



# INSTRUCTIONS



This deck includes gadgets, devices, weapons and various technological items from *Pathfinder Guns & Gears*.

The full text for each item is provided whenever possible, though some longer or more complex magical weapons and items have been abbreviated and include a page reference to the full item description in *Guns & Gears*.

The full rules for weapons and weapon traits begin on page 278 of the *Core Rulebook*. The rules for gadgets start in *Guns & Gears* on page 66.

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# BACKPACK BALLISTA

## BACKPACK BALLISTA

## ITEM 1

**UNCOMMON**

This complex wooden device, worn on the back, contains a miniature ballista on a retractable arm. As an Interact action, you can pull a lever to deploy or retract the ballista. As long as it remains deployed, you must hold the ballista using that hand or some of the components spill out onto the ground, just like dropping any other weapon. While deployed, the device opens and raises the ballista up over your shoulder. While retracted, the ballista and its mount slide down and are concealed within the device. Although a backpack ballista packs a punch, the device is a challenge to operate. Reloading it takes 1 minute and can't be done while worn. As normal, you can't wear a backpack ballista with another backpack.

<b>Price</b>	18 gp
<b>Damage</b>	1d12 P
<b>Range</b>	180 ft.
<b>Reload</b>	1 min.
<b>Bulk</b>	2
<b>Hands</b>	1+
<b>Group</b>	Bow
<b>Weapon Traits</b>	—



# BACKPACK CATAPULT

## BACKPACK CATAPULT

## ITEM 1

**UNCOMMON**

This is a miniature catapult mounted on a retractable frame. As an Interact action, you can pull a lever to deploy or retract the catapult. As long as it remains deployed, you must hold the catapult using that hand. While deployed, the device opens and raises the catapult up over your shoulder. While retracted, the catapult and its mount slide down and are concealed within the device. A backpack catapult fires specialized stone spheres that are loaded into the bucket while unworn and retracted, through a sliding hatch; the reloading process takes 1 minute. To prevent misfires and accidental injury, the bucket fully encloses the stone while deployed, only opening when fired. As normal, you can't wear a backpack catapult with another backpack.

<b>Price</b>	20 gp
<b>Damage</b>	1d12 B
<b>Range</b>	240 ft.
<b>Reload</b>	1 min.
<b>Bulk</b>	3
<b>Hands</b>	1+
<b>Group</b>	Sling
<b>Weapon Traits</b>	Volley 50 ft.



# DART UMBRELLA

## DART UMBRELLA

## ITEM 0

### UNCOMMON

This umbrella fires tiny blowgun darts from its ferrule with a twist of the handle. The darts are loaded into the shaft, and though the damage they deal is minimal, the dart umbrella is an inconspicuous weapon easy to slip past inspections.

**Price** 1 gp

**Damage** 1 P

**Range** 30 ft.

**Reload** 1

**Bulk** 1

**Hands** 1

**Group** Dart

**Weapon Traits** Agile, concealable, nonlethal





# INJECTION SPEAR

## INJECTION SPEAR

ITEM 0

### UNCOMMON

A hollow receptacle inside this spear's head can store a single dose of poison. A sliding trigger along the spear's shaft can inject the loaded poison into a damaged target.

<b>Price</b>	3 gp
<b>Damage</b>	1d8 P
<b>Bulk</b>	1
<b>Hands</b>	2
<b>Group</b>	Spear
<b>Weapon Traits</b>	Injection, reach



# PANTOGRAPH GAUNTLET

## PANTOGRAPH GAUNTLET

ITEM 0

**UNCOMMON**

A pantograph gauntlet is a heavy, fist-like weight, mounted on an extendable frame and attached to your outer arm with a series of leather straps. The frame's set of mechanical linkages connected at various hinges allow movements to propagate across the frame based on reshaping parallelograms, further controlled by a crossbar grasped in your hand. A pantograph gauntlet is driven by your own motion and mirrors your arm's movements—a punch thrown with your fist moves the pantograph, extending the weight out at a rapid speed to land blows up to 10 feet away. In some regions, such as Alkenstar and Ustalav, pantograph gauntlets are occasionally constructed entirely of metal and fashioned in the likeness of oversized arms, incorporating a complex system of gears or a miniature steam engine in place of the simpler pantograph mechanism.

<b>Price</b>	2 gp
<b>Damage</b>	1d4 B
<b>Bulk</b>	L
<b>Hands</b>	1
<b>Group</b>	Brawling
<b>Weapon Traits</b>	Deadly d6, monk, reach, shove



# REPEATING CROSSBOW

## REPEATING CROSSBOW

ITEM 0

**UNCOMMON**

This crossbow has an internal chamber that can be loaded with up to five bolts. An automated catch mechanism at the top of the flight groove, just in front of the latch, locks the bowstring and launches bolts with the pull of a trigger.

<b>Price</b>	15 gp
<b>Damage</b>	1d8 P
<b>Range</b>	120 ft.
<b>Reload</b>	0
<b>Bulk</b>	1
<b>Hands</b>	2
<b>Group</b>	Bow
<b>Weapon Traits</b>	Repeating



# REPEATING HAND CROSSBOW

## REPEATING HAND CROSSBOW ITEM 0

### UNCOMMON

This handheld crossbow features an ingeniously designed catch mechanism at the top of the flight groove, just in front of the latch, which automatically loads a bolt from a magazine and resets the string each time the weapon is fired. A typical repeating hand crossbow magazine holds five bolts.

