

The Cosmic Armory



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OGL
3.5 SYSTEM COMPATIBLE

The Cosmic Armory
A micro-sourcebook for the Psi-Watch
Campaign Setting

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Requires the use of the D20
Modern Core Rulebook,
Published by
Wizards of the Coast

The alien artifacts and unexplainable weapons in this micro-sourcebook are designed specifically for the *Psi-Watch campaign setting*, but can be used with any D20 Modern or D20 Future campaign, including *Othervers America* and *Galaxy Command*.

Culture Artifacts

Born to a civilization literally older than the Solar System, members of the ancient and powerful Culture are blessed with technology so advanced it seems magical to less advanced species. These artifacts are *far* beyond the capacity of Earth science to reverse engineer or duplicate.

Hana-Su-Talas (Fear Not Failure) (PL 7)

This ancient nano-virus takes the form of a simple caste mark worn above the recipient's left eye. Barely intelligent, the nano-virus' onboard computers are part of a galaxy-wide hive mind that dates back to the formation of the Culture. Like the Hectate Library, this ancient artificial consciousness exists to guide all members of the Culture to reaching their potential.

It requires 24 hours to attune to the Hana-Su-Talas after implantation of the colony. The nanocolony augments a single skill of the user's choice, which cannot be changed. The shape of the caste mark determines which skill is enhanced, and thanks to this marking, members of the culture can tell one another's profession at a glance. Once the nanocolony is attuned, the wearer treats a natural 1 on checks with that particular skill as a natural 20. This is an extraordinary ability, and a character can only have a single Hana-Su-Talas. Blooded Ghost characters cannot attune to this device.

Weapons from Deepest Space

The genocidal war between the Culture and the Blooded Ghosts has burned hot for longer than sentient life has existed on Earth. And like all wars, this million-year blood feud has spurred the creation of deadly new weapons of war- weapons capable of ripping apart the weave of reality and change the pattern. And as impressive as the Culture and Blooded Ghost weapons described here are, they're like obsidian tipped spheres compared to some of the ancient, enigmatic weapons forged by cultures long extinct. Some of the deadliest weapons in the known universe are described, and will give Psi-Watch characters good cause to worry if they show up anywhere near Earth-space.

Kalat-Mas **(Crimson Usefulness)** **(PL 8)**

The Kalat-Mas is a wonder of nanotechnology, assigned to the best pilots and racers in the Culture. Each Kalat-Mas is born at the heart of the ocean-sized nanocolony that forms the heart of the Wellforged artificial world. Washing up on the shores of the nano-colony, Kalat-Mas appear as crimson eggs inscribed with spiraling slate grey runes. The device pulses like a beating heart as it attunes to a wielder.

Any member of the Culture can attune to the Kalat-Mas instantly, merely by touching the device. Members of other species must succeed at a DC 22 Computer Use check to attune to the device- they may attempt this check as often as once per 24 hours. Blooded Ghost characters suffer a -4 penalty on the check.

Once attuned, the Kalat-Mas can shape itself into an exact duplicate of any Gargantuan or smaller vehicle from Progress Level 7 or lower. The transformation requires 1 minute, and the Kalat-Mas cannot be occupied while it transforms. The Kalat-Mas returns to its tiny egg like state when not in use. If the device mimics an armed vehicle, it is considered to have unlimited ammunition.

All vehicles mimicked by the Kalat-Mas are crimson and grey, and while they share the statistics of the vehicle type imitated, they are sleek and angular, built with an instantly recognizable Cultural design philosophy.



Khel-Tukae **(Hunter of Ghosts) (PL 7)**

This baroque, blood red gauntlet has the appearance and texture of smooth marble. Worn upon the wrist of a Culture warrior, it bonds to skin and muscle, becoming a living part of the wearer. The gauntlet floods the wearer's blood with synthetic opiates, adrenaline and serotonin boosters when the wearer carries out the device's

desires: the extermination of the Blooded Ghost race. Final Sword sword-sisters wear elaborate, jeweled *khel-tukae* which give them sweet orgasms as they commit genocide.

