

MEDIAeval FANCASY MECHS POWERED BY STEAM, MAGIC, OR THE LABOR OF A THOUSAND SEAVES

DRAGONMECH

STEAM WARRIORS



SWORD & SORCERY



STEAM WARRIORS

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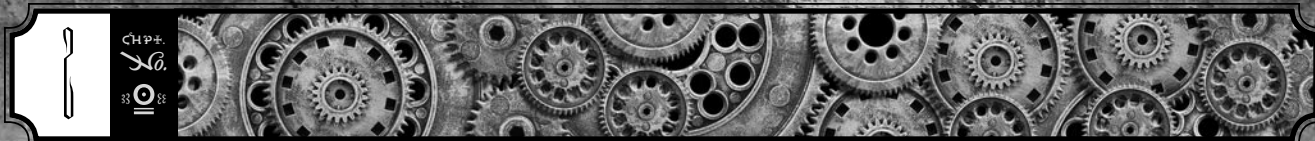
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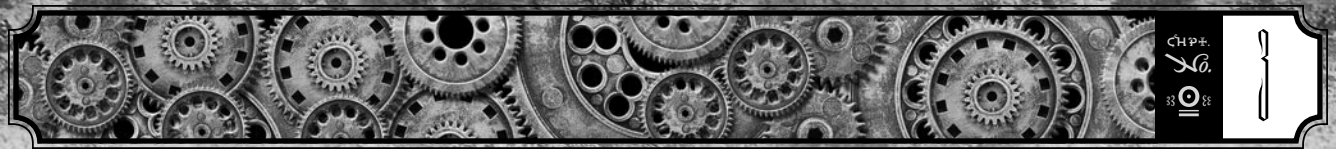
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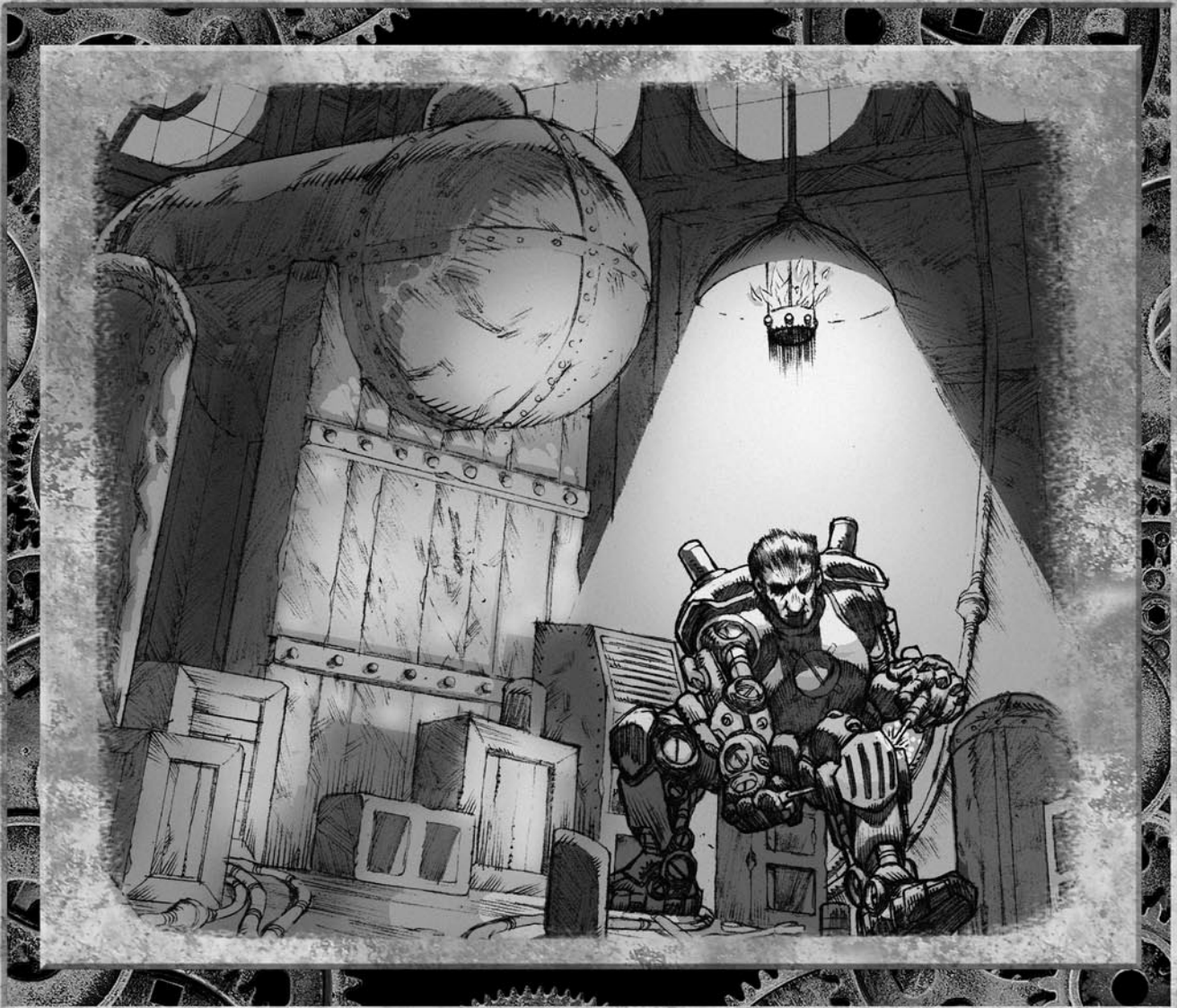
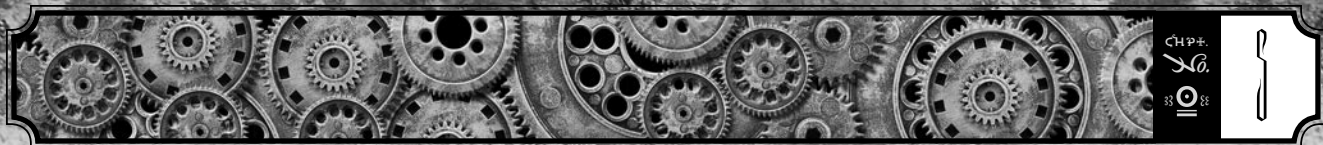


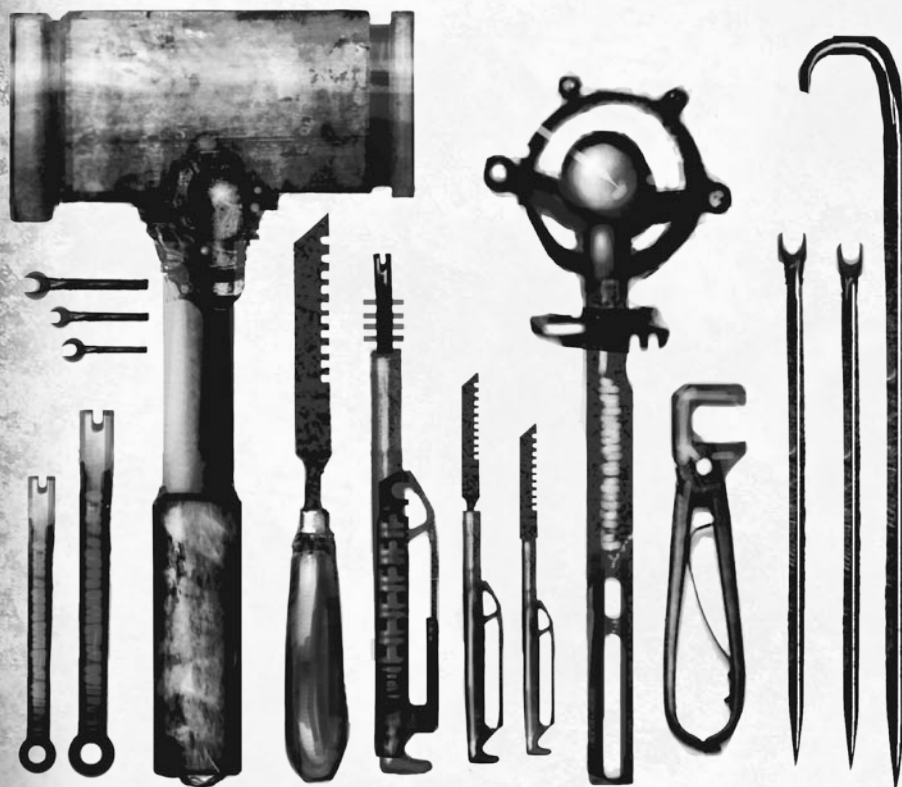
PLATE 1 *The quintessential steam warrior is the steamborg: half man, half machine.*



INTRODUCTION

WHAT IS THIS BOOK?

IT'S THE ULTIMATE GUIDE FOR COGLAYERS, STEAMBORGs, MECH JOCKEYS, GEARWRIGHTS, AND ANYONE ELSE WHO WANTS TO SURVIVE AND THRIVE IN THE SECOND AGE OF WALKERS. BETWEEN THESE COVERS YOU'LL FIND THE TOOLS AND TRICKS THAT SEPARATE THE SKILLED FROM THE SCRAP. WHETHER YOU'RE A PLAYER OR A GAME MASTER, STEAM WARRIORS HAS WHAT YOU NEED TO BRING THE WORLD OF DRAGONMECH TO STEAM-POWERED, PISTON-PULSING LIFE.



SO ANYONE CAN USE IT?

Anyone who wants to see steam-driven characters take center stage in an adventure. Steam Warriors gives them the skills they need, the gear they desire, and a host of advancement options. The tongue-tied techie hiding in the back of the party is about to become a thing of the past.

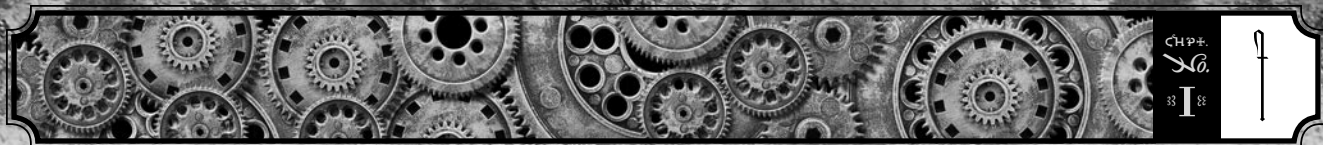
GOT ANY DETAILS?

Glad you asked. Here's a description of the book, chapter by chapter:

- Feats: More than 50 new feats to help your character overcome the odds.
- Classes: Prestige classes ranging from the versatile Cogmorph to the dangerous Steam Weapon Adept, and from the noble Mech Templar to the vile Lunarborg.
- Equipment: All the weapons, armor, and gear that Highpoint's finest (and craziest) inventors could come up with.
- Steam Powers: Dozens of options that help you get the most bang from your portable steam engine. The smallest steamborg and the mightiest mech will both find something useful here.
- Magic & Psionics: Highpoint's arcane masters haven't been sitting quietly and letting steam render them obsolete.
- The Steam-Driven Life: Three racial descriptions, expanded rules for 7 skills, some optional rules, and a few musings on how steam works in a fantasy world.



PLATE 2 *Some steam warriors call the gear forests home. Others seek to destroy them.*



FEATS

FEATS DEFINE A CHARACTER. THEY MAKE HIM DISTINCTIVE COMPARED TO OTHER CHARACTERS OF THE SAME CLASS AND LEVEL. THEY GIVE HIM SPECIAL TALENTS, A DISTINCTIVE IDENTITY, AND USEFUL ABILITIES BOTH IN COMBAT AND OUT OF COMBAT. AND UNLIKE EQUIPMENT OR MAGIC ITEMS, THEY'RE NOT INTERCHANGEABLE: ONCE CHOSEN, THEY CAN'T BE CHANGED. MORE THAN ANY OTHER ASPECT OF THE GAME, FEATS ARE IMPORTANT FOR SETTING YOUR CHARACTER APART. UP UNTIL NOW, THERE HAVEN'T BEEN A LOT OF FEAT OPTIONS FOR STEAM-POWERED CHARACTERS. BUT NOW THAT CHANGES! IN THIS CHAPTER, YOU'LL FIND MORE THAN 50 NEW FEATS FOR STEAMBORGS, COGLAYERS, AND MECH JOCKEYS, AS WELL AS OTHER CLASSES THAT MAKE USE OF STEAM ENGINE OR MECH TECHNOLOGY, AND THE MECHANICALLY INCLINED RACES OF COGLINGS AND TIK'TOK (BOTH DESCRIBED IN DETAIL ELSEWHERE IN THIS VOLUME).

Accurate Lob (General, Mech, Fighter)

You have a keen eye for aiming indirect attacks.

Prerequisites: Int 12, Mech Weapon Proficiency with an indirect weapon or Siege Weapon Proficiency

Benefit: Reduce penalties from making an indirect attack by your Intelligence modifier. Regardless of your Intelligence, this feat never grants you a bonus on attack rolls with indirect combat.

Aerial Operation (Mech)

You have experience piloting mechs that fly.

Prerequisites: Dex 13, Mech Pilot 5 ranks.

Benefit: You ignore the -4 penalty to Mech Pilot checks for maneuvers made while airborne. All other penalties still apply. See Chapter 6 (The Steam-Driven Life) for more details on this skill use.

Ageless (General)

You do not age.

Prerequisite: Artificial parts +7.

Benefit: Your body has been so thoroughly reconstructed that aging is no longer a factor; old parts can simply be repaired or replaced. This feat acts exactly like the steamborg's ageless class ability. However, you still die when you reach your maximum age.

Ambient Amplifier (General)

You are able to tap into the ambient energies of a gear forest to enhance your steam powers.

Prerequisites: Coglayer level 1st.

Benefit: When using steam powers within a gear forest, you are treated as if you have one extra amplifier steam power. This can be applied to any one steam device that you are currently using. It is not a specific part but instead represents adjustments to your existing parts that improve their functionality in a gear forest by drawing on the ambient heat and steam within the choking hot air of the gear forest. This "virtual amplifier" must be assigned to a specific steam device and cannot be reconstituted without following the

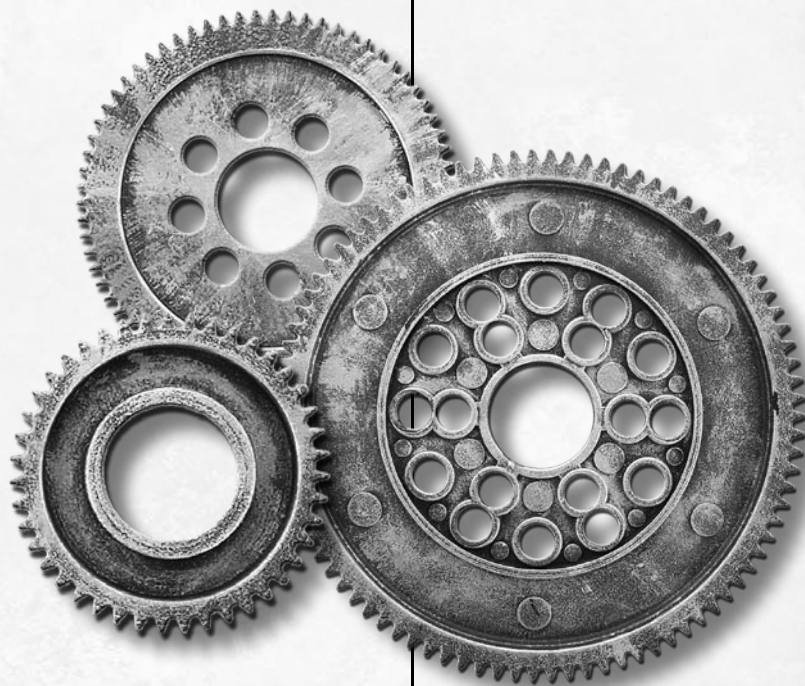




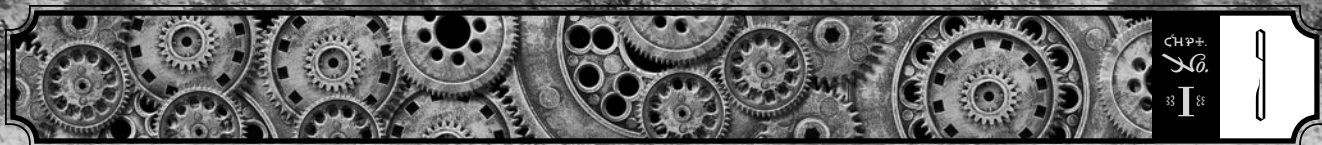
TABLE I-I: FEATS

FEATS	PREREQUISITE	BENEFIT
Accurate Lob ¹³	Int 12, Mech Weapon Proficiency with an indirect weapon or Siege Weapon Proficiency	Reduce penalties on indirect attacks
Aerial Operation ³	Dex 13, Mech Pilot 5 ranks	Ignore -4 penalty to Mech Pilot for airborne maneuvers
Ageless	Artificial parts +7	Gain the ageless class ability
Ambient Amplifier	Coglayer level 1st	Steam powers gain effect of amplifier in gear forest
Aquatic Operation ³	Dex 13, Mech Pilot 5 ranks	Ignore -4 penalty to Mech Pilot for underwater maneuvers
Armored Skin	Tik'tok	Additional +1 natural armor bonus
Arterial Node	Con 14, Heal 6 ranks, Natural Pilot	Wired to mech; eligible for mech symbiote prestige class
Artificial Part	Power Source feat or steam engine class ability	Gain one artificial part
Attached Weapon	Tik'tok	Attach one weapon to your body
Attuned Pilot ³	Mech Pilot 4 ranks, Natural Pilot, 3 months experience	Alter critical hits against your mech
Boarding	Balance 4 ranks, Climb 4 ranks	+2 bonus to board mechs
Bolstered	Tik'tok	+1 hit point per Hit Die
City-Mech Familiarity	Live aboard city-mech for 6 months	+1 to many skills while aboard chosen city-mech
Coupling ¹	Artificial parts +2	Attack bonus, can't be flanked
Disabling Blow ¹	Knowledge (steam engines) 5 ranks, base attack bonus +4	Disable steam powers with melee strike
Dusk Runner Friend	Diplomacy 4 ranks, Ride 4 ranks, Survival 4 ranks	+2 to several skills when dealing with dusk runners
Engine Insight	Gearstride, Skill Focus (Knowledge [steam engines])	Improved synergy bonuses
Enlarged	Tik'tok	Size Medium instead of Small
Extra Steam	Tik'tok	Add a steam power to your body
Fast Rebuild	Dex 13, coglayer level 1st,	Reconstitute steam powers faster
Gallant Commander ³	Mech Pilot 8 ranks, Leadership	Mech crew adds your Charisma modifier to initiative rolls
Gearman Healer	Tik'tok, Craft (blacksmithing) 4 ranks	+4 to repair tik'toks
Greater Mech Adversary ³	Mech Adversary, base attack bonus +9	Increase critical threat range against target mech by 1
Hands-On Commander	Wis 12, Leadership	Decreases crew minimum on mech
Hazard Killer ²	Gearstride, Hazard Master, Hazard Lord	Install more deadly hazards easier and faster
Hazard Lord ²	Gearstride, Hazard Master	Rearrange gear forest to guarantee hazards
Hazard Master ²	Gearstride	Touch attack to provoke gear forest hazard
High-Grade Steel	-	+1 hit point for each new artificial part
Humanity Retained	Lose self class ability	+2 bonus on lose self checks
Improved Animal Companion	Clockwork ranger level 4th	Effective druid level same as clockwork ranger level for purposes of animal companion
Improved Mech Trample ³	Dex 15, Mech Dancer	You are skilled at trampling others
Intuitive Infiltrator	Gearstride, <i>that piece is important</i>	Studying time reduced by half
Landwalker ³	-	+4 to mech-related checks to balance, hide, or move silently in chosen terrain
Lizard Fighter ²	Cogling, Handle Animal 6 ranks	Teach grease lizards to rage
Lizard Lord ²	Cogling, Lizard Fighter, Lizard Warrior, Improved Animal Companion, grease lizard for animal companion	Some grease lizards are treated as additional animal companions
Lizard Warrior ²	Cogling, Lizard Fighter, Handle Animal 12 ranks	Trained grease lizards rage more easily and gain pack tactics
Mech Adversary ³	Base attack bonus +4	+1 attack bonus against certain mech types
Mech Part Specialization	Craft (mechcraft) 5 ranks	Time to install and repair chosen items is half normal
Metal Skin	Artificial parts +2	+2 natural armor bonus to AC
Overseer	Cha 15, Leadership, character level 7th	Oversee more than 10 laborers during mech construction
Power Source	-	Gain a steamorg's power source
Powered Leap	Tik'tok, Jump 2 ranks	+2 to jump checks
Pushing the Limit	Artificial part +1	Install extra artificial parts
Rust Guard	Tik'tok	Resist normal and magical rust
Salvage Master	Craft (mechcraft) 1 rank, coglayer level 1st	Recover maximum possible salvage load
Secrets of Steam	-	+2 to Craft (mechcraft) and Knowledge (steam engines) checks
Shepherd of the Metal Soul	Ability to cast <i>awaken construct</i>	Constructs you awaken gain bonus to characteristics
Stealthy Mech ³	Dex 13	+4 to mech-related checks to hide or move silently
Steam Jack	Coglayer level 1st	No maintenance needed while in gear forest
Steam-Trigger Training	Base attack bonus +3	Gain proficiency with four steam weapons
Superior Checklist	Gearhead	Maintain steam powers in half the usual time
Terror Strike ³	Mech Fu	Targets of mech's attack are shaken
Under the Skin	Artificial part +1	Artificial parts are small and easy to conceal
Wrecker	-	+4 to skill checks to disable or destroy machines

¹A fighter may select this feat as one of his bonus feats.

²These feats may be selected by a clockwork ranger as part of the hazard master or lizard master combat styles.

³A mech jockey may select this feat as one of his bonus feats.



normal rules for reconstituting steam powers. It cannot be combined using a coglayer's integrated parts ability. The amplifier ceases to function when you leave the gear forest.

Aquatic Operation (Mech)

You have experience operating mechs underwater.

Prerequisites: Dex 13, Mech Pilot 5 ranks.

Benefit: You ignore the -4 penalty to Mech Pilot checks for maneuvers made while underwater. All other penalties still apply. See Chapter 6 (The Steam-Driven Life) for more details on this skill use.

Armored Skin (Tik'tok)

You have armored your skin.

Prerequisite: Tik'tok.

Benefit: Increase your natural armor bonus by +1.

Special: This feat may be taken more than once, each instance increasing your natural armor bonus to Armor Class. You cannot use this feat to increase your natural armor more than 2 + your Strength bonus (minimum of 2). See Chapter 6 (The Steam-Driven Life) for more information on the tik'tok race.



Arterial Node (General)

You have wired a specific mech's controls into your body, creating a cyst on your chest or back that allows you to internally connect to your mech. This unnatural connection gives you intimate knowledge of all your mech's operations.

Prerequisite: Con 14, Heal 6 ranks, Natural Pilot.

Benefit: You gain a +2 bonus on all Craft (mechcraft) and Mech Pilot checks you make using or relating to the mech you share an arterial node with.

You now meet one of the prerequisites of the mech symbiote prestige class.

Special: It takes one week to create an arterial node. After your node has been created, no other creature may pilot the mech you've bound yourself to. While attached to an arterial node, you have no movement speed. You may connect or

disconnect from your mech as a movement action that provokes an attack of opportunity. The bonuses from this feat only apply while you are attached to your mech's arterial node in its cockpit.

You may only gain the benefits of arterial node with one mech.

Artificial Part (General)

You gain one additional artificial part.

Prerequisite: Power Source or steam engine class ability.

Benefit: You gain one additional artificial part and your artificial part bonus increases by +1.

Special: You are still restricted to a maximum artificial part bonus equal to twice your Constitution modifier. You may take this feat even if the artificial part bonus would exceed twice your Constitution score, but you cannot install the artificial part bonus until your Constitution is improved.



Attached Weapon (Tik'tok)

You have added a weapon to your body.

Prerequisite: Tik'tok.

Benefit: You are able to add a weapon to your body, making it impossible to disarm, so long as you pay its cost and are of the appropriate size to accommodate it. Increasing the weapon's cost by 50% allows it to be retractable and concealable when not in use. Once attached, a weapon cannot be changed. You have the benefits of the Quick Draw feat with this built-in weapon. See Chapter 6 (The Steam-Driven Life) for more information on the tik'tok race.

Special: This feat may be taken more than once, each time adding a new weapon. Your Game Master (GM) has final say over which weapons can be attached. You may only use Quick Draw with one attached weapon each round, unless you have taken it as a separate feat.

Attuned Pilot (Mech)

You have a heightened sense of what is going on with your mech while piloting it. You can just feel when something is amiss and react instinctively to problems that arise during combat.

Prerequisites: Mech Pilot 4 ranks, Natural Pilot, must have spent at least three months as pilot of the individual mech.

Benefit: Make a Mech Pilot check when your mech suffers a critical hit, using the attack's damage point total as the Dif-

ficulty Class (DC). If successful, you can shift the critical hit table result up or down by as much as (1 + the amount the check was successful by) x 2. For example, if piloting a clockwork mech that suffers 14 points of damage during a critical strike and a Yellow Threshold result of 42 is rolled, a Mech Pilot check result of 22 would allow you to shift the critical hit result up or down the range by as much as 18.

The largest mech this feat can affect depends on the character's Mech Pilot skill. For every size above Colossal V, add +2 to the number of ranks.

MECH SIZE	MECH PILOT RANKS
Large	4
Huge	6
Gargantuan	8
Colossal	10
Colossal II	12
Colossal III	14
Colossal IV	16
Colossal V	18

Boarding (General)

You know how to move with steady feet and sure hands when boarding a mech.

Prerequisites: Balance 4 ranks, Climb 4 ranks.

Benefit: You gain a +2 bonus on any check directly related to boarding a mech, from the Climb check to scale a mech's legs to the Balance check not to fall when it moves to the Strength check to smash a porthole for entry (for example).

Bolstered (Tik'tok)

You have made your inner mechanisms more resistant to harm.

Prerequisite: Tik'tok.

Benefit: Despite not having a Constitution score, you gain a hit point bonus of 1 per level, as per a +1 Constitution bonus. See Chapter 6 (The Steam-Driven Life) for more information on the tik'tok race.

Special: This feat may be taken more than once, each increasing the hit point bonus per level.

City-mech Familiarity (General)

You are familiar with one city-mech, having lived there for some time.

Prerequisite: Must have lived in the city-mech chosen for at least 6 months.

Benefit: You gain a +1 bonus to Balance, Climb, Diplomacy, Gather Information, Listen, Mech Pilot, Search, and Spot checks made within or regarding the city-mech you call home.

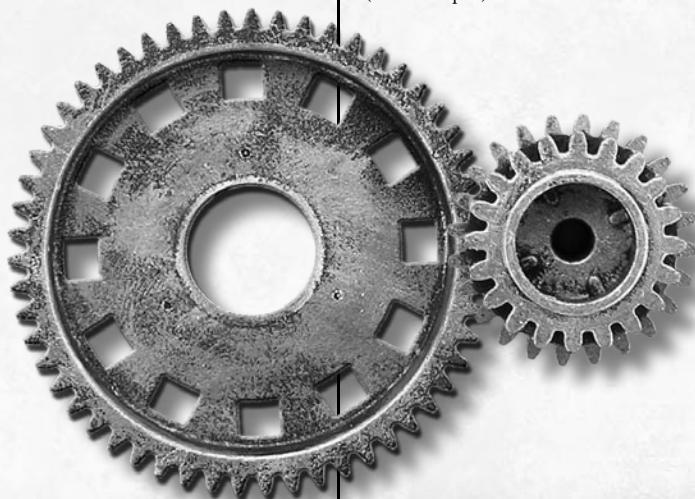
Special: Each time this feat is selected, a specific city-mech is chosen in which you receive the benefits of this feat. This feat may be selected multiple times, choosing a different city-mech each time.

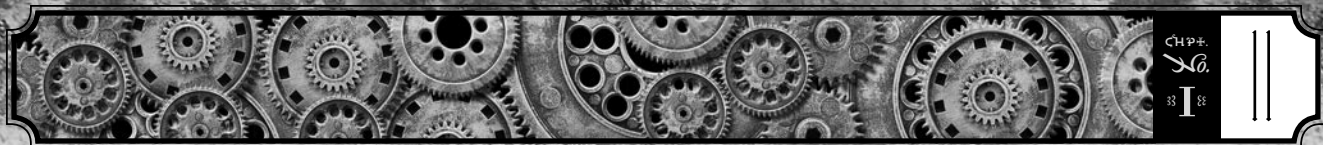
Coupling (General, Fighter)

You can hook yourself to other steam-borgs and combine operations, giving you bonuses in melee combat.

Prerequisite: Artificial parts +2.

Benefits: This feat allows two or more steam-borgs to physically link their bodies together, sharing sensory data to help in combat. Only characters with this feat are outfitted to do so. When joined, no opponent can get a flanking bonus on you, and a rogue may not sneak attack you for extra damage. When two individuals merge, both are at +1 to attack, with an additional +1 for every additional 2 members up to a maximum +5 (+1 with 2 members, +2 with 4 members, and so on). There is no bonus beyond that, due to the difficulty in maintaining control. Base movement for all coupled characters is reduced by 10 feet, and while coupled they must remain in physical contact. Addition-





ally, the next day's lose self check is made with a penalty equal to the maximum attack bonus achieved the previous day. A team may remain coupled for rounds equaling $1d4 +$ the number of participants before the physical strain causes them to uncouple automatically.

Disabling Blow (General, Fighter)

You can strike a steam power and cause it to temporarily stop working.

Prerequisite: Knowledge (steam engines) 5 ranks, base attack bonus +4

Benefits: You have come to understand the delicate nature of steam powers and are able to disable an opponent's while in melee combat. This is treated as a sunder attempt,

except that it can also be performed unarmed or with piercing melee weapons. If you are successful, the power is considered disabled for $1d3$ rounds. Only one power in a combination can be disabled with one strike.

Dusk Runner Friend (General)

You have befriended the dusk runners and learned of their ways. This often involves living and traveling with them for a time.

Prerequisite: Diplomacy 4 ranks, Ride 4 ranks, Survival 4 ranks.

Benefit: You gain a +2 bonus to Bluff, Diplomacy, Gather Information, Handle Animal, Intimidate, and Ride checks involving dusk runners and their mounts.

Engine Insight (General)

You have an understanding of engines that could only come from living in one.

Prerequisite: Gearstride, Skill Focus (Knowledge [steam engines])

Benefit: Your synergy bonuses relating to Craft (mechcraft), Knowledge (mechs), and Knowledge (steam engines) are doubled.

Furthermore, you gain an *additional* (non-doubled) synergy bonus of +1 to all engineering-related checks for every 5 ranks you have in Knowledge (steam engines), up to a maximum possible bonus of +4. This applies to Disable Device, Craft (mechcraft), Knowledge (mechs), Profession (engineer), and any other relevant skill check concerning a steam engine or steam-powered device.

Normal: Normal synergy bonuses are +2 to Craft (mechcraft) for 5 or more ranks in Knowledge (engineering) and +2 to Knowledge (mechs) for 5 or more ranks in Craft (mechcraft).

Enlarged (Tik'tok)

By adding mass and extra machinery to yourself, you have increased your size.

Prerequisite: Tik'tok.

Benefit: Instead of Small, your size is now

considered Medium. See Chapter 6 (The Steam-Driven Life) for more information on the tik'tok race.

Special: This feat may not be taken more than once.

Extra Steam (Tik'tok)

You are able to fit yourself with an additional steam power.

Prerequisite: Tik'tok.

Benefit: You are able to place a new steam power into your body, so long as the price and requirements are met and your body is large enough to accommodate it. This steam power can be exchanged later for a new one by paying the latter's cost, without taking this feat again. The feat slot, once spent, cannot be regained by giving up the steam power. See Chapter 6 (The Steam-Driven Life) for more information on the tik'tok race.

Special: This feat may be taken more than once, each time allowing a new steam power to be added without replacing any current steam powers.

Fast Rebuild (General)

You can reconstitute your steam powers with amazing speed.

Prerequisites: Dex 13, coglayer level 1st.

Benefit: When you rearrange existing steam powers into a new configuration, the time required is 1 round per steam power affected.

Normal: Without this feat, the time required is 1 minute per steam power affected.

Gallant Commander (Mech)

You are a skilled mech commander who is able to inspire his crew to great acts.

Prerequisites: Mech Pilot 8 ranks, Leadership.

Benefit: When commanding a mech, all crewmembers in your charge participating in the mech's operation — including weapons — add your Charisma modifier (if positive) as a bonus on their initiative for mech operations.

Gearman Healer (Tik'tok)

You are especially talented at “healing” harm done to tik'toks.

Prerequisite: Tik'tok, Craft (blacksmithing) 4 ranks.

Benefit: You gain a +4 racial bonus to Craft (blacksmithing) checks to repair damage to yourself or other tik'toks (and, at the GM's discretion, other sentient machines). See Chapter 6 (The Steam-Driven Life) for more information on the tik'tok race.

Greater Mech Adversary (Mech)

You know your adversarial mech type so well that you are better able to find its weak spots.

Prerequisites: Mech Adversary, base attack bonus +9.

Benefit: Increase your critical threat range against the type appropriate to your Mech Adversary feat by 1.

Special: This feat can be taken multiple

times, but each new instance must be for a different mech type.

Hands-On Commander (Mech)

Your superior leadership can compensate for crew shortages by pushing a crew on beyond their normal limits.

Prerequisites: Wis 12, Leadership.

Benefit: In a mech normally operated by a pilot and at least two other people, the crew minimum may is decreased by one crewmember. This feat cannot lower the crew beyond half its normal minimum complement, nor can it leave the mech without a pilot or any other entirely unmanned, independent stations if they are to remain operable. The laborers of a man-powered mech are also unaffected by this feat. In other words, equipment such as weapons that are not pilot-operated must have at least one person stationed with them.

Special: This feat can be taken multiple times. Each additional time compensates

for one additional crew member, but the Wisdom prerequisite increases by 2. For example, taking the twice compensates for two crewmen and requires Wis 14+ while selecting the feat three times counts as three crewmembers and requires Wis 16+.

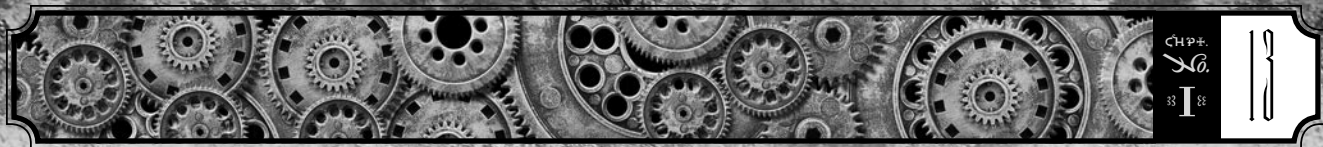
Hazard Killer (General)

Not only can you build traps into the gear forest, but you can design them to be especially fatal.

Prerequisites: Gearstride, Hazard Master, Hazard Lord.

Benefit: This feat has three benefits. First, you receive a +4 bonus to Craft (mechcraft) checks to install a hazard in the gear forest. Second, you can install a hazard in one-tenth the normal time. This means you can install a normal hazard in only one minute, and install a hazard quickly in one round. Finally, all hazards that you install (with the Hazard Lord feat) or trigger (with the Hazard Master feat) have their Reflex save DC increased by





either your Wisdom or Dexterity modifier, whichever is greater.

Hazard Lord (General)

You can build traps into the very nature of the gear forest.

Prerequisites: Gearstride, Hazard Master.

Benefit: You no longer provoke an attack of opportunity when forcing a hazard in the gear forest. In addition, you can rearrange the gear forest to guarantee that hazards will occur. Building a hazard into a particular section of the gear forest requires a Craft (mechcraft) check against DC 20. On a failure by 5 or more points, you not only fail to install the hazard but you also inadvertently disable that section of the gear forest (restorable only with another DC 20 Craft [mechcraft] check). On other failures, you simply fail to install the hazard.

On a successful check, you install a hazard into a space adjacent to you. Installing a hazard provokes an attack of opportunity. You can choose which hazard is installed from the options in the table on page 216 of **DragonMech**. The hazard takes effect when a creature passes, as usual.

If you succeed at a more difficult Craft (mechcraft) check, you can make the hazard more deadly. For every 4 points by which you beat the check DC, you can double the damage of the hazard. This follows the usual d20 rules for doubling (e.g., $x2 + x2 = x3$). For example, imagine you wanted to install a geyser of hot steam in a particular passageway. This normally does 1d2 damage. If your check result were 29, you beat the DC by 9 points, so you can double the damage twice. The result is a geyser of hot steam that does 3d2 damage.

Installing a hazard takes 10 minutes. You can install a hazard quickly in only 1 minute, but a hazard installed quickly has a 1% cumulative chance per minute of breaking down and impeding the functioning of the nearby gear forest. Another 10 minutes must be spent to make the hazard unarmful to the nearby gear forest.

Special: Note that this feat is effectively the same as building a mechanical sculpture,

but doing so with a particular purpose.

Hazard Master (General)

Others believe you are able to command the gear forest to do what you wish it to. In reality, you are so familiar with its functioning that dictating its actions comes as second nature.

Prerequisites: Gearstride.

Benefit: You can force a hazard to occur at any place in a gear forest. This requires a touch attack against AC 10. The hazard occurs in the square targeted, so you can use a ranged weapon to cause a hazard with a ranged touch attack. If your attack is successful, roll on the table on page 216 of **DragonMech** to determine what hazard occurs. Forcing a hazard provokes an attack of opportunity.

Special: If you successfully remain hidden while provoking the hazard, targeted creatures must make a DC 20 Knowledge (steam engines) or Craft (mechcraft) check to know that the hazard was not caused by the natural rhythms of the gear forest itself. Creatures with the Gearstride feat receive a +4 bonus to this check.

High-Grade Steel (General)

You get tougher as you get artificial.

Benefit: Each time you gain an artificial part, you may pay 100 gp and gain 1 hit point (you can only do this once each time you gain an artificial part).

Special: You may not exceed the maximum number of hit points you could possibly have for your level this way. (If you are first level, you have maximum hit points so you cannot benefit from this feat.)

You can take this feat multiple times.

Humanity Retained (General)

You have a strong grip on your humanity.

Prerequisite: Lose self class ability.

Benefit: You gain a +2 bonus on lose self checks. If you have not activated a steam power in the last 24 hours, you gain a +4 bonus to the check instead.

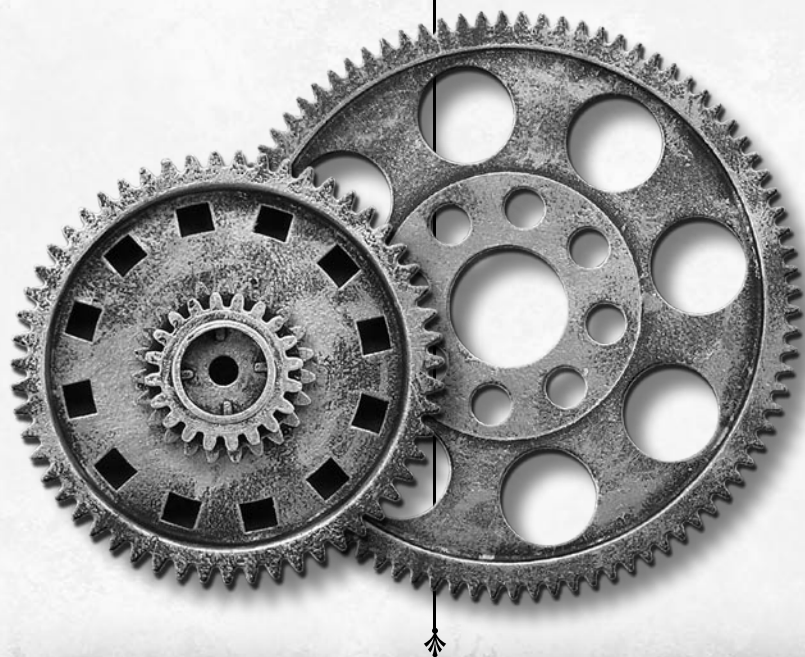
Special: You can take this feat multiple times. Each time you take it you gain an additional +2 bonus to your lose self checks.

Improved Animal Companion (General)

You and your animal companion are especially close.

Prerequisites: Clockwork ranger level 4th.

Benefit: Your effective druid level is the same as your clockwork ranger level for



purposes of your animal companion's abilities (bonus HD, natural armor adjustment, and so on).

Normal: A clockwork ranger's effective druid level is normally one half his clockwork ranger level for purposes of his animal companion's abilities.

Improved Mech Trample (Mech)

You are especially good at catching smaller enemies under the feet of your mech.

Prerequisite: Dex 15, Mech Dancer.

Benefit: You can add +2 to the DC of targets who try to avoid being trampled by a mech you pilot, making the total DC 17 plus your Dexterity bonus. You also get +2 to the Reflex save after the trample attack if one is required.

Normal: The target of a trample attack may take an attack of opportunity or dodge. If the target chooses to dodge, they must make a Reflex save or a Mech Pilot check, whichever is better, at a DC of 15 plus the attacking pilot's Dexterity bonus if the attacking pilot has the Mech Dancer feat. If a target is larger than the "safe target" size for the attacking mech, then the attacking pilot must make a Reflex save DC 10 to avoid being tripped.

Special: This feat may not be taken more than once.

Intuitive Infiltrator (General)

You have spent so much time in gear forests that locating their weaknesses comes as second nature.

Prerequisite: Gearstride, *that piece is important* class ability.

Benefit: When using *that piece is important*, your studying time is reduced by half, and you gain a +2 competence bonus to the Disable Device skill check.

Special: This feat may only be taken once. It may be taken by anyone with the *that piece is important* class ability. This includes stalkers as well as coglayers who choose to take it as a feat after 12th-level (per the coglayer class description). A coglayer with



the *that piece is important* ability who takes this feat can detect stalker sabotage in one-eighth the amount of time the stalker spent studying the mech.

Landwalker (Mech)

You are skilled at operating mechs in a specific terrain.

Benefit: Choose a type of terrain

(aquatic, desert, forest, hills, marsh, mountains, plains, underground). While operating on that terrain, you receive a +4 bonus to Mech Pilot checks made to maintain balance, hide, or move silently. See Table 2-19 in **DragonMech** and Chapter 6 (The Steam-Driven Life) in this book for more information.

Special: You can gain Landwalker multiple times. Each time you take the feat, it applies to a new type of terrain.

Lizard Fighter (General)

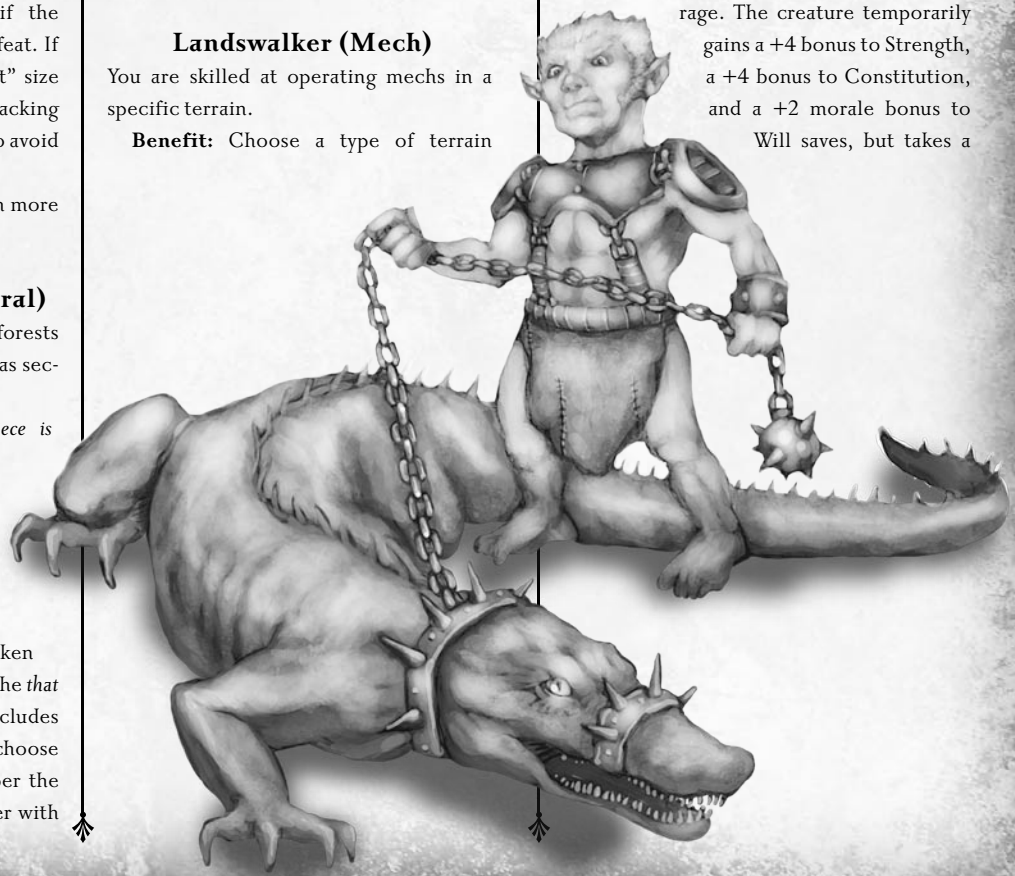
You know special tricks for fighting with grease lizards, and can force the ones you train to battle in an insane rage.

Prerequisites: Cogling, Handle Animal 6 ranks.

Benefit: Any grease lizard you train for fighting (per the Handle Animal skill description) also learns the trick rage, as follows:

Rage (DC 22): With a DC 22 Handle Animal check, you can force a grease lizard that you have trained into a bloodthirsty

rage. The creature temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus to Will saves, but takes a





-2 penalty to armor class. The rage lasts for a number of rounds equal to 3 + the lizard's (newly improved) Constitution modifier. In all other respects, this is like the barbarian class ability, including the fatigue that sets in when it is complete. Commanding the grease lizard is a free action for you, and slipping into a rage is a free action for the grease lizard. A raging grease lizard automatically attacks all apparent enemies, as if it had also been given the attack command.

Lizard Lord (General)

The grease lizards that fight at your side are exemplary specimens of their race.

Prerequisites: Cogling, Lizard Fighter, Lizard Warrior, Improved Animal Companion, grease lizard for animal companion.

Benefit: Some of the grease lizards you raise are treated as additional animal companions. At any given time, you may have a maximum number of these special companions equal to your Wisdom modifier. The special companions have all the abilities of a normal animal companion, except your effective druid level with respect to them is one-half of your clockwork ranger level even though you have the Improved Animal Companion feat. Your effective druid level with respect to your primary animal companion remains your clockwork ranger level.

Lizard Warrior (General)

You have a way with grease lizards, and command them like no other animal handler.

Prerequisites: Cogling, Lizard Fighter, Handle Animal 12 ranks.

Benefit: You receive a +4 bonus to any Handle Animal skill checks to make a grease lizard attack or rage. In addition, grease lizards you train to fight are taught to harry opponents and use pack-fighting tactics. Any grease lizard you train that gains a flanking bonus because of the actions of

another grease lizard, or with you, gains double its normal flanking bonus (to a maximum of +4).

Mech Adversary (Mech)

You are especially skilled at fighting against a particular type of mech.

Prerequisites: Base attack bonus +4.

Benefit: Select a mech type (steam-powered, man-powered, animated, clockwork, or undead). When battling that mech type — be it on foot, from the air, or in another mech — you gain a +1 bonus on attack rolls.

Special: This feat may be taken multiple times, but each new instance must be for a different mech type.

Mech Part Specialization (General)

You are especially efficient at installing or repairing a specific type of equipment on a mech.

Prerequisite: Craft (mechcraft) 5 ranks.

Benefit: When selecting this feat, select a specific mech weapon or armor type, such as changler, steam gun, or stone armor. The time and cost for installation and repairs for these objects are reduced in half. This does not apply to personal steam powers.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new mech weapon or armor type.

Metal Skin (General)

You can implant metal plates within yourself.

Prerequisite: Artificial parts +2.

Benefit: You can embed metal plates into your skin. These give you a +2 natural armor bonus to AC. This bonus stacks with other types of armor, as it increases the total thickness of armor covering your body. However, it does not stack with the steamborg's metal skin class ability at 5th level.

The materials for the implantation cost 2,000 gp and the procedure requires a successful Craft (mechcraft) check (DC 25). You can perform this operation on yourself or have someone else do it. Failure means the operation failed but can be retried at additional time and expense. The operation takes one full day and requires two weeks of convalescence, during which you are unable to perform strenuous activity (like combat) or move faster than half your normal speed.

Special: You can take this feat multiple times. Each additional time you take it, increase your natural armor bonus by +1.

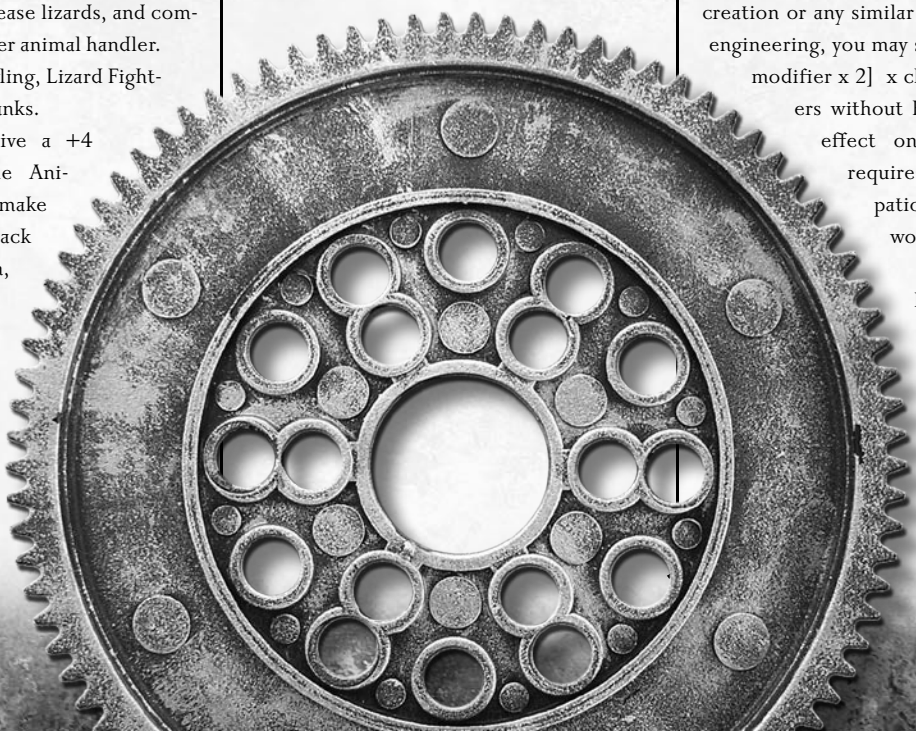
Overseer (General)

You are incredibly skilled at getting the best performance out of a team of laborers working for you on a project.

Prerequisites: Cha 12, Leadership, character level 7th.

Benefit: If acting as overseer during mech creation or any similar act of artisanship or engineering, you may supervise ((Charisma modifier x 2) x character level) laborers without having a detrimental effect on productivity. This requires your active participation during the entire workday.

Normal: Every ten laborers require an overseer to work efficiently. Every ten laborers without an overseer results in that group's productivity dropping by 25%.



Power Source (General)

You gain a steamborg's power source.

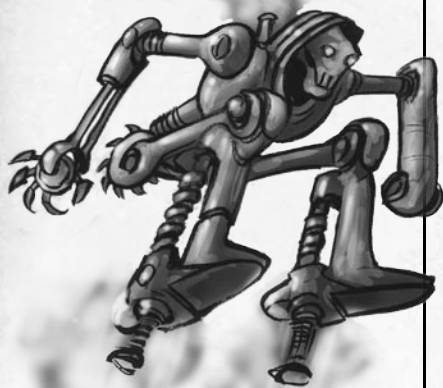
Benefit: You gain a steamborg power source. This allows you to install artificial parts and steam powers if you take the related feats or levels in a class or prestige class that grant them. The only way to remove these components is to take levels in the Unborg prestige class (described in the Classes chapter).

Special: You must contact a steamborg, who installs the steam engine. Characters with one or more levels in any steamborg class can take this feat without meeting the prerequisites.

Steamborgs can benefit from this feat if they chose a kinetic engine at 1st level and would like to install a better engine. This feat also allows a steamborg to change his current power source with another one of his choice, without paying for the change.

Non-steamborgs who take this feat can begin taking other feats to gain artificial parts and steam powers while pursuing a class other than steamborg.

Normal: You cannot gain steam powers or artificial parts unless you take levels in steamborg or a related prestige class.



Powered Leap (Tik'tok)

Enhanced pistons and hydraulics in your legs increase your leaping ability.

Prerequisite: Tik'tok, Jump 2 ranks.

Benefit: You gain a +2 racial bonus to Jump checks. Your maximum high jump distance is not restricted by your size. See Chapter 6 (The Steam-Driven Life) for more information on the tik'tok race.

Pushing the Limit (General)

You can install more artificial parts.

Prerequisites: Artificial part +1.

Benefit: For the purposes of installing artificial parts, treat your Constitution bonus as one higher. This feat can only be taken once.

Normal: You can only install a number of artificial parts whose cumulative bonus equals twice your Constitution modifier.

Rust Guard (Tik'tok)

Your body has been treated to resist rust's effects.

Prerequisite: Tik'tok.

Benefit: Your "skin" is immune to normal rust conditions and you gain a +4 racial bonus to saving throws versus rust attacks, such as from a rust monster. See Chapter 6 (The Steam-Driven Life) for more information on the tik'tok race.

Special: This feat may not be taken more than once.

Salvage Master (General)

You can immediately identify the most salvageable parts of a steam engine.

Prerequisite: Craft (mechcraft) 1 rank, coglayer level 1st.

Benefit: When you salvage parts using the Craft (mechcraft) skill, you automatically recover the maximum possible salvage load for each hour spent searching. This effectively means you treat every salvage skill check as if you had taken 20 on the roll, without actually taking the extra time required by taking 20.

For example, a juggernaut mech has 11 PU (allowing two hours of salvaging) and a maximum salvage value of 778 gp. Imagine a coglayer with a +12 modifier to Craft (mech-

craft) attempted to salvage it. Spending one hour of salvaging allows the coglayer a Craft (mechcraft) check. Normally the coglayer would roll 1d20 and add 12 to the result. With this feat, he instead takes a result of 20 and adds 12, for a final result of 32. He salvages 320 gp in his first hour of salvaging, the maximum amount he can find. In his second hour, he can find an additional 320 gp worth of salvageable parts, for a total of 640 gp salvaged. The remaining 138 gp of salvageable parts can't be recovered except by a higher-level coglayer.

Secrets of Steam (General)

You know more about steam.

Benefit: You gain a +2 bonus to Craft (mechcraft) and Knowledge (steam engines) checks.

Shepherd of the Metal Soul (General)

Constructs that you awaken are particularly intelligent.

Prerequisites: Ability to cast *awaken construct*.

Benefit: Any construct you awaken via the *awaken construct* spell receives a +2 bonus to two of its mental characteristics, and a +4 bonus to the third. You choose which mental characteristics receive each bonus. This bonus stacks with the bonus due to caster level and the type of construct.

Special: This feat may not be taken more than once.

Stealthy Mech (Mech)

You are adept at keeping your mech unseen and unheard.

Prerequisites: Dex 13.

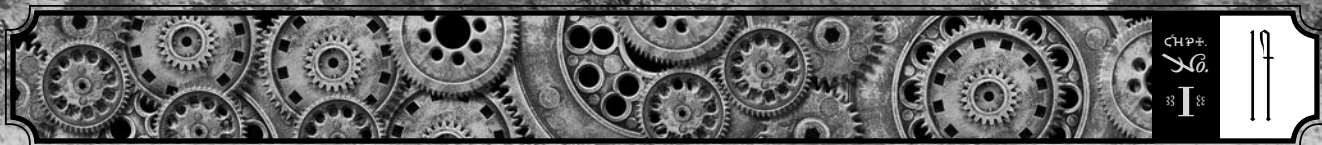
Benefit: You receive a +4 bonus to Mech Pilot checks made to hide a mech or move it silently.

Steam Jack (General)

You can plug your steam powers into a gear forest, minimizing the amount of time you need to maintain them.

Prerequisites: Coglayer level 1st.

Benefit: You are able to plug your steam powers into the gear forest and make use



of its parts to run your devices without the normal amount of wear and tear. Each day you are in a gear forest, you do not need to maintain your steam powers. When you are outside a gear forest, you still must maintain your steam powers.

Normal: Normally, a coglayer must spend one hour a day maintaining his steam powers.

Steam-Trigger Training

You are mastering the steam-powered weapons that are changing the face of Highpoint.

Prerequisites: Base attack bonus +3.

Benefit: You gain proficiency with any four weapons from the following list: blunderbuss, buzzaxe, buzzknife, buzzsaw, chattersword, Dotrak's tooth, dragonkiller, flame nozzle, frost launcher, hydraulic hammer, lobster claw, piston staff, sand blaster, shredder, steamhammer, steam gun (all versions, including farshooter), steam pistol (all versions), steam ripper, steambreather, or water cannon. You are considered to have the Exotic Weapon Proficiency feat with the chosen weapons, but you must still meet any other prerequisites for their use. This feat does not grant proficiency with the mechanized versions of any weapons listed above.

Superior Checklist (General)

You only spend half an hour daily to maintain steam powers.

Prerequisite: Gearhead.

Benefits: "With repetition comes confidence. With confidence comes mastery." — Irontooth proverb.

Maintaining a mech is a daily ritual, and you have taken this ritual to a new level in speed, accuracy, and organization. By knowing your steam powers inside and out, and taking detailed mental notes on their performance throughout the day, you are able to complete necessary maintenance in half the normal time.

Terror Strike (Mech)

Rather than seeking to cause another mech the greatest possible damage, you can opt for a choreographed display to strike fear into their hearts by making the attack look

far more fearsome than it is.

Prerequisites: Mech Fu.

Benefit: Conduct the attack normally but halve any damage caused after accounting for the target mech's hardness. Any of the target mech's allies (including crewmembers) that witness the attack and are within (points of damage caused x 5 feet) must make a Will save (DC equals the points of damage that pierce the mech's hardness) or be shaken for 3 rounds. This effect is not magical, and so cannot be dispelled, but any ability or spell that counters a fear effect will work normally.

Under the Skin (General)

Except for your smokestack, your artificial parts are not obvious.

Prerequisites: Artificial part +1.

Benefit: You can install compact parts. Compact artificial parts and steam powers cost twice as much and have half the weight and size. They can be installed underneath your living skin so they are not visible (Spot DC 20 to notice). It costs 1,000 gp per +1 bonus to install a compact artificial part.

Some powers, at the GM's discretion, simply cannot be compact. Their cost is not increased and their size is not decreased.

You can upgrade existing artificial parts and steam powers and make them compact. It costs 1,000 gp per +1 bonus to compact an artificial part. It costs the base price of

a steam power to compact it. Performing these upgrades requires 24 hours per 1,000 gp spent and a well-stocked work area.

Changing or replacing a compact artificial part costs 2,000 gp per +1 bonus.

Normal: Installing an artificial part is free the first time. Changing or replacing an artificial part costs 1,000 gp per +1 bonus.

Wrecker (General)

You have a knack for tearing things apart.

Benefit: You gain a +4 bonus on any Disable Device, Craft (mechcraft), or Profession (engineer) to wreck or sabotage a machine, be it mundane, a construct, steam power, etc. This does not improve attack or damage rolls against such targets. Your GM has final say over the use of this feat.

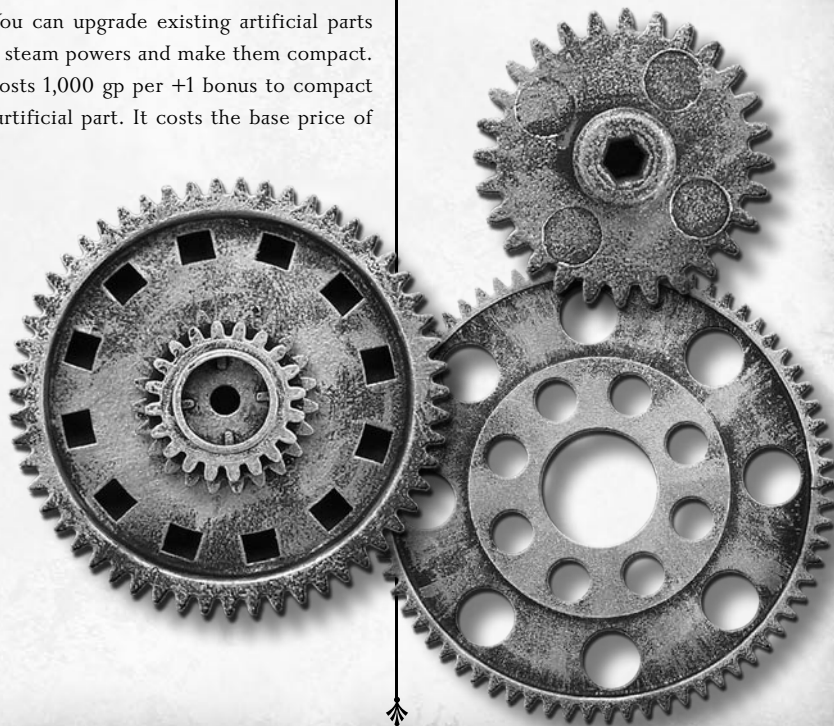




PLATE 3 *A steam warrior is only as powerful
as her steam engine.*

CLASSES

PRESTIGE CLASSES

PRESTIGE CLASSES ARE MORE THAN JUST NEW OPTIONS FOR PLAYER CHARACTERS. THEY'RE ALSO A WAY TO DEFINE YOUR GAME WORLD. MEMBERSHIP IN A PRESTIGE CLASS REQUIRES A FORMAL ASSOCIATION, SECRET KNOWLEDGE OF SOME KIND, OR DEDICATED TRAINING—PLUS A NUMBER OF DIFFICULT PREREQUISITES. WITHIN A WORLD OF STEAM ENGINES AND GIGANTIC MECHS, PRESTIGE CLASSES HELP DEFINE HOW PEOPLE RESPOND TO MECHS, MACHINES, AND THE MYRIAD CHANGES TAKING PLACE IN THEIR WORLD. THE FOLLOWING PRESTIGE CLASSES ARE NOT ONLY NEW PLAYER OPTIONS; THEY'RE ALSO NPC BACKGROUNDS AND MOTIVATIONS — AND EVEN ADVENTURES WAITING TO HAPPEN.

CHAINMUSCLE

"I don't think you know what it's like to have someone remove a bone, an entire bone, from your arm and put it on the table in front of you and then replace it with something... more powerful."

These steamborgs seek power above all else, usually just physical strength. Intelligence is not a prerequisite and they usually have little understanding of their added components. They do not think ahead and might regret the changes one day, but are thinking only of the short-term gain. Persons unhappy with their physical self or those obsessed with some kind of victory in war, sports, or some other challenge, may choose this prestige class.

Hit Die: d10.

REQUIREMENTS

To qualify to become a chainmuscle, a character must fulfill all of the following criteria:

Abilities: Str 10, Dex 10, Con 10.

Skills: Craft (mechcraft) 8 ranks, Knowledge (steam engines) 4 ranks.

Special: Power Source feat or steam engine class ability, artificial parts +2.

CLASS SKILLS

The chainmuscle's class skills (and the key ability modifier for each skill) are Balance (Dex), Climb (Str), Craft (mechcraft) (Int), Jump (Str), Knowledge (steam engines) (Int), Profession (engineer) (Wis), and Swim (Str).

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the chainmuscle prestige class.

Weapon and Armor

Proficiency: Chainmuscles gain proficiency

with all simple weapons, and with 4 steam-powered weapons of their choice. They gain proficiency with all forms of armor, including hydraulic armor, but not shields.

Physical (Ex): At 1st, 4th, 7th, and 10th level, the chainmuscle gains a +1 inherent bonus to Strength, Dexterity, or Constitution. Note that a character can only have a +5 total inherent ability bonus. This represents steam-powered physical upgrades. If the chainmuscle's steam powers or her power source fails, these upgrades are also unavailable (anything that shuts down all the chainmuscle's steam powers also shuts down these upgrades).

Artificial Parts (Ex): The chainmuscle gains artificial parts. The rate at which she gains artificial parts is indicated on Table 2-1: The Chainmuscle. These stack with any previous artificial parts she may have. Her artificial part bonus is the total of all her artificial parts.

Steam Powers (Ex): The chainmuscle gains steam powers. The rate at which she gains steam powers is described on Table 2-1: The Chainmuscle. These stack with any previous steam powers.



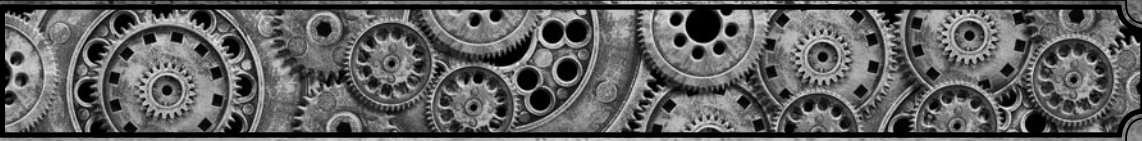


TABLE 2-1: THE CHAINMUSCLE

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	ARTIFICIAL PARTS	STEAM POWERS
1	+1	+2	+2	+0	Physical +1	+0	+0
2	+2	+3	+3	+0		+1	+0
3	+3	+3	+3	+1	Damage reduction 1/ -	+1	+0
4	+4	+4	+4	+1	Physical +2	+2	+1
5	+5	+4	+4	+1		+2	+1
6	+6	+5	+5	+2	Damage reduction 2/ -	+3	+1
7	+7	+5	+5	+2	Physical +3	+3	+2
8	+8	+6	+6	+2		+4	+2
9	+9	+6	+6	+3	Damage reduction 3/ -	+4	+2
10	+10	+7	+7	+3	Physical +4	+5	+3

TABLE 2-2: THE COGMORPH

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	ARTIFICIAL PARTS	STEAM POWERS
1	+0	+0	+2	+0	Combined parts I	+0	+0
2	+1	+0	+3	+0		+1	+0
3	+2	+1	+3	+1	Combined parts II	+1	+0
4	+3	+1	+4	+1		+2	+1
5	+3	+1	+4	+1	Combined parts III	+2	+1
6	+4	+2	+5	+2		+3	+1
7	+5	+2	+5	+2	Combined parts IV	+3	+1
8	+6	+2	+6	+2		+4	+1
9	+6	+3	+6	+3	Fast morph	+4	+1
10	+7	+3	+7	+3	Transform	+5	+2

COGMORPH

“Watch this!”

