

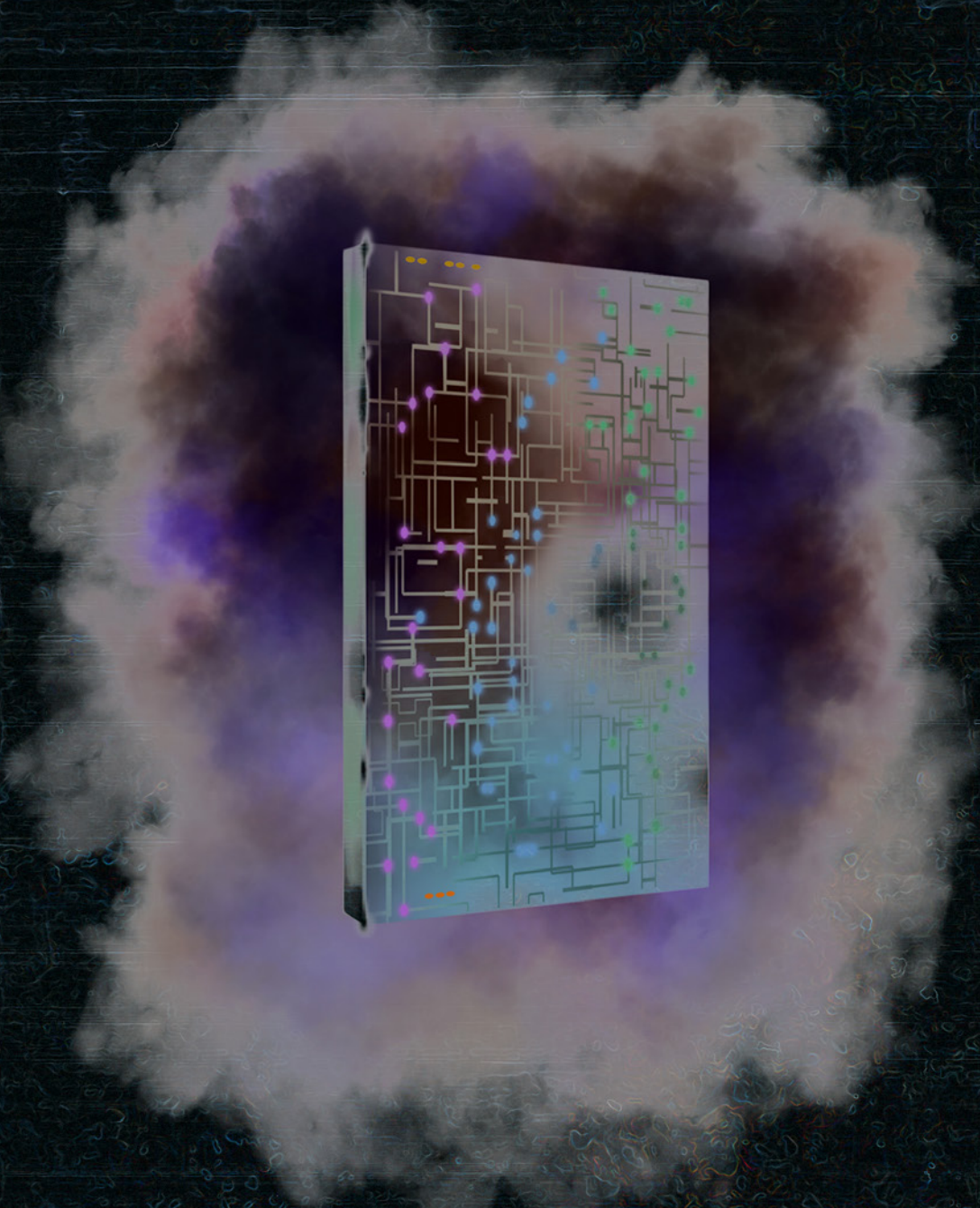


# Treasury of the Machine

By Tim Hitchcock, Robert Brookes, Jeff Lee,  
and Jonathan H. Keith







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We've hyperlinked this product internally from the Table of Contents and externally with references to the official System Reference Document (SRD) and [5eSRD](#). If it is in the core 5E rules, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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# What You Will Find Inside the Treasury of the Machine

This supplement brings you an awesome array of technological and technomagical tools to enhance your Pathfinder campaign! Whether your heroes are questing against an entire nation of renegade super-scientists and alien horrors, or you just want to inject a touch of science fiction into your fantasy, the *Treasury of the Machine* delivers in spades with over 60 technological items of every description, from devastating weapons like the *rapture ray*, *targeting computer*, *gravity cannon*, *kinesis grapppler*, or *singularity grenade*, to awesome accessories like the *learning helmet*, *targeting computer*, *slipsuit*, and *ghosting unit*. This book contains items as helpful as the *neutralizing safety blanket* and *solar array* and items as sinister as the *memory transfer probe* and *amnesia tick*, and range in power from simple disposable items to the artifact *robot control harness*. You'll find entirely new categories of cybernetics and pharmaceuticals like biotech and chemosols, weapon accessories, special materials, android modifications, and even a new robotic pet, the walking eye! If it's majestic mechanical and magical treasures that delight and excite, your PCs will love what they find in the Treasury of the Machine.

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- Jason Nelson



# TREASURY OF THE MACHINE

The Treasury of the Machine is full of items designed to fit right into a campaign where magical fantasy and super-science collide. This book contains over 60 technological items, some of which are magical as well, ranging from cybernetics and pharmaceuticals to technological weapons, armor, and an array of gadgets and gizmos to outfit your technomagical terrors or reward your heroes in their battles against them. The items are listed by price in the table below, and their descriptions are broken up by item time thereafter.

Item Name	Rarity
<i>chemosol: artificial pheromone</i>	varies
<i>learning helmet</i>	very rare
<i>chemosol: irritant</i>	common
<i>chemosol: stimsensitizer</i>	uncommon
<i>chemosol: neural disruptor</i>	uncommon
<i>recoil compensator, mark I</i>	uncommon
<i>thermal bag</i>	uncommon
<i>nanite tissue gauze</i>	uncommon
<i>neutralizing safety blanket</i>	uncommon
<i>recoil compensator, mark II</i>	uncommon
<i>thermal salts</i>	uncommon
<i>optical lock</i>	uncommon
<i>recoil compensator, mark III</i>	uncommon
<i>scope, mark I</i>	rare
<i>scope, mark II</i>	rare
<i>chemo-oxidizer reactor capsule</i>	rare
<i>chemosol: artificial hormone</i>	rare
<i>tangler grenade</i>	rare
<i>recoil compensator, mark IV</i>	rare
<i>zero-G grenade</i>	rare
<i>solar array</i>	rare
<i>recoil compensator, mark V</i>	rare
<i>scope, mark III</i>	rare
<i>chemosol: neural exciter</i>	rare
<i>targeting computer, mark I</i>	rare

<i>witch-thorn tangler grenade</i>	rare
<i>vacusealer</i>	rare
<i>optic enhancement, mark I</i>	rare
<i>scope, mark IV</i>	rare
<i>amnesia tick</i>	rare
<i>optic enhancement, mark II</i>	rare
<i>dermal photosynthesis</i>	rare
<i>singularity grenade</i>	rare
<i>targeting computer, mark II</i>	rare
<i>gravity belt</i>	very rare
<i>optic enhancement, mark III</i>	very rare
<i>scope, mark V</i>	very rare
<i>kinesis grapppler</i>	very rare
<i>adrenal enhancement, mark I</i>	very rare
<i>heavy pistol</i>	very rare
<i>micrograpppler</i>	very rare
<i>polytool</i>	very rare
<i>shotgun, automatic</i>	very rare
<i>targeting computer, mark III</i>	very rare
<i>beam saber</i>	very rare
<i>discipline chip</i>	very rare
<i>rapture chip</i>	very rare
<i>sniper rifle</i>	very rare
<i>targeting computer, mark IV</i>	very rare
<i>screamer pistol</i>	very rare
<i>detector globe</i>	very rare
<i>circuit tracer-cloner</i>	very rare
<i>targeting computer, mark V</i>	very rare
<i>discipline rod</i>	very rare
<i>rapture ray</i>	very rare
<i>adrenal enhancement, mark II</i>	very rare
<i>slipsuit</i>	very rare
<i>living lightning gun</i>	very rare
<i>memory transfer probe</i>	very rare
<i>ghosting unit</i>	very rare
<i>gravity cannon</i>	very rare
<i>adrenal enhancement, mark III</i>	legendary
<i>robot control harness</i>	minor artifact

## ARMOR

Technological armor works in a similar manner to standard armor, but often requires a power source to fully function.