The gauntlet must be worn for 24 hours before it attunes to the wearer. Thereafter, each time the wearer personally kills any Blooded Ghost character, the device rewards her with a surge of pleasure and an action point, which may be stored or used as the wearer desires.

Unlike most Culture technology, Blooded Ghosts can wear the device, and are highly rewarded for ‘accepting civilized extinction’. If an attuned Blooded Ghost kills another member of her race while wearing a *khel-tukae* she receives two action points.

Lel-kas-sun (Running Desperately) (PL 7)

This Culture device resembles a strange exoskeleton comprised of living steel, only a few molecules thick. Consisting of a series of golden and metallic silver bands that wrap around the wearer’s legs and lower torso, a *lel-kas-sun* draws its power from the wearer’s own electromagnetic field. Culture athletes, soldiers and Final Sword death-maidens commonly wear these devices beneath their uniforms.

Once per day, the *lel-kas-sun*, grants the wearer the following benefit.

- Increase base land speed by 10 ft.
- A +2 enhancement bonus to REF Saves and a +2 dodge bonus to Defense.
- +2 enhancement bonus to STR.

- The ability to take either an additional move or attack action per round.

These benefits last for 30 seconds (5 rounds) upon activation. Activating the *lel-kas-sun* is a free action.

Kaska (Pure) Daggers (PL 7)

Kaska Daggers are sacred to the Culture. These sharply curving blades resemble a short sickle more than a conventional blade. The blades are comprised of a hundred layers of viscous red matter, allowed to dry and harden and accrete until the end result looks like something grown, not machined. Culture warriors consider these heirloom blades to be part of themselves, and honor these ancient weapons with a place of honor at a private altar. In Culture space, alien ownership of one of these daggers is punishable by death.

These daggers are always of masterwork quality, despite their organic appearance. When wielded by a member of the Culture, the rudimentary intelligence within the nanite-infused blade awakens. The blade becomes especially skilled at carving through natural defenses manifested by ‘lesser species’. The Kaska Dagger ignores natural armor bonuses to Defense when used against any non-Culture creature.

Graviton Pikes (PL 8)

Graviton Pikes are the ceremonial weapons for the imposing Bio-Mechanical Sentinel marines who guard Culture nobles. Every session of the Bodiless Choir is called to

Object	Size	Weight	Purchase DC	Restriction Rating
Hana-Su-Talas	Not Applicable	Negligible	DC 20	None
Kalat-Mas	Tiny	1 lb	DC 41	Military (+3)
Khel-Tukae	Tiny	½ lb	DC 25	Military (+3)
Lel-Kas-Sun	Small	3 lbs	DC 29	Military (+3)

order by an immortal machine soldier wielding this physics breaking weapon.

Made from a light, silvery alloy, this pike crackles with cool green light. The blade is complex and multiply serrated, designed to catch other weapons and shatter them. Graviton Pikes possess 10 ft reach, but cannot be used against an adjacent foe. These weapons can also be set to receive a charge.

Any target struck by a Graviton Pike must succeed on a DC 18 FORT Save or find their personal gravity field briefly reversed. Targets hit with this weapon who fail their save fly upwards 1d4x10 ft, possibly taking falling damage if they slam into a ceiling or other obstruction. They then fall back down, again possibly suffering falling damage.

	Graviton Pikes	Kaska Daggers	Vibro Blades
Damage	2d4 piercing	1d8+1 slashing	2d6 slashing
Critical	20/x3	18-20/x2	19-20/x3
Range Increment	-	10 ft	10 ft
Size	Medium	Small	Small
Weight	5 lbs	1 lb	1 lb
Purchase DC	DC 19	DC 18	DC 19
Restriction Rating	Military (+3)	Military (+3)	Military (+3)

Vibro Blades(PL 6)

Daggers that vibrate at ultra-high frequency are common military weapons, and many Psi-Watch agents carry a vibro blade in a boot sheath for when they need something quick and quiet. The high frequency vibrations can shred tissue and slice easily through metal, stone or ceramic, making them ideal weapons for burglars and saboteurs.