<b>Price</b>	10 gp
<b>Damage</b>	1d6 P
<b>Range</b>	60 ft.
<b>Reload</b>	0
<b>Bulk</b>	L
<b>Hands</b>	1
<b>Group</b>	Bow
<b>Weapon Traits</b>	Repeating





# REPEATING HEAVY CROSSBOW

## REPEATING HEAVY CROSSBOW ITEM 0

**UNCOMMON**

This large crossbow has an internal chamber that can be loaded with up to five bolts. While it uses the same automated catch mechanism as other repeating crossbows, a repeating heavy crossbow's design has significant trade-offs. It has increased range and damage and is easier to learn how to use, but requires a small amount of effort to reload.

<b>Price</b>	20 gp
<b>Damage</b>	1d10 P
<b>Range</b>	180 ft.
<b>Reload</b>	1
<b>Bulk</b>	2
<b>Hands</b>	2
<b>Group</b>	Bow
<b>Weapon Traits</b>	Repeating



# UMBRELLA INJECTOR

## UMBRELLA INJECTOR

ITEM 0

### UNCOMMON

This umbrella's ferrule is a hollow-tipped blade three to four inches in length and often overlooked as decorative. A receptacle inside the umbrella's shaft can be loaded with a single dose of injury poison and injected into a damaged target with the pull of a sliding trigger. Reinforced ribs enable you to parry and deflect blows with the umbrella's tear-resistant canopy.

<b>Price</b>	4 gp
<b>Damage</b>	1d4 P
<b>Bulk</b>	1
<b>Hands</b>	1
<b>Group</b>	Sword
<b>Weapon Traits</b>	Concealable, finesse, injection, parry



# BLADE LAUNCHER

## BLADE LAUNCHER

## ITEM 1

**UNCOMMON**

**Price** 18 gp

**Usage** held in 2 hands; **Bulk** 1

A blade launcher has a bow-like assembly mounted on a handled frame. The frame can be configured to fire either a dagger, dart, shuriken, or starknife. Configuring a blade launcher requires three Interact actions. Once properly configured, loading an appropriate thrown weapon into a blade launcher requires a single Interact action. A blade launcher can't fire weapons for which it's not currently configured. A weapon fired with a blade launcher loses the agile, monk, thrown, and versatile traits, if it has them, and has a range increment of 40 feet. Due to losing the thrown weapon trait, *returning* and most other effects that allow a weapon to return don't function; even if a launched weapon did return, you'd still need to load it into the blade launcher with an Interact action to fire the blade launcher again.



# BOMB LAUNCHER

## BOMB LAUNCHER

ITEM 1

**UNCOMMON**

**Price** 20 gp

**Usage** held in 2 hands; **Bulk** 1

This long, hollow tube is held in two hands and braced over the shoulder. Inside, it contains a small metal basket sized to hold alchemical bombs. A chute in the top delivers an alchemical bomb into the internal basket, while a lever on the underside pulls the basket back and locks it in place. Loading an alchemical bomb into a bomb launcher requires a single Interact action. With a pull of a trigger, the basket speeds forward, allowing you to Strike with the loaded alchemical bomb over long distances. Bombs fired with a bomb launcher have a range increment of 60 feet.





# DEPLOYABLE COVER

## DEPLOYABLE COVER

ITEM 1+

**UNCOMMON**

**Usage** held in 2 hands; **Bulk** 1

This thick mat of canvas, foliage, and wood is mounted on a tripod of flexible metal struts, folded into a baton-like shape, and clamped shut. You can rapidly deploy it on the ground with an Interact action to create cover. Deployable cover is large enough to Take Cover behind, allowing you (and others) to gain standard cover when you use the Take Cover action. Before it can be used again, deployable cover must be carefully folded and clamped shut, which takes 1 minute.

**Type** deployable cover; **Level** 1; **Price** 15 gp

**Type** ballistic cover; **Level** 2; **Price** 35 gp

Specially crafted to protect against bullet fire, a ballistic cover also works against other physical projectiles, such as arrows, bolts, and thrown weapons. While a creature has cover from Taking Cover behind a ballistic cover, it gains resistance 2 to piercing damage from ranged weapons and ranged unarmed attacks.



# GRAPPLING GUN

## GRAPPLING GUN

ITEM 0+

**UNCOMMON**

**Usage** held in 2 hands; **Bulk** 1

This wooden, pistol-like device features a large reel coiled with 100 feet of thin metal cord and can fire a grappling hook up to 100 feet. To reload the grappling gun, you must manually recoil the cord by turning the reel's crank, and then lock in the grappling hook. Reloading a grappling gun takes 1 minute.

**Type** grappling gun; **Level** 0; Price 3 gp

**Type** clockwork grappling gun; **Level** 1; Price 15 gp

Clockwork controls the reel on this grappling gun, reeling the grappling hook back in when you pull a lever. Reloading a clockwork grappling gun takes three Interact actions.



# GRAPPLING GUN

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**Type** grappling gun; **Level** 0; Price 3 gp

**Type** clockwork grappling gun; **Level** 1; Price 15 gp

Clockwork controls the reel on this grappling gun, reeling the grappling hook back in when you pull a lever. Reloading a clockwork grappling gun takes three Interact actions.