### SLIPSUIT

*Armor (Leather), very rare (requires attunement)*

This form-fitting, padded suit is covered in a layer of carbon nanofibers that form a slick membrane. The slipsuit grants advantage on Escape checks, and other checks made to escape being physically held. The slipsuit also grants the wearer advantage saving throws against physical effects that hamper the wearer's movement (such as *entangle*).

Three times per day, the slipsuit may be activated, and ionized, mineral-rich water saturates the membrane, practically eliminating friction between the suit and any material it comes in contact with. This grants an additional +4 bonus to any check the suit already gives advantage on.

## CYBERTECH

Cybertech is a form of technology that must be implanted in a body by a specialist before it can function. An Intelligence (Medicine) check is required to add or remove cybertech. Cybertech typically augments a character's abilities and statistics. Cybertech's implantation values cannot exceed a character's Intelligence or Constitution score (though none of the cybertech listed has an implantation value). Some cybertech may be mutually exclusive at the DM's discretion (for example, if they replace the same body part).

### AMNESIA TICK

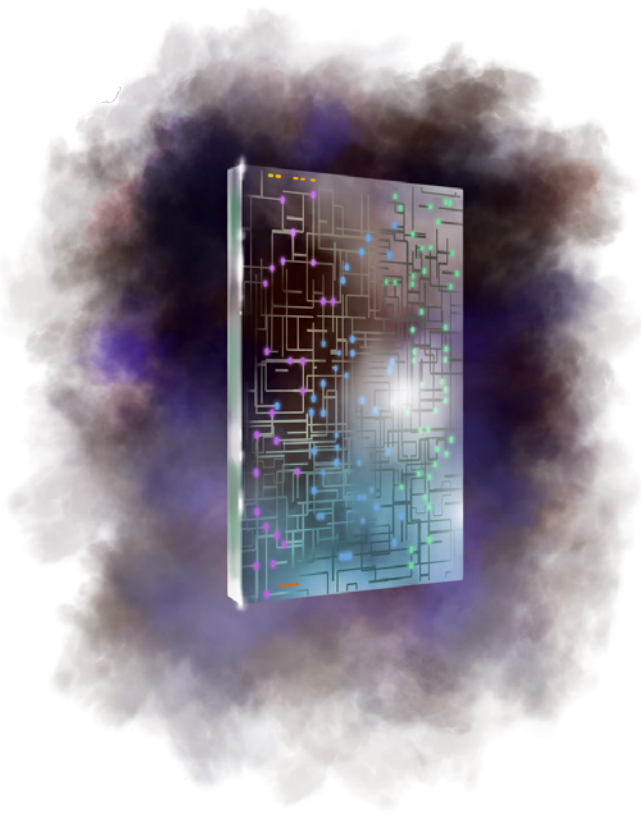
*Cybertech, rare*

This tiny nanoprobe appears to be fashioned into general appearance of a robotic tick, and for good reason. Designed to be used for covert operations, its tiny pinchers cling to flesh allowing it to lodge on to a host anywhere. In this manner its owner have numerous places to affix it where it's not likely to be readily detected.

When activated and tossed onto an unsuspecting host, the tick affixes itself into exposed flesh near the head—typically behind the victim's ear. Once attached, it begins emitting a disruptive

frequency directly into the central nervous system that temporarily alters the victim's memory and perception. The host must make a DC 13 Wisdom saving throw or become stricken with an electronically generated form of global transient amnesia that lasts for as long as the probe remains active or until the tick is removed. In this state, the individual remains fully cognizant of their own identity and readily recognize friends, however they cannot recall basic information, recent history or conversations and remain utterly confused about where they are and what they are doing. While they retain memories of past years, they cannot recall any event of significance that occurred in the last 24 hours. Furthermore, the victim doesn't recognize any individuals or places to whom they have been introduced within the previous 24 hours, nor can they recall prepared spells.

A typical amnesia tick possess enough energy to maintain the signal for 1d3 hours, after which it runs out of power and detaches from the victim. As soon as it detaches, the effect wears off and the individual's memory returns to normal allowing them to recall only murky recollection of major occurrences within the last 24 hours.



### DISCIPLINE CHIP

*Cybertech, very rare*

A discipline chip is installed in the pain center of a creature's brain. Successful implantation leaves no trace of the operation. Once in place, a discipline



chip can be activated by any discipline rod attuned to its frequency. Anyone able to activate a creature's implanted discipline chip receives a +2 bonus on any Intimidation or Animal Handling skill checks made against the creature. Regular use of the chip provides a measure of control over a creature's actions, however a creature able to associate the pain with the presence of the rod has its attitude toward a rod wielder shift to hostile should the rod not be readily evident in the wielder's possession.

## RAPTURE CHIP

*Cybertech, very rare*

A rapture chip is installed in the pleasure center of a creature's brain. Successful implantation leaves no trace of the operation. Once in place, a rapture chip can be activated by any rapture ray attuned to its frequency. Anyone able to activate a creature's implanted rapture chip receives a +2 bonus on any Deception, Persuasion, or Animal Handling skill checks made against the creature. Regular use of a rapture chip can be addicting for a creature implanted with one. The effects of an activated rapture chip are short-lived, but render the implanted creature incapacitated for 1 round as it is overcome with a sensation of ecstasy. Psychological addiction to the implant's effects are a danger. Each time it is activated, the implanted creature must attempt a DC 10 Wisdom saving throw or become addicted. The creature gains 1 level of fatigue that can only be removed with a successful DC 10 Wisdom saving throw after 24 hours of abstinence from the rapture chip, or with another activation of the rapture chip.

## PHARMACEUTICALS

Pharmaceuticals include drugs, poisons, and medicines. They can be ingested or injected, and generally have relatively minor or temporary effects.

## NANITE TISSUE GAUZE

*Pharmaceutical, uncommon*

Nanite tissue gauze comes in packets containing 1 to 6 small spools of a material similar in appearance to surgical gauze, individually vacusealed in clear plastic. Closer inspection reveals the gauze to be woven from strands of a pliable and fleshy-feeling compound. Each spool has enough gauze to make a single repair. Intended as to provide

initial emergency care to individuals working in dangerous situations, nanite tissue gauze has limited applications and isn't considered a substitute for real medical treatment. Once applied, the gauze bonds to the individual's flesh sealing any wounds and allowing them to seemingly regenerate. Nanites in the gauze weave it into new flesh and even lost digits, severed limbs, or broken bones regenerate at the rate of 2d6 points per minute, seemingly allowing the victim to recover. However the new nanite flesh only temporarily solves the problem, and after 24 hours, it begins breaking down. After the 24 hour limit, the user suffers all the effects, including damage, of the original injury.

## BIOTECH

Biotech represents the creation of synthetic organs for the purposes of enhancing or repairing living creatures. Biotech follows the same rules as cybertech for the number of augmentations a character may possess, except that your total number of augmentations is only limited by your Constitution score.

## ADRENAL ENHANCEMENT I, II, III

*Biotech, very rare (mark I and II) or legendary (mark III)*

An adrenal enhancement increases the subject's adrenal gland, granting higher than normal capability for feats of strength, at the cost of exhaustion. A character with an adrenal enhancement may enter an adrenaline surge as a bonus action. This surge grants advantage on Strength and Constitution checks for a number of minutes per day depending on the level of the implant. A character may not end an adrenaline surge prematurely, though spells which calm emotions can suppress its duration as if it were a barbarian's rage. Once an adrenaline surge ends, the implanted character gains 2 levels of exhaustion.

The number of times per day a character can use an adrenal surge alters implantation value and install DCs, as listed below.

