

DEATH COIL

DEATH COIL

SNARE 20

RARE **CONSUMABLE** **ELECTRICITY** **MECHANICAL** **SNARE** **TRAP**

Price 9,000 gp

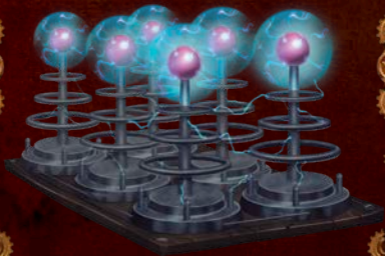
This modified Stasian coil of metal and glass stands about three feet tall. It activates when at least three creatures are within 20 feet of it, or if at least one creature stays within 20 feet of it for more than 1 round. It then lashes out with a torrent of electrical energy dealing 7d12 electricity damage to all creatures within 20 feet of it. Due to the fact that it doesn't trigger immediately when a creature enters its square, abilities like Surprise Snare (*Advanced Player's Guide* 194) don't work with a death coil. Creatures within that area must attempt a DC 43 Fortitude saving throw.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is stunned 2.

Critical Failure The creature takes double damage is stunned 4.



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DETONATING GEARS

SNARE

DETONATING GEARS SNARE SNARE 3

AUDITORY **CLOCKWORK** **CONSUMABLE** **MECHANICAL** **SNARE** **TRAP**

Price 12 gp

This snare uses clockwork stressed almost to the breaking point, which activates with a powerful explosion that deals 3d8 piercing damage to the first creature entering the snare's square. The creature must attempt a DC 19 Reflex saving throw.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and 3 persistent bleed damage.

Critical Failure The creature takes double damage and 6 persistent bleed damage.



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FLAME DRAKE SNARE

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SNARE 5

UNCOMMON

CLOCKWORK

CONSUMABLE

FIRE

MECHANICAL

SNARE

TRAP

Price 25 gp

The snare takes the form of a Tiny, drake-like clockwork toy. When a creature enters its square the snare activates, causing the drake to spit a gout of fire in a 15-foot cone in the direction from which the creature entered. For instance, if a creature entered the square coming from the east, the cone would point east, to hit any allies behind the triggering creature. Those within the cone must succeed a DC 19 basic Reflex save or take 6d6 fire damage. After spitting its fire, the snare falls apart.



FLAME DRAKE SNARE

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SNARE 5

UNCOMMON

CLOCKWORK

CONSUMABLE

FIRE

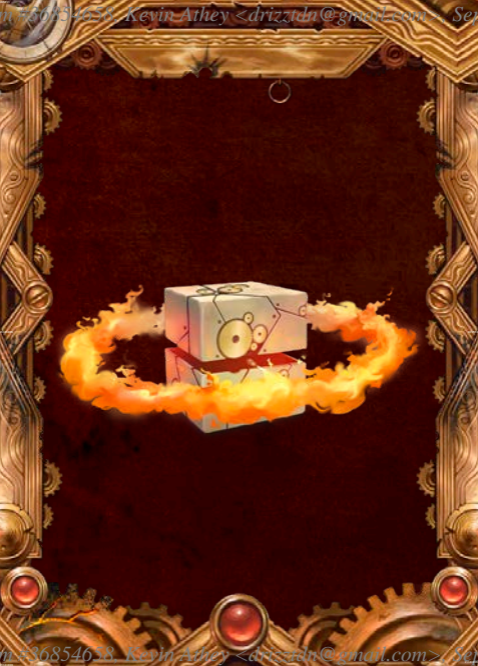
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FIRE BOX