# NET LAUNCHER

**NET LAUNCHER**

**ITEM 1**

**RARE**

**Price** 16 gp

**Usage** held in 2 hands; **Bulk** 1

This wide, hollow tube is two to three feet long and fires an unattached net at much greater range than one can be thrown. A net launcher can be wielded while propped up on your shoulder or cradled under your arm. A net must be carefully folded to be launched without tangling. Properly loading a net into a net launcher takes 1 minute. A net fired with a net launcher can target a Medium or smaller creature within 40 feet, rather than 20 feet.





# WIND-UP WINGS

## WIND-UP WINGS

ITEM 3+

RARE

CLOCKWORK

**Usage** attached to a thrown weapon; **Bulk** –

Wind-up wings must be attached to a thrown weapon and wound to function. A thrown weapon with an attached set of wind-up wings can't have anything else attached to it, or the wings cease to function. Attaching or detaching a pair of wind-up wings to a thrown weapon requires a repair kit, and the process takes 10 minutes. Winding an attached pair of wind-up wings takes three Interact actions.

**Type** flutterback wind-up wings; **Level** 3; **Price** 50 gp

When you make a thrown Strike with the weapon to which a pair of wound flutterback wind-up wings are attached, the wings fly the weapon back to your hand after the Strike is complete. If your hands are full when the weapon returns, the wings hover in place three feet above the ground. At the end of your turn, the wings are wound down; they don't function again until wound. If you aren't holding the weapon when the flutterback wind-up wings become wound down, the weapon falls to the ground.

For additional types of wind-up wings, see *Guns & Gears* 65.



# WIND-UP WINGS

## WIND-UP WINGS

ITEM 3+

**RARE** **CLOCKWORK**

**Usage** attached to a thrown weapon; **Bulk** –

Wind-up wings must be attached to a thrown weapon and wound to function. A thrown weapon with an attached set of wind-up wings can't have anything else attached to it, or the wings cease to function. Attaching or detaching a pair of wind-up wings to a thrown weapon requires a repair kit, and the process takes 10 minutes. Winding an attached pair of wind-up wings takes three Interact actions.

**Type** homing wind-up wings; **Level** 12; **Price** 1,800 gp

When you make a thrown Strike with the weapon to which a pair of wound homing wind-up wings are attached, the wings seek out your target, flying through cover and avoiding obstacles. You ignore the target's concealed condition and reduce the target's cover by one step (lesser cover to no cover, standard cover to lesser cover, or greater cover to standard cover). After the Strike is complete, the wings are wound down; they don't function again until wound.

For additional types of wind-up wings, see *Guns & Gears* 65.



# WIND-UP WINGS

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ITEM 3+

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For additional types of wind-up wings, see *Guns & Gears* 65.



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For additional types of wind-up wings, see *Guns & Gears* 65.





# ABLATIVE ARMOR

## PLATING

### ABLATIVE ARMOR PLATING ITEM 1+

**UNCOMMON** **CONSUMABLE** **GADGET**

**Usage** attached to a shield; **Bulk** 1

Ablative shield plating is cobbled together from parts of other shields and bits of detritus, adding mass to a shield. The process of attaching ablative shield plating takes 10 minutes, and you can't attach ablative shield plating to a shield that has any other attached item, such as a shield boss or shield spikes. When the shield is damaged, this additional material falls apart, absorbing some of the energy of the blow. Otherwise, the additional material slowly crumbles over time. Applying the plating grants the shield temporary Hit Points that last for the stated duration or until lost. Removing the plating early destroys it.

**Type** lesser; **Level** 1; **Price** 4 gp

The shield gains 5 temporary Hit Points that last for 1 minute or until lost.

**Type** moderate; **Level** 3; **Price** 12 gp

The shield gains 10 temporary Hit Points that last for 10 minutes or until lost.

For additional types of ablative armor plating, see *Guns & Gears* 66.



# ABLATIVE SHIELD PLATING

## ABLATIVE SHIELD PLATING

ITEM 1+

UNCOMMON

CONSUMABLE

GADGET

**Usage** attached to a shield; **Bulk** 1

Ablative shield plating is cobbled together from parts of other shields and bits of detritus, adding mass to a shield. The process of attaching ablative shield plating takes 10 minutes, and you can't attach ablative shield plating to a shield that has any other attached item, such as a shield boss or shield spikes. When the shield is damaged, this additional material falls apart, absorbing some of the energy of the blow. Applying the plating grants the shield temporary Hit Points that last for the stated duration or until lost. Removing the plating early destroys it.

**Type** lesser; **Level** 1; **Price** 4 gp

The shield gains 5 temporary Hit Points that last for 1 minute or until lost.

**Type** moderate; **Level** 3; **Price** 12 gp

The shield gains 10 temporary Hit Points that last for 10 minutes or until lost.

**Type** greater; **Level** 7; **Price** 70 gp

The shield gains 20 temporary Hit Points that last for 1 hour or until lost.

For additional ablative shield plating options, see *Guns & Gears* 167.



# ABLATIVE SHIELD PLATING

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ITEM 1+

UNCOMMON

CONSUMABLE

GADGET

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**Type** lesser; **Level** 1; **Price** 4 gp

The shield gains 5 temporary Hit Points that last for 1 minute or until lost.

**Type** moderate; **Level** 3; **Price** 12 gp

The shield gains 10 temporary Hit Points that last for 10 minutes or until lost.