Adrenal Enhancement	Uses Per Day	Implantation	Install
Mark I	1	1	DC 14
Mark II	2	2	DC 16
Mark III	4	4	DC 18



## OPTIC ENHANCEMENTS

*Biotech, rare (mark I and II) or very rare (mark III)*

Optic enhancements modify a character's eyes to grant them heightened visual acuity. The enhancement bonus to Wisdom (Perception) checks (and additional vision capabilities) granted by optic enhancements alters price, implantation value and install DCs as listed below.

Optic Enhancements	Perception Bonus	Additional Effect	Implantation	Install
Mark I	1	–	1	DC 12
Mark II	2	Darkvision 30 feet	2	DC 14
Mark III	3	Darkvision 60 feet	3	DC 16

## DERMAL PHOTOSYNTHESIS

*Biotech, rare*

A character with dermal photosynthesis has tens of thousands of tiny photoreceptive cells implanted in their skin. These cells and associated nanites in the character's bloodstream help convert solar energy into biological energy. So long as a character with dermal photosynthesis is exposed to direct sunlight for 3 hours a day, they do not need to eat.

**Implanation 4, Install DC 14**



Chemosol may represent any number of different types of chemicals that come in small, highly pressurized canisters. Activated by depressing a nozzle button on the top of the canister, it unleashes a 15-foot cone of contact chemicals or inhalants. Common chemicals include artificial hormones or pheromones, neurological disruptors, and irritants. The effects and costs of assorted chemicals are listed below. Each canister contains a single dose or application of the desired chemical.

### CS1: ARTIFICIAL HORMONE

*Chemosol, rare*

When sprayed, an artificial hormone produces a small 20-foot diameter cloud, 10 feet in height that lingers for 1d4 rounds. Inhaling these chemicals creates a homeostatic negative feedback loop causing a sudden spike

blood pressure and a rapid elevation of the individual's stress level. Those coming in contact with the chemical must succeed a DC 14 Constitution saving throw to avoid the effects. Failure makes the individual lightheaded and unable to concentrate. For the next 1d4 rounds, the individual flushes and start sweating profusely. His vision blurs causing a –2 penalty to Perception skill checks. Furthermore, lightheadedness makes concentration difficult, leaves him unable to take more than a single action per round.

### CS2: ARTIFICIAL PHEROMONES

*Chemosol, common (+1), uncommon (+2 to +3), rare (+4 to +5) or very rare (+6)*

Artificial pheromones can be used to alter the way an individual responds to you. The user activates the pheromone by applying the chemicals to their own body. The nearly undetectable scent of the artificial pheromones triggers an attraction response from creatures of the same type within 10 feet, granting a bonus (as determined by the strength of the pheromones) on Charisma checks and Charisma-based skill checks. The artificial pheromones last for 10 minutes; however, the volatile pheromones are immediately negated if the user takes 10 or more points of acid or fire damage or is exposed to a scent-based effect like *stinking cloud*. Creatures with no sense of smell are unaffected by artificial pheromones.

### CS3: IRRITANT

*Chemosol, common*

These pressurized chemical irritants can be sprayed on a creature as a ranged touch attack (range 20 feet), causing the target's flesh to break out into a painful blistering rash. The target takes 3 (1d6) points of acid damage, plus 1 additional point of acid damage per round until the target can treat the inflammation, which requires any effect that heals damage or spending an action to make a successful DC 10 Wisdom (Medicine) skill check.

### CS4: STIMSENSITIZER

*Chemosol, uncommon*

This canister sprays a 15-foot cone-shaped spread of chemicals that greatly increase sensitivity to a specific type of sensory stimulus, determined when the stimsensitizer is created. This may be bright light, loud sound, strong smells, heat,



# ROBOTICS

or cold. Creatures in the cone become highly sensitive to the chosen stimulus for 1d6 x 10 minutes unless they make a successful DC 12 Constitution saving throw. Creatures made sensitive to heat or cold by stimsensitizer take a -2 penalty on saving throws against fire or cold effects, respectively. Creatures made sensitive to bright light, loud sounds, or strong smells likewise take a -2 penalty on saving throws against effects based on that type of effect, and whenever exposed to such stimuli take 1d6 points of damage per minute of exposure. Creatures can avoid this damage by moving away from the source of the stimulus or taking cover or shelter, such as closing their eyes, covering their ears, or holding their nose, or simply finding some form of cover or shelter from exposure to it.

## CS5: NEUROLOGICAL DISRUPTOR

*Chemosol, uncommon*

This chemosol canister can be used to make a ranged touch attack (range 30 feet). The neurotoxic chemicals cause a living creature's nervous system to temporarily short out, incapacitating the target for 1 round unless they make a successful DC 10 Constitution saving throw. This is a pain and poison effect. The neurotoxin is much less effective against large creatures, which gain a +2 bonus on their saving throw for every size they are above Medium. Creatures smaller than Medium, on the other hand, take a -1 penalty for every size they are smaller than Medium.

## CS6: NEUROLOGICAL EXCITER

*Chemosol, rare*

A neurological exciter can be sprayed to produce a small 20-foot diameter cloud, 10 feet in height that lingers for 1d4 rounds. Victims within or entering the cloud are wracked with uncontrollable spasms and convulsions for 1d4 rounds unless they make a successful DC 12 Constitution saving throw. While convulsing, creatures are treated as incapacitated, but also move 5 feet each round in a random direction. A creature adjacent to a convulsing creature after it moves takes 3 (1d6) points of bludgeoning damage from its flailing limbs and thrashing body. A convulsing creature can attempt a new Constitution saving throw each round at the end of its turn to end the convulsions. The convulsions can be ended immediately by *protection from poison*.

Robotics includes new robotic creatures and devices or modifications that can be made to existing androids, robots, and similar mechanical creatures.

## VARIANT ANDROIDS

While most androids encountered in the land of super science are human in appearance, newer androids created through use of technological artifacts or the machinations of dark intelligences between the stars can come in any number of shapes and sizes. The below option may be chosen by android characters and change their outward physical appearance (including height and weight) to match the respective race.

*Artificial Nature:* You appear as though a member of a standard race. You use the height and weight charts for your apparent race and are treated as a member of that race, as well as a construct for purposes of effects and requirements related to kind. You possess all the racial features of your apparent race.