This steamborg specializes in getting his parts to do more than one thing. His hand apparatus might retract to reveal a cannon built into his arm. His legs might fold up into a wheeled arrangement that can propel him. This allows him to rearrange his combinations of steam powers and artificial parts. Combining them prevents him from using the combined locations normally, but he can de-combine them whenever he wishes. For example, if he combined his arms, he would at best have a single functioning arm to work with.

Cogmorphs are among the most skilled tinkerers, never satisfied with what something does and always trying to improve or expand it. It takes significant skill to become

a cogmorph. A cogmorph never breaks down — he’s just in the middle of an upgrade.

Hit Die: d8.

REQUIREMENTS

To qualify to become a cogmorph, a character must fulfill all of the following criteria:

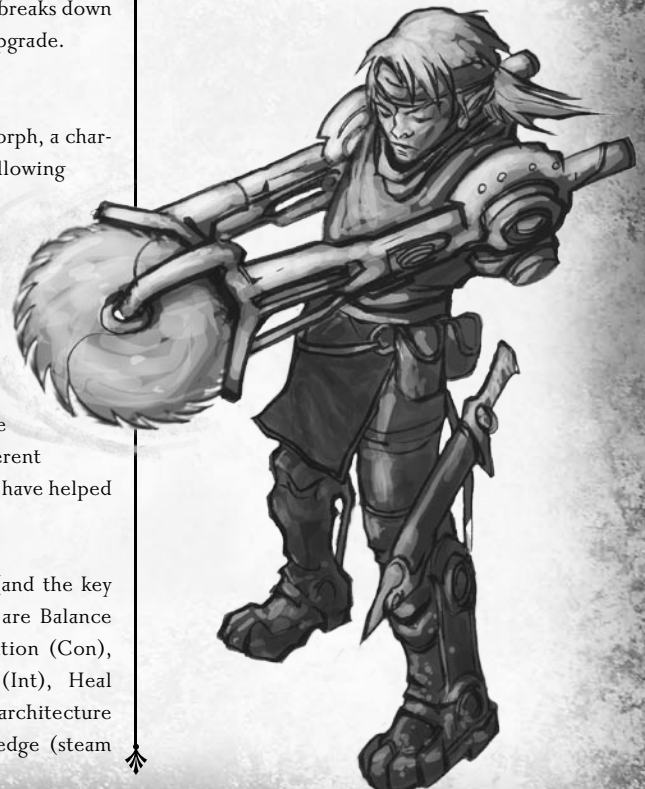
Base Attack Bonus: +2.

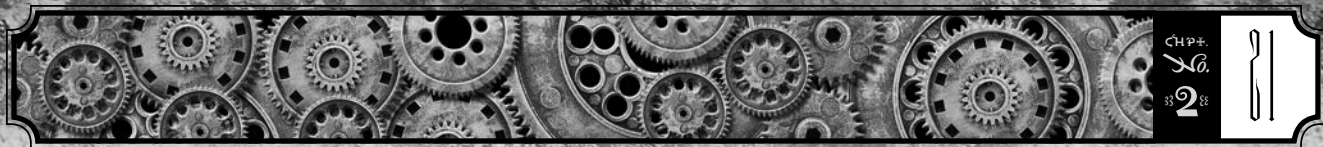
Skills: Craft (mechcraft) 8 ranks, Knowledge (steam engines) 8 ranks, Profession (engineer) (Wis) 8 ranks.

Special: Power Source feat or steam engine class ability. The character must have built 2 different steam powers unaided and must have helped construct a mech.

CLASS SKILLS

The cogmorph’s class skills (and the key ability modifier for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Disable Device (Int), Heal (Wis), Jump (Str), Knowledge (architecture and engineering) (Int), Knowledge (steam





engines) (Int), Listen (Wis), Profession (Wis), and Use Magic Device (Cha).

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the cogmorph prestige class.

Weapon and Armor Proficiency: Cogmorphs do not gain any new weapon or armor proficiencies.

Combined Parts (Ex): The cogmorph can combine, or de-combine, two of his artificial parts together as a standard action. He chooses one combination such as left arm and torso, left arm and right arm, or left leg and right leg. For each combination, he chooses how the steam powers will work when those parts are together and he can change the artificial part bonus assigned to those artificial parts. He can assign them different tasks than when they are apart. Once chosen, this is how the steam powers and artificial part bonus always work in that combination.

For example, a 1st level cogmorph has an artificial left arm, which gives him +1 Strength (+1 bonus) and holds a flame nozzle (2d8 damage), and an artificial right arm, which gives him +1 Dexterity (+1 bonus) and has the steam powers amplifier and light generator.

He decides on the following combination. His left arm and right arm will combine into a single arm. When combined, he gains a +2 Strength (+2 bonus) and the amplifier functions on the flame nozzle (2d10 damage)

At 3rd, 5th, and 7th levels, the cogmorph can choose a new combination of 2 artificial

parts (including the previous 2 parts in a different configuration) or he can choose to allow an additional artificial part to join with a previous combination. In this way, the cogmorph can gain up to 4 combinations, a single combination of 5 parts or some mixture.

An artificial part cannot be used in a combination unless it is de-combined, so some combinations will not be available while others are in effect.

Adding and Removing Artificial Parts: If the cogmorph changes or replaces his artificial parts and their associated steam powers, he can rearrange his combinations as well. He cannot change a combination, unless at least one artificial part or steam power within that combination has itself been changed. If replacement parts have the same artificial part bonus and steam powers, no change is made to combinations.

Armor: All armor must be removed before any combinations can be made.

Fast Morph (Ex): Starting at 9th level, once per round, as a free action, the cogmorph can combine, or de-combine, artificial parts.

Transform (Ex): At 10th level, the cogmorph can combine all of his artificial parts. This is an extra combination and he can reassign his artificial parts bonus and steam powers as if creating a new combination. If he gains new artificial parts, they are added to this combination.

Artificial Parts (Ex): The cogmorph gains artificial parts. The rate at which he gains artificial parts is indicated on Table 2-2: The Cogmorph. These stack with any

previous artificial parts he may have. His artificial part bonus is the total of all his artificial parts.

Steam Powers (Ex): The cogmorph gains steam powers. The rate at which he gains steam powers is described on Table 2-2: The Cogmorph. These stack with any previous steam powers.

COGWORM OF THE GREAT WALKERS

“Most folks think they’re just living in a big hunk of metal. But you should hear what he thinks of them.”

Although the image of these underworld coglayers wiggling through greasy ducts pleases gearwrights, cogworms actually get their name from the specialized worm gears they use to redistribute power in the main gearworks of city-mechs. These rogue cogling mechanics create unauthorized steamworks powered by their city-mech for their own obscure ends.

Cogworms form a loose association with their counterparts in other city-mechs, but their focus is on their home mech. A cogworm will almost never be found outside of his city-mech, as there is little to interest or aid him that cannot be found within the giant machines. Disinterest in the outside world is the natural result of his intense dedication — any cogworm will give his life to ensure the continued operation of the city-mech, and would endure hours in steam-blasting

TABLE 2-3: THE COGWORM OF THE GREAT WALKERS

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	STEAM POWERS
1	+0	+0	+0	+2	Cogworm Gear steam power	1+Int
2	+1	+0	+0	+3	Disguise device	2+Int
3	+1	+1	+1	+3	Alterations	3+Int
4	+2	+1	+1	+4		4+Int
5	+2	+1	+1	+4	Clockwork whispers	5+Int
6	+3	+2	+2	+5	Crafter’s awe	5+Int
7	+3	+2	+2	+5	Cogworm Cable steam power	6+Int
8	+4	+2	+2	+6	Summon trak trak	6+Int
9	+4	+3	+3	+6	Remote alteration	7+Int
10	+5	+3	+3	+7	Clockwork intimacy	8+Int

torture chambers before giving away any secrets of their organization.

Cogworms believe that city-mechs are sentient, and their work is aimed at carrying out what they interpret to be its will. Most coglayers find this to be superstitious nonsense, but those who have had experience with large, complex mechanisms begin to wonder if the cogworms are more insightful than most people realize (see “Chatterboxes” in Chapter 6 [The Steam-Driven Life] for related material).

Each city-mech has between three and eight cogworms hidden in its gear forests or in elaborate secret chambers built into the frame of the mech. While they are said to have members on all the steam-powered city-mechs, there are no reports of any on Tannaniel. Some reports assert that the cogworms are actively seeking information on magic, which makes the elves believe they will try to talk their way onto the L’arile Nation city-mech in the near future.

The idea of a cogling talking his way onto anything might seem difficult, but unlike their reclusive families these coglings develop complex relationships with factions on their mechs. They take on second names from the dominant city-mech culture when they join the cogworms so they can be taken more seriously by the outside world — a cogworm might be known as Rattleplate to his family but go by Raplar when dealing with dwarves. They often work with their home mech’s underworld, creating secure locations and safe storage in exchange for avoiding certain areas or removing threats to the city-mech. Because they serve the mech and not the mechdom that operates it, cogworms are quickly aware of attacks from other mechdoms through the network of cogworms on opposing mechs.

Many of the workers on city-mechs have begun to tell stories of the cogworms, painting them as magical helpers who come to the aid of the unfortunate. It is true that cogworms believe the city-mech wants the people inside it to be happy, and as such they

often turn their skills to helping the poor with useful tools and eliminating dangerous problems before anyone can be hurt. Any effort on the part of the leadership on these mechs to eliminate cogworms would encounter some resistance from the residents. The Legion in particular is eager to remove cogworms from Rebirth, Shar Thizdic’s personal city-mech. However, no matter how much it might frustrate Shar to consider the presence of non-humans on his flagship, they have neither been captured nor their presence there entirely proven.

Cogworms will often feel protective toward their families in the wilds of the gear forests. Although they remove themselves from that lifestyle, they are in constant contact and try to act as emissaries between them and the city-mech’s wider culture. Sometimes the cogworms can convince coglings to run errands for them so long as these errands avoid the populated areas of the city-mech. It is possible to find cogworms through coglings or vice versa, if the seeker seems well intentioned. For the right price, cogworms can be convinced to help visiting adventurers, although finding them



is very challenging and their price is generally a complicated task outside of the city-mech that the cogworm can’t accomplish himself.

Hit Die: d4.

REQUIREMENTS

To be asked to join the cogworms, a character must fulfill all of the following criteria:

Abilities: Int 15.

Skills: Craft (mechcraft) 10 ranks, Knowledge (mechs) 12 ranks, Knowledge (local) 10 ranks.

Feats: Craft Steam Gear.

City-mech Home: The character must have been born on a city-mech. She must also live and work on the city-mech that is currently her home for at least two years. If the character permanently leaves the city-mech, she cannot advance more levels in cogworm until she takes up residence in another city-mech.

Peer Approval: The cogworms in residence on her city-mech must accept the character. Only coglings have been accepted for membership in the past, but in recent years that rule has been relaxed when the candidate’s skills or resources are requested by the city-mech specifically. Right now knowledge of magic is the best way for a non-cogling to gain membership, so long as the rest of the requirements have been met. Many theorize that the spirits of the city-mechs, if they exist, are especially curious about magic.

CLASS SKILLS

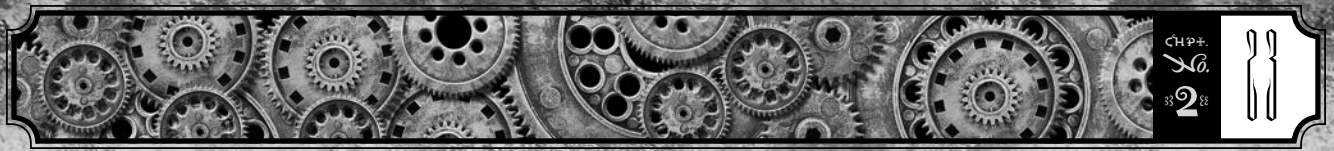
Cogworm class skills and the key abilities for each are Climb (Str), Craft (blacksmithing) (Int), Craft (mechcraft) (Int), Disable Device (Int), Hide (Dex), Knowledge (local) (Int), Knowledge (mechs) (Int), Knowledge (steam engines) (Int), Open Lock (Dex), and Search (Wis).

Skill Points at Each Additional Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the cogworm of the Great Walkers prestige class.

Weapon and Armor Proficiency: Cogworms learn to use weapons that resemble their tools: club, dagger, dart, and sling. A beginning cogworm also gains proficiency with one steam-powered weapon per point of Intelligence bonus. They have no proficiency



with armor or shields.

Cogworm Gear Steam Power: A cog gear and a wormgear are two different kinds of gears. A cog gear is the typical circle with bumps around the exterior. A worm gear is essentially a screw that turns as a cog gear pushes cogs across the screw thread. Worm gears are useful in re-directing the force of a turning gear, but the thread must be sized appropriately to the cog. By creating a worm gear with threads composed of cogs that can be twisted and locked in place, the cogworms were able to create a device that could fit into any size cog gear, allowing them to create steam powers that could be fitted to any city-mech system.

The cogworm gear is a steam power available only to cogworms of the Great Walkers. It takes the place of a steam engine, which means there is no need to provide fuel or water to a steam-power combination that has included a cogworm gear. In addition, because city-mechs use more powerful engines than a standard steam engine, a cogworm gear behaves as though it has two boilers integrated into it at no additional cost in weight or parts.

A cogworm gear is limited in that it must be connected to a city-mech's gearworks. A city-mech cogworm can attach the adaptor to any city-mech wall. It takes a full-round action to attach the cogworm gear, and after it is attached the character cannot move from beside the cogworm gear without detaching the adaptor. Detaching the adaptor is a free action. Note that standard coglayers cannot attach the adaptor to the powerful gears without destroying the steam powers attached. Once the cogworm gear is hooked up, however, it can be used as a standard steam power with the exception that the wielder cannot move even a 5-foot step without dropping the steam power.

Disguise Device (Ex): Cogworms often leave their steam powers attached to city-mech walls rather than reattach them every time they return. While they must return to the steam power every day to maintain it, this also allows others to use the steam power. When doing this, however, it is important that the steam power be disguised as a normal

part of the city-mech.

At 2nd level, a cogworm may disguise a steam power as some other steam power or piece of equipment. The DC of the Spot check to see through this disguise is equal to the result of the cogworm's Craft (mechcraft) check. With 5 or more ranks in Disguise, the character receives a +2 synergy bonus to this Craft check. He cannot use this ability to disguise the steam power as something entirely different, like a wooden chair or an animal. Someone attempting to see through the disguise gains a +2 synergy bonus to their Spot check if they have 5 or more ranks in Knowledge (steam engines).

Alterations (Ex): At 3rd level, the cogworm can begin to change existing features by adding new steam powers to existing systems. A normal coglayer can make alterations to steam powers, but he cannot easily incorporate his own devices into large city-mech technology; cogworms can. In addition, the cogworm can make these changes while the feature is in operation, making it less obvious that it has been tampered with. To be successful, the cogworm must make a Craft (mechcraft) check (DC 10 + the total number of steam powers involved in the city-mech feature before the change). At the GM's discretion, a roll of a 1 may result in the feature breaking down.

The most common use of this is to add a discriminator to a device so that it behaves differently for the cogworm or his enemies — a few years ago, one group of cogworms cut off access to an entire level of the Stenian city-mech Lokag to everyone else by adding discriminators to elevators. It is also possible to add traps to powered doorways, or to add enhancements to existing weapons systems. The device must still accomplish its original purpose; the cogworm is not removing components, merely adding them. The steam powers must be maintained each day as normal and come out of the total allotment of steam powers the cogworm is allowed. They can be disguised, but if found another character can attempt to remove it through a Craft (mechcraft) check (DC 10 + the total number of steam powers added by the cogworm). Cogworms can remove their own alterations

or just stop maintaining them with no check. Unless a cogworm gear or cable is added, the automatic two-amplifier benefit is not given to steam powers added to altered features.

Clockwork Whispers (Su): Once per day, a cogworm of 5th level or higher may communicate with her city-mech for one round per cogworm level, as with the spell *commune*. City-mechs are not deities and cogworms have very close relationships with them, so questions are not limited to yes or no answers. However, city-mechs know very little outside of their direct domain. A city-mech can talk about its pilot's actions, give instructions, describe areas it has traveled through, or comment on things that have happened inside of it. The demeanor of the city-mech changes a great deal about what information may be gained — child-like Rebirth may not remember what lands it walked through earlier that day, while the sagely Durgan-lok can comment cryptically on cosmological changes over the last few decades.

Crafter's Awe (Ex): Everyone who lives for some time on the city-mech knows that a cogworm can make life more pleasant or, if you get on his bad side, much more difficult. After 6th level, the city-mech cogworm develops an aura of authority and control. He receives a +4 bonus to any Diplomacy, Intimidation, Gather Information, or Handle Animal check when the target is a resident of his city-mech.

Cogworm Cable Steam Power: A cogworm gear turns a solid shaft, but if you have experience with the correct tension and materials to use, you can adapt it to turn a cable instead. This special steam power (see page 84) allows the wielder of the steam power to move up to 15 feet away from the place where the cogworm cable is attached to the wall of the city-mech. The cogworm working on the cable must be at the point of connection on the wall to attach or disconnect the cogworm cable.

The cable extends in a straight line from the point of connection to the steam power assembly, and any slack is taken up by the mechanism. It is quite dangerous because it spins at great speed, thus anyone who comes



CITY-MECH PERSONALITIES

Each city-mech has a distinct personality. Cogworms are loyal to their city-mech and may claim that theirs is the best, but there are advantages and disadvantages to each. The seven major steam-driven city-mechs are as follows:

Durgan-lok: Some say that the first of the city-mechs tapped into the spirit of the First Age of Walkers, and this theory is supported by the cogworms who serve it. It knows a great deal about the nature of the world and its history, more than could be explained by the age of its mechanisms. The most advanced cogworms are frustrated by its tendency to answer direct questions with riddles, however, and it often confuses the present with the past.

Nedderpik: This mech is a grim force of efficiency. It aims to destroy threats to the Stenian Confederacy as quickly as possible. It is not sadistic, but it often teaches its servants that sacrifices must be made for the greater good. Several cogworms have died on Nedderpik attempting dangerous repairs or enhancements. Interestingly, the city-mech was quite friendly and even chatty in its early years. As its population has become less pioneering and more dominated by wealth, its nature seems to have shifted.

Lokag: Remaining a mystery even to the most advanced cogworms, Lokag often refuses to give more than a terse response to questions. When it does speak at length, usually answering a different question than the cogworm asked, it is incredibly informative and the information carries great urgency. Apparently, any subject short of boarding parties, burst steam tanks, or approaching lunar dragons is not worthy of its attention. It has hinted that it is thinking deeply on some subject, and becomes most talkative on the subject of magic and how to gain more details on the nature of magic. Why magic might be important to a city-mech is unclear, but Lokag's cogworms believe that one day Lokag will inform them of some great mystery it has unraveled which will end the lunar rains forever.

Thuron: Although the cogworms have never been able to speak to any of the lesser mechs that surround it, Thuron insists these support

mechs speak to it and are its children. It is protective of them and hates putting them at risk, but understands the necessity in the same way any patriotic mother during a time of war understands she must send her children into battle. Thuron often puts its cogworms to work repairing these smaller mechs rather than enhancing its own systems; many mech jockeys and coglayer mechanics wake up after a battle to find their mechs not only repaired, but given more power and better weapons.

Goria: Part social scientist, part referee, and part gossip, Goria is highly engaged with the various groups and factions that live and plot inside of it. It is especially involved in conflict, attempting to put its cogworms to work tipping the scales for or against one side as best fits its interests. If it can be said to have any bias, it is toward equilibrium and often favors the underdog. Cogworms feel that this allows the situation to move from extremes back into balance so that Goria can examine the results of a new extreme. It often asks questions about the attitude and personalities involved in the various groups, trying to get a sense of how people work together and what drives them apart.

Rebirth: Flawed in so many other ways, Rebirth has the personality of a child and tends to be coached and nurtured by its cogworms more than they are guided by it. More information about Rebirth and its cogworms is on page 25.

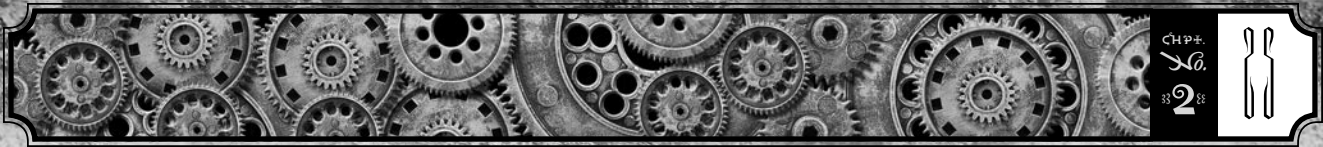
Haven: Some of the arrogance of its pilots seems to have rubbed off on Haven. Despite evidence to the contrary, it believes itself to be the greatest city-mech ever created — it refuses to refer to Tannanliel by name and instead calls it “The Walking Tindertwig.” Its confidence could be dangerous. Haven insists that the cogworms push its systems beyond the recommended levels because the cowardly coglayers who maintain it don't understand its true potential.

into contact with it could be caught up and thrown. If the cable is attacked or if someone steps over it, that person takes 2d6 points of bludgeoning damage, with a Reflex save (DC 15) for no damage.

Summon Trak Trak (Su): At 8th level, the cogworm may summon a trak trak once per day. There must be enough metal parts in the area to form the body of the trak trak. The cogworm must make a Wisdom check against a DC of 10 to see if he keeps control of the trak trak once it is summoned. An uncontrolled trak trak will attack the nearest person, deciding randomly which character to attack if they are equally distant. A controlled trak trak will follow the verbal instructions of the summoner, but it is incapable of much more than attacking opponents or objects with its rake attack. The trak trak dissolves back into its components after 1d10+1 rounds.

Remote Alteration (Ex): All parts of the city-mech are interrelated, and experienced cogworms are aware of all these relationships. By adding a steam power in one location, the cogworm can add or change a function to a steam power in a different location on the same city-mech. Remote alteration has the same mechanics as standard alteration, but the DC of the Craft (mechcraft) check for adding or removing steam powers increases by 5. In addition, any use of Disguise Device on a remote alteration has a +4 circumstance bonus, although the Spot check to notice the alteration can be done at either the site of the affected system or the site where the steam powers were added.

Clockwork Intimacy (Su): At 10th level, the cogworm has become so familiar with the city-mech that few things happen there without his knowledge. Some say the gears themselves give away the secrets of the occupants of the city-mech. Once per day, the cogworm can use clockwork intimacy to perform an elaborate search that takes 1 hour. It involves crawling through gearworks and ducts, talking to friendly people, and sometimes just standing with closed eyes in a noisy engine room. If a person is on the city-mech, the cogworm will know the location of that person within 25 feet. A search may be for a named individual or someone with a specific talent or piece



THE COGWORMS OF REBIRTH

THE ONE FLAW

Anyone familiar with the Legion's first city-mech knows that it has problems, and keeping the mech functioning requires an army of coglayers fixing continual minor breakdowns. The cogworms know this better than anyone, and are constantly attending to the components the Legion's coglayers consider non-vital.

The cogworms on Rebirth describe its demeanor as juvenile and inconsistent. In this way, the poor construction of the city-mech has an impact on more than just its performance. Cogworms elsewhere would instead describe the confidence and intelligence of their home. Rebirth, however, inspires in its closest friends a sense of protectiveness and care instead of reverence and awe. The cogworms do not see Rebirth as capable of understanding its own needs, so they rarely follow every instruction to the letter, and often chastise the city-mech for poor manners or short-sightedness.

The cogworms believe there is hope for the great machine. Rebirth speaks often of a single, critical flaw in its construction that has caused all other problems. Given its tendency to oversimplify problems, the first time this was mentioned the cogworms doubted that one problem could cause so many apparently unrelated problems. However, as they grew more intimate with the layout and composition of the city-mech, it became clear that Rebirth was telling the truth. Since then, these skilled coglings have been obsessed with finding and repairing what they call the One Flaw. It is believed that once this has been accomplished Rebirth's technical difficulties will end and its personality will mature.

Some say that the destiny of all city-mechs, Rebirth included, is to become powerful avatars of Dotrak. The cogworms scoff at these

claims. In their opinion, the Great Walkers do not need the affirmation of some other god to claim divinity: They are themselves giant metallic gods.

SHAR THIZDIC AND THE COGWORMS

Stowaways, particularly the non-human kind, are not welcome on Legion city-mechs. Once it became known that intruders were occupying the gear forests of Rebirth, a program to clear them out of the mech was begun. Although the Legion's troops were never able to bring in the cogworms, they did uncover several people who had business relationships with them. They revealed the small amount of information they had about the goals and abilities of the cogworms, and so the idea of the One Flaw came to Shar's attention.

Suddenly, everything became clear to him. His first great city-mech was not flawed because of poor materials or a rushed design period, but because his dwarf slaves had sabotaged the effort. If this One Flaw could be eliminated, Rebirth would reach the enormous potential he had envisioned during its construction. The idea of his city-mech having a personality and communicating with these vermin was ridiculous, but that made the cogworms quaint, not dangerous. Rather than continue his hunt, he told his troops to not interfere with the cogworms' search.

Once the One Flaw has been corrected, Shar intends to invite the cogworms to his chambers to thank them personally — and then kill them all. Until then, he has gone so far as to instruct his coglayers to work with the cogworms if they make contact and help them get whatever services or supplies they need. The cogworms know enough not to trust the Legion, but they have made use of the mechdom's resources in ways that do not compromise their security.

of information. In addition, the cogworm may take a day and find the location of one non-unique, non-magical object valued at 500 gp or less on board. The object must weigh 50 pounds or less and its location is known within 25 feet. Some say the city-mech creates these objects for the cogworm, but it is just as likely

that with the number of people and assorted objects that make their way through the city-mech, almost any object is laying around somewhere if you know where to look. Magic spells that prevent scrying such as *obscure object* do not block this ability.

Although an object or person can be found

with this ability, it is not necessarily a simple thing for the character to obtain or capture his prey. This ability does not teleport the character to the location of the object or person, so if the location is protected or sealed, these obstacles must be overcome. It also does not ensure that the person found will be friendly to the cogworm. Further, what is discovered is a general location — for example, if an object is invisible or hidden, the cogworm will know that it is in the back part of a room but still needs to perform a Search check to find the object. Search checks in these situations have a +4 circumstance bonus. Objects or people that are not hidden do not require this Search check.

GEAR EATER

“Send this abomination to the scrapheap.”

Not everyone who survived the lunar rain believes mechs are the world's salvation. Whether seen as a representation of all that has gone wrong with the world, disloyalty to the old gods, or something else entirely, mechs and other steamcraft are the antithesis of all the gear eater holds dear. In the gear eater's eyes, all such machines deserve destruction, but mechs are especially hated — most likely because of their prominent role in modern society.

Just where the gear eaters' unique powers come from is uncertain, but they are definitely divine in origin. Gear eaters who hold to the old faiths believe their powers come from their faith that the gods, not machines, will provide salvation from the lunar threat. Conversely, worshippers of the lunar gods believe their talents shall destroy the tools of Highpoint's last true defense against the new order. One, both, or neither of these possibilities may be true, but the fact that Something On High is responsible for the gear eaters' more potent gifts is irrefutable.

Gear eaters are the plague of mechs — especially city-mechs. They sneak aboard the latter and disrupt the mobile community by sabotaging its components, as well as the

independent machines and smaller mechs it needs for defense and resource acquisition. Most city-mechs put a bounty on gear eaters, seeking to exile them (or worse), especially those who gather in anti-machine cults; highly mech-oriented societies, like the Irontooth Clans, will kill them without questioning or trial.

Because gear eaters take issue specifically with machines, their abilities do not work on animated or necromantic mechs or devices.

Hit Die: d8.

REQUIREMENTS

To qualify to become a gear eater, a character must fulfill all the following criteria:

Alignment: Any chaotic.

Abilities: Wis 12.

Skills: Disable Device 8 ranks.

Feats: Wrecker.

CLASS SKILLS

The gear eater's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Disable Device (Int), Gather Information (Cha), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Profession (any except engineer) (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), and Use Rope (Dex).

FORBIDDEN SKILLS

Gear eaters cannot learn the skills on the following list. If they already possess any, they cannot add ranks to it and they suffer the penalty from Gear Avoidance (see below): Craft (mechcraft), Knowledge (steam engines), Mech Pilot, and Profession (engineer).

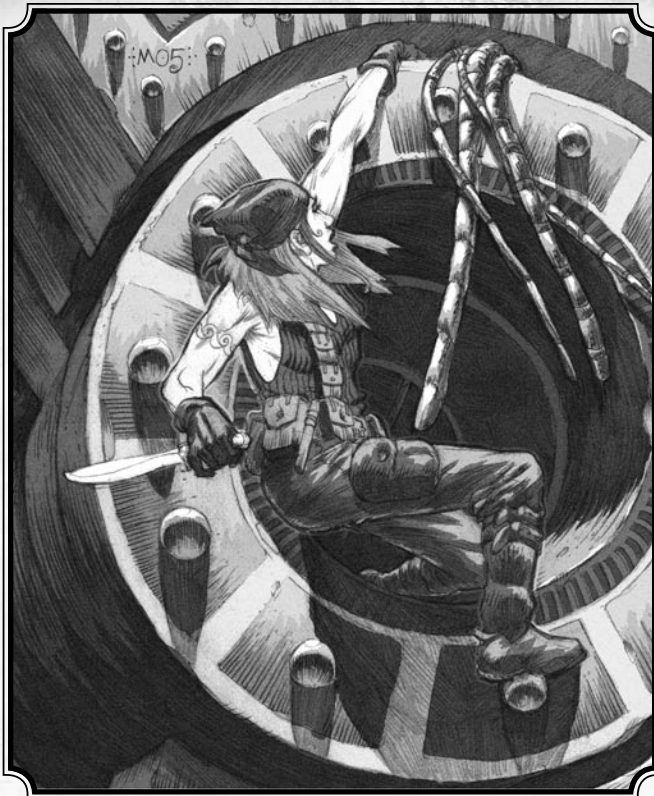
Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the gear eater prestige class.

Weapon and Armor Proficiency: No additional proficiencies are gained.

Gear Avoidance: A gear eater's hatred and mistrust of machines is such that they



If even then.

Greater Wrecker (Ex): When sabotaging or wrecking a machine (such as with the Disable Device skill), a gear eater adds his Wisdom bonus to the roll. Anyone trying to repair the machine must spend twice the normal time doing so.

Intuitive Sabotage (Ex): Beginning at 2nd level, a gear eater may sabotage a machine without making any sort of skill check — all he needs is an uninterrupted amount of time to work, as determined by the device's size, and a successful Wisdom check. If interrupted, that day's sabotage is canceled but not lost — the gear eater can attempt it again. When choosing only to sabotage a particular part or function of the machine, use the size of the involved mechanisms rather than that of the entire device.

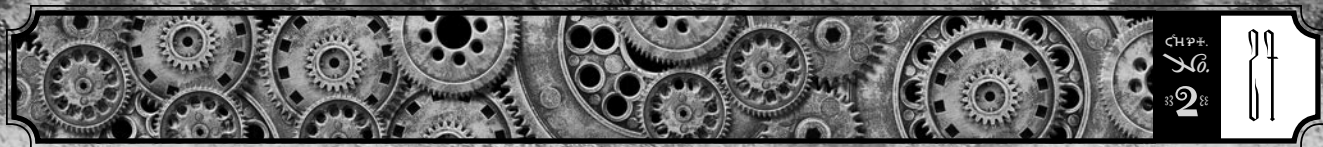
suffer a penalty equal to their class level on any skill check involving steam engines, steam powers, mechs, complex mechanical weapons, clockwork, and the like. They cannot acquire Weapon Proficiencies in such weapons, and if they already possess such a feat, the penalty applies to any attacks made with them. This also increases the penalty for not having a Weapon Proficiency from -4 to -6 when using such weapons. Gear eaters find such items abhorrent and will usually only use them in matters of life and death.

MECHANISM SIZE	TIME NEEDED	WISDOM CHECK DC
Fine and Diminutive	Free action	6
Tiny and Small	1d4 full round	8
Medium	1d4+2 full rounds	10
Large	1d10+5 full rounds	12
Huge	2d10+10 full rounds	14
Gargantuan	1d6+3 minutes	16
Colossal	5d6+15 minutes	18
Colossal II to V	1d4+2 hours	20

Mechs are simply too massive and their components too dispersed to be wholly

TABLE 2-4: THE GEAR EATER

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+0	+0	+0	+2	Gear avoidance, Greater wrecker
2	+1	+0	+0	+3	Intuitive sabotage 1/day
3	+1	+1	+1	+3	Machine critical
4	+2	+1	+1	+4	Rust touch 1/day
5	+2	+1	+1	+4	Intuitive sabotage 2/day
6	+3	+2	+2	+5	Steam drain
7	+3	+2	+2	+5	Machine critical +1
8	+4	+2	+2	+6	Rust touch 2/day
9	+4	+3	+3	+6	Intuitive sabotage 3/day
10	+5	+3	+3	+7	Stall mech



affected by this ability; Intuitive Sabotage can be used to wreak havoc upon a specific aspect of their regular functioning. Slowing the mech, disrupting crew communications, sabotaging weapon systems and rendering docking bays useless are all examples of what can be done.

As a rule, this sabotage renders the device or system useless until it is repaired. Sentient creatures, when affected, are considered unconscious; the ability is similar to a prolonged coup de grace that inflicts unconsciousness rather than death. Remember that most magical constructs are not machines and are thus immune to this ability. The GM has final say over what damage a gear eater may cause, but the character is aware of any such limits on this power's use before an attempt is made. Devices are normally repaired with the relevant Craft skill, usually Craft (blacksmithing).

Gear eaters can use this ability once per day at 2nd level, but another use per day is gained at both levels 5 and 9.

Machine Critical (Ex): At 3rd level, a gear eater can inflict critical hits against steam-powered constructs and other machines that are normally immune. At 7th level, gear eaters increase their critical threat range against such targets by 1.

Rust Touch (Sp): At 4th level, a gear eater may use *rusting grasp* once per day as a druid of equivalent character level. At 8th level, gear eaters are able to use this ability twice a day.

Steam Drain (Su): At 6th level, a gear eater can make a touch attack against a device with steam powers. The gear eater

can choose to render useless for 1 minute (10 rounds) as many of a device's steam powers as the character's Wisdom bonus, or he can opt to render useless one steam power for as many minutes as the character's Wisdom bonus.

Stall Mech (Su): Once per day, 10th-level gear eaters are able to generate a wave of hostility that actually interferes with a mech's ability to function. If the gear eater makes a successful Wisdom check against the DC appropriate to the mech's size (with a +2 bonus if the gear eater has the appropriate Mech Adversary feat), the mech's movement is stalled and its limbs stop working. Its steam engine still functions, so crew-operated weapons or equipment that do not rely upon the mech being mobile will remain usable.

A stalled mech remains affected for as long as the gear eater continues to concentrate, although each subsequent round requires another check against the mech's stall DC (with a -2 penalty for each previous round of concentration). Failure releases the mech to act again. The gear eater must touch the targeted mech in order to use this ability.

MECH SIZE	STALL DC
Large	15
Huge	17
Gargantuan	20
Colossal	23
Colossal II to V	25
City-mech A to C	27
City-mech D to F	30

Gear eaters can combine their energy

to stall a mech by joining hands and directing their united will at the target. As many gear eaters may participate in this ritual as the highest Wisdom modifier among them, with each additional gear eater granting a +1 bonus on the Stall Mech check. The gear eater with the highest Wisdom modifier makes the roll for the group.

GHOSTGEAR

A silent vise on your neck in the dark.

A path for rogues more often than for steamborgs, this prestige class focuses on additions that increase stealth, climbing, and swimming for purposes of assassination and thievery. Ghostgears sacrifice their humanity for their clan or cause rather than an actual desire to improve themselves with steamtech. Often the more humanity they give up, the more ready they are to die.

Hit Die: d6.

REQUIREMENTS

To qualify to become a ghostgear, a character must fulfill all of the following criteria:

Base Attack Bonus: +4.

Skills: Climb 4 ranks, Craft (mechcraft) 4 ranks, Hide 4 ranks, Listen 4 ranks, Move Silently 4 ranks, Spot 4 ranks.

Special: Power Source feat or steam engine class ability.

CLASS SKILLS

The ghostgear's class skills (and the key ability for each skill) are Balance (Dex),

TABLE 2-5: THE GHOSTGEAR

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	ARTIFICIAL PARTS	STEAM POWERS
1	+1	+2	+2	+0	Still gears	+0	+0
2	+2	+3	+3	+0	-	+1	+0
3	+3	+3	+3	+1	Sneak attack +1d6	+1	+0
4	+4	+4	+4	+1	Silent gears	+2	+1
5	+5	+4	+4	+1	-	+2	+1
6	+6	+5	+5	+2	Sneak attack +2d6	+3	+1
7	+7	+5	+5	+2	-	+3	+2
8	+8	+6	+6	+2	-	+4	+2
9	+9	+6	+6	+3	Sneak attack +3d6	+4	+2
10	+10	+7	+7	+3	-	+5	+3



Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (steam engines) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

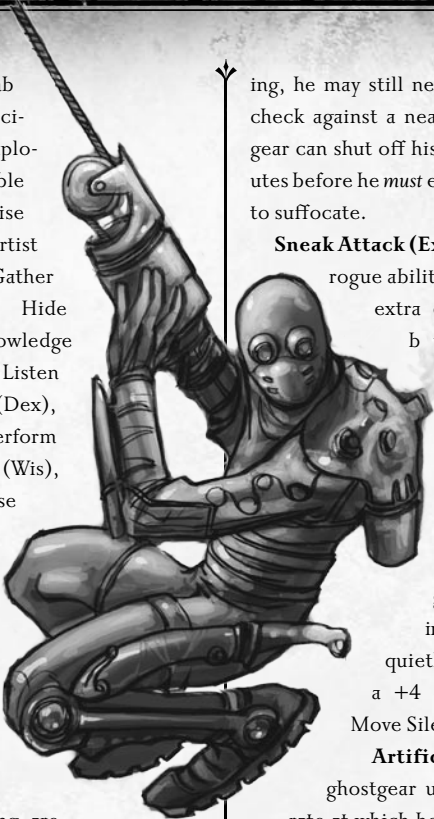
Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the ghostgear prestige class.

Weapon and Armor Proficiency: Ghostgears are proficient with all simple weapons plus the kukri, rapier, shortbow, short sword, and shuriken. They gain proficiency with light armor but no shields.

Still Gears (Ex): The ghostgear can sit perfectly still as long as he wishes, until he passes out from exhaustion or hunger after several days. While sitting still, he gains a +5 circumstance bonus to Hide and Move Silently checks. (Even though he isn't mov-



ing, he may still need to make an opposed check against a nearby enemy.) The ghostgear can shut off his smokestack for 10 minutes before he must emit the exhaust or begin to suffocate.

Sneak Attack (Ex): This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every three levels (3rd, 6th and 9th). If a ghostgear gets a sneak attack bonus from another class, the bonuses stack.

Silent Gears (Ex): At 4th level, the ghostgear reorganizes his implants so they run very quietly all the time. He gains a +4 circumstance bonus to Move Silently checks.

Artificial Parts (Ex): The ghostgear uses artificial parts. The rate at which he gains parts is indicated on Table 2-5: The Ghostgear. These stack with any previous artificial parts he may have. His artificial part bonus is the total of all his artificial parts.

Steam Powers (Ex): The ghostgear gains steam powers. The rate at which he gains steam powers is described on Table 2-5: The Ghostgear. These stack with any previous steam powers.

GREASE PROPHET

"No, these are not mere gears or pools of sludge. Take the time to appreciate the beauty of these trees and rivers. Nature has adapted, as it must."

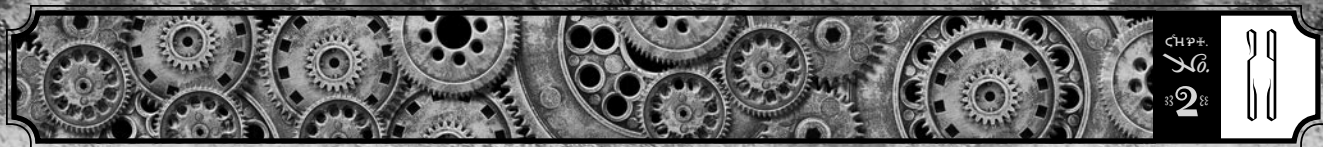
These mysterious individuals are often said to be a modern myth. Many people of Highpoint have forgotten their old religion and instead place their faith in steam-driven devices. But if the stories are believed, grease prophets take it further. Once mighty divine spellcasters, they have forsaken their normal holy powers in exchange for uncanny mastery of steam technology. Wild tales have spread of grease prophets who can create complex steam devices out of nothing, use magic known only to constructors, and even turn themselves into constructs at will.

As it happens, these tales are true. To date, four grease prophets have been found, living in the gear forests of major city-mechs, the most "natural" place for them to develop their powers. Two are aboard Nedderpik, one is on Durgan-lok, and the fourth is a stowaway on Haven. The coglings may have several grease prophets of their own, but they aren't saying. Each of the four known ones, all ex-druids, had secretly become obsessed with steam technology, and with typical druidic fervor, they followed that interest to its very end.

The powers of a grease prophet mirror those of a druid – they do similar things in a

TABLE 2-6: THE GREASE PROPHET

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+0	+2	+0	+2	Clockwork empathy, gear forest companion, spells into steam, spell limits
2	+1	+3	+0	+3	Engine intuition, sludgestep
3	+2	+3	+1	+3	Clockwork shell 1/day
4	+3	+4	+1	+4	Clockwork shell (Large), gear safety
5	+3	+4	+1	+4	Clockwork shell (Tiny)
6	+4	+5	+2	+5	Clockwork shell 2/day
7	+5	+5	+2	+5	Steam power meld
8	+6	+6	+2	+6	Clockwork shell (Huge)
9	+6	+6	+3	+6	Clockwork shell 3/day
10	+7	+7	+3	+7	Clockwork shell (Gargantuan, mechs)



completely backward fashion. Grease prophets speak the language of gears and read the trails left by engine smoke. They tend the hurts of clockwork puppets, make certain that grease lizards aren't bothered by interfering coglayers, and help their adopted gear forests function at maximum efficiency.

Most spectacularly, a grease prophet can quickly create complex steam-power combinations out of engine room scraps. Although these devices never last long, a skilled grease prophet can use them to great effect. They live safely in the tightest and most dangerous corners of mechs. And as they master their peculiar art, they even learn to take the form of steam-driven constructs.

These powers come with a price. Grease prophets worship a strange new kind of ecology, one wound by springs and balanced with gyroscopes. Their connection to the natural world splinters when they start on their new path, and few of their old abilities remain. Although they can create amazing steam-power combinations in a matter of seconds, they lose the ability to cast divine spells. Anyone who follows the urge to become a grease prophet thus severs all ties with the gods of Highpoint.

Or, at least, ties with the *old* gods. Grease prophets are another manifestation of the great change that has awakened the force now called Dotrak. In their hearts — hearts of flesh and blood, but hearts that pulse in time with the fierce energy of unleashed steam — they know that Dotrak is but one name for a single aspect of the new powers symbolized by mechs. Grease prophets are avatars of these many interlocked gods, deities that mesh like cogs to spin the universe in a new direction. The humanoid races do not yet know the right language to speak with or even name these beings. Highpoint's handful of grease prophets are preparing for the day when that tongue is spoken everywhere.

Hit Die: d8.

REQUIREMENTS

To qualify to become a grease prophet, a character must fulfill all of the following criteria:

Alignment: Neutral.

Skills: Knowledge (nature) 8 ranks, Knowledge (religion) 5 ranks, Knowledge (steam engines) 8 ranks.

Feats: Craft Steam Gear.

Spells: Ability to cast 3rd-level divine spells.

CLASS SKILLS

The grease prophet's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (mechs) (Int), Knowledge (steam engines) (Int), Listen (Wis), Mech Pilot (Dex), Profession (Wis), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The grease prophet gains proficiency with all steam-driven weapons and armor types described in this book and **DragonMech**. Grease prophets can also use unfamiliar steam powers with full proficiency.

Spells Into Steam (Su): All grease prophets lose the ability to cast some, if not all, divine spells. However, they should keep track of their former spell progression, as this energy is now channeled into the spontaneous creation of complicated steam-power combinations. Grease prophets also continue to gain spell levels as they advance through this prestige class, although these levels are only used for this power.

Every time a character adds one level of grease prophet, she increases her divine caster level by one in a class she already possesses. The grease prophet does not gain bonus spells for high attributes. Special abilities related to spellcasting, such as the powers granted by the hierophant prestige class, are also lost due to the character's separation from customary sources of divine energy.

Using this ability is similar to spontaneous casting. The grease prophet decides on the device she wishes to create, then sacrifices a spell slot to make it happen. A spontaneous device can have as many steam power components as the level of the sacrificed spell (or less if desired), and it lasts a number of rounds equal to the character's grease

prophet level. This allows novice grease prophets to create startlingly effective devices that only last a few seconds.

For example, a 5th-level druid/4th-level grease prophet is treated as a 9th-level druid for the purpose of determining spells per day. However, she doesn't actually select and prepare spells. She simply has access to one 5th-level spell, two 4th-level spells, and so on. She could use the 5th-level spell to create a device that combines up to five steam powers, and it would last for the next four rounds. To regain spell levels, she must spend an hour each day tinkering with steam technology, contemplating a set of whirling gears, or otherwise preparing her mind to channel her unique powers. This time cannot be the same as time spent maintaining ordinary steam powers. Unlike some conventional divine spellcasters, grease prophets automatically receive these spell levels without needing to make a Wisdom check.

To create steam powers with this ability, the grease prophet must have access to basic tools and parts, just as a spellcaster needs an assortment of components. Aboard a Colossal or larger mech run by steam power, clockwork, or manpower, characters are assumed to have easy access to these items unless special circumstances dictate otherwise. On smaller mechs with these power sources, it requires a Search check (DC 15) to harvest enough parts for one such steam-power combination. Experienced grease prophets carry lots of extra gears, ratchets, flanges, and assorted technical items with them.

The steam powers created in this fashion can only be used by the grease prophet who created them. If they leave her possession, they crumble into useless scraps. They cannot be combined with existing items, even if the character has levels in another class (such as steam mage) that normally allows this. If the grease prophet is not in physical contact with the created device, it vanishes immediately. A grease prophet can normally only have one spontaneous steam power combination in existence at a time.

Using this ability is similar to casting a normal spell — it's a standard action that provokes an attack of opportunity. Grease

prophets cannot use spell-specific actions, like casting on the defensive, to shield themselves when spontaneously creating. The usual rules for distraction apply, and if a grease prophet fails a Concentration check while spontaneously creating a steam power combination, that combination is lost (along with its associated spell levels). The level of spell sacrificed is added to the Concentration DC.

Spell Limits: The only grease prophets who can cast divine spells are those who have one or more cleric levels and who have chosen the Engine or Knowledge domains. Such characters can cast spells from these two domains at their previous level of mastery, but they do not gain additional domain spells as they add levels of grease prophet. These domain spells can be traded for steam powers following the rules above. Other divine spells, including spontaneous spells, cannot be cast while the character is a faithful grease prophet.

Clockwork Empathy (Su): Grease prophets can use the Handle Animal skill to influence the attitudes of constructs and clockwork creations, just as clockwork rangers do.

Gear Forest Companion (Ex): A grease prophet with the Animal Companion class ability can only have companions native to gear forests: dire rat, grease lizard, monstrous centipede (Medium or Large), monstrous spider (Medium), or snake (Small or Medium viper). Any other companions will sever their connection with the character as soon as she takes her first level of grease prophet. Familiars are unaffected.

To determine such a companion's abilities, treat the character's levels of grease prophet as if they added to the class that initially granted this ability (usually druid or ranger). If more than one class offered this ability, use whichever one is most advantageous to the character.

Engine Intuition (Ex): A grease prophet adds her class level as a bonus to the Knowledge (mechs) and Knowledge (steam engines) skills.

Sludgestep (Ex): This ability is identical to a druid's trackless step class abil-

ity, except that it only functions in engine rooms, gear forests, and other areas of much steam-driven activity. A grease prophet also gains the Gearstride feat whether or not she meets the prerequisites.

Clockwork Shell (Su): Even those who believe grease prophets exist have difficulty accepting that this power is real. Starting at 3rd level, a grease prophet can voluntarily take the form of a Small or Medium steam-driven construct or clockwork creation once per day. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per grease prophet level, or until she changes back. Changing forms doesn't provoke an attack of opportunity.

The chosen form must be one the grease prophet is familiar with. For example, a grease prophet who has never encountered an iron shambler cannot use this power to become one. While in construct form, the grease prophet cannot communicate in the normal fashion; the only language that may be spoken in this form is Mekanik, the language of the tik'tok race. Other grease prophet powers cannot be used while in this form.

Possible forms include clockwork puppets (including the warder, shocker, and black immolator from **DragonMech**), iron shamblers (including larger variants with more Hit Dice), and trak traks. The new form's Hit Dice cannot exceed the character's grease prophet level. Grease prophets cannot turn into smoking dead.

A grease prophet can use this ability more times per day as noted on the chart. Also, as a grease prophet advances in level, she can take on a wider range of sizes. At 10th level, she is capable of becoming a functioning mech, provided she obeys the limits on this power, such as only taking on a form she is familiar with. The skill Knowledge (mechs) can be used to determine whether a grease prophet is familiar with a particular class of mech, at the GM's discretion, although characters should not be able to turn into mechs they have no personal experience with.

When turning into a mech, the grease prophet compares her Hit Dice to the mech's total PU rather than to its Hit Dice for the

purpose of maximum size. For example, a 5th-level druid/10th-level grease prophet can become a Juggernaut, which has 14 PU, but could not take the form of a Gargantuan mech with 16 PU. The grease prophet counts as one member of the mech's crew for the purpose of mech operation but not for PU used. Most grease prophets are their own pilots, although some will give that duty to trusted coglayers or mech jockeys.

Grease prophets in mech form are able to see as if they had an optical orb/imagemaker combination in one location of their choice, and they can hear noises made both inside their hulls and within 50 feet of their exteriors. When returning to her natural form, a grease prophet will suffer proportionately to the damage she took while a mech. For example, if her mech form lost half of its hit points and had its left arm immobilized, the grease prophet has the same problems. Her hit points will heal at the normal rate, while more exotic effects can be taken care of with either the *restoration* spells or a Heal check (DC 25).

Anyone inside a grease prophet mech when she changes forms is automatically deposited on the ground, usually where the mech's feet were standing, without taking damage from the change.

Gear Safety (Ex): Upon taking her 4th level of grease prophet, the character is so familiar with gear forests that she automatically makes all Reflex saving throws to avoid that environment's hazards.

Steam Power Meld: Beginning at 7th level, a grease prophet is able to simultaneously sacrifice two spells to create larger steam power combinations. For example, she could give up a 5th-level spell and a 4th-level spell to create one device with nine components.

FORMER DRUIDS

Druids who become grease prophets lose their special reverence for nature, and therefore sacrifice most of their druidic powers. However, they also gain extra abilities denied to even other grease prophets. Druids are naturally attuned to the secret language of nature, and those who forsake it for the world of gears hear different (and powerful) whispers.

A former druid who becomes a grease prophet gains all of the following abilities that apply, according to the number of druid levels the character has.

- 1:** Animal companion: Despite losing her connection to nature, the grease prophet can gain an animal companion from the approved list for this class.
- 2:** Repair or smite engines. Once per day, the character can either repair or damage an engine-powered construct (her choice) by laying a hand on it. This is a melee touch attack that does not provoke an attack of opportunity. It causes or repairs 2d6 points of damage for every grease prophet level the character has.
- 3-4:** Spontaneous spellcasting. The grease prophet can use some of her spell levels to cast spells normally only available to constructors. Any 1st- or 2nd-level spell levels she has can be used to spontaneously cast spells of the same level from the constructor spell list (see **DragonMech**). This can be done a number of times per day equal to 1 + the character's Wisdom modifier, with a minimum of 1.
- 5-6:** Steady gears. The duration of all the grease prophet's spontaneous steam power combinations doubles.
- 7-8:** Improved spontaneous spellcasting. Spells of up to 4th level from the constructor spell list can be spontaneously cast.
- 9-10:** Gear mastery. The grease prophet can maintain two spontaneous steam power combinations at a time. Both combinations still operate under the usual restrictions.
- 11 or more:** Steam unity. Powerful druids understand that the steam engine has created a new ecology, and those who embrace the role of the grease prophet have an uncanny mastery of this world. Upon taking her first level of grease prophet, such a character can trade in druid levels to gain more levels of this class. For example, a character with 14 levels of druid could immediately take 10 levels of grease prophet, becoming a grease prophet 10/druid 4. This is generally an advantage for the character, as most druid abilities are lost upon becoming a

grease prophet. However, with the loss of druid levels, she no longer gains as many extra abilities for being an ex-druid. In the example above, the character would only gain the first three abilities on this chart.

Ex-Grease Prophets

Characters who leave this class, whether for personal reasons or because they reach 10 levels in it, face problems. They have voluntarily severed their links with divine energy, and so they cannot ordinarily take levels in any class that uses a great deal of divine magic and/or supernatural power, including: cleric, gear eater, druid, hierophant, mystic theurge, and potentially thaumaturgist. Other classes might be prohibited at the GM's option.

Classes that use small amounts of divine magic can be taken, but the ability to cast divine spells is not granted. Instead, the former grease prophet can convert any spell levels gained into steam power combinations. Possible classes include: blackguard, paladin and ranger.

A character who wishes to renounce her career as a grease prophet must undergo trials similar to those of a fallen paladin looking to regain divine grace. In game mechanic terms, the character must find a spellcaster willing to cast *atonement* on her. No matter what classes the character might have levels in, the version of *atonement* that costs 500 XP must be cast, as if the character is regaining cleric or druid spell use.

The GM is encouraged to place other conditions on a character undergoing such a change. A grease prophet is a divine spellcaster who has renounced her connection to her deity, so epic quests and public penance are reasonable trials for her to undergo. After all, the senior

cleric of Fhurlin might not be willing to part with any of his XP unless the character spends two weeks in the markets of Edge proclaiming her shame at her former grease prophet ways.

A character who regains her divine spell-casting abilities will lose most benefits of the grease prophet class. She can no longer use the spell into steam ability, and she does not have the extra spell levels she accumulated while a grease prophet. The only class abilities she retains are her engine intuition and the ability to have animal companions from the grease prophet's class list.

The logical course for former grease prophets is to become coglayers, mech jockeys, or clockwork rangers. All three classes can benefit from the grease prophet's remaining abilities and they have similar skill sets.

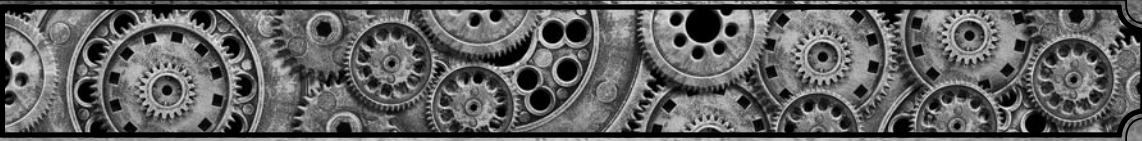
HISSING PSIBORG

A mind like a steel trap.

Psionic power seems to lend itself to steam and gears better than magic does. The hissing steamborg is a psionist who has chosen to pursue the mechanical to enhance his psionic abilities. He continues to gain powers like a psychic warrior but also gains artificial parts and steam powers like a steamborg.

As a hissing psiborg replaces more of his flesh with steel, he is forced to store more of his psionic energies in the only alternative organic medium — his water reservoir. Only a small amount of water actually holds the psionic energy, so its loss is inconsequential. As the hissing psiborg uses his psionic powers, the water is not only vaporized, but etherealized and hisses up through the psiborg, later returning to normal. The heat from this ethereal




TABLE 2-7: THE HISSING PSIBORG

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	ARTIFICIAL PARTS	STEAM POWERS
1	+0	+2	+0	+0		+0	+0 +1 level of psychic warrior
2	+1	+3	+0	+0		+1	+0 +1 level of psychic warrior
3	+2	+3	+1	+1	Attune artificial part	+1	+0 +1 level of psychic warrior
4	+3	+4	+1	+1		+2	+1 +1 level of psychic warrior
5	+3	+4	+1	+1		+2	+1 +1 level of psychic warrior
6	+4	+5	+2	+2		+3	+1 +1 level of psychic warrior
7	+5	+5	+2	+2		+3	+1 +1 level of psychic warrior
8	+6	+6	+2	+2		+4	+1 +1 level of psychic warrior
9	+6	+6	+3	+3		+4	+1 +1 level of psychic warrior
10	+7	+7	+3	+3		+5	+2 +1 level of psychic warrior

vapor makes the edges of metal components glow red.

Hit Die: d8.

REQUIREMENTS

To qualify to become a hissing psiborg, a character must fulfill all of the following criteria:

Base Attack Bonus: +3.

Skills: Craft (mechcraft) 5 ranks, Psicraft 5 ranks, Knowledge (steam engines) 5 ranks.

Psionics: Ability to manifest 1st-level psionic powers.

Special: Power Source feat or steam engine class ability.

CLASS SKILLS

The hissing psiborg's class skills (and the key ability modifier for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Craft (mechcraft) (Int), Disable Device (Int), Heal (Wis), Jump (Str), Knowledge (psionics), Knowledge (steam engines) (Int), Listen (Wis), Profession (engineer) (Wis), and Psicraft (Int).

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the hissing psiborg prestige class.

Weapon and Armor Proficiency: Hissing psiborgs gain no new weapon or armor proficiencies.

Powers Known: At each level, a hissing psiborg gains additional power points per day and access to new powers as if he had also gained a level in psychic warrior. He does not, however, gain any other benefit a psychic warrior would have gained (bonus feats, metap-

sonic or item creation feats, psicrystal special abilities, and so on). This essentially means that he adds the level of hissing steamborg to the levels of psychic warrior the character has, then determines power points per day, powers known, and manifest level accordingly. If the character did not belong to a manifesting class before taking this prestige class, he gains powers as a 1st-level psychic warrior at the first level of the class and improves from there.

Attune Artificial Part (Ex): The hissing psiborg gains this power (described in Chapter 5, "Magic and Psionics") at 3rd level for free.

Artificial Parts (Ex): The hissing psiborg gains artificial parts. The rate at which he gains artificial parts is indicated on Table 2-7: The Hissing Psiborg. These stack with any previous artificial parts he may have. His artificial part bonus is the total of all his artificial parts.

Steam Powers (Ex): The hissing psiborg gains steam powers. The rate at which he gains steam powers is described on Table 2-7: The Hissing Psiborg. These stack with any previous steam powers.



IRON GIANTKILLER

"The bigger, the better — that's how we like them. They make more noise on the way down."

When most people think of ways to kill mechs, the first thing that springs to mind is bigger mechs, with the puny infantry

following at a distant second. That is changing. Just as the Irontooth clans defined the epitome of mech piloting, so too is a new guild creating an innovative specialty for the infantry: the iron giantkiller. Members of the Guild of Footmen undergo extensive training in the workings and weaknesses of mechs, turning them into valuable commodities on a battlefield.

Men — even those as specialized as iron giantkillers — cost less to maintain than mechs, nor do they require expensive and arduous construction. Add to this the iron giantkiller's incredible talents and the result is a single soldier that is, strategically speaking, worth as much as a small mech (if not more) in a world where the lumbering machines have become lords of the battlefield.

Hit Die: d10.

REQUIREMENTS

To qualify to become an iron giantkiller, a character must fulfill all the following criteria:

Base Attack Bonus: +6.

Abilities: Dex 13.

Skills: Climb 4 ranks, Craft (mechcraft) 8 ranks, Disable Device 4 ranks.

Feats: Armor Proficiency (heavy), Armor Proficiency (hydraulic), Boarding, Mech Adversary (any).

CLASS SKILLS

The iron giantkiller's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (mechcraft) (Int), Disable Device (Cha), Jump (Str), Knowledge (any) (Int), Profession (any) (Wis), Ride (Dex),

Search (Int), Spot (Wis), Survival (Wis), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the iron giantkiller prestige class.

Weapon and Armor Proficiency: Iron giantkillers gain no additional weapon proficiencies. They gain proficiency with giantkiller armor (described in the Equipment chapter).

Toppling (Ex): Iron giantkillers are experts at being the small guy against the giant machine, and part of that expertise involves knowing how to bring the mechanical monstrosities down to eye level. When making any check to pull down or trip a mech, and when using special equipment



killers have learned that they sometimes have to meet mechs on as even a footing as possible, and that means being comfortable and highly mobile in heavy armor. While in heavy armor, consider the iron giantkiller to be in medium armor for the sake of running speed and encumbrance.

Sweet Spot (Ex): Beginning at 4th level, when scoring a critical hit against a mech, iron giantkillers are able to adjust the result on a mech's critical hit table by a percentage up to (iron giantkiller levels + Intelligence bonus) x 2. This ability does not work when using a mech-mounted weapon, although mech weapons used with the Lug Weapon ability do benefit (see below).

Telling Blow (Ex): At 5th level, an iron giantkiller can make the most out of a critical hit against a mech when using personal weaponry (in other words, no siege or mech weapons), increasing the critical multiplier by 1. At 10th level, the critical multiplier is increased again for a total multiplier bonus of 2.

Penetrator (Ex): Attaining 6th level allows an iron giantkiller's attacks to penetrate a mech's armor more easily, allowing him to add his Dexterity bonus on any damage roll against a mech. This bonus is only used to overcome a mech's hardness rating; it does not add to damage.

Lug Weapon (Ex): At 7th level, an iron giantkiller can treat weapons as one size smaller than they actually are. For example,

THE GUILD OF FOOTMEN

This guild first formed in Glatek a little over five years ago, but guildhalls have opened in most major communities since then (including some city-mechs). The guild is very protective of its training techniques and membership is by invitation only. People who have become too curious about the guild have been known to disappear.

So far the Guild of Footmen has displayed no interests other than providing mech-killing mercenaries to whoever can afford the Guild's rates. But some have claimed to find hints of a mysterious agenda, although the rank and file of the Guild are unaware of any such thing. For now, iron giantkillers stick to what they do best: killing mechs, even when it means guildsmen will be on opposing sides of the same fight. In such instances, they usually go out of their way to avoid attacking one another, as a matter of courtesy and honor. An intense, sometimes bloody rivalry exists between the Guild and anklebiters from the Stenian Confederacy and the Legion (see the prestige class in **DragonMech**); fortunately, geography has kept these encounters to a minimum.

like topplers, the character adds his iron giantkiller level as a bonus. This bonus does not apply when using a mech-mounted weapon to pull down or trip another mech.

Storm Mech (Ex): Iron giantkillers are experts at assaulting mechs to get at the crew inside. Increase the bonus from the Boarding feat to +4. In addition, the character can climb mechs at his normal movement rate.

Nimble (Ex): Reaching 2nd level grants an iron giantkiller a +2 dodge bonus to Armor Class against attacks by Huge or larger weapons, including unarmed mech attacks. The bonus only applies while in medium, light, or no armor.

Man of Iron (Ex): At 3rd level, iron giant-

TABLE 2-8: THE IRON GIANTKILLER

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+1	+0	+2	+0	Toppling, storm mech
2	+2	+0	+3	+0	Nimble
3	+3	+1	+3	+1	Man of iron
4	+4	+1	+4	+1	Sweet spot
5	+5	+1	+4	+1	Telling blow +1
6	+6	+2	+5	+2	Penetrator
7	+7	+2	+5	+2	Lug weapon
8	+8	+2	+6	+2	Weak point
9	+9	+3	+6	+3	Superior man of iron
10	+10	+3	+7	+3	Telling blow +2

TABLE 2-9: THE IRONTOOTH FLEA

LEVEL	BASE ATTACK BONUS	MECH ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPEED BONUS	SPECIAL
1	+0	+0	+0	+2	+0	+10 ft.	Agile mech +1
2	+1	+1	+0	+3	+0	+20 ft.	Stealthy mech I
3	+2	+2	+1	+3	+1	+30 ft.	Agile mech +2
4	+3	+3	+1	+4	+1	+40 ft.	Stealthy mech II
5	+3	+3	+2	+4	+2	+50 ft.	Agile mech +3

a Medium iron giantkiller could use Huge weapons with two hands — allowing him to wield some mech weapons — while Medium weapons would be considered light.

Weak Point (Ex): At 8th level, an iron giantkiller doubles his critical threat range against any mech for which he possesses the Mech Adversary feat. This ability does not work when using a mech-mounted weapon, although mech weapons used with the Lug Weapon ability do benefit.

Superior Man of Iron (Ex): At 10th level, iron giantkillers improve the normal Maximum Dexterity Bonus and Armor Check Penalty by 2 while wearing heavy armor. Furthermore, when in hydraulic armor, the iron giantkiller's movement rates increases by 5 feet.