FIRE BOX

SNARE 3

UNCOMMON

CLOCKWORK

CONSUMABLE

FIRE

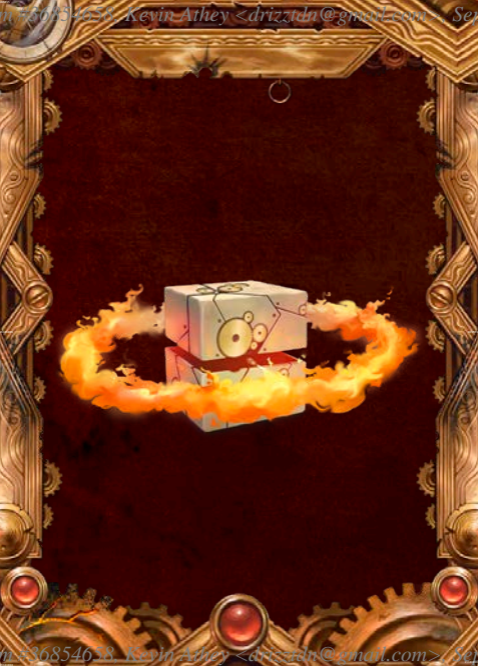
MECHANICAL

SNARE

TRAP

Price 10 gp

Anyone who opens the box triggers a clockwork mechanism that unleashes a 15-foot cone of fire. The cone issues forth in a random direction determined by the GM but always including the creature who opened the box. Those within the cone must succeed at a DC 17 basic Reflex save or take 4d6 fire damage.



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SNARE 3

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CLOCKWORK

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MECHANICAL

SNARE

TRAP

Price 10 gp

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FROST WORM SNARE

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SNARE 9

UNCOMMON

CLOCKWORK

COLD

CONSUMABLE

MECHANICAL

SNARE

TRAP

Price 115 gp

The snare takes the form of a Tiny frost worm clockwork toy. When a creature enters its square, the snare activates, causing the worm to let loose a 30-foot line of frost in the direction from which the creature entered the square. For instance, if a creature entered the square coming from the south, the worm would shoot the line south, to hit any allies of the triggering creature. Those within the line must succeed a DC 25 basic Reflex save or take 10d6 cold damage. After spitting its frost, the snare falls apart.



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SNARE 9

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CLOCKWORK

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SNARE

TRAP

Price 115 gp

The snare takes the form of a Tiny frost worm clockwork toy. When a creature enters its square, the snare activates, causing the worm to let loose a 30-foot line of frost in the direction from which the creature entered the square. For instance, if a creature entered the square coming from the south, the worm would shoot the line south, to hit any allies of the triggering creature. Those within the line must succeed a DC 25 basic Reflex save or take 10d6 cold damage. After spitting its frost, the snare falls apart.



NOISEMAKER SNARE

NOISEMAKER SNARE

SNARE 2

UNCOMMON

CLOCKWORK

CONSUMABLE

FIRE

MECHANICAL

SNARE

TRAP

Price 6 gp

When a creature enters this snare's square, it triggers an extremely loud clockwork device, which explodes with a bang that can be heard from 200 feet away and deals 1d8 fire damage. The creature must attempt a DC 18 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is deafened for 1 round.

Critical Failure The creature takes double damage and is deafened for 1 minute.



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PUFF DRAGON

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SNARE 9

UNCOMMON

CLOCKWORK

CONSUMABLE

MECHANICAL

POISON

SNARE

TRAP

Price 120 gp

This cute and unassuming dragon toy activates once a creature moves into its square. It then unleashes a rapid burst of toxic gas in a 10-foot emanation. Those within the emanation when the snare is activated must attempt a DC 25 Fortitude saving throw or take 3d6 poison damage.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is sickened 1.

Critical Failure The creature takes double damage and is sickened 2.



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Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is sickened 1.

Critical Failure The creature takes double damage and is sickened 2.



SHRAPNEL SNARE

SHRAPNEL SNARE

SNARE 14

UNCOMMON

CONSUMABLE

MECHANICAL

SNARE

TRAP

Price 700 gp

This snare uses tightly wound springs, clockwork, and shrapnel to cause devastating damage. When a creature enters the snare's square, the trap releases, dealing 12d6 piercing damage in a deafening explosion. Everyone in a 10-foot radius of the snare's square must attempt a DC 31 Reflex save.

Critical Success The creature is unaffected,

Success The creature takes half damage and is deafened for 1 round.

Failure The creature takes full damage, 2d6 persistent piercing damage, and is deafened for 1 minute.

Critical Failure The creature takes double damage, 4d6 persistent piercing damage, and is deafened for 1 minute.