**Type** greater; **Level** 7; **Price** 70 gp

The shield gains 20 temporary Hit Points that last for 1 hour or until lost.

For additional ablative shield plating options, see *Guns & Gears* 167.



# BLAST BOOTS

## BLAST BOOTS

ITEM 1

UNCOMMON

CONSUMABLE

GADGET

**Usage** worn (attached to footwear or feet); **Bulk** L

**Activate** ◆ Interact

These sets of rockets come in pairs and strap onto existing footwear (or a creature's feet). Inserting them and aligning them properly takes 1 minute. When you Activate the blast boots, you can High Jump or Long Jump, without the need to Stride first. Higher-level versions increase the distance of your High Jump or Long Jump.

**Type** lesser; **Level** 1; **Price** 3 gp

**Type** moderate; **Level** 3; **Price** 11 gp

When you Activate the moderate blast boots to High Jump, you can increase the vertical distance of your High Jump by up to 30 feet. When you Activate them to Long Jump, you can increase the horizontal distance of your Long Jump by up to 45 feet.

For additional blast boots options, see *Guns & Gears* 67.





# CAUTERIZING TORCH

## CAUTERIZING TORCH

ITEM 2

UNCOMMON

CONSUMABLE

GADGET

**Price** 10 gp

**Usage** held in 1 hand; **Bulk** L

**Activate** ◆ Interact

This small, clockwork torch device uses a trigger-operated sparker to ignite a flow of flammable gas, creating a short, hot flame capable of rapidly cauterizing wounds and helping to stop bleeding. The cauterizing torch is applied to yourself or an adjacent target. The target attempts an immediate flat check to end any persistent bleed effect with the lower DC for particularly effective assistance (*Core Rulebook* 62).



# CAUTERIZING TORCH

## CAUTERIZING TORCH

## ITEM 2

UNCOMMON

CONSUMABLE

GADGET

**Price** 10 gp

**Usage** held in 1 hand; **Bulk** L

**Activate** ◆ Interact

This small, clockwork torch device uses a trigger-operated sparker to ignite a flow of flammable gas, creating a short, hot flame capable of rapidly cauterizing wounds and helping to stop bleeding. The cauterizing torch is applied to yourself or an adjacent target. The target attempts an immediate flat check to end any persistent bleed effect with the lower DC for particularly effective assistance (*Core Rulebook* 62).



# CHAMELEON SUIT

## CHAMELEON SUIT

## ITEM 4+

**UNCOMMON**

**CLOCKWORK**

**CONSUMABLE**

**GADGET**

**Usage** worn over armor and clothes; **Bulk** L

**Activate**   Interact

This complex clockwork outerwear can rotate between all visible colors and shades.

When activated, the clockwork gears temporarily switch and adjust the scales to match the exact coloration of the area around you, allowing you to blend in as long as you stay still. For the duration, you can Hide without needing cover or concealment to do so. This doesn't allow you to Sneak without ending your movement in cover or concealment, however, as the clockwork flips over and adjusts the scales to match your background as you move, giving the impression of rippling waves of color and revealing your movement. Once the duration expires, the overworked clockwork and scales fall apart.

**Type** chameleon suit; **Level** 4; **Price** 16 gp

The effect lasts for 1 minute.

**Type** greater chameleon suit; **Level** 8; **Price** 80 gp

The effect lasts for 10 minutes.

**Type** major chameleon suit; **Level** 12; **Price** 320 gp

The effect lasts for 1 hour.



# CLOCKWORK GOGGLES

## CLOCKWORK GOGGLES

ITEM 1+

UNCOMMON

CLOCKWORK

CONSUMABLE

GADGET

**Usage** worn eyepiece; **Bulk** L

**Activate** ♦♦ Interact

This set of mechanical goggles contains a variety of different lenses, including lenses that filter light at different intensities and frequencies. Clockwork mechanisms can swap between the lenses rapidly as needed. However, many of these lenses can only capture a single stimulus once and then are forever etched with it, making them unsuitable for long-term use. When activated, the clockwork mechanism on the goggles rapidly switches between the different lenses, granting you the benefits of all of them for a brief period of time.

**Type** clockwork goggles; **Level** 1; **Price** 3 gp

When activated, you gain low-light vision for 10 minutes.

**Type** greater clockwork goggles; **Level** 4; **Price** 15 gp

When activated, you gain low-light vision and darkvision for 10 minutes.

**Type** major clockwork goggles; **Level** 8; **Price** 80 gp

When activated, you gain low-light vision, darkvision, and the effects of *see invisibility* for 10 minutes.

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# CRYOMISTER

## CRYOMISTER

## ITEM 1+

UNCOMMON

COLD

CONSUMABLE

GADGET

**Usage** held in 1 hand; **Bulk** L

**Activate** ◆ Interact

When you Activate a cryomister, you can either place it in an adjacent square or toss it up to 20 feet away. The cryomister creates a burst with a radius depending on the type, making the affected area difficult terrain for 1 minute. If an affected square takes fire damage, the difficult terrain is removed. Though not designed as a weapon, the cryomister's rapidly cooling mist deals cold splash damage depending on the type to creatures in the area on activation. Creatures attempting to move through the affected area can attempt an Acrobatics check with a DC depending on the type to ignore the difficult terrain and move at their normal Speed. Throwing the cryomister onto the surface of a liquid creates a floating piece of ice for the same duration, capable of supporting one or more creatures of the listed size.