IRONTOOTH FLEA

"If Dotrak had meant mechs to fly... well, he would have put me in the pilot's seat."

While machines piloted by mech devils are known for their unnatural agility and speed, even these incredibly dexterous mechs cannot hope to match the nimbleness and lightning swiftness of those piloted by Irontooth fleas. Mech jockeys with impossible reflexes, these daredevil speedsters push the limits of their machines' capabilities, pressing the limits to achieve an experience as close to flying as possible. Serving as scouts and messengers for nearly all the various Irontooth clans, these skilled mech jockeys hone their skills and customize their mechs to get the most speed out of their machines.

Irontooth fleas exclusively come from the

ranks of the Irontooth Clans. Often these specialized pilots begin their training to join the ranks of the vaunted mech devils, but become addicted to the rush of racing the wind. Although no Irontooth flea can ever hope to achieve the notoriety of their mech devil kin, few care, as their ambitions lie elsewhere.

Among Irontooth fleas, a culture of speed has formed. Within their circles, these pilots all seek the title of fastest jockey in the clan, in the region, and ultimately in all of Highpoint. To achieve such goals, fleas frequently race over long distances, competing in contests that can take whole days or even entire weeks. Such races are not merely tests of a mech's speed, but of its pilot's skill and dedication, as the routes wind through some of the most inhospitable areas on Highpoint. Winners of such races are regarded with greater esteem among their peers, while losers lose little prestige. To compete in a flea race is an honor and to even finish shows great skill. Only those that fail to complete a race suffer true defeat, and they are either dishonored or mourned.

Most Irontooth fleas are humans or half-elves, as these races often prove to be most dexterous among the Irontooth Clans. As dwarves make up a large portion of the Clans, they too are well represented in this class. Mech jockeys diverted from their ambitions to become mech devils usually enter this class, but the occasional coglayer also takes up this class to prove the speed of his inventions. As mechs are concerned, Irontooth fleas favor relatively small, flexible machines, often no larger than Large size. Size is not a necessity, though, as it's ultimately speed that counts. One can never know what to expect from a machine piloted by an Irontooth flea, as their pilots spend

almost as much time working on and augmenting them as they do racing.

NPC Irontooth fleas commonly serve their clans as scouts while they pursue their own endeavors on the side. While they think highly of their fellow fleas and mech devils, those without piloting skill or who pilot slow mechs are openly mocked and berated. Though many strike the pose of bragging, pompous dandies or brash racers, most have the skill to back up their egotism and can make deadly opponents.

Hit Die: d6.

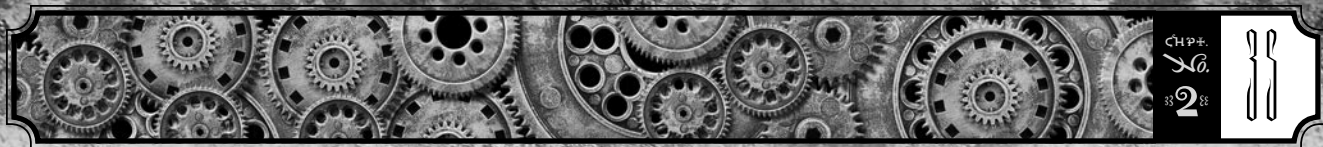
REQUIREMENTS

To qualify to become an Irontooth flea, a character must fulfill all of the following criteria:

Abilities: Dex 18, Int 16.

Skills: Mech Pilot 6 ranks.





Feats: Mechwalker, Mechidextrous, Mech Dancer, Mech Fu, Natural Pilot, Speed Freak.

Special Abilities: Fast movement (affecting either mechs or the character).

Irontooth Clansmen: The character must be a member of an Irontooth clan. If not already a member, he must gain admittance by challenging and defeating a renowned Irontooth mech jockey (not necessarily a mech devil) in a ritualized Irontooth joust. The clan must then decide he is worthy and offer him membership. This usually requires the candidate to formally annul allegiances to mechdoms other than the Irontooth Clans.

CLASS SKILLS

The Irontooth flea's class skills (and the key abilities for each skill) are Balance (Dex), Climb (Str), Craft (mechcraft) (Int), Hide (Dex), Jump (Str), Knowledge (steam engines) (Int), Knowledge (mechs) (Int), Listen (Wis), Mech Pilot (Dex), Move Silently (Dex), Spot (Wis), and Tumble (Dex).

Skill Points at Each Additional Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the Irontooth flea prestige class.

Weapon and Armor Proficiency: Irontooth fleas gain no additional weapon proficiencies.

Speed Bonus (Ex): Irontooth fleas, by nature, push their mechs to extraordinary levels of speed and surefootedness. Any mech an Irontooth flea pilots has its speed improved by 10 feet per the pilot's Irontooth flea level. This isn't a supernatural ability; it's the irontooth flea's capacity for maximizing the mech's inherent abilities. This ability stacks with the Speed Freak feat and the fast movement trait of certain mechs.

Agile Mech (Su): The Irontooth flea has learned every twist and turn of his mech. It is like an extension of his own body. In his hands it moves with an agility not seen anywhere else. When piloted by the Irontooth flea, any mech of size Colossal III or smaller gains a bonus to its Reflex saves equal to the Irontooth flea's agile mech modifier.

Stealthy Mech (Ex): Beginning at 2nd level, while piloting a mech smaller than the size of a city-mech, an Irontooth flea may use half the modifier of his own Hide and Move Silently skills to make his mech move more stealthily. The Irontooth flea may make any Hide or Move Silently check as normal, using half of his total skill modifiers, with the results affecting the entire mech. However, these checks suffer a penalty equal to the mech's size modifier. Due to the noise created by their movement, mechs are considered to have negative size modifiers equal to their Hide size modifiers. Hide and Move Silently size modifiers for mechs are as follows: Large -4, Huge -8, Gargantuan -12, Colossal -16, Colossal II -20, Colossal III -24, Colossal IV -28, and Colossal V -32.

At 4th level, an Irontooth flea may use his *total* Hide and Move Silently skills to make his mech move more stealthily. In addition, any mech he pilots is treated as being one size category smaller for the purposes of Hide and Move Silently size modifiers.

IRONTOOTH RONIN

"Wander till you earn your honor. Defend that honor till you earn your death."

While mech devils are the best known jockeys, warriors, and daredevils of the Irontooth clans, another noble class of powerful mech pilots has arisen from these wandering people. Watchful guardians and wandering defenders, these mech pilots don't seek the acclaim and glory of their brethren, but rather a meditative life of spiritual clarity, personal honor, and mastery over their weapons of choice — their mechs. These sworn guardians of the Irontooth Clans are known as Irontooth ronins.

All Irontooth ronins strive to attain three goals. The first and most important aim is to ensure the safety of every member of the Irontooth Clans. This aspiration is part of what leads these warriors to wander, as they seek out the clans in the greatest jeopardy and do all they can to lend aid. Whether this

means ending some lunar threat or raiding some other nation's food supplies, an Irontooth ronin's sense of honor and duty extends to her people alone. The second goal of an Irontooth ronin is to live a life upholding the standards of honor and respect her people value so highly. Finally, it is an Irontooth ronin's duty to embody the virtues and lifestyle of the Irontooth Clans. Thus, these devoted mech pilots call no one place home, roam constantly, and seek solutions through the metal of their mechs. Those few ronins who can truthfully say they've achieved this goal unlock a power within themselves and their mechs that makes them incredibly powerful spiritual warriors.

Dwarves almost exclusively make up the ranks of Irontooth ronins, as they form the largest and often most devoted population within the Irontooth Clans. Other races sometime enter this class, but only if they've been raised among the clans or owe them some unrepayable debt. Because Irontooth ronins rely upon their mechs as their weapons of choice, mech jockeys most commonly enter this class. However, since the ronins adhere to their own code of honor and work to protect others, mech jockeys with levels of cleric or paladin also might follow this path.

Irontooth ronins encountered as NPCs are as likely to be lone wanderers or questing heroes defending a roaming Irontooth clan. Alternatively, one or more of these warriors may be raiding the trade lines of a non-Irontooth settlement, seeking to aid her own people. Regardless, these mech pilots are determined and implacable forces working to aid the goals of their people, unconcerned with the costs to themselves or to those not under their protection.

Hit Die: d8.

REQUIREMENTS

To qualify to become an Irontooth ronin, a character must fulfill all of the following criteria:

Alignment: Any lawful.

Abilities: Dex 18, Int 16.

Skills: Mech Pilot 13 ranks.

Feats: Mechwalker, Mechidextrous, Mech Dancer, Mech Fu, Natural Pilot.



TABLE 2-10: THE IRONTOOTH RONIN

LEVEL	BASE ATTACK BONUS	MECH ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	UNARMED DAMAGE	SPECIAL
1	+1	+1	+0	+2	+2	+1d6	Ki attack +5
2	+2	+2	+0	+3	+3	+1d6	Agile mech +1
3	+3	+3	+1	+3	+3	+2d6	Ki attack +10
4	+4	+4	+1	+4	+4	+2d6	Agile mech +2
5	+5	+5	+2	+4	+4	+3d6	Ki attack +15

Special Abilities: Extraordinary pilot, special skill uses.

Irontooth Clansmen: The character must be a member of an Irontooth clan. If not already a member, she must gain admittance by challenging and defeating a renowned Irontooth mech jockey (not necessarily a mech devil) in a ritualized Irontooth joust. The clan must then decide she is worthy and offer her membership. This usually requires the candidate to formally annul allegiances to mechdoms other than the Irontooth Clans.

CLASS SKILLS

The Irontooth ronin's class skills (and the key abilities for each skill) are Balance (Dex), Concentration (Con), Climb (Str), Craft (mechcraft) (Int), Diplomacy (Cha), Jump (Str), Knowledge (steam engines) (Int), Knowledge (mechs) (Int), Listen (Wis), Mech Pilot (Dex), Sense Motive (Wis), Spot (Wis), and Tumble (Dex).

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Irontooth ronin prestige class.

Weapon and Armor Proficiency: Irontooth ronins gain no additional weapon proficiencies.

Unarmed Damage: Irontooth ronins are masters of mech fighting. They hone their skills until they can make "unarmed" mech attacks with deadly accuracy. The damage inflicted by a mech devil's unarmed mech attacks is increased by the amount indicated on Table 1-7 of *DragonMech*. This extra damage only applies if the mech attacks with a hand holding no weapon.

A monk who becomes a mech devil can use



her flurry of blows to make unarmed attacks with a mech, using her flurry of blows attack bonus instead of her mech attack bonus at no additional penalty. (A normal monk without this prestige class cannot use flurry of blows while piloting a mech.)

Ki Attack (Su): Melee attacks made by an Irontooth ronin's mech are empowered by a mystical blend of prowess and focus known as *ki*. All melee attacks made by a mech piloted by an Irontooth ronin are treated as if they were magic weapons. The enhancement bonus of these attacks is equal to the character's Irontooth ronin level for the purpose of dealing damage to creatures with damage reduction. These *ki* attacks are not actual magic attacks and thus do not affect the Irontooth ronin's attack or damage adjustment.

In addition to overcoming damage reduction, *ki* attacks channel mystical energy from their pilot, causing their melee attacks to deal more damage. Starting a first level, every successful melee attack made by an Irontooth ronin deals an additional +5 points of damage. At 3rd level, this power increases to +10 points of damage with every successful hit. At 5th level, the Irontooth ronin masters her *ki*, dealing +15 points of damage with every successful melee attack.

Agile Mech (Su): The Irontooth ronin has learned every twist and turn of her mech. It is like an extension of her own body. In her hands, it moves with an agility not seen anywhere else. When piloted by the Irontooth ronin, any mech of size Colossal III or smaller gains a bonus to its Reflex saves equal to the Irontooth ronin's agile mech modifier.

LOGICIAN

"Why let foolish things like hunger or emotion impede your thoughts? You waste valuable time."

The logician's goal is to replace his brain with a machine and he doesn't care how much humanity he must give up for it. When eventually successful, the logician is able to replace his entire body and become completely artificial if he wishes. Some limit themselves to the replacement of their brain only, focusing all their upgrades on mental attributes.

Regardless of their approach, logicians end up being smarter than average, which tends to give them a superiority complex. Steamborg mark IIs (described later) are

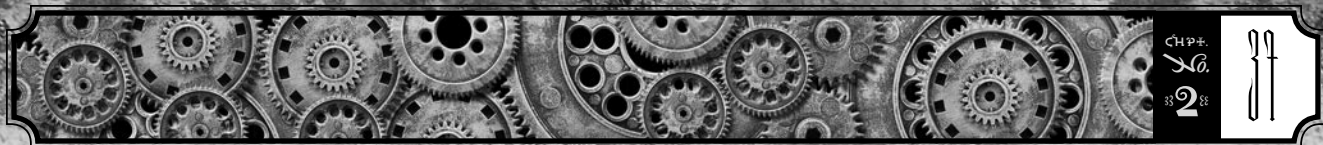


TABLE 2-II: THE LOGICIAN

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	ARTIFICIAL PARTS	STEAM POWERS
1	+0	+0	+0	+2	Mental +1	+0	+0
2	+1	+0	+0	+3		+1	+0
3	+2	+1	+1	+3		+1	+0
4	+3	+1	+1	+4	Mental +1, mechanical mind	+2	+1
5	+3	+1	+1	+4		+2	+1
6	+4	+2	+2	+5		+3	+1
7	+5	+2	+2	+5	Mental +1	+3	+2
8	+6	+2	+2	+6		+4	+2
9	+6	+3	+3	+6		+4	+2
10	+7	+3	+3	+7	Mental +1	+5	+3

ideal candidates to become logicians. The superiority they feel is not completely unwarranted. Inside their rumbling, hissing mechanical brains, they can perform impressive mental feats.

Logicians and chainmuscles are like cats and dogs. Sometimes they get along; other times they fight bitterly. This is often the case when a problem needs solving and



each argues for his specialty in finding the solution.

Logicians have the easiest time coping with their humanity or loss thereof. Either they abandon humanity right away, seeking a neutral mindset for logical thinking, or they use their improved mental capacity to hang onto their humanity.

Hit Die: d4.

REQUIREMENTS

To qualify for logician, a character must fulfill all of the following criteria:

Abilities: Int 13.

Skills: Craft (mechcraft) 8 ranks, Knowledge (steam engines) 8 ranks.

Special: Power Source feat or steam engine class ability, artificial parts +2.

CLASS SKILLS

The logician's class skills (and the key ability modifier for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Forgery (Int), Heal (Wis), Knowledge (all skills taken individually) (Int), Listen (Wis), and Profession (Wis).

Skill Points at Each Additional Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the logician prestige class.

Mental: At 1st, 4th, 7th, and 10th level, the logician gains a +1 inherent bonus to Intelligence, Wisdom, or Charisma. Note that a character can only have a +5 total inherent ability bonus. This represents steam-powered mental upgrades. If the logician's steam powers or power source fails,

these upgrades are also unavailable (anything that shuts down all the logician's steam powers also shuts down these upgrades). If the logician's new Intelligence score would grant him a bonus steam power, he gains it use immediately.

Mechanical Mind (Ex): At 4th level, the logician gains a bonus on all Will saves due to the increasingly mechanical nature of his brain and nervous system. This bonus is equal to half his class level, rounded down.

Artificial Parts (Ex): The logician gains artificial parts. The rate at which he gains artificial parts is indicated on Table 2-11: The Logician. These stack with any previous artificial parts he may have. His artificial part bonus is the total of all his artificial parts.

Steam Powers (Ex): The logician gains steam powers. The rate at which he gains steam powers is described on Table 2-11: The Logician. These stack with any previous steam powers, but he only gains bonus steam powers for a high Intelligence once, not separately for each class.

LUNARBORG

"The power — it's incredible! Want a taste?"

Most residents of Highpoint have written off moonstone (described in the Equipment chapter) as far too dangerous to be worth using, but some are driven more by power than sense and seek to harness the powers of the strange material. Many

TABLE 2-12: THE LUNARBORG

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	ARTIFICIAL PARTS
1	+0	+2	+0	+0	Addiction, moonstone boost, noxious blast 1/day	+0
2	+1	+3	+0	+0	–	+1
3	+2	+3	+1	+1	–	+1
4	+3	+4	+1	+1	Corrupt fuel	+1
5	+3	+4	+1	+1	–	+2
6	+4	+5	+2	+2	Lunar affinity	+2
7	+5	+5	+2	+2	Moonstone burn	+2
8	+6	+6	+2	+2	–	+3
9	+6	+6	+3	+3	–	+3
10	+7	+7	+3	+3	Lunar being	+3

of these individuals are steamborgs who have already shown a willingness to give up flesh and blood for steel and grease. While many steamborgs stay away from moonstone due to its harmful qualities, a number have decided that the power is worth the risk. Unfortunately for these steamborgs, usually called lunarborgs by other steamborgs, moonstone has long-term side effects that few guess at.

Lunarborgs are easily differentiated from steamborgs: Their greenish steam, pale features, putrid smell, and vacant gaze make them look far more disturbing than the “normal” steamborg. Lunarborgs seek moonstone for the power it brings, power they may desire for benevolent reasons, but moonstone always commands a price. Over time, moonstone corrupts, weakening the flesh of those who use it and bending their minds toward evil. Many steamborgs who try using moonstone in their steam engines gain a temporary edge and think they can handle the dangers of being a lunarborg, but in large quantities moonstone becomes addictive. Eventually, the lunarborg’s organic parts begin to fail — worse still, they slowly transform to be more like those of lunar creatures. Even lunar-born creatures, including lunar dragons, seem to notice this transformation and leave lunarborgs alone. Ultimately, lunarborgs become lunar creatures, giving themselves over to the vile menace that threatens Highpoint.

Fortunately, lunarborgs are rare, so their existence is not widely known, but their appearance and mannerisms drive most who

meet them to react badly. Other steamborgs usually attack lunarborgs on sight in the hopes of eliminating their kind and keeping others from learning of their existence. A few stalwart lunarborgs possess the willpower to resist the call of the lunar powers and use their abilities for the good of the people of Highpoint, but these individuals are few and far between.

Hit Die: d10.

REQUIREMENTS:

To qualify to become a lunarborg, a character must fulfill all of the following criteria:

Abilities: Con 15, Wis 13 or lower.

Class Ability: Artificial parts +5.

Special: The character have taken at least five points of Constitution damage from using moonstone, or be addicted to moonstone gas. This class grants unusual abilities, ending with the character transforming into a lunar creature, and so can only be taken with

specific permission from the GM.

CLASS SKILLS:

The lunarborg’s class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (mechcraft) (Int), Disable Device (Dex), Hide (Dex), Knowledge (steam engines) (Int), Move Silently (Dex), Profession (engineer) (Wis), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

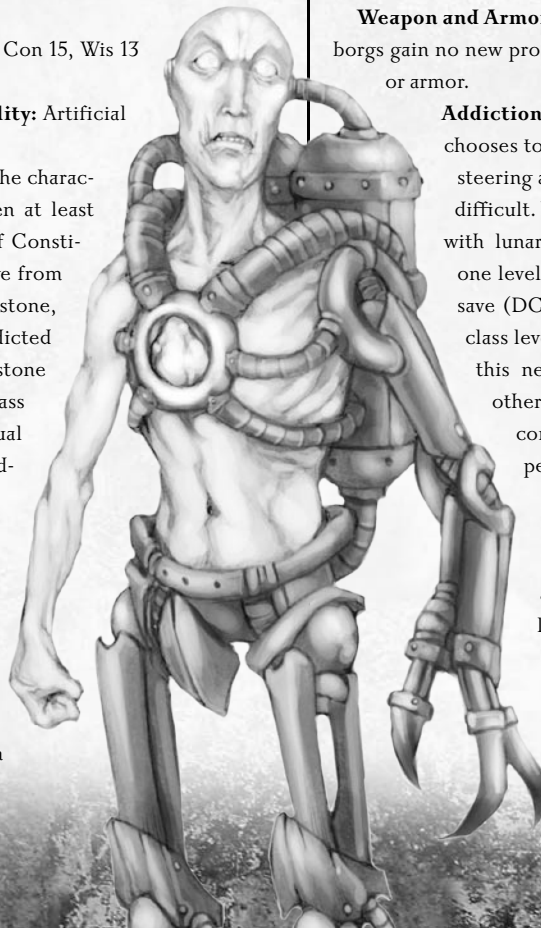
CLASS FEATURES:

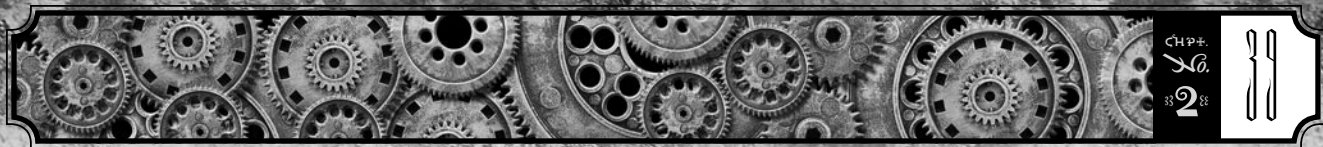
All of the following are class features of the lunarborg prestige class.

Weapon and Armor Proficiency: Lunarborgs gain no new proficiencies in weapons or armor.

Addiction: Once a steamborg chooses to become a lunarborg, steering away from that path is difficult. Whenever a character with lunarborg levels advances one level, he must make a Will save (DC 15 + the lunarborg’s class levels) to choose to take this new level in any class other than lunarborg. This compulsion only disappears once the lunarborg has completed his transformation into a lunar creature and reached 10th level in the class.

If the lunarborg fails his save, he is addicted to using moonstone. He





does not get another chance to resist the addiction until he reaches his next level.

Also, each time the lunarborg goes up a level in this class, he must make a Will save (DC 10 + class level), or have his alignment shift one step toward chaotic evil.

Moonstone Boost: To power his steam engine without penalty, a lunarborg must only use moonstone, unless he has resisted addiction for that level (see above). Moonstone costs 5 gp per pound and one pound is required per day for the lunarborg. Moonstone can only be found in large settlements due to its rarity.

As long as the lunarborg is running on moonstone, he gains a +4 bonus to Strength and Constitution instead of the normal +2 bonus. Also, the lunarborg gains a +4 bonus to Spot and Listen checks.

Unlike other steamborgs, when a lunarborg is running off of moonstone, his fumes are cycled back into the steamborg's systems, producing no visible external gases unless the noxious blast ability is used (see below). This allows the lunarborg to not have to worry about choking on fumes when underwater or about offending or damaging his teammates with the noxious vapors.

If an addicted lunarborg is forced to run on coal or wood, he loses the benefits of moonstone, suffers a -4 penalty to Strength and Dexterity, and has his base speed reduced by 10 feet. These penalties last until moonstone addiction is overcome.

Noxious Blast (Ex): The lunarborg does not emit the gases its steam engine creates, instead bottling them up in a container attached to its back or belt. These gases must be released at least once per day or the lunarborg must make a Fortitude save (DC 15 + the number of days gone without releasing the gas), failure resulting in 1d6 points of Constitution damage.

These gases may be emitted slowly or in non-combat situations in such a way that they will not endanger others, or the lunarborg can use the gas as an offensive weapon once per day. The lunarborg does this by firing a cone of noxious moonstone gas as an attack action. The cone is 5 feet long per class level. Anyone caught in this cone must make a Fortitude

save (DC 10 + half the lunarborg's class level + the lunarborg's Constitution bonus) or take 1d6 points of Constitution damage. This gas is in a much more concentrated form than normal moonstone gas. Normal plants in the cone are killed instantly while mobile or intelligent plants suffer double the Constitution damage.

The lunarborg is immune to the Constitution damaging effects of moonstone gas.

Corrupt Fuel (Su): At 4th level, the lunarborg has taken the corruption of the moonstone into himself and can spread this corruption to other fuels with a touch. Spraying its noxious blast over a supply of wood, coal, or fuelstone turns the substance to moonstone, up to one pound per day per class level. This requires a full-round action.

Lunar Affinity (Su): At 6th level, the lunarborg has begun a transformation into a lunar creature due to his prolonged exposure to moonstone gas. Lunar creatures will consider the lunarborg a fellow lunar creature and will not treat him with the same disdain and hostility as terrestrial creatures. A lunar creature will not attack the lunarborg unless he provokes it. (The lunarborg's allies receive no such consideration.)

With a Wisdom check (DC 10), the lunarborg can forecast the lunar rain for the next 24 hours.

The lunarborg receives a +4 bonus to all saving throws against mind-affecting effects, psionic attacks, and all attempts to detect his thoughts, read his mind, or otherwise penetrate his consciousness. The lunarborg's mind is beginning to reorganize itself to think in a more lunar fashion.

The lunarborg is immune to lycanthropy and may be detected as a lunar creature by a paladin or cleric, but the DC for doing so is 20.

Moonstone Burn: At 7th level, the lunarborg gains the ability to feed of larger amounts of moonstone for short bursts of power. This requires five pounds of moonstone each time this ability is used, and it may be used once per day. When using moonstone burn, the lunarborg gains an additional +2 bonus to Strength and Constitution. The lunarborg also may use noxious blast once

during the moonstone burn without expending one of his daily uses of that power. Each moonstone burn lasts for a number of rounds equal to 3 + the lunarborg's improved Constitution bonus.

For one hour after using moonstone burn, the lunarborg releases noxious fumes as his steam engine cools down, filling all adjacent squares with moonstone gas (see moonstone description). Also, the lunarborg is fatigued during this time as his steam engine builds up power again.

Lunar Being (Su): At 10th level, the lunarborg completes his transformation into a lunar creature, his entire physiology rearranging to match that of the lunar beasts. This process is a long and painful one lasting 24 hours, during which the lunarborg is incapacitated by pain and can take no action. After the process is complete, the lunarborg is considered a lunar creature and gains all the benefits and penalties associated with this creature type.

The lunarborg gains a +10 bonus to saving throws against mind-affecting effects, psionic attacks, and all attempts to detect his thoughts, read his mind, or otherwise penetrate his consciousness.

The lunarborg takes half damage from air, fire, and water attacks on a failed saving throw, and no damage on a successful save. The lunarborg takes double damage from earth-based attacks and magic.

The lunarborg does not eat or drink, gaining all its necessary nutrition from the moonstone it burns.

Clerics and paladins attempting to detect the lunarborg as a lunar creature have a DC of 15.

Artificial Parts (Ex): The lunarborg gains artificial parts. The rate at which he gains artificial parts is indicated on Table 2-12: The Lunarborg. These stack with any previous artificial parts he may have. His artificial part bonus is the total of all his artificial parts.



MECH SLAVER

“You can always squeeze a little more sweat out of them... just be careful not to squeeze too much blood along with the sweat. That hurts the resale value.”

While the Stenian Confederacy primarily uses steam and clockwork mechs, other factions have to rely on more organic means to power their mechs. Among the Legion and the orc hordes, it is not uncommon to find mechs powered completely by muscle, blood, and sweat. While mech jockeys operate many of these mechs, some are piloted by a small group known as mech slavers. These individuals, found in both the Legion and the orc hordes, are a special breed of mech pilot that trains specifically to get the most out of man-powered mechs, usually at the expense of the workers.

Not only do mech slavers specialize in operating man-powered mechs, but they are experts in the slave-trading arts. While mech slavers can use crews of volunteers, they prefer creating their own crew of workers from whatever individuals can be pressed or purchased into service. Most mech slavers prefer crews with specific races and nationalities in specific proportions, and slave crew makeup is a common source of argument among mech slavers.

Mech slavers are not really an organization, but more a loose brotherhood of mech pilots who share a set of skills that are passed from mech slaver to apprentice. The first mech slavers were Legion mech pilots, but over time their skills were observed by orc slaves of the Legion and taken back to

the orc hordes when these slaves escaped, forming a new branch of the mech slavers. Despite their common origin, the Legion mech slavers and the orc mech slavers hate each other with a fiery passion and engage in combat whenever possible. It is considered a great sign of honor and skill for a mech slaver to have enemy mech slavers working among his crew.

Becoming a mech slaver requires little in the way of tests or recognition. Anyone who serves with a mech slaver long enough to learn the tricks of the trade can call themselves a mech slaver, but in doing so they achieve “most hated enemy” status among the opposing faction of mech slavers. Mech slavers all carry whips as a sign of their position, but Legion mech slavers carry whips of black leather while orc mech slavers carry whips of white leather. This is the primary means for identifying both groups and revealing a mech slaver’s whip to a member of the opposing faction is usually seen as a request for a duel.

Hit Die: d8.

REQUIREMENTS:

To qualify to become a mech slaver, a character must fulfill all of the following criteria:

Alignment: Any evil.

Base Attack Bonus: +4.

Mech Attack Bonus: +4.

Abilities: Cha 13.

Skills: Mech Pilot 6 ranks, Intimidate 6 ranks.

Special: The character must have served for at least six months on the crew of a man-

TABLE 2-13: THE MECH SLAVER

LEVEL	BASE ATTACK BONUS	MECH ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+0	+1	+2	+2	+0	Mech weapon proficiency, rally workers 1/day
2	+1	+2	+3	+3	+0	Human machinery
3	+2	+3	+3	+3	+1	Damage control, flat of the blade
4	+3	+4	+4	+4	+1	Mech weapon proficiency, rally workers 2/day
5	+3	+5	+4	+4	+1	Marching drums
6	+4	+6	+5	+5	+2	Improved rally workers
7	+5	+7	+5	+5	+2	Improved mech damage control, mech weapon proficiency
8	+6	+8	+6	+6	+2	Rally workers 3/day
9	+6	+9	+6	+6	+3	Make do
10	+7	+10	+7	+7	+3	Death march, mech weapon proficiency



powered mech, either as worker or a pilot.

CLASS SKILLS:

The mech slaver's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Mech Pilot (Dex), Sense Motive (Wis), Spot (Wis), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier

CLASS FEATURES:

All of the following are class features of the mech slaver prestige class.

Weapon and Armor Proficiency: Mech slavers gain proficiency with whips at 1st level. At 1st, 4th, 7th, and 10th level, the mech slaver gains proficiency with one mech weapon. Mech slavers gain no other proficiency with weapons or armor.

Rally Workers (Ex): Beginning at 1st level, the mech slaver can rally the workers who power the mech he is piloting to push themselves harder, temporarily boosting the abilities of the mech. The mech slaver can only do this a limited number of times per day as indicated by his mech slaver level. While using rally workers, the mech slaver's mech gains a +4 bonus to Strength and Dexterity and its movement rate increases by 10 feet. These benefits are cumulative with the benefits from the push the envelope mech jockey ability if the two abilities are used simultaneously.

This burst of energy only lasts for a number of rounds equal to 3 + the mech slaver's Charisma bonus. After this time has elapsed, the workers powering the mech are considered stunned and must rest for at least one round. On the following round, the mech slaver must succeed in a Diplomacy or Intimidate check (DC 10 + the number of total rounds that rally the workers has been used that day) to get the crew moving again; this is a standard action. If the check succeeds, the crew returns to work and the mech begins moving again. If the check fails, the crew is stunned for another round and the mech slaver must try again. Should the crew remain stunned for 10 rounds, they will recover automatically at the end of that time.

At 6th level, the bonuses increase to a

+8 bonus to Strength and Dexterity and the mech's movement rate increases by 20 feet.

Human Machinery: At 2nd level, the mech slaver is able to arrange the workers powering his mech for greatest efficiency. If the mech slaver operates a man-powered mech with the same crew for more than a month, the mech gains a +2 bonus to Strength and Dexterity as long as the crew remains intact. The crewmembers of the mech gain a +1 inspiration bonus on all saving throws and a +2 bonus to Mech Pilot or Craft (mechcraft) skill checks while inside the mech. If any crewmembers are lost or additional crewmembers added, the mech slaver must rearrange the crew for another month to get it back to maximum efficiency.

Damage Control: At 3rd level, the mech slaver is able to rearrange his crew and vital systems so that damage to critical components or personnel is minimized. The critical thresholds of any mech for which the mech slaver and his crew receive the bonuses for human machinery are decreased by 5%.

At 7th level, the critical thresholds are reduced by another 5% for a total of 10%.

Flat of the Blade: At 3rd level, the mech slaver no longer suffers an attack penalty when inflicting non-lethal damage with a weapon that normally inflicts lethal damage.

Marching Drums: At 5th level, when the mech slaver and his crew receive the bonuses from human machinery, they can also continue their labor for twelve hours a day without suffering from fatigue or exhaustion. This allows the mech to continue functioning without difficulty for twelve hours each day instead of eight.

Make Do: Beginning at 9th level, when the mech slaver and his crew gain the benefits of human machinery, the mech they operate can function normally with only 40% of its crew, but may only do so for twelve hours before crew members must be replaced. This also applies to all weapons mounted on the mech.

Death March: At 10th level, the mech slaver can keep the bonuses from rally workers going for a longer period of time if desired, but doing so harms the workers powering the mech. For each round that the duration of rally workers is extended beyond

the normal limit, the workers in the mech suffer one point of lethal damage, which can lead to unconsciousness or even death if they're pushed too hard. Unless otherwise indicated, assume that these workers have 5 hit points and any worker reduced to 0 hit points dies unless special precautions for medical care are made.

MECH SYMBIOTE

"I could actually feel those poor fools die as I stomped on them."

Many seek to blur the boundary between mechs and their pilots. Mech jockeys and their crews live and work around their mechs, coglayers and mech devils push the limits of what is mechanically possible, and steambots and the half-crazed assimilated actually fuse themselves with their machines' metal workings. Yet while these pilots and mechanics forge a bond of familiarity and skill with their mechs, some seek a more organic connection with their machines.

Mech symbiotes make even the most ambitious steambots and assimilated seem perfectly sane. Rather than attempting to gain superior skill at piloting or mechanically augmenting their mechs, these oft-demented pilots seek to fuse with their machines directly. Through self-violation of their physical form and sheer force of will, mech symbiotes reorganize their physiology, warping organs, extending nerves, and expanding their flesh to control their machines as if they were extensions of their bodies.

As they gain in skill and power, their connection and control over their mechs expand, just as their muscles, blood vessels, and skins grow to infuse the machine with their essence. The least dedicated mech symbiotes are merely unbalanced pilots with the ability to pilot through the use of perverse, implanted controls. However, the most skilled — and often insane — are inseparable from their machines, fleshy

TABLE 2-14: THE MECH SYMBIOTE

LEVEL	BASE ATTACK BONUS	MECH ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+0	+2	+2	+0	+0	Impossible pilot
2	+1	+2	+3	+0	+0	Machine pulse
3	+1	+4	+3	+1	+1	Organically wired, dependent
4	+2	+4	+4	+1	+1	Machine pulse, perfect knowledge
5	+2	+6	+4	+2	+2	Aberration type, bud, true symbiosis

tumorous brains nestled in the pilot's seat, living abominations of skin and steel.

Mech symbiotes only rarely arise from the humanoid races, requiring an unbridled passion or insanity beyond that of even the most obsessive assimilated, and even then only from the most unbalanced minds. Rather, abominations, extraplanar creatures, and lunar invaders, all with considerably more malleable forms, are more likely to become mech symbiotes. Requiring the creation of an arterial node (see the Arterial Node feat), these creatures sometimes require aid procuring and altering mechs to their alien specifications, but once done their bonds to these machines are nearly unbreakable. Of all the races of Highpoint, aboleths and the insane derro most commonly become mech symbiotes, while lunar skinstealers also have been known to lead hosts down this irreversible path. There are even rumors of lunar dragons bonding with the still-mobile wreckage of defeated mechs, as well as whispers of a sentient city-mech piloted by the undying husk of its creator.

Hit Die: d6.

REQUIREMENTS

To qualify to become a mech symbiote, a character must fulfill all of the following criteria:

Alignment: Any chaotic.

Skills: Craft (mechcraft) 12 ranks, Heal 8 ranks, Knowledge (mechs) 8 ranks, and Mech Pilot 8 ranks.

Feats: Arterial Node, Great Fortitude, Iron Will, Natural Pilot.

Mech: The character must

possess a mech that he shares an arterial node with.

CLASS SKILLS

The mech symbiote's class skills (and the key ability for each skill) are Concentration (Con), Craft (mechcraft) (Int), Heal (Wis), Knowledge (steam engines) (Int), Knowledge (mechs) (Int), Listen (Wis), Mech Pilot (Dex), and Spot (Wis).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the mech symbiote prestige class.

Weapon and Armor Proficiency: The character gains no additional weapon

or armor proficiencies, but automatically becomes proficient with any weapons mounted on his mech.

Impossible Pilot (Ex): While connected to his arterial node, a mech symbiote moves his mech as an extension of his own body. His precise, delicate movements seem impossible to normal pilots. A mech symbiote adds *twice* his mech symbiote class levels to Mech Pilot skill checks.

Machine Pulse (Ex): At 2nd level, muscle and blood vessels begin weaving their ways among the wires and pipes of the mech symbiote's mech. The symbiote can take nourishment from this growing life force as if he were within a giant living womb. A mech symbiote

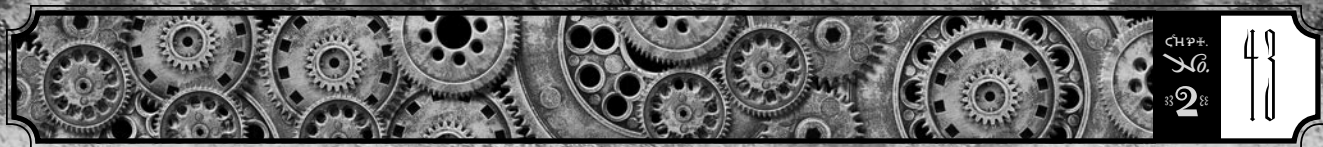
gains double the benefits from resting (such as healing) when he does so attached to his arterial node.

In addition, while attached to the node, he gains a +2 on all Fortitude saves made to resist disease and poison. This bonus increases to +4 at 4th level.

Organically Wired: By 3rd level, the mech symbiote's flesh and circulatory system have become attuned to his mech. They begin creeping down his arterial node and spreading throughout the mech. He can now communicate with his mech via thought alone; he need not move or speak. Unless the mech has sufficient optical interfaces, he still must use his eyes to pilot it.

This advanced connection prevents the mech symbiote from disconnecting from his mech as easily as before. At this





level, the mech symbiote must spend a full-round action (which provokes an attack of opportunity) to disconnect from his mech. This disconnection requires the mech symbiote to physically tear away from the mech, inflicting 2d6 points of damage to both himself and his mech every time he separates. A mech symbiote may reconnect to his arterial node as a full-round action which provokes an attack of opportunity, but that deals no damage.

Dependent: At 3rd level, the mech symbiote's body has become dependent on his mech for many of its natural functions. From this level on, the mech symbiote cannot naturally heal unless he is connected to his arterial node.

Perfect Knowledge (Ex): At 4th level, the mech symbiote has fully integrated his nervous system with the hull of his mech. At all times, he has perfect knowledge of the mech's physical condition, and is aware of conditions like crumble bug infestations or holes in the hull. He receives direct feedback from any sensory devices built into the mech (such as optical orbs). He immediately feels any damage to the mech or its engine. In effect, he has the same sensory perception of the mech that normal people do of their bodies.

A secondary benefit of this knowledge is that the mech symbiote always knows the exact limits of his engine. He may push the envelope (as the mech jockey ability) 5 times per day. This stacks with uses of that ability gained from the mech jockey class.

Aberration Type: Upon gaining 5th level, the mech symbiote is no longer a natural creature. He becomes a creature of the aberration type, if he was not already. The mech symbiote is no longer affected by spells that specifically affect humanoids, such as *charm person*, and gains darkvision out to 60 feet. If he changed type, he loses any special benefits granted by his previous type.

Bud (Ex): At 5th level, a mech symbiote's flesh has pervaded most reaches of his mech, creating tumorous cysts of excess organic material. Using these cysts, a mech symbiote connected to his mech via his arterial node can disjoin his physical body and recreate

it using one of his mech's many cysts. Using this ability, the symbiote can effectively teleport to any point on his mech, interior or exterior. This ability requires a full-round action to incorporate the mech symbiote's body, then another full-round action on the following turn to reform. This does not provoke an attack of opportunity. These two full-round actions must be taken in consecutive turns and a mech symbiote cannot spend time without a physical form.

Regardless of where he teleports, a mech symbiote using this ability is still considered to be connected to his arterial node, though he can only pilot his mech while on the bridge. If he wishes to detach from his mech, the symbiote must spend the same amount of time and suffers the same damage as if detaching from his arterial node.

True Symbiosis (Ex): Also at 5th level, the character attains true symbiosis with his mech. There is no longer any physical or psychic distinction between him and the mech while they are connected. The character's soul pervades the entirety of the mech and is subject to death effects, necromantic effects, and other such attacks aimed at the mech. The symbiotically connected mech is subject to psionic attack and will register via *detect thoughts* and other such spells. The mech is now infused with living tissue and energy and is a living thing, with its symbiote functioning as the brain. However, the mech symbiote is now dependent on its mech to survive. For every hour that the mech symbiote is not connected to his mech, he must make a DC 20 Fortitude save or suffer 1d6 points of damage. The DC of this Fortitude save increases by +1 for every additional hour the mech symbiote spends disconnected from his mech after the first. Thus, a mech symbiote away from his mech for 7 hours must make a DC 26 Fortitude save or suffer an additional 1d6 points of damage.

The mech symbiote's flesh and blood now pervade the mech through his arterial node. While connected, the character's hit points are added to the mech's and they are considered one pool. Killing the character's body while he is connected to his mech removes his hit points from the pool but does not elimi-

nate his consciousness from the mechanical decision-making consciousness now governing the mech. Only by disabling the mech can the symbiote truly be killed.

The character may remove himself and his hit points from this pool by disconnecting from the mech and suffering the standard amount of damage. This subtracts a total number of hit points equal to the character's hit points from the mech's, but leaves the mech symbiote with full hit points minus those lost by disconnecting. A mech that loses hit points from its symbiote disconnecting may fall into a lower critical threshold or become disabled as normal. If this shared pool of hit points is fully depleted, the mech is disabled and the symbiote falls unconscious, losing 1 hit point every round until it dies upon reaching -10 hit points, as per normal.

A symbiote whose body has been killed while he is connected to his mech may not disconnect for one month. During that month, the mech regenerates a body from the severed arterial node with the same abilities and appearance as the original symbiote. After a month has passed, the symbiote may disconnect and leave the mech as normal.

MECH TEMPLAR

Fighting the good fight, no matter the cost.

The first mech templars appeared over two decades ago, among the Irontooth's Righteous Lancers Clan (see **Second Age of Walkers** for more information on this clan). Many of the clan's paladins and good-hearted warriors spontaneously started following a new path after experiencing a dream that showed them a more effective way to combat evil: by training to become mech-using protectors. Since then, their ranks have swelled to include members from outside the Irontooth Clans.

Mech templars specialize in protecting the weak with their mechs, whether the predators be lunar creatures or ruthless scoundrels seeking to prey on them. Toward this end, they spend a great deal of time training with their



TABLE 2-15: THE MECH TEMPLAR

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+1	+2	+0	+0	Mechanized combat practice, smite evil 1/day
2	+2	+3	+0	+0	Mech weapon focus
3	+3	+3	+1	+1	Smite evil 2/day
4	+4	+4	+1	+1	Mech weapon focus
5	+5	+4	+1	+1	Mech shield of absorption DR 10 1/day
6	+6	+5	+2	+2	Smite evil 3/day
7	+7	+5	+2	+2	Danger sense
8	+8	+6	+2	+2	Mech weapon focus
9	+9	+6	+3	+3	Smite evil 4/day
10	+10	+7	+3	+3	Mech meld, mech shield of absorption DR 15 2/day

mechs and mech weapons, thereby becoming some of the best mech warriors on Highpoint. Whether they are religious individuals or not, a divine grace watches over the mech templars, providing them with certain abilities. The mech templars travel the Flatlands and Endless Plains, helping those in need.

Hit Die: d10.

REQUIREMENTS

To qualify to become a mech templar, a

character must fulfill the following criteria:

Alignment: Any good.

Base Attack Bonus: +5.

Skills: Mech Pilot 8 ranks.

Feats: Improved Initiative, Mech Walker.

CLASS SKILLS

The mech templar's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (mechcraft) (Int), Jump (Str), Listen (Wis), Sense Motive (Wis), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the mech templar prestige class.

Weapon and Armor Proficiency: A beginning mech templar gains proficiency with four mech weapons, if desired.

Mechanized Combat Practice: At 1st level, the Mech Templar gains the Mechanized Combat Practice feat as a bonus feat.

Smite Evil (Su): At 1st level, the mech templar may smite evil once per day with a melee mech attack. He adds his mech templar level to the attack roll and deals 1 extra point of damage per mech templar level. At 3rd level, and at every three levels thereafter, the mech templar may smite evil an additional time per day. Mech templars who have paladin levels and have not ceased to be lawful good may add their Charisma bonus to their smite attack rolls and their paladin levels to the damage dealt. Additionally, they may add their paladin smite evil ability to the number

of times per day they may use this ability. For instance, a 6th-level paladin/3rd-level mech templar would be able to smite evil four times per day.

Mech Weapon Focus (Ex): At 2nd level, the mech templar may choose one mech weapon to concentrate his training on. The mech templar becomes so skilled with the chosen weapon that he gains a +1 attack bonus with it. At 4th and 8th levels, the mech templar may choose an additional mech weapon to concentrate his training on, or he may improve his ability to +2 or +3 with the mech weapon already chosen. This bonus is a competency bonus, and it stacks with other applicable weapon bonuses, as well as with the Weapon Focus feat.

Mech Shield of Absorption (Sp): At 5th level, the mech templar may encase a mech of Huge size or smaller with a magical shield that absorbs weapon damage (damage resistance 10/-) for a period of 2 rounds + 1 per mech templar level. At 10th level, he may do so twice per day, and the damage resistance rises to DR 15/-. He may only use this ability with a mech he is piloting; he may not use it as a personal shield.

Danger Sense (Su): The mech templar has an uncanny ability to sense and react to danger. As such, he receives a +2 bonus to his initiative (stacks with Improved Initiative). He may reroll his initiative if he would otherwise be surprised; this ability can be used once per day for every point of Wisdom bonus he has, but can only be used one time per encounter. The mech templar need not be in a mech to use this ability, as his constant combat train-



ing has honed his reflexes.

Mech Meld (Su): At 10th level, while piloting a Huge (or smaller) mech, the mech templar may add his saves to the mech's total, and he may use certain class special abilities and feats he possesses (GM's discretion) with the mech — the mech essentially becomes an extension of his body. For example, while in the mech, a paladin's auras would center on both the paladin and the mech he pilots, so the radius of any such auras would extend from the mech itself. A mech templar with fighter levels would be able to use his combat feats with the mech; a mech templar with at least three druid levels could walk a mech through terrain without leaving a trail; and wizards and sorcerers could cast spells through them without penalty. GMs, of course, may wish to prohibit certain class special abilities, like the druid's shapechanging abilities, from being usable with mech meld. Players and GMs should work together to determine which of a character's abilities can be used in this fashion.

Code of Conduct: Mech templars follow a loose code of conduct that is less stringent than the paladin's code. Essentially, the mech templars' code states they may not commit evil acts and they must help those in need. However, for the mech templar, the ends justify the means, so lying, cheating, and disobeying laws constitute acceptable means of ensuring the protection of the innocent. (Obviously, lawful good mech templars may disagree about what methods should be used by mech templars in furthering their cause.)

Ex-Mech Templars: A mech templar who ceases to be good, or who willfully commits an evil act, loses all his mech templar abilities (but not weapon proficiencies). The process for regaining them is identical to that for ex-paladins.

NECROBORG

A foul combination of steam power and necromancy.

Few people consider steambots completely sane, but there are those whom

even steambots consider not in their right mind. Foremost among these are the necroborgs, a blasphemous fusion of necromantic magic and steam power. No longer desiring to be a living creature but unable or unwilling to become an assimilated or similar being, necroborgs have given up every shred of their humanity in the pursuit of a life and a power that most find unfathomable, disturbing, and evil.

Necroborgs are rarely necromancers themselves, instead paying other necromancers to perform the magics necessary to transform them. Though the origin of this long and painful ritual appears lost, the end result is a creature made of dead flesh, steam, and metal, with little left of its humanity. Necroborgs emerge from the ritual only partially undead, but over time lose more of their life force as the power of undeath consumes them. The rite, called the Ritual of the Iron Death, is known to a number of necromancers around Highpoint, but finding one to do the ritual is neither easy nor cheap. Most necroborgs believe the ritual is a leftover from the First Age of Walkers when their kind was more common, but there is no historical basis for this claim.

Fortunately, but not surprisingly, there are only a handful of necroborgs in existence, mostly steambots who valued power over life. Necroborgs are actively hunted by most other steambots due to the bad name they bring all steambots, and other inhabitants of Highpoint consider necroborgs an abomination to be destroyed on sight. This forces most necroborgs to live their lives in seclusion, secretly working to attain whatever goals turned them towards becoming a steamborg in the first place.

Hit Die: d10.

REQUIREMENTS

The qualify to become a necroborg, a character must fulfill all of the following criteria:

Base Attack Bonus: +4

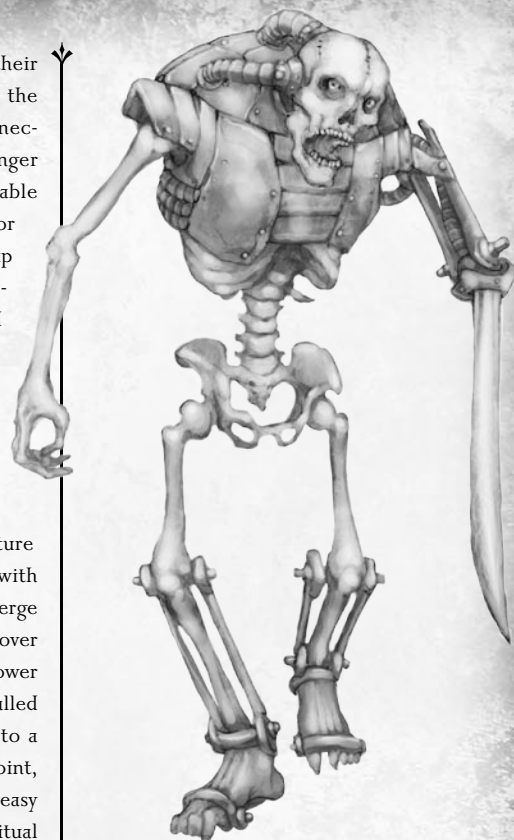
Abilities: Con 15, Wis 13, Cha 13.

Skills: Craft (mechcraft) 6 ranks.

Feats: Great Fortitude, Iron Will.

Class Abilities: Artificial parts +3, lose self.

Lost Self: The character must have lost



some sense of his humanity. This criterion is filled when a steamborg of 3rd level or higher fails his daily Charisma check three times in a row. Generally, a lost self can happen only to steambots who have become too much like machines or become overwhelmed by hatred, sadness, or other negative emotions. To become a necroborg, the character must be completely willing to sacrifice his humanity for power and have no regrets.

Special: To become a necroborg, a steamborg must seek out and endure the Ritual of Iron Death. Some necromancers already know the ritual, but the necroborg may have to find the instructions for the ritual himself. This search usually entails several months of combing through ancient libraries and seeking scholars, but the specifics are up to the GM. The quest should not be easy and should take some time and effort.

Once the ritual is found, performing it requires a wizard or sorcerer able to cast *create undead*. The ritual itself requires 1,000 gp worth of various ritual components and requires six hours to complete. During this

TABLE 2-16: THE NECROBORG

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	ARTIFICIAL PARTS	STEAM POWERS
1	+0	+2	+0	+2	Tainted	+0	0+Int
2	+1	+3	+0	+3	Consume coal	+0	0+Int
3	+2	+3	+1	+3	–	+1	1+Int
4	+3	+4	+1	+4	Smoking dead	+1	1+Int
5	+3	+4	+1	+4	Undead	+1	2+Int
6	+4	+5	+2	+5	–	+2	2+Int
7	+5	+5	+2	+5	Blood grease	+2	3+Int
8	+6	+6	+2	+6	Improved smoking dead	+2	3+Int
9	+6	+6	+3	+6	–	+3	4+Int
10	+7	+7	+3	+7	Claws of death	+3	4+Int

time, the ritual may not be disturbed without all the components going to waste and the process starting over. At the end of each hour, the steamborg must make a Will save (DC 10 + 1 per hour of ritual) or take one permanent point of Wisdom damage. Once the six-hour ritual is over, the wizard or sorcerer casts *create undead* (or the subject finds a way to invoke the spell himself), but the necroborg transformation is not instantaneous. The actual change does not begin until the steamborg is able to take the necroborg prestige class.

CLASS SKILLS

The necroborg's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (mechcraft) (Int), Disable Device (Int), Heal (Wis), Jump (Str), Knowledge (arcana)(Int), Knowledge (steam engines)(Int), Listen (Wis), Profession (engineer) (Wis), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier

CLASS FEATURES

All of the following are class features of the necroborg prestige class.

Weapon and Armor Proficiencies: Necroborgs gain no additional weapon or armor proficiencies.

Tainted: At 1st level, the necroborg's transformation into an undead has begun, but only barely. The necroborg receives a +4 bonus to all saving throws against negative energy, mind-affecting effects, poison, sleep, paralysis, stunning, and disease. The critical multiplier of a weapon striking the necroborg is reduced by 1 (to a minimum of x2). The necroborg gains darkvision, 60 feet.

The necroborg is not affected by *raise dead* or similar spells or abilities.

The necroborg's appearance becomes gaunt and pale. Most humans and animals find his proximity distinctly disturbing, and the necroborg suffers a –4 penalty to all Charisma-based skill checks except for Intimidate checks.

Consume Coal: Beginning at 2nd level, the necroborg no longer needs to consume food and only drinks twice as much as normal. Instead of food, the necroborg eats coal, which is directed to his steam engine, but the necroborg does not require regular meals to keep his steam engine running.

After 5th level (once the necroborg is undead), he heals at the normal rate for living creatures provided he consumes at least 5 pounds of coal that day.

Smoking Dead (Ex): At 4th level, the necroborg gains the ability to make a special type of steam power: a necroborg engine. If attached to a dead body, the engine will animate it as a smoking dead under the necroborg's control. The necroborg must still expend a steam power slot as usual to create a necroborg engine. (See Chapter 4, "Steam Powers," for more information.)

Undead: At 5th level, the necroborg completes his transformation into an undead creature. This requires the necroborg to undergo a painful process over a period of five days, during which the necroborg is incapacitated in agony and cannot move — his life force is completely snuffed out and replaced with negative energy and steam. The necroborg can take no actions during this time, so it

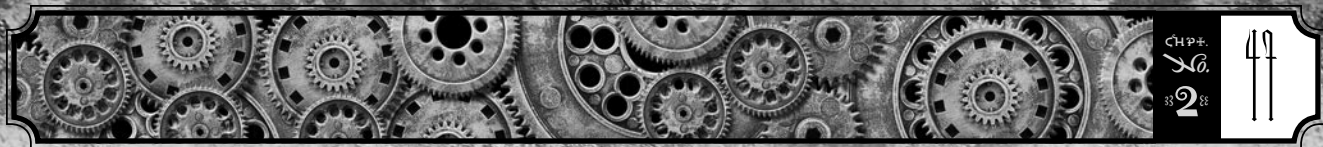
is best to find a safe place to hide while the transformation takes place.

Once the transformation is complete, the necroborg loses the humanoid creature type and becomes an undead, with all the abilities thereof (except as noted in this entry). This includes immunity to mind-affecting effects, critical hits, poison, disease, stunning, and paralysis. The number of artificial parts the necroborg can have, previously limited by Constitution, is now unlimited.

Blood Grease (Ex): At 7th level, the necroborg can draw power from the blood of his enemies by using it as grease for his clockwork mechanism. Drawing blood from a target for this purpose requires the target to be immobile. The necroborg spends a full-round action in contact with the target, cutting them in a fashion that draws blood. The target must make a Fortitude Save (DC 10 + the necroborg's class level + the necroborg's Charisma bonus) or take 1d4 points of Constitution damage. If the save fails, the necroborg gains 10 temporary hit points that last for 10 minutes.

Improved Smoking Dead (Ex): At 8th level, the necroborg gains the ability to create a necroborg harness, turning corpses into meat racks under his control. (See Chapter 4, "Steam Powers," for more information on the necroborg harness.)

Claws of Death: At 10th level, the necroborg's hands grow claws, even if one of the hands is artificial. These claws are considered natural weapons and using them does not provoke an attack of opportunity. The necroborg's claws inflict 1d6 points of



damage and have a critical multiplier of 20/x2. Any creature struck by the necroborg's claws must make a Fortitude save (DC 10 + the necroborg's class level + the necroborg's Charisma bonus) or take 1d4 points of Constitution damage.

Artificial Parts (Ex): The necroborg gains artificial parts. The rate at which he gains artificial parts is indicated on Table 2-16: The Necroborg. These stack with any previous artificial parts he may have. His artificial part bonus is the total of all his artificial parts.

Steam Powers (Ex): The necroborg gains steam powers. The rate at which he gains steam powers is described on Table 2-16: The Necroborg. These stack with any previous steam powers.

STEAM MONSTER

"The lunar rains took away everything we loved. Now we're fighting back with tooth and claw."

While some steamborgs who lose touch with their humanity turn to the path of the assimilated and others become necroborgs, a rare few find a connection to their more animalistic side to replace their humanity. When these individuals first lose themselves to their mechanical implants they react badly, playing up their animal instincts and uncivilized aspects in a reaction against the machinery's influence. Over time, their artificial parts come to reflect this rejection of the mechanical mindset, and they instead lose themselves to their animal urges instead

of cold, mechanical logic.

Steam monsters are not seen by other steamborgs with the same revulsion as necroborgs, but they are definitely not seen as being normal. Most non-steamborgs think them mad or feral, choosing to leave civilization behind for a steam-powered semblance of animal existence. Steam monsters often leave behind the confines of humanoid society in an attempt to live among the animals of Highpoint, but due to their artificial nature, steam monsters never really fit in. This is the great irony, and ultimately the great tragedy, of the steam monsters.

Most steam monsters are rangers or others involved in the outdoors who became steamborgs later in life, possibly due to some debilitating injury. Rarely do such individuals seek out such rampantly artificial devices as steamborg implants, which is one of the primary reasons for their being so few steam monsters. Some of the rangers and druids who have had their most sacred lands destroyed have turned to the path of the steamborg in order to better fight the lunar menace, and many of these individuals become steam monsters. Becoming a steam monster requires no special induction or training, only the self-implantation of non-human artificial parts on a steamborg.

Hit Die: d8

REQUIREMENTS

The qualify to become a steam monster, a character must fulfill all of the following criteria:

Base Attack Bonus: +3.

Skills: Knowledge (nature) 6 ranks, Survival 6 ranks.

Class Abilities: Artificial parts +3, lose self.

Lost Self: The character must have lost some sense of his humanity. This criterion is filled when a steamborg of 3rd level or higher fails its daily Charisma check three times in a row. Generally, a lost self can happen only to steamborgs who have become too much like machines or become overwhelmed by hatred, sadness, or other negative emotions. In short, the character must be willing to give up his human form for that of an animal with no regrets.

CLASS SKILLS

The steam monster's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (mechcraft) (Int), Handle Animal (Cha), Heal (Wis), Jump (Str), Knowledge (nature) (Int), Knowledge (steam engines) (Int), Listen (Wis), Profession (engineer) (Wis), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the steam monster prestige class.

Weapon and Armor Proficiency: A steam monster gains no new weapon or armor proficiencies, but is always considered proficient with weapons built into her body.

Horrific Visage: The steam monster is obviously not a normal steamborg and her animalistic visage is most unsettling to other people. The steam monster suffers a -2 penalty on all Charisma-based skill checks besides Intimidate and Handle Animal.

Monster Part (Ex): While all steamborgs steadily replace parts of their living tissue with mechanical implants, these implants are generally of the same shape and size as the limbs or organs that are replaced. With the steam monster, this is not the case. Arms are replaced with tentacles, legs with four-legged centaur-like frames, and wings are added to the back. Once a steam monster receives a monster part, she is clearly no longer a normal steamborg and cannot pass for one without extreme measures. With each monster part, the steam monster gains a number of implants on her body that are obviously not human in nature. It is up to the steam monster and her

TABLE 2-17: THE STEAM MONSTER

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+0	+2	+2	+0	Horrific visage, monster part +1
2	+1	+3	+3	+0	Artificial part +1
3	+2	+3	+3	+1	Feral
4	+3	+4	+4	+1	Artificial part +2
5	+3	+4	+4	+1	Monster part +2
6	+4	+5	+5	+2	-
7	+5	+5	+5	+2	Artificial part +3
8	+6	+6	+6	+2	Artificial part +4
9	+6	+6	+6	+3	Monster part +3
10	+7	+7	+7	+3	Artificial part +5

GM to determine the exact appearance of these modifications.

At 1st, 5th, and 9th level, the steam monster may select one monster part from the list below. There are different levels of some monster parts; a character must select the first ability before proceeding to the second ability, and the second ability before the third ability. Once a monster part is selected, it may not be changed as other artificial parts can. A steam monster's monster parts are counted when calculating her penalty to saving throws against rust effects.

- Aquatic 1: The steam monster can breathe water and may remain submerged for one hour before her steam engine ceases to function. The steam monster does not float and will sink to the bottom of a body of water immediately. The steam monster gains low-light vision and is immune to damage from being submerged in cold water.
- Aquatic 2: The steam monster now has air bladders that can allow her to float as a normal creature and regulate her own depth. The steam monster gains the aquatic subtype, amphibious special ability, a swim speed of 20 feet, and can remain submerged for six hours before her steam engine ceases to function.
- Aquatic 3: The steam monster may now remain submerged indefinitely without her steam engine shutting down and her swim speed increases to 30 feet. The steam monster gains darkvision, 60 feet.
- Burrow 1: The steam monster gains a burrow speed of 5 feet and darkvision, 30 feet.
- Burrow 2: The steam monster's burrow speed increases to 10 feet and her darkvision increases to 60 feet.
- Climbing 1: The steam monster gains a climb speed

of 20 feet and can create a rope-like silk strand at a rate of 10 feet per round. This rope will support 100 pounds of weight per class level, and the steam monster can continue to make the rope as long as she is not suffering from starvation or dehydration. The web material has 6 hit points and 0 hardness.

- Climbing 2: The steam monster's climb speed increases to 30 feet and she gains the extraordinary ability to attack people by weaving its silk into webs. This is similar to an attack with a net but has a maximum range increment of 50 feet, and a range increment of 10 feet, and is effective against creatures up to Large. The steam monster can produce one web each day per point of Constitution bonus. An entangled creature can escape with a successful Escape Artist check (DC 10 + the steam monster's class level) or burst through the web with a Strength check (DC 14 + the steam monster's class level). These webs cannot be reused.
- Damage Resistance: For each bonus from monster parts put into damage resistance, the steam monster gains damage resistance 2/-.
- Energy Resistance: For each bonus from monster parts put into energy resistance, the steam monster gains energy resistance equal to her class level against one type of energy. Each type of energy (acid, cold, electricity, heat, sonic) can only be chosen once.

This effect is not cumulative with energy resistance granted by other sources.

- Four-Legged 1: The steam monster can run on her hands and knees at great speed, but only when she is not holding anything in her hands. When moving on all fours, the steam monster's movement increases by +20 feet. She also receives a +10 bonus to Jump checks.
- Four-Legged 2: The steam monster now has a centaur-like modification to her lower body, modifying her legs and adding an additional set of legs placed behind them. The steam monster now does not need to run on all fours to get her bonuses from Four-Legged 1 and may do so while having objects in her hands. The speed bonus from Four Legged increases to +30 feet. Any armor the steam monster wears must be custom made to fit and costs twice as much as normal. The steam monster can no longer ride horses or similar creatures without extreme effort.
- Natural Weapon 1: The steam monster gains either claw or a bite attack, selected when this monster part is first taken. Claws inflict 1d6 points of damage and a bite attack inflicts 1d8 points of damage.

Steam monsters with claws also gain the Pounce extraordinary ability, allowing them to make a full attack action after a charge but only while using their claws.

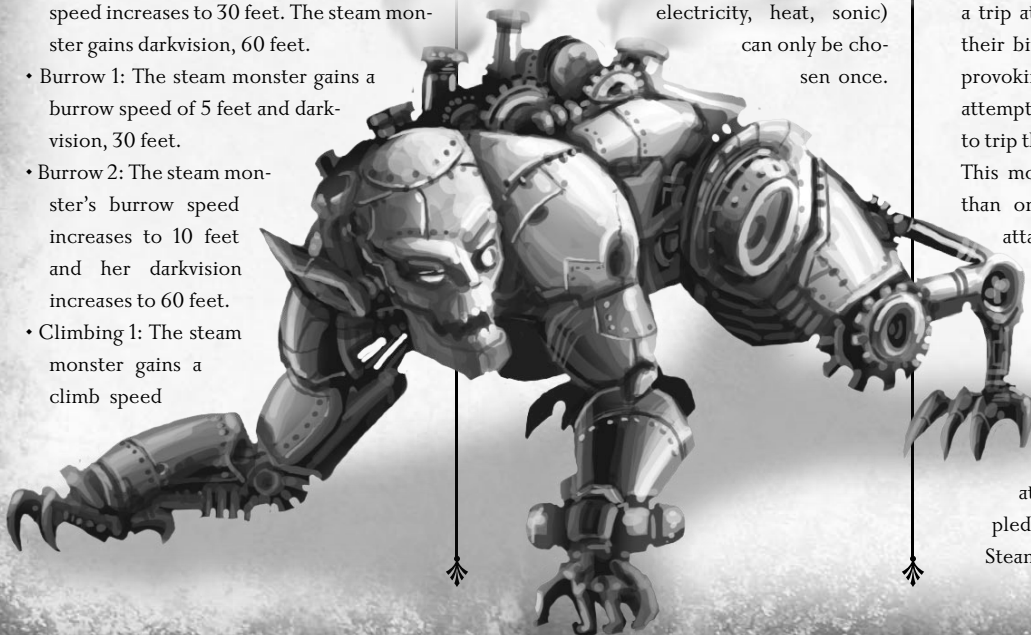
Steam monsters with a bite attack may make a trip attack against anyone they hit with their bite attack as a free action without provoking an attack of opportunity. If the attempt fails, the opponent cannot attempt to trip the steam monster.

