



LOUIS PORTER JR.
DESIGN

LPJ9284

FREE
BRAIN
ITEMS



DARK RELICS

CLASSIFIED, FORGOTTEN, AND OUTLAWED MAGITECH

Magitech, the term used to describe the blending of magic and technology, has improved the lives of millions of creatures. Once viewed as incompatible, these combined areas of discovery have cured diseases, powered planets, and enhanced the speed and reliability of travel and communication.

Unfortunately, despite the bewildering array of life-saving tools it has brought to market, magitech has also unleashed its share of destruction and misery in the form of phased plague bombs, cursed ammunition, and other horrors. The worst such hybrid items include the banned relics collectively known as necrotech—a blending of technology and necromancy.

Here are nine new hybrid items for use in campaigns, both as tools in the hands of villains as well as loot

for victorious adventurers. In addition to the benefits and powers each item grants, several of them carry downsides intended to make life interesting for player characters.

BRAIN-IN-A-JAR

This device includes a humanoid brain suspended in a glass and steel container filled with green ichor. A small console, attached to the container, includes a simple switch.

This form of necrotech ranks among the most illegal in virtually every civilized system; even owning such a device can bring severe punishment. The brain, vat-grown in a forbidden laboratory, has the ability to sense certain types of telepathic activity nearby.



Written by Mark A. Hart

As a standard action, you can activate the brain-in-a-jar from its console. Once active, the brain scans its vicinity out to a 30-foot-radius. If any item or creature within this area of effect attempts to read minds with mind-affecting divination magic (e.g., detect thoughts, mind probe, or modify memory), as a reaction the brain launches a synaptic pulse at 3rd-level effect, but only against the target creature. The DC of the Will saving throw to resist this attack equals $10 + \frac{1}{2}$ the item's level.

The brain-in-a-jar's built-in magical energy allows it to remain on scanning mode for up to 24 hours. Each synaptic pulse it unleashes drains its power by 6 hours. If the brain ever uses this power 6 or more times in a 24-hour period, it burns out and dies.

BURROWER SEED POD

This item resembles an enormous withered seed pod about the size of an average humanoid. It can fit any creature size Medium or smaller. When you climb into the seed pod and seal it shut as a standard action, it inserts thin filaments into your limbs, drawing moisture and energy from your body. This drains you of 1 Resolve Point; if you have no RP available, the pod remains dormant.

Thereafter, you can issue a mental command to the pod, at which time it burrows into the ground. The seed pod can remain so buried for up to 24 hours, during which time you require no air, food, or water. In addition, you can mentally command the pod to burrow through the ground in any direction. The pod burrows through ordinary soil at a rate of 30 feet per round, although it cannot move through solid rock or walls. The pod can move in this fashion for up to 24 hours. After this time has elapsed, the seed pod returns to the surface closest to its current position and disgorges you, after which it disintegrates. The pod doesn't provide you with any ability to see in the dark or to know its exact location. As a warning, if the pod cannot reach the surface before it expires, it could leave you buried deep beneath the ground.

CURSE DAEMON

The most reliable way to inflict a curse on a target is via the bestow curse spell. There are times, however, where you cannot get near your target, or you wish to avoid the risk of getting close. For such occasions, a curse daemon offers one possible avenue of attack. A curse daemon, a fusion of curse magic and energy, allows you to transmit an ordinary-looking electronic message to a target. If the target reads or listens to the message, they suffer the curse's effects.

Typically, you seek out and commission a mystic or a curse-weaver who constructs such a daemon, a process that requires one hour (and may be illegal in certain jurisdictions). The daemon must be created with a specific target with whom you are familiar, and the curse must include a specific affliction. Once created, the curse daemon must be transmitted, received, and read or listened by the named target within 24 hours or it dissipates without effect. When the target hears or reads the message, they must make the appropriate saving throw or suffer the curse's effect.

To determine the saving throw involved and what the curse does to its victim, use one of the afflictions described in the core rulebook or in the bestow curse spell with a DC 15 save.

INFERNAL MOTE

This item features a clear crystal the size of a humanoid's fist. A blood-red mote of energy, about the size of an eyeball, pulsates inside the crystal, emitting constant but feeble light. This mote is a proto-devil—the mystical effluents necessary to create an infernal imp.

When you crush the crystal as a standard action, the mote infuses your body with a spark of infernal energy. You gain darkvision to 60 feet, a +2 racial bonus against poison, and resistance to fire equal to the item's level. These benefits last for 1 hour. During that time, any magic that identifies creature type identifies you as an infernal outsider, even though you are not.

MIND'S EYE SPIDER

This device appears like a tiny machine spider complete with eight metallic legs and eight eyes. Most of the time, the spider remains attached to your standard datajack. When you activate the spider as a swift action, it begins recording everything you see and hear by use of a standard camera and microphone set. The device can record up to 10 hours of visual and audio data before running out of storage space. You can also send text messages, in any language you know, directly from your brain into the spider's memory.

On command, the spider detaches from the datajack, crawls down your body to the ground, and scurries at a speed of 30 feet to a target spot you can see within 300 feet. The spider has AC 12, Hardness 4, and 8 hit points. If it encounters barriers such as a low wall or other obstruction in its path, it takes the shortest way around. It avoids holes and crevices and will not enter obviously harmful areas such as burning rubble.

Once the mind-spider reaches its target location, it can upload its recordings and messages to a computer or a willing creature with a datajack, assuming the drone possesses the necessary access to the computer system. If you come within 30 feet of the drone while it is detached, you can verbally order it to reconnect to your datajack, which it does as a full-round action. Once it uploads data, the drone must remain dormant for 12 hours before regaining its magical charge.