Vibro Blades ignore Hardness 5 or less, but have no special penetrating power against objects with greater Hardness.

The power cells for a vibro blade provide up to 50 rounds (5 minutes) of use. The user can activate or deactivate the blade's vibro function as a free action. The vibro blade functions as an ordinary combat knife when not energized. Each activation uses up at least one round of energy. Power cells have a Purchase DC of 8 and are not restricted.



Blooded Ghost Technosorcery

The Blooded Ghosts are in their own way, as ancient and powerful as the Culture they have struggled against for eons. The secrets of their greatest devices are lost to the ages, but even the relics of their once proud society are impressive. Blooded Ghost technology owes as much to what humans call *magic* as it does to science, and almost invariably requires a sacrifice by its wielder.

Blooded Ghost Wishing Tooth (PL 9+)

The size of a man's fist and made from translucent yellow amber, strange dark things—somewhat like squid or insects—writhe slowly within this dagger-like item. The Wishing Tooth is the pinnacle of Blooded Ghost magic and technology, a kind of techno-sorcery even the

geniuses of the Culture cannot understand. It was a Wishing Tooth, cleverly wielded that brought down the Culture worldship *Ages of Sorrow* and began the war between the species.

The technology to craft more Wishing Teeth is long since lost, and the only extant Wishing Teeth are billions of years old, ancient, strange and unique.

A Wishing Tooth can produce any one of the following effects. Each use of the Wishing Tooth inflicts 1d6 points of permanent WIS and CON drain from the user, and allows a DC 18 WILL Save to halve the loss. Techno-shaman capable of wielding these powerful artifacts quickly become insane, wizened wrecks, eaten alive by the device's ancient power.

- The Wishing Tooth can duplicate any spell FX found in D20 Modern.
- Restore a character who has died within the past decade to life.
- Alter a character's age category, anywhere from infant to venerable. Unwilling targets make a DC 22 FORT Save to resist the change.
- Remove all racial traits from a character, including a human's feat and skill points, and apply any new racial traits desired. Unwilling targets make a DC 22 FORT Save to resist the change.
- Create any device from Progress Level 8 or less. The Wishing Tooth can create any item with a Purchase DC up to 45. Each point of the item's Purchase DC beyond 45 inflicts an additional point of ability score drain to the user's WIS and CON scores.
- Teleport the user and any desired companions within 100 ft to any known location in the galaxy, without the possibility of error.
- Grant a creature a +1 inherent bonus to an ability score. Two to five wish spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two wishes for a +2 inherent bonus, three for a +3 inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be dispelled. Note: An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.
- Remove injuries and afflictions. A single wish can aid up to 10 creatures, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do both with the same wish. A wish can never restore the experience point loss from casting a spell or the level or

Constitution loss from being raised from the dead.

Greater Tasks

A Wishing Stone can also be asked to perform a greater task, but doing so is fundamentally risky. The wishing stone may pervert the user's intent to a literal but undesirable fulfillment or only a partial fulfillment. The game master should force the wishing character to describe the desired effect as completely as possible in 50 words or less, and then decide on the simplest way to achieve that desire.

The player should make a DC 30 WILL Save. Success means that even if the wish is interpreted literally, the wish will not directly harm the user of the Tooth. Failure means that the wish will be in some way interpreted that will result in the user's immediate and spectacular demise.

Souls Within

By virtue of their great age, Wishing Teeth are sentient, and they all have their own souls, quirks and motives. Most have effective mental ability scores equal to 12+1d6 each, and their allegiances are usually dedicated to the preservation of the Blooded Ghost species.

They will often speak to their wielder, promising a glorious death and a pleasant eternity within their crystalline memory banks if they will just wish death upon the Culture. To differentiate the various Wishing Teeth, the game master might pick one function of the artifact- a particularly Tooth is especially adept at performing that task. The user only suffers 1 point of CON and WIS drain when calling upon a Tooth's preferred task.... Assuming she can discover what it is.

Members of the Culture can never use a Wishing Tooth. The device will incinerate any Culture member touching it, inflicting 8d8 points of fire damage (WILL DC 20 half) per round of contact.