SHRAPNEL SNARE

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SNARE 14

UNCOMMON

CONSUMABLE

MECHANICAL

SNARE

TRAP

Price 700 gp

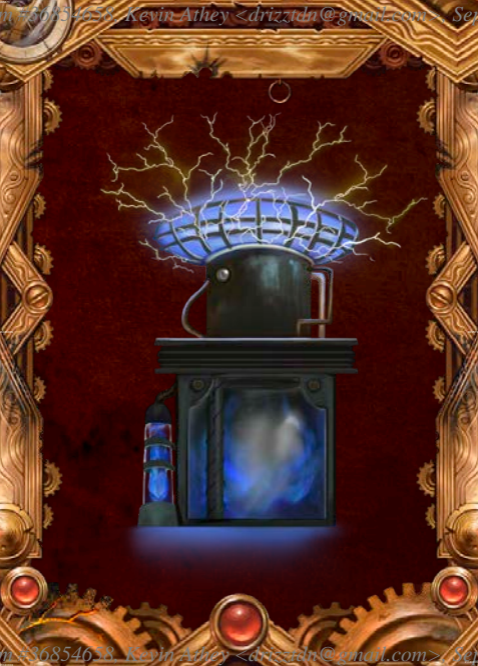
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Success The creature takes half damage and is deafened for 1 round.

Failure The creature takes full damage, 2d6 persistent piercing damage, and is deafened for 1 minute.

Critical Failure The creature takes double damage, 4d6 persistent piercing damage, and is deafened for 1 minute.



SPRIT SNARE

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SNARE 8

RARE **CONSUMABLE** **ELECTRICITY** **MECHANICAL** **SNARE** **TRAP**

Price 90 gp

This complicated snare is affixed with various crystals and Stasian coils attached to strange electrical relays, working on the same principles as etheric spirit singers. When an incorporeal creature enters its square, the device lets loose an ectoplasmic web that lashes around the creature's spectral form. The creature must succeed a DC 26 Reflex saving throw or become immobilized for 1 round. On a critical failure, the creature becomes immobilized for 1 minute. In either case, the incorporeal creature can attempt to Escape (DC 26).



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TIN COBRA

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SNARE 5

UNCOMMON

CLOCKWORK

CONSUMABLE

MECHANICAL

POISON

SNARE

TRAP

Price 23 gp

This clockwork cobra activates when a creature enters its square, at which point it lashes out and spits venom, dealing 3d6 poison damage. The target must attempt a DC 21 Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is sickened 1.

Critical Failure The creature takes double damage is sickened 2.



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GALVANIC MORTAL COIL

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ITEM 10

RARE
MAGICAL
NECROMANCY

Price 970 gp

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

When embedded in a body comprised of flesh, the blood and other fluids catalyze electrical pulses within the coil, activating the necromantic energies. In living creatures, this causes a dangerous surge that can damage the heart. In corpses, however, this can create a limited window of reanimation, with access to the corpse's final memories. *Galvanic mortal coils* are even rarer than other galvaspheres, and thought by most to be merely hypothetical.

Activate **◆◆** Interact; **Frequency** once per hour; **Effect** You drive the coil into a living creature that has 0 HP while attaching the other end to yourself, in order to damage their heart and possibly siphon their life force. The *galvanic mortal coil* casts *death knell* on the creature (DC 27).

Activate (10 minutes) Interact; **Frequency** once per day; **Effect** You implant the coil into a corpse. The coil casts *talking corpse* on the body.



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GALVASPHERE

GALVASPHERE

ITEM 4

RARE **CONSUMABLE** **GADGET**

Price 20 gp

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

Activate ◆◆ Interact

A galvasphere animates a corpse to motion via electricity, rather than necromancy. When you Activate the galvasphere by inserting it into an adjacent intact Medium or Small humanoid corpse, the corpse animates as a galvaheart zombie for 1 minute. The galvaheart zombie has the statistics of a zombie shambler except that it is a construct instead of an undead, isn't evil, can't be harmed by positive energy, and is the same size as the corpse (Medium or Small). The zombie is your minion and performs the actions you choose when you Command it. If you don't Command it, it takes no action, twitching in place as the electricity that animates it slowly expends itself.



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SHOCKGUARD COIL

SHOCKGUARD COIL

ITEM 10

RARE

CONSUMABLE


EVOCATION

MAGICAL

TALISMAN

Price 175 gp

Usage affixed to a shield

Activate  Interact; **Trigger** You Shield Block a foe's melee unarmed attack or melee attack with the affixed shield.

This miniature Stasian coil talisman emits small sparks when jostled. It uses a combination of Stasian technology and evocation magic to erupt in electricity when discharged. When you activate the coil, the foe takes 2d12 electricity damage (DC 27 basic Reflex save). On a failed save, the foe is flat-footed until the start of its next turn.



