

DUNGEONS & DRAGONS®

Official Game Accessory

The Book of Wondrous Inventions

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Introduction

(or, The Monday Morning Editor's Blues)

It was a pleasant Monday morning when I arrived at the Game Wizard's castle. I finally reached my favorite crypt, buried among many dark and twisted corridors. All was fine; I took the leftover mail from the ochre jelly's cage, and removed the imp from my drawer to feed it.

As I was cleaning the crystal ball, I noticed strange clouds inside. There, amidst the swirls, I saw someone approaching. It was the Master, striding down the secret passageway. Bad news... he had one of those wicked smiles on his face. Quickly, I pushed the imp back into the drawer, hoping the Master was headed for another elf's crypt. No such luck.

"Good morning, my boy!" he said. "I bring good news! Our gentle readers crave a tome of bizarre magics and silly gnomish inventions! The other elves are all busy right now, so I know you'll volunteer to do this. Here, take this bag of gold and fetch these wondrous devices. Farewell, my boy, and take your time—I don't need this until tomorrow!"

About This Book...

The material included in this product is for use with both the DUNGEONS & DRAGONS® Game and the ADVANCED DUNGEONS & DRAGONS® Game.

These inventions can be placed in dungeons or in the lairs of powerful NPCs to distract, surprise or startle PCs. Nefarious NPCs can take over an invention to create major hazards for the PCs to deal with. Ultimately, inventions can become the goal of a long lasting quest.

Many small inventions can appear in a campaign game without much difficulty, however, several may seriously unbalance the game when encountered by a party of adventurers. In order to avoid this situation, all inventions have a weak spot, or a potentially fatal flaw built in. Whenever a situation gets out of hand, the Dungeon Master should feel free to implement one of these flaws and remove

the faulty item from the game.

These inventions should be viewed with humor. They provide fun and an uncommon change of pace whenever they appear in the game.

I hope you enjoy playing with these incredible inventions as much as I had fun compiling them for this book.

Bruce A. Heard

What You Will Find

Inventions are organized in separate categories such as "Transportation, Appliances, Combat Devices", etc. Within each category, inventions come in alphabetical order. The Table of Contents gives a full list of inventions available in this book.

The nature of the inventions appears at the beginning of each new item, under the * **Definition** entry. This short description allows a quick flipping through the pages to easily locate a useful item.

The * **History** of the invention follows. This entry can often be used as source of ideas for new adventures, as well as a reason why and how the invention came about.

The * **Description** entry gives details on the invention's appearance. The DM may read this entry to the players the first time they discover an invention.

The creation of such devices is explained in the * **Construction** entry. The DM may allow player characters to gather the necessary wealth and knowledge that will enable them to reproduce an invention. This entry gives the details specific to the invention and its enchantments.

* **Statistics** indicates in a more telegraphic manner the general parameters of an invention, its size, weight, and other specific numbers that a Dungeon Master needs during a game.

The way an invention works is given in the * **Functioning** entry. This details what an invention can do and what it needs to function properly.

All inventions have a flaw of some sort that allows the Dungeon Master to remove them from play if they cause too

much trouble. Faulty devices can be used to add some fun at the most unexpected moments, as well as extra difficulties for the players to solve. Weaknesses are defined in the * **Hazards** entry.

Finally, adventure ideas for the DM to develop are given under * **Staging**.

Building Inventions

The DM may allow player characters to build already existing inventions or new creations. Optional rules for doing so in the D&D® game system are given at the end of the book. Whenever the term "enchantment" is used, it refers to these rules. An "enchantment" is the process by which a wizard makes one or more magical effects permanent.

For the AD&D® game system, *enchant an item* and *permanency* spells are often used as a way around the optional rules mentioned above. The *permanency* spell used in this book refers to *improved permanency*, a new 9th level spell. This spell enables a wizard to permanently bestow any spell effect on any recipient, provided he spends the time and money indicated in the * **Construction** entry.

The optional rules suggested in this book will help the DM determine the time and money necessary for the creation of a magic item or invention.

Dorfin's Little Shop of Horrors should help the DM in finding spare parts usable on some of these inventions. These can be purchased directly from the gnomes without too much trouble for those who want to avoid the actual construction of an invention.

Movement Rates

Many of the creatures and inventions in this book use D&D game system movement rates. To convert these to the AD&D game system, use the following guidelines: 10' per turn = 1" per round (indoor). For example: a D&D game orc moves at 90'/turn (30'/round); an AD&D game orc would then move at 9"/round.