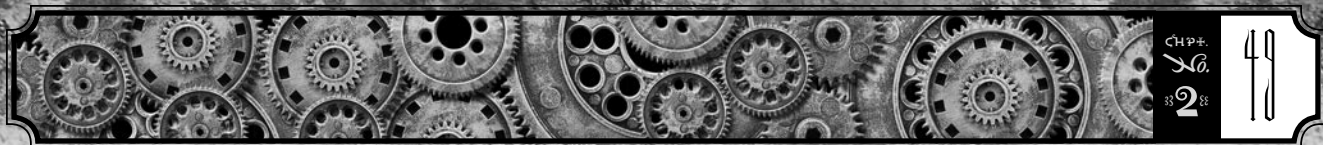
This monster part may be selected more than once to have both claw and bite attacks.

- Natural Weapon 2: The damage die of the steam monster's natural weapons increases by one die type.

Steam monsters with claws gain the Rake extraordinary ability, allowing them to attack with two claws while grappled.

Steam monsters with a bite attack gain





the Improved Grab extraordinary ability, which requires the steam monster to strike an opponent with her bite attack. She can then attempt to start a grapple as a free action without provoking an attack of opportunity.

- **Tentacle 1:** A tentacle is added to the steam monster's torso, granting her a melee attack that does 1d4 damage and increases her reach by 5 feet when using the tentacle as a weapon. The tentacle cannot be used for fine manipulation, such as picking a lock or holding a weapon, but can be used for picking items up, hanging on to ledges, or similar simple tasks.

The steam monster gains the Improved Grab extraordinary ability when using the tentacle, which requires her to strike an opponent with her tentacle attack. She can then attempt to start a grapple as a free action without provoking an attack of opportunity.

This monster part may be selected more than once to gain multiple tentacles. Attacks from secondary tentacles are treated as secondary natural attacks, and suffer the usual -5 attack penalty unless the character has the Multiattack feat, which reduces the penalty to -2.

- **Tentacle 2:** The steam monster's tentacle damage increases by one die type.

The steam monster gains the Constrict ability with her tentacle. The steam monster inflicts her normal tentacle damage with each successful grapple check.

- **Wings 1:** The steam monster has a large pair of wings attached to her back or under her arms, enabling her to glide but not actually fly. The steam monster can move 10 feet horizontally for every 5 feet moved down vertically, and the steam monster will not take falling damage as long as she is conscious.
- **Wings 2:** The steam monster gains a fly speed of 20 feet and poor maneuverability.
- **Wings 3:** The steam monster's fly speed increases to 30 feet and its maneuverability improves to average.

Artificial Part: This ability functions in the same manner as the steamborg class ability of the same name.

Feral: Beginning at 3rd level, the steam monster no longer acts more mechanical when she fails a lose self Charisma check. Instead, the steam monster becomes animalistic and feral, behaving on instinct rather than logic or reason. She suffers a -4 penalty on Intelligence-based skill checks while in such a state. The steam monster will try to satisfy her primal urges for food, security, shelter, etc. and will have trouble comprehending complex plans or scholarly knowledge. If allowed to do so, the steam monster will run wild in the outdoors until her wits return.

STEAM WEAPON ADEPT

Weapon masters for the new age.

The steam weapon adept recognizes that steam technology offers many advantages over traditional weaponry. Steam weapons do have their own inherent difficulties, but to the steam weapon adept these are outweighed by the potential for more efficiently defeating opponents. The steam weapon adept has trained extensively to overcome some of the deficiencies of steam weaponry.

Most steam weapon adepts started off as normal fighters who had an interest in steam technology, or steamborgs who wanted to use their weapons better. It is not unheard of, however, for a mech jockey or coglayer with a grudge to pursue the steam weapon adept's way of life.

Hit Die: d10.

REQUIREMENTS

To qualify to become a steam weapon adept, a character must fulfill the following criteria:

Base Attack Bonus: +5.

Abilities: Str 13.

Skills: Knowledge (steam engines) 5 ranks.

CLASS SKILLS

The steam weapon adept's class skills (and the key ability for each) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (steam engines) (Int), and Mech Pilot (Dex).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the steam weapon adept prestige class.

Weapon and Armor Proficiency: Steam weapon adepts are proficient with all steam-based personal weapons, such as the buzzaxe, buzzsaw, chattersword, flame nozzle, lobster claw, steambreather, and steam gun. Steam weapon adepts are proficient with light, medium, heavy, and all types of hydraulic armor. In addition, steam weapon adepts are considered to be proficient with any offensive steam powers they are using their abilities to maintain.

Build Up: Steam weapon adepts have learned how to get the most out of their equipment. By letting the steam power build up in a steam weapon for 1 round (in other words, not attacking with it), the steam weapon adept can improve the damage caused the following round. Use of this ability does not in any way affect her chances of hitting the target, but if the attack is successful, the target will automatically take maximum damage from the weapon's damage roll.

Steam Weapon Repair: The steam weapon adept is so familiar with steam weaponry that she is able to repair and modify such devices with incredible skill. A steam weapon adept adds her class level as a bonus to all checks in Knowledge (steam engines) when dealing with steam weaponry. This bonus does not stack with the coglayer's machine empathy bonus.

Steam Weapon Mastery: At 2nd, 4th, 5th, 7th, 8th, and 10th level, the steam weapon adept can master the use of one steam weapon. When a steam weapon is mastered, the warrior automatically gains the Weapon Focus feat for that weapon if she does not already have it, and one or more special abilities depending on the weapon.

Buzzaxe: Masters of buzzaxe usage have learned how to manipulate the vibrating teeth of their weapon to create jagged wounds like those caused by a chattersword. If a character sustains damage from a buzzaxe master and makes any vigorous motions

TABLE 2-18: THE STEAM WEAPON ADEPT

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+1	+2	+0	+0	Build up, steam weapon repair
2	+2	+3	+0	+0	Steam weapon mastery
3	+3	+3	+1	+1	Maintain steam power +1
4	+4	+4	+1	+1	Steam weapon mastery
5	+5	+4	+1	+1	Craft Steam Gear, steam weapon mastery
6	+6	+5	+2	+2	Maintain steam power +2
7	+7	+5	+2	+2	Steam weapon mastery
8	+8	+6	+2	+2	Steam weapon mastery
9	+9	+6	+3	+3	Maintain steam power +3
10	+10	+7	+3	+3	Steam weapon mastery

within the next 10 rounds, he must make a Fortitude save (DC 14) on the first round which he moves. On a failed save, the ragged wounds have torn open even further and the character takes an additional 1d3 points of damage.

Buzzsaw: Normally characters cannot add their Strength bonus while using this weapon, but buzzsaw masters have practiced extensively. They have learned how to properly leverage their muscle to put more force behind the spinning blade. Steam weapon adepts with this ability can add their Strength bonus to attack and damage rolls while using a buzzsaw.

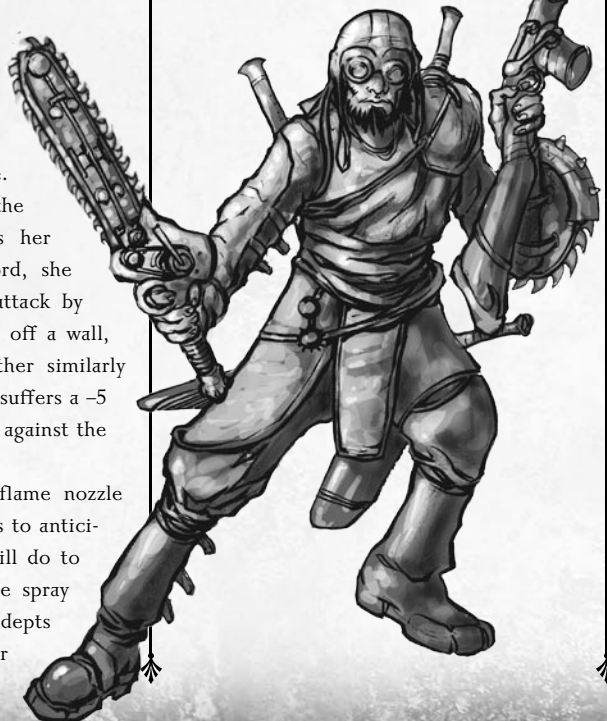
Chattersword: When the moving teeth of a chattersword hit a hard object, they tend to cause the chattersword to bounce away from it. A chattersword master has learned to use this behavior to her advantage. Once per encounter, when the steam weapon adept misses her opponent with a chattersword, she can immediately reroll the attack by “bouncing” the chattersword off a wall, floor, piece of armor, or other similarly hard object. This second roll suffers a –5 penalty and must be directed against the same target.

Flame Nozzle: Masters of flame nozzle usage have trained themselves to anticipate what their opponents will do to avoid the fire, and adjust the spray accordingly. Steam weapon adepts with this ability can add their

steam weapon adept level to the target’s DC of the Reflex save to avoid being ignited by the flame.

Hydraulic Armor: Steam weapon adepts with this ability have lived in hydraulic armor for extended periods of time, and are not quite as hampered by it as others would be. A master of hydraulic armor usage suffers only a –6 armor check penalty, and gets an additional +2 stability bonus (for a total of +6) to defending against bull rushes and similar attacks. Additionally, the steam weapon adept can don the armor unaided in 15 minutes, or half that time with assistance.

Lobster Claw: A lobster claw master



has spent hours upon hours grabbing things, and knows how best to capture opponents. The steam weapon adept with this ability can add her steam weapon adept level to the target’s DC to avoid being grappled by the lobster claw.

Steam Gun: Steam weapon adepts with this ability can fire a steam gun using the absolute minimum of effective steam pressure. This means the steam weapon adept can fire a steam gun every round, but if the gun is fired after being fired in the previous round it has only half the range and does half damage (roll damage normally and halve the result). This applies to all steam gun variants, including those described in this book, but not to steam cannons.

Steambreather: Masters of steambreather use have learned how to coax a bit of extra range out of their weapons. In the hands someone with this ability, steambreathers have an additional 5 feet of range.

Other steam weapons: Steam weapon adepts can gain mastery in other steam weapons not on this list. The player and the GM can work together to come up with an appropriate ability, or the character may simply get both the Weapon Focus and Weapon Specialization feats for the weapon.

Maintain Steam Power: At levels 3, 6, and 9, the steam weapon adept gains the ability to maintain a steam power in the same fashion as a coglayer or steamborg. Note that the steam weapon adept is not able to create any steam powers. Unless she has levels in a class that has the ability to create steam powers, she must rely on others to provide the powers for her. However, once the power is created, the steam weapon adept can maintain it indefinitely as long as she devotes an hour every morning to its maintenance. The steam weapon adept does not get to apply her Intelligence bonus toward the number of maintainable steam powers like a coglayer does, but she can take the Gearhead feat and maintain two additional steam powers once she reaches level 3.

Craft Steam Gear: At 5th level, the steam weapon adept automatically gains the Craft Steam Gear feat if she does not already have it.

STEEL-BOUND SOUL

"Cut it off and replace it now!"

In the rush to create better and better steamborgs, steel-bound souls were created. They are few and far between because many have been fatal failures. Steel-bound souls often try to upgrade themselves too quickly. Even if they survive, the number of artificial parts makes their lose self checks especially difficult and they often lose their personality for many days at a time.

There is a certain logic behind the steel-bound soul's rapid advancement. If they survive the accelerated transformation long enough, they are able to rid themselves of the flesh completely, transforming themselves into pure machines.

Steel-bound souls are usually impatient in all aspects of life. If there is a shortcut, they will try to pursue it. This is as much weakness as a strength. They are more willing to act while others plan and think, but they are impulsive. They reject the advice of their elders but take advantage of the available knowledge. In this way they are like the original steamborgs, exploring new territory and trying new kinds of adaptations and inventions.

Most steel-bound souls are humans. Dwarves and elves are not in such a rush to acquire power with their much longer lives. Gnomes and halflings usually enjoy life too much to sacrifice their personalities. Humans are trying to catch up to dwarven mech and steamborg technology, and this naturally leads many of them down the path of the steel-bound soul.

Hit Die: d8.

REQUIREMENTS

To qualify to become a steel-bound soul, a character must fulfill all of the following criteria:

Skills: Craft (mechcraft) 7 ranks, Knowledge (steam engines) 7 ranks.

Special: Power Source feat or steam engine class ability, lose self class ability, artificial parts +3.

CLASS SKILLS

The steel-bound soul's class skills (and the key ability modifier for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (mechcraft) (Int), Disable Device (Int), Heal (Wis), Jump (Str), Knowledge (steam engines) (Int), Knowledge (the planes) (Int), Listen (Wis), and Profession (engineer) (Wis).

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the steel-bound soul.

Weapon and Armor Proficiency: A steel-bound soul gains no new weapon or armor proficiencies.

Ageless: At 5th level, a steel-bound soul is more machine than man. His body has been so thoroughly reconstructed that aging is no longer a factor; old parts can simply be repaired or replaced. For all practical purposes, the steamborg no longer ages, although he must have access to materials and tools to maintain this ageless state.

Test the Soul: Immediately before gaining 8th level, the steel-bound soul must succeed at a Fortitude saving throw DC 20 or die.

There comes a critical time when the steel-bound soul has more metal than flesh. His body may not be able to support all the artificial parts and he still cannot survive without his body. If the saving throw is successful, the body starts to become less important as the artificial parts start to take over the vital functions. If he fails, he dies. If he is raised from the dead, he must attempt the save again before

gaining the 8th level in this prestige class.

Mechanical Mind (Ex): At 9th level, the steel-bound soul no longer requires a living brain. He gains a bonus to Will saves equal to half his class level, rounded down.

Mechanical Soul (Ex): At 10th level, the steel-bound soul's soul becomes a thing of math and numbers. Spells such as *trap the soul* can no longer affect him. He becomes immune to death magic. As long as his physical form can be repaired, he will not die.

If his hit points drop below zero, he is considered dead and loses a level, although repairs will restore him to life. If his hit points drop to a negative number equal to his character level, his form is completely destroyed and



TABLE 2-19: THE STEEL-BOUND SOUL

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	ARTIFICIAL PARTS	STEAM POWERS
1	+0	+2	+0	+2		+1	+0
2	+1	+3	+0	+3		+2	+0
3	+2	+3	+1	+3		+2	+0
4	+3	+4	+1	+4		+3	+1
5	+3	+4	+1	+4	Ageless	+3	+1
6	+4	+5	+2	+5		+4	+2
7	+5	+5	+2	+5		+4	+2
8	+6/+1	+6	+2	+6	Test the soul	+5	+3
9	+6/+1	+6	+3	+6	Mechanical mind	+5	+3
10	+7/+2	+7	+3	+7	Mechanical soul	+6	+4



the character is lost forever. There is nothing left to salvage.

Artificial Parts (Ex): The steel-bound soul gains artificial parts. The rate at which he gains artificial parts is indicated on Table 2-19: The Steel-Bound Soul. These stack with any previous artificial parts he may have. His artificial part bonus is the total of all his artificial parts.

Steam Powers (Ex): The steel-bound soul gains steam powers. The rate at which he gains steam powers is described on Table 2-19: The Steel-Bound Soul. These stack with any previous steam powers.

UNBORG

"I've got my hands back. I can feel the nails growing out of my flesh. They are warm and soft and they hurt when I bang them carelessly against things. I can go back and touch my wife and she won't recoil from these hands. I have my hands back and although I can't do a thing with them, not even bend steel, it is the most wonderful thing in the world."

The unborg is a soul redeemed from steam. The unborg seeks to remove his artificial parts and reclaim his lost humanity. Once started, the unborg will spend the rest of his days becoming more human until he is fully flesh and blood once again. It is a difficult road. The longer an unborg was a steamborg, the longer it will take to reclaim the flesh.

Unborgs remove their mechanical parts, one at a time, and perform a divine ritual to regenerate their lost flesh. Many unborgs undergo a radical spiritual transformation as they remove their steam-driven parts, and they often become druids working to rebuild Highpoint.

Hit Die: d8.

REQUIREMENTS

To qualify to become an unborg, a character must fulfill all of the following criteria:

Skills: Knowledge (religion) 5 ranks.

Saves: Will save +5.

Special: The character must have one or more artificial parts and the desire to remove them.

CLASS SKILLS

The unborg's class skills (and the key ability for each skill) are Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Disable Device (Int), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the unborg prestige class.

Weapon and Armor Proficiency: The path of the unborg is often overseen by druids, so an unborg gains proficiency with the weapons of that class: club, dagger, dart, quar-

terstaff, scimitar, sickle, shortspear, sling, and spear. Unborgs are also proficient with light armor and shields. Note that they do not necessarily have to obey the druidic rules on weapon and armor use.

The Path Back (Ex): Starting at 1st level, and every level thereafter, the unborg removes one steam power or one artificial part of his choice and the artificial components required for it. Once he gains this ability, whenever he gains a level in any class, he loses one steam power or one artificial part if desired.

The unborg cannot remove an artificial part until all the steam powers associated with it are first removed. Lost limbs and organs remain lost so the unborg cannot remove artificial components required for survival until he gains the forgiveness of the flesh class ability.

Each time the unborg removes a steam power or artificial part, he gains 1 point which he can spend to gain new druidic powers from the choices below. He can spend the points at any time and gains the ability within 24 hours. Once chosen, an ability cannot be changed.

Animal Companion (Ex) (2 pts): The unborg

gains a druid's animal companion as a druid of the same level as his unborg level. If he has levels in druid, add them to his unborg level to determine his animal companion ability. If the animal has the scent ability, it can track steam-powered technology. Unborg animal companions are always distrustful of technology, even their master's.

A Thousand Faces (Su) (8 pts): The unborg gains the druid's a thousand faces ability.

Bonus Feat (Ex) (4 points): The unborg gains a bonus feat of his choice for which he qualifies.

Detect Animals or Plants (Sp) (4 pts): Once per day, the unborg can cast detect animals or plants as a druid of his character level.

Nature Sense (Ex) (2 pts): The unborg gains a +2 bonus on Knowledge (nature) and Survival checks.

Resist Nature's Lure (Ex) (2 pts):





TABLE 2-20: THE UNBORG

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	ARTIFICIAL PARTS	STEAM POWERS
1	+1	+2	+2	+0	The path back	-1	-1
2	+2	+3	+3	+0	Forgiveness of the flesh	-2	-2
3	+3	+3	+3	+1		-3	-3
4	+4	+4	+4	+1	Gain self	-4	-4
5	+5	+4	+4	+1		-5	-5

The unborg gains a +4 bonus on saving throws against the spell-like abilities of fey.

Spellcasting (Ex) (4 pts): Instead of a class ability, he may take +1 level of spellcasting as a druid. If this is the first time he has taken this ability and if he has no previous druid levels, he casts spells as a 1st-level druid. He does not gain any other benefit a druid would gain, except for an increased effective level of spellcasting.

If his total caster level plus steamborg levels are equal or greater than his character level, he cannot take this ability.

Timeless Body (Ex) (8 pts): The unborg gains the druid's timeless body ability.

Trackless Step (Ex) (2 pts): The unborg gains the druid's trackless step ability.

Venom Immunity (Ex) (4 pts): The unborg gains the druid's venom immunity ability.

Wild Empathy (Ex) (2 pts): The unborg gains the druid's wild empathy ability. He uses his unborg, druid, and ranger levels to determine a wild empathy check.

Woodland Stride (Ex) (2 pts): The unborg gains the druid's woodland stride ability.

Wild Shape (Ex) (8 pts): The unborg gains the ability to wild shape as a druid of the same level as his unborg level. If he has levels in druid, add them to his unborg level to determine his wild shape ability.

Forgiveness of the Flesh (Su): Starting at 2nd level, an unborg regenerates lost limbs and organs when artificial components are removed.

Unborgs must worship a deity or divine force to be able to use this ability. They perform a divine ceremony lasting 10 minutes immediately before the artificial component is removed. Afterward, they must sleep for 24 hours while the missing organ or arm regenerates. Even if the artificial part removed was required for survival, its absence does not kill the unborg during this time.

Only the organ or arm that the artificial component replaced is regenerated, even if the unborg has other missing parts. He can perform this ritual for parts that were previously removed.

The new limb or organ suffers a -4 penalty to all related checks: eyes and Spot checks, ears and Listen checks, arms and attack rolls and Strength-based skill checks, legs and Reflex saving throws, heart and Constitution checks, and so forth. This effect disappears if the character is the recipient of a *lesser restoration*, *restoration*, *greater restoration*, *regenerate*, or *heal* spell or spell-like ability.

The divine ceremony requires special incense costing 100 gp.

Gain Self (Ex): At 4th level, as long as the unborg does not use a steam power during a given day, he does not have to make a lose self check. Once the unborg has removed all of his artificial parts and steam powers, he does not have to make lose self checks. This ability is negated if the character adds artificial parts to himself again.

borg. There is less exploration and unknown for the mark II. They know exactly what they are getting into, and rather than discovering and then adding components, they often determine their component plan ahead of time and can start work on components they will not use for many years.

The mark II has fewer total steam powers and artificial parts than the standard steamborg but makes up for this with flexibility. The mark II can completely tailor its progression, choosing to gain more artificial parts, more steam powers, or more feats to enhance his artificial parts.

In the Stenian Confederacy, it is widely believed that the Legion is responsible for these new and versatile creatures. The Legion claims that Stenians developed them as spies. In fact, the notorious coglayer Egwerd Turn-screw (see the description of the Mother mech in **DragonMech**) is responsible for the mark II. Appalled by the haphazard construction of some Irontooth steamborgs, he put together a plan for a more versatile equivalent. Copies of his notes were made in secret and smuggled to Edge by rivals, and now the design information for mark IIs is widely available.

Adventures: Mark IIs adventure to test their latest upgrades and demonstrate to the world that their planning worked out for the best. They like to test themselves against other steamborgs, or at least adventure with them to see which is better at different kinds of activities.

Characteristics: Mark IIs can be smug and self-confident. As the second generation of steamborgs, they believe they are superior to the originals. They are excellent tinkerers, but their knowledge may be secondhand. Many mark IIs have done little in the way of invention and discovery, only researching

CORE CLASSES AND SPECIAL RULES

STEAMBORG MARK II (NEW CORE CLASS)

"I am steam-driven life. You are not. What discussion is required?"

The steamborg mark II is a second-generation steamborg that standardizes and modularizes the construction of the steam-

TABLE 2-21: THE STEAMBORG MARK II

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+0	+2	+0	+2	Power source
2	+1	+3	+0	+3	Ability, lose self
3	+2	+3	+1	+3	
4	+3	+4	+1	+4	Ability
5	+3	+4	+1	+4	
6	+4	+5	+2	+5	Ability
7	+5	+5	+2	+5	
8	+6/+1	+6	+2	+6	Ability
9	+6/+1	+6	+3	+6	
10	+7/+2	+7	+3	+7	Ability
11	+8/+3	+7	+3	+7	
12	+9/+4	+8	+4	+8	Ability
13	+9/+4	+8	+4	+8	
14	+10/+5	+9	+4	+9	Ability
15	+11/+6/+1	+9	+5	+9	
16	+12/+7/+2	+10	+5	+10	Ability
17	+12/+7/+2	+10	+5	+10	
18	+13/+8/+3	+11	+6	+11	Ability
19	+14/+9/+4	+11	+6	+11	
20	+15/+10/+5	+12	+6	+12	Ability

what others have made before them.

Alignment: Mark IIs tend to be lawful neutral or neutral. Although they are ignoring societal norms, they listen to the advice of earlier-generation steamborgs and try to improve on it. Mark IIs are the most likely of steamborgs to follow a code of conduct or obey the law.

Background: Mark IIs are new. Very few steamborgs have offspring but many have family. It is from this family that mark IIs originate. Invariably mark IIs have a close friend or family member who is a steamborg. Most mark IIs have had some experience on mechs while others get their skills working on other steamborgs.

Races: Any race can be a mark II, provided they have sufficient technology and other steamborgs they can learn from. Most mark IIs are dwarves because dwarves have had steamborgs the longest. Humans are catching up the fastest of all the races because of their shorter lifespan, ambition, and access to technology.

Other Classes: Mark IIs tend to alienate themselves even from steamborgs because of their superior attitude. As mark IIs get

older and more experienced, this is sure to fade, but currently they do not get along well with anyone. People find mark IIs disturbing — even more than the “originals” — because they represent the threat that steamborgs will continue to improve and evolve with each generation. As a result, many steamborgs have tried to hide recent advancements in steamborg technology.

GAME RULE INFORMATION

Steamborg mark IIs have the following game statistics.

Abilities: Constitution and Intelligence are important for the steamborg mark II. Since they can choose to add only a small number of artificial parts and then concentrate on steam powers, Intelligence often becomes their most important attribute. However, most balance their progression so Constitution remains just as important. Charisma remains important for retaining their humanity.

Alignment: Any.

Hit Die: d8.

CLASS SKILLS:

The steamborg mark IIs class skills (and the key ability modifier for each skill) are Balance (Dex), Climb (Str), Concentration (Con),

Craft (mechcraft) (Int), Disable Device (Int), Heal (Wis), Jump (Str), Knowledge (steam engines) (Int), Listen (Wis), and Profession (engineer) (Wis).

Skill Points at 1st Level: (4+ Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the steamborg mark II.

Weapons and Armor Proficiency: Steamborgs spend little time learning about weapons. They devote their energy to other things. As a result, they are proficient only with simple weapons and the following exotic weapons (which they learn about in their engineering studies): buzzaxe, buzzsaw, chatterword, flame nozzle, lobster claw, steam-breather, and steam gun. Their armor proficiency is limited to light and medium armors, and shields (except the tower shield).

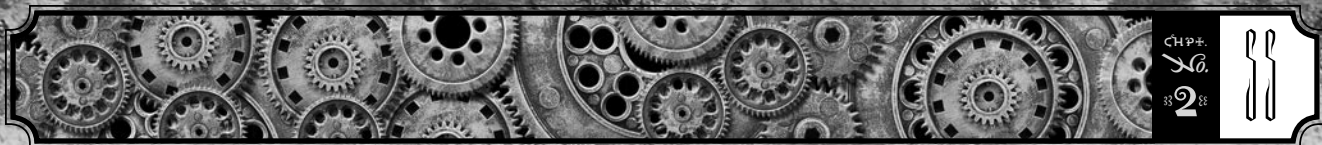
Power Source (Ex): The steamborg must choose a power source. If he chooses a kinetic engine, only a few minor components must be added and he can instead gain an ability. Later he can use an ability to get a different kind of engine if he desires (see below).

Ability (Ex): At 2nd level and every even level thereafter, the steamborg mark II chooses a new ability. He may choose to gain a power source, an artificial part (increasing his artificial part total by +1), a steam power, or a bonus feat related to steamborgs from the list in this book.

Power Source: The steamborg mark II gains a power source from the Variant Steamborg Engines list in this chapter. If he chooses a kinetic engine, only a few minor components must be added and he does not have to spend an ability to get it. Anytime later, he may spend an ability to get a different power source.

Artificial Part: The steamborg mark II gains artificial parts. His artificial part bonus increases by one each time he takes this ability. This stacks with any previous artificial part bonus he may have.

Steam Power: The steamborg mark II gains steam powers. The first time he takes this ability he gains a number of steam powers equal to zero plus his Intelligence modifier. Each



time he takes this ability again, he gains one additional steam power. If he has steam powers from more than one class or prestige class, they stack but he only gains bonus steam powers for a high Intelligence score once.

Lose Self: Starting at 2nd level, the steamborg mark II must begin making lose self checks as described in Chapter 1 of *DragonMech*.

VARIANT STEAMBOURG ENGINES

Kinetic Engine: The kinetic engine is similar to the man-powered mech. The steamborg's own body movements — walking, breathing, circulation, and so forth — provide the power to run the steam powers and replacement parts. Eventually the steamborg will need another kind of engine, but if he only has a few steam powers and replacement parts he can manage for a while.

The kinetic engine puts a terrible strain on the steamborg's system. He must sleep and eat more. He requires four hours sleep per day for each steam power he activated that day, and each activation requires him to eat another day's worth of food. A steamborg with a kinetic engine who activated three powers would require 16 hours sleep and would need to eat four days' worth of food.

A kinetically powered steamborg whose combined total of steam powers and artificial parts exceeds his Constitution bonus must get a different power source. He does not have enough organic body parts to provide power to his growing machine side.

A steamborg who chooses to take a kinetic engine gains a bonus feat, which must be a feat relating to steamborgs. Later, if the character gains enough steam powers and artificial parts, he can take the Power Source feat to upgrade his power source to a different kind.

Blood Engine: You can convert a steam engine or necrotic engine to a blood engine



with the blood pump steam power. This is especially useful for vampiric steamborgs, who need not worry about getting water for their steam engine.

A steamborg with a blood engine gains a number of blood hit points equal to his character level. Whenever he takes Constitution damage, or damage from *wounding* weapons, these hit points are lost first. No other kind of damage affects these hit points, but they heal like any other hit points. The character has a lot of blood in his steam engine which he can use to stay alive if necessary.

An artificial liver combined with a blood pump heals 2 extra points of Constitution damage each day, instead of 1 with an artificial liver alone.

Devices and mechs do no benefit from a blood engine unless they are living constructs (use their Hit Dice instead of their character level). Blood can also have unusual effects because some blood is poisonous or otherwise dangerous at the GM's discretion.

Steam Engine: This is the standard engine and by far the most popular. A steam engine uses fuel such as coal or wood to heat water, which expands into steam. The expanding

power of water turning to steam pushes pistons and turns drive shafts which, in turn, power the steam-borg, mech, or device.

Necrotic Engine: A necrotic engine is composed of animated dead matter. A spellcaster can use *animate dead* to create a necrotic engine if he has 5 ranks in Craft (mechcraft). Creating the engine is the same as creating an undead with the same Hit Dice as the steamborg or mech. If the steamborg gains a level, or the mech gains a Hit Die, a new engine must be made, so it is a good idea to create an engine that can support a few extra Hit Dice, especially for a steamborg who gains levels.

A necrotic engine is harmful to the living. A steamborg with such an engine takes one point of permanent Constitution damage each week until he dies, at which point

he rises as an undead. He can spend levels to come back as a specific undead, otherwise he becomes an intelligent zombie and gains the undead type.

A necrotic engine requires water just like a steam engine, but it charges the water with negative energies to power the artificial parts and steam powers. Everything in a mech or steamborg with a necrotic engine is built with a backwards flow, as the machine is driven by cold and suction.

Parts built for any other kind of engine must be converted to function with this one. This costs 25% of the item's total value. The cost is the same to convert a part made for a necrotic engine to another kind.

The necrotic engine heals (*harms*) itself and other necrotic parts. Every 24 hours, it heals a number of hit points equal to the Hit Dice, or character level or the device, mech or steam-borg. In a living creature, it instead causes hit point loss, but this ability can be turned off. Necrotic engines radiate a negative aura that the living find uncomfortable, and they are considered evil for the purpose of *detect evil*.

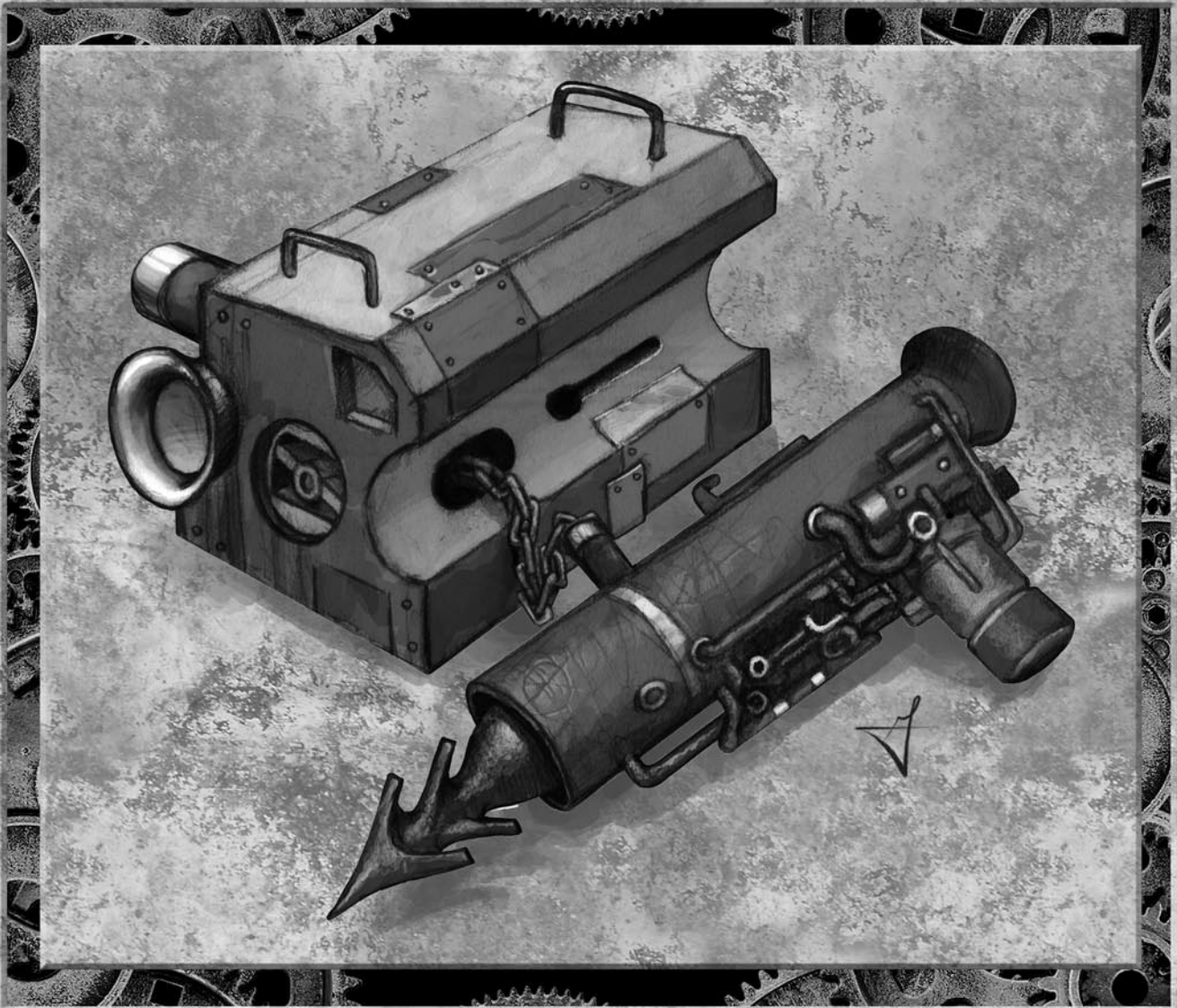
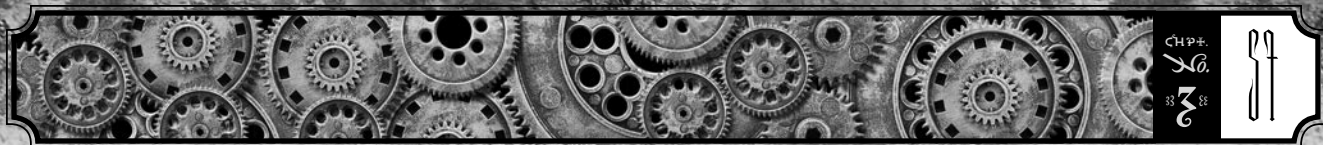


PLATE 4 *The tools of the steam warrior bear little resemblance to the sword and spellbook we're most familiar with.*



EQUIPMENT

THE NEW WEAPONS IN THIS CHAPTER ARE ALL CONSIDERED STEAM-POWERED AND ALL OF THEM ARE EXOTIC, UNLESS OTHERWISE NOTED. COGLAYERS, STEAMBORGS, AND OTHERS WHO GAIN PROFICIENCY WITH STEAM WEAPONS MAY CHOOSE FROM THE WEAPONS LISTED HERE IN ADDITION TO THOSE IN DRAGONMECH. IN ADDITION, THE FOLLOWING ARMOR TYPES FROM THIS CHAPTER MAY BE USED BY CHARACTERS WITH THE ARMOR PROFICIENCY (HYDRAULIC) FEAT: CLOCKWORK ARMOR, DELVING ARMOR, AND GIANTKILLER ARMOR.

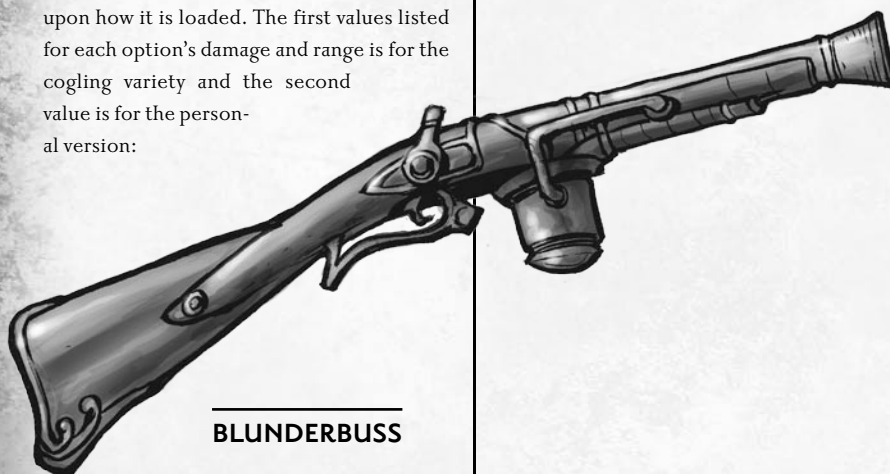


WEAPONS

The **Second Age of Walkers** is also a new age for armaments. Many of the weapons described here use steam, while the specialized ammunition types are intended for use with steam guns and steam cannons.

Blunderbuss

A much cheaper, more adaptable version of the steam gun, capable of firing just about any ammunition in a short cone. Just what effect the blunderbuss has depends upon how it is loaded. The first values listed for each option's damage and range is for the cogling variety and the second value is for the personal version:



BLUNDERBUSS

- Single sling bullet: Damage: 1d8/1d10; Critical x2; Range 40 ft./50 ft. Suffers a -1 penalty on attack rolls.
- Single rock or similar: Damage: 1d4/1d6; Critical x2; Range 30 ft./40 ft. Suffers a -1 penalty on attack rolls.
- Multiple sling bullets (at least 10): Damage 1d4/1d6; Critical 19-20/x2; Range 10 ft./15 ft. Fires a cone that is half as wide at any given point as it is long.
- Multiple other projectiles (at least 10): Damage 1d2/1d4; Critical 19-20/x2; Range 10 ft./15 ft. Fires a cone that is half as wide at any given point as it is long.

A blunderbuss's wide muzzle means

bayonets and other attachments cannot be mounted on it.

Buzzknife

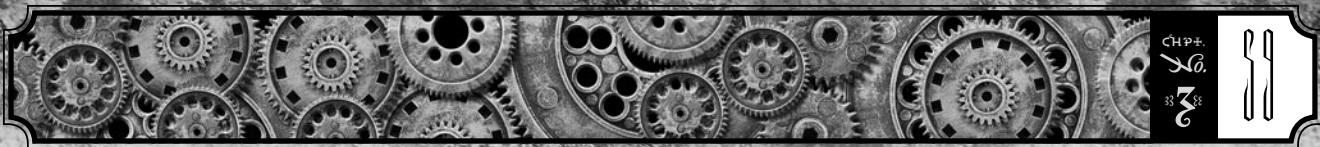
A buzzknife is a dagger's length of twin metal mountings, sharpened at their tips and fixed to a hilt. Between the mountings are a series of vibrating steam-powered teeth. When plunged into the target, the teeth viciously tear the wound open further, but the design also ruins the weapon's aerodynamics, imposing a -4 penalty on attack rolls when thrown.



BUZZKNIFE


TABLE 3-1: WEAPONS

WEAPON	COST	DAMAGE	CRITICAL	RANGE	WEIGHT	TYPE	CREW	PU
Blunderbuss								
Cogling (Medium)	350 gp	See text	x2	See text	5 lb.	Piercing	1	1
Personal (Large)	425 gp	See text	x2	See text	7 lb.	Piercing	1	2
Buzzknife								
Cogling (Tiny)	14 gp	1d4	x3	5 ft.	1 lb.	Piercing	1	1
Personal (Small)	20 gp	1d6	x3	5 ft.	2 lb.	Piercing	1	1
Dotrak's Tooth	175 gp	1d10	x3	–	10 lb.	Piercing	1	1
Dragonkiller	900 gp	2d8	x3	50 ft.	40 lb.	Piercing	1	2
Farshooter								
Cogling (Medium)	500 gp	1d6	x2	240 ft.	8 lb.	Piercing	1	1
Personal (Large)	585 gp	1d8	x2	300 ft.	10 lb.	Piercing	1	2
Frost Launcher								
Cogling (Medium)	650 gp	1d6	–	30 ft.	25 lb.	Cold	1	1
Personal (Large)	1,000 gp	2d6	–	30 ft.	40 lb.	Cold	1	1
Huge	2,000 gp	3d6	–	30 ft.	60 lb.	Cold	1	1
Gargantuan	4,000 gp	4d6	–	30 ft.	120 lb.	Cold	1	1
Colossal	6,000 gp	5d6	–	30 ft.	240 lb.	Cold	1	1
Grenade Cup								
Cogling (Medium)	3 gp	–	–	25 ft.	1 lb.	–	–	1
Personal (Large)	5 gp	–	–	25 ft.	2 lb.	–	–	1
Hydraulic Hammer								
Cogling (Small)	100 gp	2d4	x2	–	8 lb.	Bludgeoning	1	1
Personal (Medium)	120 gp	2d6	x2	–	12 lb.	Bludgeoning	1	1
Piston Staff	55 gp	1d8/1d8	x2	–	20 lb.	Bludgeoning	1	2
Sand Blaster								
Cogling (Medium)	140 gp	1d6	–	–	7 lb.	Piercing	1	1
Personal (Large)	200 gp	1d10	–	–	14 lb.	Piercing	1	1
Shredder								
Personal (Large)	450 gp	1d8	x2	150 ft.	16 lb.	Piercing	1	2
Huge	4,000 gp	2d8	x3	800 ft.	300 lb.	Piercing	2	4
Gargantuan	5,500 gp	3d8	x3	750 ft.	450 lb.	Piercing	2	8
Colossal	7,000 gp	4d8	x3	700 ft.	750 lb.	Piercing	2	16
Colossal II	8,500 gp	6d8	x3	650 ft.	900 lb.	Piercing	2	32
Steam Gun, Double Barreled								
Cogling (Medium)	450 gp	1d8/1d8	x2	120 ft.	8 lb.	Piercing	1	1
Personal (Large)	525 gp	1d10/1d10	x2	150 ft.	10.5 lb.	Piercing	1	2
Steam Pistol								
Cogling (Tiny)	150 gp	1d6	x2	40 ft.	1.5 lb.	Piercing	1	1
Personal (Small)	200 gp	1d8	x2	50 ft.	2.5 lb.	Piercing	1	1
Steam Pistol, Double Barreled								
Cogling (Tiny)	225 gp	1d6/1d6	x2	30 ft.	2.5 lb.	Piercing	1	1
Personal (Small)	300 gp	1d8/1d8	x2	40 ft.	3.5 lb.	Piercing	1	1
Steam Ripper								
Cogling (Medium)	320 gp	1d10 or 1d8	x4	–	15 lb.	Slashing or Bludgeoning	1	1
Personal (Large)	540 gp	2d6 or 1d10	x4	–	30 lb.	Slashing or Bludgeoning	1	2
Huge	1,400 gp	2d8 or 2d6	x4	–	400 lb.	Slashing or Bludgeoning	1	4
Gargantuan	3,500 gp	2d12 or 2d8	x4	–	900 lb.	Slashing or Bludgeoning	1	8
Colossal	6,000 gp	3d12 or 2d12	x4	–	1500 lb.	Slashing or Bludgeoning	2	16
Colossal II	9,000 gp	5d12 or 3d12	x4	–	3,000 lb.	Slashing or Bludgeoning	2	32
Steamhammer								
Personal (Large)	400 gp	1d10/1d6	x3	–	40 lb.	Bludgeoning and Fire	1	2
Huge	750 gp	2d6/1d8	x3	–	60 lb.	Bludgeoning and Fire	1	4
Gargantuan	2,225 gp	2d10/2d6	x3	–	120 lb.	Bludgeoning and Fire	1	8
Colossal	4,500 gp	3d10/3d6	x3	–	240 lb.	Bludgeoning and Fire	1	16
Colossal II	8,000 gp	5d10/4d6	x3	–	480 lb.	Bludgeoning and Fire	1	32
Colossal III	11,000 gp	7d10/5d6	x3	–	960 lb.	Bludgeoning and Fire	1	64
Toolblade								
	+50 gp	as weapon	–	–	–	–	–	–
Water Cannon								
Cogling (Medium)	300 gp	1d4	x2	10 ft.	20 lb.	Bludgeoning	1	1
Personal (Large)	450 gp	1d6	x2	15 ft.	45 lb.	Bludgeoning	1	2
Huge	900 gp	1d8	x2	20 ft.	100 lb.	Bludgeoning	1	4
Gargantuan	1800 gp	2d6	x2	25 ft.	300 lb.	Bludgeoning	1	8
Colossal	3200 gp	2d8	x2	40 ft.	700 lb.	Bludgeoning	2	16
Colossal II	6000 gp	2d12	x2	60 ft.	2000 lb.	Bludgeoning	2	32



Dotrak's Tooth

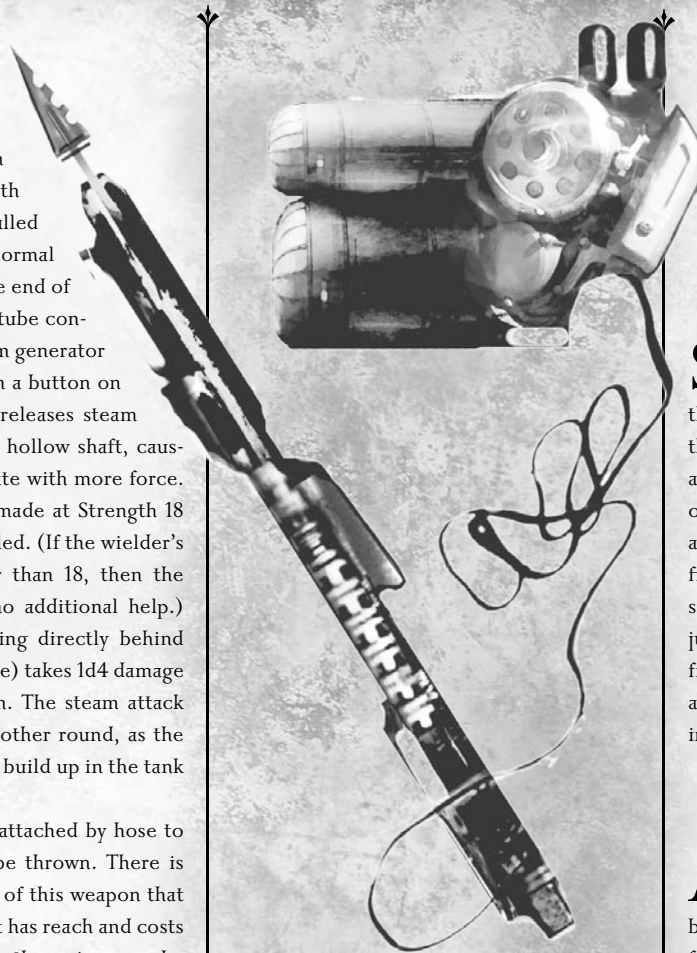
The weapon known as Dotrak's Tooth is also sometimes called a steamspear. It is a normal spear head placed on the end of a hollow metal shaft. A tube connects the shaft to a steam generator worn on the back. When a button on the shaft is pressed, it releases steam through the butt of the hollow shaft, causing the point to penetrate with more force. Attacks are effectively made at Strength 18 when the steam is expelled. (If the wielder's own Strength is higher than 18, then the steam boost provides no additional help.) However, anyone standing directly behind the wielder (friend or foe) takes 1d4 damage from the scalding steam. The steam attack can only be used every other round, as the steam pressure needs to build up in the tank again after it is used.

Because the spear is attached by hose to the wielder, it cannot be thrown. There is also a longspear version of this weapon that functions identically but has reach and costs an additional 25 gold. Both versions can be set to receive a charge in the manner of normal spears, although they cannot use their steam enhancement when doing so.

Dragonkiller

Although it looks like a stubby steam gun with a wide muzzle, a dragonkiller (so named for its intended role in the slaying of lunar dragons) is actually a handheld steam cannon. Instead of a sling bullet, the dragonkiller fires a 1-pound cannonball and needs so much pressure that it requires two full rounds to pass between firings. Large rocks fired from the dragonkiller cause 1d8 points of damage whereas pebbles or other loose rubble inflicts 1d6 points of damage. The muzzle is far too wide for a bayonet.

The dragonkiller is so oddly weighted and ungainly that it requires its own Exotic



DOTRAK'S TOOTH



FROST LAUNCHER

Weapon Proficiency, and anyone possessing less than Strength 16 still suffers a separate -2 penalty on attack rolls. Furthermore, the recoil is so powerful that the firer suffers 2d4 points of nonlethal damage if his Strength is less than this.

Farshooter

Supporting a 6-foot barrel, the farshooter is a steam gun that has incredible range at the cost of less damage. The barrel is so long that it becomes easily unbalanced, incurring a -2 penalty on attack rolls if not propped on something, which is why it comes with a 3-foot folding stock that can be set up for firing as a full-round action. A rock wall or similarly stable piece of terrain will serve just as well in a pinch, however. Stones fired from the farshooter cause 1d4 points of damage whereas pebbles or other loose rubble inflict a mere 1d2 points of damage.

Frost Launcher

As soon as the first steam powers were developed, the means to destroy them became a necessity. Frost technology was first developed as an anti-steam measure by a conclave of clerics who sought to combine faith with steam in the early days of the lunar rain. Their hybrid faith was not successful, but this invention has survived.

A frost launcher is used to temporarily suppress a steam engine's ability to provide power to its systems. This is achieved through the use of alchemical minerals and compounds combined in a very precise fashion. The clockwork firing device is the size of a handheld battering ram. The ammunition it uses is also rather expensive (50 gp/5-shot load).

Appearing to be something of a cross between a steam cannon and a water clock, this weapon is typically fired from over the shoulder. A carefully prepared canister con-

taining the necessary elements is inserted into the mixing timer, the trigger is pulled, and with the high screech of condensing metal, a cone-shaped ray of biting cold is emitted from the muzzle.

The blast itself closely mimics the effects of a *cone of cold*. All frost launchers have a range of 30 feet; those caught within the cone are allowed a Reflex save (DC 15) for half damage.

The effect it has on steam-driven devices, powers, tools, weapons or even mechs can be very impressive. Any steam engine caught in a frost launcher's blast must make a Fortitude save (DC 10 + the weapon's damage) or be rendered inoperative for 1d4 rounds. Note that unattended items always fail their saving throws; items being held or used by a character use the character's saving throw bonus. Steam-powered objects of Huge or larger size have engines that cannot easily be reached from outside.

In order to stop a mech with this weapon, the wielder must first get inside and then find the engine room. Mechs of size Gargantuan or smaller can be immobilized this way, but larger mechs will only be partially affected, taking a -2 penalty to Strength and Dexterity for a failed saving throw. This effect is not cumulative. Either the mech's pilot or a member of its engineering crew (GM's decision) can be used to determine the bonus for the mech's saving throw against a frost launcher.

Grenade Cup

This item is fastened over the muzzle of an unloaded steam gun, and then a single grenade is placed into the cup's basin. When fired, the steam gun's pressure propels the grenade in an indirect arc. Sling bullets cannot be fired until the cup is removed. A grenade cup fastens to the steam gun using its bayonet notch, meaning a bayonet cannot be mounted at the same time. A weapon that cannot mount a bayonet cannot make use of the cup.

Hydraulic Hammer

This heavy unit is built much like a jackhammer except that it is steam powered. It is loud and unwieldy, meant for construction and mining. It can be adapted to combat effectively when mounted on a mech, but any person trying to wield this weapon takes a -4 penalty to hit, in addition to any penalty for being non-proficient (it is considered an exotic weapon). If the wielder deals 10 or more points of damage to an opponent up to one size larger than himself, he can make a free trip attack against that opponent. This weapon requires two hands to use.

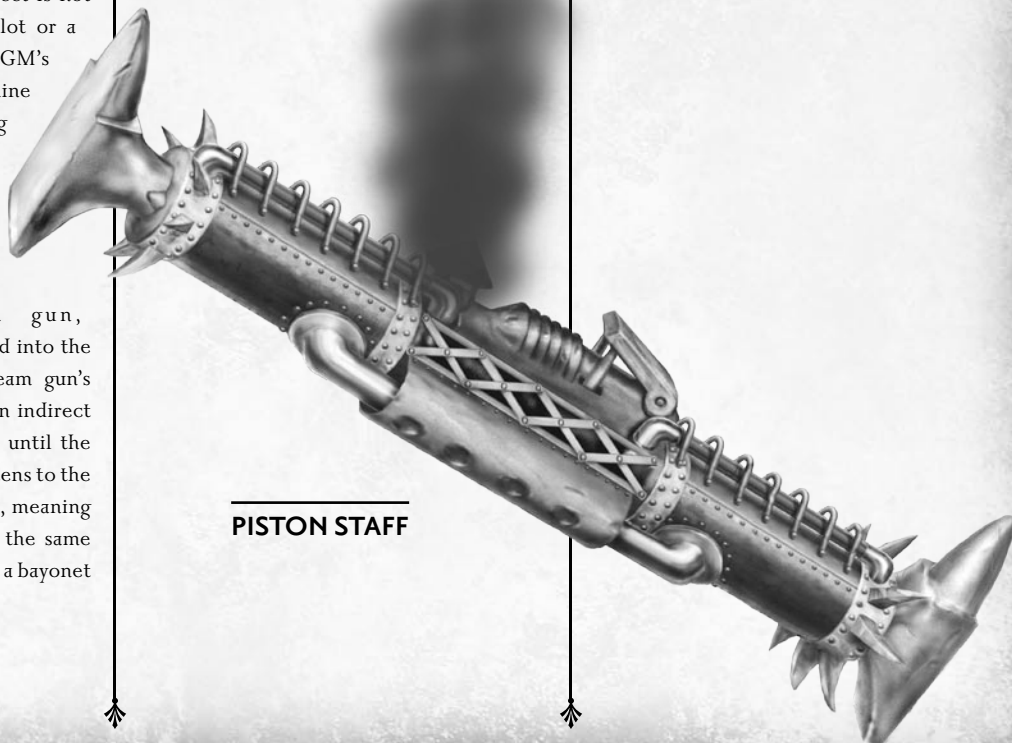
Piston Staff

This massive staff is yet another devastating application of the hydraulic pressure technology used in bore punchers. Both heads of this weapon are small anvils that taper inwards to an extra thick staff; this shaft can extend itself in either direction with a sudden pneumatic burst. The center of this metal pole houses a steam engine

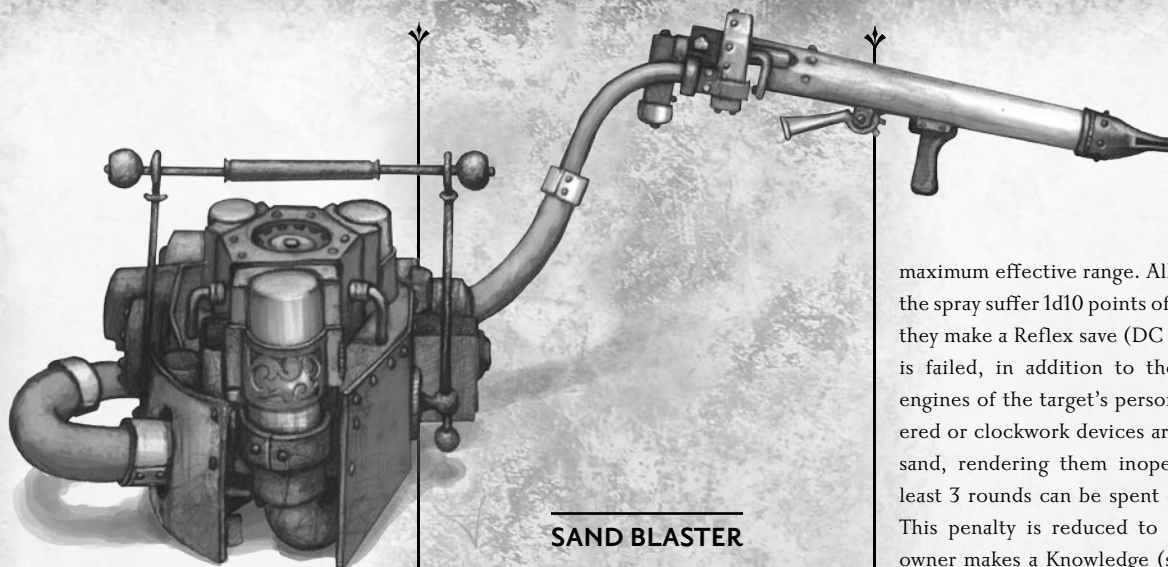
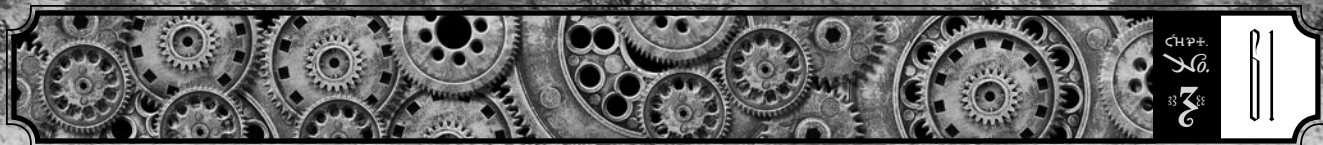
that generates sufficient internal pressure to thrust either end outward with extreme force. This is a heavy weapon, and its wielder must have a Strength of 13 or greater to use it proficiently.

In its extended position, the piston staff qualifies as a reach weapon. Note that while one of the ends is still retracted, it may still be used against adjacent opponents, but only as a single-headed weapon. A button located in the center extends the shaft. Opponents struck by the weapon while it is extending one or both heads take 2d6 damage from each extended head that strikes them.

Both ends can be extended at the same time, doubling the total length of the staff, or they can be released one at a time. Extending both ends allows the reach capability of the weapon to serve in both directions. However, any penalties that may apply for attacking multiple opponents would still apply. Another useful application of the piston staff is to push opponents back (a bull rush maneuver) and then use the reach of the now extended weapon to keep them out of range. Count this maneuver as though the wielder has the Improved Bull Rush feat and



PISTON STAFF



SAND BLASTER

a +4 Strength bonus. Retracting the staff is considered a standard action and requires a successful Strength check (DC 20) for each extended end.

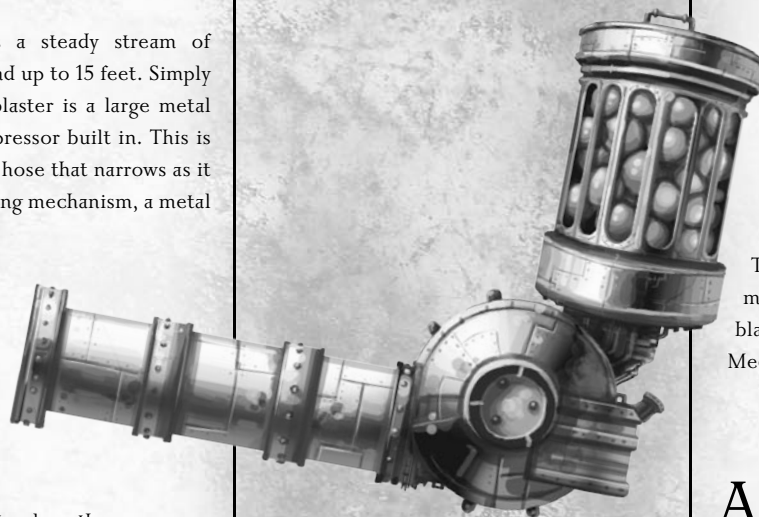
Sand Blaster

This device fires a steady stream of finely ground sand up to 15 feet. Simply designed, the sand blaster is a large metal box with an air compressor built in. This is connected to a thick hose that narrows as it approaches the firing mechanism, a metal tube with a grip trigger, ending in a wide flattened head covered with a wire mesh. The sand blaster was not originally designed as a weapon. It was used to clean the outer hulls of city-mechs, but when a Legion work crew found itself attacked by orcish raiders, this tool was found to have a devastating effect on an opponent when fired from close range.

A sand blaster's attack is cone-shaped from side to side, but in order to maintain the pressure needed to have any effect whatsoever, the spray is less than 6 inches from top to bottom at the outer edge of its

maximum effective range. All targets within the spray suffer 1d10 points of damage unless they make a Reflex save (DC 15). If this save is failed, in addition to the damage, the engines of the target's personal steam-powered or clockwork devices are clogged with sand, rendering them inoperative until at least 3 rounds can be spent cleaning them. This penalty is reduced to 1 round if the owner makes a Knowledge (steam engines) check (DC 15). This penalty does not apply to mechs or steambots, as their engines are designed specifically to shield against sand contamination. Damage is still applied normally.

Before a sand blaster can be used, one full-round action must be dedicated to starting the compressor that powers it. A sand blaster can fire 15 bursts before its canisters need to be replenished. However, once activated, the blaster must be fired at least once every third round or the air pressure will clog the hose, rendering the device useless until it can be emptied and cleaned. This cleaning process takes at least 10 minutes. Because of this limitation, sand blasters are rarely built in sizes other than Medium or Large.



SHREDDER

Shredder

An upgrade to the idea behind the steam cannon, the shredder is a more complex device that uses a steam engine to spin a toothed disc at high speed. The disc is within a metal sheath that has a hole and barrel along one of its edges and a container of metal balls attached to its top so they may be fed into the chamber with the disc when a trigger is pulled. Once the disc reaches its maximum spin speed, metal balls are dropped between the teeth on the disc, spun around until they reach great velocity, and



then hurled out the barrel of the shredder cannon. This weapon is not as powerful or useful at range as a normal steam cannon, but it has a much higher rate of fire.

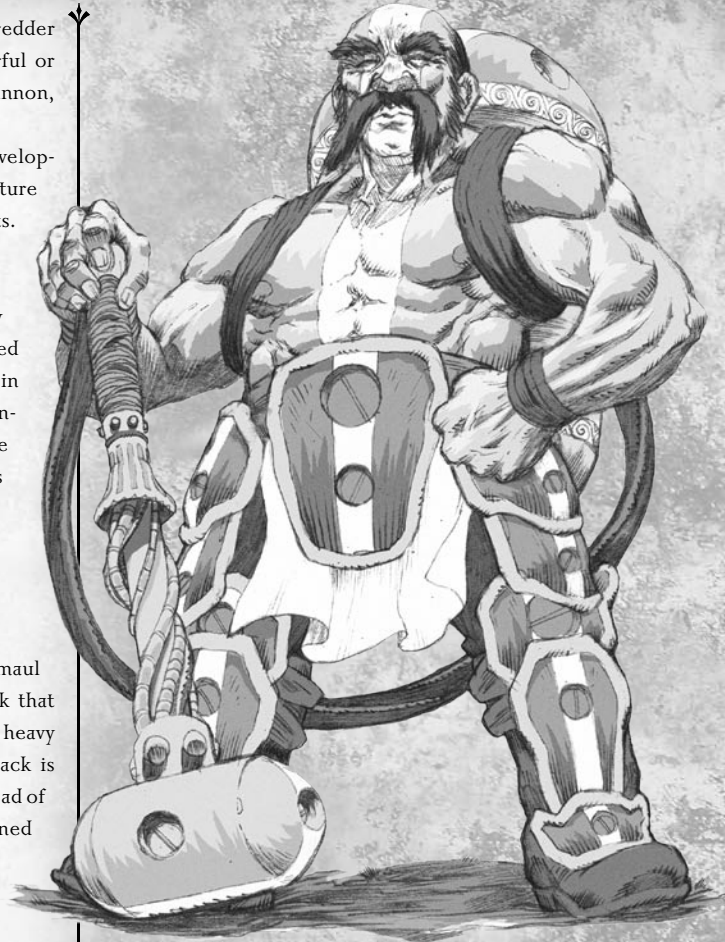
Shredder cannons are a recent development that requires precise manufacture and have a number of intricate parts. This makes them very expensive and only certain sizes are available. Shredder cannons may use fire shot, but they may not use grape shot (both described under Special Substances and Items in this chapter). Shredder cannons are considered exotic weapons and may fire every round, and even multiple times per round in the hands of a skilled artificer.

Steamhammer

A steamhammer is a two-handed maul and a large water-filled backpack that connects to the hammer through a heavy rubber tube. The water in the backpack is channeled through the tube into the head of the hammer, where it is heated and turned into steam. When a button on the handle of the steamhammer is pressed, the steam is released out the rear of the hammer, momentarily increasing its speed and power. These weapons are common among the dwarves of the Stenian Confederacy because it resembles the traditional dwarven warhammer.

A steamhammer's steam jet can be activated 10 times before the water reservoir needs to be refilled, and it may only be used every other round. Each time the steamhammer is activated it adds a +6 bonus to all damage rolls made with it during the round. Due to the unpredictable nature of the power from the steam jet the wielder suffers a -4 penalty on attack rolls while using the steam jet.