SHOCKGUARD COIL


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ITEM 10

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SPIRIT-SINGER

SPIRIT-SINGER

ITEM 5+

RARE

All spirit-singers can be used as musical instruments by manipulating the sensitivity to ethereal energies. When played in the presence of a significant spiritual disturbance, such as a haunt or an incorporeal undead, a spirit-singer grants you a +1 item bonus to Performance checks. While playing a spirit-singer, you also gain a +1 item bonus to checks to detect a haunt or incorporeal undead, and you can roll a check to notice a haunt even if you aren't actively Searching for it. A haunt or incorporeal undead that is intelligent enough to notice the effects it is having on the spirit-singer's music and that can't otherwise communicate with the living might choose to use the spirit-singer to do so if it wishes. For instance, it could try to guide the spirit-singer player towards a location by creating distortions or, if it understands language, it could try to answer questions by creating one distortion for yes and two distortions for no. Unless stated otherwise in its usage entry, a spirit-singer functions like a heavy musical instrument; rather than carrying it, the musician places the spirit-singer in a particular position and uses both hands to play.

Type spirit-singer; **Level** 5; **Price** 150 gp; **Bulk** 16

See *Guns & Gears* 68 for additional spirit singers.



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ITEM 5+

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Type handheld spirit-singer; **Level** 6; **Price** 200 gp;
Usage held in two hands; **Bulk** 1

See *Guns & Gears* 68 for additional spirit singers.

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VIOLET RAY

VIOLET RAY

ITEM 12

RARE

Price 1,893 gp

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

The device is a glass vacuum with an insulated handle connected to a small Stasian coil. When powered, the glass tube fills with purple light. Pressing the tube to one's body increase blood flow, eliminate toxins, and many other beneficial effects. A violet ray functions as a set of healer's tools and provides a +2 item bonus to Medicine checks to Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds.

Activate ◆◆◆ Interact; **Frequency** once per day; **Effect** You apply the violet ray to an adjacent creature and attempt to counteract the blinded, clumsy, confused, deafened, drained, enfeebled, sickened, or stupefied condition with a counteract level of 6 and a counteract modifier of +22, using the source of the condition to determine the condition's counteract level and DC. If the condition was caused by an ongoing effect and you don't remove that effect, the condition returns after 1 minute. Each use of this ability can only counteract a single condition.



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CLOCKWORK BOOKSHELF

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ITEM 1

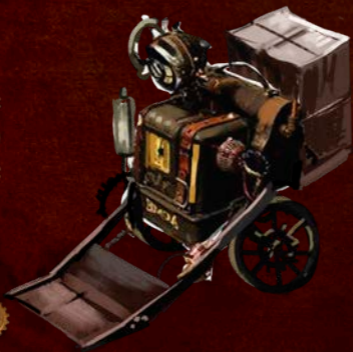
UNCOMMON

CLOCKWORK

Bulk 4

Price 15 gp

This device was originally created by an inventor who had way more books they wanted to access than available wall space to store them. Each of the bookshelf's six levels is actually loaded with a pair of shelves instead of a single shelf. A simple switch on the side of the bookshelf flips the corresponding shelf to the other side, revealing any books stored in the paired shelf. While this makes the clockwork bookshelf a little deeper than a normal bookshelf, in order to fit both shelves, it effectively allows you to store twice as many books using the same amount of wall space. Those who wish to keep volumes hidden from visitors (or perhaps stow a weapon or potion within a false book) often load the hidden shelf first, then switch to the second shelf lined with more respectable volumes.



CLOCKWORK BOX

PACKER

CLOCKWORK BOX PACKER

ITEM 3

UNCOMMON

CLOCKWORK

Bulk 4

Price 50 gp

This handy clockwork device is too expensive for most warehouses and shipping docks to make use of it, but some nobles have purchased the item for their staff as a status symbol, and merchants who are in the shipping trade can afford to slowly reap the benefits of its usage. It takes 1 minute to wind a clockwork box packer; after which, it can function for up to 1 hour.

You can indicate how high you want the clockwork box packer to stack boxes and what the packing storage dimensions are. Once packing instructions have been input, you can load a crate onto the clockwork box packer, and it begins its task. Once the box is stacked, the clockwork box packer closes the box, if necessary, then ties a ribbon or cord around it from a supply loaded into the clockwork box packer in advance. Once the package is secure, the clockwork box packer stacks it and then swivels back into position, ready to accept another box. In this way, the clockwork device can finish within minutes a packing job that might take humanoid workers an hour.