Aldryk's Fire Quencher

* **Definition:** A magical source of water, connected to a piping system, that detects dangerous fires, sounds an alarm, and puts the fire out.

* **History:** Aldryk Scorchbeard was an alchemist of great skill. He was well on his way to solving some of the great alchemical secrets of the ages when a devastating fire—from which he barely escaped with his life—not only gave him a new name, but destroyed his notes, equipment, and decades of work.

Aldryk fought through the disappointment of seeing his life's work destroyed, and turned his despair into a new quest: the study of fire in general, and ways to extinguish it in particular.

* **Descripton:** The heart of Aldryk's Fire Quencher is a *decanter of endless water*, unstoppered and attached to a system of copper pipes. Before the main pipe splits into the network of smaller pipes, there is a small box for loading the dry chemicals (see below). Characters will not notice a building is equipped with this system unless they are specifically looking for it.

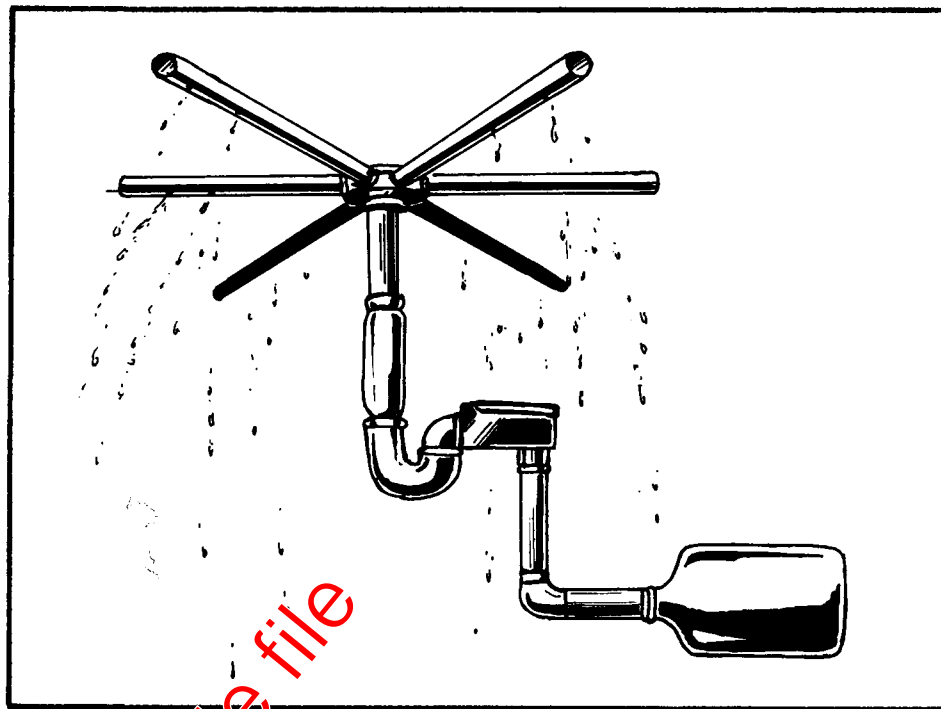
* **Construction:** One week, minimum 3,000 gp. The only magical item required to make the Fire Quencher work is a *decanter of endless water*, which costs 3,000 gp. The cost of the copper piping depends on how elaborate the area to be protected is: open rooms need a length of piping equal to three times the length of the longest side, while corridors only require piping equal to their length. Piping costs 10 gp per foot.

The installation of the pipes requires skilled labor. It takes one man/day to install 100 feet of piping. The labor cost is 10 sp per laborer per day.

The dry chemicals come in cake form, and cost 500 gp each.

* **Statistics:** Piping: 1" diameter. Dry chemical box: 1' square, with a lid in the top that has a standard clasp closure. The bottom edge of the lid has a rubber gasket to provide a solid seal.

* **Functioning:** A *magic mouth* spell is



cast on an item nearby the *decanter of endless water*, usually on the piping near the open mouth of the *decanter*. When a fire is detected, the *magic mouth* is set to say the command word that turns on the *decanter*, then shout an alarm (usually "Fire!") until its limit of 25 words is used up.