Brood Mother's Ribbons (PL 8)

These beautiful, azure and gold silk ribbons are woven around a Blooded Ghost's body, and move and shift like something alive. That's because the ribbons are alive- a kind of AI based upon the sacrifice of a living soul. The smooth ribbons are laced with microscopic soul-circuits resonating on the frequency of a living consciousness.

A female Blooded Ghost of at least 5th level must knowingly and willingly sacrifice her life, dying in a painful and prolonged ritual execution that transfers her soul into a set of specially prepared ribbons. When worn by any other Blooded Ghost, the Ribbons provide the following benefit.

- The wearer can use the base Defense bonus of the sacrificed Ghost in place of her own if it is higher.
- The wearer can use the base REF and/or WILL save of the sacrificed Ghost in place of her own if it is higher.
- The wearer receives a +1 competence bonus on any skill the sacrificed Ghost had 5 or more ranks in.

When worn by a character who has either a higher Defense bonus or REF or WILL save than the sacrificed Ghost, the ribbons provide no benefit other than basic skill enhancement. Instead the ghostly consciousness within the cloth will subtly urge the wearer to pass the ribbons onto a younger and less skilled Blooded Ghost, to ensure the next generation is protected.

Orb of Rebellion (PL 7)

The Culture's only advantage over the Blooded Ghost is their technology; without this technology, a Ghost's superior strength, speed and ferocity often wins the day. To successfully rebel against the Culture, the Blooded Ghosts needed a way to negate their nemesis' technological advantages. Thus, their shamen developed the Orb of Rebellion.

A perfectly smooth sphere of polished, translucent blue crystal, the Orb of Rebellion is freezing cold to the touch. It occasionally sparks with electrical discharges, and strange machinery can be seen within, churning rhythmically.

As often as once per day, a Blooded Ghost can hold the Orb of Rebellion aloft and generate a powerful electromagnetic pulse that shuts down all technology from PL 7 or less for 1d6 rounds. Damaged technology can be re-booted with a successful DC 20 Computer Use or Repair check as a full round action. The pulse extends in a ½ mile radius per point of permanent CON drain the user suffers, and always extends at least ½ mile. Blooded Ghost suicide bombers use this orb to knock Culture starships out of the sky and shut down entire armies.

Alternatively, the Orb of Rebellion can fire a powerful bolt of charged ionic energy- a lightning strike that inflicts 4d6 points of electrical damage and has a 50 ft range increment. As a weapon, the Orb of Rebellion is capable of single shot fire only, and has an effectively unlimited payload. Members of the Shiftsteel Symbiont species are especially vulnerable to these ionic discharges, and suffer double damage from the lightning blast unless they succeed at a DC 15 FORT save.

Wicker Cowl (PL 8)

Woven from soft wood wrapped around a shapememory polymer core, crafting a Wicker Cowl is difficult and exacting task. Each fiber must be perfectly aligned, and the cowl's high-tech polymers must be refined to exacting temperature and pressure tolerances. A single flaw, anywhere during the construction process renders the Wicker Cowl useless, and such a dishonor will often force a Ghost crafter to suicide to atone for their failure.

When wearing a Wicker Cowl, crude ansibles built into the device establish a quantum link between an artificial DNA strand created within the shapememory polymers and the

creature imitated by the Blooded Ghost wearer using the Blood Sheath racial ability. This feature only activates with a successful Disguise check made to imitate a specific person, not when the Blooded Ghost imitating a generic character. The result- a kind of technological voodoo that can kill whatever humanoid the Ghost is imitating from half a galaxy away.

While wearing the Wicker Cowl after an ansible link has been established, any damage suffered by the disguised Blooded Ghost is also suffered by the imitated creature. No save is allowed for this affect. When the Blood Sheath is destroyed, the imitated creature must succeed on a DC 22 WILL Save or be *nauseated* for 1d4 hours with sympathetic pain and strange hallucinations of a Ghost ripping out of its flesh. There is no range limit for either aspect of the Wicker Cowl.

A Wicker Cowl must be worn continuously for 24 hours to attune it to a specific Blooded Ghost.