**Type** lesser; **Level** 1; **Price** 3 gp

The area is a 5-foot burst, the Acrobatics DC is 17, and the cold splash damage is 1. The floating ice can support one creature up to Medium size.

For more cryomister options, see *Guns & Gears* 68.



# ELECTROMUSCULAR STIMULATOR

## ELECTROMUSCULAR STIMULATOR ITEM 5

**RARE****CONSUMABLE****GADGET****Price** 30 gp**Usage** worn; **Bulk** 1**Activate**  Interact

This rare gadget grants someone a burst of activity, though its use can be painful. The electromuscular stimulator must be carefully attached to you, requiring 1 minute. When you Activate an attached electromuscular stimulator, roll a Crafting check, using the Crafting modifier of the creature who attached the stimulator to you, with a DC equal to the standard DC for your level. The effects of the activation depend on the result of the Crafting check.

**Critical Success** You gain the quickened condition for 1 minute and can use the extra action each round only to Stride or Strike.

**Success** As critical success, but you also take 3 persistent electrical damage.

**Failure** You gain the quickened condition for 2 rounds and can use the extra action each round only to Stride or Strike. You take 3 persistent electrical damage.

**Critical Failure** You take 2d6 electrical damage and 3 persistent electrical damage.



# ETHERIC ESSENCE

## DISRUPTOR

### ETHERIC ESSENCE DISRUPTOR ITEM 3+

UNCOMMON

CONSUMABLE

GADGET

**Usage** held in 1 hand; **Bulk** 1

**Activate**   Interact

Etheric essence disruptors attempt to break down the workings of a spell that manipulates spiritual essence. Upon activation, attempt to counteract an active divine or occult spell within the listed range, with the listed counteract modifier and counteract level.

**Type** lesser; **Level** 3; **Price** 60 gp

The range is 30 feet, the counteract modifier is +7, and the counteract level is 2.

**Type** moderate; **Level** 7; **Price** 360 gp

The range is 40 feet, the counteract modifier is +13, and the counteract level is 4.

**Type** greater; **Level** 11; **Price** 1,400 gp

The range is 60 feet, the counteract modifier is +18, and the counteract level is 6.

**Type** major; **Level** 15; **Price** 6,500 gp

The range is 90 feet, the counteract modifier is +24, and the counteract level is 8.



# EXPLOSIVE MINE

## EXPLOSIVE MINE

ITEM 1+

UNCOMMON

CONSUMABLE

GADGET

**Usage** held in 2 hands; **Bulk** L

**Activate** ♦♦ Interact

When you Activate an explosive mine, you place it on the ground in a square within your reach, priming it to explode when a creature steps on that square. If you have time in advance to prepare, you can place the mine on the ground before activating it, and you or an ally can try to use Stealth to Conceal an Object before you Activate the mine. If you don't Conceal the mine, its position is obvious at a glance.

Once activated, the mine explodes when enough pressure is placed on the square where it's located. Typically, this occurs when a Small or larger creature moves onto the square, though it could happen if a creature intentionally places pressure on the square from a distance to safely trigger the mine. Once triggered, the mine explodes, dealing the listed fire damage to any creatures in a 5-foot emanation with a basic Reflex save.

**Type** lesser; **Level** 1; **Price** 4 gp

The mine deals 2d6 fire damage, and the Reflex DC is 15.

For more mine options, see *Guns & Gears* 69.

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# EXPLOSIVE MINE

## EXPLOSIVE MINE

ITEM 1+

UNCOMMON

CONSUMABLE

GADGET

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**Activate** ♦♦ Interact

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Once activated, the mine explodes when enough pressure is placed on the square where it's located. Typically, this occurs when a Small or larger creature moves onto the square, though it could happen if a creature intentionally places pressure on the square from a distance to safely trigger the mine. Once triggered, the mine explodes, dealing the listed fire damage to any creatures in a 5-foot emanation with a basic Reflex save.

**Type** moderate; **Level** 6; **Price** 40 gp

The mine deals 6d6 fire damage, and the Reflex DC is 20.

For more mine options, see *Guns & Gears* 69.

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# EXPLOSIVE MINE

## EXPLOSIVE MINE

ITEM 1+

UNCOMMON

CONSUMABLE

GADGET

**Usage** held in 2 hands; **Bulk** L

**Activate** ♦♦ Interact

When you Activate an explosive mine, you place it on the ground in a square within your reach, priming it to explode when a creature steps on that square. If you have time in advance to prepare, you can place the mine on the ground before activating it, and you or an ally can try to use Stealth to Conceal an Object before you Activate the mine. If you don't Conceal the mine, its position is obvious at a glance.

Once activated, the mine explodes when enough pressure is placed on the square where it's located. Typically, this occurs when a Small or larger creature moves onto the square, though it could happen if a creature intentionally places pressure on the square from a distance to safely trigger the mine. Once triggered, the mine explodes, dealing the listed fire damage to any creatures in a 5-foot emanation with a basic Reflex save.

**Type** greater; **Level** 12; **Price** 400 gp

The mine deals 12d6 fire damage, and the Reflex DC is 29.

For more mine options, see *Guns & Gears* 69.