CLOCKWORK DISGUISE

CLOCKWORK DISGUISE

ITEM 6

UNCOMMON

CLOCKWORK

Usage worn armor; **Bulk** 2


Price 200 gp

The user of a clockwork disguise flips a switch on the harness's belt to one of three positions after which the plates shift, overlap, and connect as necessary to transform the disguise into the desired preset configuration. The clockwork disguise can have up to three preset configurations at a time, imitating a specific suit of armor, such as the garrison issue of the Absalom city watch.

Giving a clockwork disguise a new preset configuration requires 20 minutes of work. The clockwork disguise can have a maximum of three preset configurations at a time, and it can only mimic light and medium armor suits made of metal.

The clockwork disguise is light armor and has the following stats, regardless of which type of armor it mimics:

AC Bonus +2; **Dex Cap** +3; **Check Penalty** -1; **Strength** 12; **Group** plate

Activate  Interact; **Effect** Transform the clockwork disguise into any one current preset configuration of the user's choice.



CLOCKWORK DIVING SUIT

CLOCKWORK DIVING SUIT

ITEM 6

UNCOMMON

AIR

CLOCKWORK

WATER

Usage Worn; Bulk 4

Price 200 gp

The clockwork diving suit allows its user to breathe underwater for hours at a time without the aid of magic. The diving suit contains enough air for three hours of operation, and the clockwork components can operate for up to 3 hours before the suit needs winding. If you run out of air, drowning and suffocation rules begin to apply as normal. This air supply can be refilled by spending one hour in an area with air, and you can rewind the clockwork in a process that takes 10 minutes to complete.

The diving suit is a suit of medium armor, and it has the following stats:

AC Bonus +4; **Dex Cap** +1; **Check Penalty** -4; **Speed Penalty** -15 ft; **Strength** 18

Activate **◆◆** Interact; **Effect** The diving suit shoots out a water jet that causes you to Swim 25 feet in a straight line. The distance of this movement is unaffected by your swim Speed, if you have one, or the armor's Speed penalty. However, difficult terrain, such as the difficult terrain for moving up or down or moving against a current, still slows this movement.



CLOCKWORK MEGAPHONE

CLOCKWORK MEGAPHONE **ITEM 1**

UNCOMMON

CLOCKWORK

Bulk 1

Price 15 gp

A clockwork megaphone uses cunning clockwork gears to adjust the shape and angle of the cone within the megaphone, allowing you to raise or lower the volume, widen or contract the angle in which you project your voice, or both at the same time. This makes a clockwork megaphone far more useful than an ordinary megaphone for situations where you want to make sure that everyone in a particular venue or location can hear you without being so loud that your voice comes across as a painful shout. It takes 1 minute to wind up a clockwork megaphone, which allows it to remain active for up to 1 hour of adjustments, only counting the time you change the megaphone's settings, not the time you spend speaking. Since it automatically enters standby mode when not in use, this typically means you don't have to wind up the clockwork megaphone for months, or even years, depending on how often you adjust the settings each day.



DAY GOGGLES

DAY GOGGLES

ITEM 2

UNCOMMON

Price 30 gp

Usage worn eyepiece; **Bulk** L

The darkened lenses of these goggles protect sensitive eyes from bright light but make seeing in the dark more difficult. While wearing day goggles, you gain a +1 item bonus to saving throws against visual light effects. However, while wearing the goggles, you take a -2 item penalty to visual Perception checks and you treat areas of bright light as dim light and areas of dim light as darkness for the purpose of whether you can see. While this is normally a disadvantage, if you have light blindness, you aren't dazzled in bright light as long as you continue wearing the day goggles, since to your eyes, there is only dim light. You can wear the goggles around your neck or on your forehead, granting no benefits, but allowing you to move them over your eyes with a single Interact action, without having to withdraw them first.



ELECTROCABLE

ELECTROCABLE

ITEM 3

RARE **ELECTRICITY** **FIRE**

Price 45 gp

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

This footlong length of conductive cable is capped on both ends by grounded handles containing Stasian coils. These coils can be turned on or off as a single action. While on, the coils electrify the cable, dealing 1d6 electricity and 1d6 fire damage in a thin precise line to anything the cable touches, though the cable is too unwieldy to use as a weapon. Electrocables are typically used to “cut” a thin straight line through metal. They ignore 10 points of a metal object’s hardness.