Unknown and Recovered Technology

The following devices have made their way to Earth from across the multiverse. Some of these artifacts are of great power, but in many cases their true natures are a mystery. Many of these devices have powers and drawbacks beyond the obvious.

Fortress Cube (PL 8+)

In its inactive state, the Fortress Cube is a mathematically perfect cube comprised of a jet black, steel-like alloy. In this state, the alien device can be held in two hands easily. The surface of the Fortress Cube is mostly smooth, but upon closer inspections fine joints of exactly machined tolerances can be seen.

Most xeno-archeologists who have studied one of these devices believe they are Ejawfe artifacts. Once a high tech, well armed military within the Galactic Scar, the Ejawfe were annihilated by the Culture millions of years ago.

Fortress Cubes were an Ejaw attempt to reverse engineer the “Wellforged Seeds” that allow the Culture to grow new worldships and Dyson Spheres like coral.

Activating the Fortress Cube requires a DC 20 Knowledge (physical sciences)

and the expenditure of an action point. If successfully activated, the Fortress Cube ‘folds out’ into a massive fortress covering at least a 500 ft x 500 ft area, and up to 4 stories tall. This fortress is comprised of the same black alloy the Cube is, as well as several rectangular windows

Object	Size	Weight	Purchase DC	Restriction Rating
Blooded Ghost Wishing Tooth	Tiny	½ lb	At least DC 45	Illegal (+4)
Brood Mother's Ribbons	Tiny	1 lb	DC 23	Restricted (+2)
Orb of Rebellion	Tiny	2 lbs	DC 33	Illegal (+4)
Wicker Cowl	Small	2 lbs	DC 30	Military (+3)

set into the fortress, comprised of some dense, self repairing crystal. Once deployed, the Fortress Cube remains in its structure state for 18 hours plus one hour per point the activator beat the check DC by.

The exact dimensions and contents of the fortress change subtly over time, with rooms and corridors shifting over the course of several hours. When constructed, the Fortress Cube includes basic furniture, a PL 8 computer system with Internet/Mesh access and holographic displays and futuristic versions of most modern appliances and conveniences.

The Fortress Cube's metallic walls and doors have Hardness 10 and 50 Hit Points. The windows have Hardness 4 and 12 Hit Points, but recover lost HP at the rate of 1 per minute, even if destroyed.

Multiversal Ring (PL 9+)

A smoothly faceted band of slender purple Yahn crystal this ring (or other rings like it) has passed through many hands. Constructed of a xeno-mineral that weakens dimensional barriers, the Multiversal Ring is etched with nearly microscopic circuit patterns that are only visible under extreme magnification.

A creature who wears this ring can use the device to temporarily swap bodies with alternate versions of themselves from parallel realities. Sometimes the differences are minor (you grew up to become a radiologist instead of a cardiologist), cosmetic (you are a different race or sex), or really impressive (you are a member of a different species, have weird powers or have pursued a completely different profession).

By spending an action point, you activate the multiversal ring. Roll 1d4, this represents the increase to your Challenge Rating your transformation can provide. You may increase your CR further by spending additional action points; each action point allows you to improve

yourself by +1 CR when swapping bodies across dimension.

When using this ring, you may make any of the following changes.

- Reassign spent skill points as desired or reassign your ability scores. If these changes cause you to no longer qualify for a feat or advanced class, you cannot use those abilities while transformed.
- Add any combination of class levels desired to increase your CR to the allowed maximum.
- Alter your species. Remove your base racial traits and replace them with racial traits of another species of your choice. You can choose from species with a higher ECL if you choose, upto the limit of the transformation.
- Make any cosmetic changes to your alternate reality body you want to. Have some fun with it.

Transforming is a move-equivalent action.

You remain in your altered state until you suffer five points of damage, either from a single attack or cumulatively. If slain while wearing the ring, the device is lost, possibly reappearing in another plane of reality.