## ROBOT CONTROL HARNESS

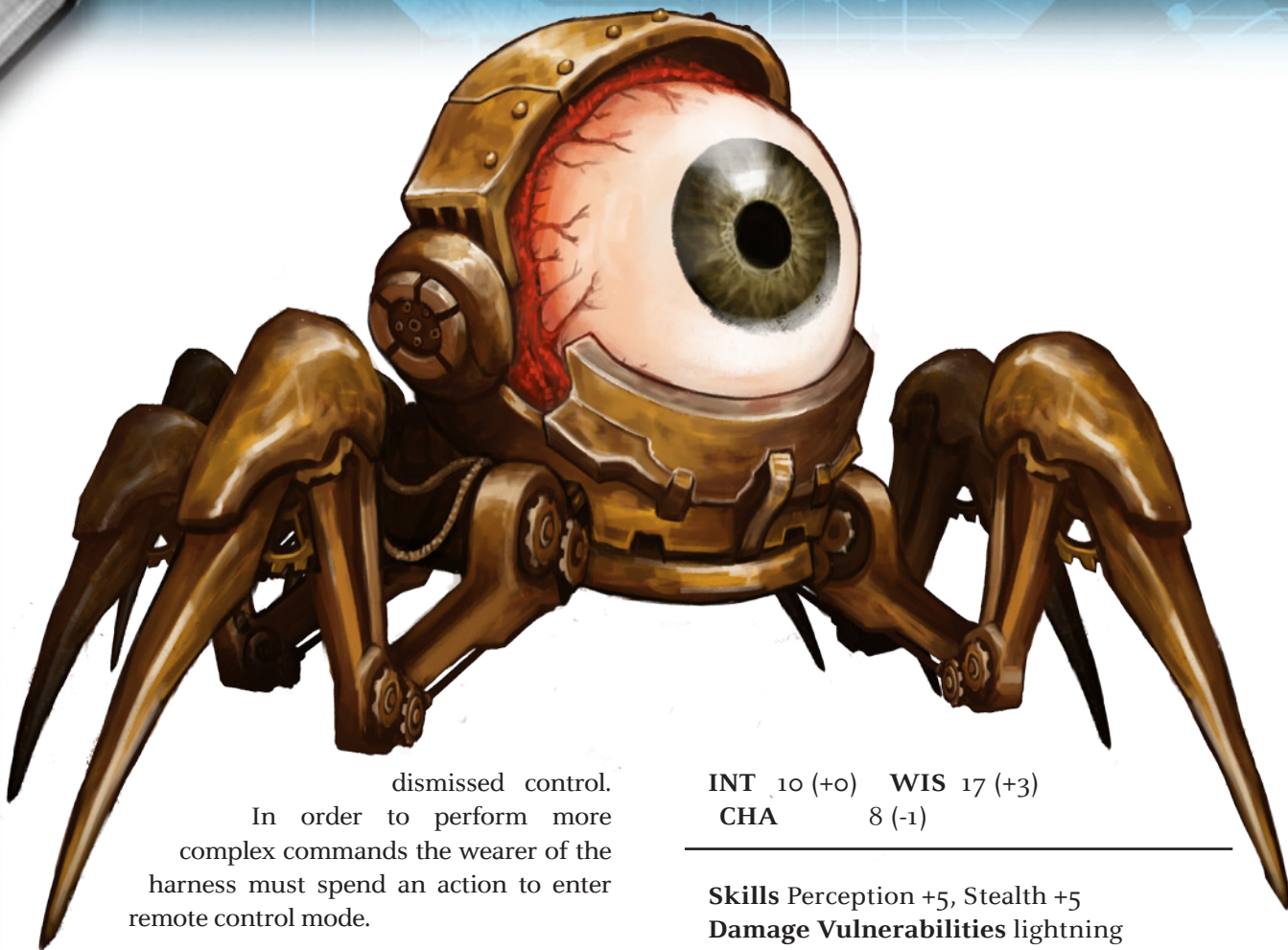
*(Minor Technological Artifact)*

Originally designed to remotely operate robots in areas hostile to humanoid life, robot control harnesses eventually became co-opted for combat application. A robot control harness is a full-body suit designed for a medium-sized creature, worn in the place of armor. It features an articulated spine and a lightweight exoskeleton that follows the arms and legs. Donning a robot control harness takes 5 minutes, but requires no assistance as the suit automatically adjusts straps to fit the wearer. Part of the donning process involves the articulated spine clamping on to the wearer, causing 1 point of damage as it injects a flood of nanites into the wearer's spine to assist in the interface process.

Once fully donned, the robot control harness may be used to assume control of any robot within line of sight as an action. If the robot is not willing, it must succeed at a DC 15 Wisdom saving throw to resist control. You may only control one robot at a time with a robot control harness, and control may be dismissed at any time on your turn.

A robot under the influence of a robot control harness will follow simple verbal commands (come, attack, halt, retrieve) provided it remains within line of sight. The robot remains under control of the harness wearer until the harness is removed or the wearer





dismissed control. In order to perform more complex commands the wearer of the harness must spend an action to enter remote control mode.

In remote control mode, the wearer of the robot control harness is unaware of their surroundings and cannot make Perception skill checks. Additionally, the wearer is considered restrained while they are controlling a robot in this fashion. When in remote control mode, the wearer of the robot control harness effectively possesses the robot. The wearer may make skill checks using the robot, with the wearer's skill bonus. The harness wearer may disengage from remote control mode at any time on their turn.

A robot control harness uses 1 charge per hour while worn. This increases to 1 charge per minute while in remote control mode.

## New Robot: Walking Eye

*This metallic sphere is held aloft by four spindly, insect-like legs, and sports a single eye of red glass.*

### WALKING EYE

Medium construct (robot), unaligned

**Armor Class** 19

**Hit Points** 26 (4d8+8)

**Speed** 30 ft.

**STR** 11 (+0) **DEX** 16 (+3) **CON** 14 (+2)

**INT** 10 (+0) **WIS** 17 (+3)  
**CHA** 8 (-1)

**Skills** Perception +5, Stealth +5

**Damage Vulnerabilities** lightning

**Damage Resistance** cold, fire

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** passive Perception 15

**Languages** Common (cannot speak)

**Challenge** 1 (200 XP)

### Special Traits

**Force Field.** A walking eye is surrounded by a forcefield with 20 hit points that replenish at a rate of 2 per round. If the field is brought to 0 hp, it ceases to function for 24 hours.

**Surefooted.** A walking eye is unaffected by difficult terrain.

**Surveillance.** A walking eye can record up to 8 hours of sounds and images it has experienced and replay it for others at will.

### Actions

**Integrated Laser Pistol.** Ranged weapon attack: +5 to hit, range 20/60, 1 target. *Hit:* 7 (1d8 + 3) fire damage.

Walking eyes were built as mobile spies and scouts. They are programmed to observe as unobtrusively as possible, fleeing from danger and attacking only in self-defense.





# TECHNOLOGICAL GEAR

This catchall category includes a wide range of devices, from relatively minor gizmos like zipsticks to technological wonders like clonepods.

## CHEMO-OXIDIZER REACTOR CAPSULE

*Wondrous item, rare*

A chemo-oxidizer consists of a marble-sized, magnetized reactor capsule that can be hurled at a target or shot using a sling or wrist rocket. Variant versions include cartridges that can be fired from flare guns, shot guns, or other types of firearms however these are rare as misfires typically destroy the weapon.

Once it strikes a target, the reactor capsule rapidly releases a potent chemical that increases the speed of oxidation causing the metal to weaken in a 1-foot-diameter centered on the charge. Thereafter, the metal begins losing 1 point of damage threshold per round. If the metal is reduced to half its original threshold the affected area rusts completely.

If used against a ferrous-based creature (such as a robot) the chemicals weaken the creature's natural AC bonus instead of its damage threshold. If the creature loses more than half its natural AC, then the chemicals deal 1d8 points of damage to the creature. A creature may make a DC 14 Constitution saving throw to end AC reduction effect.

Once used, the oxidizing chemical is depleted and the item becomes useless. Usually found in groups of 1d4 reactor pellets.

## CIRCUIT TRACER-CLONER

*Wondrous item, very rare*

This handheld orb has two depressions set near its base from which protrudes a pair of extractable clips. Once per day, when these clips are attached to any two points along the path of an electronic circuit, the user may then activate the device sending out a burst of electrons that run a tracer signal, sending back data to the orb which quickly determines the precise schematic of the circuit and identifies any breaks or malfunctions in the circuit path.

This information is priceless to anyone capable of building or repairing circuits, providing them a +10 bonus when try to repair or recreate an electronically based device. The device can store the schematics of up to 50 circuits, at which point the

owner can choose to erase older schematic to add newer ones.

## DETECTOR GLOBE

*Wondrous item, very rare*

This small globe is only 5 inches in diameter. It is an absorptive matte black but intricately worked with metal filaments around a battery port. A detector globe is activated by tracing the metal filaments in a certain pattern, discoverable with a DC 15 Intelligence (Arcana) or Dexterity (Sleight of Hand) check. As soon as the pattern is complete the filaments begin to glow and the globe ascends up to 20 ft., stopping gently if it hits something before it reaches its maximum height. Rays arc out from the filaments, running over and through every object in a 30 ft. radius. Any magic aura glows blue in the light of the rays. Any poison glows green and any living creature glows white. Detected objects and effects that leave the 30 ft. radius cease glowing when they leave the radius. Detectable objects and effects that enter the radius immediate start glowing.

The detector globe stays aloft for 1 minute before gently descending to the floor, stopping if it reaches an intervening obstacle (such as its owner's hand). As soon as it begins to descend the rays flicker out, the charge expended.

The rays of a detector globe can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks them.

A detector globe may have up to 5 charges in it depending on how many times it's been used. While a battery is plugged into the port at the bottom of the detector globe, the metal filaments glow brightly as it drains the battery until the globe reaches 5 charges.