Meanwhile, the *decanter* is pours water into the piping system. The water goes first through the dry chemical box, where the cake is slowly dissolved. The chemical solution is then forced into smaller and smaller pipes, building up quite a bit of pressure, until it finally reaches the end pipes, where exit holes are equipped with small baffles to insure the solution is sprayed uniformly throughout the room.

* **Hazards:** The first, and most obvious, danger is in turning the system off. In that case, it is useless should a fire break out. Also, it is assumed that the alarm will bring help, including someone who knows the *decanter*. This may not always happen.

Another problem is in choosing the command word for the *decanter*. If the command word is one that comes up in every day conversation, an innocent dialogue between a merchant and customer could result in disaster.

Finally, the exact conditions under which the *magic mouth* sets off the system needs to be carefully defined. In an alchemical lab, for instance, some fires are planned. The system must somehow be set to ignore the planned fires, and only respond to the unplanned ones.

* **Staging:** The players could be hired to firebomb a merchant's competitor, unaware the competitor has this system installed, or be caught unaware when they move a lamp or candle too near a finicky fire detector.

*** Scott Haring
Austin, Texas

The Animated Money Changing Machine

* **Definition:** A money conversion device found in dungeons.

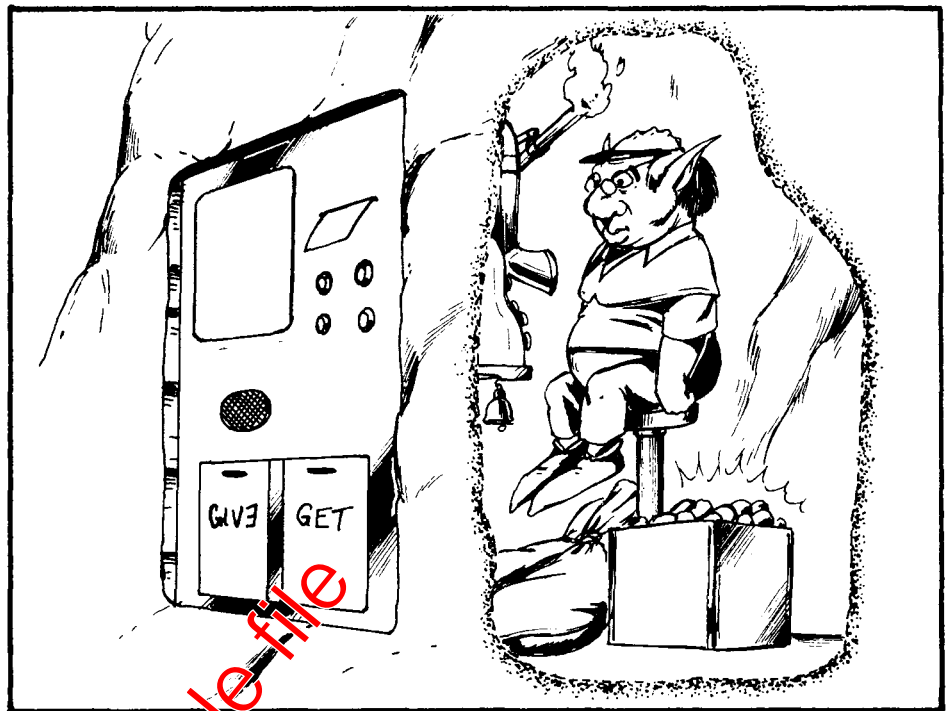
* **History:** King Gnarly Gnelly, ruler of a Deep Gnome kingdom under the Crystalmist Mountain, noticed that parties of fighters, magic users, and clerics ventured into the many dangerous dungeons in his mountain. They left loaded down with gold, magic items, and shiny gems. King Gnelly had his best illusionists and craftsmen build an Animated Money Changing Machine to provide a service to adventurers. From it, the gnomes would get rich without lifting a pick.

The plan was simple. The device would be placed in a dungeon corridor somewhere in the mountain. When adventurers put their huge, unmanageable piles of gold and silver pieces into the machine, it would give them more manageable gems and a vellum scroll certifying the transaction. But the beauty of Gnarly's plan was that the gems were nothing more than rocks with a *permanent illusion* spell cast on them. Needless to say, King Gnelly is insufferably pleased with himself.

* **Description:** The Animated Money Changing Machine is a metal plate set in front of a hollowed-out dungeon wall. The plate face has a smoked crystal screen that displays messages such as "Hi, can I help you?" "Do you want to continue in Common?" and "Temporarily out of order." There is also a wire mesh *magic mouth* device and response buttons labeled "Yes," "No," "Haggle," and "Do Not Press This Button." Two large drawers labeled "Give" and "Get" are receptacles for the adventurers' coins, gems and the illusory gnome gems.