The Motorload (PL 8+)

This ancient nano-implant went rogue eons ago, and has been hopping from host to host, transmitting and replicating itself like a disease. Supposedly, a Motorload infection touched down on Earth during the early 1960s, and a few unconfirmed sightings since then have Psi-Watch worried. The Motorload virus has an affinity for the dregs of society- those not smart enough to understand what happened to them, without the resources to seek a cure, and most likely to use the power the mechano-virus bestows.

The Motorload is an opportunistic infection. It is a contact disease that prefers to hide in rusting metal, stagnant water and scrap. When exposed to the disease, make a DC 22 FORT Save; success means the character remains uninfected. To recover, the patient must make a DC 28 FORT Save.

Infected characters form a mechanical symbiosis with the Motorload. Strange markings made of organic steel tendrils erupt across their bodies, looking like gleaming tribal tattoos. The character's eyes are replaced with high resolution, jet black cameras grown from alien cyber-disease.

A character infected with Motorload undergoes the following changes.

- The character gains Darkvision with a 60 ft range.
- The character suffers -2 points of permanent INT and CHA damage.
- The character receives a +2 bonus to his STR score.
- **Frustration Engine (EX):** Originally a cybernetic power core, the Motorload now converts the host's rage and frustration to unstable energy. Anytime the host fails a skill check, saving throw

or attack roll, keep track of how many points the character failed by. These points go into a Frustration pool. The host can release energy from the Frustration pool in a destructive burst of radioactive plasma.

- The host can store up to 100 points of energy in the Frustration pool. The character always releases the maximum energy available in the Frustration pool. When released, all



characters and objects within the blast radius suffer the same amount of damage (REF DC 20 half).

The energy discharge’s radius is determined by the amount of energy released. Until the Frustration pool is depleted, the host is in ever increasing pain, as shown on the chart. All effects are cumulative.

Frustration Pool	Blast Radius	Side Effects
10 pts or less	10 ft	-1 on WILL Saves
11-25 pts	20 ft	-1 penalty on INT and WIS based skill checks
26-60 pts	30 ft	-2 penalty on DEX based skill checks and REF Saves
61-80 pts	50 ft	-2 penalty on attack rolls
81-100 pts	100 ft	Automatically fail saving throws

If reduced to 0 HP or less, the character’s Frustration blast automatically fires, affecting enemies and allies alike.

- Anyone touching the infected character or coming in contact with his blood or bodily fluids risks Motorload infection.

Psychoforge (PL 9+)

This strange device stands roughly eight feet tall and is composed of several angular, shield-like plates of some unknown, mildly radioactive alloy. These pale green shields are decorated with geometric golden and silver designs, and float freely in a gravity well created by a spherical ball of white energy at the center of the device. When the device is activated, a man steps into the orbit of the slowly rotating shields, and is bathed in the white light of the Psychoforge.

The device is currently held in a secure research laboratory on Clark Island, under the study of Puzzle Ops. Their scientists believe the Psychoforge in some way taps into and channels the enigmatic energy source known as the White Wave, which is present throughout the multiverse and can alter mutant DNA. The theory is that the floating shields somehow channel the white energy so it can alter more than just mutant genetics.

By standing within the activated device for at least an hour, a humanoid, giant or monstrous humanoid can be forever transformed. At the end of the hour, the character must succeed at a variable FORT Save (DC 4d6). For some, the ordeal in the light is nearly lethal, and for an unknown reason, others emerge from the light with a smile on their faces.

If the FORT Save is successful, the subject gains the Psionic subtype and may choose 1d4+1 Psionic Precursor or Psionic feats she qualifies for.

If the FORT Save is unsuccessful, the subject gains the Psionic subtype and may choose any Psionic Precursor or Psionic feat she qualifies for. However, the character is physically mutated, her type changing to Monstrous Humanoid, and she permanently loses 1d6+1 points from two randomly determined ability scores.

A character can only benefit from transformation by the Psychoforge once during her life.

The Roulette (PL 9+)

Noone really knows what the Roulette is, but the best guess it is some kind of terraforming device. Whatever it's true origin, it was found by the Culture a million years ago and deemed so dangerous it was buried in an asteroidal rock in Jupiter orbit. Somehow, it was forgotten, and within the last human generation it woke up.

