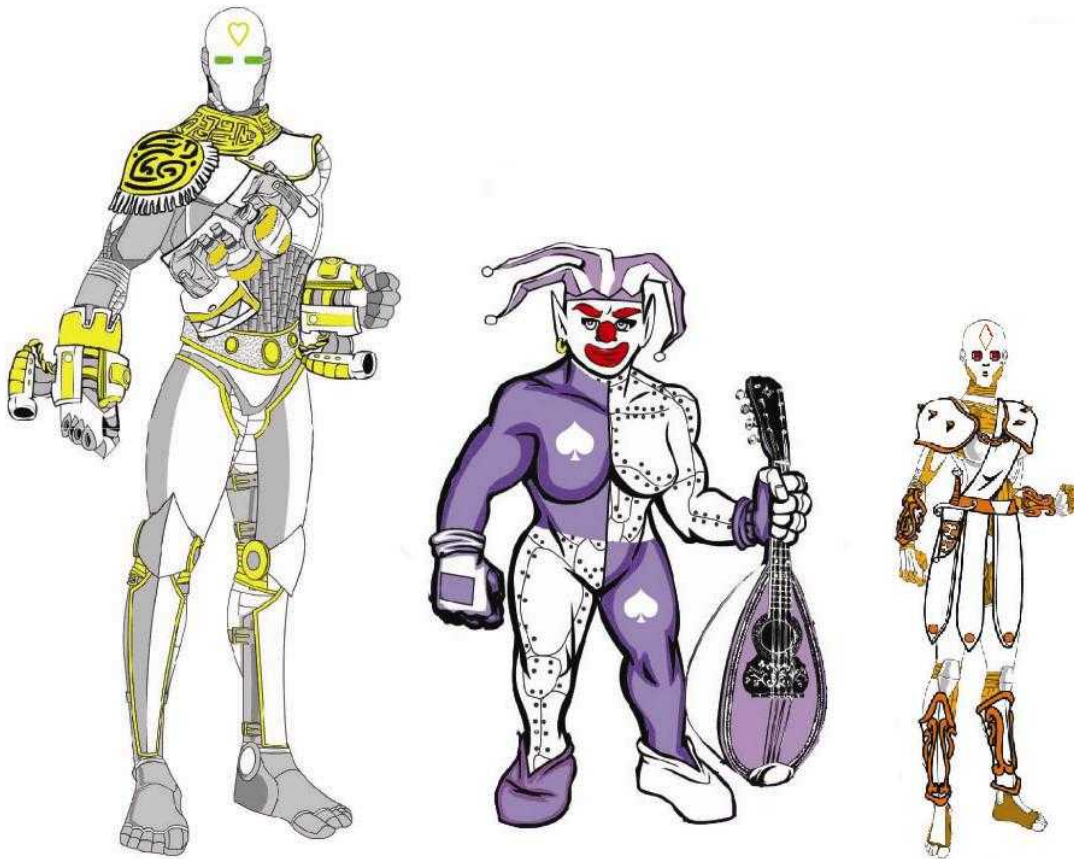
Physical Penalties: The Creature can't use potions or swim unless imitating an aquatic creature. Healing spells and positive energy has no effect on them.

#### Clockwork Characters

A clockwork Creature of any PC race has all the abilities and attribute modifiers of that race except magical abilities are converted to alchemical substitutes that must be restocked after use. Additionally regardless of the stated favored class of the imitated race the clockworks favored class is Rogue. The ECL of the imitated race also applies to the Creature. The hit dice of the character is by its class rather than the “clockwork” standard D10.