A Deep Gnome "teller" sits behind the device in a secret chamber. He talks with depositors through a voice tube connected to the magic mouth device. He also has a deck of message cards and a gnomish lettering machine with a roll of vellum scroll sheets.

* **Construction:** 10,000 gp; 21 days. Requires six gnome metalworkers, 10



miners, and a human illusionist with a *permanent illusion* spell.

* **Statistics:** Size: 3' by 5' metal face plate, 6' by 10' secret chamber in the dungeon wall. AC -2; HD 0; hp 30 to break through the metal face plate.

* **Functioning:** The teller yells "Next!" when someone approaches. A message appears behind the smoked crystal and reads, in crudely-lettered Common, "Welcome to the Animated Money Machine." It then displays "Would you like to exchange loose money for more easily carried gems? Please press 'Yes' or 'No' on your right."

The machine instructs the adventurers to deposit their coins and gems in the "Give" drawer. Then a bell rings and the "Get" drawer opens.

Adventurers receive one 10,000 gp illusory gem for each 10,000 gold pieces they put into the device. The machine also provides a "certificate of transaction" recording the exchange. This piece of vellum is inscribed by the gnomish let-

tering machine (a typewriter) and is signed by an official of the Bank of Greyhawk. It's a rather impressive document—for a forgery.

* **Hazards:** If caught, the teller faces a painful death at the hands of the adventurers. If they attempt to break in, he displays an "Out of Order" sign and slips out a secret door. The hazard the adventurers must beware of is the button labeled, "Don't Press This Button." If they press it, a ten-foot square pit swings open in front of the Money Changer. Anyone falling into the 20-foot deep pit takes 2d6 points of damage. Otherwise, the machine is perfectly safe to operate, if characters don't mind losing money.

* **Staging:** This device can be placed in any dungeon corridor. When PCs find out they've been tricked, they may want to visit King Gnelly and have a talk about early withdrawals.

*** Bill Slavicsek
New York, NY

Ardraken's Refreshment Simulacrum

* **Definition:** A magical construct of a box-shaped creature called a cola. Colas make a dark, sweet elixir.

* **History:** Ardraken, a wizard from Greyhawk adventuring in another dimension, first discovered the creature named "Cola". Cola was a rectangular, man-sized thing. It spoke few words, but was *very* friendly. For just two silver pieces, Cola gave a total stranger a refreshing elixir. Back in Greyhawk, Ardraken resolved to create his own "Cola". The dungeon could use a spot of color, anyway.

* **Description:** A Refreshment Simulacrum is a colorful box standing on one end. Its usual colors are red, white, and blue. Glowing runes read, "Cola," "New Generation," "Exact Change When Lit" and other arcane sayings. A small opening large enough to accept a coin is located midway to the top on the right. One foot from the bottom is a large aperture, almost as wide as the box. Ideally, the thing affably greets people, then offers its elixir for a mere two silver pieces.

* **Construction:** 11,500 gp; 17 days; 11,500 xp. A simulacrum is magically created to duplicate another living being. The process calls for an ice model of the creature to be duplicated. Thus, a cola simulacrum requires a block of ice with the dimensions given under Statistics. The water for the ice is mixed first with crushed red, white and blue precious gems. Each gemstone must be valued at 100 gp. Three gems of each color are needed. The mixture is frozen around a container of that exotic potion Elixir of Cola, called simply "cola," named for the creature that produces it. The cola is usually contained in metal cylinders. If found in Oerth markets, a 12-ounce cola is worth 600 gp. The ice model is carved with the proper runes. Finally, the spells *reincarnation* and *limited wish* (AD&D® rules) or *create monsters* (D&D® rules) are cast. These give the simulacrum life and the ability to imitate Cola's talents.



* **Statistics.** Size: 2'x4'x6'. Weight: 300 pounds.

* **Functioning:** Two silver pieces are put in the metal slot, and the Simulacrum drops a potion in a metal cylinder through the lower aperture. It can also accept other coins and make correct change. Both processes are magical conversions, i.e., it converts silver to elixir.