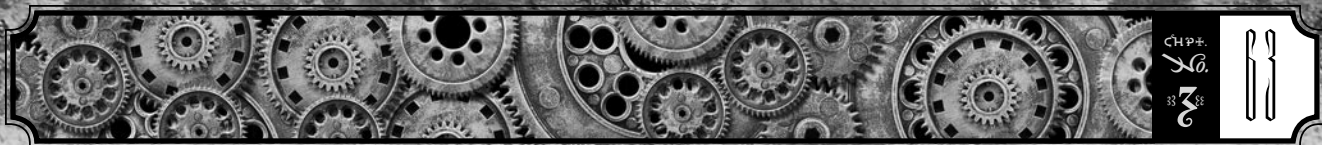
Alternately, the steam jet can be used as a short-range steambreather. To do so the wielder must make a normal melee attack against the target in order to place the steam jet in the right range. The steam jet is then activated,



STEAMHAMMER



STEAM GUN, DOUBLE BARRELED



spraying the target with steam. Treat this as a normal steambreather attack, except that it only does 1d6 damage.

Two-thirds of the weight of the steamhammer is the water stored in the backpack. When the water reservoir is empty, the steamhammer weighs one third of the listed amount.

A steamhammer is considered an exotic weapon.

Steam Gun, Double Barreled

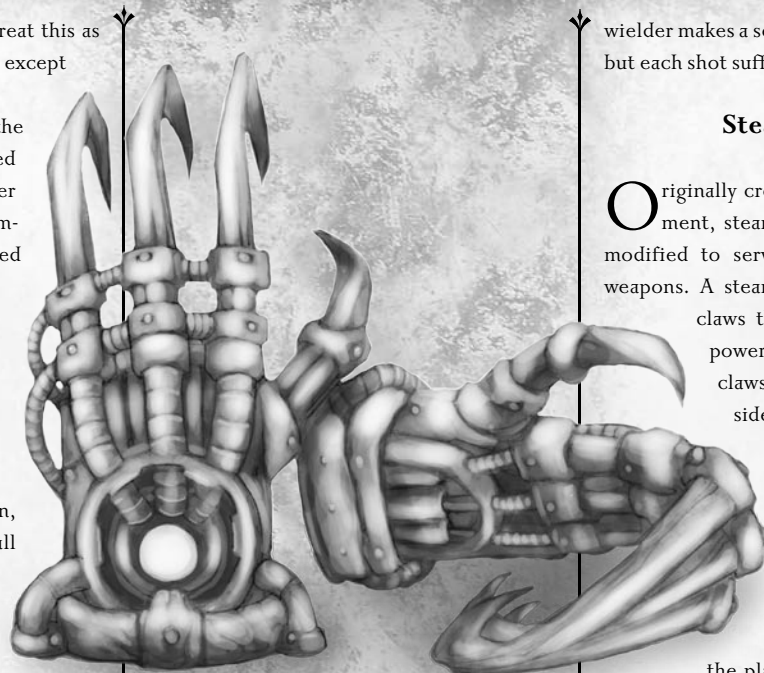
Much like the usual steam gun, this weapon mounts a small steam engine that fires the sling bullet via pressure. Range is drastically reduced, however, because the two over-under barrels must split the steam produced between them. A selector mounted by the thumb allows the user to choose between firing both barrels at once or each individually in turn. When fired simultaneously, the wielder makes a separate attack roll for each, but each shot suffers a -2 penalty.

Steam Pistol

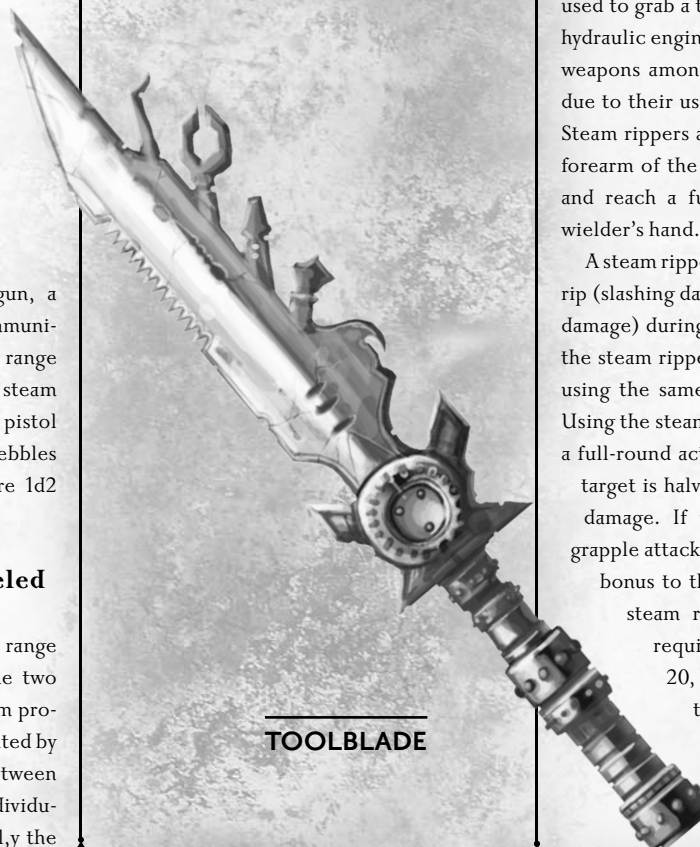
A smaller version of the steam gun, a steam pistol fires the same ammunition but with less power and shorter range due to the stubbier barrel and smaller steam engine. Stones fired from the steam pistol cause 1d4 points of damage whereas pebbles or other loose rubble inflicts a mere 1d2 points of damage.

Steam Pistol, Double Barreled

Similar to a normal steam pistol, range is reduced drastically because the two over-under barrels must split the steam produced between them. A selector mounted by the thumb allows the user to choose between firing both barrels at once or each individually in turn. When fired simultaneously, the



STEAM RIPPER



TOOLBLADE

wielder makes a separate attack roll for each, but each shot suffers a -2 penalty.

Steam Ripper

Originally created as a boarding implement, steam rippers have since been modified to serve as personal and mech weapons. A steam ripper is a large set of claws that open and close using powerful hydraulic engines. The claws are bladed along their outside edges and have a small flat hook on each end, allowing the claw to be jabbed in between two plates of a mech's armor. At this point, the hydraulics are activated to open the claws, forcing the plates apart. Thus steam rippers can be used to easily open holes in mechs — and to inflict devastating damage on living beings. Steam rippers can also be used to grab a target, crushing them with its hydraulic engines. Steam rippers are popular weapons among anklebiters and rust riders due to their usefulness in boarding actions. Steam rippers are normally mounted on the forearm of the person or mech using them, and reach a full arm's length beyond the wielder's hand.

A steam ripper can either be used either to rip (slashing damage) or crush (bludgeoning damage) during a round. If used for ripping, the steam ripper can open a hole in a mech using the same rules as the bore puncher. Using the steam ripper to rip a hole requires a full-round action, but the hardness of the target is halved against the steam ripper's damage. If used to crush as part of a grapple attack, the steam ripper grants a +4 bonus to the grapple check. Opening a steam ripper that has been closed requires a Strength check (DC 20, +4 for every size level that the ripper is above Medium). If a steam ripper is not used during a round, it may instead be used in the same manner as

a buckler shield.

A steam ripper is considered an exotic weapon.

Toolblade

Toolblades are a common variant among the swords of the rust raiders and the Irontooth clans, although axe toolblades are starting to show up among some of the Gearwrights Guild's younger and more adventurous members. A toolblade is a weapon that has several edges blunted and shaped into a number of tools such as wrenches, crowbars, and screwdrivers. The handle of the toolblade is extended and holds a number of other tools, like pliers and measuring tape, that are removed by unscrewing the pommel of the weapon. A toolblade provides all the tools necessary to make Craft (mechcraft) skill checks without penalty. Any weapon that is not a Light weapon may be converted to a toolblade. Some toolblades are built to act as a mastercrafted set of tools, but this increases the price by 100 gp; this does not make the weapon a masterwork weapon.

All the odd protrusions on a toolblade make it easier to disarm opponents, granting a +2 bonus on opposed attack rolls to do so.

Toolblades are considered exotic weapons.

Water Cannon

Water cannons are only found on Stenian Confederacy mechs that frequent areas with abundant supplies of water. Using a series of high-pressure pumps, water cannons throw a massive amount of water at a target, inflicting little damage but possibly knocking the target off their feet. Water cannons are used to distract and confuse opponents while other weapons finish them off, or to repel boarders. An intense blast of water can easily knock many rust riders off the feet of a mech.

Any target struck by a water cannon is treated as if they were hit by a bull rush attack with a Strength based on the size of the water cannon. A Medium water cannon has an effective Strength of 16, and it increases by

+4 for each size increment thereafter. (The target of the water cannon does not get to make the attack of opportunity normally associated with being targeted by a bull rush attack.) The target and the water cannon make an opposed Strength check, and if the target fails, he moves back 5 feet plus an additional 5 feet for every 5 points by which he failed the Strength check.

Characters who fail the opposed Strength check must also make a Balance check to maintain their footing. The base DC is 10 for a Medium water cannon, increased by +2 for each size increment. If they fail, they fall prone. If the same target is struck by the water cannon on the subsequent turn, getting to their feet requires a full-round action and another Balance check against the same DC. If a target is climbing while hit with a water cannon, they must immediately make a Climb check with a penalty equal to the Strength bonus of the water cannon or fall off the mech.

Three-fourths of the weight of a water cannon is the water reservoir. With a full reservoir, a water cannon can fire for 10 rounds, but if the water cannon is connected to a large body of water such as a lake or river, it can fire indefinitely.

Water cannons are considered exotic weapons.

ARMOR AND SHIELDS

As with weapons, steam drives many of the items below.

Buzz Shield

A mixture of a buzzsaw and a chatter-sword, a buzz shield is a small buckler-sized shield with several large blades protruding from its edge. When attached to

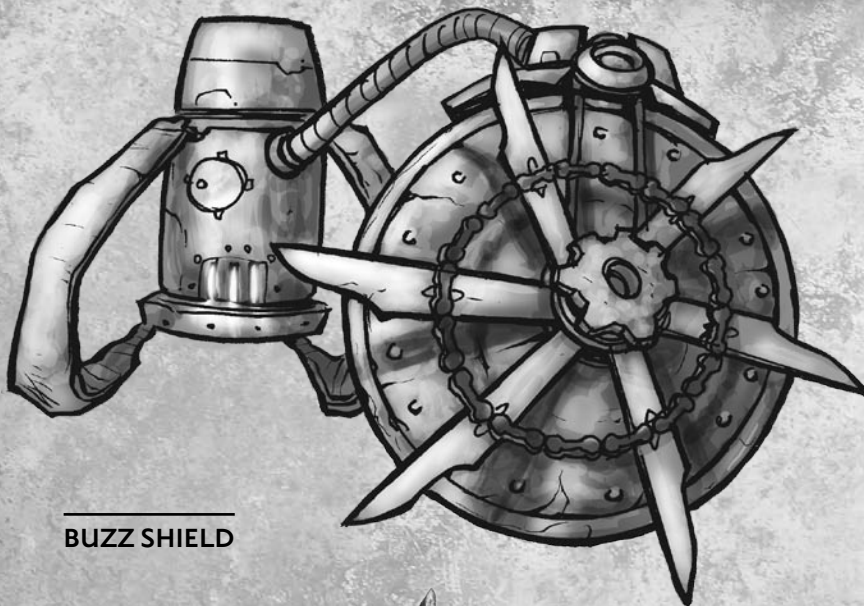
its backpack water reservoir, the buzz shield may be activated as a free action, causing its blades to spin quickly and turning it into a deadly melee weapon. When the buzz shield is not activated it functions like a normal shield. When activated, the buzz shield may be used as a melee weapon, inflicting 1d6 points of slashing damage with a critical of x3. The buzz shield may only be activated for ten rounds before its water reservoir must be refilled. Using a buzz shield without risk of injuring yourself requires Exotic Weapon Proficiency (Buzz Shield). If the user does not have this feat and activates the buzz shield, he must make a DC 15 Dexterity check each round to avoid hitting himself with it.

Cog Shield

In some gear forests, coglings have begun using large gears as shields (a practice many coglayers find annoying because those gears have to come from somewhere). At some point, a dwarven fighter saw a cogling disarm an opponent by catching his weapon in the teeth of the gear, and cog shields immediately became a much more attractive option. Cog shields are generally made of large metal cogs two or three feet across and made of solid metal. Their outer edge is covered in fine teeth that can be used to catch weapons, disarming opponents or breaking their armament. In areas where cog shields are not common, their wielders are often laughed at, but this rarely lasts beyond a single demonstration of the shield's usefulness.

A character who has the Exotic Weapon Proficiency (Cog Shield), and who is armed with a cog shield, can attempt to disarm a foe or sunder a weapon. The shield grants a +2 bonus to the attack attempt, and when making a sunder attack, the cog shield inflicts 1d6 points of damage to the target weapon.

While cog shields may be used as normal shields with the Shield Proficiency, they may only be used to disarm or sunder if the wielder has the Exotic Weapon Proficiency (Cog Shield).



BUZZ SHIELD



CLOCKWORK ARMOR

Clockwork Armor

Based on the design for hydraulic armor, clockwork armor is a heavy suit of plate mail that uses a powerful series of gears and springs to increase the wearer's strength. Each suit of clockwork armor is custom fitted to its owner when it is made (if characters find a discarded suit of clockwork armor, there is only a 25% chance that the armor will fit a creature of the same size). The suit has an inner and an outer layer of armor, between which are the gears and springs that aid the wearer's muscles. The suit is powered by a large spring built into an attached backpack.

The spring is compressed by winding a large handle. This spring requires 10 minutes of winding for every hour of operation, and it takes 40 minutes to completely compress the spring. Winding the spring requires a Strength check (DC 12) for every 10 minutes of winding.

Due to the aid of the springs and gear, clockwork armor is much thicker than plate mail and provides more protection. Clockwork armor provides a +12 bonus to armor class. Clockwork armor has a -10 armor penalty and a max Dexterity bonus of +0. In addition, the wearer or the armor suffers a -2 penalty to Dexterity while wearing the clockwork armor. If the clockwork armor's spring runs out of power, the suit instantly loses all benefit from its mechanical systems. The armor penalty for the clockwork armor becomes -20 and the Dexterity penalty becomes -6. Because of this, clockwork armor users stop regularly to rewind their armor.

Due to the mechanical assistance granted by its gears and springs, clockwork armor only counts as one-tenth of its normal weight while the clockwork gears are active. When considering the wearer's weight on objects beneath him, such as horses or bridges, the full weight of the clockwork armor is applied. The wearer can still only run triple his normal movement.

The gears and springs of the clockwork armor increase the wearer's Strength to 22 while it is wound up. As soon as the armor's



TABLE 3-2: ARMOR

ARMOR	COST	ARMOR BONUS	MAXIMUM DEX BONUS	ARMOR CHECK PENALTY	ARCANE SPELL FAILURE	SPEED (30 FT.)	(20 FT.)	WEIGHT
Light Armor								
Flame Suit	475 gp	+2	+6	0	10%	30 ft.	20 ft.	17 lb.
Gearsmith's Armor	65 gp	+3	+5	-1	15%	30 ft.	20 ft.	20 lb.
Lightning Armor	150 gp	+3	+4	-1	10%	30 ft.	15 lb.	
Rust Rider Armor	300 gp	+3	+5	-1	10%	30 ft.	20 ft.	15 lb.
Vendetta Suit	55 gp	+1 (+4)	+3	-5	15%	30 ft.	20 ft.	25 lb.
Heavy Armor								
Clockwork Armor	6,000 gp	+12	-2	-10	75%	15 ft.	10 ft.	280 lb.
Delving Armor	3,000 gp	+6	+1	-5*	35%	30 ft.*	20 ft.*	100 lb.
Dusk Devil Plate Armor	4,000 gp	+7	+1	-6	35%	20 ft.*	15 ft.*	50 lb.
Giantkiller Armor	5,450 gp	+8	+0	-10*	50%	25 ft.*	20 ft.*	375 lb.
Shields								
Buzz Shield	300 gp	+2	-	-3	20%	-	-	24 lb.
Cog Shield	80 gp	+2	-	-3	15%	-	-	25 lb.
Disarming Shield, Small	70 gp	+1	-	-2	5%	-	-	7.5 lb.
Disarming Shield, Large	140 gp	+2	-	-3	15%	-	-	18 lb.
Disarming Shield, Tower	195 gp	+4 or cover	-	-11	50%	-	-	49 lb.
Fanning Shield	115 gp	+1	-	-1	3%	-	-	8 lb.
Iron Canopy	150 gp	+1	-	-3	10%	-	-	10 lb.

spring is unwound, this Strength boost disappears. In addition, clockwork armor has the following built-in features:

- **Telescopic Vision:** By using a rotating set of lenses, the wearer can magnify far-off objects, gaining a +4 equipment bonus to Spot checks.
- **Sound Muffling:** Clockwork armor has a series of baffles and tubes to allow noises from the outside to reach the wearer, granting a +4 bonus to Listen checks. This system also has an emergency shutoff if particularly loud noises are detected outside, granting a +4 bonus to saving throws against sonic attacks.
- **Slam Attack:** The heavy fists of the armor can be used to make slam attacks. The wearer is never considered unarmed. He can make a slam attack (with proficiency) at his usual attack bonus, inflicting damage of 1d6 plus his Strength modifier.
- **Stability:** The heavy, grounded nature of the clockwork armor grants the wearer a +8 bonus to defending against bull rushes (as if he were unusually stable).
- **Concealment:** Due to the large size and loud clicking noise created by the clockwork armor, the wearer suffers a -8 pen-

alty on Move Silently and Hide checks.

Learning to use clockwork armor requires its own specialized feat slot, *Armor Proficiency (Clockwork)*. It takes 20 minutes, with assistance, to don clockwork armor, not including wind-up time. Only a handful of suits of clockwork armor have been constructed, all by the coglayers of the Stenian Confederacy. The suits constructed thus far are used for security personnel and anti-boarding defenders for the Nedderpik city-mech.

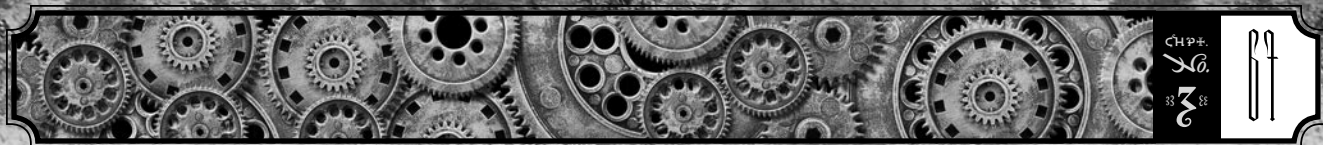
Delving Armor

The dwarves designed this hydraulic armor to aid them in defending their remaining subterranean territories, creating hydraulic armor well suited to that environment's unique demands and conditions. It is ideal for scouts, warriors, and explorers who venture into the depths of the darkest subterranean realms. In most respects, it is the same as standard hydraulic armor.

The wearer feels as though the armor weighs one-tenth its actual weight for encumbrance purposes and can move at full speed. The armor's hydraulics increase the

wearer's Strength to 16.

- **Air Filter:** As long as the helmet is on and the visor closed, the wearer receives a +4 bonus on saves against any kind of gas or airborne poison.
- **Darkvision Visor:** The visor grants darkvision 30 feet, or doubles the range for a wearer who already possesses the ability.
- **Slam Attack:** The armor's fists are able to make slam attacks. The wearer is never considered unarmed. He can make a slam attack (with proficiency) at his usual base attack bonus, for 1d6 points of damage + Strength bonus.
- **Stability:** The armor's heavy nature grants the wearer a +2 bonus to his opposed Strength check when defending against bull rushes.
- The armor check penalty does not apply to Climb or Jump checks.
- The wearer is considered to have the Endurance feat or increases the bonus to +8 if the character already possesses it.
- **Delving Compass:** This device is built into the forearm.
- **Darkvision Camouflage:** When looked at solely with darkvision, the armor's specially treated surface makes it appear to



blend into its surroundings if in a rocky or earthy terrain. This grants a +10 competence bonus on Hide checks against creatures using darkvision.

- Lanyards: Brass buckles and lengths of silenced chain cover the legs, belt, and forearms, allowing up to eight tools and weapons to be hung. Securing the lanyards ensures attached equipment will not rattle.
- Hooded Lantern: The right shoulder mounts this light source in a small metal box. It lights a 30-foot cone and lasts 6 hours on its pint of oil.
- Directional Lantern: This lantern is mounted on the right forearm within a dome that may be opened by degrees to allow varying levels of light. It lights up to a 10-foot cone and lasts 3 hours on its half-pint of oil.
- Steam Powers: The armor's steam engine can be used to run steam powers.
- Concealment: The armor's bulk is difficult to conceal, not to mention the visibility of the steam engine's smoke. The wearer suffers a -4 penalty on Hide checks.
- Jumping: The armor's leg strength helps

compensate for its weight. For jumping purposes, consider the armor's weight to be one-tenth its actual value, no armor check penalty applies, and the wearer uses the armor's Strength if higher than his own.

Disarming Shield

This ingenious device consists of a spring-loaded clockwork mechanism attached to five curving blades that sprout from the metal shield's center to hug its outer surface. The wearer gets a Reflex save against his opponent's melee attack roll (using the attack roll as the DC) if he applies his shield's Armor Class (AC) bonus against the attack, but only while the device is wound. A successful save causes the blades to briefly spin clockwise at just the right moment, hopefully grabbing and twisting the offending weapon out of the attacker's hand; make a disarm attempt as a free action, applying a +4 bonus, as well as a modifier for the size of the shield (-4 for small, +0 for large, or +4 for tower).

Once sprung, the disarming device is use-

less until a full-round action is spent to wind it again. If used during a shield bash attack, the whirling blades increase the damage by 1d4. Buckler shields are unable to accommodate this device.

Dusk Devil Plate

The nomadic dusk runners do not have much time to mine their own minerals while racing the lunar rain, and they have little in the way of forges or other armor production facilities. Instead they trade for armor with other groups or make their own from one of the few resources that move with them: the dusk devils. Dusk devil plate armor is made from the creature's chitinous plates, which are only harvested from those dusk devils that die of old age or violence. No dusk devil is killed strictly for its hide due to the value of these creatures. Because of this, wearing dusk devil armor is seen as a great honor among the dusk runners and usually only a tribe's leaders and greatest warriors wear it. Dusk devil plate is never given to outsiders except possibly to those who have done the tribe a great service. Anyone caught slaying a dusk devil for its hide is likely to be summarily executed by the dusk runners.

In addition to providing protection, dusk devil plate armor lulls dusk devils into thinking the wearer is a dusk devil as well. The wearer receives a +4 bonus to Ride and Handle Animal checks involving dusk devils.

Fanning Shield

When not in use, this shield looks like a series of overlaid metal plates folded upon the back of a metal gauntlet. The plates run back from the wrist and down the forearm, and with the press of a button they fan out into a circle, forming a light steel shield. Suits of metal armor can have fanning shields added to their existing gauntlets.

Flame Suit

Designed for flame weapon operators, this alchemically treated suit provides very little protection except against fire and



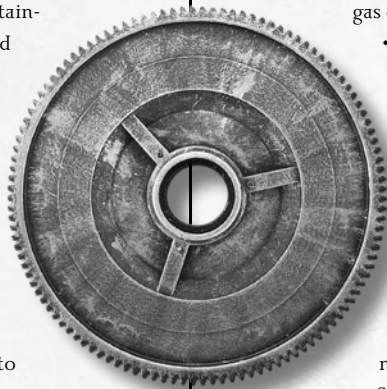
DISARMING SHIELD

heat damage; the wearer gains fire resistance 15. Night goggles (see description later in this chapter) are mounted in the helmet, as is an air filter that grants the wearer a +4 bonus on saves against any kind of gas or airborne poison.

Gearsmith's Armor

This practical armor was developed by a group of Stenian coglayers in response to complaints raised by technicians assigned to the gear forests. With the increasing number of bandits, clockwork rangers, and other undesirable elements making their homes there, many crew members were unwilling to venture out without some form of protection that still allowed access to the tightest of spaces. The solution was a suit of studded leather armor that enhances its wearer's mobility to a great degree.

At first glance, there is nothing notable about this armor, save for the fact that it seems to have more studs than typical. However, it does more than protect the wearer from harm. Gearsmith's armor serves as an effective means of sliding into any of the nooks or crannies that require service. While still maintaining the light weight and flexibility of a traditional suit of armor, this version provides another practical application — the studs are actually free-rolling ball bearings. They function in unison much like a service dolly, allowing a technician to easily slide into otherwise inaccessible spaces. In addition to the usual bonuses of this armor, any Escape Artist checks made by the wearer have a +4 bonus. Checks made to fit into a tight space instead receive a +8 bonus, and the armor does not have an armor check penalty for such attempts.



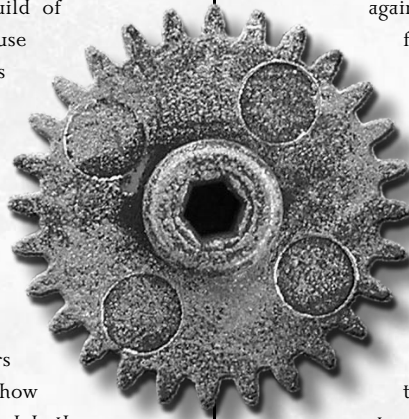
Giantkiller Armor

Crafted by the Guild of Footmen for use by iron giantkillers (described in the Classes chapter), this design has been appropriated by others and is sometimes sold on the open market. The Guild is unhappy about this, and iron giantkillers have been known to show their displeasure toward both owner and seller in rather violent ways.

In most respects, the giantkiller is the same as standard hydraulic armor. The wearer feels as though the armor weighs one-tenth its actual weight for encumbrance purposes and can move at full speed. The armor's hydraulics increase the wearer's Strength to 22. In addition, giantkiller armor has the following built-in features:

- **Air Filter:** As long as the helmet is on and the visor closed, the wearer receives a +4 bonus on saves against any kind of gas or airborne poison.
- **Visor Shades:** The visor darkens rapidly in response to bright light. While the visor is down, the wearer receives a +4 bonus on saves against blindness. For effects that do not normally allow saves, he now receives one.
- **Slam Attack:** The armor's fists are able to make slam attacks. The wearer is never considered unarmed. He can make a slam attack (with proficiency) at his usual base attack bonus, for 1d6 points of damage + Strength bonus.

• **Stability:** The armor's heavy nature, along with compensation for firing the steam cannon, grants the wearer a +6 bonus to his opposed Strength check when defending against bull rushes and +2 to resist

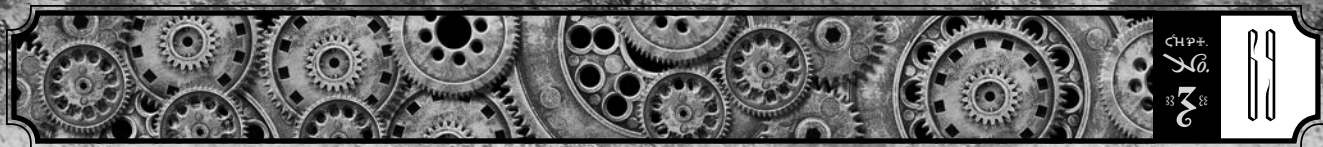


trips. Bonuses for versions not made by the Guild of Footmen are only +4 against bull rushes and none for trips.

- **Lobster Claw:** The left hand and forearm are a lobster claw (1d10+6 damage; 19-20/x2) for tearing into mechs' vitals or getting at crew members.
- **Steam Gun:** Mounted upon a swiveling tri-jointed arm, a Huge steam gun (2d8 damage, 250 ft. range increment) is fitted to the back when not in use. For firing, the wearer swivels the gun out into firing position — it rests upon the right forearm, which has a bracket atop it to assist in stabilizing the gun during aiming and firing. Not spending a standard action to mount the cannon into this bracket means suffering a -2 penalty on attack rolls with it. Because of the weapon's size, most wearers will have problems using the weapon properly, even while braced in the bracket.
- **Cargo Straps:** Each leg has three cargo carriers that can be used to strap down pretty much anything reasonable, although spare ammunition for the steam cannon and/or magnet bombs are typical.
- **Steam Powers:** The armor's steam engine can be used to run steam powers.
- **Concealment:** The armor's bulk is difficult to conceal, not to mention the visibility of the steam engine's smoke. The wearer suffers a -8 penalty on Hide checks.
- **Jumping:** The armor's leg strength helps compensate for its weight. For jumping purposes, consider the armor's weight to be one-tenth its actual value, no armor check penalty applies, and the wearer uses the armor's Strength.

Iron Canopy

A recent invention, the iron canopy is a collapsible metal shield that one can hold over the head like an umbrella. While



deployed, the iron canopy reduces the chance of getting hit by a meteorite by 5%. Most iron canopies are carried in hand, but some are rigged up as a backpack attachment on a suit of armor. Deploying or retracting the iron canopy requires a standard action. A single iron canopy only protects one 5-foot square, though larger versions may be made, doubling the price and weight for each increase in size.

Alternately, the iron canopy can be used as a shield, though it is of limited effectiveness as such.

Lightning Armor

Developed after several Stenian Confederacy coglayers tried to harness lightning for their mechs, lightning armor is a light suit of leather armor with several large rubber pads added to the joints, feet, and hands. These rubber pads shield the wearer from the damaging effects of lightning and provide excellent traction when climbing. While the lightning weapons were never perfected by the Stenian Confederacy, lightning armor has become popular among many coglayers for its light weight and padding.

In addition, lightning armor grants its owner a +2 bonus on Climb checks and electricity resistance of 4.

Rust Rider Armor

A recent development among some of the wealthier groups of rust riders, rust

rider armor is a mixture of leather armor, metal strips, and a few bits of advanced technology. The armor does not provide a great amount of protection, but it comes with a number of features that make the life of a rust rider easier.

Rust rider armor comes with magnetized strips of metal on its boots that may be removed when necessary. When these strips are in place the wearer receives a +4 bonus to Balance checks to hang on to or when making Climb checks on a mech, but suffers a -4 penalty to Jump checks when leaping from a metal surface. The armor comes with a built-in mech climbing harness that can be converted to a mech hammock when necessary. Rust rider armor is colored to blend in with iron surfaces, granting a +2 equipment bonus to Hide checks on most metal mechs. Rust rider armor comes with a built-in crowbar attached to one arm for prying open portholes. The crowbar cannot be dropped or disarmed and can be used as a club in a pinch, and the wearer is treated as having a locked gauntlet when faced with disarm attempts against this item.

Vendetta Suit

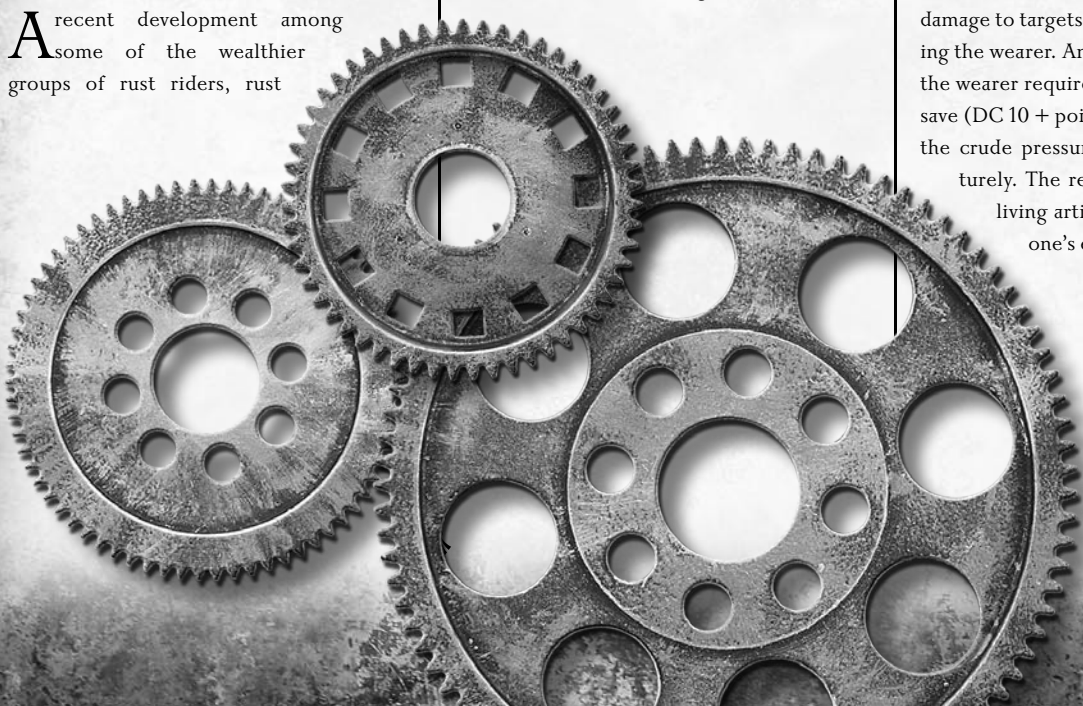
A cheap suit of orcish armor meant to do little more than keep its wearer alive long enough to detonate its explosive cargo, a vendetta suit consists of full-body leather armor with overlapping slats of worthless

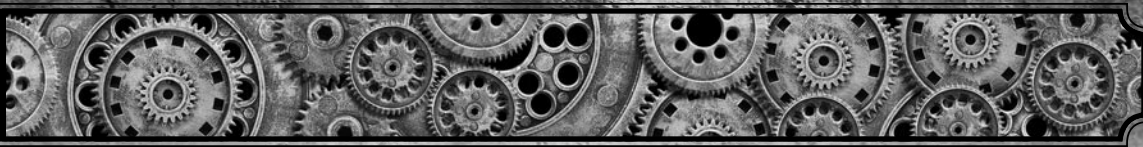
Warflame Mushrooms: *Type:* Ingested DC 18, *Initial Damage:* Special, *Secondary Damage:* 0, *Price:* 380 gp per dose.

The warflame mushroom survived the lunar rain in deep caves within orc territories. It initially makes the victim very susceptible to commands (as per the *suggestion* spell), a condition that lasts 5d4 minutes, and then removes all sense of self-preservation, making any suggestion, even ones that are self-destructive, seem reasonable. The victim will carry out its task no matter the risk or damage sustained and cannot be diverted once its goal has been provided. The latter effect remains for about 20 minutes, after which the victim will be free of the effects but will be nauseated for 2d4 hours.

metal scrap sewn to it. Even the crude helmet follows this fashion, with a recessed eye slot allowing limited sight (-2 to Spot and Search checks). The armor is more effective against ranged attacks, using the second AC value against them.

After consuming the warflame mushroom (see sidebar), the drugged wearer is directed at a target. If the wearer survives the mad charge to its designated victim, it will detonate the crude, oversized pressure bomb (15 lb.) worn on its back, causing 6d6 points of damage to targets in a 10-foot radius, including the wearer. Any successful attack against the wearer requires the latter make a Reflex save (DC 10 + points of damage suffered) or the crude pressure bomb explodes prematurely. The result is cheap, expendable living artillery with which to pound one's enemy.





SPECIAL SUBSTANCES AND ITEMS

These special items have been developed in response to Highpoint's century of troubles. Many of them can be created only by alchemists; they have the appropriate Craft (alchemy) DC in their entries. A few new types of ammunition for steam guns and steam cannons are also listed here.

Cleaning Acid

A material developed to clean the interior of gears of mechs quickly and efficiently, cleaning acid eats away at any non-metallic substance it comes into contact with while leaving all metals intact. This allows cleaning acid to be dumped on gears and other mechanisms without fear of harming the metal parts of the mech. Cleaning acid acts like normal acid, but it has no effect on metals. Targets wearing metal armor only suffer half damage from cleaning acid. Craft (alchemy) DC 15.

Fire Grenade

Treat the grenade as a container of alchemist's fire except a direct hit causes 2d6 points of fire damage, a splash causes 1d4 points of fire damage, and an additional 1d8 points of damage are suffered every round it continues to burn. Craft (alchemy) DC 25.



TABLE 3-3: EXPLOSIVES AND OTHER EQUIPMENT

ITEM	COST	DAMAGE	BLAST/SPLASH RADIUS	RANGE INCREMENT	WEIGHT
Cleaning Acid	20 gp	See text	5 ft.	10 ft.	1 lb.
Fire Grenade	50 gp	2d6	10 ft.	10 ft.	1 lb.
Flash Grenade	20 gp	See text	10 ft.	10 ft.	1 lb.
Mech Mine	130 gp	4d6	See text	—	10 lb.
Smoke Grenade	20 gp	See text	10 ft.	10 ft.	1 lb.
Spark Dust	25 gp	See text	30 ft.	—	1 lb.
Stenian Grease	15 gp	See text	5 ft.	10 ft.	2 lb.
Tangle Grenade	80 gp	See text	15 ft.	10 ft.	2 lb.

TABLE 3-4: AMMUNITION

ITEM	COST	DAMAGE	CRITICAL	RANGE	TYPE
Fire Shot (per shot)					
Cogling (Medium)	100 gp	1d6/1d4	x2	As gun	Piercing/ Fire
Personal (Large)	150 gp	1d8/1d6	x2	As gun	Piercing/ Fire
Huge	200 gp	1d10/1d6	x3	As cannon	Piercing/ Fire
Gargantuan	300 gp	2d10/2d6	x3	As cannon	Piercing/ Fire
Colossal	400 gp	3d10/3d6	x3	As cannon	Piercing/ Fire
Colossal II	500 gp	4d10/4d6	x3	As cannon	Piercing/ Fire
Colossal III	600 gp	5d10/5d6	x3	As cannon	Piercing/ Fire
Grape Shot (per shot)					
Cogling (Medium)	10 gp	1d4	x3	As gun	Piercing
Personal (Large)	15 gp	1d6	x3	As gun	Piercing
Huge	30 gp	2d6	x3	As cannon	Piercing
Gargantuan	60 gp	3d6	x3	As cannon	Piercing
Colossal	90 gp	4d6	x3	As cannon	Piercing
Colossal II	120 gp	5d6	x3	As cannon	Piercing
Colossal III	150 gp	6d6	x3	As cannon	Piercing
Inferno Gas (per 10 shots)					
Cogling (Medium)	50 gp	1d12	x2	10 ft.	Acid
Personal (Large)	75 gp	2d8	x2	20 ft.	Acid
Huge	150 gp	2d12	x2	25 ft.	Acid
Gargantuan	300 gp	5d6	x2	35 ft.	Acid
Colossal	600 gp	3d12	x2	45 ft.	Acid
Sleep Steam (per 10 shots)					
Cogling (Medium)	450 gp	1d10/poison	x2	15 ft. Fire	
Personal (Large)	600 gp	1d12/poison	x2	20 ft. Fire	
Huge	750 gp	2d8/poison	x2	30 ft. Fire	
Gargantuan	1,500 gp	2d12/poison	x2	40 ft. Fire	
Colossal	3,000 gp	5d6/poison	x2	50 ft. Fire	



Fire Shot

Fire shot is a rare type of steam cannon ammunition used by city-mechs of the Stenian Confederacy. Fire shot was created by the crew of Nedderpik to help steam cannons engage groups of smaller targets such as infantry. Each round of fire shot is a reinforced ceramic ball approximately the same size as a standard cannon ball that shatters when it hits its target. The interior of the ball is filled with a liquid similar to alchemist's fire, only more powerful and with adhesive properties. When the fire shot shatters, it throws this liquid over the surrounding area. The liquid ignites as soon as it comes into contact with oxygen, bathing the area in flame.

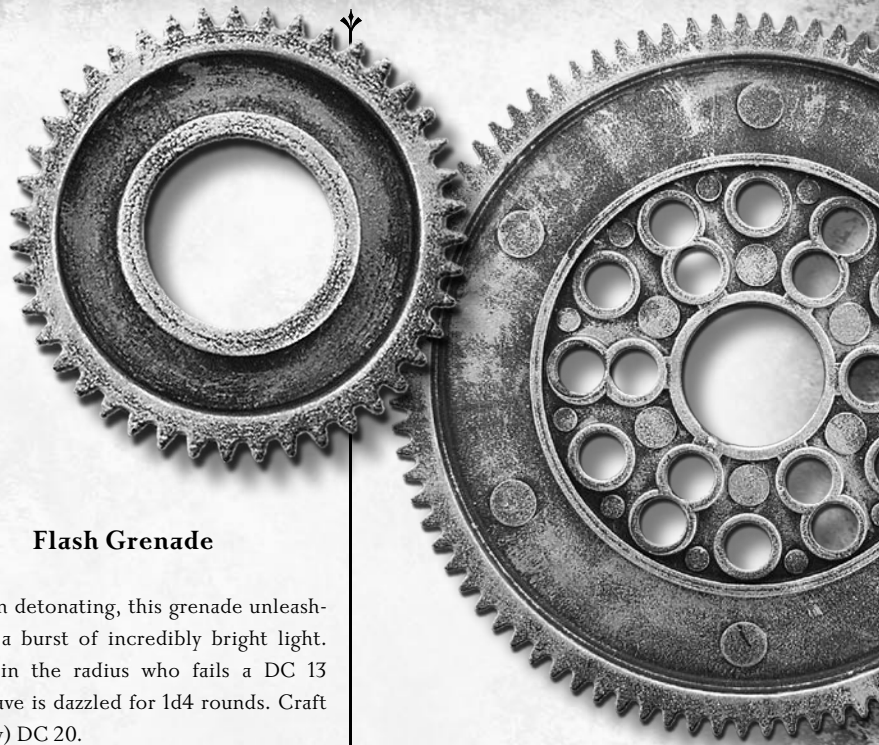
Fire shot cannonballs are loaded into steam cannons normally. (Weaponsmiths have also developed fire shot for smaller weapons, like steam guns.) Fire shot must be built and designed for a specific size of steam cannon and cannot be used with any other size. Characters caught in the radius suffer the listed fire damage but may make a Reflex save for half damage. The DC for the Reflex save, damage, and blast radius varies according to the size of the steam cannon firing it.

TABLE 3-5: FIRE SHOT RADIUS

SIZE	BLAST RADIUS	REFLEX SAVE DC
Cogling (Medium)	5 ft.	11
Personal (Large)	5 ft.	12
Huge	10 ft.	13
Gargantuan	15 ft.	14
Colossal	20 ft.	15
Colossal II	25 ft.	16
Colossal III	30 ft.	17

The damage listed is first the damage for the target of the fire shot, followed by the damage inflicted those within the blast radius. Any character within the radius who takes damage catches on fire. They suffer a -2 penalty on Reflex saves to put the fire out due to the adhesive quality of the flaming liquid.

The cost listed is for a single fire shot cannonball.



Flash Grenade

Upon detonating, this grenade unleashes a burst of incredibly bright light. Anyone in the radius who fails a DC 13 Reflex save is dazzled for 1d4 rounds. Craft (alchemy) DC 20.

Grape Shot

An alternate type of ammunition for steam cannons and steam guns, grape shot is made up of dozens of small metal balls that are fired out of the gun in large cone of devastation. Grape shot is commonly used by Stenian Confederacy mechs to disperse infantry or repel boarders. The small shot does little damage to a mech, but is sometimes used against open crew compartments. Simpler to manufacture than fire shot, grape shot is also becoming common among the mechs of the Legion as well.

TABLE 3-6: GRAPE SHOT CONE

SIZE	REFLEX SAVE DC
Cogling (Medium)	11
Personal (Large)	12
Huge	13
Gargantuan	14
Colossal	15
Colossal II	16
Colossal III	17

Loading grape shot takes one round longer than normal and grapeshot can only be

loaded into the size of weapon it was made for. Once fired, the grape shot creates a cone with a length equal to the steam cannon's range increment.

Everything in the cone takes the damage listed for the appropriate sized steam cannon or steam gun, but can make a Reflex save for half damage against the DC listed on the table.

The cost listed is for a single round of grape shot.

Inferno Gas

Inferno gas is a special concoction that causes a steambreather to spray acidic steam at its targets. Inferno gas was developed by gnome slaves of the orc hordes and is most commonly seen among their troops, but they have few steambreathers to use it with. Inferno gas has been copied by the Legion, but the Stenian Confederacy has thus far not found it to be effective.

Using a steambreather with inferno gas follows the normal rules, but after each tank of 10 shots the steambreather must be repaired due to the damage caused by the acid. This requires a Craft (blacksmithing)



check (DC 15), 2 hours of work, and 50 gp of spare parts. If these repairs are not carried out, the steambreather may fire another full tank of inferno gas, but afterward it is irrevocably destroyed due to the acid.

The cost listed is for a single tank of 10 shots of inferno gas.

Mech Mine

Specially crafted pressure bombs, mech mines channel their destructive force upwards rather than out, with the hope of toppling any mech that should step upon them. When detonated, a mech mine acts as a Strength 20 trip attempt with a bonus of +1 per 8 points of damage caused, double if a critical hit is scored (19-20/x2). At least 400 lbs. of weight must be placed upon a mech mine to detonate it. The blast area is a mere 5 feet to either side, causing only half damage, but 10 feet upwards for full damage.

Sleep Steam

A weapon developed by the Stenian Confederacy originally for use against the lunar dragons, sleep steam is water with a contact sleep drug mixed in. When turned into steam and shot through a steambreather, it can render a target unconscious, but unfortunately the poison is too diluted by the water to make it effective against lunar dragons. Against less resilient creatures, however, it can be very effective. Due to the expense of its manufacture, sleep steam is not in common use among any of the major factions of Highpoint.

All targets caught in the cone of a steambreather firing sleep steam must make a Fortitude save (DC 14) against the poison. The sleep steam is made from oil of taggit; it has no initial damage and its secondary damage is unconsciousness. In addition to the poison, the steambreather inflicts normal damage for its attack. Craft (alchemy) DC 24.

Smoke Grenade

When broken, the grenade instantly fills the area with smoke, as per the *fog*

cloud spell, except that a moderate or stronger wind dissipates the smoke in 1 round. The smoke lasts for 2d4 rounds and then dissipates. Craft (alchemy) DC 20.

Spark Dust

This alchemical powder is nearly invisible once applied (Spot check DC 18), but flares in a bright spark when exposed to heat or flame. The spark invokes the detrimental effects of light sensitivity or light blindness in any creature within 30 feet that may be looking in that direction, with a duration of 1d4 rounds. Anyone without such a disability will merely have spotted vision for a round or two. Each bag contains 3 applications. Craft (alchemy) DC 18.

Stenian Grease

Mechs require a lot of grease to keep their interior parts working properly, and city-mechs have veritable lakes of grease to keep everything in order. Alchemists of the Stenian Confederacy have developed a special type of grease for their city-mechs with high viscosity and low internal friction, but this sludge has been put to uses beyond its intended purpose. During a battle with rust raiders, some engineers spilled a bucket of grease down the side of their mech, which made the mech very difficult for the rust raiders to climb or even hold on to.

One quart of grease will cover a 5-foot square or one object of Medium size. Anyone trying to move through a square covered in grease must make a Reflex save (DC 11) or fall prone. Attempting to make Climb, Tumble, or Balance checks involving a surface covered in grease suffers a -4 penalty. Grapple checks against a target covered in grease suffer a -4 penalty.

Some enterprising coglayers have started packaging Stenian grease in breakable ceramic containers so they may be thrown in combat. These containers can be thrown at specific 5-foot squares to coat them in grease, requiring a ranged touch attack against AC 5. Thrown containers of grease have a range increment of 10 feet. If the

attack roll is successful the targeted square is covered in grease. The grease will remain in place until a concerted effort is made to remove it, such as mopping it up or scraping it away. Stenian grease is formulated to not be flammable. Craft (alchemy) DC 16.

Tangle Grenade

When the grenade breaks, it splatters an alchemical goo across a wide area. The goo works like a tanglefoot bag except the Reflex save DC is 17 and the Strength DC to break free is 20. Craft (alchemy) DC 30.

OTHER EQUIPMENT

From alternate fuels to amazing goggles to a new kind of grease, a variety of options can make the steam-powered character's life easier.

Boomer Box

The boomer box was originally designed as a hand-cranked siren for underground use, a way to alert citizens of incoming danger by sending widespread moaning vibrations through stone and soil until all residents were aware of the threat. Its service was short-lived, however, as the device's vibrations caused far too much stress on underground walls, injuring as many in caves as it saved by giving warning.

With the development of the powerful magnets used to secure bombs and other devices, industrious coglayers recognized the potential this retired siren had in mech combat. Built into a metal box approximately 1 foot in each dimension, the boomer box is secured to a mech by magnets lining its base. This action requires a successful touch attack. Once attached, a release is triggered and the siren emits its deep rumbling bass through man and machine alike. This severe distraction causes pilot and any others aboard to suffer a -2 to all attacks or skill checks until they make a DC 15 Concentration check (which takes a standard action).

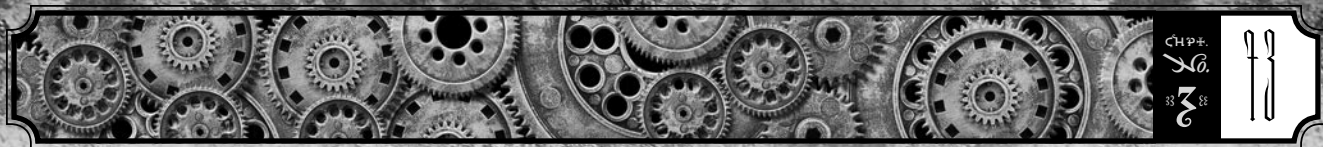
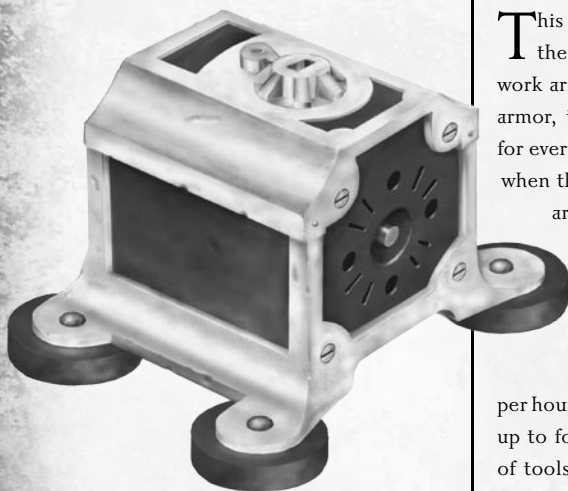


TABLE 3-7: ADVENTURING GEAR

ITEM	COST	WEIGHT
Boomer Box	150 gp	15 lb.
Cargo Harness	5 gp	10 lb.
Clockwork Armor Overwinder	2,000 gp	20 lb.
Clockwork Armor Winder	1,500 gp	15 lb.
Delving Compass	340 gp	1/2 lb.
Disarming Hilt, Cogling	15 gp	–
Disarming Hilt, Personal	18 gp	–
Ear Muffles	10 gp	2 lb.
Flame Guard	30 gp	1 lb.
Fuelstone	600-800 gp/ton	–
Gear Lock	100 gp	5 lb.
Gearwright's Tool Kit	720 gp	40 lb.
Gnomish Toolvest	200 gp	4 lb.
Gnomish Utility Goggles	8,600 gp	2 lb.
Magnetic Grapple	125 gp	8 lb.
Mech Climbing Harness	45 gp	14 lb.
Mech Hammock	60 gp	10 lb.
Moonstone	50 gp	–
Night Goggles	350 gp	1 lb.
Smoke Helmet	100 gp	8 lb.
Smoker	See text	Varies
Steam Grapppler	65 gp	12 lb.
Steam Patch, Small	1 gp per 10	1 lb. per 10
Steam Patch, Large	5 gp per pair	3 lb. each
Steam Whistle (Portable)	120 gp	15 lb.
Steam Whistle (Stationary)	200 gp	60 lb.
Sticker Boots	15 gp	1 lb.
Toppler	50 gp	35 lb.
Water Powder	See text	See text



BOOMER BOX

This continues for 10 rounds before the siren is completely unwound. (Resistance or immunity to sonic attacks will negate this effect.) Each occupant need only succeed once and then has gained enough composure to ignore any remaining duration. A standard boomer box is powerful enough to use against Huge mechs and smaller. For every size category above this, an additional unit must be attached and operating at the same time.

Cargo Harnesses

A common item among rust riders and many mech tribes, cargo harnesses allow extra equipment to be stored on the exterior of a mech using netting, bags, and similar materials. One cargo harness allows 1 PU of equipment to be carried on the exterior of a mech. A mech can carry as many cargo harnesses as it can riders, and multiple cargo harnesses may be combined to carry larger objects. It takes ten minutes to attach a harness to a mech. Generally cargo harnesses are made of materials with a hardness of 3 and 6 hit points, but chain ones with hardness of 10 and 15 hit points are available at quadruple the normal cost.

Clockwork Armor Winder

This small but complex device fits over the crank in the back of a suit of clockwork armor and automatically winds up the armor, taking only one minute of winding for every hour of operation. During the time when the winder is working, the clockwork armor functions normally. It takes a standard action to place the winder on a suit of clockwork armor, and someone wearing such a suit cannot attach a winder to herself.

Preparing the winder takes one hour per hour of clockwork armor operation time, up to four hours, and requires a special set of tools that comes with the winder. These devices are often carried by those supporting a suit of clockwork armor in order to keep it running over its normal four-hour time limit.

Clockwork Armor Overwinder

Another option available for clockwork armor, an overwinder is attached to the winding device on the back of a suit of clockwork armor. The overwinder causes the spring powering the suit of clockwork armor to uncoil itself at a quicker rate than normal, temporarily increasing the power of the suit. This causes the Strength of the clockwork armor to increase to 24 and its speed to increase by 5 feet for one minute, but the armor shuts down five minutes after the overwinder is activated, regardless of how much time the clockwork armor had left before it needed to be rewound. Attaching an overwinder requires a standard action. The wearer of a suit of clockwork armor cannot attach an overwinder to himself. An overwinder and a standard armor winder cannot be used simultaneously.

Delving Compass

Similar in function to a regular compass, advanced subterranean races employ this device to circumvent lodestone and similar magnetic effects. Delving compasses suffer no ill effects from all but the largest lodestone deposits, and even then the penalties to navigate are usually minimal.

Disarming Hilt

Most bladed weapons with a hilt can accommodate this clockwork device, comprised of two twisting, curved pinions mounted upon the hilt. These provide extra torque when trying to twist a parried blade out of an opponent's hand. The pinions grant a +2 circumstance bonus on any attempt to disarm, but grant no benefit when resisting a disarm.

Ear Muffles

Ear muffles are heavy leather pads worn over the ears and held in place through a number of straps that are used to protect the hearing of those who work in the noise innards of large mechs. Ear muffles inflict a



–8 equipment penalty on Listen checks, but grant the wearer a +4 bonus to saving throws against sonic attacks. This includes spells like *shout* as well as supernatural effects like a harpy's song. The wearer also receives no bonus for the effects of bardic music.

Flame Guard

A flame guard is a small woven pouch with a lip on one corner and two smaller pouches inside. Squeezing these inner pouches causes them to rupture and the alchemical contents to combine, reacting to form a white foam that quickly begins to spray from the lip of the outer pouch. This foam extinguishes up to 10 square feet of any nonmagical fire it comes in contact with; this includes alchemically caused flames. The quick use of a flame guard also negates any subsequent fire damage from the same initial source.

When sprayed on a living target, the victim must make a Reflex save (DC 15) or be blinded for 1d4 rounds. Because the foam only lasts 1d4 rounds before separating into a thin clear goo, the use of a flame guard is not a very effective preventative measure. Creating a flame guard requires a DC 20 Craft (alchemy) check.

Fuelstone

An alchemically altered type of coal, fuelstone burns much hotter and longer than normal coal, allowing mechs to run longer on a given weight of fuel. Half a ton of

fuelstone will run a Huge mech for 24 hours, doing the same job as coal at half the weight. Fuelstone is only made in limited quantities by alchemists living in Edge; the formula has so far been kept secret. Most mech captains find fuelstone too expensive, but it is highly valued by merchants who use mechs to make particularly long or dangerous trade routes.

Gear Lock

The gear lock is a series of small interconnected cogs and gears designed to thwart normal lockpicking techniques. The gear lock consists of a large metal block with several dials, buttons, or switches on it. As these controls are operated, the interior gears move with them. When the gears are set to a specific configuration, the lock opens, much like a combination lock. Because there is no keyhole or other access to the interior of the lock, standard lockpicking tools are useless. This does not mean that the lock cannot be picked, however. Thieves who are trained to open gear locks can listen to the sounds the gears make as they turn to help determine the proper configuration. This means that the thief must make a successful Listen check as well as a successful Open Lock check. As with normal locks, the difficulty numbers for these checks will vary depending on the quality of the lock. Under normal circumstances, the DC for the Listen check is 5 less than that needed to open it. External noise and other factors can change this considerably.

Gearwright's Tool Kit

Contained within a handy storage cylinder are nearly a hundred component modules of various sizes, shapes, and purpose. By combining these pieces in incalculable combinations, the gearwright's tool kit is able to provide a tool for just about any occasion or use, given enough time. Almost as difficult to make as they are to use, these wondrous devices are much sought after.

Assembling the desired tool requires an Intelligence check against the provided Assembly DC. Failure means the character

did not use the right components or put them together improperly and must start over. Once assembled, the character gains a +2 circumstance bonus on the task's skill check (generally Craft or Profession skills, or Disable Device).

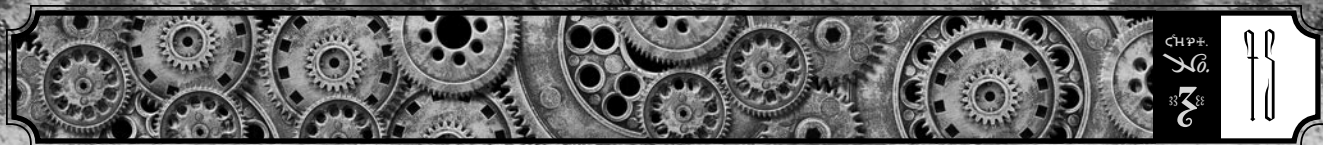
TASK DC	ASSEMBLY DC	ASSEMBLY TIME
Less than 10	5	1 full round
10 to 15	8	1d2 full rounds
16 to 20	10	1d4 full rounds
21 to 25	13	1d6 full rounds
26 to 30	15	2d4 full rounds
31 to 35	18	2d6 full rounds
36 to 40	20	4d4 full rounds

If the task requires an incredibly specialized tool, it may be ruled the gearwright's tool kit cannot replicate it.

Gnomish Toolvest

Never drop a hammer again! Because of the bumpy nature of mech traveling, dropped tools are inevitable. In most cases, it's a minor annoyance, but when it's 1,000 feet to the bottom, a method of securing one's equipment is a must. Enter the gnomish toolvest, which represents the finest in coglayer ingenuity (if not style). This patchwork mess of hooks, pockets, magnets, and latches allows one to bring anything they could need to service everything they could think of, from the simplest routine maintenance to the worst combat damage. All this without ever having to worry about a fight outside causing you to lose your concentration inside.

The vest's thin, retractable chains keep everything at your side. They can be locked in an extended position to provide enough slack to work, then unlocked to retrieve the tool. Some more elaborate styles incorporate small portable holes for storing nuts, bolts, and other hardware. Switching from tool to tool is a move action, and any repair checks performed to a mech by the wearer have a +2 circumstance bonus. While these vests do have their uses, they also have their drawbacks. The wearer is at a –2 penalty to any Move Silently checks she makes.



GNOMISH UTILITY GOGGLES

Gnomish Utility Goggles

Designed with a wide range of features, these goggles are handy for combat, exploring, mining, tinkering and any number of other tasks. Both eyes have a number of individual lenses of various sizes, shapes, and features stored to the side that are twisted down for use, either separately or together. However, using multiple lenses at the same time confers a -2 circumstance penalty on all skill checks that rely heavily upon sight (Disable Device, Spot, Search, etc.) Combinations of color filters and/or lenses of the same type does not cause this penalty. A DC 30 Craft (alchemy) check is required for some of the goggles' more unusual aspects (illusion breaker, gaze resistant, revealing; separate Craft check for each).

Left Eye Lenses

- Darkvision 30 ft.
- Low-light vision.
- Illusion breaker: +2 circumstance bonus to see through any type of magical or psychic illusion; +4 if both lenses used.
- Magnifying: a +4 circumstance bonus on Disable Device, Open Lock, Search, and Spot checks against targets within 2 ft.
- Gaze resistant: +2 circumstance bonus against gaze effects; +4 if both lenses used.
- Flare resistant: Provides a +2 circumstance bonus against blinding and light effects, but imposes a -1 penalty on Spot checks. Also negates the effects of light blindness and light sensitivity; the modifiers increase to $+4/-2$ if both lenses are used. For effects that do not normally allow saves, the wearer now receives one.
- Microscopic: 8x, 12x, 24x, 48x magnification.

- Color filter (blue).

Right Eye Lenses

- Darkvision 30 ft.
- Low-light vision
- Revealing: *See invisibility*, as the spell.
- Illusion breaker: Same as left eye.
- Telescopic: Works like a spyglass.
- Gaze resistant: Same as left eye.
- Flare resistant: Same as left eye.
- Color filter (red).
- Color filter (yellow).

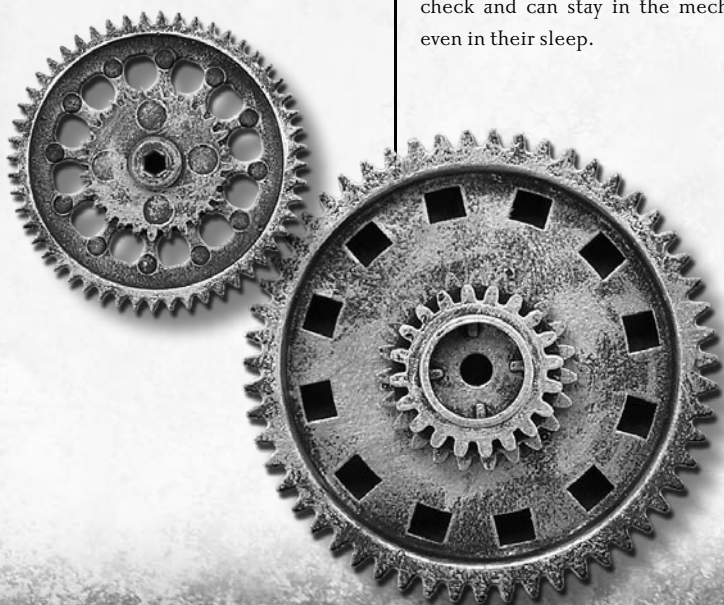


Magnetic Grapple

A favored device among the rust raiders, the magnetic grapple is a magnetized grappling hook that can hitch to most metal surfaces without actually having to hook anything. A magnetic grapple is attached by making a ranged touch attack against the target. The magnetic grapple has a range increment of 30 feet. If the attack is successful, the magnetic grapple sticks to the target and will support up to 200 pounds of weight before being pulled free. Multiple magnetic grapples may be used for supporting larger weights. Removing a magnetic grapple requires a Strength check (DC 20).

Mech Climbing Harness

By using a set of magnetic anchors, spikes, and hooks, a person wearing a mech climbing harness can easily attach themselves to a mech to avoid being thrown off by its movements. Attaching a mech climbing harness to a mech requires a full-round action and a Dexterity check (DC 10) while in contact with the mech. This action provokes an attack of opportunity. If the check is successful, the user is attached to the mech and receives a +8 equipment bonus to Balance or Climb checks made to stay on or scale the mech. These devices are common among the rust riders.



Mech Hammock

Only some rust raiders and small mechs use these devices, and many consider them foolhardy at best. Mech hammocks are beds of webbing or cloth that are tied to the exterior of a mech so those riding on the outside may lie down or even sleep while the mech is moving. Setting up a mech hammock requires 1 minute, as does crawling into one, during which time the character must make Balance checks (DC 10) each round to stay on the mech if it is motion.

Once the mech hammock is set up and the character has crawled into it, she need not make Balance checks while the mech stays in motion, but while in the mech hammock the character is effectively immobilized. The character is held tightly in place by straps she can undo with two consecutive full-round actions, but until she is out of the hammock, she is considered flat-footed and cannot take any actions that require movement.

Some daring souls do not use the straps for the mech hammock and simply lie down in it. In this case, the mech hammock still requires 1 minute to set up, but only requires a move action to enter and exit. While in the mech hammock, the character does not lose her Dexterity bonus to AC and may act normally, but must make a Balance check (DC 10) each round to stay in the hammock. Experienced mech hammock sleepers (those with 10 or more ranks in Balance) need not make this check and can stay in the mech hammock even in their sleep.

Moonstone

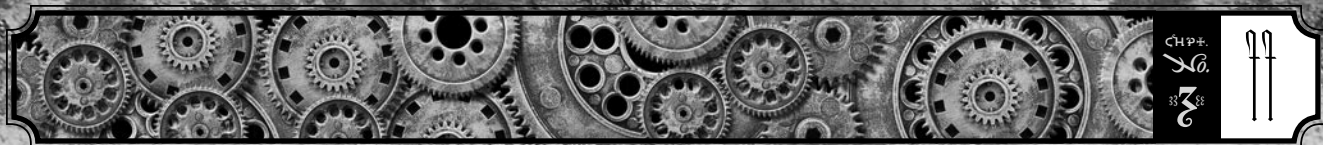
A rare type of stone occasionally found among the lunar rain, moonstone has a density and texture similar to coal but is a sickly green color and glows slightly. Flecked with small crystals, moonstone was used in decorative jewelry when it was first discovered. However, prolonged contact with moonstone often resulted in a rash, and it does not smell particularly pleasant. For decades, moonstone was considered little more than an annoyance and was paid little heed, but then an enterprising dwarf tried powering a steam engine with it.

Moonstone burns at temperatures much higher than that of coal or even fuelstone, allowing steam engines to increase their power output dramatically. Steam-powered mechs fueled by moonstone increase their Strength and Dexterity by +4 and their speed by 10 feet. This requires at least one ton of moonstone, which costs 10,000 gp per ton.