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Once activated, the mine explodes when enough pressure is placed on the square where it's located. Typically, this occurs when a Small or larger creature moves onto the square, though it could happen if a creature intentionally places pressure on the square from a distance to safely trigger the mine. Once triggered, the mine explodes, dealing the listed fire damage to any creatures in a 5-foot emanation with a basic Reflex save.

**Type** major; **Level** 18; **Price** 4,000 gp

The mine deals 18d6 fire damage in a 10-foot emanation, and the Reflex DC is 38.

For more mine options, see *Guns & Gears* 69.



# FLARE BEACON

**FLARE BEACON**

**ITEM 1+**

**UNCOMMON**

**CONSUMABLE**

**GADGET**

**Usage** held in 1 hand; **Bulk** L

**Activate** ♦♦ Interact

Flare beacons are often used to signal others. Higher-level beacons have a radius so large that they can be seen from miles away at night. When you Activate a flare beacon, you can either place it on the ground in a space within your reach or toss it up to 60 feet straight up. The beacon then sparks into being, casting bright light in a 20-foot radius and dim light in the next 20 feet for 1 minute. A flare beacon in the air falls at a rate of 10 feet per round. Creatures adjacent to a flare beacon must succeed at a DC 15 Fortitude save or be dazzled until they are no longer adjacent to it.

**Type** lesser; **Level** 1; **Price** 4 gp

**Type** moderate; **Level** 6; **Price** 35 gp

The beacon shines bright light in a 60-foot radius and dim light in the next 60 feet. Creatures within a 10-foot radius of the beacon must succeed at a DC 20 Fortitude save or be dazzled until they are no longer within 10 feet of it.

For more flare beacon options, see *Guns & Gears* 69-70.





# GADGET SKATES

## GADGET SKATES

## ITEM 5

UNCOMMON

CLOCKWORK

CONSUMABLE

GADGET

**Price** 21 gp

**Usage** worn (attached to footwear or feet); **Bulk** L

**Activate** ◆ Interact (move)

When you Activate gadget skates, you move up to twice your Speed. During this movement, you must succeed at a DC 20 Acrobatics check to turn up to 90 degrees, and you can't turn more than once or more than 90 degrees. During the activation and after the activation is complete, you can't Stride, Step, or otherwise move on the ground until the end of your next turn. However, you can use this movement instead of a Stride to perform a High Jump or Long Jump just after the activation ends, in the direction of your last movement.

You can Sustain the Activation of your gadget skates for up to 1 minute. Starting on the turn after you Activate the gadget skates, the first time you Sustain the Activation each turn, you gain the effects of the activation again: you move up to twice your Speed in the same direction as your last movement with the gadget skates, and the restrictions continue to apply until you choose to cease Sustaining the Activation or you reach the maximum duration. Once the effect ends, the skates fall away and you can move normally.



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## ITEM 5

UNCOMMON

CLOCKWORK

CONSUMABLE

GADGET

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**Usage** worn (attached to footwear or feet); **Bulk** L

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You can Sustain the Activation of your gadget skates for up to 1 minute. Starting on the turn after you Activate the gadget skates, the first time you Sustain the Activation each turn, you gain the effects of the activation again: you move up to twice your Speed in the same direction as your last movement with the gadget skates, and the restrictions continue to apply until you choose to cease Sustaining the Activation or you reach the maximum duration. Once the effect ends, the skates fall away and you can move normally.



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You can Sustain the Activation of your gadget skates for up to 1 minute. Starting on the turn after you Activate the gadget skates, the first time you Sustain the Activation each turn, you gain the effects of the activation again: you move up to twice your Speed in the same direction as your last movement with the gadget skates, and the restrictions continue to apply until you choose to cease Sustaining the Activation or you reach the maximum duration. Once the effect ends, the skates fall away and you can move normally.



# GECKO PADS

## GECKO PADS

## ITEM 5+

UNCOMMON

CLOCKWORK

CONSUMABLE

GADGET

**Usage** worn (attached to handwear or hands); **Bulk** L

**Activate** ♦♦ Interact

Gecko pads are thin, clockwork devices shaped like palms, which can be strapped onto existing handwear or a creature's hands. When activated, they whirl to life and improve your grip on surfaces, while slowly releasing a sticky substance stored within the device's surface to help you climb. The pads give you a climb Speed equal to your Speed as long as your hands are free.

**Type** gecko pads; **Level** 5; **Price** 25 gp

The climb Speed lasts for 10 minutes.

**Type** greater gecko pads; **Level** 9; **Price** 125 gp

The climb Speed lasts for 1 hour.





# GECKO PADS

## GECKO PADS

ITEM 5+

UNCOMMON

CLOCKWORK

CONSUMABLE

GADGET

**Usage** worn (attached to handwear or hands); **Bulk** L

**Activate** ♦♦ Interact

Gecko pads are thin, clockwork devices shaped like palms, which can be strapped onto existing handwear or a creature's hands. When activated, they whirl to life and improve your grip on surfaces, while slowly releasing a sticky substance stored within the device's surface to help you climb. The pads give you a climb Speed equal to your Speed as long as your hands are free.

**Type** gecko pads; **Level** 5; **Price** 25 gp

The climb Speed lasts for 10 minutes.

**Type** greater gecko pads; **Level** 9; **Price** 125 gp

The climb Speed lasts for 1 hour.