## GHOSTER UNIT

*Wondrous item, very rare*

Shoulder and waist straps keep this matte black disc affixed to the wearer's chest. When activated, the ghoster unit can cause the wearer's body to vibrate at specific frequencies, allowing her to move through solid, nonliving matter. Moving through a square blocked by matter uses one charge. Activating the ghoster unit requires an action, and it deactivates itself once the wearer moves into an area without obstructing materials. If the ghoster unit runs out of charges while the wearer is still moving through material, she is shunted out toward the nearest open space, taking 1d6 points of damage for



every 5 feet of distance traveled. This burns out the ghoster unit, making it inoperable until repaired. The ghoster unit can hold up to 5 charges, and is recharged by being connected to a battery or other power source.

## GRAVITY BELT

*Wondrous item, very rare*

When created a gravity normalizer is set to a specific gravity level, typically that of the creator's home-world. When activated the gravity belt creates a localized field of normal gravity for the wearer and all gear carried. Any held items the wearer of a gravity belt releases becomes immediately affected by local gravity. When used in an area of zero gravity, the wearer of the gravity belt may choose which direction is "down" as a move action on their turn. While the gravity belt is functional, the wearer falls at a rate of 350 feet per round in the direction indicated as "down" in a zero gravity environment, if not touching a solid object.



## LEARNING HELMET

*Wondrous item, very rare*

This helmet with a chrome, mirror-like finish, is programmed with a particular skill or skills, which it can implant into the mind of the helmet's wearer while he sleeps. This subconscious instruction reroutes the subject's neurons, creating new pathways to accommodate the knowledge, erasing other portions of knowledge for the sake of implanting the new information. The wearer loses proficiency in one skill and gains it in another. If the wearer is awakened before the process completes, then the process must be started over again for another 8 full hours to be successful.

## MICROGRAPPLER

*Wondrous item, very rare*

A series of flattened oblong metal plates form can be slid over ones forearm and then locked into position with a series of tiny latches. Along the inner ridge, three metal buttons with cryptic symbol on each one. The plate along the outer edge is slightly raised and forms into a slender that extends an inch beyond the wrist. Protruding from the tube is a small bolt-shaped projectile with retracting claws. When worn, the user can program the device to fire the bolt, which is attached to several hundred feet of impossibly fine metal cable spun into a complex winding system hidden inside the plates. When fired, the bolt sinks into a target and thereafter, the winding mechanism pulls the wearer towards it. Alternately, it can be fired at person or creature allowing the wearer to attempt to pull the target toward himself.

The micrograppler's wearer operates the device using the three buttons located along the inseam. Depressing the first button causes the micrograppler to start building up a compressional charge. Thereafter, the individual has 2 rounds to aim the device before the charge releases, launching the grappling bolt as a ranged attack. The bolt travels in a straight line with a range 300 ft. If it strikes something in its path, the head of the bolt quickly buries into it, and releases anchoring hooks that hold it fast. The bolt can penetrate any material with a damage threshold less than 10. If it strikes a living object, it deals 1d6 piercing damage. Once the bolt is lodged into the object, it can only be removed by tearing it free with a DC 20 Strength check that breaks the bolt and deals 4d6 damage to whatever the bolt was lodged in. The cable has damage threshold 10, and hp 45.

The second button rewinds the grappler. When depressed the grappler begins rewinding pulling the wearer and the object towards each other at a speed of 30 feet per round. If the wearer attempts to remain stationary, then the object grappled must make a Strength check equal to 10+ the wearer's Strength modifier or be pulled toward the wearer. If the target exceeds the check, then the wearer moves towards the target. The wearer may also voluntarily allow himself to be pulled towards the target. Likewise if the target is an immobile object, the wearer is pulled toward the target.

The third button causes the bolt to retract its anchoring hooks allowing it to be freely extracted from the target.



## MEMORY TRANSFER PROBE (MTP)

*Wondrous item, very rare*

This device has the appearance of a long surgical needle with a tiny glowing transmitter affixed to the top of the shaft. An MTP is designed to extract or install the image of a memory and transfer it to an external storage device such as a computer. The nanite-acupuncture needle can be inserted into the individual through the spine, near the base of the skull, where it sends specific electromagnetic frequencies into the individual's brain that can then be interpreted as a stored memory or translate the brain's pulses and record them as a new memory. A stored image may contain words or merely be an image or series of events. Individuals wishing to experience the memory can access it via a computer and then applying the MTP to themselves.

Inserting the probe properly requires a DC 14 Wisdom (Medicine) skill check, otherwise the individual gains one level of exhaustion and must wait until they are fully recovered before the individual can get hit again.

The probe can only transfer one memory at a time and the computer can only store a single event. There is no limit to the number of times this device may be used, however after 50 or uses it begins to malfunction, altering memories or only retaining part of the information, which poses significant risk to the user.

## NEUTRALIZING SAFETY BLANKET (NSB)

*Wondrous item, uncommon*

This fibercarbon capsule about the size of a scrollcase with a circular graphite pull-tab at one end. Aiming opposite end of the tube and pulling the tab fires out a 5-ft by 5-ft blanket woven from some sort of artificial cloth. The blanket is saturated with neutralizing powered that quickly negates the effects of acids or fire. An individual can pull the tab to shoot the blanket as a ranged attack with a 30-foot range at any individual who has caught on fire, been doused with acid or suffers from exposure to similarly caustic chemicals. If the blanket hit, it wraps around the individual and knocks him prone, immediately extinguishes the fire or neutralizes caustic substance. The individual is prone, and concealed beneath the blanket, however they aren't restrained and may move freely.

## OPTICAL LOCK

*Wondrous item, uncommon*

This small device records and stores its owner's retinal patterns. Thereafter the owner may place

the optical lock may onto another device in order to protect it. In order to activate the device, the lock's owner must first identify herself by allowing the scanner to scan match her retina to confirm her identity. Once the optical lock is set, only another retina scan may safely open it. Should anyone else attempting to activate the device, they are first sent a computerized request to scan a retina. Further tampering or false scans start a kill switch code that overloads the device causing it to explode, emitting a potent a charge of electrostatic that typically injures the tampering individual and either breaks or fully destroys the item on a failed save.

The electrical blast deals 4d6 lightning damage, though a successful DC 14 Dexterity save reduces the damage by half. Once triggered, the optical lock is destroyed. However, if the lock isn't triggered, the owner can once again use a retinal scan to deactivate it and set it elsewhere.

## POLYTOOL

*Wondrous item, rare*

A polytool is a miniature fabrication laboratory condensed into a single wearable piece of technology. It holds 10 charges, and be recharged with a battery or other power source. The wearer of the polytool may create any of the below effects by expending the listed number of charges from the item.

- Gain a +2 bonus on any check to create, modify, or sabotage an item - 1 charge.
- Create an item as if by *fabricate* - 2 charges.
- Recharge one touched technological item equal to the number of charges expended -2.
- Create one one-handed or light melee weapon. Weapons created in this fashion may not be of a special material and cost 1 charge to create and may be sustained by expending 1 additional charge per round. On a round in which a charge is not expended the weapon crumbles to dust. This weapon may not be disarmed or dropped, but it may be damaged as normal.

## SOLAR ARRAY

*Wondrous item, rare*

This sharp-cornered metal box is 5 ft. by 1 ft. by 1 ft. It comes with a key that is necessary to unlock it (it can also be unlocked with a DC 25 Dexterity check using thieves' tools). Once unlocked the box unfolds into a 10 ft. square of paneling that is



metal on the underside but a glassy black on the top side with intricate tracers of metal filaments visible just beneath the surface. The array has a power cable and a port for plugging in batteries. Only the port or the power cable may be in use at any one time. When the array is opened and placed in full sunlight, indicator lights adjacent to the port and the cable glow green. A battery or any item that uses batteries can be plugged in to the solar array via the port or the cable and will gain one charge every 4 hours. If the connection is broken partway through a 4 hour period, the partial charge is lost. If there is indirect sunlight or overcast the Solar Array provide one charge every 12 hours instead.

## THERMAL BAG

*Wondrous item, uncommon*

A thermal bag is a piece of emergency survival equipment used to protect an individual from subzero temperatures.