Steam-powered weapons running on moonstone receive a +1 bonus to damage per die rolled. Generally 5 pounds of moonstone are required for a Medium-sized weapon and this amount doubles for each increase in size. Moonstone costs 5 gp per pound. Steambots who run off of moonstone have their Strength and Dexterity increased by +2, but these effects only last one hour for every pound of moonstone used.

Unfortunately, moonstone has a number of side effects that make its use less attractive. The smoke it produces while burning is noxious, forcing everyone in the same square as a moonstone-powered device, or inside a moonstone powered mech, to make a Fortitude save each round (DC 13) or take one point of Constitution damage. Steambots using moonstone in their steam engine only need make a saving throw once an hour. Normal non-mobile plants caught within moonstone gas shrivel and die within a matter of minutes, and animals will avoid the gas due to its awful smell.

Characters who suffer more than a single point of Constitution damage from moonstone gases without recovering run a chance



SMOKE HELMET

of becoming addicted to moonstone gases. To resist becoming addicted, the character must make a Fortitude save (DC 16). If the save fails, the character must be exposed to moonstone gas for at least one round per day or make a Fortitude save (DC 16) to resist suffering 1d4 points of Constitution damage. The character no longer takes damage from moonstone gas as long as the character is addicted. The addiction can be cured if the character goes without inhaling moonstone gas for five days.

Most people consider moonstone a noxious and disgusting material, wanting little to do with it. Only the most desperate or unbalanced individuals make use of it regularly. Using moonstone is considered a crime within the Stenian Confederacy and the Legion.

Night Goggles

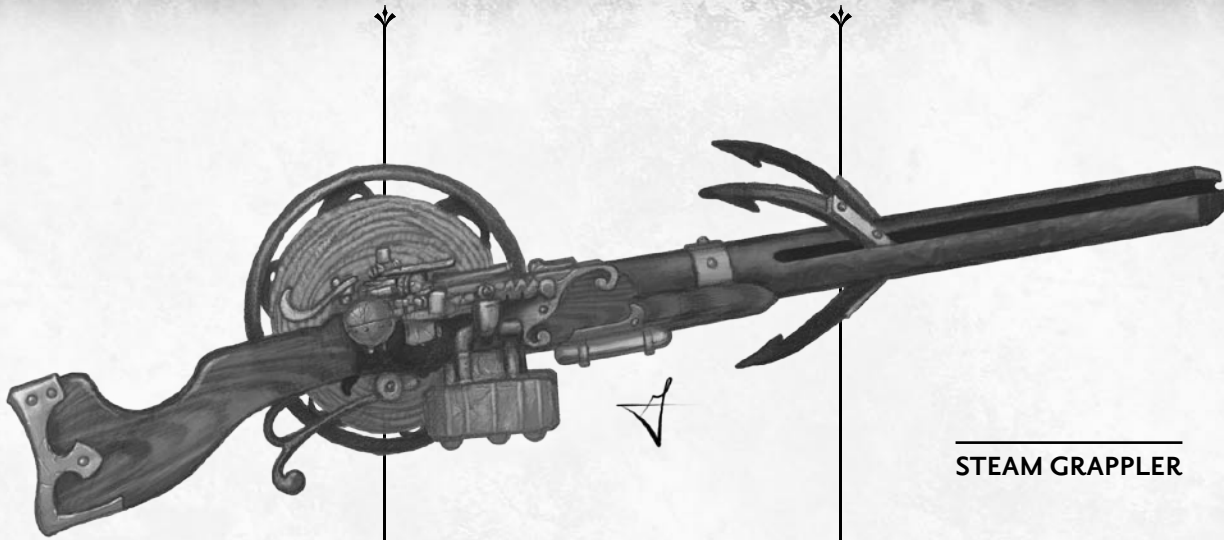
These tinted goggles provide a +4 circumstance bonus against light-based sight impairing attacks such as the *flare* spell, but impose a -2 penalty on Spot and Search checks. They also negate the effects of the light blindness and light sensitivity abilities.

Smoke Helmet

This device was developed by some inventive dwarves who were members of a city-mech's engineering crew. It's made out of rubber, metal, and cloth, creating a large face mask with glass eyepieces to see through. This helmet is attached to an air filtration unit worn on the belt, allowing the user to breathe easily even in environments with airborne threats, such as thick smoke or poison gas. While wearing the smoke helmet, the wearer receives a +4 bonus to Fortitude saves against airborne poisons. It does not allow the wearer to breathe in an airless environment, however.

Smoker

A smoker is not designed to be subtle or elegant. The smoker is an steam engine that has been overhauled, repaired, and



STEAM GRAPPLER

redone time and time again and now refuses any further attempts to restore it. Once a well-oiled powerhouse, providing the steam for any of the countless applications it may have been put to, it now meets its final tinker. It has been customized to perform far beyond its maximum torque and burn out in one blaze of burning oil and screeching gears, until it ultimately explodes in an impressive and highly destructive rain of shrapnel. Powerful yet unpredictable, a smoker can result in a variety of different effects. When one is activated, roll a d20:

- On a roll of 1, the engine explodes immediately, causing 1d10 points of damage per size increment of the engine (1d10 for Small or smaller, 2d10 for Medium, etc.). Damage is halved with a successful Reflex save (DC 15).
- On a roll of 2-8, a thick black cloud of burning, stinking oil fills the area, reducing visibility and providing concealment for those within the cloud. Treat this cloud as an *obscuring mist* with two modifications. The cloud's duration is 1 minute for a Large or smaller engine, plus 1 minute for every size increment above Large. Every increment over Large also increases the radius of the cloud by 10 feet. The end of its duration is marked by a high screech

that starts when the oil is gone, locking up the internal components of this engine forever.

- When a 9-12 is rolled, it has the same smoking effect as above, but the engine shuts down before burning all the oil and can be reused if recovered and refilled with oil.
- On a roll of 13-19, not only does the smoker fill the area with smoke, but at the end of its cycle, it explodes and sends superheated shrapnel into everything within the fog as if a 1 had been rolled.
- On a roll of 20, nothing happens, nor ever will happen unless the engine is melted for scrap. The smoker is a dud.

Smokers can come in a variety of sizes; however, most often they are made of recycled Small or Medium engines, as larger engines are typically melted down for complete recycling. Few communities are willing to sacrifice such a large amount of resources for such an unpredictable weapon. Small smokers cost 50 gp, and the price doubles for each increase in size.

Steam Grappler

A modified version of a steam gun, a steam grappler fires a grappling hook or magnetic grapple instead of a normal

steam gun round. Three hundred feet of rope are attached to the side of the grappler on a large flywheel, allowing the rope to spool out quickly when the steam grappler is fired. The steam grappler has a range increment of 60 feet and additional rope may be attached to it to make it effective beyond five range increments. If the steam grappler is used as a weapon, it inflicts 1d6 points of bludgeoning damage and has a critical of x3. Loading a steam grappler takes three rounds. A steam grappler is an exotic weapon, but treat it as a steam gun in terms of the Exotic Weapon Proficiency feat.

Steam Patch, Small

This is a small square of boiled, pitch-covered leather with thin strips of iron attached. Slapping the patch on minor pressure and steam leaks causes the pitch to melt and become sticky, allowing it to adhere to the damaged object while forming a seal. In game terms, a small steam patch temporarily seals/repairs a pressure leak or steam leak caused by a critical hit or other means. The seal is not permanent, however, and proper repairs are needed in 2d20 minutes.



Steam Patch, Large

These are identical to small steam patches except they are much thicker and larger, enabling them to seal gnome-sized holes.

Steam Whistle

Often an overlooked device, steam whistles use highly pressurized steam to create a piercing, shrill noise that can be easily heard over great distances. Most steam whistles are constructed to merely be loud enough to be heard and not to cause any damage. Steam whistles may be heard up 1,000 feet away without the necessity of a Listen check under normal circumstances.

Steam whistles can be modified to produce a painful shrieking noise that can deafen those nearby. When activated, which may be done once per minute, everyone within 50 feet of the steam whistle must make a Fortitude save (DC 12) or be deafened for 1d4 rounds. A portable steam whistle may be activated five times before its water reservoir must be refilled. Stationary steam whistles may be used indefinitely assuming they are attached to a large steam engine or water reservoir.

Sticker Boots

Dwarves don't dwell on problems; dwarves find solutions.

While most dwarves are remarkably sure-footed, many find it challenging to remain upright when riding in a mech, especially

when the mech is in combat. What started out as a useful idea for those whose lives often depended on their surefootedness grew into a popular accessory for many of the inhabitants of the city-mechs. Worn over one's regular footwear, a sticker is a leather sock that was specially boiled and then cured with a magnetic powder devised by Stenian coglayers. Laced on the top for a tight fit, when securely worn the sticker grants a +2 to Balance checks made on a metal surface and +4 to Climb rolls performed in such environments. However, the same reaction that grants these bonuses also causes penalties. The wearer is at -2 to Jump checks and has -5 feet of base speed, both again when on metallic surfaces.

Toppler

At first glance, this device seems to be little more than a pair of small bore punches connected by a chain. It is, in fact, two bore punches connected by a chain — and a very powerful steam winch. A sturdy toppler can be the ultimate equalizer when you're facing a mech with only your guts and guile to save you.

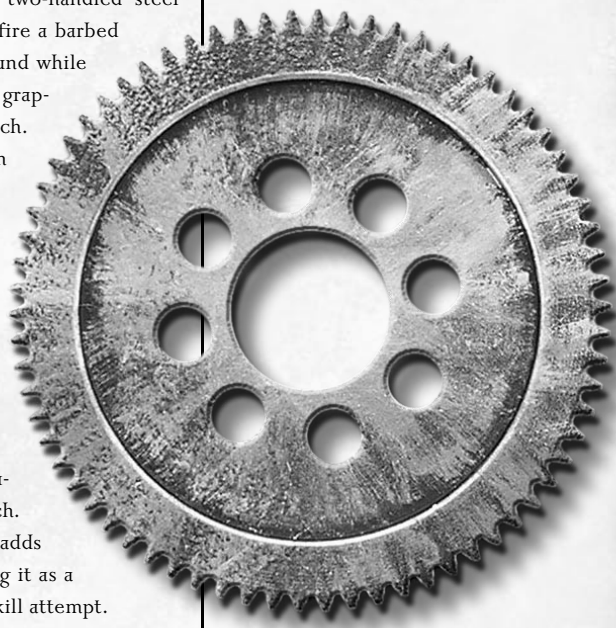
Weighing approximately 100 pounds, this hefty and cumbersome two-handed steel box allows a welder to fire a barbed spike deep into the ground while simultaneously firing a grappling hook into a mech.

This is a standard action that requires a successful ranged touch attack. When a special trigger is released, the gearbox roars to life, winching in both chains. A single toppler has a Strength of 25 for pulling two things together — usually pulling down a mech. Each additional toppler adds +2 to the check, treating it as a cooperative combined skill attempt. Full details on pulling down a mech are in Chapter 2 of **DragonMech**.

For the purposes of resisting being pulled from the ground, each toppler has a Strength of 25. If either end of this device is fired at a living target (a regular ranged attack rather than a touch attack), it will deal 1d10 points of damage, the hook being bludgeoning and the spike being piercing. The hook has a range of 50 feet, while the spike's range is 20; both have a range increment of 10 feet. The toppler is considered to be an exotic weapon.

Water Powder

Water powder is an alchemical substance consisting of thousands of little crystals that absorb water and release it when exposed to heat. This allows a mech to carry twice as much water as normal in the same space. The weight of the water remains the same; only its volume is decreased, meaning the mech must be able to support the weight of the extra water. This also allows steambreathers to fire twice as many shots using the same size tank. Water powder costs 1 gp per pound of water absorbed and may not be reused.



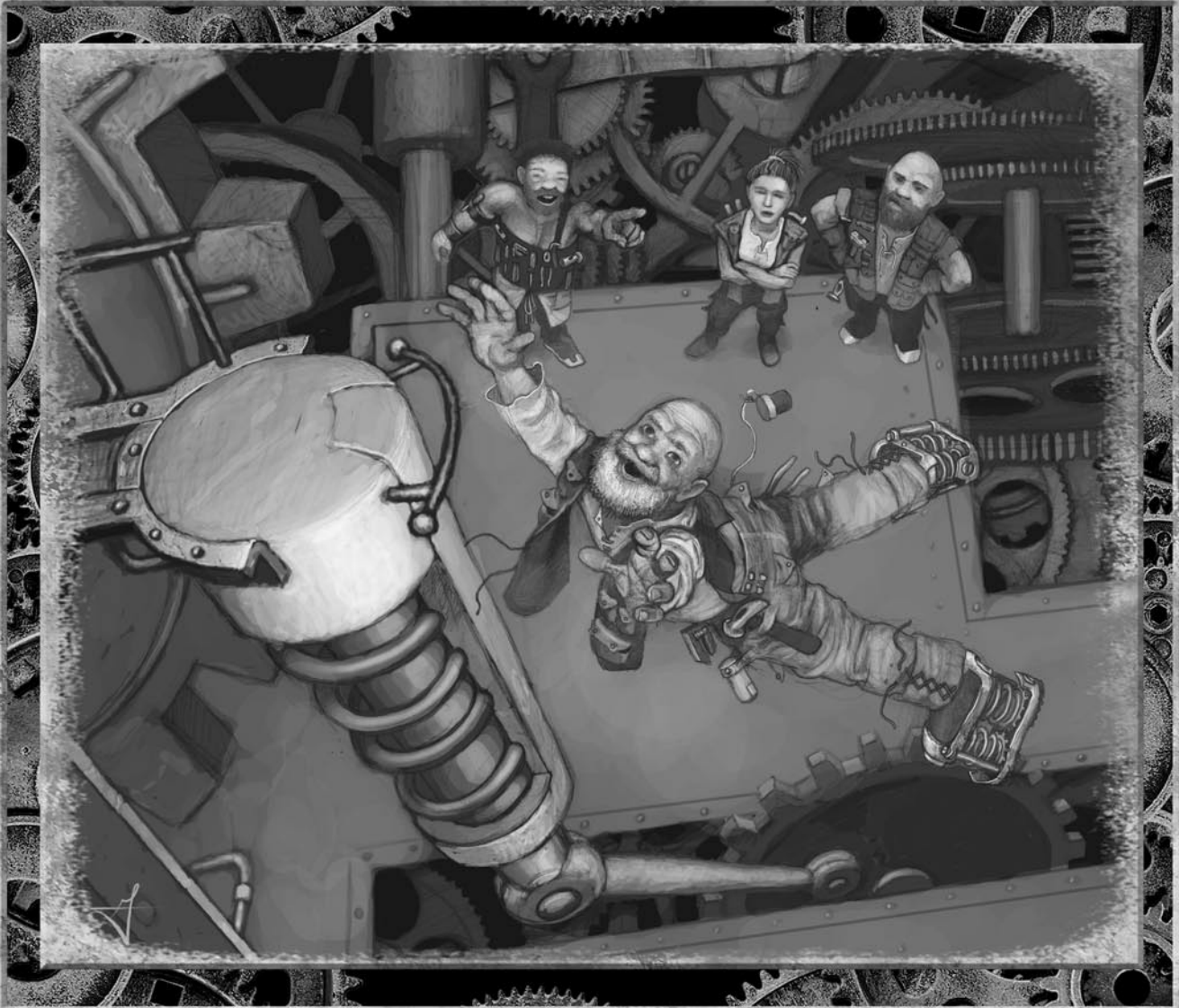


PLATE 5 *There's no limit to what a coglayer can do with his steam powers.*

STEAM POWERS

THE STEAM POWERS BELOW FILL A VARIETY OF ROLES, MORE THAN DOUBLING THE OPTIONS AVAILABLE. SOME ARE MEANT FOR STEAMBORGs, OTHERS FOR COGLAYERS, BUT MOST OF THEM CAN BE USED ANY WAY YOU WANT.

Adamantine Spine

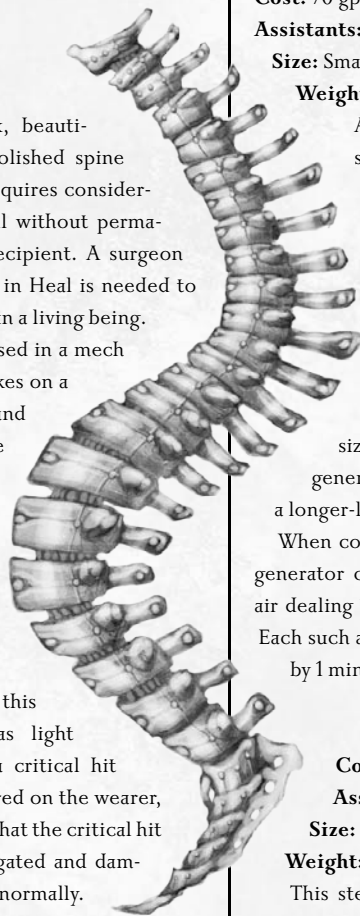
Cost: 3,000 gp
Assistants: 0
Size: Medium (15)
Weight: 10 lb.

This is a complex, beautifully chromed and polished spine replacement which requires considerable surgery to install without permanently injuring the recipient. A surgeon with at least 10 ranks in Heal is needed to properly implant this in a living being.

The spine can be used in a mech or on a device, but takes on a different appearance and requires no delicate surgery to install. It gives mechs a more human look, which can be intimidating, and can make mechanical devices look creepy.

In a steamborg, this steam power acts as light fortification: When a critical hit or sneak attack is scored on the wearer, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. In a mech or device, the effect is the same if an opponent has the ability to critically hit or sneak attack constructs, and it gives the mech or device a +2 circumstance bonus when its controller uses it as part of an Intimidate check.

In addition, the mech, device, or steamborg can carry more weight, as if his Strength score were increased by 2.



Air Generator

Cost: 70 gp
Assistants: 0
Size: Small (12)
Weight: 10 lb.

An air generator is simply a pressurized metal tank that stores and dispenses breathable air. A single air generator can provide enough air to sustain one Medium creature for one hour. This duration is doubled for each size category the creature is smaller than Medium and halved for each size category larger. Multiple air generators can be combined to allow a longer-lasting supply of air.

When combined with an amplifier, an air generator can create a concussive blast of air dealing 1d4 points of nonlethal damage. Each such attack decreases the supply of air by 1 minute.

Artificial Liver

Cost: 500 gp
Assistants: 0
Size: Small (10)
Weight: 3 lb.

This steam power replaces the liver. It cleans poisons and toxins from the bloodstream. Characters who intend to become fully mechanical should not bother with this steam power. It cleans out poisons and toxins twice as fast as normal. Steamborgs with this steam power heal 1 additional point of Constitution damage each day and gain a +5 on Fortitude saving throws against poisons and other toxins (but not disease).

Non-organic devices and mechs benefit

from this device in a different way: It cleans their oil. This gives better lubrication, granting a +2 enhancement bonus to Dexterity.

An amplifier increases the amount of Constitution healed each day by +1 in a steamborg and increases the Dexterity bonus by +1 in a device or mech.

Autoforge

Cost: 500 gp
Assistants: 0
Size: Medium (20)
Weight: 20 lb.

This complicated apparatus functions as a forge. It is heated by coal or wood and cooled by a water supply. It contains a complicated set of mechanical arms, hammers, and an anvil surface. The autoforge can produce a single type of armor, tool, or weapon and functions as if it had 10 ranks in the related Craft (armorer, blacksmith, or weaponsmith) skill. Since it is without intelligence, the total check is +10.

Although it works continuously because of the complicated automation, it only produces the same amount as a smith working at a forge. It takes a week and costs 100 gp to retool the forge to make something else. An autoforge cannot make masterwork items unless it has a discriminator.

This is a bizarre steam power for a steamborg but if installed, they can use their own skill bonus if they wish, in which case they can produce masterwork items.

Backup Engine

Cost: 100 gp
Assistants: 2
Size: Medium (20)
Weight: 10 lb.

A backup engine is a smaller steam engine connected to the primary engine. It includes a number of one-way and shut-off valves so that if the primary engine is damaged and shuts down, the backup engine can take over, using the same water supply. The backup engine is more heavily shielded because it is smaller. Unfortunately, it is not strong enough to run steam powers. While running on the backup engine, no steam powers can be activated and active steam powers stop functioning.

TABLE 4-I: STEAM POWERS

POWER	COST	ASSISTANTS	SIZE	WEIGHT	EFFECT
Adamantine Spine	3,000 gp	0	Medium (15)	10 lb.	Light fortification for a steamborg
Air Generator	70 gp	0	Small (12)	10 lb.	One hour of breathable air
Amplifier*	200 gp	2	Tiny (6)	1 lb.	Increase power of energy source
Animator*	400 gp	0	Small (16)	6 lb.	Device can move independently
Artificial Liver	500 gp	0	Small (10)	3 lb.	Enhanced healing and disease resistance, or improved Dexterity
Autoforge	500 gp	0	Medium (20)	20 lb.	Automated blacksmith
Automator*	20 gp	0	Varies	Varies	Device can perform simple tasks
Backup Engine	100 gp	2	Medium (20)	10 lb.	Takes over if primary engine fails
Balloon	10 gp	0	Varies	3 lb.	Expanding rubber balloon with many uses
Billows*	5 gp	0	Small (10)	3 lb.	Attack becomes cone
Blood Pump*	1500 gp	0	Medium (20)	8 lb.	Device uses blood instead of water
Bloodhound	350 gp	1	Small (10)	4 lb.	Detects scents
Boiler*	40 gp	1	Medium (24)	20 lb.	Engine generates double physical force
Bouncer Springs	20 gp	1	Tiny (8)	10 lb.	Bonuses to Jump checks
Cauterizer*	500 gp	2	Small (12)	2 lb.	Heal 1d4 damage
Clockwork Lock	Varies	0	Tiny (6)	1 lb.	Extremely secure lock
Clockwork Puppet*	1,000 gp	4	Varies	Varies	Clockwork creature
Cogworm Cable ¹	350 gp	1	Medium (24)	15 lb.	Use steam power from 15 ft. away
Cogworm Gear ¹	250 gp	0	Small (16)	8 lb.	Use city-mech engine to power steam powers
Cold Generator	250 gp	1	Small (10)	5 lb.	Chills a 20 ft. by 20 ft. area
Cooler	100 gp	0	Tiny (6)	2 lb.	Improves resistance to hot environments
Darkness Generator*	250 gp	1	Small (10)	5 lb.	Darkness in a 20 ft. by 20 ft. area
Dehumidifier*	20 gp	0	Medium (24)	30 lb.	Pulls water from the air
Descrambler*	320 gp	0	Diminutive (3)	1 lb.	Picks locks
Diffuser	10 gp	0	Diminutive (2)	1 lb.	Energy is spread weakly over large area
Discriminator*	350 gp	0	Tiny (6)	4 lb.	Basic artificial intelligence
Drill*	10 gp	0	Diminutive (2) ²	2 lb. ²	Use as tool or weapon (1d4 damage)
Environmental Control Unit	200 gp	2	Small (16)	30 lb.	Resists inclement weather and temperature
Exchanger	60 gp	1	Medium (30)	20 lb.	Switch substances in two areas
Expander	500 gp	1	Medium (18)	Varies	Makes device larger
Extender	100 gp	0	Small (10)	5 lb.	Device has 10 ft. reach
Fan	30 gp	0	Small (16)	10 lb.	Creates gentle wind
Filter	50 gp	0	Diminutive (2)	1 lb.	Removes impurities from environment
Fin Apparatus*	35 gp	1	Medium (32)	8 lb.	Steer vehicle or direct energy output
Flywheel*	280 gp	0	Small (12)	3 lb.	Double device's speed of operation
Fog Generator*	70 gp	0	Medium (18)	12 lb.	Fog in a 15 ft. radius
Folder*	2000 gp	3	Medium (17)	Varies	Fold device to half size
Force Generator*	2000 gp	0	Small (16)	7 lb.	Generates field of force
Fuel Maximizer	100 gp	0	Diminutive (3)	2 lb.	Device uses less fuel or ammunition
Fuel Tank	10 gp	1	Tiny (8)	6 lb.	Increases amount of fuel available
Gearbox	50 gp	2	Small (15)	4 lb.	User can vary a device's power and accuracy
Hydraulic Arm	100 gp	0	Small (14)	15 lb.	Strong but awkward limb
Icebox	260 gp	1	Medium (30)	15 lb.	Steam-powered refrigerator
Identifier*	200 gp+	Varies	Medium (24)	10 lb.	Identify substances
Imagemaker*	90 gp	0	Large (48)	50 lb.	Send and receive images
Iron Arm*	40 gp	0	Small (12)	8 lb.	Piston-powered metal arm
Iron Jacket*	400 gp	1	Medium (24)	40 lb.	Steam-powered exoskeleton
Light Generator*	40 gp	0	Small (16)	4 lb.	Lights a 20 ft. by 20 ft. area
Light Prism	1750 gp	2	Small (10)	4 lb.	Creates weak <i>displacement</i> effect

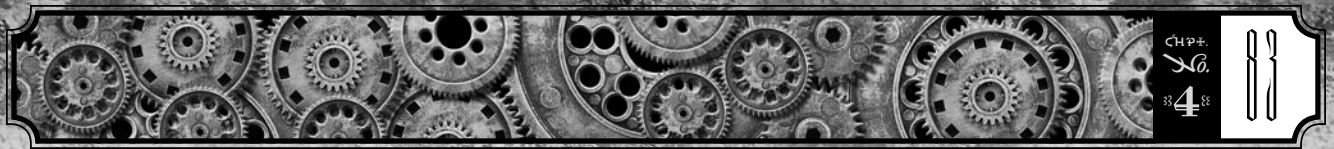


TABLE 4-1: STEAM POWERS CONTINUED

POWER	COST	ASSISTANTS	SIZE	WEIGHT	EFFECT
Lobber*	15 gp	0	Tiny (8)	4 lb.	Convert attack to explosion
Magnet Bond	50 gp	0	Tiny (4)	5 lb.	Powerful magnetic link
Metal Ear*	35 gp	0	Small (16)	4 lb.	Artificial listening device
Metal Legs*	300 gp	1	Medium (17)	50 lb.	Support up to 1,000 lb.
Muffler	200 gp	1	Medium (30)	20 lb.	Reduces device's noise
Navigator	50 gp	1	Small (10)	2 lb.	Remembers paths traveled
Necroborg Engine ³	120 gp	0	Small (12)	15 lb.	Create and control a smoking dead
Necroborg Engine ³	500 gp	0	Small (12)	20 lb.	Create and control a meat rack
Noisemaker*	300 gp	0	Small (12)	3 lb.	Record and play sounds
Nozzle*	10 gp	0	Diminutive (2)	1 lb.	Switch between different outputs
Nutrient Pack	20 gp	0	Small (10)	5 lb.	Frozen nutrition
Optical Orb*	275 gp	0	Diminutive (3)	2 lb.	Artificial seeing device
Pilot Light*	120 gp	1	Tiny (6)	6 lb.	Produces flame (1d4 damage)
Piston Ram	150 gp	0	Medium (24)	50 lb.	Bulky portable ram (4d6 damage)
Pump*	35 gp	1	Small (12)	2 lb.	Project energy at a distance
Randomizer	50 gp	0	Diminutive (2)	1 lb.	Attached device's effects are randomized
Ranger*	240 gp	0	Diminutive (3)	2 lb.	Bonus to ranged attacks
Refined Controls	280 gp	2	Small (12)	3 lb.	Device is easier to operate (+2 bonus)
Release Valve	15 gp	0	Tiny (4)	2 lb.	Simple discriminator
Rotor Arm*	500 gp	0	Small (12)	10 lb.	Rotating metal rod
Scanner*	800 gp	2	Medium (32)	20 lb.	Detects chosen material within 100 ft.
Seal	10 gp	0	Fine (1)	1 lb.	Prevents entry or escape of gases
Self-Destruct Device	100 gp	0	Small (16)	20 lb.	Counts down, then explodes
Skill Box	200 gp	2	Tiny (6)	1 lb.	Lets machine use pre-programmed skill
Skill Recorder	500 gp	0	Tiny (5)	2 lb.	+5 bonus to user's skill
Sonic Pods	100 gp	2	Medium (18)	5 lb.	Explosive sonic attack (1d6)
Spark Generator*	75 gp	0	Small (12)	4 lb.	Generate electricity (1d4 nonlethal damage)
Spellcasting Hands	40 gp	0	Tiny (5)	2 lb.	Steamborg no longer has automatic spell failure
Spring Box	50 gp	0	Small (15)	5 lb.	Steamborg gains bonuses to running
Spring Winder	200 gp	1	Small (12)	5 lb.	Enhances clockwork puppets and similar devices
Stabilizer	75 gp	0	Medium (24)	25 lb.	Improves balance
Steam Jet	30 gp	0	Small (14)	15 lb.	Crude steam-powered flight
Steam Shovel	500 gp	2	Large (40)	250 lb.	Earth mover
Steam Spigot	200 gp	0	Small (5)	1 lb.	Explosive yet goofy (1d6 damage)
Targeter*	320 gp	0	Diminutive (3)	1 lb.	Automatically picks target for weapon
Timer	30 gp	0	Tiny (4)	1 lb.	Attached device can operate at timed intervals
Translator*	25 gp	0	Small (12)	3 lb.	Translates one language to another
Trap Armature	20 gp	0	Tiny (6)	5 lb.	Stops trap from activating while being disarmed
Treads	300 gp	1	Medium (32)	120 lb.	Ignore difficult terrain when moving
Trembler	500 gp	0	Tiny (6)	1 lb.	Tremorsense
Trigger	50 gp	0	Diminutive (1)	1 lb.	Equipment activates when specified circumstances happen
Vocalizer	200 gp	0	Small (10)	10 lb.	Steam device can "speak"
Voice Command*	100 gp	0	Tiny (6)	1 lb.	Device can be controlled verbally
Water Generator	35 gp	0	Small (12)	12 lb.	Mechanical canteen
Water Wheel	15 gp	1	Large (64)	600 lb.	Alternate power source
Wavemaker*	65 gp	1	Tiny (6)	1 lb.	Transmits and receives sound
Wheels	80 gp	1	Medium (32)	60 lb.	Improves movement speed

*THIS POWER IS FULLY DESCRIBED IN CHAPTER 1 OF DRAGONMECH.

*THIS POWER IS ONLY AVAILABLE TO THE COGWORM OF THE GREAT WALKERS PRESTIGE CLASS DESCRIBED IN THIS BOOK.

*THIS VALUE CHANGES IF THE STEAM POWER IS USED AS A WEAPON.

*THIS POWER IS ONLY AVAILABLE TO THE NECROBORG PRESTIGE CLASS DESCRIBED IN THIS BOOK.

Balloon

Cost: 10 gp

Assistants: 0

Size: Varies (Medium (32))

Weight: 3 lb.

A balloon is a large expanding container in which air or liquid can be stored. The default size of the balloon is its size when inflated. Balloons can be made in any size, each increase in size from Medium doubling the cost and weight of the balloon. When empty, a balloon is one size smaller than when it is inflated. A Medium balloon can hold one hundred quarts of material, an amount that doubles with each increase in size. Inflating a balloon without mechanical assistance requires 10 minutes, which doubles for each increase in size. Using billows reduces the base time to 1 minute.

A balloon can also be used as a flotation device. If filled with air or some other gas that is lighter than water, a balloon will hold an object of 200 pounds afloat. Each increase in size doubles this weight.

When combined with a heat-producing object (such as a pilot light), a balloon can be turned into a hot-air balloon. A hot air balloon can safely raise or lower itself 10 feet per round, but has no control over its other movements and instead drifts with the wind unless a fan is installed (see below). A hot air balloon requires a gondola of some type. A basic one costs 50 gp, the cost doubling for each increase in the size of its balloon. The hot air balloon can carry 100 pounds of weight and this amount doubles with each increase in size. One pilot light is required to keep a Medium hot air balloon aloft and this number doubles for each increase in size. All the pilot lights must be lit for one round per minute to keep the balloon aloft.

A balloon's surface has a hardness of 3 and if any damage penetrates the hardness, the balloon deflates. This means floating balloons sink and hot air balloons fall. This

hardness may be increased by +1, doubling the cost of the balloon each time, and may be increased to 8.

Bloodhound

Cost: 350 gp

Assistants: 1

Size: Small (10)

Weight: 4 lb.

A bloodhound allows the device to detect scents. Range of detection is 30 feet, double if the scent's source is upwind or half if it is downwind. Strong scents can be detected at twice normal range, and overwhelming scents at triple range. A bloodhound can only sense the general direction of the source except when within 5 feet, at which point it can be more specific.

Adding additional bloodhounds increases their range by 30 feet (or the relative adjustment). Adding a bloodhound to an identifier allows the device to discern one scent from another, while adding it to an imagemaker results in a machine that can transmit scents as well as images.

Bouncer Springs

Cost: 20 gp

Assistants: 1

Size: Tiny (8)

Weight: 10 lb.

A bouncer spring is a large spring that can be used to cushion falls or boost a creature's ability to jump. For a Small creature to benefit from bouncer springs, it must use two bouncer springs; for larger creatures, the number of bouncer springs required doubles with each increase in size.

Bouncer springs may be in two states, compressed or open. While compressed, the springs can be activated as part of a Jump check to gain a +4 bonus. Compressing the springs again requires a full-round action.

When uncompressed, bouncer springs can be used to reduce falling damage. By making a Tumble check (DC 10), the wearer can orient the springs down and reduce falling damage by 1d6. Objects without a Dexterity

score can benefit from the bouncer springs if they are purposefully dropped in such a fashion that they will land on the springs.

Doubling the number of bouncer springs doubles the bonus gained and the falling damage reduction, but the number of bouncer springs can only be doubled three times before the item can hold no more bouncer springs.

Clockwork Lock

Cost: Varies by lock quality: simple (DC 20) 40 gp, average (DC 25) 80 gp, good (DC 30) 160 gp, or superior (DC 40) 300 gp.

Assistants: 0

Size: Tiny (6)

Weight: 1 lb.

A clockwork lock uses hydraulics and interlocking gears to interfere with the steam device's proper functioning — unless the required key is used. Restrictions on a locked device can shut down the entire thing or just one aspect of its function. This is determined when installing the lock and cannot be changed without replacing the entire lock.

A clockwork lock on its own is only as useful as a regular lock of the same quality. However, they can be combined with other steam powers to create locks that are nearly impossible to break. Combined with an identifier, only a certain substance (for example, the creator's saliva) will open the clockwork lock. Using an imagemaker would require a specific image, or adding a voice command box means it will only respond to a particular voice or code word. For every such requirement on a clockwork lock, add 10 to the Disable Device DC, to a maximum of twice the lock's normal DC.

Cogworm Cable

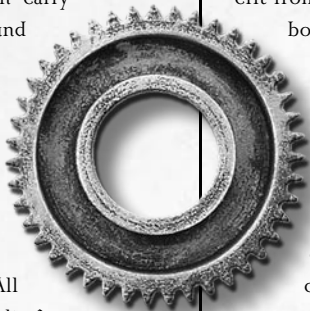
Cost: 350 gp

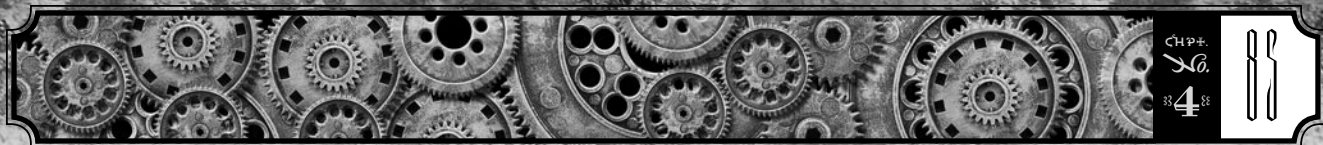
Assistants: 1

Size: Medium (24)

Weight: 15 lb.

A cogworm cable is a special steam power devised by the cogworms of the Great Walkers. It is only available to members of that prestige class. See Chapter 2 ("Classes") for more information.





Cogworm Gear

Cost: 250 gp
Assistants: 0
Size: Small (16)
Weight: 8 lb.

A cogworm gear is a special steam power devised by the cogworms of the Great Walkers. It is only available to members of that prestige class. See Chapter 2 (“Classes”) for more information.

Cold Generator

Cost: 250 gp
Assistants: 1
Size: Small (10)
Weight: 5 lb.

Materials: The casting of six levels worth of spells containing the cold descriptor.

A cold generator reduces the temperature of a 20 foot by 20 foot area. Within this area, a character is immune to the effects of being in a hot environment. Such a character could withstand temperatures up to 140 degrees Fahrenheit without having to make a Fortitude save. (See *Heat Dangers* under “The Environment” in Chapter 8 of the *DMG*.) If amplified, the cold generator causes 1d4 points of normal damage.

Though the cold generator uses magical materials, the cold effect itself is not magical and is unaffected by spells like *dispel magic*.

Cooler

Cost: 100 gp
Assistants: 0
Size: Tiny (6)
Weight: 2 lb.

Tubes of air-cooled water, vents, gear-driven fans, and corrugated metal heat sinks help the device bleed excess heat faster. The cooler grants the device and its contents a +4 bonus on saving throws and Constitution checks against heat and fire effects. A cooler will not decrease the effect of any of the device’s intended heat effects, however, such as when it is combined with a pilot light and amplifier.

Diffuser

Cost: 10 gp
Assistants: 0
Size: Diminutive (2)
Weight: 1 lb.

A diffuser is a small device that takes any sort of energy output and distributes it in weaker form over a large area. A diffuser attached to a pilot light, for example, would provide comfortable heat over a 20 foot by 20 foot area. Combined with a cold generator, a diffuser could keep an entire house cool, but only allow characters to withstand temperatures up to 100 degrees Fahrenheit. A water generator combined with a diffuser fills an area with a fine mist. Characters that keep aquatic creatures in tanks can combine the diffuser with an air generator to aerate the water.

In general, the diffuser negates any damage caused by the steam power to which it is attached. Instead it extends the aspect of the steam power throughout the area. For non-damaging effects, such as seen with the cold or light generator, the diffuser only reduces the intensity. So a light generator may provide less bright light, but with twice the range for shadowy illumination. As a simple guide, assume that such diffused effects cover an area twice as wide as normal, with a minimum of a 20-foot width.

One diffuser attached to a device cancels the effects of one attached amplifier, and vice versa. Diffusers and amplifiers cannot be used to modify each other.

Environmental Control Unit

Cost: 200 gp
Assistants: 2
Size: Small (16)
Weight: 30 lb.

Materials: A bit of pure energy from the elemental planes of fire and water.

This device allows the temperature to be controlled within a 5-foot radius of the device. While the exact temperature cannot be set, it may be used to offset hostile weather conditions, granting a +4 bonus to saving throws against inclement weather. In less severe conditions, it can be used to make a non-threatening environment more pleasant.

If turned to either extreme, the environmental control unit will create the same effects as extreme cold or extreme heat on those within a 5-foot radius of the device (as described in Chapter 8 of the *DMG*). This continues until the environmental control unit’s settings are adjusted.

Exchanger

Cost: 60 gp
Assistants: 1
Size: Medium (30)
Weight: 20 lb.

An exchanger is used to exchange one substance for another. The most common exchange is to swap air and water, often to empty an area of water and fill it with air. This effect can be used to drain flooded areas or to create an airlock system. An exchanger neither creates nor destroys air and water, it merely moves it from one place to another. An exchanger can move a 5-foot cube of air or water from one location to another over the course of one minute. Adding one amplifier to the exchanger increases the volume to a 10-foot cube, and a second amplifier increases this to a 20-foot cube. Additional amplifiers beyond the first two have no effect, but extra exchangers can be used to increase the rate of transfer.

Each additional exchanger transfers an extra 5 foot cube of air or water each round, or a 10- to 20-foot cube if amplifiers are attached. For example, two exchangers would transfer two 5-foot cubes of air or water each round. If one of these exchangers had an amplifier, then it would transfer one 5-foot cube and one 10-foot cube each round.

Expander

Cost: 500 gp
Assistants: 1
Size: Medium (18)
Weight: 1/6 of subject

The expander works on the same principles as the folder, but makes an item larger instead of smaller. The expander is somewhat easier to install than a folder, but it also cannot be removed without its destruction. A single expander can affect an object of up

to size Medium; two expanders are needed to affect a Large object, four for a Huge object, and so on.

When the expander is activated, it causes the affected object to become one size level larger. For example, a Medium longsword when expanded could become a Large greatsword (the weapon equivalencies chart in Chapter 2 of the *DMG* can be helpful when using an expander). Expanding an object does not change its mass in any way; it simply reconfigures it to different proportions. This means that a device with an expander must come equipped with some extra mass already in place so that it can retain its structural integrity while expanded. Specifically, an object equipped with an expander weighs 150% of its original weight even when the object is not expanded. Unlike folding items, expanding items can be used in both the normal and expanded configuration.

Extender

Cost: 100 gp
Assistants: 0
Size: Small (10)
Weight: 5 lb.

Whether by concentric hydraulics, folding joints, or overlapping plates of metal, an extender allows the device to which it is attached to unfurl to a reach of 10 feet. Additional extenders increase reach by another 10 feet each, but double the weight instead of increasing by the amount listed for one extender. For example, two extenders would be Medium (20) and weigh 10 lb., but three extenders would be Large (40) and weigh 20 lb.

Extenders added to an iron arm allow the

operator to manipulate objects from a distance, while extenders added to metal legs can create stilts. Combining an extender with an optical orb and imagemaker is a wonderful way to check around corners.

Fan

Cost: 30 gp
Assistants: 0
Size: Small (16)
Weight: 10 lb.

Built of a rotating set of blades, fans are able to direct air currents within a limited area. They can be used to disperse clouds of dust, smoke, or similar materials and direct them in a specific location. When a fan is placed, its direction must be decided. Once it is placed, any gas, fog, or smoke in squares directly or diagonally in front of the fan is pushed back one 5-foot square. Beyond this range the wind created by the fan is not strong enough to move the gas further.

Increasing the size of the fan increases its facing, the number of squares it affects, and pushes the fog back 5 feet further, meaning a Large fan will push the gas back 15 feet. Each increase in size doubles the cost and weight of the fan. A gas blown about by a fan does not cover fewer squares; those squares are just moved away from the fan.

The gust generated by a fan is considered a moderate wind for the purpose of dispelling *obscuring mist* and similar effects.

If a fan is attached to a flying or floating vehicle, it will move that vehicle forward 5 feet per round; the speed increases by 5 feet per round with each increase in fan size. Multiple fans of the same size increase the speed of the vehicle by 5 feet per round, but fans of smaller size grant no increase. A fin must be attached to the vehicle for steering.

Filter

Cost: 50 gp
Assistants: 0
Size: Diminutive (2)
Weight: 1 lb.

This small device removes impurities from an element. Attached to a face mask, this can provide protection

from inhaled poisons and diseases. Applied to a source of water, it can filter out impurities from the liquid in order to make it safe to drink. When combined with an air generator, the filter doubles the duration of an air supply.

When worn as a mask, a filter provides complete protection against non-magical inhaled poisons and diseases. If the Game Master (GM) rules that physical contact is also relevant with a given inhaled poison or disease, then the filter instead provides a +2 bonus to Fortitude saves made to resist the effects of the danger. It also provides this +2 bonus when installed in a room to passively filter the air. In such a situation, it provides this bonus over a 20 foot by 20 foot closed area or a 10 foot by 10 foot open area.

Fuel Maximizer

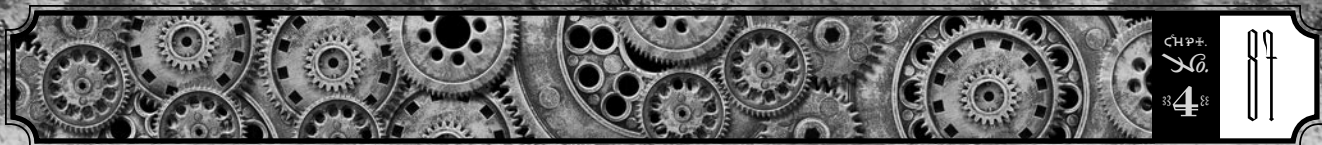
Cost: 100 gp
Assistants: 0
Size: Diminutive (3)
Weight: 2 lb.

The fuel maximizer makes a device more energy-efficient. It is affixed to the device at some point between the fuel source and its output, and causes the normal effect with only half the fuel. Therefore, a device with a fuel maximizer can be used twice as many times or for twice as long before running out of fuel. For example, a pilot light normally has 10 uses before needed to be refueled, but a pilot light with a fuel maximizer would allow 20 uses before refueling.

The fuel maximizer only affects substances that could be considered fuel, not ammunition. Applying a fuel maximizer to a crossbow, for example, will have no effect as it cannot cause a crossbow to be just as effective with only half a bolt.

One fuel maximizer works on an object up to Small size. The number doubles for each size increment above Small. Mechs, even at their smallest sizes, are too complex to benefit from fuel maximizers.





Fuel Tank

Cost: 10 gp
Assistants: 1
Size: Tiny (8)
Weight: 6 lb.

A fuel tank doubles the number of uses available for items such as pilot lights. By increasing the size of the fuel tank, the number of uses doubles for each increase in size, as does the cost and weight of the fuel tank.

Gearbox

Cost: 50 gp
Assistants: 2
Size: Small (15)
Weight: 4 lb.

A gearbox is a set of changeable gears, ranging from a very small gear to a very large gear. They transform the ratio of power in a physical action, such as a melee attack. A small gear makes the device move slower and steadier, providing more accuracy. A large gear provides tremendous power, but the resulting action is fast, shaky, and less accurate. Typically a gearbox is set in a shoulder where it allows the mech or steamborg to set how powerful, or accurate its attacks are.

The device, mech, or steamborg can add or subtract up to 5 (but no more than the user's base attack bonus) from its base attack bonus and apply that to damage for melee weapons. Once an amount is chosen, it cannot be changed until the gears are changed. Changing gears is a movement action.

A discriminator allows the gearbox to change once per round as a free action. Each amplifier or flywheel increases the amount you may decrease or increase by another 2.

Hydraulic Arm

Cost: 100 gp
Assistants: 0
Size: Small (14)
Weight: 15 lb.

A hydraulic arm can be any manner of mechanical device that performs a single movement with great power, such as bending metal beams, hammering in nails, or breaking wood into smaller pieces. When a hydraulic arm is constructed, it must be designed to perform a single task, which it

does with a Strength of 20. The hydraulic arm may be built for use in combat, but it suffers a -4 penalty to attack rolls due to its awkward shape and rough controls. Hydraulic arms are more commonly used to knock down or break objects.

A hydraulic arm may be built on a larger scale if desired. Each increase in size increases its Strength by +2 and doubles its cost and weight.

Icebox

Cost: 260 gp
Assistants: 1
Size: Medium (30)
Weight: 15 lb.

An icebox is a cubical device about 2 feet on a side that uses steam technology and advanced thermodynamic principles to remove heat from its interior. Things placed inside the icebox will freeze within 24 hours. Frozen food and drink will not spoil, but they must be cooked or allowed to thaw before consumption. Living creatures small enough to be placed in the icebox will take 1d4 points of damage per round.

An icebox combined with a pump creates a cold-based weapon that does 1d4 damage to a single opponent within 5 feet. Combining iceboxes will increase the size, but the effects remain the same. An amplifier is needed to increase the cold output. Two iceboxes creates a box 4 feet on a side, three iceboxes creates a box 6 feet on a side, etc. The icebox does not necessarily have to be made cubical as long as the total volume remains the same. The dimensions of the icebox must be decided at creation and cannot be changed later without rebuilding the entire icebox.

Light Prism

Cost: 1,750 gp
Assistants: 2
Size: Small (10)
Weight: 4 lb.

Materials: A flawless diamond worth at least 100 gp.

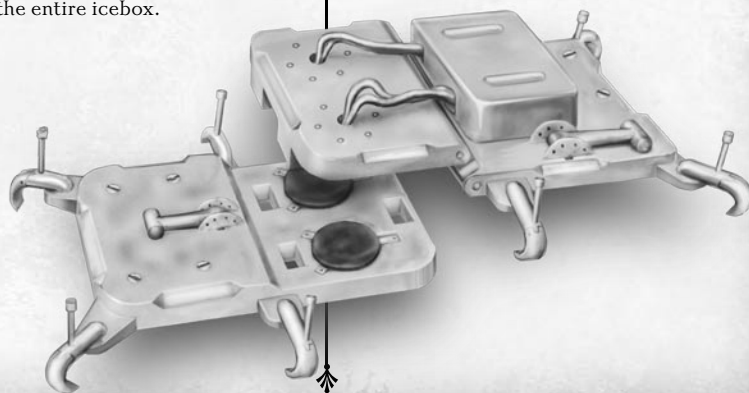
The light prism uses a crystal to warp light around an object, making that object seem to be located a short distance from its actual position, much like the effect of a *displacement* spell. The warping effect of the light prism provides the attached object with 10% cover. An amplifier can increase this to 20%, but additional amplifiers have no effect. Light can only be warped so far without magic.

If a light prism is combined with an imagemaker, the imagemaker can produce three-dimensional holograms.

Magnet Bond

Cost: 50 gp
Assistants: 0
Size: Tiny (4)
Weight: 5 lb.

A magnet bond is a small pair of electromagnets that can be used to secure two items, such as a door and its frame. A magnet bond has two halves, both of which are powerful electromagnets that may be activated and deactivated by flicking a switch (a move action). Each of these electromagnets also has a number of hooks, magnets, and anchors attached to it, allowing it to be easily affixed to most surfaces (also a move action). Once they're attached and activated, a Strength



check (DC 30) is required to pull apart the magnet bond. The magnet bond will support 500 pounds of weight.

Muffler

Cost: 200 gp

Assistants: 1

Size: Medium (30)

Weight: 20 lb.

A muffler can be attached to any other device to reduce the amount of noise generated. The DC for Listen checks made to detect steam machinery increases by 5 when a muffler is in use. Mufflers cannot be stacked, but an amplifier can increase the DC modifier to +10. Additional uses of amplifiers provide no extra bonus.

Navigator

Cost: 50 gp

Assistants: 1

Size: Small (10)

Weight: 2 lb.

The navigator is a small box of clockwork that can detect and keep track of distances moved and turns taken. It will “remember” any path it travels up to two miles. A single navigator can store any number of paths at a time, provided the total distance is not more than two miles. Multiple navigators which are combined simply add another two miles to the total distance stored. Any path to be stored in a navigator must actually be traveled by the navigator.

This device is extremely popular with coglayers who spend a great deal of time exploring. If combined with an imagemaker, it can produce visual maps of the paths it has stored. A navigator combined with an automated quill could produce maps on parchment. An automated clockwork puppet or similar device can be set to automatically travel any path stored in the navigator without further instruction.

Necroborg Engine

Cost: 120 gp

Assistants: 0

Size: Small (12)

Weight: 15 lb.

Materials: A piece of coal burnt in the steam engine of a necroborg.

A necroborg engine can only be created by a necroborg (see page 45). When a necroborg engine is attached to a corpse, requiring a full-round action which provokes an attack of opportunity, the corpse rises on the following round as a smoking dead under the command of the necroborg whose coal powers the engine. A single necroborg can control as many smoking dead created by this method as he can make steam powers; these do not count against his steam power total. If a smoking dead carrying a necroborg engine is destroyed, the engine itself may be salvaged with a Craft (blacksmithing) check (DC 20) for use on another corpse. Salvaging the smoking dead engine requires one minute.



Necroborg Harness

Cost: 500 gp

Assistants: 0

Size: Small (12)

Weight: 20 lb.

Materials: A piece of coal burnt in the steam engine of a necroborg.

A necroborg harness can only be created by a necroborg (see page 45). When a necroborg harness is attached to a corpse, a process that requires one hour, the corpse rises as a meat rack under the control of the necroborg whose coal powers the harness. A single necroborg can control as many meat racks created in this method as he can make steam powers; these do not count against his steam power total. If a meat rack carrying a necroborg harness is destroyed, the harness itself may be salvaged with a Craft (blacksmithing) check (DC 30) for use on another corpse. Salvaging the meat rack harness requires one hour.

Nutrient Pack

Cost: 20 gp

Assistants: 0

Size: Small (10)

Weight: 5 lb.

This device is housed near the steam lines and uses steam pressure to compress a gas to freeze a water-sugar and nutrient solution. A piece is sliced off periodically and run near hot pipes to melt it into a liquid before it is injected into the bloodstream. This system can provide food to a living mech or steamborg continuously. The nutrient pack can provide all the nourishment the steamborg requires for up to one month before the nutrient pack is exhausted and must be replaced. Refills cost 50 gp each, and are only available in major settlements.

In a mech or device, this can be used as a somewhat bland food dispenser.

Piston Ram

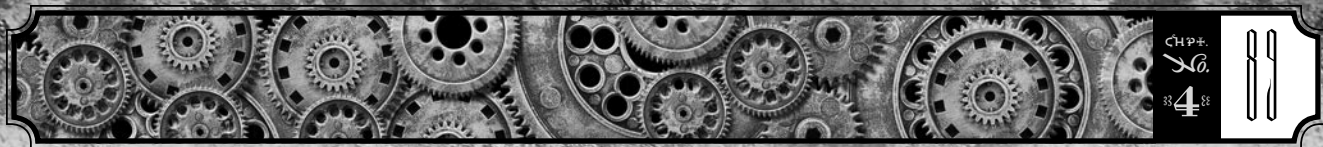
Cost: 150 gp

Assistants: 0

Size: Medium (24)

Weight: 50 lb.

A small version of the bore puncher, the piston ram uses similar principles to build



a portable ramming device that can easily splinter most doors. The piston ram may not be used as a melee weapon because it needs to be heavily braced to function. Setting up a piston ram requires a full-round action. Once set, it may be aimed at any immobile object in the adjacent squares. Any object struck takes 4d6 points of damage, allowing it to easily splinter most doors. Firing a piston ram is a full-round action and it may only be used once every other round.

Randomizer

Cost: 50 gp

Assistants: 0

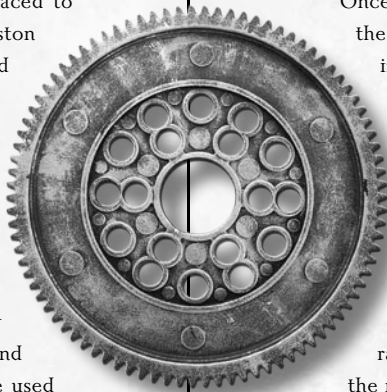
Size: Diminutive (2)

Weight: 1 lb.

The randomizer is a small attachment that causes one aspect of another device to be completely randomized. Elements of a steam power that can be randomized include: damage, range, direction, attack type, target, and just about anything else a coglayer can think of. Each randomizer affects only one aspect of the machine's operation, but a device can have more than one randomizer.

The coglayer and GM should design a table describing the different random options and the likelihood of each. The choices do not have to be equally weighted in terms of probability; the coglayer may make certain choices more or less likely to occur than others. A randomizer does not allow a device to exceed its normal limitations in any way; all the random choices must be things the device is normally capable of.

For example, a somewhat chaotic coglayer has a spark generator/pump combination that he wants to fire in a random direction each time it is activated. When the randomizer is added, the coglayer can decide what die type is used to determine the direction fired and how likely it is that the device fires in a given direction. The coglayer does not necessarily have to include every direction as



a possibility, either. If he wants the device to randomly fire only to the left or to the right, that is possible.

Once a randomizer is installed, the function that it randomizes cannot be changed without adding a new randomizer. However, if the coglayer takes an hour of time and makes a successful DC 15 Knowledge (steam engines) check, he can reprogram the randomizer and rewrite the randomization table. The coglayer with the spark generator, for example, could not reprogram the device to instead randomize the range of the attack, but he could reprogram it to fire up or down instead of right or left.

Since damage is already randomized to a point, adding a randomizer that affects the damage of the device would cause the damage to be rolled on a random die type, up to the maximum the device would normally do. A device equipped with a nozzle and more than one attack delivery method could be made to attack in a random form each time the device is used. A discriminator applied to the randomizer could cause the device to function randomly only under certain circumstances, such as when used by an enemy.

Refined Controls

Cost: 280 gp

Assistants: 2

Size: Small (12)

Weight: 3 lb.

Consisting of very fine gears, cogs, springs, and hydraulic tubing, refined controls make one aspect of a device's operation far more precise. Any skill check made with the device gains a +2 competence bonus. This bonus does not apply to attack rolls.

Release Valve

Cost: 15 gp

Assistants: 0

Size: Tiny (4)

Weight: 2 lb.

A release valve is a small device that activates other steam powers when certain criteria are met, much like a simple discriminator. The release valve must be built into a device containing other steam powers and/or weapons, or it may be built into a mech. When the release valve is installed, a requirement must be set in the device, upon which the release valve will activate the steam power or weapon it is connected to. Appropriate criteria include: the mech the release valve is built into taking a certain amount of damage, a weapon running low on ammunition, or a pressure gauge reaching a certain level. The requirement must have something to do with the device in which the release valve is installed; it cannot perceive the world outside this device. When the criterion is met, the release valve activates any number of steam powers or weapons immediately. This may be used to set off self-destruct systems when a mech is badly damaged or even create ejection seats when combined with steam jets.

Seal

Cost: 10 gp

Assistants: 0

Size: Fine (1)

Weight: 1 lb.

A seal can be used to stop the escape or entry of gases or liquids. Each use of a seal can secure one Medium device or point of entry from either all gases or all liquids. Used on a device, this can protect the inner workings of the device from damage by water or other substances. This can also be used to provide a water- or airtight seal on a doorway. This does not prevent the door from being opened or closed. It simply prevents air or water from passing through the when the door is closed. A seal breaks down when exposed to extreme environments such as acids, corrosive gases, lava, and other similar substances.

Self-Destruct Device

Cost: 100 gp

Assistants: 0

Size: Small (16)

Weight: 20 lb.

A self-destruct device can be built into any item of Medium size or larger, including mechs, though for each size above Medium the number of self-destruct devices required to destroy an object doubles. Once activated, the self-destruct device begins a predetermined countdown that once started cannot be stopped. At the end of the countdown, the self-destruct device activates, reducing the hit points of the item in which it's installed to -10 immediately. Any creature within 5 feet of the item being destroyed suffers 1d6 points of damage. The range of this damage increases by 5 feet and the damage increases by 1d6 for each self-destruct device in the item that is being destroyed, so a Huge mech using four self-destruct devices will inflict 4d6 damage to a 20-foot radius around it. The damage inflicted by the self-destruct device can be piercing, bludgeoning, or fire damage, but this must be decided when the device is installed.

Skill Box

Cost: 200 gp

Assistants: 2

Size: Tiny (6)

Weight: 1 lb.

A complex device similar to an animator, the skill box contains clockwork gadgetry that allows a machine to use a specific skill. The builder of the skill box must have at least 8 ranks in the skill to be put into the skill box. Any skill may be built into a skill box. The skill box merely contains the knowledge of how to use the skill; it must be combined with a clockwork puppet or similar device to be able to perform skills requiring physical action. Skills that are more intellectual, such as Knowledge skills, may be communicated through a vocalizer. The skill box still relies on other steam powers to determine when it should act, such as through a voice command device, and how it perceives the world.

Any device with a skill box is treated as



having 4 ranks in the skill contained within the skill box. Creating a skill box that provides 8 ranks costs 600 gp and requires the builder of the skill box have 12 ranks in the selected skill. Nobody has yet devised a more successful skill box.

Skill Recorder

Cost: 500 gp

Assistants: 0

Size: Tiny (5)

Weight: 2 lb.

This steel drum contains a tightly wrapped spool of metal sheeting that contains information about a certain topic. It rumbles around when accessed. As a standard action, the device can provide a +5 circumstance bonus to a skill check. Each skill recorder is good for one skill, although different data disks can be purchased for the same cost as the recorder. It takes a full minute to change information spools.

A device incapable of using skills can't benefit from this device. The crew of a mech can access the information if they have some means of displaying it, such as an image-maker or noisemaker (which could speak the information).

Sonic Pods

Cost: 100 gp

Assistants: 2

Size: Medium (18)

Weight: 5 lb.

A sonic pod is a set of glass spheres about 2 inches in diameter on a lobber; the lobber is specifically built for this task and its construction is part of the statistics above. A steam-powered crank sets up a vibration

in the front glass sphere, which starts to vibrate. It takes one round to reach critical resonance. The next round the sphere explodes, dealing 1d6 points of sonic damage to everyone within 5 feet, or half on a Fortitude save (DC 15). The device is activated the round before it is used and launched the following round.

The device can hold 10 glass pods, which each 1 sp to construct. Reloading 10 is a full-round action.

A flywheel accelerates the crank so that pods can be launched in the same round they are activated.

Spellcasting Hands

Cost: 40 gp

Assistants: 0

Size: Tiny (5)

Weight: 2 lb.

The steamborg upgrades his artificial hands so that they are dexterous enough to cast spells without spell failure. A steamborg without this steam power suffers +10% spell failure if he has artificial hands.

Spring Box

Cost: 50 gp

Assistants: 0

Size: Small (15)

Weight: 5 lb.

This device is a collection of powerful springs and pistons that are installed in legs. It makes movement smoother and more efficient. The device, mech, or steamborg gains the benefit of the Run feat.

A steamborg with a spring box can run faster for longer periods of time without rest. He gains a +4 bonus on Constitution checks made to continue running and Constitution checks made to avoid nonlethal damage from a forced march.

Spring Winder

Cost: 200 gp

Assistants: 1

Size: Small (12)

Weight: 5 lb.

Spring winders are added to devices that run off of clockwork power, such as clockwork puppets. Once installed, the spring

winder may be activated as a free action, boosting the host device's physical abilities by +4 and increasing the host's movement by +10 feet. These bonuses last for ten rounds and may only be used once per day. For devices that do not have physical abilities, the spring winder doubles the power of a clockwork device for 1 minute, much in the same fashion as a boiler does for steam-powered devices.

Stabilizer

Cost: 75 gp

Assistants: 0

Size: Medium (24)

Weight: 25 lbs.

A stabilizer provides extra balance to an object or person through a gyroscope and a series of small weights. The stabilizer provides a +4 to Balance checks, and a +4 bonus to resisting bull rushes and similar attacks. In addition, the device cancels circumstantial attack penalties of up to -4 caused by high winds, unstable ground, or other situations related to poor balance.

Steam Jet

Cost: 30 gp

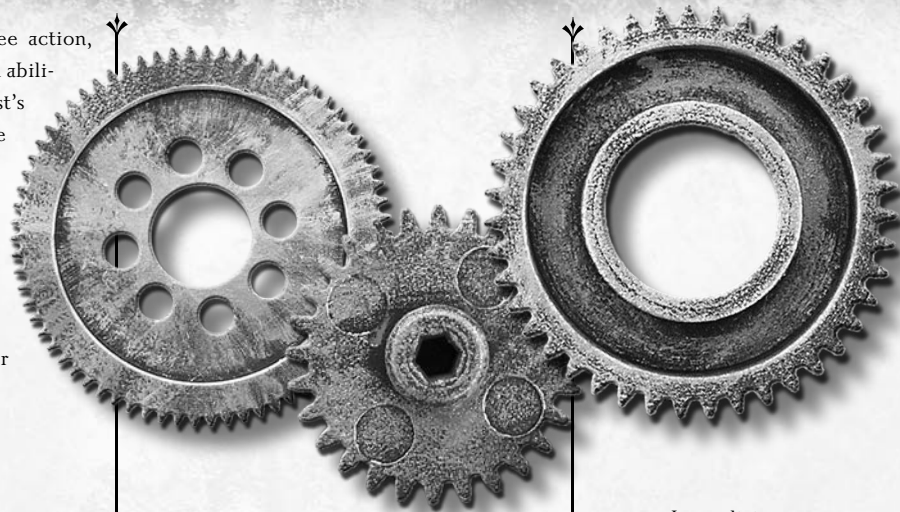
Assistants: 0

Size: Small (14)

Weight: 15 lb.

A steam jet produces an extremely high pressure burst of steam, which can be used as a rudimentary propulsion system for the short time that the wearer stays in the air. A single steam jet will allow a Medium creature to fly with a speed of 10 feet and poor maneuverability for ten rounds. Alternately, if attached to a Medium water craft or flying device, the speed of the vehicle may be increased by 10 feet for one minute by using a steam jet.

For larger creatures or vehicles to use a steam jet to fly, they must double the number of steam jets for each increase in size to get the same benefit. A fuel tank extends the amount of time a steam jet may be used.



Also using double the number of steam jets required for a creature or object increases its speed by 10 feet per round, so a Large creature using four steam jets, double its usual requirement of two steam jets, can fly at a speed of 20 feet.

Anyone in the square immediately behind an active steam jet is treated as if he has been attacked by a steambreather inflicting 1d12 damage; because the jet is relatively small, potential victims get a Reflex Save (DC 14) to avoid injury. Steam jets are not practical personal weapons, as they hurl their wielders into the air as described above.

Steam Shovel

Cost: 500 gp

Assistants: 2

Size: Large (40)

Weight: 250 lb.

A bulky earth-moving machine, the steam shovel can dig a hole 125 cubic feet (a 5-foot cube) in size every minute it is in operation. It requires some sort of guiding intelligence,

such as a living operator or discriminator. A steam shovel is not useful for making tunnels or particularly deep holes like wells, because it does not automatically shore up passages behind it. Working in tandem with a team of workmen, however, it can be a very effective mining tool.

Steam Spigot

Cost: 200 gp

Assistants: 0

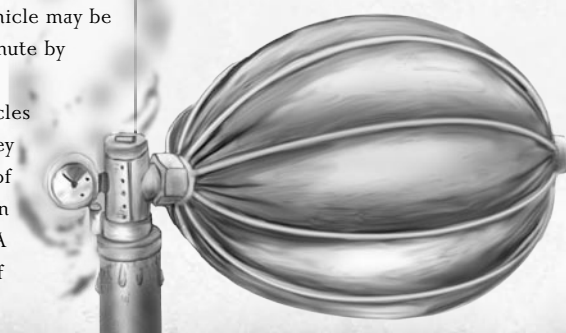
Size: Small (5)

Weight: 1 lb.