# IMPACT FOAM CHASSIS

## IMPACT FOAM CHASSIS

ITEM 1+

UNCOMMON

CONSUMABLE

GADGET

**Usage** worn over armor and clothes; **Bulk** L; **Activate** see below

A worn impact foam chassis Activates automatically whenever you fall at least 10 feet, causing a layer of foam to expand beneath and around you to cushion the fall. The impact foam decreases the falling damage by up to the listed amount, taking damage equal to the amount of falling damage the foam reduced. If this is enough to destroy the foam, it disperses immediately. However, if the foam has any Hit Points remaining, it remains surrounding you for up to 1 minute. While you're surrounded in foam, you are immobilized and have standard cover against other creatures, and other creatures have standard cover against you. The foam has an Escape DC of 15; a creature can also remove it by spending three Interact actions. You or others can also attack the foam (the foam has an AC of 12), which disperses if reduced to 0 Hit Points.

**Type** lesser; **Level** 1; **Price** 3 gp

A lesser impact foam chassis prevents up to 20 falling damage and has 20 Hit Points.

For more impact foam chassis options, see *Guns & Gears* 70.



# INSTANT SPY

## INSTANT SPY

## ITEM 2

UNCOMMON

CLOCKWORK

CONSUMABLE

GADGET

**Price** 5 gp

**Usage** held in 1 hand; **Bulk** L

**Activate** ◆ Interact

An instant spy contains the same audio-recording mechanisms as a clockwork spy (*Pathfinder Bestiary* 348), as well as a short-lived gemstone that can store up to 1 hour of sound to play back later.

Once you have activated the instant spy, it surreptitiously begins recording all the sounds around it for an hour. In general, it can hear sounds that are clearly audible in the location where you activated it, but not sounds that would require a Perception check with a DC of 10 or greater to hear. The GM determines exactly what the instant spy can hear and record, as well as whether or not the recording is clear in a situation where the original sound is quiet, distorted, or intentionally obscured.

When the recording is complete, once within the next 24 hours, you or another creature can use an Interact action to play back the stored audio in its entirety, after which the gem crumbles to dust. For more information on using your instant spy, see *Guns & Gears* 70-71.



# MAGNETIC SUIT

## MAGNETIC SUIT

ITEM 4+

**AURA** **CONSUMABLE**

**Usage** worn over armor and clothes; **Bulk** 1

**Activate** ➡➡ Interact

When you Activate this suit, you must choose whether to set it to attract or repel.

While set to attract, you take a -1 item penalty to your AC against attacks made by metal weapons, while creatures within a 5-foot emanation other than you gain a +1 item bonus to their AC. If set to repel, you gain a +1 item bonus to AC against attacks made with metal weapons. While attracting metal, you gain a +1 item bonus to Athletics checks to Climb metal objects and Grapple metal creatures and a -1 item penalty to Athletics checks to Shove metal creatures. While repelling metal, you gain a +1 item bonus to Athletics checks to Shove metal creatures, but you take a -1 item penalty to Climb metal objects and Grapple metal creatures.

**Type** magnetic suit; **Level** 4; **Price** 20 gp

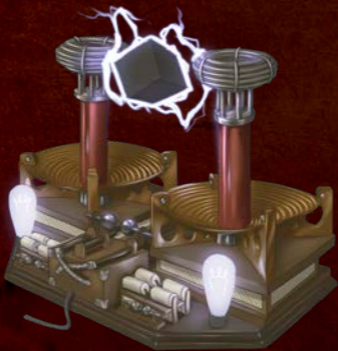
**Type** greater magnetic suit; **Level** 10; **Price** 200 gp

The area that gains an AC bonus when attracting is a 10-foot emanation, and the item bonuses and penalties increase from 1 to 2.

For additional magnetic suits, see *Guns & Gears* 71.

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# MATERIAL ESSENCE

## DISRUPTOR

### MATERIAL ESSENCE DISRUPTOR ITEM 3+

UNCOMMON

CONSUMABLE

GADGET

**Usage** held in 1 hand; **Bulk** 1

**Activate** ◆◆ Interact

A material essence disruptor emits bursts of disordered energy to break down the structure of a spell that manipulates material essence. Attempt to counteract an active arcane or primal spell within the listed range, with the listed counteract modifier and counteract level.

**Type** lesser; **Level** 3; **Price** 60 gp

The range is 30 feet, the counteract modifier is +7, and the counteract level is 2.

**Type** moderate; **Level** 7; **Price** 360 gp

The range is 40 feet, the counteract modifier is +13, and the counteract level is 4.

**Type** greater; **Level** 11; **Price** 1,400 gp

The range is 60 feet, the counteract modifier is +18, and the counteract level is 6.

**Type** major; **Level** 15; **Price** 6,500 gp

The range is 90 feet, the counteract modifier is +24, and the counteract level is 8.



# SMOKE FAN

## SMOKE FAN

## ITEM 2+

UNCOMMON

CONSUMABLE

GADGET

**Usage** held in 1 hand; **Bulk** L

**Activate** ◆ Interact

When you Activate a smoke fan, it creates a cloud of colored smoke. The smoke fills a 5-foot radius. The creator chooses the smoke's color when creating the smoke fan. Creatures within the smoke's area are concealed, and all other creatures are concealed to them. The smoke lasts for 1 minute or until dissipated by a strong wind.

**Type** smoke fan; **Level** 2; **Price** 5 gp

**Type** greater smoke fan; **Level** 8; **Price** 75 gp

The smoke's radius is 20 feet, and the creator can choose for the smoke to be a mixture of colors.