The bag comes in a tiny canister about the size of a human's thumb. When the seal is popped, the thermal bag rapidly expands forming a full sized sleeping bag large enough to fit one medium-sized creatures. Chemicals within the bag's lining react to the expansion producing heat and warming the inside temperature to a comfortable 85°F.

Once opened, the bag remains hot 24 hours, after which point it becomes an ordinary insulated sleeping bag safe to use in any non-subzero temperature. Unfortunately, once released from the carrying canister, the expanded bag remains at full size and cannot be returned to the canister.

## THERMAL SALTS

*Wondrous item, uncommon*

Thermal salts consist of a 4-inch long rectangular soft mesh pouch filled with small salt-like crystals. When crushed the salts cause a chemical reaction that releases a substantial amount of thermal energy, rapidly heating any material it touches in a 5-foot-diameter. The effect and duration is similar to heat metal without the need for a bonus action, however the salts work on any matter. If the material heated is combustible, the object bursts into flames. Similarly, plastic, glass, or similar materials melt if reduced to 0 hp, liquids vaporize, and computer consoles or other electronic devices burn out. If activated thermal salts contact with the flesh a living creatures,

they determine all damage using a d10 instead of a d8. Thermal salts can only be used once and upon cooling down, the crystals become inert

## VACUSEALER

*Wondrous item, uncommon*

This strange looking device looks almost like a gun with an oversized grip trigger. The barrel is open and holds foot a pair of foot-long clear tubular glass cartridges that when properly affixed look like twin syringe chambers connected to a single nozzle. Each cartridge holds an identical amount of a different colored syrupy liquid, one pale yellow, the other clear but slightly milky. When the vacusealer's trigger is compressed it releases a rapid hardening polymer that flows in a slow but steady stream from the end of the nozzle until it runs out or the individual squeezing the trigger releases her grip. The user can control the compression releasing a small amount very slowly up to a fist-sized blob. The polymer sets in one round but remains pliable. Over the course of the next two minutes, it becomes completely solid and creates a fully air tight seal around whatever it was applied to, encasing it much like a fossil is preserved in amber. The polymer is most commonly used to preserve and protect circuitry and effectively provides the material with 20 bonus hit points against the effects of energy damage (fire, cold, lightning, acid, etc). The polymer can be applied to most solid materials to give it the same benefit. If the sealed item takes damage, it is removed from the temporary hit points first before the damage is applied to the actual item.

While a vacusealer can be used to coat the skin of a living creature, it prevents airflow and once it hardens prevents the creature from moving, thus it has limited use in its capacity as armor and more often than not, those who have tried to use it for such purposes end up injuring themselves.

Alternately, the polymer can be used as a glue, however it doesn't hold up well under stress and if it takes more than 20 hit points of damage, it loses its bond.

Polymer cartridges always come in pairs and contain enough of the polymer to seal the surface area of 2-square-feet of material. Once the polymer hardens, it is expended. Similarly, once a cartridge is emptied the polymer gets lodged in the nozzle making refilling used cartridges near impossible.



## NEW MATERIAL: NANOWEAVE

**HP/inch** 20; **Damage Threshold** 10; **Cost** 20x the standard cost of the item (30x if in prepackaged, inflatable form)

Nanoweave is a light, durable material constructed of interwoven carbon nanofibers. This versatile material can be crafted into a number of useful forms and tools. These can be compressed down into small, easily portable forms for travel. Items made from nanoweave weigh 1/4 as much as the same item made from normal cloth, fiber, or leather. Fixed structures normally made of cloth, leather, or wood can also be constructed from nanoweave. Nanoweave is extraordinarily resistant to damage from standard blades and tools, but easily worked with energy weapons and tools or with monofilament items. (Fire and electricity bypass the hardness of nanoweave.)

Structures such as shelters can be crafted of nanoweave, compressed into packages small enough to fit in a pocket or belt pouch. The owner can expand them to full size at the touch of a button, using a small device filled with liquid oxygen or nitrogen to produce the gas necessary to inflate the structure. Air pressure between layers of nanoweave keep the shelter rigid. Then it merely needs to be weighted down—typically by filling small pouches at the corners with earth, rocks, or sand—or staked to keep it from blowing away in the wind. A prepackaged boat could be dropped into a body of water after the inflation unit is activated, with osmosis providing rigidity and shape.

Sample item:

Nanoweave rope; Price 20 gp; Weight 2.5 lbs. This thin, black rope has 10 hit points.

The majority of technological weapons are ranged weapons, although some high-tech melee weapons can be found in dungeons as well.

### BEAM SABER

*Weapon (scimitar), very rare*

A beam saber is comprised of a foot long hilt and a three to four foot long blade of contained plasma. A beam saber may be ignited as a bonus action, causing the blade of plasma to erupt from one end of the hilt. The blade deals plasma damage, half of which is fire and half of which is lightning. The concentration of the beam saber's plasma is so great that this weapon ignores up to 20 points of hardness. The beam saber can hold up to 10 charges, and each minute of use consumes 1 charge. A beam saber does 4d6 damage.

### DISCIPLINE ROD

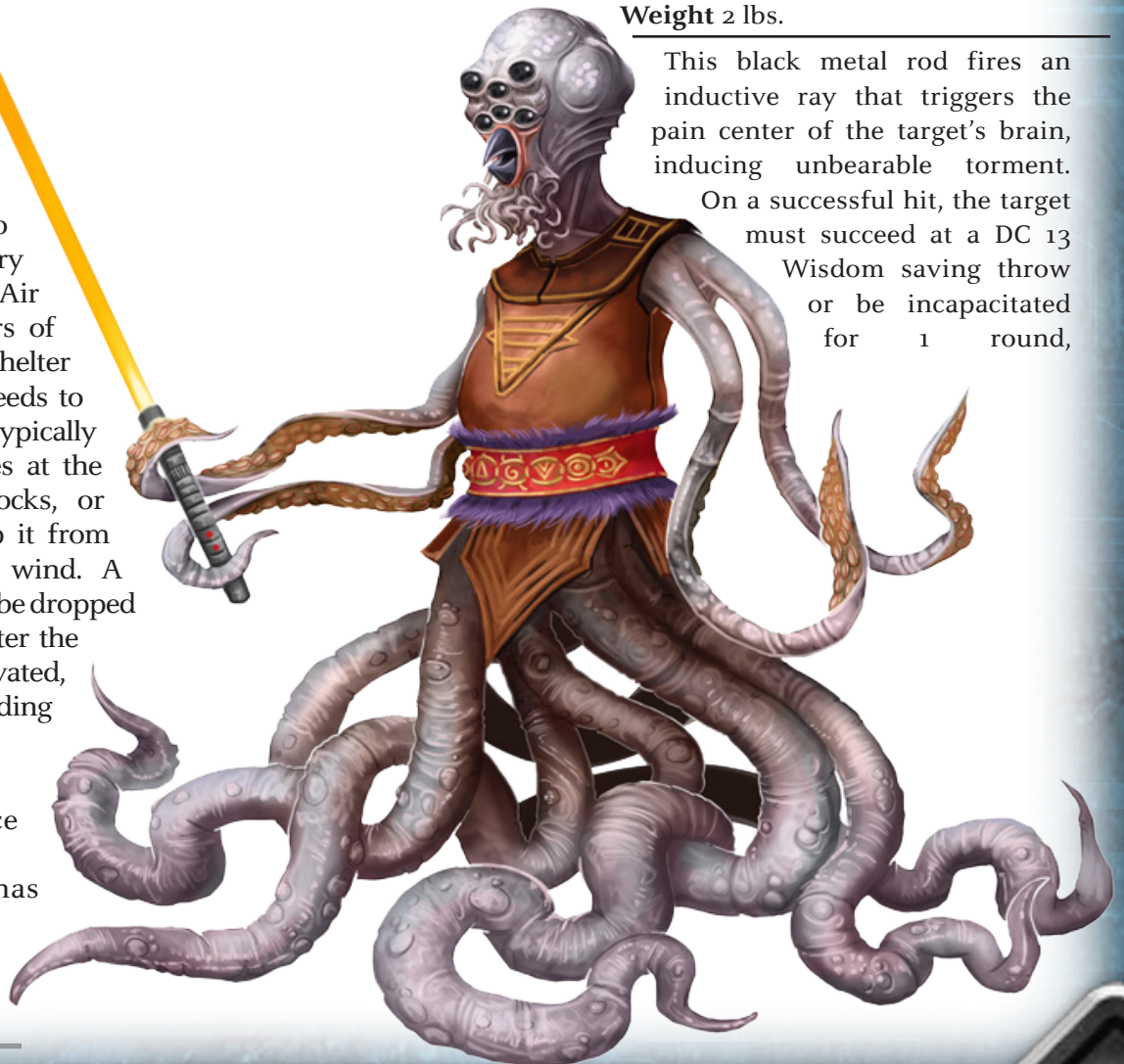
*Weapon, very rare*

**Type** martial one-handed ranged **Range** 20/60 ft.

**Weight** 2 lbs.

This black metal rod fires an inductive ray that triggers the pain center of the target's brain, inducing unbearable torment.