EXTENDABLE PINCER

EXTENDABLE PINCER

ITEM 0

UNCOMMON

CLOCKWORK

Price 2 gp

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

This extendable rod features a pincer on one end and clamped handle on the other. By squeezing the handle, the pincer opens or closes. As an Interact action, you can extend or retract the rod by 5 feet to one of three settings, allowing you to Interact to pick up an object with the pincer either within your own space, in an adjacent space, or exactly 10 feet away.



HEATED CLOAK

HEATED CLOAK

ITEM 5

UNCOMMON

Price 160 gp

Usage worn cloak; **Bulk** L

This fine cloak is lined with tiny tubes of slowly reacting alchemical reagents. These chemicals generate heat, which is circulated throughout the cloak by the wearer's movements. While active, the wearer is protected from severe cold. The cloak offers no protection from extreme or incredible cold. It operates for 24 hours and can be reset with a simple process that takes 1 minute.



HOLY STEAM BALL

HOLY STEAM BALL

ITEM 2

UNCOMMON

DIVINE

ENCHANTMENT

MENTAL

GOOD

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

Price 30 gp; 2 gp per refill

Activate ♦ Interact

The tube's twin prongs of this device are placed into the user's nostrils, after which the user squeezes the rubber ball to activate the device. The holy power contained within the vapor strengthens the user's will against creatures that are weak to *holy water*, making it tougher for malevolent creatures to subvert the user's mind.

After using a *holy steam ball*, you must refill it before the next use in a process that takes five minutes to complete.

Activate ♦ Interact; **Requirements** The *holy steam ball* is filled with evaporated *holy water* and incense smoke; **Effect** You release the stored steam and smoke to grant yourself its protections. Each use of the *holy steam ball* lasts for 1 hour and gives you a +2 item bonus to Will saving throws against possession effects from fiends and undead and effects from fiends and undead that cause the controlled condition.



IGNITOR

IGNITOR

ITEM 1

CLOCKWORK

Price 5 gp

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

An ignitor uses interlocking clockwork to create a small spark in order to ignite flammable materials. While holding the ignitor, you can Interact with it to ignite a flammable object within reach.



LIGHT WRITER

LIGHT WRITER

ITEM 6

RARE

CLOCKWORK

EVOCATION

LIGHT

Bulk 2

Price 200 gp; 3 gp for 10 metal plates

The *light writer* combines magic and clockwork innovation to allow its operator to create a true-to-life, monochromatic portrait of people or a scene over the course of 20 minutes of exposure. It consists of two flat metal squares, one larger than the other, connected by a tube of leather similar to that found on a bellows. The smaller square, which sits at the front of the device, has a small glass lens in the center of it. The user presses a button on the control stick to activate the *light writer*. Upon activation, magical light illuminates the tube, producing a steady light for 20 minutes. This light is captured by the lens and projected onto the metal plate, slowly creating an image of the scene in front of the lens. The plate can then be removed, allowing the image to be displayed anywhere the owner desires. The *light writer* is mounted on a tripod and must be perfectly still during operation to prevent any defects from appearing in the plate image. If creating a captured image of a living creature, it is equally important for that creature to remain still throughout the process, to avoid a ghostlike blurring of the final image.



MECHANICAL TORCH

MECHANICAL TORCH

ITEM 1

CLOCKWORK

Price 10 gp

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

Powered by electricity, you can turn a mechanical torch on and off by toggling a lever on the torch with an Interact action. When active, the torch sheds bright light in either a 20-foot radius (and dim light to the next 40 feet) or a 40-foot cone (and dim light to the next 40 feet). Changing this area requires a single Interact action to flip a switch. The torch carries sufficient charge to operate for ten minutes. You can recharge the torch in 1 minute via an integrated crank-charging mechanism, turning the clockwork gears and generating sparks to power the torch, though doing so requires two hands.



NIGHTBREEZE MACHINE

NIGHTBREEZE MACHINE

ITEM 5

UNCOMMON

AIR

CLOCKWORK

Bulk 4

Price 125 gp

When placed on a flat surface, a creature within reach can Interact to flip the lever, turning the machine on.