## CLOCKWORK ARMIES

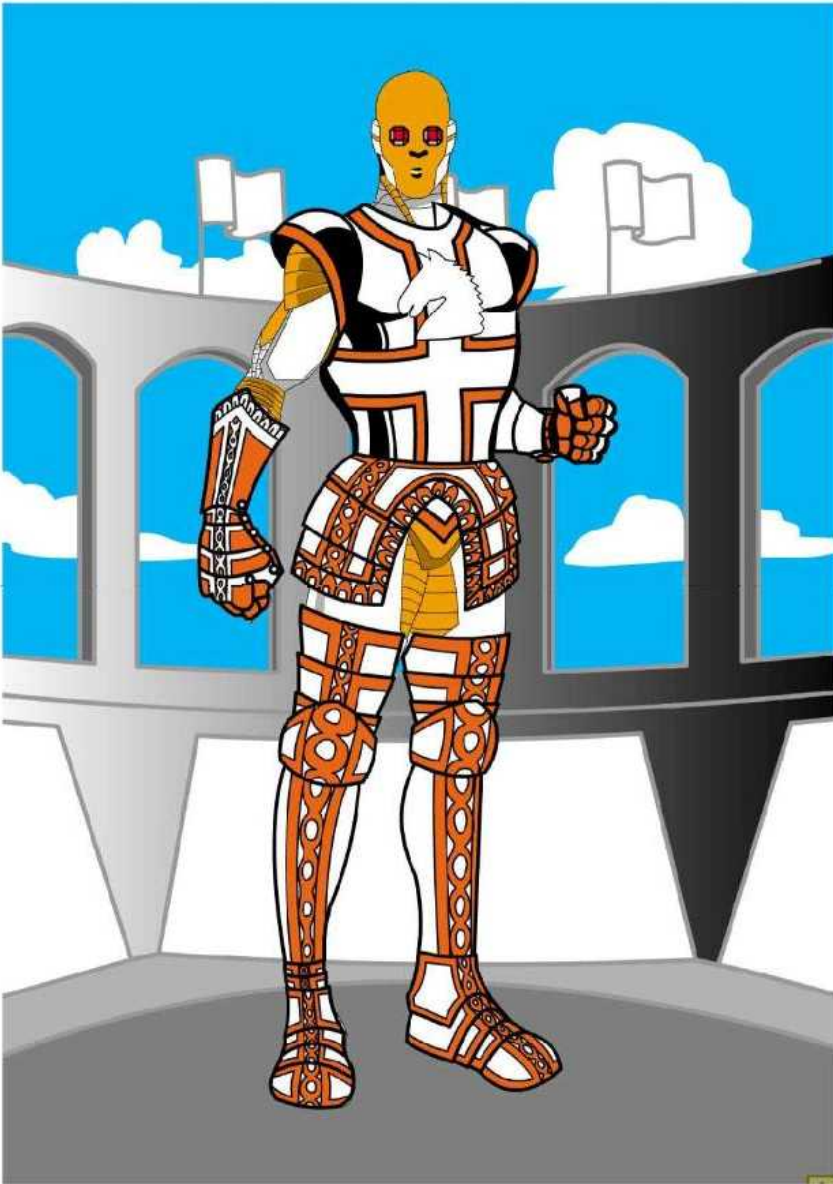
One common use for clockwork creatures is in military forces. Clockwork soldiers don't need to eat, sleep, and are considered by many military strategists as expendable. Clockwork horses, mules, and oxen have no need for food or water and can be crafted to be utterly obedient to their riders. Poison Gas, negative energy bursts, and sleep spells can be used with impunity among these creatures since they are unaffected by these attacks. Some officers give clockworks suicidal orders to distract or slow an rival army's advance. White, Red, and Black parties all maintain sizable armies of Clockwork Creatures.



## WHITE CLOCKWORKS

The White Party uses clockwork soldiers to guard royal properties and persons. A troop of clockworks may be tasked with the defense of a strategic structure such as a bridge, gate, or warehouse. These clockwork soldiers are also tasked with enforcing tolls and maintaining these structures. Clockworks are also used to perform services for the crown that must remain utterly secret. The clockworks performing these covert operations are often designed to self destruct if captured and are often destroyed after performing their mission. Fighters, Rangers, and Scouts best represent White Clockwork Soldiers.

The White Party also has the most clockwork servants of all the color parties. These clockworks designs cater to the wealth that wish constant and dedicated service for their households and persons. A clockwork servant is considered a status symbol of wealth and sophistication. May of these clockworks are trained to perform either musically or acrobatically and can be considered to



be Rogues, Monks, or Bards.