On a successful hit, the target must succeed at a DC 13 Wisdom saving throw or be incapacitated for 1 round,





overcome with waves of agony. A successful critical hit doubles the duration of the effect. The wielder of the discipline rod gains a +2 on all Intimidation or Animal Handling checks against the target so long as he possesses the discipline rod.

If a creature is implanted with a discipline chip that is set to the discipline rod's signal, the wielder of the rod does not have to target that creature, affecting it automatically as long as it is within range. A discipline rod can be synchronized with up to four different discipline chips.

A discipline rod only works on creatures with developed brains, including animals. It has no effect on androids, constructs, elementals, oozes, plants, undead, or vermin.

A discipline rod can hold up to 10 charges, and consumes 1 with each shot fired.

succeed at a DC 15 Constitution saving throw or be incapacitated for 1 round, as the electricity that strikes it jumps and crackles in a wreath of energy about it. The electricity remains surging around the target. On the following round on your turn, it takes 2d6 lightning damage and is staggered for another round unless it succeeds at another Constitution save. The second round after the initial attack, it takes 1d6 lightning damage and the effect ends. If another creature is adjacent to the target on any round it takes lightning damage, the lightning arcs to strike it, doing the same amount of damage as suffered by the target. If the adjacent creature makes a successful DC 15 Dexterity saving throw, they take half instead. A successful dispel magic ends the effect immediately.

A living lightning gun can hold up to 20 charges, and uses 1 per shot fired.

### LIVING LIGHTNING GUN

*Weapon, very rare*

**Type** martial two-handed ranged **Dmg** 3d6 lightning  
**Range** 60/180 ft. **Weight** 6 lbs.

This piece of arcane technology surrounds the target with an electrical field that continues to do damage, and may harm creatures nearby. A creature struck by a shot from this rifle must

### RAPTURE RAY

*Weapon, very rare*

**Type** martial one-handed ranged **Range** 20/60 ft.  
**Weight** 2 lbs.

This burnished metal rod fires an inductive ray that triggers the pleasure center of the target's brain, inducing feelings of extreme euphoria. On a successful hit, the target must succeed at a





DC 13 Wisdom saving throw or be incapacitated for 1 round, overcome with waves of pleasure. A successful critical hit doubles the duration of the effect. So long as the wielder of the rapture ray takes no offensive actions against the target, he gains a +2 on all Charisma (Animal Handling, Deception, or Persuasion) checks against the target so long as he possesses the rapture ray.

If a creature is implanted with a rapture chip that is set to the rapture ray's signal, the wielder does not have to target that creature, affecting it automatically as long as it is within range. A rapture ray can be synchronized with up to four different rapture chips.

The sensation provided by a rapture ray is psychologically addictive, and a creature that experiences its effects may end up desiring the pleasure of the experience, ignoring all other stimuli and going out of its way to please the owner of the rapture ray in the hopes of being rewarded with further shots from it. Should a creature be affected more than three times by a rapture ray, it must succeed at a DC 10 Wisdom saving throw to avoid addiction. See the entry for *rapture chip* for details on addiction.

A rapture ray only works on creatures with developed brains, including animals. It has no effect on androids, constructs, elementals, oozes, plants, undead, or vermin.

## SCREAMER PISTOL

*Weapon, very rare*

**Type** martial one-handed ranged **Dmg** 1d8 thunder  
**Range** 20/60 ft. **Weight** 2 lbs.

First created by a coven of witches that added their own eldritch touches to technology, a screamer pistol acts as a sonic pistol with two modifications. First, targets struck by the shrieking blast of sonic energy must succeed at a DC 13 Constitution saving throw or be deafened for 1 round. Second, if the target struck by a screamer pistol is under the effects of any hex or curse with a duration measured in rounds or minutes, then the duration of that hex is extended by 1 round.

## TANGLER GRENADE

*Weapon, rare*

When this grenade detonates it covers everything in a 20 foot radius in a coating of sticky, web-like strands. Every creature within the area is affected as if by a *web* spell except that the tangler grenade does not need to be anchored.

## WITCH-THORN TANGLER GRENADE

*Weapon, rare*

A magically enhanced version of the tangler grenade, the black, sticky strands of material dispensed by this weapon grow barbed thorns. Any creature entangled by the effects of the grenade that moves while entangled, makes a Strength check to break free, takes 3d4 piercing damage from the thorns. The damage may be treated normally, but unless the creature is removed from the strands, any of the above actions will cause it to take damage again.

## GRAVITIC WEAPONS

Terrifying to behold, gravitic weapons are the result of a Pandora's Box of military weapons research. The potential for destruction in the weapons that resulted from research and development was staggering, resulting in a swift ban on gravitic weapon development. Unfortunately, once the processes to create these nightmarish devices was discovered, it was nearly impossible to put the genie back in the bottle. Gravitic weapons are extremely rare weapons of mass destruction and should evoke awe and horror in their use.

Gravitic weapons that create singularities do not function in areas where extradimensional travel is not possible.

## GRAVITY CANNON

*Weapon, very rare*

**Type** Martial two-handed ranged **Range** 200 ft.  
**Weight** 17 lbs.

This terrifying heavy weapon generates a beam of energy when fired that creates a microscopic singularity on striking a corporeal target. Corporeal creatures or objects hit by this beam must succeed at a DC 13 Constitution saving throw or take 20d6 points of damage as the singularity tears them apart from the inside. A successful save halves this damage. A creature reduced to 0 hp by a gravity cannon is slain instantly and their body destroyed as it is collapsed into the singularity. A gravity cannon can contain up to 10 charges and consumes 1 with each attack. Recharging it requires a battery or other power source.

## KINESIS GRAPPLER

*Wondrous item, very rare*

A kinesis grapppler allows its wielder to affect the local gravity of a single object

or creature within 30 feet. Each time the kinesis grapppler is fired it generates an effect identical to that of *telekinesis*. Once fired the kinesis grapppler may maintain the *telekinesis* effect, draining 1 additional charge each round of sustained use. The grapppler holds up to 10 charges and may regain charges by being attached to a battery or other source of power.

## SINGULARITY GRENADE

*Wondrous item, rare*

This six-inch wide metal sphere features a single detonator button that, when depressed, determines the delay on the grenade's explosion. A singularity grenade defaults to explode on impact once triggered (as part of an attack action.) Alternatively, it may be set to detonate anywhere between 1 to 10 rounds after being thrown.

When a singularity grenade explodes it causes 10d6 points of damage to everything within a 30-foot radius burst and creates a gravity well in the explosion area with a tiny black marble of nothingness at the center of the explosion—a singularity, or miniature black hole. All light levels within the radius of a singularity grenade's explosion drop depending on proximity to the singularity. Squares within 5 feet of the explosion epicenter are considered total darkness, squares within 10 to 15 feet from the epicenter are considered dim illumination, and squares beyond that are normal illumination. No mundane or magical light sources can improve



the illumination within the explosion radius. Treat all squares within the 30-foot radius explosion of a singularity grenade as difficult terrain. These effects persist for 1 round after damage is dealt.