Little more than a spigot and rubber balloons, this device bleeds off boiling steam from the steam engine and uses it to fill a balloon. The balloon quickly begins to melt and bursts if it is handled forcefully or strikes something. Otherwise, it melts through and bursts at the end of the round in which it is filled. When the balloon bursts, it sprays scalding steam in a 5-foot radius dealing 1d6 heat damage, or half on a successful Reflex save (DC 15). It requires a full-round action to fill and throw a balloon; it has a 10-foot range increment.

Steam balloons are ideal for use in a lobster and can be amplified. An automator can fill one balloon per round, allowing the welder to throw a balloon as one of his attacks per round.

With an automator and a lobster, the steam spigot will attack once per round at a specified location. Changing the location requires a move action. Adding a targeter to this combination builds a weapon platform





that can fire on its own once per round.

A flywheel allows the steam spigot to fill more quickly. Each flywheel allows an additional balloon to be filled per round. If the lobber also has a flywheel, it can attack additional times per round with the balloon. The number of attacks per round is limited to the maximum number of attacks the steamborg, mech, or device's creator can make.

Fumbles: If the wielder fumbles an attack, the balloon bursts, dealing its damage to the wielder (or half on a successful save).

Timer

Cost: 30 gp
Assistants: 0
Size: Tiny (4)
Weight: 1 lb.

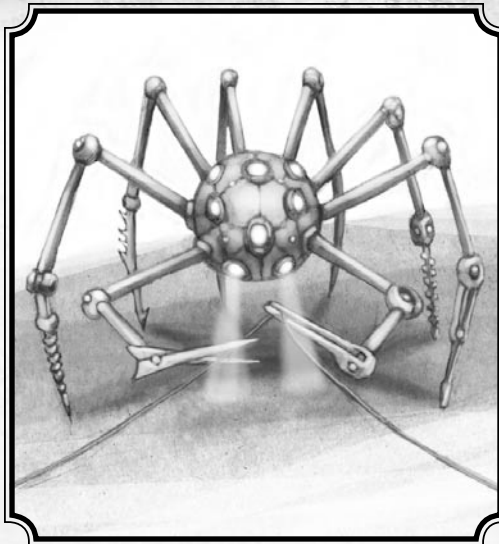
A timer uses gears, cogs, springs, and steam power to track the passage of time. Combining an automator with a timer and pressure bomb can make an explosive that goes off at a desired moment. A discriminator and timer can call upon the device to make its assigned decision at regular intervals. A timer combined with a light generator will turn the light on and off to a timed pattern.

Multiple timers on the same device can count to different intervals.

Trap Armature

Cost: 20 gp
Assistants: 0
Size: Tiny (6)
Weight: 5 lb.

A small, spiderlike device with multiple metal limbs tipped with tools, the trap armature is a useful device for disarming traps and similar harmful devices. To use a trap armature, the user must know where a trap is and spend one minute attaching the trap armature to the trap, which requires a Disable Device check (DC 10). Once attached, the trap armature keeps the trap from accidentally going off while it is disarmed by holding trip wires, jamming gears, or similar operations. This only works on small traps like those found on door and chests;



few spike-filled pits are small enough to be affected by this device.

Alternately, when equipped with a skill box and discriminator, trap armatures may disable traps or pick locks on their own.

Treads

Cost: 300 gp
Assistants: 1
Size: Medium (32)
Weight: 120 lb.

Treads allow a device to easily cross terrain that wheeled vehicles would have more difficulty with. The device gains a movement rate of 10 feet, and the treads ignore difficult terrain. However, they cannot climb stairs or other jagged inclines. The treads require some sort of guiding intelligence, such as an operator or discriminator.

When installing treads on objects larger than Medium, the cost and weight of the treads double for each increase in size.

Trembler

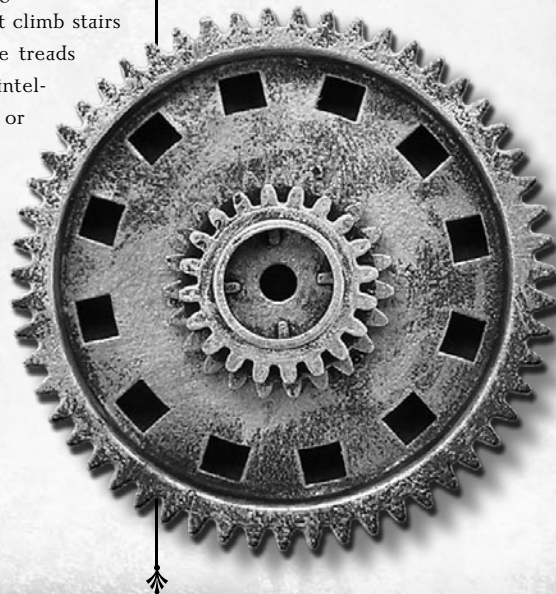
Cost: 500 gp
Assistants: 0
Size: Tiny (6)
Weight: 1 lb.

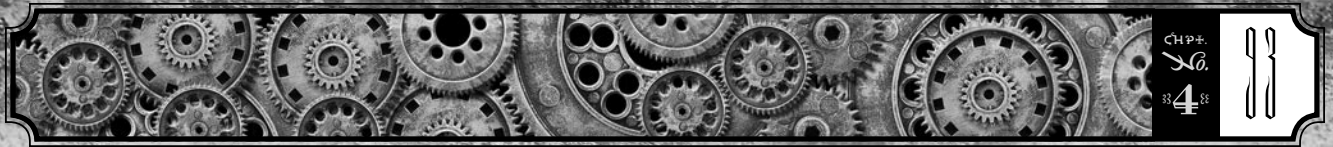
A trembler detects ground movement as per the tremorsense ability. Adding a trembler to a discriminator allows it to make decisions when something gets close, while adding it to a light generator could cause lights to turn on whenever someone enters the room. Using a trembler with a targeter can also be incredibly useful, allowing the weapon to remain motionless until something gets close, at which point it attacks.

Trigger

Cost: 50 gp
Assistants: 0
Size: Diminutive (1)
Weight: 1 lb.

A trigger is a small device that allows a coglayer to set up a steam power or piece of equipment to automatically activate when a given circumstance occurs. The specific trigger event must be defined when the steam power is built, and each trigger can only react to a single event. The event which sets off the trigger must be something a non-sentient piece of equipment is capable of detecting. For example, the device could be





set to activate when there is motion within 10 feet, if the temperature reaches a certain level, when the door is opened, or when it gets wet. The trigger alone cannot identify specific people or types of creature, nor can it detect things that are undetectable by normal means (such as magic or alignment). Combining the trigger with a discriminator or scanner can make some of these options available, however.

Vocalizer

Cost: 200 gp
Assistants: 0
Size: Small (10)
Weight: 10 lb.

Sometimes found in clockwork puppets, vocalizers allow devices to give verbal feedback to their operator, such as an identifier that vocally informs the operator of its findings. Vocalizers also allow clockwork puppets to speak, though they must have some type of controlling intelligence in order to have anything to say. This device does not impart a mind or emotions in a device, only the ability to communicate with words. A voice command unit is still required for a device to respond to spoken commands.

Water Generator

Cost: 35 gp
Assistants: 0
Size: Small (12)
Weight: 12 lb.

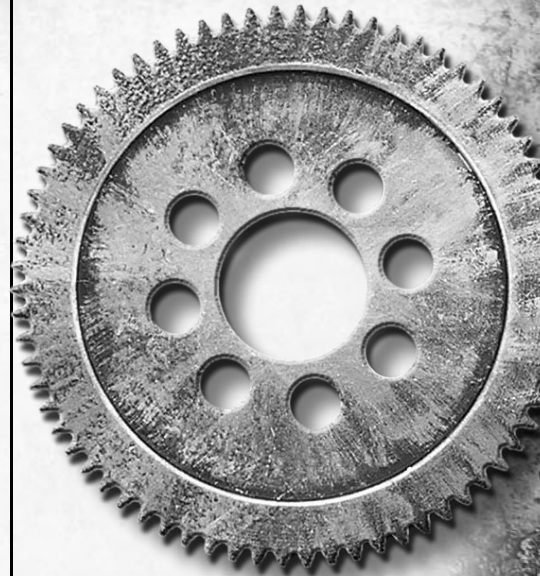
A water generator is a one-gallon water reservoir connected to a mechanical distributor. Multiple water generators can be combined to allow a larger reservoir. Alone, a water generator is little more than a mechanical canteen. The water generator works best when combined with other devices

An amplifier attached to a water generator can create a concussive blast of water, causing 1d6 points of nonlethal damage to a target within 5 feet. (Treat as a ranged touch attack that does not provoke an attack of opportunity.) A gallon of water provides enough water for four blasts.

Water Wheel

Cost: 15 gp
Assistants: 1
Size: Large (64)
Weight: 600 lb.

An ancient form of harnessed power, a water wheel uses a body of running water to turn its primary mechanism and gener-



ate energy. Water wheels require a body of moving water, such as a river or creek, to function and require an hour to set up once a suitable place is found.

A water wheel will power any device that normally runs on clockwork or a steam engine, as long as the water keeps flowing. Any device that relies on a jet of steam to function, such as a steambreather, will not benefit from a water wheel, but a steam shovel will. The device powered by the water wheel must remain within 100 feet of the water wheel to be powered by it.

Wheels

Cost: 80 gp
Assistants: 1
Size: Medium (32)
Weight: 60 lb.

Wheels can be built into other devices, weapons, or even mechs. Anything that has wheels installed gains a movement rate of 20 feet when using the wheels, but the wheels cannot be used to cross difficult terrain or climb stairs.

When building wheels onto an object larger than Medium, the cost and weight of the wheels double with each increase in size.





plate 6 *When combined with magic, steam becomes even more powerful.*



MAGIC AND PSIONICS

MAGIC AND STEAM ARE BITTER RIVALS, BUT THE TWO CAN ALSO BE JOINED. MANY OF THE SPELLS BELOW WERE DEVELOPED BY STEAM MAGES WHO HOPE TO UNIFY THESE TWO SEPARATE POWERS. THE PSIONIC POWER ATTUNE ARTIFICIAL PART IS A FEATURE OF THE HISSING PSIBORG PRESTIGE CLASS (FOUND IN THE CLASSES CHAPTER), AND SERVES AS A MODEL FOR INTEGRATING PSIONICS WITH STEAM. FINALLY, A HANDFUL OF MAGIC ITEMS THAT RELATE TO MECHS AND TO STEAM POWER ARE DETAILED BELOW.



SPELLS

Create Parts

Conjuration (Creation)
Level: Con 1, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Creates 100 gp worth of spare parts per caster level
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

This spell creates a small pile of gears, springs, and other miscellaneous spare parts that can be used to build or repair steam powers or mechs. These parts may be used in any quantity up to the maximum amount. After one hour per caster level, the parts disappear, destroying any devices constructed with these parts and undoing any repairs made with these parts.

Material Component: A small gear or spring costing 1 gp.

Create Tools

Conjuration (Creation)
Level: Con 0, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)
Effect: Creates a set of tools
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

The tools created by this spell can be artisan's tools for any Craft skill, a climber's kit, a disguise kit, a healer's kit, or thieves' tools. The type of tools is selected by the caster at the time of casting. These tools are of normal quality and follow the rules for the appropriate tool type. The tools disappear once the duration is up, as will a disguise created from a kit created by this spell, but any repairs,

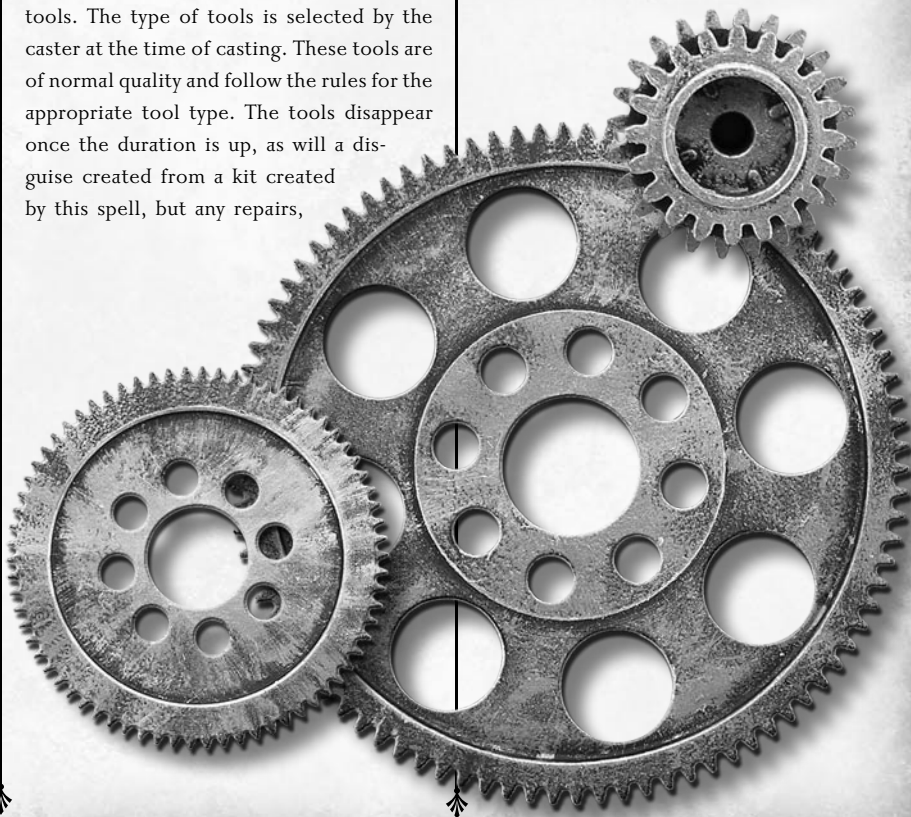
wounds healed, or other things achieved with them remain.

Feast of Machines

Level: Con 0, Crg 1, Wiz/Sor 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Fortitude (harmless)
Spell Resistance: Yes (harmless)

This spell allows the target to digest coal, wood, and fuelstone as if it were food and oil as if it were water. The target must consume 5 pounds of coal, wood, or fuelstone to receive a full day's allotment of food and must drink 2 quarts of oil to receive a full day's allotment of water. The materials consumed taste good to the target, but may have an unpleasant consistency. Some constructors come to prefer using this spell to eating normal food.

Material Component: A scrap of oil-soaked bread.





Gear Storm

Transmutation

Level: Con 2, Crg 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20 ft. radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell can only be cast within the confines of a mech, a workshop, or some other location where large amounts of spare parts are lying around. It is possible to cast *create parts* to generate enough items for a successful *gear storm*.

Gear storm picks up nearby spare parts and throws them about the target area with great force, damaging all objects and creatures inside the target area. Each creature in the area is struck 1d4 times for 1d6 damage per strike.

Material Component: At least 10 pounds of spare parts, gears, or springs within range of the caster.

Gear Strike

Transmutation

Level: Con 2, Crg 1

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

When casting this spell, the caster takes a gear and throws it at the target creature, requiring a ranged touch attack. If successful the target takes 1d10 points of damage. If used against a mech or steam power device, *gear strike* inflicts double damage.

Material Component: A small gear worth 1 gp.

Heat Water

Transmutation

Level: Con 0, Wiz/Sor 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: 1 container of water less than 1,000 gallons

Duration: 1 hour

Saving Throw: None

Spell Resistance: No

The body of water targeted by this spell quickly heats up to be warm to the touch but not damaging. Further heat from an outside source, such as a steam boiler, can further increase this heat at an abnormally fast rate. The time required to build up steam for a steam engine is reduced by half when the water reservoir of the engine is the target of this spell.

Improve Fuel

Transmutation

Level: Con 3

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: One collection of mech fuel weighing 1 ton/level

Duration: 1 day/level

Saving Throw: None

Spell Resistance: No

Coal and wood targeted by this spell is transformed so it burns as if it were a fuel one category better when used in a steam engine. Wood burns as coal, coal burns as fuelstone, and fuelstone cannot be improved by this spell. The material does not actually change to a new type of fuel, but it burns as if it were the better type of fuel, allowing mechs to

travel further on a single load of fuel.

Material Component: 10 pounds of the type of fuel that the targeted material is being upgraded to.

Improve Tools

Transmutation

Level: Con 2, Wiz/Sor 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One set of tools

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

The tools or kit targeted by this spell are upgraded to masterwork quality for the duration of this spell. This spell has no effect on tools or kits that are already masterwork quality, nor does it improve the eldritch items conjured by *create tools*.

Material Components: One set of normal quality tools or a kit.

Overcharge

Transmutation

Level: Con 2, Wiz/Sor 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One mech

Duration: 1 round/level

Saving Throw: No

Spell Resistance: Yes (harmless)

A mech targeted by this spell temporarily has its systems and mechanisms supercharged with power, increasing its Strength and Dexterity by +4. The size of the mech that may be targeted depends on the caster level; mechs larger than Colossal may not be targeted.

CASTER LEVEL	MECH SIZE AFFECTED
1-2	Large
3-6	Huge
7-12	Gargantuan
13-20	Colossal



Readout

Divination

Level: Con 1

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell functions similarly to *detect magic*, except that it allows the user to gain information about mechs. It does not allow her to detect mechs, but by concentrating on a known mech, the caster can determine one of the following things per round: the power source of the target mech; its size; hardness; current damage (expressed as a percentage of the total); any critical hits affecting it (but not how to fix them); what weapons it carries; and the number of sentient crew currently conscious on board. Only one mech at a time may be scanned, but the caster of *readout* can shift attention between as many mechs as she likes for the duration of the spell.

Refurbish

Transmutation

Level: Con 1, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 mech, steam power, or steam-driven device

Duration: See below



Saving Throw: No

Spell Resistance: Yes (harmless)

A mech, steam power, or steam-driven device targeted by this spell is cleaned thoroughly. Its bolts are tightened, its gears oiled, and any rust is scraped away. In short, *refurbish* carries out routine maintenance on a steam device and cleans up its appearance. For the 24 hours following this spell's casting, any repair attempts made to its target gain a +2 competence bonus. When cast upon a mech, the size of the mech that may be affected is dependent on the level of the caster, up to Colossal III.

CASTER LEVEL	MECH SIZE AFFECTED
1	Large
2-3	Huge
4-6	Gargantuan
7-10	Colossal
11-15	Colossal II
16-20	Colossal III

Steam Blast

Evocation

Level: Con 2, Wiz/Sor 2

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

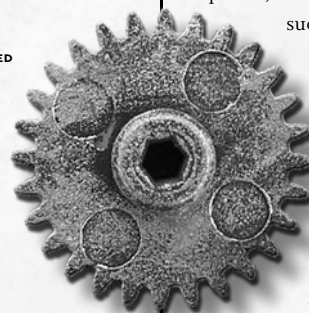
Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell fires a blast of steam from the caster's hands, filling a cone 30 feet long. Everything in the cone takes 1d4 points of fire damage per caster level, up to 5d4 points of damage.



Stop Gear

Transmutation

Level: Con 6, Wiz/Sor 7

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One mech, steam power, or other mechanical device

Duration: Concentration

Saving Throw: See below

Spell Resistance: Yes

This spell targets a single mech, steam power, or other mechanical device such as a mech weapon. If the device is not currently being attended to or used, the device automatically shuts down for the duration of the spell. If the device is attended to or being used, the character using it makes a Will save against the spell. Mechs receive a Fortitude save instead. Failing this save means the targeted device shuts down for the duration of the spell.

The size of the mech that may be targeted depends on caster level as determined by the table below.

CASTER LEVEL	MECH SIZE AFFECTED
11	Large
12-13	Huge
14-17	Gargantuan
18+	Colossal

PSIONICS

Attune Artificial Part

Telepathy

Level: Psion 2, Psychic Warrior 2

Display: Material

Manifesting Time: One hour

Range: Touch

Target: One artificial part

Duration: Permanent

Saving Throw: Willing only

Power Resistance: No

Power Points: 9, XP, M

You attune one artificial part so that it can store and regain power points as if it were flesh and blood. This creates a fundamental change in the materials the artificial part is made of — it becomes living metal. The subject loses any invulnerability to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects, but her artificial parts heal as if they were organic, and they receive the full benefit of magical healing.

If the subject has other artificial parts which have not been attuned, she still suffers the power point penalty for them, and 10% of her hit points, per non-attuned artificial part, do not heal naturally but must be repaired.

XP: 1,000 XP

Material Component: 1,000 gp worth of a specially treated living plant spore.

EQUIPMENT

Construct Armor

A type of armor occasionally created by constructors, construct armor is built on the same principle as hydraulic or clockwork armor, only using magic instead of technology as a power source. Construct armor is very rare and usually commands great sums of money. Each suit of construct armor is custom-fitted to its owner (if characters find a discarded suit of construct armor, there is only a 25% chance that the armor will fit a creature of the same size).

Construct armor looks like a suit of metal armor similar to plate mail, only larger and with thicker armor plating. There are no obvious holes or visors in the construct armor through which the wearer sees or breathes.

The wearer of a suit of construct armor gains a +10 armor bonus and a +2 enhancement bonus to armor class. As a suit of armor, construct armor has an armor check penalty of -4, a maximum Dexterity bonus of +2, a 15% chance of arcane spell failure, and a speed of 30 feet (20 feet for creatures with a



CONSTRUCT ARMOR

base speed of 20 feet). The wearer gains a +4 enhancement bonus to Strength.

The construct armor also has the following features:

- **Darkvision:** The wearer gains darkvision, 60 feet.
- **Clean Air:** The construct armor is sealed from the exterior environment, making its wearer immune to gas attacks. The construct armor has an unlimited oxygen supply.
- **Slam Attack:** The heavy fists of the armor can be used to make slam attacks. The wearer is never considered unarmed. He can make a slam attack (with proficiency) at his usual attack bonus, inflicting damage of 1d6 plus his Strength modifier.
- **Damage Resistance:** 5/cold iron or silver.

Putting on a suit of construct armor requires 5 minutes and proficiency with heavy armor.

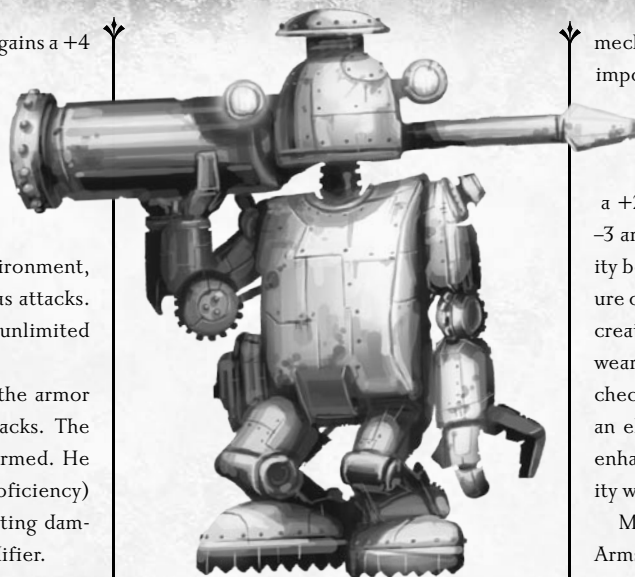
Moderate transmutation; CL 11th; Craft Wondrous Item, *darkvision*, *bull's strength*; Price: 36,650 gp

Figurine of Wondrous Power, Gremlin

A *figurine of wondrous power* that has only appeared in the last two decades, these devices are commonly made by steam mages and constructors who want an assistant when carrying out repairs or building steam devices. This *figurine of wondrous power* follows the normal rules for such magic items.

When in statue form, the gremlin looks like a small, squat humanoid carrying numerous tools and spare parts. The statue is normally made out of steel or tin. Once activated, the gremlin becomes a Tiny humanoid that will assist the activator of the figurine. The gremlin can either work directly with its activator or be given orders and allowed to work autonomously. The gremlin can easily crawl into small spaces its owner cannot. It will assist its owner for up to 6 hours each day before reverting to statue form. If slain, the gremlin cannot be summoned again for one week.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*, *create tools*; Price: 16,000 gp.



Gremlin (Expert 2): CR 1; Tiny humanoid; HD 2d6+2; hp 11; Init +2; Spd 20 ft.; AC 14 (+2 Dex, +2 size), touch 14, flat-footed 12; Base Atk +1; Grp -10; Atk/Full Atk +2 melee (1d3-1, club); Face 5 ft. by 5 ft.; Reach 5 ft.; SQ None; AL N; SV Fort +2, Ref +3, Will +4; Str 9, Dex 14, Con 12, Int 15, Wis 13, Cha 10.

Skills and Feats: Craft (mechcraft) +7, Disable Device +9, Knowledge (steam engines) +7, Listen +6, Open Lock +9, Profession (engineer) +6, Search +7, Spot +6; Nimble Fingers.

Possessions: Mechcraft tools, thieves' tools.

L'arile Tree Armor

While many of the surviving trees of the L'arile Nation were used in the creation of its mech army and homes, some portions of these trees were deemed too small to use. These small fragments were collected by an enterprising elven wizard named Fethechor and enchanted into personal suits of armor suited to the unusual environment of their mechs. This new tree armor is very rare and only found among the elves, with less than a dozen suits in existence. These suits are given to those elves charged with guarding the saplings at the center of elven

mechs, though they are occasionally used on important missions outside the living tree mechs.

L'arile tree armor is a suit of medium armor with a +6 armor bonus, a +2 enhancement bonus to armor class, a -3 armor check penalty, a maximum Dexterity bonus of +4, a chance of arcane spell failure of 10%, and a speed of 30 feet (20 feet for creatures with a base speed of 20 feet). The wearer gains a +4 bonus to Hide and Climb checks made in forest environments or on an elven tree mech. The wearer gains a +4 enhancement bonus to Strength and Dexterity while wearing the tree armor.

Moderate transmutation; CL 11th; Craft Arms and Armor, *cat's grace*, *bull's strength*; Price: 33,300 gp.

Staff of Gears

A recent development among steam mages, the *staff of gears* is a very rare item usually found only in the hands of the most powerful steam mages. A *staff of gears* contains several mech-related spells that may be easily used by the wielder. The staff itself appears to be made of a tall stack of gears all held together tightly, with a leather wrapped handle in the middle of the staff.

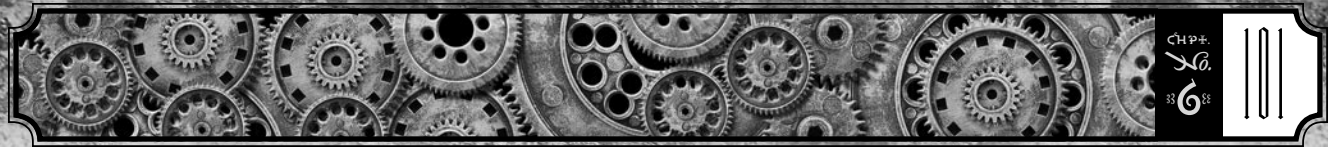
A *staff of gears* allows use of the following spells (described in this book and in **DragonMech**):

- *Construct friendship* (1 charge)
- *Detect clockworks* (1 charge)
- *Create tools* (1 charge)
- *Readout* (1 charge)
- *Refurbish* (1 charge)
- *Create parts* (2 charge)
- *Improve fuel* (4 charges)
- *Stop gear* (7 charges)

Moderate transmutation; CL 13th; Craft Staff, *construct friendship*, *create parts*, *create tools*, *detect clockworks*, *improve fuel*, *readout*, *refurbish*, *stop gear*; Price: 68,550 gp.



PLATE 3 *In the end, a steamborg is nothing but a brain
in a metal box.*



THE STEAM-DRIVEN LIFE

STEAM POWERS AND HYDRAULIC WEAPONS ARE FINE THINGS, BUT LIFE ON HIGHPOINT OFFERS MORE THAN COMBAT. OPTIONAL RULES, NEW STEAM-RELATED RACES, CLEVER WAYS TO USE YOUR SKILLS, NEW KINDS OF METAL, AND A FEW MUSINGS ON TECHNOLOGY CAN BE FOUND HERE.

OPTIONAL RULES

These rules can be used to make steam even more prominent in your games. The redlining rules give engineers and steam experts more options, while the addition of crystal circuit brains lets characters achieve a sort of immortality.

REDLINING ANY DEVICE

This is an optional rule set for use with steam devices. If the GM wishes to use redlining, it can be used either by any character with the relevant skills, or only by those who take the Redlining feat described below. The first method is suited to high-energy steampunk games where technology is unpredictable and exciting; the second is

REDLINING [GENERAL] (OPTIONAL FEAT)

You can make steam-powered objects perform better for short periods.

Prerequisites: Knowledge (steam engines) 5 ranks or Profession (engineer) 5 ranks.

Benefit: You can use the optional Redlining rules described in this book.

Special: You must receive your GM's permission to take this feat.

better for games where steamtech is logical and scientific. Once the GM determines whether the Redlining feat is required, that decision should not be changed.

Steam-driven technology can be redlined (pushed past its normal limits) to produce more powerful effects. However, doing so has a cost. The term "redlining" originated with the red warning gauges used on much Gearwright technology, and those who redline steam devices might damage or destroy them. This ability is similar to the way in which experienced mech jockeys squeeze extra performance out of their mechs; it doesn't replace or alter class abilities in any way.

A redlined device performs beyond its usual abilities. One or more of its abilities can be augmented this way. The specifics of this effect depend on the device, and therefore require the GM to make judgment calls, but the following guidelines are suggested:

- If the device has a die type, that type increases to the next category (as explained in Chapter 2 of the DMG).
- If the device increases a skill or ability check, it gives an additional +4 bonus.
- If the device allows movement, its speed increases by 20 feet per round.
- If the device augments attributes, the chosen attribute has a +4 bonus.
- If the device has another use, increase its effectiveness by roughly 25%.

For example, a redlined buzzaxe (Large size, 2d8 damage) would inflict 3d8 damage, while redlining a darkness generator would extend the power's radius to 25 feet.

A device stays redlined for a number of rounds equal to 1d4 + the character's Intelligence modifier, with a minimum duration of 1 round. After this period ends, the ability that was redlined is inoperative for 1d4 rounds before it resumes its normal operation. If the ability was an attribute, it is temporarily reduced to 0 + any external modifiers, such as spell effects. This period cannot be shortened or canceled.

In theory, any device driven by steam can be redlined with enough time and at least one successful skill check. This proves more difficult in practice. The size of the device, its complexity, and the amount of time taken all affect redlining. If you spend two minutes tinkering with a chattersword, you're more likely to be successful than if you attempt to redline a Gargantuan steam cannon in one round.

The basic redlining attempt is a skill check using the character's choice of Profession (engineer) or Knowledge (steam engines); this attempt is a full-round action that provokes an attack of opportunity. The base DC to redline with Profession (engineer) is 15, while using Knowledge (steam engines) is 25. Practical ability is more useful than theoretical understanding when redlining.

Several factors affect the redlining DC. An object's size is very important, as large devices are unwieldy while small ones require great finesse. If the object is within one size category of the character, redlining can be attempted without any size penalty. Every category of difference past the first adds 5 to the DC — if Gunthor the gnome coglayer tries to redline a Gargantuan device (like a Gargantuan mech), he has an extra +20 DC to contend with.

If an object has more than one steam-powered ability, each one can be redlined in turn. This requires separate checks for each ability, each taking the usual time and having its own modifiers. In cases where multiple powers draw on the same steam engine, such as a small mech or most combinations of steam powers, it also raises the difficulty. The redlining DC increases by 10 for every redlined ability powered by the same engine as the current target. For example, Gunthor

has a device with both a fog generator and a pilot light. If he redlines the fog generator, his DC to redline the pilot light increases by 10 while the fog generator is redlined.

An object can be redlined several times in succession, but it takes a toll. For every previous redlining attempt made on the chosen ability in the past hour (successful or not), the current check has +5 DC and the ability will be offline for an extra round once the redlining duration expires.

Fortunately, a resourceful character can overcome many of these difficulties. The secret is patience. The standard redlining attempt is a full-round action, but if a character spends one minute (10 rounds) on a sustained attempt, the DC is reduced by 10. This stacks with taking 10 on the attempt, as it reflects the added synergies of careful, meticulous work when it comes to delicate machinery. Each additional consecutive minute reduces the DC by an additional 2, to a minimum of 10 for Profession (engineer) or 15 for Knowledge (steam engines).

A sustained attempt can be interrupted — read the Concentration skill for a list of possible interruptions and the DC needed to overcome them. A character interrupted in this fashion may use either their chosen redlining skill or the Concentration skill to keep working. If the check is failed, the redlining attempt also fails and is treated as an unsuccessful attempt.

Steamborgs and their ilk can redline their own innate steam powers. Redlining an artificial part requires a certain amount of GM input. An artificial arm can be made stronger, but subdermal plates that enhance AC can't. The GM should tell a steamborg what parts may be redlined before any attempt is made.

CRYSTAL CIRCUIT BRAINS

Current steam technology is based on ancient designs. Much of that technology is still lost. Many people are looking for it. Everyone is aware of the value of recovered technology. Still, one set of manuals, split up and owned by various dwarven families, remained undiscovered until recently. These books describe the original failed crystal circuit experiments. The books were believed to be just horror stories: A group of steamborgs were said to have used necromancy to keep subjects alive long enough to finally figure out how to make the crystal circuits work. Necromancy is no longer required, but much of the public believes otherwise.

The subject's original brain is removed and divided into 16 sections which are each dipped into a liquefied crystal solution. This dissolves the original brain matter and causes the liquid to cool into a solid crystal, which contains the same pathways as the section of brain. The crystal circuits are returned to the brain cavity. They need only a small static electric charge to permit thinking. A small spark generator must be installed as well. The nervous system, which can be organic or electrical, is reattached to the bottom of the crystal circuit brain.

The early crystal circuits could not be changed and the recipient could not record new memories. Eventually, a steam-heated needle system was invented to write new information to the crystals. Unfortunately, this system is delicate, and a good knock to the head containing crystal circuits can disable the memory recorder (Fortitude save DC 15 to negate). It takes 1d10 rounds to reset and begin working again.

The crystal circuit brain functions almost

exactly as the original. The subject's memories and personality are retained on the circuits. The circuits do not deteriorate over time, but they can be damaged if the skull is somehow opened. Each circuit has a hardness of 10 and 2 hit points.

Gaining a Crystal Circuit Brain: In order to install a crystal circuit brain, a character must take the Mechanical Mind feat. The operation takes 24 hours and another 8 weeks of recovery time is needed while the new brain learns how to function. The subject must make a Fortitude saving throw DC 15 or die at the end of the initial 24 hours, and is considered exhausted for the entire 8-week recovery period.

An assistant is required who will perform the operation and must be a 10th-level steamborg or coglayer with at least 10 ranks in Heal.

Custom Circuits: Crystal circuit brains cannot be copied. Only one crystal circuit brain can be made from a living brain, destroying the living brain in the process described above. Crystal circuit brains are primarily used in steamborgs but they can also be adapted to run a mech. A steamborg will only function using its own crystal circuit brain. It cannot be replaced with another.

Mechs and Devices: A mech or other device with a crystal circuit interface steam power can be run by a character with a crystal circuit brain. A mech engineered to use a crystal circuit brain must be almost completely rebuilt to be adapted for another crystal circuit brain.

RACES

COGLINGS

Coglings are feral halflings who dwell in gear forests. Survival in such a hostile environment has forced them to adapt, and after only a few generations they have developed into a distinct halfling subrace. They are quicker and more nimble than normal



MECHANICAL MIND (GENERAL) (OPTIONAL FEAT)

You can replace your mind with a machine.

Prerequisite: Int 10, Craft (mechcraft) 8 ranks, 2 artificial parts.

Benefit: You can replace your original brain with a mechanical one the next time you gain a steam power. This counts toward your steam power total. You retain all knowledge and sense of self in the artificial mind. You can replace your head with an artificial one.

Normal: Steamborgs can't replace their heads.

CRYSTAL CIRCUIT BRAIN (OPTIONAL STEAM POWER)

Cost: 2,000 gp

Assistants: 0

Size: Small (10)

Weight: 6 lb.

This device replaces a creature's living brain with a crystal circuit brain of about the same size. The encoding process destroys the original brain. The subject must make a Fortitude saving throw DC 15 or he does not survive the procedure. The brain retains all the mental attributes of the creature it came from. A mech or device with a crystal circuit brain can operate on its own.

Crystal circuit brains are primarily used by steamborgs, but with a crystal circuit interface, a crystal circuit brain can be installed in virtually any device. A crystal circuit brain added to a device gives it true artificial intelligence.

Characters who wish to undergo this process must take the Mechanical Mind feat. A character whose crystal circuit brain is destroyed is dead.

CRYSTAL CIRCUIT INTERFACE (OPTIONAL STEAM POWER)

Cost: 10,000 gp + 25% the cost of the device or mech it is installed into.

Assistants: 1

Size: Small (10)

Weight: 6 lb.

This incredibly complicated device links a crystal circuit brain to any other device. The brain can operate that device, but it can only do what the device is capable of. A chattersword that can turn itself on and vary the chain speed might seem impressive, but without the ability to get up, it is quite useless.

The cost includes 25% of the device or mech. This includes 25% of the cost of every steam power, weapon, and other device the crystal circuit brain controls. This price must be paid for new components that are to be controlled as well. It is possible for a device or mech to have steam powers or other components that the crystal circuit brain does not control, although it may be impractical.

The most common use is to allow a crystal circuit brain in a steamborg to control a mech. The interface provides a +4 circumstance bonus to pilot checks.

Each crystal circuit brain is compatible with only one crystal circuit brain.

Special: Steamborgs and assimilated do not require a crystal circuit interface to install a crystal circuit brain as one of their steam powers.

halfings, and uniquely attuned to the gear forests they call home. These homes are not truly theirs, however, for almost all coglings are stowaways. They skulk about the vast engine rooms of mighty city-mechs, doing everything they can to avoid detection. Only by keeping outsiders away from the gear forests can they ensure their homes will never be found, so coglings have developed an entire society predicated on the twin principles of keeping the "great engine" functioning while never being found within it.

Personality: Coglings live in a constant state of fear. They are always on guard against the persistent threat of detection in their gear forest dwellings. Even their "homes" are not truly safe, for they live on the property of others; therefore, no cogling ever has a chance to truly relax. This state of fear pervades every aspect of the cogling personality, and is one of the key personality differences between them and root-stock halfings. Most coglings do not possess the halfings' innate resistance to fear, and in

fact are often more likely to bolt and run than the most fearful human. Their only tools for survival in their hostile homes are stealth and nondetection, so when confronted with threats they respond with those behaviors, not combat.

Coglings are no less curious than normal halfings, but they reserve this curiosity for engines. More than any other race, coglings have an innate talent for working with steam engines. But unlike other races that view steam engines as simple objects built for a purpose, coglings *live* in steam engines of a scale far larger than they could ever hope to build. They are part of an engine-based ecology; they plant fungus farms, raise grease lizards, and hunt the vermin that threaten the gear forest. Alone among the intelligent races, coglings view the steam engine as a living, interconnected environment, and their curiosity about these aspects of the steam engine has led many down the path of the clockwork ranger. Clockwork rangers are common among cogling tribes, and it is through their ecological talents that the coglings survive in their strange environment.

Physical Description: Coglings, like halfings, stand about 3 feet tall and usually weight between 30 and 35 pounds. From there, though, the resemblance stops. Unlike halfings, coglings have pale, almost albino skin. Entire generations can pass where no cogling sees the sun, much less any light source stronger than a torch. They keep their hair trimmed short and avoid facial hair. (There are so many moving parts in a gear forest that a long beard can be dangerous!) They wear armor made of discarded scraps of the gear forest, which makes them resemble blacksmiths or modern welders: Metal greaves and breastplates, gearmail armor, and iron masks are common. They have no source of cloth, so what few pieces of true clothing they possess are either scavenged or built from non-cloth sources, like the hides of monstrous beetles and spiders they have slain, or worked from the leather of their domesticated grease lizard herds. Coglings are perpetually coated in thick layers of sludge and grease, a byproduct of their life in an engine.

Relations: By their very nature, coglings attempt to minimize relations with all other races. The less likely that they are detected, the less likely they will be evicted from their gear forest homes. Thus, coglings effectively have no relations with other intelligent races.

On an individual basis, they may have relations with wise or powerful denizens of their gear forest homes. The golem Old Iron Arms on Nedderpik is a one such example (see **The Shardsfall Quest**). Most gear forests include at least one non-cogling clockwork ranger, usually a resident of the city-mech who has retreated to the gear forest for solitude, and these “engine-keepers” are usually on friendly terms with the local cogling population.

Other stowaways are a thorny problem for the coglings. Unlike unaffiliated clockwork rangers or mechanical creatures, stowaways have no particular respect for the gear forest. Many are criminals or spies to begin with. Coglings judge these stowaways guilty until proven innocent. After all, they are a threat not only to the coglings’ secrecy, but to the gear forest itself; the only way outsiders can survive in the gear forest environment is to

disable it before it hurts them. Defenseless stowaways are sometimes adopted (such as the human child Chriso Xanthas; see **The Mech Manual**). Others are given a warning and brutally slaughtered if they don’t heed it – though usually the killing takes place through traps set in the gear forest, so no cogling need ever show his face.

When it comes to creatures that don’t reside in the gear forest, coglings attempt to avoid any contact whatsoever. They make no distinction between orc, dwarf, human, or elf, much less class, religion, or other affiliation. Coglings have no particular affinity for

root-stock halflings, either; after so many years of divergent lifestyles, the halflings are just as foreign to them as humans or elves.

One side effect of the cogling isolation is that they have very little use for valuables. They effectively have no commercial relationships. They value precious metals for their beauty, and most coglings remember gold’s economic value from the old times. But these days, a typical cogling would much rather have a masterwork ball hammer than that platinum nugget he found hidden in an air duct.

Alignment: Coglings tend toward neutrality, with no strong preference toward

What they have are gear forests on city-mechs owned by other factions. All five of the Stenian Confederacy’s city-mechs have cogling populations. Many smaller mechs of substantial size also have small cogling populations, including mechs of the Irontooth Clans, orcs, and the Legion. Elven mechs, powered as they are by magical animation, lack the gear forests necessary for cogling survival.

Gear forests occupied by coglings are slowly but steadily transformed to fit the coglings’ needs. Master coglayers reside among every cogling tribe, and they work to disassemble and rebuild the gear forest

to make room for coglings. In this way, they clear areas for occupation, build traps and defensible corridors, and even create areas for worshipping their “talking gods.” They do all of this without interfering with the functioning of the gear forest, and in many cases actually *improve* the engine efficiency. After all, most city-mechs were built decades ago, and steam technology has improved in the years since the coglings took occupancy.

A clockwork ranger, or a person with the Gearstride feat or otherwise keenly familiar with the gear forest, can spot cogling-controlled

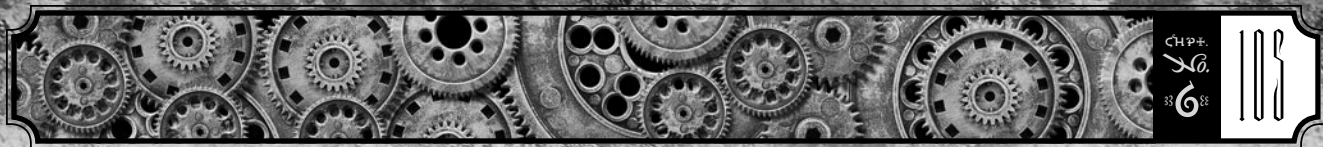
areas within a gear forest with a DC 12 Survival check. Craft (mechcraft) or Knowledge (steam engines) can be substituted for Survival, although characters unfamiliar with the gear forest must make a DC 20 Craft (mechcraft) or Knowledge (steam engines) check to recognize alteration to the engines of the gear forest.

Religion: The old religions of the halflings were abandoned when they had to resort to great metal men to protect them. Different tribes of coglings subsequently developed different practices as they were scattered to the city-mechs. There has been



good or evil. Lawful coglings are extremely rare; chaotic coglings are somewhat more common. Cogling survival depends on their flouting the laws of the city-mechs to gain passage, while understanding great machines on an intuitive level and maintaining codes of secrecy. They do not seek out conflict, but neither will they hesitate to defend themselves. Their policy of secrecy requires that they destroy enemies before they are seen and leave no survivors to tell the tale, so their combats are often brutal and bloody.

Cogling Lands: Coglings have no lands.



very little communication between these separate tribes in the generations since. Surprisingly, their different paths all led to similar religious practices. Coglings almost universally practice a belief that there are spirits controlling the gear forest, or the “great engine” as they call it. This form of animism offers prayers and supplications not to a specific deity, but to the general soul of the great engine itself.

Cogling animism is not the same as a belief in Dotrak. Dotrak’s followers do not worship any spirit, nor do they believe in the intelligence of obviously unintelligent items. No worshipper of Dotrak will tell you that a great spirit resides in the gear forest of Nedderpik. Instead, adherents of Dotrak say the gear forest is a microcosm of the great engine that controls the universe itself, with each gear part of a vast system of cause and effect as large as all reality and as enduring as time.

The coglings, on the other hand, truly believe that spirits dwell in the great engine. Just as many primitive tribes worship animal spirits or spirits of the land – including the shintaji of the Irontooth Clans (see **Second Age of Walkers**) – the coglings worship spir-

its of the gear forest.

These spirits are real, for they grant spells to their worshippers. Cogling clerics are few and far between, but they are powerful in a way not often seen among engine-worshippers. Unique among the religions that have developed in the wake of the lunar rains, they are able to *build* their gods, for they create mechanical sculptures and imbue them with intelligence via the *awaken construct* spell.

Language: Coglings speak Common, as well as a dialect of the old Halfling language. They have also developed two unique languages of their own. The first is a simple sign language, called Cogling Signing. In the noisy gear forests, sound is not always the easiest way to transmit meaning. The second is a form of mechanical sculpture that is similar to the old runic languages of the dwarves. Certain arrangements of gears, pistons, and other mechanical parts have simple meanings, ranging from warnings to territorial claims to religious offerings. This language is called Cogling Engine Talk.

Names: Coglings abandoned family names when they retreated to the gear forests. Their tribes are so small that family names are not really necessary. They still retain given names and, usually, a nickname. Nicknames are centered around talents, abilities, or strange traits, often with a gear forest theme, like Pistonhopper, Lizardwrestler, or Slipperystepper.

Male Names: Groyot, Brueg, Dakad, Gruttik, Nergen, Fobbot.

Female Names: Charfis, Ferbeh, Quarel, Sidika, Lenom, Kerol.

Adventurers: Coglings live their entire lives in a small, dangerous environment circumscribed by factors outside their control. Not everyone can stand such a life. Some coglings inherit the halfling root-stock resistance to fear and decide to learn about the outside world, rather than hide from it. These adventurers are warned by their families never to speak of their true origins, so cogling adventurers invent false backgrounds while on their journeys. When they finally settle down, they do so on the city-mech of their origin, where they act as secret protectors and patrons of their cogling tribe.

Cogling Racial Traits

- +2 Dexterity, –2 Strength: Coglings are very quick and agile, but small and not very strong.
- Small: As a Small creature, a cogling gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than a Medium character, and his lifting and carrying limits are three-quarters those of a Medium character.
- Cogling base land speed is 20 feet.
- +2 racial bonus on Climb, Jump, and Move Silently checks. The native athleticism of the halfling is one of the only reasons coglings are able to survive in the gear forest as they do.
- Additional +2 bonus to Hide checks in gear forests, due to familiarity with using grease and sludge as camouflage.
- +1 racial bonus on Fort and Will saving throws, and +2 racial bonus on Ref saving throws. Life in a gear forest makes coglings particularly sensitive to danger, especially anything requiring fast reflexes to escape.
- +1 racial bonus on attack rolls with thrown weapons and slings.
- Gearstride feat: Coglings automatically receive the Gearstride feat at 1st level. They grow up among the dangers of the gear forest and learn to avoid them.
- Low-light Vision: Coglings are raised in the poor light of the gear forest. They can see twice as far as a human in starlight, moonlight, torchlight, gear forests, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Automatic Languages: Common, Halfling, and Cogling Signing. Bonus Languages: Dwarven, Gnome, and Cogling Engine Talk. Coglings have little exposure to creatures other than the gearwrights who occasionally come to inspect the gear forests they dwell in.
- Favored Class: Clockwork ranger. In addition to the standard combat styles of archery and two-weapon combat, cogling clockwork rangers may choose among two new combat styles: hazard master or lizard





master. A character who chooses the hazard master combat style can take the Hazard Master feat at 2nd level, Hazard Lord at 6th level, and Hazard Killer at 11th level. A character who chooses the lizard master combat style can take Lizard Fighter at 2nd level, Lizard Warrior at 6th level, and Lizard Lord at 11th level.

Origins of the Coglings

There is no defining moment at which halflings became coglings, but the popular halfling clan leader Alton Nightswallow is credited with leading the first migration toward the gear forests. Nightswallow led a wide-ranging band of peddlers and small-time con artists who were known to disappear into the night before their cons were ever detected (hence the family name). They were selling their wares in the halls of Duerok when the lunar rains reached their first terrible climax. The dwarves forcibly evicted Alton and his followers, but the halfling had heard enough from his sources to know that no survival would be found on the surface. He led his clan into the abandoned mines on the outskirts of Duerok.

For years the halflings survived in places too small for anyone else, scavenging supplies off the corpses of those who died fighting for space underground. Alton's clan slowly shrank as attrition and starvation killed off the family; in the war zones around Duerok, there was little hope for survival.

But Alton had many ears in the underdark. It wasn't just luck that had kept him one step ahead of the law for so many years. When he heard of the great metal dwarf that Duerok was building under the direction of an outsider named Parilus, he began plotting a way to get his clan on board. He knew no bribe would work, for not only was dwarven survival on the line, but their *pride* was as well, and most dwarves would give their lives long before they sacrificed their pride. Alton's venal cons couldn't compromise such principles, so he resolved to lead his clan the way he always had: by slinking into the night. Only this time, they wouldn't slink *away* from trouble; they'd slink toward it.

In the last few days before Durgan-lok was complete, Alton Nightswallow led the 16 remaining members of his clan through long-abandoned mining tunnels into the surface clearings where the components of Durgan-lok were being assembled. Using stealth and guile developed from many years of outwitting the law — and benefiting from dwarven sentries far more focused on large lunar threats than small terrestrial ones — the halflings slipped past the dwarven guards and climbed into the first large city-mech component they could find. They had little idea what they had gotten into, for they knew no more about steam technology than anyone else at the time; they were simply grateful when the strange metal crate soon became part of an enormous city-mech, and they discovered themselves rulers of their own domain. It was greasy and dangerous, but safe from the outside world.

Alton informed his underworld contacts of his “new scam” — hoping to keep a few of the old cons going, of course — but soon learned that his only hope of surviving on this militarized high-security city-mech was to stay hidden. And the only place to stay hidden was the gear forest. The Nightswallows applied their intelligence to learning about the gear forest as best they could, the better to succeed in this latest, greatest con on the dwarves, and word spread among Alton's outside contacts of his crazy new scheme. Other, equally desperate bands of halflings followed suit when future opportunities presented themselves, and soon the prevalence of steam-powered mechs gave the world a growing population of coglings.

Social Structure of the Coglings

Coglings retain the halfling emphasis on clan and family. They are organized into small family groups. These are effectively clans, but because the groups are so small, most members are first-degree relatives, making “clan” perhaps too broad a term. The family groups may call themselves a clan, tribe, family, or some other term. The only thing an outsider needs to know is that they're all related, and they don't like outsiders.

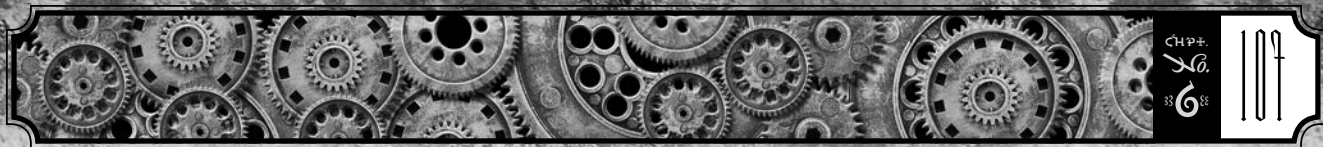
The clans have very loose leadership models. Community members with valuable skills are deferred to when important decisions are made. Such community members include coglayers, clockwork rangers, and the occasional cleric or warrior chieftain. The domain of the issue determines who has the most important claim to its decision; for example, military decisions are almost always deferred to the strongest warrior, while questions of gear forest functionality go to the senior coglayer. The cleric and clockwork ranger are often involved in decisions, since their areas overlap with so many others.

Coglings reproduce slowly. Their food supplies are limited, their physical space is limited, and every new clan member increases their chance of detection.

Food and Water

Like all creatures, coglings need food and water. They supply these needs in a variety of creative ways. Food comes from four sources. First, the coglings cultivate fungus gardens. A few hardy species of mushrooms can actually survive in the grease-laden environment of the gear forest, and the coglings have learned to eat them. Second, the coglings hunt the vermin that infest the gear forests. They have to do this anyway in order to make sure the creatures don't interfere with the engines. Fricasseed spider, peeled beetle, and centipede leg soup are favorite cogling dishes. Third, the coglings breed grease lizards, which are naturally acclimated to the gear forest environment. Grease lizards provide not just food but leather for clothing, ligaments for bowstrings, bones for tools, and a wide variety of other materials for other uses. Finally, the coglings steal when necessary. They are intimately familiar with the miles and miles of air vents, access corridors, and other hidden spaces that lace the interstices of a city-mech. Theft risks discovery, so the coglayers do this sparingly. But when no other option is available, they are not above entering residential quarters and pilfering whatever food they can find.

The coglings acquire water with ease. All



city-mechs are built with intake valves that suck water up from their feet. Whenever the city-mech treads through a river or stream, water flows upward to the reservoirs on its uppermost hull. The coglings tap these uptake pipes, siphoning off just enough water for their own use. They are also adept at harvesting the ambient steam of the gear forests. Because of the ever-present steam vents, a simple dehumidifier device is all that's needed to pull water directly out of the oppressively hot air.

Obstacle-Running

Like all halflings, coglings have a playful side. Their world has been dark and threatening for far too long, and they need a mental escape. They haven't the room for the traditional games and sports of the halflings, but they have developed a number of new activities. Most have an obstacle-course theme, and involve running the hazards of the gear forest. Native coglings identify sections of the gear forest with particular challenges — for example, an area where you must be able to jump long and high to pass safely, or another place where one must dodge both vertical and horizontal pistons. When this becomes too easy, the older coglings with engineering experience actually rearrange the gear forest to create particularly challenging courses. If clans of coglings from different city-mechs were ever to meet, it's likely that they would develop an organized sports festival where their best engineers would create courses to challenge their best obstacle-runners.

The sport of obstacle-running can be quite dangerous, of course. Older coglings are careful to restrict the younger coglings' access to the deadly areas of the gear forest until they are ready for such challenges. It is these games that allow coglings to reach adulthood fully endowed with the Gear-stride feat.



Animal Companions

Another favored pastime is the cogling crawler. Young coglings learn basic engineering skills by building these small creatures. The silly constructs serve as pets and diversions. Among the more violent cogling tribes, crawlers are pitted against each other in miniature arenas, and wagers are exchanged in the same way orc tribes would pit dogs or boars against each other.

Many coglings have developed techniques for assimilating natural creatures into their mechanical world. No normal dog or hawk would willingly live in a gear forest, but with the coaxing of a clockwork ranger and the scalpel of a coglayer, such a creature can be not only persuaded but perfectly adapted.

Coglings practice a form of animal modification where they transform organic creatures into steamborg-like hybrids. This practice is rare, and usually occurs only when a clockwork ranger attracts an animal companion from other areas of the city-mech. In this case, a dog or other animal that follows

the clockwork ranger into the gear forest is modified to give it the ability to live in such a place. This process includes implanting metal parts in place of normal body parts, adjusting tolerances for heat and light, and other such modifications.

Only animals with an Intelligence of 2 or less can be modified in this way. More intelligent creatures can't be modified without fatal risks, and non-animals don't have the requisite anatomy for the transformation.

Transforming a living creature into a steamborg hybrid requires a DC 20 Craft (mechcraft) skill check. The practitioner must have at least 10 ranks in Knowledge (steam engines) and 5 ranks in Heal. The

process requires a minimum of one day of surgery for a creature of Small size or smaller, with the time doubling for each size increment above Small. The surgery requires 100 gp in materials for a Small creature, again doubling for larger creatures. The skill check is made at the end of the surgery time. If the surgery fails, the creature dies. If the surgery succeeds, the creature needs one week of convalescent time, and thereafter is treated as a construct. Its Hit Dice (HD) change to 1d10, and it gains 5.5 hit points per HD. Its saving throws and skill points adjust as if it were of the construct type, and it gains all the usual traits of a construct (as described in the MM). It no longer heals, but can be repaired using the Craft Construct feat or the Craft (mechcraft) skill.

Cogling Engine Talk

More than one cogling engineer has been born with the eye of an artist. Just as mechanical sculpture is becoming common among the surface races, similar creativity has found an outlet among the coglings. Among the coglings, however, it has both a practical and aesthetic value.

Cogling Engine Talk is an iconography

similar to the runes of the dwarves, but it's expressed mechanically. Arranging pistons, gears, valves, tubes, and other engine parts in particular patterns creates meaning. There are only three dozen or so icons, each formed by a particular group of engine parts commonly found together. The parts by themselves have no meaning, but if rebuilt into a specific shape or arrangement, they become part of Cogling Engine Talk.

The icons of Cogling Engine Talk have simple, direct meanings; Danger, Holy Place, Safe Perimeter, and Caution are commonly encountered. The language is flexible enough that a mechanical sculpture can be intricately designed around the icon itself, or presented simply as the icon. The icons have no written or spoken component, though of course coglings can express the same idea in Common, Halfling, and Cogling Signing.

Only coglings (and a select few clockwork rangers of other races) are aware of the language, much less able to "speak" it. When gearwrights come across engines that have had their parts rearranged without interfering with their functionality, they simply scratch their heads and wonder what's going on, without ever suspecting they're staring at a language with meaning.

Coglings use Cogling Engine Talk for a variety of purposes. Generally, the time required to build a single icon in Cogling Engine Talk prevents its use for quick message-sending. It is primarily decorative and cultural — cogling engineers who reshape

the gear forest build into it not just mechanical sculptures, but shapes with meaning. Holy areas will be marked as such with the right icon, as will the domain of a respected clockwork ranger. In troubled times, the language can be used to send signals to members of the clan, or to outsiders who might speak the language. Cogling clerics also use the language to send messages to their engine-dwelling gods.

Attitudes Toward Outsiders

Coglayers view outsiders with fear. There is no other response. Every outsider brings with him the potential for discovery, and discovery means eviction or death.

Within the spectrum of fear, there are many degrees. The mildest of the coglings are innocuous stowaways with an "us or them" attitude. They are willing to let outsiders live, provided the outsiders heed their warnings and depart before threatening the coglings. But, if necessary, the coglings are perfectly willing to kill first in order to avoid being detected.

At the opposite extreme are the xenophobic, paranoid coglings who commonly dwell in orc mechs. These coglings are accustomed to dealing with orcs: brutish taskmasters who have no benevolent impulses whatsoever. They have learned that survival comes from violence and violence alone. These coglings are the most vicious of all, striking first and without mercy. They permit no survivors, lest stories of their presence be told. They are the most susceptible to influence from powerful outsiders who play on their constant fear. More than one *haireisthai* (see **The Mech Manual**) has built a cult in the gear forests of an orc mech.

Being Found Out

The worst possible situation for a cogling is to be discovered. All mechs are opposed to stowaways, and the city-mechs particularly so. The militarized governments of the Stenian Confederacy and Legion treat stowaways as criminals of the worst sort, while the Irontooth Clans and orcs are likely

to simply murder those who would use up their payload illicitly (and, in the case of the orcs, they just might eat them too).

No entire clan of coglings has ever been discovered. They are too familiar with the gear forest to ever be caught: Not only can they hide within its reaches, but they can turn the gear forest itself against their pursuers.

Individual coglings, however, *have* been discovered. Whether through carelessness or misjudgment, coglings have been found in the gear forests of Nedderpik and Thuron. In each case, a lone gearwright on a personal excursion discovered the coglings, always through noticing their alterations to the gear forest and then finding the creatures hidden nearby.

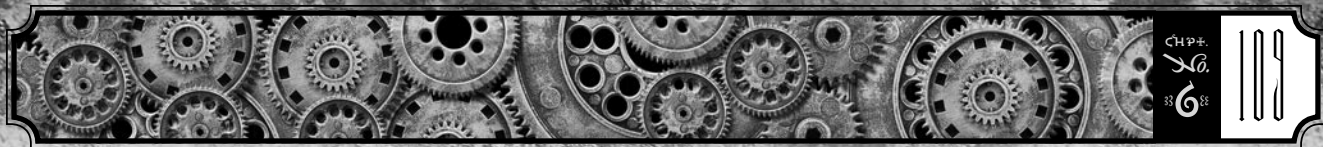
The coglings prisoners were perceived as individual stowaways and thus never connected to a larger population (though authorities did wonder how such strange halflings could come to be). After their capture, their cogling clans were able to engineer their escape through their intimate knowledge of the city-mechs' air ducts. Once the prisoners were returned to their gear forest homes, however, they were hardly free; endangering the entire clan is an unforgivable offense, and such coglings lose face within their communities. For years to come, they are treated with only a modicum of respect, forced to stay behind and perform the most menial chores, not trusted to walk the open expanses of the gear forest where they may be discovered once more.

Cogling Religion

Coglings practice a form of "engine animism" that involves the worship of spirits within the "great engine." They do not worship Dotrak, contrary to common belief among those aware of their existence; their "great engine" is the gear forest itself, not Dotrak.

The cogling religion is built around respect for their gear forest home, and the belief that some greater power must have been involved in order for the gear forest to evolve as it has. Such an intricate ecology





could not possibly come to be simply as an accidental byproduct of the construction of city-mechs; the coglings believe some divine power had to be involved. There's no proof of this one way or another, but coglayer clerics do receive spells.

The shintaji spirit sealers of the Irontooth Clans have a very simple explanation: The same spirits with whom they commune in more conventional ecologies have also come to rest in the strange world of the gear forests. They see the cogling religion as something akin to their own form of spirit worship.

The coglings aren't concerned with such similarities. Their primary concern is the sustenance of the "great engine," which is to them both the physical engine that powers the city-mech as well as the divine spirit that keeps the gear forest ecology intact. Normal coglings worship the great engine every day when they perform routine maintenance of the engines; they have little need of formal rituals since many aspects of their daily tasks are a form of supplication. As long as the great engine runs smoothly, the coglings' survival is ensured.

Worshipping the Great Engine

Clerics who worship the great engine of the coglings must be lawful neutral, neutral, or chaotic neutral. They have access to the domains of Engine and Spirit. They advance as traditional clerics, not shintaji spirit stealers, although they gain special access to the following spells in addition to normal cleric spells. Only cogling clerics who possess both the Engine and Spirit domains gain access to this special list:

- 1st—*detect spirits, invisibility to spirits, protection from spirits, see spirits, spirit dart*
- 2nd—*identify spirit, spirit spear*
- 3rd—*magic circle against spirits, materialize, speak with spirits*
- 4th—*awaken construct, ethereal projection, rebuild soul, spirit wall*
- 5th—*commune with spirits, ferrous soul*
- 6th—*slay spirit*
- 7th—*transpose spirit, vanquish spirit*
- 8th—*impant skill knowledge, soul box*

These spells and domains are described in *DragonMech* and *Second Age of Walkers*, except for *animate construct*, which is described below.

Cogling clerics' favored weapon is a hammer (any kind will do; usually this is a mechanic's work hammer of some kind). The great engine has no consistent symbol, though many cogling clerics use an emblem of many, many small gears intricately intertwined, symbolizing the complexity and many spirits of the gear forest ecology.

Coglings live in close proximity to their gods, and the engine spirits seem unaffected by the disasters sweeping across Highpoint today. Therefore, cogling clerics always receive their spells.

The Talking Gods

Cogling clerics commune with the spirit of the great engine by performing the same maintenance rituals as the rest of the clan. Polishing gears, lubricating pistons, checking gauges, replacing worn parts — all of these are subtle acts of worship for someone who believes in the great engine.

But the cogling clerics have another, more powerful form of worship. They know the spirit of the gear forest is real, because they can talk to it.

Cogling clerics long ago discovered the spell *awaken construct* and took its application to be proof that the gear forest had a spirit. Now the cogling clerics practice a ritual called "building a god" where they engineer minor constructs from the gear forest itself. These "talking gods" are granted sentience via *awaken construct*, and serve as the voice of the gear forest.

In reality, the individual constructs may or may not be particularly wise or intelligent, depending on the outcome of the spell. Their personality is often shaped by the clerics who awaken them, so whether or not the *awakened* constructs are truly expressing the will of a god is a circular question. But the cogling clerics fervently believe the results of this spell are directly linked to the spirit of the great engine, and they consult these god-totems on all manner of issues, both

AWAKEN CONSTRUCT

Transmutation

Level: Clr 7 (cogling only), Con 6, Shn 5

Components: V, S, DF, XP

Casting Time: 24 hours

Range: Touch

Target: Mech or construct touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You awaken a construct (including a mech) with a humanlike sentience. To succeed, you must make a Will save (DC 10 + the construct or mech's current HD).

The *awakened* construct or mech is friendly toward you. You have no special empathy or connection with a creature you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it.

An *awakened* construct maintains its construct characteristics (the mech gains the construct characteristics), but gains an Intelligence score equal to $3d6 + 1$ per five caster levels. An *awakened* mech or construct gains skill points and feats.

An *awakened* construct or mech can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any).