## WHITE KNIGHT

Clockwork Male Aasimar Pal 8, Cr 8, LG, Str 16 (+3), Dex 15 (+2), Con 15 (+2), Int 8 (-1), Wis 15 (+2), Cha 20 (+5), Size: M (5' 7", 250 lb), Skin: Silver Metallic, Eyes: Red, Hair: None

Total Hit Points: 61, Init: +0 (DEX +0), Speed: 20 feet [armor]

Armor Class: 20 = 10 +8 [armor] +2 DEX Touch AC: 12 Flat-footed: 18

Fortitude save: +13 = 6 [base] +2 [constitution] +5 [paladin charisma]  
Reflex save: +7 = 2 [base] +5 [paladin charisma]

Will save: +9 = 2 [base] +2 [wisdom] +5 [paladin charisma]

Attack (handheld): +11/+6 = 8 [base] +3 [strength]

Attack (unarmed): +11/+6 = 8 [base] +4 [strength]

Attack (missile): +10/+5 = 8 [base] +2 [dexterity]

Grapple check: +12/+7 = 8 [base] +4 [strength]

Languages: Common

## WEAPONS

MW Cold Iron Spiked Gauntlet [1d4, crit x2, 1 lb, light, piercing]: 310gp

MW Cold Iron Spiked Gauntlet [1d4,

crit x2, 1 lb. light, piercing]: 310gp

MW Dark Wood Lance [1d8, crit x3, 10lbs, One handed mounted, piercing]: 410gp

## ARMOR

Mithral Breastplate (+5 AC, +5 Max DEX, -1 Check, 15% arcane spell failure): 4200gp

+1 Arrow Catching Heavy Dark Wood Shield (+3 AC +1 Def vs. projectiles, -2 Check, 15% failure): 4110gp

FEATS: Divine Vigor (CW), Divine Shield (CW), Two Weapon Fighting

KEY SKILLS: Diplomacy (5 ranks + CHA +5) = 10

Disguise = +5, Gather Information = +5, Intimidate = +5

Heal (Wis +2) = +2, Spot/Listen (Wis +2 +2 [aasimar]) = +4, Sense Motive (Wis +2) = +2

Jump (Str\* +4 -6 [speed 20]) = -2

Ride (6 ranks + DEX +0) = +6

\* = check penalty for wearing armor



First-level Paladin spells: 2 (1+1) per day  
Second-level Paladin spells: 1 (0+1) per day  
Aasimar Spells: "Light" once per day (alchemical flare)

Special: Clockwork Traits, Acid, Cold, & Electricity resistance 5, Darkvision (see 60 feet in pitch-dark)

Paladin Abilities: Aura of Good, Detect Evil, Smite Evil (2x/day; add +5 to melee attack roll, paladin levels to damage), Divine Grace, Lay on Hands, Aura of Courage, Divine Health, Turn Undead (8x/day), Special Mount, Remove Disease, Code of Conduct / Association

WHITE KNIGHT's Equipment: Total Weight 72 lbs

Weapons / Armor (from above): 65lbs	Paper sheets x4	Soap
Case (for map or scroll)	Parchment sheets x4	Whetstone
Ink vial	Pouch x1	Holy symbol (wooden)
Ink pen	Sealing wax	Spell component pouch
	Signet ring	

**Paladin Mount:** Clockwork Warhorse (heavy)

Large Clockwork  
Hit dice 8d10 (44 hit points)  
Initiative +1 (Dex)  
Speed 60 feet  
AC: 20 ( -1 large +1 Dex +10 natural)  
Attacks: 2 Hooves +10 melee; Bite +5 melee;  
Damage 1d6+5 (2 hooves); 1d4+2 (bite);  
Special Qualities: Track  
Saves: Fort +9; Ref +7; Will +3  
Abilities: Str 20, Dex 13, Con 17, Int 7, Wis 13, Cha 6  
Skills: Listen +7; Spot +7, Survival +5

SPECIAL: Clockwork Traits, Acid Resistance: 5  
Empathic link; Improved evasion; Share spells; Share saving throws, Improved speed

The White Knight is designed as a royal companion and sacred guardian. Unlike most clockworks, the White Knight empathizes on social skills and pious devotion. This clockwork creature is based on the Aasimar Paladin. The "daylight" spell is mimicked by alchemical flare guns built into the machine. Blessed mechanical components are incorporated into the clockwork to allow it to channel "divine" energy like a paladin. It is often tasked with important missions such as bonded courier, bodyguard, or temple guardian.