MUTAGEN, UNSTABLE

A mutagen is an injectable magitech substance designed to alter your physical structure for a brief time. Once you inject a mutagen of a certain type, your body changes in a brief but painful process. You might grow gills enabling you to breathe underwater, for example, or you may develop an organ allowing you to resist radiation. A mutagen dose lasts for 1 hour, after which your body reverts to its normal form. Several possible mutagen types are described below.

Amphibious. You grow gills and fins. You can breathe air or underwater with equal ease. In addition, you gain a swim speed of 30 feet, and you gain a +4 racial bonus to Athletics checks to swim.

Augmented strength. You gain increased muscle strength. For the duration of this mutagen's effects, treat your Strength as 4 points higher for determining how much bulk you can carry.

Extra limbs. You grow a second set of arms similar to your own. Your second set of arms allows you to carry and wield weapons and items, but they do not increase the number of attacks you can make during your turn.

Keen eyes. You gain darkvision to 60 feet. In addition, you gain a +2 racial bonus to Perception checks made to notice something.

Radiation gland. With this mutagen in effect, you gain the spell-like ability to cast detect radiation. If exposed to radiation during this time, you gain a +4 racial bonus to Fortitude saving throws to resist the effects.

Scaly. A set of overlapping lizard-like scales sprout from your skin. You gain a +2 armor bonus to KAC.

Zero-G acclimation. This mutagen alters your brain and your senses to better enable you to function in areas without gravity. You gain a +5 racial bonus to Acrobatics or Athletics skill checks made in that environment. If you become off-kilter, you can steady yourself as a swift action even if you do not have a nearby surface to grab onto or some method of propulsion.

SLIP-SKIN (CHANGELING SUIT)

This wrinkled outfit appears like a snake or lizard's cast-off outer skin. When you slide the slip-skin over yourself as a standard action, it tightens over your body, even going so far as to infiltrate your vocal chords. The skin then morphs your outward appearance and your voice into that of an individual you picture in your mind, whether in specific or in general. The creature you select must be of similar body shape and size to yours. For the next 24 hours, you gain a +10 enhancement bonus to Disguise skill checks when you mimic that person. You can choose to appear as a specific individual, or as an average specimen of a specific species until you strip off the skin or 24 hours elapses, at which point it sluffs off into a gelatinous residue.

UNDEAD SYMBIONT

This necrotech-engineered creature resembles a three-inch long gray slug covered with dendrites. To use the symbiont, you must remove it from its special stasis packaging, place it on your exposed skin, and allow it to burrow inside. This process takes 10 minutes, during which time you are nauseated due to pain. After that, your skin takes on a deathly pallor and becomes cold, dry, and cracked to the touch. As long as the symbiont remains embedded within you, the slug suppresses your life force and you are closer to being undead than living. You are immune to bleed, death effects, disease, and sleep. You do not need to eat or drink, but you still need to breathe. Nonintelligent undead cannot see, hear, or smell you as long as the symbiont remains active.

While carrying the slug, you are considered undead for the purpose of any spell or effect that targets undead, such as command undead or control undead, or a mystic with the Harm Undead feat using healing channel against you.

At the end of each 24-hour period during which the symbiont remains embedded within you, you suffer 2 points of Constitution damage that cannot be recovered until the symbiont is removed. The slug dies once removed.

ZOMBIE MIST

This necrotech comes in the form of an opaque vial filled with a shadowy haze. When you open the vial as a standard action, you release a swarm of nanites. These nanites seek out the nearest corpse within 60 feet and animate it at the beginning of the next round after you released them, similar to the effects of the animate dead spell. You can animate one corpse with a CR

no higher than half this item's level. The corpse obeys only your commands and lasts until destroyed or after an hour has elapsed, at which time the body breaks down into organic goo.

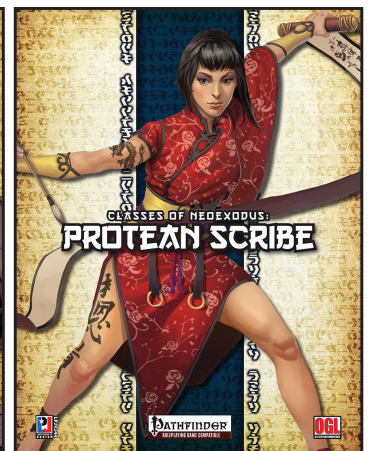
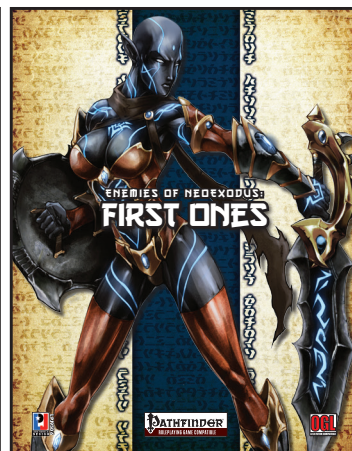
If no available corpses are within range, the nanites dissipate harmlessly.

TABLE: HYBRID ITEMS			
Item	Level	Price	Bulk
Brain-in-a-jar	8	1,300	2
Burrower seed pod	6	735	1
Curse daemon	10	3,000	-
Infernal mote	8	1,400	L
Mind's-eye spider	6	4,500	L
Mutagen, unstable	5	575	L
Slip-skin	5	500	L
Undead symbiont	9	12,000	L
Zombie mist	11	3,700	L

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