The Roulette is a massive, wheel like device roughly the size of a two story building. Made of some dense golden metal, the device is carved with grimacing faces and demonic creatures, reminiscent of Mesoamerican artwork. Parts of the device randomly become translucent- taking on the molecular properties of some ultra-dense glass- before returning to their default golden state.

Like the Psychoforge, the Roulette can rewrite the genomes of anyone in close proximity, but unlike the Psychoforge, the Roulette's affects extend far past one supplicant. The Psychoforge randomly rewrites the race of any character who comes within 100 ft of the structure and spends an action point, for any reason. No awareness of the Roulette is necessary. The artifact will activate when a character spends an action point to enhance an attack roll or activate a power.

The device eliminates the original racial traits (including human feat and skill points) of the character who spent the action point and randomly assigns new racial traits. The game master can use any race common to the Psi-Watch Campaign Setting, or any other race they desire. If the character has racial feats, they are lost and are replaced with an equal number of racial feats suitable to their new species. There is no limit to the number of times a character near the Roulette can be transformed.

In addition, the Roulette will fire a blast of energy that extends outward several hundred thousand kilometers. Within this radius, those bathed in the invisible exotic radiation are more

prone to mutation and evolution. One or two percent of all sentient creatures born will within this area will be a member of the species the triggering character is transformed into, regardless of their genetic background. Finally, any character within this blast radius who has spent an action point for any reason within one minute of detonation will gain the Psionic Subtype and may select one Psionic Precursor feat as a bonus feat.

Thought Yahn (No PL, naturally occurring)

Found in the heart of yahn deposits, this blue and purple crystal is formed from the universal collective unconsciousness- from the interaction of thinking minds upon space/time. Anyone who shatters a Thought Yahn crystal (requiring a DC 11 +1d6 STR check) feels a rush of knowledge and experience, most of it strange and alien rip through their consciousness.

By breaking the thought yahn crystal, a character gains 3d4 x 100 XP. Though rare, there is no limit to the number of times a character can benefit from exposure to Thought Yahn.

White Key (PL 8)

The White Key is a palm sized sculpture made of some odd white metal that is painfully cold to the touch. When struck with metal, the White Key rings softly for several minutes. The sculpture resembles some kind of large, semi-abstract key made of multiple layers of interlocking metal.

When held aloft and willed to function, the White Key blazes with ivory light. All locks and bindings, including electronic and simple mechanical locks and chains within 30 ft open. The White Key can be used in this manner up to five times per day, and activating it is a standard action.

Unlock: After possessing the White Key for at least 40 hours, an owner can attempt to unlock its true potential. Doing so requires the

character to meditate on the nature of freedom and unbind mental locks. Doing so requires an hour and a DC 30 Disable Device check (a purely mental action) with its key ability as WIS, not DEX as normal. The check can be retried as often as once per week. Each week the White Key is in its owner's possession reduces the check DC by one.

If this check is successful, the owner can use the key to open a small planar gate three times per day as a move equivalent action. The owner can teleport himself and upto 100 lbs of additional gear up to 100 ft to any visible open space.

Secondary Unlock: After unlocking the first stage of the White Key's potential and owning the device for at least one month, the owner can attempt another purely mental DC 35 Disable Device check. Each month the unlocked White Key is in its owner's possession reduces the check DC by one.

If the check is successful, three times per day, the owner can choose to add his ranks in Disable Device to any WILL or REF save. The owner must declare the use of this ability prior to rolling the save.

Object	Size	Weight	Purchase DC	Restriction Rating
Fortress Cube	Small (inactive)	25 lbs (inactive)	DC 25 + 1d6	None
Motorload	Not applicable	Negligible	DC 16 +1d4	Illegal (+4)
Multiversal Ring	Fine	Negligible	DC 27+1d8	None
Psychoforge	Huge	1.75 tons	DC 45 + 1d4	Military (+3)
The Roulette	Gargantuan	20+ tons	Incalculable	N/A
Thought Yahn	Small	1d4 lbs	DC 15 +1d6	None
White Key	Fine	Negligible	DC 26+1d6	Illegal (+4)

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