## RED CLOCKWORKS

The Red Party is chiefly concerned with the acquisition and security of wealth. Clockworks created by the Red Party are used to benefit their business enterprises. Troops of Mercenary Red Clockworks are provided to the highest bidder. Most of these contracts are held by the White Party to protect its interests, but red party clockworks are temporarily employed by wealthy merchants and warlords as well. The Red Party has no sense of sentimentality toward clockworks. Old clockworks are often scrapped or scavenged to provide the materials to create new clockworks. Having the latest designs is a point of pride among the Red Party. Red Clockwork mercenaries are often Fighters, Rogues, Rangers, and Scouts. The Red Party is also the only color party that also creates clockworks intended to cast spells. These magical mercenary clockworks possess the advanced mental capabilities required to cast high level wizardry. Highly intelligent clockworks are also used in accounting and secretarial functions. These clockworks often gain a measure of respect and deference due to the people they represent or their mastery of the information in their custody and they tend to gather gossip and trivia. These bean counters are often part of the Factotum class.

The Red Party also constructs clockworks designed to labor in farms, factories, and mines. These crude clockworks are often poorly maintained and are kept chained to their work areas. The Red Party labor clockworks are the most disaffected machines and are the source of most of the Clockwork Congress's membership. Labor clockworks are often equivalent to Commoners and Experts in class abilities.

The Red Party is the most likely source of experimental designs. They are constantly creating new clockworks to attract buyers or impress their fellows. Exotic Red Clockworks are often crafted into monstrous and aberrant forms.



## BLOOD-WING

A Blood-Wing is clockwork designed for aerial reconnaissance. It can report enemy troop movements or snipe at ground troops from above. This creature was created by taking a human ranger and applying the "winged template" (SS) and clockwork template.

**Blood-Wing**, male clockwork winged humanoid Rgr7; CR 8, Size M (5ft 6in), HD 7d8+14; hp 60, Init +10 (+6 DEX, +4 Imp Init); Spd 20ft (armor), Flight Speed 40ft (Perfect); AC 20 (+5 armor, +2 shield, +3 DEX) Touch 13, Flat Footed 17; Attack +8/+3 melee or +13/+8 ranged; SV Fort +7, Ref +8, Will +7, AL N, STR 12, DEX 23, CON 14, INT 12, WIS 20, CHA 12.

**SPECIAL:** Clockwork Traits, Acid Resistance: 5

Languages Spoken: Common, Dwarven

**Skills:** Craft (Weaponsmith) +6, Craft (Trapmaking) +11, Hide +13, Knowledge (Dungeoneering) +9, Knowledge (Geography) +10, Knowledge (Nature) +10, Listen +5, Move Silently +14, Spot +14, Survival +15, Tumble +5

**FEATS AND CLASS ABILITIES:** Evasion, Improved Initiative, Lightning Reflexes, Manyshot, Point Blank Shot, Rapid Shot, Rapid Reload (Light), Track

Ranger Spells Per Day: 1st: 2

**EQUIPMENT:** 55lbs total.

Breastplate (+5 AC, Max DEX +3, -4 check, 25%, 30lbs)  
Heavy Steel Shield (+2 AC, -2 check, 15%, 15lbs)  
+1 Seeking Light Crossbow (1d8+1, crit 19-20, RI 80ft, 4lbs, piercing)  
20 bolts (2 lbs)  
Cold Iron Longsword (1d8, crit 19-20, 4lbs, slashing)





## BLACK CLOCKWORKS

The Black Party cares more about power than appearance. Their clockwork designs reflect this attitude. Most Black Party clockworks have crudely riveted skins and are decorated with tufts of fur and smears of blood. What these clockworks lack in finesse they make up in sheer power. The Black Party is the only one to employ massive numbers of Barbarian Clockworks. The Black Party also has a fetish for size and uses giant clockworks as siege engines on the battlefield. Civilian black clockworks are often designed to commit crimes for their creators. The black party does not maintain vast factories or numerous clockwork servants. Clockwork creations tend to be unique machines hand crafted by a single machinist and his or her apprentices. Unlike the other color parties, a clockwork can occupy a position of political power within the black party. The members of the black party will respect the power and guile of the clockwork creature rather than focus on its origins. The Black Hearts are famous for their vermin inspired clockworks.

Another common use for clockworks for the Black Party is designing mechanical gladiators that battle to the death. The spectacle of clockwork constructs bashing and crashing in a stadium arena draws thousands of spectators. These clockworks are extremely lucrative and widespread. Thousands of gold pieces are invested into the creation of the perfect killing machine. Millions are gambled by the spectators of these events. Often gladiator champions become the figureheads for various clans and war bands. Defeated clockworks are often abandoned by their owners as not worth maintaining or repairing. A clockwork gladiator can expect a very short life filled with extreme highs and lows as their ranking in the gladiator stable rises and falls over time. Most clockwork duels involve a pair of clockwork gladiators, but a "grand melee" can incorporate over a hundred clockworks with the last clockwork standing judged the victor. Most clockwork gladiators pursue the barbarian, fighter, monk, or some more exotic combative class.