On the next round following a singularity grenade's explosion, the singularity collapses, pulling all creatures and objects still remaining within the 30-foot blast radius in towards the center. Creatures that fail a DC 20 Dexterity saving throw are knocked prone and pulled into the closest square adjacent to the explosion epicenter and take an additional 10d6 points of damage. Unattended objects are automatically pulled. Creatures and objects reduced to 0 hp by a singularity grenade are pulled into the singularity and are instantly slain, leaving no remains behind.

## ZERO-G GRENADE

*Wondrous item, rare*

When thrown, a zero-g grenade explodes on impact in a 30-foot radius burst. All creatures and objects in this area must succeed at a DC 13 Wisdom saving throw or float 10 feet off the ground, as if affected by *levitate*, but with no inherent ability to control their upward or downward movement. This zero gravity field persists in the affected area for 1d4 rounds. A creature that makes their save may move out of the area of zero gravity normally. However, they must continue to make this save each round or become affected by the zero gravity field. Any creature entering the field must immediately make this save. Any creature that exits the zero gravity field is immediately effected by normal gravity and may take falling damage as appropriate.

## TECHNOLOGICAL FIREARMS

While the official Pathfinder guide to technology focuses on energy weapons, technologically advanced conventional firearms are a further expression of warfare from advanced cultures. These weapons are treated as standard firearms, except as follows.

**Misfire:** A roll of a 1 on a technological firearm indicates a possible misfire. Make the attack roll again, a second roll of a 1 indicates a misfire.

**Creation:** Technological firearms may be created with a gunsmithing kit, but it takes 4x the amount of time. Technological firearms created with a military lab are made at the standard time.



If you are interested in increasing the realism of firearms and adding an additional caveat to their use, recoil presents a new modifier to firearm attack rolls. Every firearm that shoots solid ammunition (not energy weapons) has a recoil modifier equal to the average damage of the weapon's dice (rounded down.) This value applies as a penalty to all attack rolls made with the firearm and stacks with any other penalties.

A firearm's recoil modifier is reduced by an amount equal to the wielder's Strength modifier, to a minimum of 0. Recoil compensation technological gear can also help mitigate recoil in firearms.

### HEAVY PISTOL

*Weapon, very rare*

**Type** martial one-handed ranged; **Dmg** 2d6 **Range** 20/80 ft.; **Capacity** 15 cartridge; **Weight** 4 lbs.

Also known as a "hand cannon," these bulky one-handed firearms are designed for punching through heavy armor and have an increased stopping power when compared to less advanced slug-throwing firearms of comparable size.

### SNIPER RIFLE

*Weapon, very rare*

**Type** martial two-handed ranged; **Dmg** 4d6 **Range** 150/600 ft.; **Capacity** 15 cartridge; **Weight** 7 lbs.

A sniper rifle is a high-powered and long-ranged firearm designed for disabling creatures or vehicles from a distance. Sniper rifles are commonly outfitted with optical zoom scopes, which grant additional range and other functionality.

### SHOTGUN, AUTOMATIC

*Weapon, very rare*

**Type** martial two-handed ranged; **Dmg** 2d8 **Range** 20/80 ft.; **Capacity** 12 chamber; **Weight** 7 lbs.

Renowned for their lethality, automatic shotguns fire high-impact rounds at tremendous speed. These weapons can fire either slugs or pellets. Pellets do 1d8 piercing damage to all creatures adjacent to a target struck.

### RECOIL COMPENSATOR I, II, III, IV, V

*Wondrous item, rare*

Recoil compensators are attachments for slug-throwing firearms (not energy weapons.) These devices can be attached to any firearm. Low-ranking recoil compensators take the form of muzzle-loaded gas vents that help stabilize firearms by directing gas discharge when fired. Higher-ranking recoil compensators are gyroscope units that attach across the lower receiver. Each rank of recoil compensator reduces a firearm's recoil by 1 point, to a minimum of 0.

### SCOPE I, II, III, IV, V

*Wondrous item, rare*

Scopes help firearms by increasing their effective range and reducing range penalties. A scope can be attached to any kind of firearm. Each rank of scope increases the firearm's normal and long ranges by 5 feet per rank.

### TARGETING COMPUTER I, II, III, IV, V

*Wondrous item, very rare*

A targeting computer is a specialized sensory device that helps calibrate a firearm's aim. It can be attached to any kind of firearm. Once attached the targeting computer can be engaged as a bonus action, and grants a +1 bonus to ranged attack rolls per rank (maximum +5) with the firearm it is attached to.



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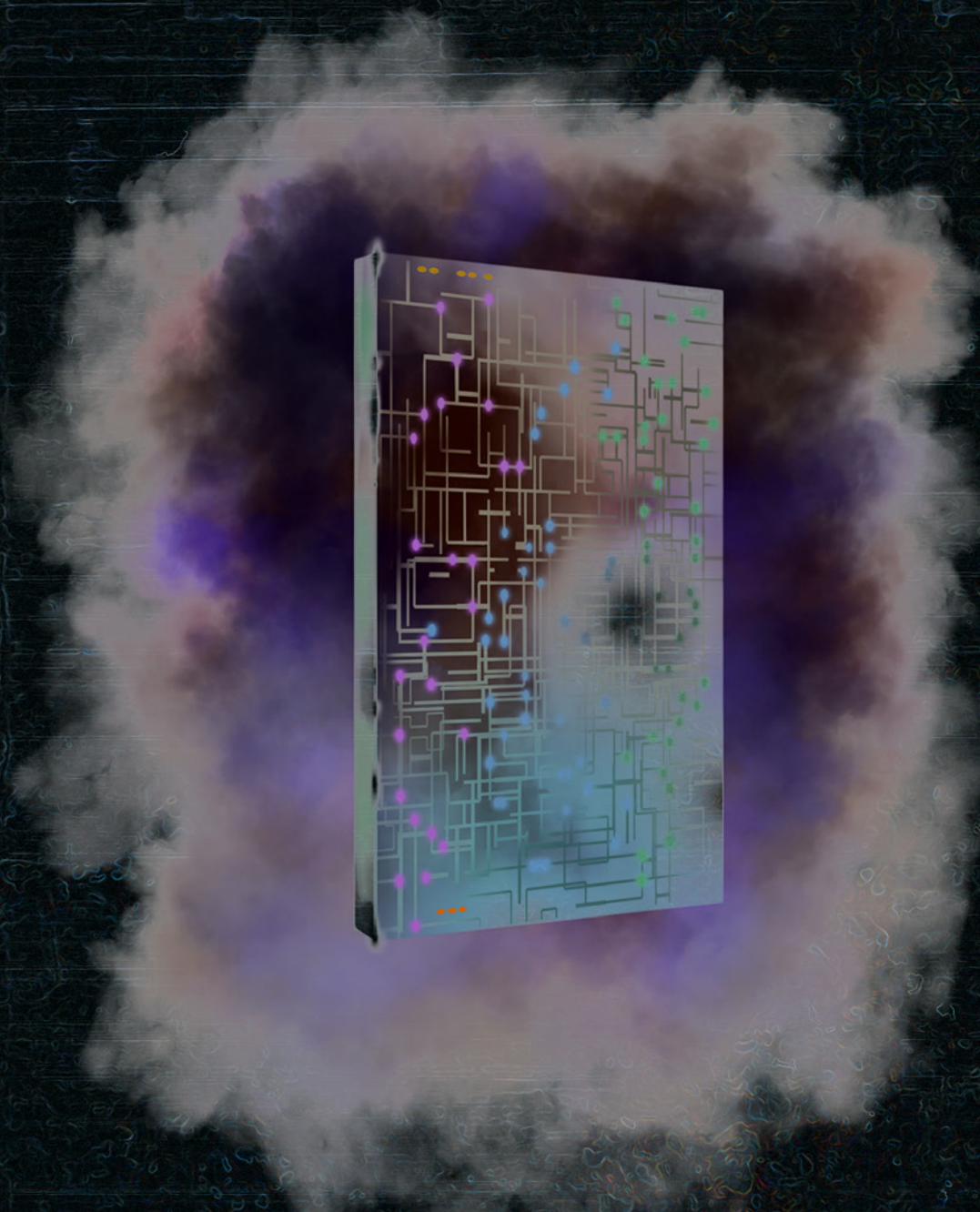
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