* **Hazards:** Somehow these enchantments never malfunction for the wizard who casts them, so a Cola always operates perfectly for the wizard that made him. For anyone else, any number of nasty things can happen. First, Cola may accept money, but not give any change due. Half the time, it dismisses the user with a simple taunt: "No drinks for you, scum!" Those less fortunate are either attacked or become the recipients of one of Cola's Special Drinks. Each Special differs from the last and its effects are always malign. At best, a Special Drink is noxious and give the imbiber an

embarrassing acne problem. The worst Specials cause insanity, loss of hit points, or death. It is believed these hazards prove that Simulacrums are inherently evil. Simulacrums are thought to fear their makers and therefore do *them* no mischief.

* **Staging:** The obvious adventure use is a party of adventurers moving warily through a danger-fraught dungeon. They suddenly see a bright light. A weird, rune-inscribed box is the light's source. The box speaks. "Hi! Want a cola?"

Cola: AC 2; 7HD (28hp); MV nil; AT 1-3, Range 16"; D 4-7; AL C (E). The creature attacks by firing 1-3 of its drinks as missiles. If reduced to half its hit points or less, Cola gives up and offers its attackers the real elixir.

*** Scott Haring
Austin, TX

The Barber's Aid

* **Definition:** A device used to aid dwarvish barbers in hair and beard care, personal grooming, and dentistry.

* **History:** Yori Kerlgortz, barber and dentist to the Irongate dwarves, was distraught when his assistants quit over a beard-braiding dispute. This final straw helped him persuade his king to bankroll the Barber's Aid. When the novelty was completed, dwarves flocked for grooming and business boomed—until a few flaws in the device became apparent. Yori was forced to get rid of the Barber's Aid before he was thrown down a deep mine shaft.

* **Description:** This invention resembles a barber's chair, with arm and head rests and adjustable positioning. Set in the sides are 10 mechanical arms mounted with tools: 1 comb and brush, 1 set of shears, 1 drill, 1 toothpuller, a pair of headgrips, pair of handgrips, 2 mechanical hands and 2 sets of nailclippers.

* **Construction:** 48,000 gp, 55 days. The mechanical portion can be built in seven days. Thereafter, the clerical spell *animate objects* is cast eight times (on matched sets of mechanical arms), and a wizard completes the binding with an enchantment of *permanence*.

* **Statistics:** Dimensions: 5' high, 4' diameter pedestal base. Dwarves, halflings and elves can sit in it comfortably. Gnomes must sit on something to boost their height. Humans and half-orcs over 5' 5" tall may use the Aid if they hunch down in the chair. Muscular humans 6' and taller cannot use the invention on themselves.

Each mechanical arm can withstand 5 points of damage before breaking; the chair itself takes 20.

* **Functioning:** Command words for the Barber's Aid activate its various functions. These words are engraved in Dwarvish on the respective mechanical arms. On the back of the chair is the dwarvish phrase for "The Works." That



command activates all functions at once.

Dentistry: A grip arm grasps and holds the character's head while another braces his mouth open. The head is held until the activating command word is spoken again (supposedly a dentist is examining the mouth). A drill and tooth-puller can also be activated.

Grooming: One grip holds each hand while two clippers trim and clean the nails on each hand. Shears clip hair. Two mechanical hands unbraid or unknot the beard. Another gadget combs and brushes it and the moustache, shears trim split ends, and the hands rebraid or reknit the beard if necessary.

* **Hazards:** The Barber's Aid works well; unfortunately, Yori did not realize that *animate object* is generally used to motivate objects to attack. There is a 10% chance per use that a specific gadget evades its dweomered control and partially reverts to nature. An arm is active until it completes its task. The tools do not actually attack anyone sitting in the Barber's Aid, but set to their tasks with

complete abandon. This malfunction also occurs when any command word is spoken imperfectly (i.e., by someone not fluent in Dwarvish). If "The Works" malfunction, all possible errors take place simultaneously. Errors happen as follows.

The dentists' grip does not free the victim. The drill and tooth-puller go to work automatically. They stop only after they have drilled or pulled 1d4 teeth. A mouth held open by the dentist's grip will be unable to say command words to prevent this action. Hand grips grab the victim, and nails are cut painfully close (-1 hp per hand). Shears clip all hair and eyebrows; ears, nose and teeth are combed. Mechanical hands become knotted and entangled in hair; if victim is hairless (perhaps from the shears) the hands become entangled in clothes. In either case, it takes an hour to extricate a victim from the invention, or four hours if the individual must do so by himself.

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