The nightbreeze machine was recently commissioned by Malduoni, Keeper of the First Law, leader of the nation of Rahadoum. He tasked the country's brightest inventors with creating devices that would, in his words, "Ensure that no mortal need fear death from the desert heat." This machine was the first creation to come out of this consolidated engineering effort, but it won't be the last.

A nightbreeze machine can affect an enclosed area of no more than 50 feet by 50 feet and has negligible effect when used in a larger enclosed area or outside. While active, it reduces the effects of severe heat by one step to mild heat, and reduces extreme heat to severe heat (*Core Rulebook* page 518). A nightbreeze machine isn't powerful enough to reduce the effects of incredible heat, though fortunately such heat isn't found naturally in the deserts of Rahadoum. A nightbreeze machine runs for 8 hours, after which it must be wound in a process that takes 10 minutes to complete. The 8 hours of activity don't have to be consecutive.

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PAPER SHREDDER

PAPER SHREDDER

ITEM 2

UNCOMMON

CLOCKWORK

Bulk 2

Price 30 gp

With 1 minute of wind-up, a paper shredder can function for up to 1 hour of shredding, and it automatically enters standby mode when not in use, meaning the device can typically go for weeks between wind-ups unless you shred an exceptionally large volume of paper.

Setting a piece of paper or parchment into the paper shredder takes a single Interact action, which means you can shred up to three pages of paper or parchment each round. Only one person can use the shredder each round. The paper shredders rips and tears the paper or parchment apart into tiny disjointed strips. This is typically sufficient to destroy *glyphs of warding* and other similar dangerous magical traps on the paper, though the GM might determine that particularly resilient magical traps find some way to survive their shredding. If the paper is magically protected or otherwise has more Hardness than a normal sheet of paper or parchment, the shredder can't shred it. After churning such hardened paper for 1 round, the shredder spits it back out without harming the shredder. This prevents shredding any other paper during that round.



PRINTING PRESS

PRINTING PRESS

ITEM 9

RARE

CLOCKWORK

Price 600 gp

Bulk 20

The printing press is a revolutionary machine that combines movable type with a mechanical inking system and screw press, allowing for the mass production of large volumes of text. Using the press, a worker can produce up to 3,600 identical pages per day. In order to use the printing press, you must first set the type for the page you want to print. Time required to set type varies depending on the number of characters used; from 1 hour for small pages with brief text, to 8 hours for a full-sized normal page of text, though extreme examples may be outside this range. When you prepare a page for printing, you can include engraved images in addition to text. No magical properties of text are transferred in the printing process, so it cannot be used to mass-produce magical scrolls, *glyphs of warding*, or similar spells or magic items.



STEAMFLIGHT PACK

STEAMFLIGHT PACK

ITEM 15

RARE

CLOCKWORK

STEAM


Usage worn backpack; **Bulk** 2

Price 6,000 gp

Activate  Interact

The steamflight pack allows its user to fly without using magic or wings. Each steamflight pack looks like a large brass backpack with two large nozzles mounted on the sides pointing downward. It also features metal arms reaching around the front that terminate in handles with activation buttons on them. When the user holds down an activation button, a complex series of mechanisms pumps water from the large tank in the backpack and releases it through the nozzles as powerful jets of steam, enabling the user to fly short distances. Tilting the handle adjusts the nozzles' angles, allowing the user to control the direction of their flight.

When active, the steamflight pack gives the user a fly Speed of 20 feet. It carries enough water for 20 minutes of operation and can be refilled in five minutes with a supply of normal water and a funnel.

Activate  Interact; **Effect** You turn the steamflight pack on or off.



STEAM WINCH

STEAM WINCH

ITEM 8

RARE

STEAM

Price 425 gp

Usage operated with two hands; **Bulk** 2

This hefty winch is powered by a small steam engine and includes a 100 ft. length of steel cable, which enables you to haul a heavier load than you could with a hand cranked winch or comealong (*Lost Omens Pathfinder Society Guide* 114). A steam winch allows you to slowly pull a heavy load (usually up to 50 Bulk) along a flat surface or up and down a vertical expanse.

Attaching a steam winch to a device takes three Interact actions, while starting the winch (and getting it warm enough to operate) takes 10 minutes. Once in operation, a steam winch requires regular maintenance to function. Every twenty minutes, the boiler must be refilled and heat levels maintained.