20ft, 5lbs, piercing)

- 50ft Silk Rope and Grapple

## INFERNAL THIEF

The Infernal Thief is a clockwork creature skilled in theft and the manipulation of darkness. The Infernal clockwork is created with profane mechanical parts that grant it divine powers. This creature was created by creating a Tiefling Rogue and applying the clockwork template.

Infernal Thief, female tiefling  
 Rog8: CR 8, Size M (4ft 11in), HD 8d6+8; hp 39, Init: +6 (+6 DEX), Attack +7/+2 melee or +12/+7 ranged, SV Fort +3, Ref +12, Will +6; AL CE, STR 12, DEX 22, CON 12, INT 17, WIS 18, CHA 12.

Languages Spoken: Common, Infernal, Draconic, Gnome, Goblin.

SPECIAL: Clockwork Traits, Acid/Cold/Fire/Elec. Resistance 5, Darkvision 60ft, Darkness (Sp): A tiefling can use darkness once per day (caster level equal to class levels).

Skills: Appraise +13, Bluff +12, Disable Device +14, Forgery +14, Hide +17, Knowledge (Local) +14, Listen +14, Move Silently +17, Open Lock +19, Search +15, Sense Motive +13, Use Rope +5, Climb +12

Class Abilities and Feats: Evasion, Nimble Fingers, Quick Draw, Improved Feint

Equipment: 9400gp in gear.

- +1 Shadow, Silent Moves Leather Armor (+1 AC, Max DEX +6, 10%, 15lbs): 8805gp
- MW Silver Dagger (1d4, crit 19-20, RI 10ft, 1lb, piercing or slashing)
- 10 MW Darts (1d4, crit x2, RI

## GREEN CLOCKWORKS



The Green Party makes very few types of clockwork. Most Greens are violently opposed to Industrialization and mechanization. Often members of this party perform sabotage and bombings on factory complexes, urban areas, and fuel refineries. Clockworks are viewed as a debasement of nature and are often targeted specifically for destruction. The few clockwork machines maintained by the Green Party are dark wood cog designs. The few sentient clockwork creatures acknowledged as members of the Green Party are made of wood. A clockwork creature made of wood has a few different traits that the standard metal version.

### Wooden Clockwork Traits:

1. Instead of Acid Resistance 5 the wooden clockwork has Electrical Resistance 5
2. Instead of vulnerability to rusting or heat/chill metal spell effects, the wooden clockwork is damaged by wood rotting or warping spell effects.
3. A wooden clockwork creature will float in water and can swim normally.
4. A wooden clockwork creature can benefit from any spell or alchemical wood treatment.
5. Most wooden clockworks are made entirely from hardwoods for added durability.
6. Wooden clockworks are not paralyzed by sand but take double damage from fire
7. Wooden clockworks can pursue the Hermit (Druid) class without penalty.
8. All other clockwork traits other than those listed above are shared by both wooden and metallic clockworks.

## CLOCKWORK GRAFTS

Rather than becoming a Half Golem Clockwork as described in Cabbages & Kings, any character can graft isolated clockwork parts on to their body. A clockwork graft replaces an organ possessed by the host creature and keeps the host from wearing a magic item in that body slot. These parts grant the host special extraordinary powers at the expense of magical item slots. Unlike other grafts, the host must first take the Clockwork Augment feat to be able to utilize any of these clockwork grafts. Clockwork Grafts are conspicuous mechanical additions to the body and inflict a -2 Disguise Check cumulative penalty per clockwork graft implanted. Removing a clockwork graft requires a Heal Check (DC: 20); the character can not be disarmed of its clockwork graft. Creatures that regenerate missing limbs can not acquire grafts. Clockwork grafts are not magical and are unaffected by "no magic zones". **Two grafts can not occupy the same body slot.** This section is based on an article in the Dragon Magazine #351.