# WIND-UP CART

## WIND-UP CART

## ITEM 2

UNCOMMON

CLOCKWORK

CONSUMABLE

GADGET

**Price** 6 gp

**Usage** held in 2 hands; **Bulk** 2

**Activate** ◆ Interact

This primitive device can be cobbled together from springs, wheels, and scrap and is commonly used to carry rocks or other dead weight forward to trigger traps. It can be loaded with up to 4 Bulk of items. Most creatures aren't small enough to fit on the cart, and even for Tiny creatures, it makes for a choppy ride; while riding the cart, a creature gains two actions at the start of each of its turns, instead of three. Once activated, the cart moves forward at a speed of 30 feet per round on your turn for up to 1 minute. If it strikes an obstruction, it attempts to continue its movement, pushing with an Athletics bonus of +5, once per round. The wind-up cart has AC 15, Hardness 2, 24 Hit Points, and a Break Threshold of 12. After its 1-minute duration completes, the cart collapses back into scrap.



# ACID SPITTER

## ACID SPITTER

## SNARE 4

UNCOMMON

ACID

CLOCKWORK

CONSUMABLE

MECHANICAL

SNARE

TRAP

**Price** 15 gp

This tin clockwork lizard is activated when a creature moves adjacent to it, at which point it spits out a glob of acid. The target must succeed at a DC 20 Reflex saving throw or take 3d6 acid damage.

**Critical Success** The creature is unaffected.

**Success** The creature takes full damage.

**Failure** The creature takes full damage and 5 persistent acid damage.

**Critical Failure** The creature takes double damage and 10 persistent acid damage.





# ACID SPITTER

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## SNARE 4

UNCOMMON

ACID

CLOCKWORK

CONSUMABLE

MECHANICAL

SNARE

TRAP

**Price** 15 gp

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**Critical Success** The creature is unaffected.

**Success** The creature takes full damage.

**Failure** The creature takes full damage and 5 persistent acid damage.

**Critical Failure** The creature takes double damage and 10 persistent acid damage.



# BINDING SNARE

## BINDING SNARE

SNARE 10

UNCOMMON

CONSUMABLE

MECHANICAL

SNARE

TRAP

**Price** 160 gp

When a creature enters the snare's square, several strands of strong wires ending in jagged hooks latch onto it before hauling it to the ground. The snare deals 2d6 piercing damage, and the targeted creature must attempt a DC 28 Reflex save.

**Critical Success** The creature is unaffected.

**Success** The creature takes half damage.

**Failure** The creature takes full damage and is knocked prone and immobilized for 1 round (Escape DC 28).

**Critical Failure** The creature takes double damage, is knocked prone, and is restrained for 1 round (Escape DC 28).



# BINDING SNARE

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SNARE 10

UNCOMMON

CONSUMABLE

MECHANICAL

SNARE

TRAP

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**Success** The creature takes half damage.

**Failure** The creature takes full damage and is knocked prone and immobilized for 1 round (Escape DC 28).

**Critical Failure** The creature takes double damage, is knocked prone, and is restrained for 1 round (Escape DC 28).



# CLOCKWORK CHIRPER

**CLOCKWORK CHIRPER**

**SNARE 3**

**UNCOMMON**

**AUDITORY**

**CLOCKWORK**

**CONSUMABLE**

**MECHANICAL**

**SNARE**

**TRAP**

**Price** 8 gp

This simple clockwork bird is no larger than a sparrow, designed to be wound up and perched on a tree branch or ledge. The Tiny clockwork remains immobile and silent until a Small or larger creature enters the square beneath its perch, at which point it springs into action. Once activated, it flies around making a loud chirping sound that can be heard up to 500 feet away. The bird then follows the creature that activated it for up to one hour or until it is destroyed, doing its best to stay just above the creature and out of reach, and continuing its string of loud chirps. The bird is an object with a Speed 10 feet, and a fly Speed of 25 feet. It has AC 15, Hardness 5, HP 10 (BT 5) and object immunities. Once broken, it can no longer fly. It can't attack or otherwise damage other creatures. After an hour has passed after its activation, the clockwork chirper falls into a pile of useless components.





# CLOCKWORK CHIRPER

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## SNARE 3

UNCOMMON

AUDITORY

CLOCKWORK

CONSUMABLE

MECHANICAL

SNARE

TRAP

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# CLOCKWORK MONKEY

## CLOCKWORK MONKEY

## SNARE 2

UNCOMMON

AUDITORY

CLOCKWORK

CONSUMABLE

MECHANICAL

SNARE

TRAP

**Price** 5 gp

These cute and unassuming toy monkeys are often dressed in loud clothing and carry a percussion instrument. It's activated once a creature moves adjacent to the square it sits in, at which point it leaps on the creature, scurrying about on its agile hind legs while it pounds on its instrument, riding the creature and raising a racket. The creature being assaulted by the monkey must find a way to escape its agitator either via flinging the monkey off with the Escape action (DC 18) or by breaking the monkey. The monkey has AC 19, Hardness 2, HP 10 (BT 5) and object immunities.



# CLOCKWORK MONKEY

CLOCKWORK MONKEY

SNARE 2

UNCOMMON

AUDITORY

CLOCKWORK

CONSUMABLE

MECHANICAL

SNARE

TRAP

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