TIMEPIECE

TIMEPIECE

ITEM 1+

UNCOMMON

CLOCKWORK

Clockwork timepieces come in a variety of sizes and aesthetic styles, but they're all designed to display the accurate time of day down to the second.

Clockwork timepieces have a 24-hour activation cycle, after which they must wound in a process that takes 1 minute to complete.

Type desktop clock; **Level** 1; **Price** 10 gp; **Bulk** 3

Desktop clocks have been designed to be small enough to only take up a quarter of a typical writing desk's surface area, but they're still too bulky and heavy to be lugged around casually.

Type grand clock; **Level** 3; **Price** 50 gp; **Bulk** 16

These towering, ten-foot-tall clocks have been painstakingly handcrafted by skilled artisans and feature loud chimes that can be heard hourly throughout a manor. Owners of grand clocks usually tend to display them prominently in a study, lounge area, or foyer.



BASIC CHAIR

BASIC CHAIR

ITEM 0

Price 5 sp

Bulk 2

This common wheelchair is ideal for everyday use, but isn't designed for adventuring. Basic chairs are most common among non-adventurers.



TRAVELER'S CHAIR

TRAVELER'S CHAIR

ITEM 1

Price 5 gp

Bulk 3

This wheelchair is tailored for adventures and travels. The design is sleek and fashionable to provide excellent comfort and support. A traveler's chair has small mechanisms, either made from interlocking wood pieces, clockwork, or other devices, that allow the chair to traverse up or down stairs without any additional difficulty (moving up stairs is still difficult terrain, just like for other characters), and move through other such environments that adventurers and travelers encounter without any additional difficulty, such as ladders and uneven ground.



FROG CHAIR

FROG CHAIR

ITEM 8

UNCOMMON

CLOCKWORK

MAGICAL

Price 475 gp

Bulk 3

This clockwork traveler's chair is shaped like a wheeled frog, with springs attached to the bottom and an extensible tongue on the front.

Activate **◆** Interact; **Frequency** once per hour; **Effect** You activate the wheelchair's springs to make hopping leaps. For 1 minute, whenever you Leap with the wheelchair, you can jump 30 feet in any direction without touching the ground. You must land on a space of solid ground within 30 feet of you, or else you fall after using your next action.

Activate **◆** Interact; **Frequency** once per minute; **Effect** You activate the wheelchair's tongue to grab a nearby object and bring it to you. Interact to pick up an unattended object within 15 feet and bring it to your empty hand. If you don't have a hand to take the object, it falls in your space instead.



SPIDER CHAIR

SPIDER CHAIR

ITEM 12

UNCOMMON

CLOCKWORK

MAGICAL

Price 1,800 gp

Bulk 3

This clockwork traveler's chair has spinnerets and spider legs that allow it to roll up walls, fire web lines to pull you to a location, and obstruct foes with webs. While using the chair, you gain a climb Speed equal to your Speed.

Activate ◆ Interact; **Frequency** once per minute; **Effect** The chair shoots a web line at a solid wall, floor, or ceiling up to 60 feet away and then pulls itself and you to that location.

Activate ◆◆◆ Interact; **Frequency** once per hour; **Effect** You cause the chair to launch an enormous web to hinder your foes, with the effects of a 4th-level *web* spell.



STORM CHAIR

STORM CHAIR

ITEM 14

RARE

ELECTRICITY

MAGICAL

Price 4,400 gp

Bulk 3

This traveler's chair uses magic and Stasian technology, storing up power in its Stasian coils to arc lightning through your foes and grant brief spurts of flight.

Activate **◆◆** Interact (electricity, evocation, magical);

Frequency once per hour; **Effect** You create a ball of electricity around the chair, surrounding it in a damaging aura of electricity and using electromagnetism to briefly levitate. For 1 minute, you gain a fly Speed equal to your Speed and adjacent creatures that hit you with a melee attack, as well as creatures that touch or hit you with an unarmed attack, take 2d6 electricity damage each time. As normal, this applies to creatures who choose to touch you, not when you touch or attack another creature.

Activate **◆◆** Interact (electricity, evocation, magical);

Frequency once per day; **Effect** You release the majority of the stored up energy from your *storm chair*, devastating foes in a chain of electricity. This has the effects of *chain lightning* with a DC of 31.

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