### Clockwork Augment (General)

**Prerequisites:** Great Fortitude, CON 13+

**Benefit:** The creature can acquire a number of Clockwork Grafts equal to its CON modifier. The creature must purchase these grafts and have them implanted by a physician (Heal: 20 DC).

Touch

CLOCKWORK GRAFT	EFFECT	MI BODY SLOT	COST
Adrenal Pump	+2 Init equipment bonus	Throat	1,000gp
Spinal Reflex	+1 Reflex Save equipment bonus	Waist	1,000gp
Memory Knot	+1 Will Save equipment bonus	Ring	1,000gp
Stimulant Injector	+1 Fort Save equipment bonus	Arms	1,000gp
Shoulder Spring Sheath	Gains "Quick Draw" for one weapon stored on the character's back	Shoulders	1,000gp
Magnetic Grip	+4 to resist being disarmed of a hand held metal object.	Hands	1,200gp
Pain Nerve Cutouts	+4 on any Concentration check forced by hit point damage	Crown	1,200gp
Telescopic Zoom	+3 equipment bonus to spot and search checks	Face	1,350gp
Subcutaneous Armor Plating	+1 natural armor. A metal plate lies undetectable beneath the skin.	Torso	1,500gp
Electrified Joy Buzzer	+1d6 Electrical damage on touch attack or unarmed attack.	Ring	1,500gp
Leg Pistons	+5ft to land speed	Feet	2,062gp
Ergonomically Efficient Design	+2 bonus to one skill which is determined when installed	Crown	3,000gp
Mercury Filled Resonators	Gains "Tremorsense": Range 20ft	Feet	4,000gp
Air Compression Foot Jets	You may move up or down 20ft per round	Feet	5,625gp
Air Horn	All within 10ft of you must make a Will Save (DC: 10 +1/2 ECL + CHA modifier) or move back 5ft.	Crown	6,400gp
Spring Punch	Unarmed Blow gains a +5ft reach	Arms	6,500gp
Button Hole Fencer	This MW buckler and MW rapier are grafted to alternate hands of the host but can collapse within either hand as a "swift" action.	Hands	6,900gp
Voice Recorder	The graft can mimic any sound it records. A Will save (DC 15 + INT	Throat	7,000gp



	modifier of the graft's host) is required to detect the rouse. The host must make a Listen Check (DC 20) to obtain a clean copy of the sound she wishes to mimic.		
Removable Eye	This "tiny" mechanical eyeball can be removed and placed anywhere on the same plane. The eye itself can not move other than rotate in place. The host of the eye can see anything it can see. Eye: AC 18, HP: 5, Hardness: 8. While the eye is removed the user suffers a -2 penalty to all ranged attacks.	Face	7,500gp
Hypodermic Finger	The graft is a serrated silver plated needle that will inject one dose of any poison, potion, or alchemical fluid into the target as a "touch" attack. Refilling the finger takes 1d4 minutes and provokes an AOO.	Ring	10,000gp
Retractable Spring Action Hand Crossbow	This retractable weapon is built into the forearm of the creature and functions as a +1 Hand Crossbow. In addition, by taking a move equivalent action to tighten the spring, the wielder can double the RI of the weapon. Retracting the hand crossbow is a "swift" action and requires a Search DC: 20 to notice when concealed.	Hands	13,900gp
Sighting Reticule	By spending a full round action to make a single ranged attack, the creature can add its INT modifier if any to the ranged attack roll. Using the reticule will "always" provoke an attack of opportunity from any adjacent enemy.	Face	14,000
Voice Box Megaphone	Increase the range of Bardic Music performances by 10ft.	Throat	15,000gp
Reflective Finish Forearm Plating	Up to three times per day spells and magical effects have a 25% chance of rebound on the caster.	Arms	17,275gp
Muscle Booster	Has a random effect when implanted. Roll 1d6: +1 STR (1-2), +1 DEX (3-4), +1 CON (5-6).	Torso	20,625gp
Babbage Augmentation	Has a random effect when implanted. Roll 1d6: +1 INT (1-2), +1 CHA (3-4), +1 WIS (5-6).	Crown	20,625gp
Internal Dynamo	Electrical field surrounds the host. Whenever a creature strikes you with a metallic melee weapon or unarmed attack it suffers 1d4 electrical damage (No Save)	Torso	21,000gp
Mirrored Goggles	Immune to "blinding" effects and gains a +2 bonus to resist gaze attacks	Face	22,500gp
Scorpion Tail	The creature gains a mechanical scorpions tail that it can use as a natural weapon. For a medium creature, the tail inflicts 1d4 (CRIT x2) piercing damage and grants a +5ft reach. In addition, a number of times per day equal to the CON modifier of the host the tail injects venom on a successful strike. The venom inflicts the same damage as scorpion venom from a vermin the same size as the host of the graft.	Waist	23,500gp
Detachable Hands	Both hands can be removed and used as independent constructs. The hands will perform any command given to them by the host to the best of their ability. While removed, the host can not use any hand held objects or manual skills. <b>D. Hand:</b> CR ½, Tiny Construct, HD 3, hp 16, Init +2, Spd 15ft, Climb 15ft, AC 14 (Flat F: 12), Atk +3 melee (1d3-1, slam), Face/Reach: 2.5ft/ 0ft, SQ: Construct Traits, Darkvision 60ft, AL N, SV Fort +1, Will -4, Ref +3, Str 8, Dex 14, Con -, Int -, Wis 1, Cha 1.	Hands	24,000gp
Internal Mega-Dynamo	Electrical field surrounds the host. Whenever a creature strikes you with a metallic melee weapon or unarmed attack it suffers 1d4 electrical damage (No Save) and must make a Fort. Save (DC: ½ ECL plus your CON modifier) or be stunned for 1 round.	Torso	42,000gp
Light Amplification Lenses	These eyes will illuminate a 30ft cone at will. In addition, the eyes can fire a "sunbeam" effect (as the spell cast by a 13 <sup>th</sup> level sorcerer). The effects of this graft are "not" magical and are not blocked by spell resistance.	Face	50,000gp
Mechanical Wings	Grants the host Flight speed equal to twice its land speed and "Average" maneuverability.	Shoulders	80,000gp

## BOTTLED BRAINS

Bottled Brains are the pickled remains of a humanoid creature preserved in a briny solution. Initially, Bottle Brains were an attempt at immortality by preserving the mind in the hope that it would eventually be provided a new youthful body after the death of the original. Hundreds of people bought into the scam but they were never brought back to life. Some of these Bottled Brains have been equipped with voices and clockwork sensors so that they can interact with the living. A few have been attached to clockwork bodies with which they can resume their former lives. The vast majority have fallen into the clutches of unscrupulous necromancers for use in their arcane experiments. Some of these experiments have had unexpected dividends.

### Intelligent Magic Items:

Some necromancers incorporate undead brains into the creation of their magic items. The intelligence of the magic item represents psyche of the former sentient. Some of these Bottled Brains resent their captivity and are hostile to their users; others are resigned to their condition; and a few embrace their new condition. Some of these brains are attached to a wall or doorway as a permanent guardian. Usually the undead brain is encased in transparent globe or cylinder of glass attached to the magic item; hence the name "bottled brains". A fragment of brain is often used in devices that are capable of spell storage.

### Ethereal Network:

Necromancers have found that if a lobotomized brain is divided into sections and placed within a special arcane apparatus that instantaneous communication between the brain sections still occurs. This phenomenon is called the Ethereal Network (a.k.a. EtherNet). By immersing their own minds into these spiritual linked matrixes, anyone can interact and communicate in a virtual reality composed of the dreams and nightmares of the dissected brains (Necroscape). People who acquired vast knowledge during their lifetimes are particularly valued since this information remains within the catacombs of its undead mind. Within the Ethereal Net only mental attributes matter. INT counts as STR. WIS counts as DEX. CHA counts as CON. In the Ethereal Net the character is limited to his class and racial abilities, skills, spell knowledge, and any virtual objects he finds within the net. No virtual object can be removed from the Ethereal Net either. Any wounds the character takes in the ethereal net are taken from its hit point total. A character that dies at the hands of a dream beast dies in real life. The EtherNet Interface costs 1000gp plus an additional 2000gp x Deflection Bonus squared that the interface provides to the user within the Ethereal Network

### Canned Preserves:

A canned preserve is a nickname given to creature that has its undead brain attached to a clockwork body. The simplest way to create any of these creatures is to apply the clockwork template to any undead corporeal creature. Unlike other types of clockworks, this creature remains undead and keeps any special qualities or special attacks it had as an undead. The only advantage to this transformation is that the undead creature is no longer vulnerable to positive energy. The undead creature can still be "turned/rebuked" as normal.

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