XP Cost: 350 XP.

religious and practical.

Prerequisites: "Building a god" can be done by any cogling cleric with access to the *awaken construct* spell (generally clerics of 7th level and above). The cleric must speak Cogling Engine Talk, possess at least one rank in Craft (mechcraft), and have the Craft Construct feat.

Building a Talking God: First, the cleric must construct a mechanical sculpture. He must use a minimum of 100 gp worth of materials and attempt a DC 20 Craft (mechcraft) check to produce a Tiny mechanical sculpture. The DC rises by +4, and the cost doubles, for every size above Tiny. There-

fore, a Large mechanical sculpture would be DC 32 and cost 800 gp in materials to build. Because of the great care that must be taken to keep the appearance of the mechanism perfect, it takes 1 day per 100 gp to build a mechanical sculpture — ten times the duration of a normal project. Cogling clerics are not apt to use more expensive materials than necessary, for they see beauty in the grease and grime of the gear forest itself; galvanized steel is as beautiful to them as the purest gold. In many cases, the materials themselves are existing portions of the gear forest retrofitted for purposes of the sculpture.

While building the sculpture, the cleric must also shape it into the appropriate icon in Cogling Engine Talk. Usually the symbol for Holy Place is used, though some clerics may use other icons. For example, a talking god built on the site of a great sacrifice may use the symbol Heroism.

Once the sculpture is built, the cleric must craft it into a construct. Treat this as a use of the Craft Construct feat (as described in the *MM*), with the resulting construct having the stats of an animated object of the appropriate size. The market price is the cost to build the sculpture. The animated object is almost always physically attached to the great engine itself (e.g., inseparable from the gear forest), so it has no movement speed.

The last step is to cast *awaken construct* on the resulting construct. The cleric then has an *awakened* construct built into an aesthetically beautiful sculptural shape, symbolizing a particular value in Cogling Engine Talk.

The Talking God Within a Clan: A talking god is part of the gear forest. Although its sentience comes from the cleric who awakens it, and its personality is largely shaped from conversations with that cleric, it still has an identity rooted in being part of a gear forest. A talking god can convey what the rest of the gear forest is feeling, insofar as the gear forest is capable of perception, and is an invaluable part of the coglings' understanding of a the gear forest ecology. For example, it may take coglings weeks to come across evidence of an infestation of crumble bugs, but a talking god can alert them to the

presence of “something small and painful in the central pistons” the moment the gear forest is first set upon by the metal-eating creatures. Sometimes the coglings receive enigmatic communications from talking gods which only become clear in retrospect, or with the proper interpretation. After all, a stationary, metal-bound creature with no means of sight can't always convey things in terms humanoids can understand.

Because talking gods spend long hours in conversation with their cleric creators, they often know many secrets of the tribe. Some talking gods have outlived their creators and passed from one cleric to the next, becoming de facto receptacles of communal wisdom. Talking gods are sacred to the coglings, and no cogling will knowingly harm one.

To an outsider, a talking god may or may not be detectable. Anyone with the Craft (mechcraft) or Knowledge (steam engines) skill may make a DC 20 check to detect alteration in the surrounding gear forest, as with all cogling creations. (The DC drops to 12 for clockwork rangers and characters with the Gearstride feat.) If they speak Cogling Engine Talk, they may notice the symbol built into the talking god. But whether they will realize the mechanical sculpture is alive is another question indeed. Most talking gods are not humanoid, or even mobile; they could be as simple as a gear or as complex as a small engine. There is often nothing to give away the fact that this particular section of the engine is intelligent.

The Elder Engines: In recent years, the coglings have expanded the spiritual domain of the talking god into what they call the “elder engine.” When a cleric dies, his soul passes to the afterlife; this fact is well known. To an animist culture that believes in spirits, the cleric's spirit must surely remain behind to protect them, and the coglings have taken steps to ensure this with the *rebuild soul* spell.

An elder engine is a talking god that has been endowed with the soul of a cleric, typically the one who built it. This practice has been adopted as an honor to a great cleric. When the cleric dies, his apprentices cast *rebuild soul* and bind his soul to the talking

god. Because the talking god is not constructed of fine steel, much less articulated or humanoid in shape, the cleric's soul is effectively imprisoned in a useless body — but he is still revived from the dead, and able to communicate. The *awakened* personality remains in place, as well, and the construct effectively has two minds, both capable of carrying the collective wisdom of the clan.

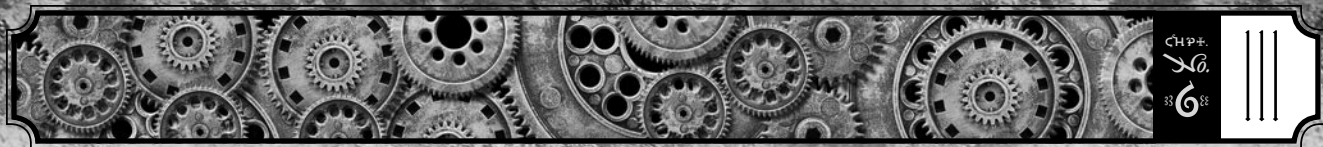
Elder engines are rare. Only two are known to exist, one on Durgan-lok and one hidden deep in the gear forest of White Swan, an Irontooth kabuto. They are treasured secrets to their cogling protectors, the repositories of many, many years of knowledge and wisdom. It is said by loremasters that deep in the Stenian city-mech Gorja, a vast tract of gear forest is sentient, through a combination of *awaken construct* and *rebuild soul* spells left behind by coglings long ago destroyed by a hellborg. But the coglings who now live there dispute this as myth, pointing to Durgan-lok and White Swan as the only true elder engines.

So far, no talking god has been imbued with more than one soul. It's unclear what would happen if *rebuild soul* were cast on a construct already possessing a soul. Will the old soul be forced out? Will there be a contest of wills? Or could two souls exist within the same mechanical sculpture? Sooner or later, a cogling cleric will make such an attempt and find out.

TIK'TOKS (GEARMEN)

A race whose origins are unknown to anyone except perhaps themselves, the tik'tok — a name given them for the soft, steady ticking they make, even while at full rest — have lived at the fringe of civilization since first appearing nearly fifty years ago. Nobody knows the tik'tok's origins (and they themselves claim ignorance), but the following theories have been proposed:

- They are the result of arcane experimentation into bestowing life and intelligence into constructs, perhaps a side effect of the first attempts to create animated mechs.



- They are the harbingers of Dotrak, come to ready the world for the true synergy of flesh with machine.
- Some unintended side effect — an eldritch “bleeding,” as it were — from the creation of animated and/or undead mechs gave rise to the gearmen.
- They are reincarnated souls, given unprecedented form because of the (relatively) recent absorption of machines into Highpoint’s lifestyle.
- The divinely gifted offspring of steamborgs, creating a race that is now able to procreate on its own.
- The result of the cosmos’ need to establish order and balance; with the advent of mechs and steam technology, the universe has adapted by creating a new race representative of such a social and ideological shift.
- Heretically taken from the dead of other races (or perhaps from living sacrifices), the life that fuels the gearmen’s physical forms keeps those souls from taking their rightful place alongside the gods.

Yet another oddity of these clockwork beings is their means of reproduction, for the tik’tok are without gender. Their shape, color, and size depends upon the whims and designs of their “parent,” meaning that while some may appear or even sound gendered, all gearmen (as they are also known) are actually androgynous. Other races often find this confusing and unsettling, but the tik’tok see it as perfectly normal.

Tik’tok society is a meritocracy, founded on the principle that each tik’tok is beholden to earn its place in the community. Familial ties are unheard of once a child is old enough to leave its lone parent’s care, although some parents have inexplicably take great pride (or shame) from their children’s actions. Once a “child” has settled into its own niche within the community, however, that

tik’tok’s opinions and voice carries as much weight as any other member, no matter their age. Many people theorize that a total lack of gender issues is the answer, and is pointed to as a reason why gearmen usually seem devoid of emotion or passion.

Personality: Reclusive and even tempered, tik’toks carry themselves with a quiet grace and inquisitive outlook that belies their harsh mechanical appearance. They pursue logic like others pursue faith, and it drives their curiosity to great heights and depths. Exploration and invention are their chief interests, while mastering the intricacies of science, especially as they relate to technology (and therefore to their race), is the tik’toks’ principal trade.

Self-control, tempered wisdom, and the cold calculation of risk all guide a tik’tok’s actions, not the burning desires and passionate instincts that rule other races. Free from base appetites, most tik’tok are not driven to the pursuit and acquisition of such trivial matters as money, power, political influence, or vengeance.

Other emotions, such as friendship and fear, exist within them, even if these feelings are greatly suppressed and controlled. Occasionally, a tik’tok will succumb to its primitive impulses, but they are considered horrific aberrations to be pitied and, more often than not, shunned or exiled.

Physical Description: Typically standing a little over 3 feet tall and weighing between 50 and 70 pounds, tik’toks are a non-organic life form. They have interlocking metal gears, pumping hydraulics and thinking pistons instead of muscles; rivets, struts, and frameworks instead of bones; clockwork mechanisms and gas- and steam-filled tanks instead of organs; an undying steam engine instead of lungs and heart; and metal plating of various colors instead of skin.

Much of a tik’tok’s inner workings are

exposed (making them vulnerable to critical hits), with the rest covered by protective plates. For machines of their size, even ones that are alive, tik’toks appear extremely delicate.

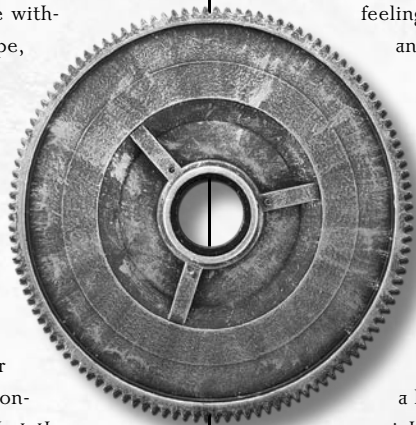
Relations: Pacifists by nature, gearmen attempt to get along with everyone, although their dedication to logic tells them that this is not possible. Yet they will go out of their way to remain at peace with other races, even if it requires they move from a beloved settlement to somewhere less desirable. Peace is simply more important than land.

Still, tik’toks are not fools and they fully understand that many other races would like to exploit them for the secrets they hold and the marvels they can create. They will normally choose to distance themselves from others to be safe. Just as steamborgs and the assimilated seem alien and inhuman to many, so do tik’toks. Some people believe gearmen to be abominations — a base illusion of life sent to corrupt and lead the true races into darkness. Bolstering this opinion is the tik’tok’s aversion to conventional religion, a doctrine that may one day be their doom should the terrestrial gods again rule Highpoint.

Of late, some orc tribes have taken to hunting gearmen and forcing them into service as mech engineers and weaponsmiths. Such violent pursuits are so contrary to the tik’tok ideal that many gearmen slaves have gone mad. When encountered by their free kin, these ill-fated gearmen are killed mercifully and their parts smashed to stamp out the shame.

Alignment: Although they can be of any alignment, most tik’toks are neutral. They tend to look on the world as a series of unraveling possibilities to be studied with cautious inquisitiveness, not as a chain of events and opportunities to be exploited to fulfill an agenda.

Tik’tok Lands: Simple necessity often finds gearmen settling mountainous or hilly regions due to the abundance of metals. Such isolated locales also allow them the peace found in segregation that has served them so well. Some do mingle with others, and communities of tik’tok are not



unheard of closer to other races' dominions, although they avoid orc lands for fear of being enslaved.

Reproduction: Unlike nearly every other form of sentient life, a tik'tok is not born in even the loosest sense of the word. When a "parent" wishes to reproduce — a decision that seems as much a matter of rational thought as it is instinct — it undertakes the building of a new tik'tok. This desire to construct a "child" usually overwhelms a tik'tok in what is, for lack of a better description, the twilight of their kind's old age, although some rare examples have chosen to become parents far earlier.

Most gearmen will only ever serve as parent once or twice, although some extreme exceptions have built as many as ten offspring. Each child remains with its parent for a few years, learning what it can, before leaving to make its own way.

The details of the child's design are left entirely in the hands of the parent, who spends months lovingly shaping each piece of its offspring, from the smallest of gears to the largest of hydraulic limb supports. The parent must accept no aid in this undertaking or it will automatically fail. Once assembled, the parent mysteriously imparts a portion of its essence into the child, bringing it to life. More often than not, the daunting task of designing and assembling a child fails, leaving the would-be parent so bereaved that it might be decades, if ever, before another attempt is made.

Religion: While understanding most other races' need to worship a divine essence, tik'toks are themselves incapable of fully reasoning through the intricacies of religion. To a gearman's logical mind, honoring and worshipping an unseen, unproven element is irrational and a sign of disordered thinking. Even divine magic and miracles are reasoned away as examples of arcane magic overlaid with someone's personal beliefs. This same line of reasoning prevents gearmen from understanding the natural phenomenon worked by druids. This is why their faith in Dotrak is so odd.

Tik'toks do not look upon Dotrak as a deity. They ascribe no divinity to him. Instead

TABLE 6-1: RANDOM STARTING AGES

RACE	ADULT	ROGUE	BARD, FIGHTER, RANGER	MONK, WIZARD
Tik'tok	2 yrs	+1d4	+2d6	+7d6

TABLE 6-2: AGING EFFECTS

RACE	MIDDLE AGE ¹	OLD ²	VENERABLE ³	MAXIMUM AGE ⁴
Tik'tok	300 years	450 years	600 years	+5d% years

¹–1 to Str, +1 to Int.

²–1 to Str and Con, +1 to Int and Wis.

³–1 to Str, Con, and Dex, +1 to Int and Wis.

⁴As tik'toks are a relatively new presence on Highpoint, it's not known if they are immortal or if they do have some limited lifespan — no matter how incredibly long it may be — after which they simply cease to function.

TABLE 6-3: RANDOM HEIGHT AND WEIGHT

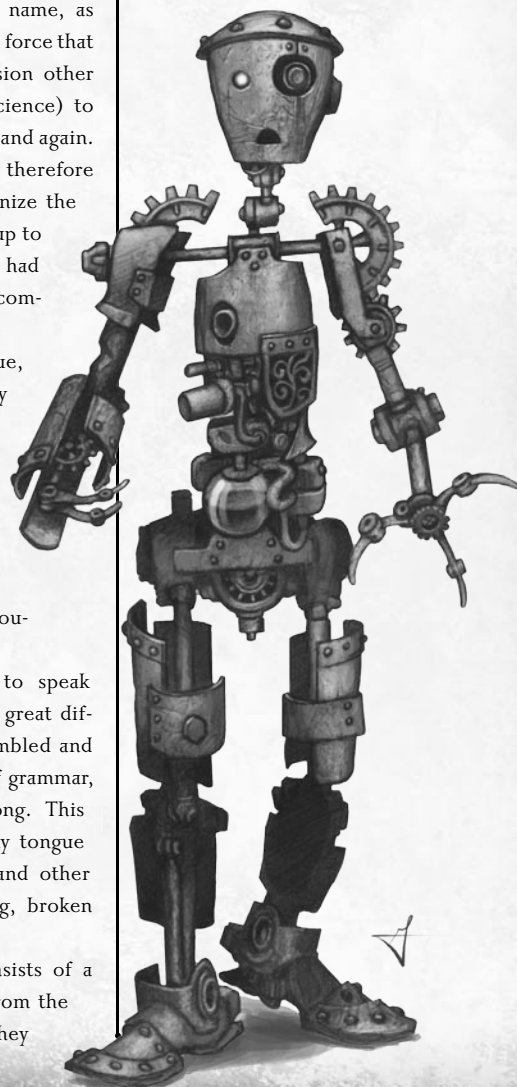
RACE	BASE HEIGHT	HEIGHT MOD	BASE WEIGHT	WEIGHT MOD
Tik'tok	3 ft.	+2d4	50 lb.	x 2 lb.

they consider "Dotrak" to be a name, as good as any other, for the universal force that allows machinery (and by extension other efforts of what we would call science) to function in the same fashion time and again. Divinity is fluid and fickle, and therefore rejected, but the gearmen recognize the constancy of Dotrak and so look up to it as they would anyone else who had earned a rightful place in their community.

Language: Their native tongue, Mekanik, is a complex, rapidly changing combination of whistling, clicking, and chirping at various lengths, pitches, durations, and speeds. Other races can learn to speak it, although its nuances and subtleties make doing so incredibly difficult, doubling the usual skill point cost.

Although tik'toks can learn to speak other languages, they do so with great difficulty. Their words are often jumbled and out of order, and key elements of grammar, especially tense, are often wrong. This makes understanding them in any tongue other than their own a chore, and other races often mistake their halting, broken sentences for idiocy.

Names: A tik'tok's name consists of a series of sounds taken directly from the Mekanik language, meaning they





sound like a series of emphasized clicks, whistles, and such. Examples include Tchk'Swee'Cot, Thweep'Pop'Toktok, Klak'Klop'Sree'Tchk'Sree'Tchk, Sree'Swee'Thweep, and Kwot'Ditit.

Adventurers: Normally reclusive, a tik'tok might seek adventure in the pursuit of knowledge, especially that which concerns technology. They also have an intense curiosity about organic life, a curiosity that is sometimes strong enough to overcome a gearman's innate fears and draw them away from their secluded communities to seek answers.

TIK'TOK RACIAL TRAITS

- -2 Strength, -2 Charisma, +2 Intelligence, +2 Wisdom. Their bodies, lacking any musculature, are limited by the relatively weak power provided by their fragile clockwork frames. This weakness is balanced against a tik'tok's impressive mental capacity.
- Small: As small creatures, tik'toks gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they use smaller weapons than humans and their lifting and carrying limits are three-quarters of those of a Medium character.
- Tik'tok base land speed is 30 feet.
- As constructs, gearmen have a Hit Die of d10 regardless of class, but do not have a Constitution score, and therefore gain no hit point modifier beyond the one-time +10 hp bonus granted to Small constructs.
- +2 natural armor bonus to Armor Class due to their metal forms.
- +2 racial bonus on Profession (engineer) checks.
- +2 racial bonus on skill checks involving clockworks, gears, and steam engines or powers.
- -2 penalty on Bluff, Diplomacy, Disguise, and Handle Animal checks.
- +2 racial bonus on all saving throws against any kind of magic except those intended for use against machinery, metal, or inanimate objects (such as *disintegrate*).
- +2 racial bonus on saving throws against

emotional effects, including fear. This bonus stacks with the bonus against magic if the fear effect is magical in nature.

- Living Construct: Although not creatures of flesh and blood, tik'toks are living beings susceptible to some things that would not affect a "true" construct. Gearmen are susceptible to mind-affecting and morale effects, but are immune to poison, sleep, paralysis, stunning, disease, and necromantic effects. Their metal form also makes them immune to nonlethal damage, massive damage, ability drain and energy drain, but their exposed mechanisms means that they are subject to critical hits. Like true constructs, tik'toks are destroyed should they reach 0 hit points and cannot be raised or resurrected. The use of a *wish* or a *miracle* can restore a tik'tok's soul to its body.

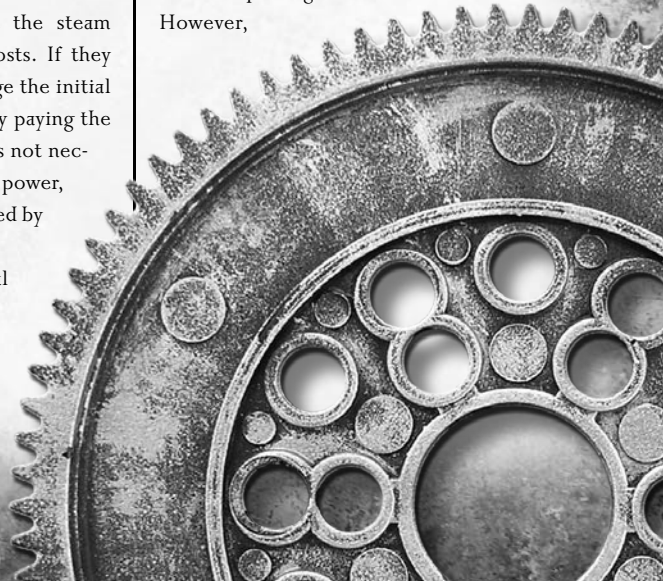
A tik'tok cannot permanently improve its physical attributes by means such as a *manual of bodily health*, *manual of gainful exercise*, or *manual of quickness and action*. More powerful, arcane methods, such as a *wish*, will have the usual results. Items that temporarily boost one's Strength, Constitution, or Dexterity, such as a *belt of giant strength*, work normally.

- Steam Powers: Gearmen start with one free steam power as a part of their body. Add the tik'tok's attributes together and consider the sum to be the maximum gold piece value of this free power. Tik'toks cannot use the Gearhead feat to grant itself more steam powers. However, tik'toks may use their feat slots to integrate new steam powers into their body. They must still meet the steam power's requirements and costs. If they desire, they can later exchange the initial steam power for a new one by paying the cost, but using another feat is not necessary. Once spent on a steam power, the feat slot cannot be regained by giving up the steam power.
- Healing: Tik'toks do not heal with time nor from spells such as *cure minor wounds* or *heal*. Instead, they must be repaired by replacing the

damaged part and making a Craft (blacksmithing) check (with the DC as Craft (mechcraft)), or with a *mending* spell, which repairs 1d6 points of damage.

- Rust Vulnerability: Being made of metal, tik'toks may be harmed by rust attacks, such as those of a rust monster (causing 4d6 damage) or a *rusting grasp* spell. The gearman is allowed a save versus the rust effect, but uses Will instead of Fortitude.
- Tik'tok Feats: Gearmen have access to a number of racial feats that only they may select. These are noted in the Feats section.
- Spell Failure: All tik'toks have an innate base arcane spell failure chance of 15%. Nothing short of a *wish* will reduce this.
- Automatic Languages: Mekanik and Common. Bonus Languages: Any.
- Forbidden Classes: Their lack of faith in divine beings (or perhaps the influence of Dotrak on their creation) prevents tik'toks from becoming clerics or paladins. Similarly, their mechanical nature creates a permanent void between the gearmen and nature, making it impossible for them to become druids or sorcerers. Lastly, because they do not have any flesh components, they cannot become steamborgs.
- Level Adjustment: +2.
- Favored Class: Coglayer.

Tik'toks do not age as do most other races. A tik'tok's degree of mental progression and physical deterioration are more a matter of experience than of time's passing. However,



some small degree of time's progression will make itself known despite the most diligent maintenance.

Chatterboxes (Template)

When a coglayer spends a great deal of time and energy perfecting an assembly of steam powers, she may begin to talk to it, give it a name, and comfort it when it gets damaged. Most of her associates will think of this as at best an eccentricity and at worst a sign of complete mental collapse. Most of the time, it is simply an affectation, but at times there is something more — something that talks back.

Many coglayers report that large combinations of steam powers will show signs of a certain personality and thought processes. This is true even when the steam power has no animator or other intentional source of intelligence. Such mechanisms are often given names and referred to with personal pronouns like “he” or “she.” Eventually, the mechanism may even begin to speak with its maker.

Some people claim that these “chatterboxes” are additional signs of Dotrak's presence in the world, while others say the coglayers purposefully build personalities into their devices. Some point to the most complex machines in the world — the city-mechs — and wonder if other forces are at work inside the great steamworks. Certainly the cogworms (described elsewhere in this book) argue that this is true, at least to those they are willing to speak with.

A combination of more than five steam powers may develop some minor signs of personality, although nothing this simple has ever spoken to a coglayer. Still, if a device

of this size has been kept intact for several months without being taken apart and re-assembled, the coglayer may begin to get a feeling that the device has a specific gender, or a name may come to her so powerfully that she cannot help but refer to it by that name. If the device is increased in complexity to more than eight steam powers, the coglayer may begin to get a sense of the mechanism's moods.

An object's personality may be destroyed if it is damaged or completely rebuilt. A combination that starts out very large may jump immediately to become a full chatterbox. Then again, many large and complicated pieces of equipment never develop personalities in this way. In general, only the most beloved of creations will form a personality.

Naturally, many have speculated about these creatures' motives, if indeed they are predetermined “arrivals,” not mere creations. They are inquisitive and curious, which makes it seem that they have come to learn more about the world. At the same time, they take on the alignment of the engineer maintaining them and have a fierce loyalty toward that person. Some theologians who favor Dotrak have suggested that a chatterbox is a manifestation of Dotrak made possible by the intense concentration and dedication of the coglayer to a

piece of equipment. The chatterbox's personality, they say, mediates between Dotrak's desire to extend his presence in the world and the coglayer's parental affection toward her creation.

Often right before or after the generation of a new chatterbox, the coglayer maintaining the equipment may notice several trak traks. Sometimes they attack, but often they just stand and seem to watch. One scholar has theorized that chatterboxes are trak trak spirits that have found a more structured home to inhabit, making their minds and relationships more stable. Others

point out that chatterboxes cannot animate their parts without steam powers to provide the force, so the chatterboxes are perhaps something completely different. The chatterboxes themselves all claim not to remember anything before they began talking to their coglayers.

Wherever they come from, chatterboxes can make interesting additions to a campaign. The GM may want to require the character to take the Leadership feat to justify the existence of another character aiding the party, or he may even allow a chatterbox as a PC. Alternately, the benefit of the extra character might be evenly balanced when your equipment starts talking, having moods, and deciding when and if it wants to work.

CREATING A CHATTERBOX

“Chatterbox” is an acquired template that can be added to any working combination of 11 or more steam powers not otherwise animated by spirits or necromantic energy (referred to hereafter as the base assembly). Mechs are never chatterboxes, unless you count the claims of individuals like cogworms who say they can communicate with city-mechs.

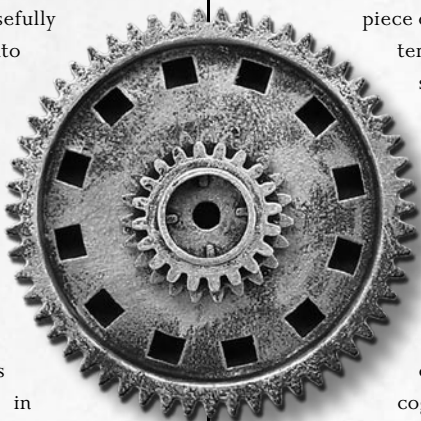
A chatterbox uses all the base assembly's statistics and abilities except as noted here. This template changes the base assembly from a piece of equipment to a character, and as such many statistics change.

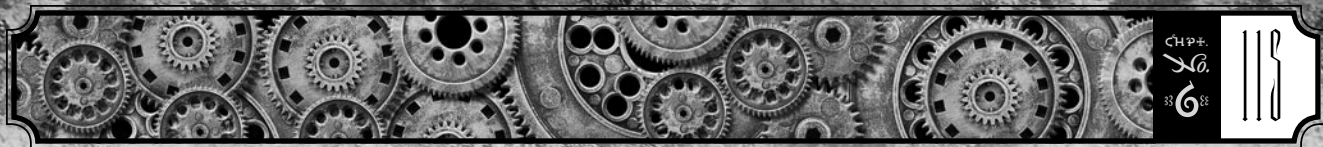
Size and Type: The base assembly takes on the type construct. Size is unchanged.

Hit Dice and Hit Points: At creation, for each steam power over 10, the base assembly adds a d10 Hit Die (see advancement, below).

Special Attacks: The chatterbox is able to trigger on its own any function of the base assembly that requires user interaction: triggers, command phrases, etc. Unless the base assembly has some mechanism for moving, however, the chatterbox is unable to aim or move. The chatterbox can also decide not to implement its functionality even if the trigger mechanism has been used.

Multi-Weapon Fighting: If an animator is





attached to the assembly, the chatterbox is able to hand off some thinking to that module during combat. With one animator, the chatterbox can use two weapons in a single attack action at a -4 penalty, as though the chatterbox had the feat Two Weapon Fighting. In addition, up to four weapons can be used in a full attack action with -4 penalty. With two animators, there is no penalty for using two weapons in an attack action, four weapons can be used in an attack action at -4, and six weapons can be used in a full attack action at -4. With three animators, two and four weapons can be used in an attack action with no penalty, six weapons can be used in an attack action at -4, and 8 weapons can be used in a full attack action at -4. Additional animators continue this pattern.

Special Qualities: A chatterbox retains all the special qualities of the base assembly and also gains the following.

- Darkvision out to 60 feet and low-light vision.
- The ability to “speak” semi-telepathically through its engine noise. The target or targets must be able to hear the engine, but the chatterbox does not need to understand its language to communicate. The chatterbox can choose who can and can’t understand its speech.
- The ability to hear even if its base assembly was not able to register sound. As with its speaking ability, when used in communication this hearing is semi-telepathic — the chatterbox must be able to hear the words, but does not need to understand its language to communicate.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.
- Cannot heal damage on its own, but often can be repaired by exposing it to a certain kind of effect (see the creature’s description for details) or through the use of the Craft Construct feat. A construct with the fast healing special quality still benefits from that quality.
- Not subject to critical hits, nonlethal dam-

age, ability damage, ability drain, fatigue, exhaustion, or energy drain.

- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- Since it was never alive, a construct cannot be raised or resurrected.
- Because its body is a mass of unliving matter, a construct is hard to destroy. It gains a one-time bonus to hit points based on size, as shown on the following table.

CONSTRUCT SIZE	BONUS HP
Fine	-
Diminutive	-
Tiny	-
Small	10
Medium	20
Large	30
Huge	40
Gargantuan	60
Colossal and larger	80

Base Saves: As construct per Hit Die. It has no good saving throws.

Abilities: Although the base assembly likely has no values for most attributes, the chatterbox gains attributes based on Hit Dice as shown in the table below. If the base assembly has a higher level in any of these abilities, use those. The chatterbox retains its Strength and Dexterity ratings from the base assembly. If the base assembly did not have values in these abilities, neither does the chatterbox. As a construct, it has no Constitution score. Use the ability scores in the table rather than normal advancement for abilities. This shows the greater control and manifestation of the chatterbox spirit as it grows in power.

TABLE 6-4: CHATTERBOX ABILITIES BY HIT DIE

HIT DICE/STEAM POWERS	INT	WIS	CHA
1-3/11-13	10	8	11
4-6/14-16	12	10	12
7-9/17-19	14	11	13
10-12/20-22	16	12	14

Beyond 13 Hit Dice, add one to Intelligence, Wisdom and Charisma for every four Hit Dice over 12. At 20 Hit Dice, or 30 steam powers, the chatterbox would have Con 16, Int 18, Wis 14, Cha 16.

Skills: The language skill is irrelevant for a chatterbox. It does not require language to communicate, although it still communicates through sound.

Environment: Any mechanized civilization.

Challenge Rating: Challenge rating is Hit Dice/2 + the challenge rating of the base assembly, if the base assembly had a challenge rating. If the assembly could not attack, neither can the chatterbox and so the challenge rating is zero.

Alignment: The chatterbox takes the alignment of whoever is currently maintaining it.

Advancement: The chatterbox has levels in construct equal to the total steam powers in its base assembly minus ten. Thus, a chatterbox created from a base assembly of 14 steam powers would have 4 Hit Dice. If another steam power were added to the chatterbox after its conversion, it would gain another Hit Die. If a steam power were removed or destroyed, it would lose a Hit Die. If enough steam powers are removed or destroyed to reduce the chatterbox’s Hit Dice to zero or lower, the chatterbox is destroyed. Chatterboxes can advance in class levels so long as they meet the requirements, but must keep at least 1 Hit Die in construct to stay alive. Steam-powered weapons such as steam guns or chatterswords do not count as steam powers for the purposes of counting Hit Dice.

Level Adjustment: +1 for every 2 Hit Dice.

SKILL USES

Gearheads and mechanics might not get their due in generic sword-and-sorcery worlds, but across Highpoint they’re heroes. Several of their skills are especially useful in the DragonMech setting.

THE TRAGIC TALE OF GLIP AND TRIP

This is a true story, although you'll hear that it happened in a different town each time it's told. The original location is a mystery, but it occurred several generations ago among the dwarves, around the time when steamworks were first regaining popularity in the underground settlements.

The story tells of two rival coglayers who operated the only steamwork shops in this unnamed city. There were few who knew how to build these new machines, so they both hired many apprentices and assistants to keep up with demand. These workers later told others in the marketplace about the horrible conditions under which they worked.

The first coglayer was a stooped old woman named Glippa. She promised knowledge and wealth to her apprentices, but she was a miser with her skills. She would work at night to hide her best techniques, and would only demonstrate the most rudimentary processes if her apprentices threatened to stop working for her. Salaries were meager, and her will was capricious — often she would give her workers hard, tedious tasks just to enjoy their suffering. When someone criticized her methods, she was known to scar the offender with hot steel.

Shentrip, the other coglayer, was an extremely pious man. Unusually tall for a dwarf, Shentrip never felt that no excuse — or person — could justify compromising his morals. He expected his workers to be on time and to exceed his expectations. While he promised to teach worthy students his craft, in his eyes no one ever reached that level of virtue. He felt that failure required immediate and severe correction, both verbally and physically, so that his workers could be made pure. Since greed was a vice that he refused to support, he paid his workers only what he felt they needed, and since he believed in an austere lifestyle, this was less than most would hope for.

The workers from each shop believed the others to be the lucky ones. Since they complained so often, the two shops became a common topic of gossip in the town. Soon enough, Glippa and Shentrip were known simply as Glip and Trip, and they were the butt of many jokes. For their part, competition and their different attitudes made the two coglayers see each other as a dire enemy.

Because it was not uncommon for apprentices to "defect" from one shop and join the competition, it is hard to say who first came up with the idea for a machine to provide daily maintenance for other machines. It is possible that the idea occurred to both of them simultaneously. However it happened, both shops quickly became focused on the work of creating this new invention. If it

was successful, it would save the entire shop a great deal of time, allowing more productive activities than oiling and cleaning gears and valves. In fact, any coglayer would find this device incredibly useful. For Glip, the sale of the plans to other coglayers would bring wealth beyond her wildest dreams. For Trip, it would improve the standard of living throughout the world and give his family more time for religious devotion.

When they learned of the other's plans to create this device, it became a point of pride for each to finish the job quicker and better than the other. Word spread of Glip and Trip's Great Oilspurt Gearpolisher Race, and soon coglayers and lay people were gathering in town, waiting to see who would win. Stakes were drawn and money was wagered, so the town was full of stories and plans.

Both Glip and Trip forbade their employees to leave their shops to prevent news from leaking, but with so much scrutiny it was hard to keep secrets. As it turned out, they both came up with the same design and finished it on the same day. Glip and Trip came to the town square with a notice that they had completed their work first and began screaming at each other. The apprentices and assistants who had so reviled their masters before were now caught up in the moment and they too began arguing, and it soon looked as though there would be a street fight.

The mayor intervened. He suggested that since both had finished at the same time, and since there were so many coglayers in town to witness the event, he would pick neutral parties capable of judging which device was better constructed. The winner would get the rights to the design.

Glip and Trip grudgingly agreed to bring their creations to the town square the next day for judging. They went back to their shops and polished and adjusted their creations to ensure theirs would be the better-crafted device.

The next morning, neither Glip nor Trip appeared in the town square at the designated time. The apprentices came running and both sides announced that their masters were dead, the doors to the shops smashed, and the devices gone.

It was assumed that someone had stolen both devices to sell the plans. However, it was clear that the door had been smashed open from the inside. The wounds in the bodies were small holes, about the size of an oilcan spout.

Older coglayers who had experience with complicated mechanisms theorized that the devices had gained some impression of their makers' personalities. They had also absorbed the hatred for the other coglayer. Of their own accord, the two devices left the shops that night and each

made their way to the other shop to destroy its enemy.

Refugees coming from the surface claimed to have seen two devices walking alone away from the town. Over the years, there have been enough sightings of these rogue devices that many believe they made their way to the surface world. They maintain each other, it is said, and so they may last for all time. As the years have passed and the story been retold, they have become synonymous with their creators, and reports say that they took their genders from their creators as well.

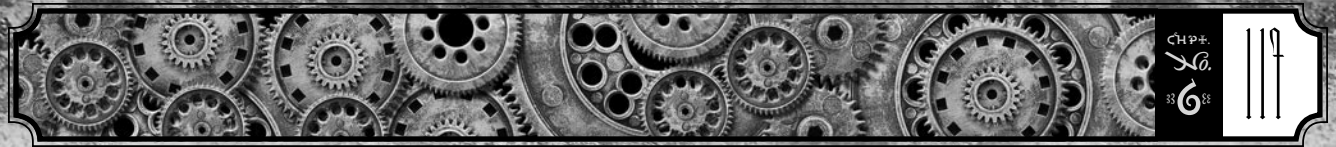
Glip and Trip are chatterboxes created from the same steam power assemblies. The only difference between them is Glip is chaotic evil and Trip is lawful good. When they encounter a group, if no one matches one of these two alignments, they may talk to them and ask them about their travels, trying to learn more about the world. They have a special interest in areas where they can find spare parts to store; without a forge, they rely on scavenging to keep themselves functional.

Glip will instantly attack anyone who is lawful good (who is not Trip) and Trip will attack anyone who is chaotic evil (who is not Glip). If there is no one with the triggering alignment present, the other will not attack unless attacked itself. So, if a party of lawful good adventurers encounters Glip and Trip, Glip will attack and Trip will stay out of the way unless attacked. He cannot be convinced to attack Glip. The reverse is also true.

Glip and Trip: CR 5; Huge construct (chatterbox); HD 6d10; hp 37; Init +0, Spd 60 ft.; AC 12 (–2 Size, +4 natural armor), touch 8, flat-footed 12; Base Atk +2; Grp +16; Atk +4 melee slam (1d6+6) x 2; Full Atk +5 melee (1d4+6/19-20, sharpened oilcan), +4 melee slam (1d6+6) x 2; SA Multi-Weapon Fighting (–4 for 2 attacks as attack action, –4 for 4 attacks as full attack action), Oilslick (use in place of oilcan attack, effects as spell grease); SQ Darkvision, chatterbox communication, radial symmetry (cannot be flanked), Detect Chaotic Evil (Trip)/Detect Lawful Good (Glip); AL LG (Trip)/CE (Glip); SV Fort –, Ref +0, Will +5; Str 22, Dex 10, Con –, Int 12, Wis 10, Cha 12.

Skills and Feats: Craft (blacksmithing) +3, Craft (mechcraft) +10, Knowledge (steam engines) +8; Exotic Weapon Proficiency (sharpened oilcan), Power Attack, Weapon Focus (sharpened oilcan).

Base assembly: Iron Arm x 4 + Flywheel + Animator + Clockwork Puppet x 4 + Scanner (steam powers) + oilcan x 2 + Pump + Boiler x 2 = Great Oilspurt Gearpolisher (16 steam powers, 5,795 gp, weight 71, Huge).



Craft (blacksmithing)

This basic skill is in high demand wherever steam engines are found. Without skilled smiths, a coglayer's complex devices would never get past the planning stage. In areas of high technology (the steam-powered mechs and Highpoint's few cities), you make double the normal weekly income when using this skill.

Blacksmithing is also a useful skill for repairing damaged or disabled devices. Steam-powered devices are mostly made of metal, and Craft (blacksmithing) can usually be used to repair them. This is considered the default skill for fixing any steam technology that isn't covered by Craft (mechcraft). It also allows characters to build complicated steam equipment without the Craft Steam Gear feat, although very slowly, as described in **DragonMech**.

When making or repairing a device with this skill, a clever smith can also make it resistant to tampering. This can only be done once per item; it increases the DC of the Craft (blacksmithing) check by 5 and requires an extra 50 gp of materials. If the check is successful, the item is harder to affect with Disable Device. Items altered in this fashion during creation increase the DC of Disable Device attempts against them by 5, while those altered when being repaired increase the DC by 2.

Craft (blacksmithing) is also the skill used to repair damage to the race of garmen called tik'toks, as described elsewhere in this chapter.

Disable Device

Sometimes a machine that *almost* fails is better than one that stops working entirely. A character with at least 8 ranks in Disable Device can sabotage a device and impair its function without causing it to fail. This increases the Disable Device skill check DC by 5 for simple and tricky devices and by 10 for difficult and wicked ones. Impairing a device takes twice the normal time.

An impaired device seems to work normally until some sort of die roll, usually a

skill check, must be made with it. The first such skill check suffers a -6 penalty, as the unwary user is unprepared for the device's faulty functioning. Every subsequent skill check with it takes a -4 penalty until the device is repaired. The DC for this repair check is equal to the DC of the Disable Device check -5.

Examples of impaired devices (and their related skills) include: a wagon wheel that pulls to one side (Profession (teamster) to use, Craft (woodworking) to repair); a steam gun that doesn't build up enough pressure to fire properly (attack roll to use; Craft (blacksmithing) to repair); a mech's leg guidance systems (Mech Pilot to use; Craft (mechcraft) to repair).

A skilled character can also use Disable Device to cause devices to work normally for a time and then fail. As described in the *PHB*, this can be done to simple devices. However, a character with at least 5 ranks in a related Knowledge or Craft skill can also sabotage tricky devices, and a character having at least 10 ranks in such a skill can do it to difficult ones.

If your intent is to sabotage a device so that it will not work but the tampering will remain hidden from casual observation, increase the disarming DC by 5 and multiply the time to make repairs by 1d4+1.

Knowledge (steam engines) is most often used this way, as it can apply to many of the simpler steam-driven devices on Highpoint. Craft (blacksmithing) can be used when dealing with basic mechanical devices, provided they are primarily made of metal. Knowledge (architecture and engineering) can apply to freestanding siege weapons, at the GM's discretion, although Craft (mechcraft) is generally needed to affect mech-mounted weaponry in this fashion.

Stopping an entire mech with Disable Device is beyond everyone but high-level stalkers and coglayers with the *that piece is important* ability. However, its weapons and smaller systems are vulnerable. As a rule, mech systems are difficult devices if they aren't used in combat and wicked if they are. Weapons are an exception, as they have to be simple to use under dangerous conditions.

Melee weapons can't be harmed by Disable Device, but ranged weapons (including things like steambreathers and flame nozzles) can. Ranged weapons that use steam for power are considered difficult, while others (primarily catapults and ballistas) are tricky.

Knowledge (steam engines)

This skill allows a character to use the optional redlining rules found in this book, with GM's permission. It also allows a character to understand, build, and dismantle steam engines. This makes certain other skills easier to use.

A character with at least 5 ranks in Knowledge (steam engines) receives a +2 synergy bonus when attempting any of the following: using Craft (blacksmithing) to repair a steam-powered device; using Disable Device to impair a steam-powered device as described in this section; using Disable Device with the *that piece is important* ability; using Heal on a steamborg or similar creature (including oneself). This is in addition to the synergy bonus for Craft (mechcraft) described in **DragonMech**.

Listen

Detecting Mechs and Steam Powers: Steam-powered devices, whether they are Small fog generators or Colossal mechs, generate noise. The base DC for a Listen check to hear a Large steam-powered mech or device is 10; this DC is affected by the modifiers on Table 6-5. If a mech pilot is trying to move his mech quietly, then the base DC is the result of the pilot's Mech Pilot check. See the entry for Mech Pilot for more information. Keep in mind that there are penalties to Listen checks for distance and intervening walls, so even a mech the size of Nedderpik can pass unheard if it is far enough away.



TABLE 6-5: LISTEN DC MODIFIERS

MODIFIER

CONDITION

-5	Mech is walking.
-5	Per size category larger than Large.
+5	Per size category smaller than Large.
+5	Mech is powered by clockwork or manpower.
+10	Mech is either undead or animated.

Mech Pilot

Operating Underwater: A mech that has been fitted with the appropriate steam

powers (seal, air generator, etc.) can be piloted underwater. While operating underwater, all Mech Pilot checks are made with a -@4 penalty. This penalty also applies to all attack and initiative rolls. Taking the Aquatic Operation feat negates this penalty.

In most circumstances, the dense construction of the mech will allow the vehicle to walk along the bottom of the body of water, functioning like an oversized diving suit. Walking underwater counts as travel through extreme terrain when determining DCs for extended travel or maintaining balance. Particularly difficult underwater terrain (kelp beds, coral reefs, turbulent

water, sandy bottoms, etc.) may cause an additional penalty of +5 to +10 to the Mech Pilot check DC.

A mech that has been equipped with ballast can swim. Use the same DCs as those listed for the Swim skill, but apply an additional +5 penalty to the DC to reflect the poor maneuverability of mechs. For mechs with less than Perfect maneuverability, consult Table 6-6 for further modifiers to the Mech Pilot check result.

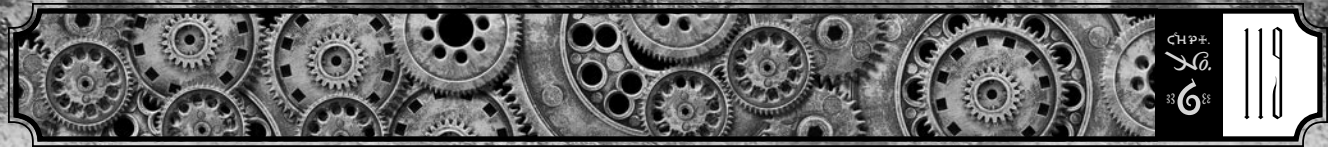


TABLE 6-6: MECH PILOT MODIFIERS FOR SWIMMING AND HIDING

MANEUVERABILITY	MODIFIER
Good	-2
Average	-4
Poor	-6
Clumsy	-10

Piloting a *Flying Mech*: By utilizing certain steam powers, enchantments, or both, a mech can fly through the air. For most circumstances, no Mech Pilot check is required. Instead, use the rules for flight maneuverability. The degree of maneuverability a mech in flight possesses depends on the method of flight employed. See Table 6-7 for a list of flight methods and their associated maneuverability and speed.

Mech Pilot checks, attack rolls, and initiative rolls made while in flight receive a -4 penalty. Taking the Aerial Operation feat negates this penalty. While normal terrain considerations are not applicable in flight, air turbulence can affect travel. Also, a mech flying in difficult winds could be thrown off course after a failed Mech Pilot check. Treat moderate and strong winds as difficult terrain, and severe winds as extreme terrain. (See Winds under “Weather” in Chapter 3 of the DMG.)

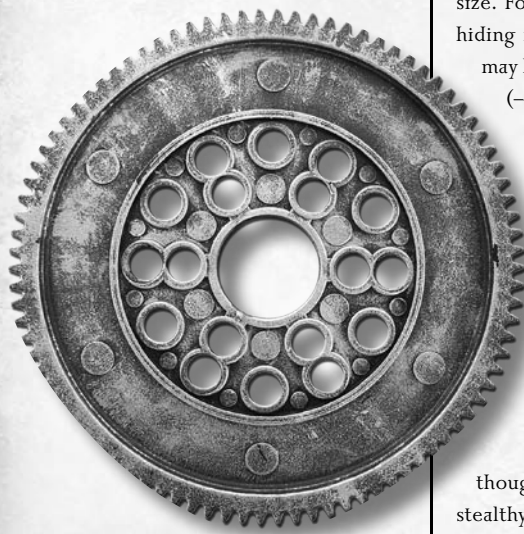


TABLE 6-7: FLIGHT METHODS

METHOD	MANEUVERABILITY	SPEED
Fly	Good	40 ft.
Levitate plus rotor arms and fins	Average	20 ft.
Levitate plus rotor arms	Poor	20 ft.
Rotor arms and fins	Poor	10 ft.
Rotor arms	Clumsy	10 ft.

Hiding a Mech: The Mech Pilot skill can be used to maneuver a mech so that it remains out of sight. Following the description for the Hide skill, the base penalty for a Colossal mech is -16 and the penalty increases by 4 for each size increment above that, with City-mech F receiving a penalty of -56. Combining cover with camouflage can help to alleviate these extreme penalties. Even something that is City-mech F in scale can take cover in a canyon, cover itself in dirt, or partially submerge itself in a large lake. Since the normal rules for improved cover combined with hiding only offer a maximum of a +10 bonus, a new approach to cover is needed.

Because of the awkward maneuverability of a mech, all Mech Pilot check results for hiding a mech receive a -4 penalty. This penalty is in addition to any modifiers associated with the mech’s size and maneuverability class. (See Table 6-6.) When applying size penalties while the mech is behind cover, consider how much of the mech is likely to be visible and base the size penalty on that size. For example, if a City-mech F mech is hiding in a canyon, then only the top of it may be visible, which may qualify as Large (-4) or Huge (-8).

A character with 5 or more ranks in Hide gains a +2 bonus to any Mech Pilot checks made to conceal a mech. The Survival skill can be used to camouflage the mech and improve the Mech Pilot check result. See the entry on Survival later in this chapter. If you have the Stealthy Mech feat, add +4 to the roll.

Moving a Mech Silently: It is possible, though difficult, to move a mech in a stealthy fashion. When attempting to pilot a mech in a quiet fashion, make a Mech Pilot

check with a -10 penalty to the result. This result is used as the base DC for the Listen check made to detect the mech. If you have the Deft Hands feat, add +2 to the DC of the Listen check. Additional modifiers are applied as described under the entry for Listen.

Profession (engineer)

The engineers of Highpoint do much more than build bridges and design siege engines. Like blacksmiths, their skills are in demand in the steam-driven mechsdoms and major cities, allowing them to earn twice the usual weekly salary in such places. On major construction projects, one engineer is often in charge of 10 or more smiths, stonemasons, and other laborers.

Profession (engineer) lets a character use the optional redlining rules found in this book, with GM’s permission. It also enables a character to perform the special abilities described under Craft (mechcraft) in **DragonMech**.

Spot

Because of the immense size of city-mechs, it is conceivable for a character to be close to such a mech and not realize what it is. The base DC for such a Spot check is 10, but can be higher if the mech has been camouflaged. See the entry on the Survival skill below for more details.

Survival

Using the Survival skill, a character can use dirt, paint, plants, and other resources to make a mech more difficult to see. The mech must be stationary for this to be effective. A DC 15 Survival check provides a +4 bonus to Mech Pilot checks made to hide the mech, and a +1 to the DC for Spot checks made to identify city-mechs up close. The hiding bonus increases by +4 and the modifier to Spot DCs increases by +1 for every 5 points by which the character makes this Survival check; for example, a character getting a 27 on the check gets a +12 hiding

bonus and adds +3 to the Spot DC.

It takes 1 man-hour to camouflage a Large mech. This number doubles for each size category above Large. These man-hours can be divided among multiple workers to reduce the time needed to camouflage the mech. For example, a Colossal mech would require 8 man-hours to disguise. Two workers could finish this task in 4 hours, four workers could complete it in 2, and 8 workers could do the job in 1.

NEW MATERIALS

The fusion of magic and machines across Highpoint has led to the creation of many unusual new substances. Two are described below, along with rules for creating new creatures from them.

ORGANIC STEEL

Among the elves there is a condition, an allergy to magic, that develops only after centuries of existence and exposure to arcane energy. Elders who develop this condition cannot be magically healed without risking a fatal reaction. The elves realized that the path of the steamborg could save these elders and thus preserve their wisdom and guidance during these times of trial. However, the elders preferred death to the installation of bulky, loud, and greasy steel components. The solution was a combination of metalworking skill and druidic knowledge which the elders found distasteful but agreeable.

Organic steel is impregnated with a form of mold that eats the steel and takes on its properties and shape. It cannot be re-forged, only reshaped to a limited degree — so the steel must be as close to the final shape as possible before the mold is applied.

Organic steel heals 1 hit point per Hit Dice (or level) each day, just like a character does. Further, both healing and mending spells heal organic steel because it shares

properties of both constructs and living creatures.

Organic steel is vulnerable to poison and is affected as a plant by spells and other effects such as death magic. An organic steel construct can be reduced to -10 hit points before dying just like a plant. If organic steel dies, it turns to rust over the next 24 hours and crumbles to dust within a week.

This does not increase a steamborg's healing. He heals the same number of hit points each day but he does not require tools to repair his organic steel parts. A device or mech gains the considerable advantage of natural healing. A certain amount of maintenance is still required, but it is greatly reduced. If only a portion of a device or mech is made of organic steel, the GM should assign that portion a number of the total hit points and only those hit points heal.

Cost: Organic steel costs 10 times the cost of similar metal components.

Artificial parts normally cost 1,000 gp per +1 bonus but are free when first acquired. An organic steel artificial part costs 10,000 gp, but only costs 9,000 gp when first acquired by a steamborg. Steam powers simply cost 10 times the listed price.

Lose Self: If all of a steamborg's artificial parts and steam powers are made from organic steel, he does not incur the lose self penalty. Otherwise, any components made of organic steel are not counted toward the lose self check.

Requirements: The following requirements are necessary to create organic steel: a spellcaster able to cast 5th-level druid spells and with 10 ranks in Knowledge (nature); a smith with 10 ranks in Craft (mechcraft), Knowledge (steam engines), and Knowledge (nature) 5 ranks (if the druid is not the smith). The creators must have access to a large area of wilderness from which to grow and harvest the mold. It takes about six months to grow and can be harvested only during the winter.

Appearance: Organic steel takes on a patterned appearance like a leaf or tree bark, depending on the exact variety of mold used. It varies in color. It may be green, blue, or

light brown in the spring and summer and yellow, orange, red, purple or dark brown in the fall and early winter. During the height of winter, organic steel may turn white or silver or even black and appear more similar to metal.

During the winter, organic steel gives a -2 penalty to Strength. During the summer, it provides a +2 inherent bonus to Strength.

Care and Maintenance: Organic steel is alive. It feeds off the water in steam pipes, gathers nutrients from the ground and absorbs energy from the sun. Organic steel not exposed to the ground must be "fed" a sugar and water solution or provided with fertilizer of some sort. Organic steel that is not properly maintained will die in two weeks.

Plant-Construct Type

A plant-construct is an animated object or artificially constructed creature made primarily from organic steel. It is subject to any effect that affects plants or constructs.

Features: A plant-construct has the following features.

- 10-sided Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- No good saving throws.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the construct has an Intelligence score. However, most constructs are mindless and gain no skill points or feats.
- **Traits:** A plant-construct possesses the following traits (unless otherwise noted in a creature's entry).
 - Constitution score (unlike constructs, plant-constructs have a Constitution score).
 - Low-light vision.
 - Darkvision out to 60 feet.
 - Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) unless it has an Intelligence score.
 - Immunity to poison, sleep effects, paraly-



sis, and stunning.

- Not subject to critical hits and nonlethal damage.
- Proficient with its natural weapons only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry.
- Proficient with no armor.
- Plant-constructs breathe and eat, but do not sleep.

Unlike a Construct: A plant-construct has a Constitution score, may be vulnerable to mind-affecting effects, is vulnerable to disease, death effects, and necromancy effects, is subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain, effects that require a Fortitude save, death from massive damage, may be raised or resurrected, does not gain bonus hit points, and must breathe and eat.

Unlike a Plant: A plant-construct has 10-sided Hit Dice, does not have a good Fortitude save, and is not immune to polymorph.

NECROTIC STEEL

Necrotic steel is the necromancers' version of organic steel. Necrotic steel is evil and can be detected by *detect evil*. Creating necrotic steel is an evil act. It is produced either through a terrible ritual or from the reanimation of recently dead organic steel. Necrotic steel is twisted and warped, showing bones or faces embedded in the steel's surface. Cold and uncomfortable to the touch, necrotic steel bleeds when damaged.

Necrotic steel does not heal, but it can be repaired with harming or mending spells because it shares the properties of both constructs and undead. Necrotic steel is damaged by holy water, and it steams visibly if it enters holy ground. Steambots with necrotic steel are considered to be evil for the purpose of spells and spell-like abilities such as *detect evil*, in addition to their actual alignment.

A character with any necrotic steel can be turned as an undead with a number of Hit Dice equal to the character's level. A con-

struct composed entirely of necrotic steel has the undead-construct type.

Daylight: Necrotic steel reacts poorly to sunlight. In direct sunlight, the device, mech, or steamborg suffers a -4 Strength penalty or -2 for indirect sunlight. In natural darkness, the necrotic steel provides a $+2$ inherent bonus to Strength.

Lose Self: Steambots composed entirely of necrotic steel do not make daily lose self checks. Instead, once a month, they must successfully make a lose self check or change their alignment one step toward chaotic evil.

Steambots with only some necrotic steel do not count the necrotic components toward their daily lose self check. They must make the same monthly lose self check to preserve their alignment, counting only their necrotic components.

Cost: Necrotic steel costs 3 times the cost of similar metal components (regardless of what process is used).

Artificial parts normally cost 1,000 gp per $+1$ bonus but are free when first acquired. A necrotic steel artificial part costs 3,000 gp, but only costs 2,000 gp when first acquired by a steamborg.

Necrotic steel steam powers simply cost 3 times the listed price.

Undead-Construct Type

An undead-construct is an animated object or artificially constructed creature composed primarily of necrotic steel.

Features: An undead construct has the following features.

- 12-sided Hit Dice.
- Base attack bonus equal to $3/4$ total Hit Dice (as cleric).
- No good saving throws.
- Skill points equal to $(2 + \text{Int modifier, minimum } 1)$ per Hit Die, with quadruple skill points for the first Hit Die, if the construct has an Intelligence score. However, most constructs are mindless and gain no skill points or feats.

Traits: An undead-construct possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score.
- Low-light vision.
- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.
- Cannot heal damage on their own, but often can be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. A undead-construct with the fast healing special quality still benefits from that quality. Negative energy (such as an *inflict* spell) can heal undead-construct creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- Not affected by *raise dead* and *reincarnate* spells or abilities. Resurrection and *true resurrection* can affect undead-construct creatures. These spells turn undead-construct creatures back into the living creatures they were before becoming undead, although their necrotic steel components do not change back to organic steel.
- Because its body is a mass of unliving and dead matter, an undead-construct is hard to destroy. It gains bonus hit points based on size, as shown on the following table.



CONSTRUCT SIZE	BONUS HIT POINTS
Fine	—
Large	15
Diminutive	—
Huge	20
Tiny	—
Gargantuan	30
Small	5
Colossal	40
Medium	10

- Proficient with its natural weapons only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry.
- Proficient with no armor.
- Undead-constructs do not eat, sleep, or breathe.

MUSINGS

Steam has affected Highpoint in many ways, and not all of them can be summarized with a statistic block. The following short sections look at issues that won't come up in an average combat, but which nonetheless help give steam-driven games the right flavor.

COGLAYER TEAMS

Coglayers partnerships can be as passionate as they are productive. These engineers are generally an independent group, and they often see working with others as a distraction from following their true work. When coglayers are forced to work together, it is often marred by disagreements about design and ownership. Still, the benefits of working together often overcome any reluctance—two coglayers working together can achieve highly complex creations much more quickly than they could on their own.

Two or more coglayers can combine efforts to support steam power combinations that no one of them could handle. In fact, any character with access to steam pow-

ers can join these teams. Such a device can be created with as many steam powers as the sum of all the coglayers working together. Two 5th-level coglayers, both with a +1 Intelligence modifier, could support one combination of 14 steam powers. While impressive, remember that two 15th-level coglayers with a +3 Intelligence modifier each could support a 32-steam power combination with the weight of only 24 steam powers (because of the integrated parts abilities of the two characters). With 24 steam powers, it is fairly easy to add something that gives the steam power some independent mobility.

The danger with a team-built device is that if one coglayer pulls out of the team along with her steam powers, the entire project has to be scrapped and built again from scratch. This often means that coglayers will hold large projects hostage, as the team of five could lose the value of every steam power in the construct if one of them left the project. This has an unfortunate way of coming up just as the need for the construct is greatest—either the coglayers are fighting over who can direct the steam power, or there are two very important uses to which the construct could be put and the team can't agree on a direction.

The larger the team, the more likely these kinds of conflicts are to come up. For this reason, only in highly structured societies such as the Stenian military will you see a team of more than three coglayers working together.

THE DWARVEN LEVEL

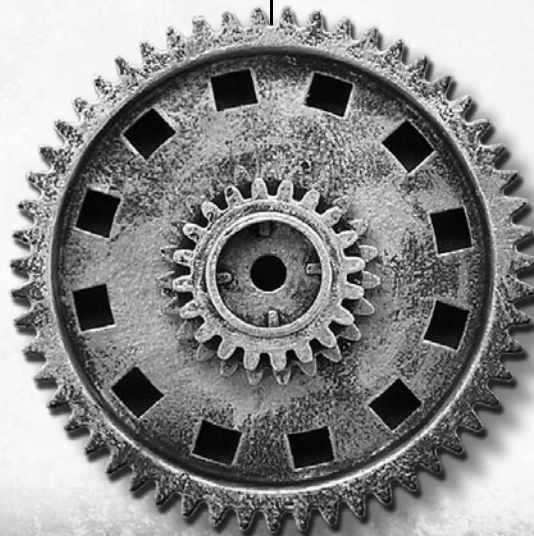
Balancing a two-legged robot has been a nightmare of modern science. How did the Gearwrights achieve it? Here is one possible method.

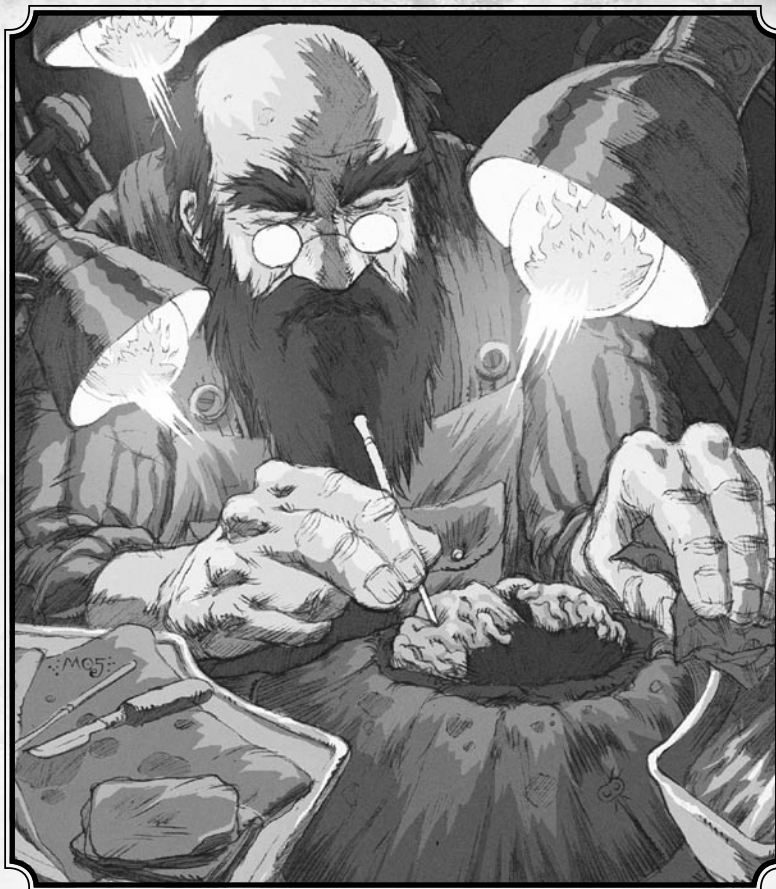
The solution to balance in mech movement is a complex balancing device all mechs have—the dwarven level. The device is more advanced than anything modern-day technology has produced with supercomputers, but it is fairly simple in appearance and helps guide the pilot in balancing his mech.

The secret lies in magic and necromancy. Dwarven craftsmen were able to remove the balance center of the brain from a dead dwarf and study it and keep it alive with necromancy. Gradually they learned to replace parts of the balance center with mechanical components. Eventually they were able to replace all the flesh and develop the level.

The details of this study are long forgotten and perhaps that is for the best. It is suggested that living subjects would have been required to test the level as it was developed. All that remains are the plans for the dwarven level, which mention that it is a duplicate of the dwarven balance center.

If one has the plans, or a working level, it is not very difficult to construct a new one.





IS STEAM STRONG ENOUGH?

Mechs are titanic feats of engineering. Steamborgs and steam powers are much smaller, but so are their engines. How do they manage to function?

Heat and Pressure

The more heat and pressure that can be contained, the more power a steam engine can deliver. Steam engines of our past could not contain the kinds of temperatures and pressure that exist in the modern combustion engine.

The dwarven steam engine can, and more. They have magical metals to work with and use techniques that have been refined for thousands of years. Most importantly, they have a pressing need to make steam work for the sake of their survival.

Steamborg Heat

One of the early problems with steamborgs was the radiant heat of the steam engine. A steam-powered refrigeration system was created, which wraps around the steamborg's steam engine and prevents too much heat from radiating into the remaining organic body.

As an optional rule, turning this refrigeration system down lets the steamborg keep himself warm, even in freezing temperatures. However, while doing so he is considered fatigued, due to uneven internal temperature.

The Pressure Tank

This small metal sphere is a closely guarded secret of dwarven design that sits in the heart of the steam engine. The sphere can hold an incredible amount of heat and

pressure. This allows the steam engine to store power and use its power more efficiently. The pressure tank is extremely strong, but if damaged the consequences are usually disastrous, so it must be protected by layers of metal armor around it.

As a side note, many suspect this vaunted pressure tank is simply a tank reinforced with mithral or some other semi-magical metal.

Internal Combustion

With all the technology required to build a city-mech, why couldn't the Gearwrights develop the internal combustion engine? One of many reasons is simply that steam power is doing the job. Developing a new technology is more expensive than using an existing one. Furthermore, the decades of damage to the surface has made mining and refinement impossible. Any such facility would have been destroyed long ago. Finally, crude oil has been used by subterranean creatures as lamp fuel oil for centuries, and a number of subterranean creature use compounds in crude oil as a food source. These factors have reduced the amount of crude oil that is available and discouraged pursuit of this resource.

How Can Manpowered and Clockwork Mechs Work?

Both of these power sources are similar. Efficiency is the key. They use a combination of flywheels, weights, counterbalances, and springs to make the best use of the energy provided. The movement of one leg winds up a spring, which helps to propel the movement of the other leg, and so forth. Each action helps to start the next action. The clockwork mechs have massive springs that store energy to keep the mech running, while the manpowered mechs require a large number of people to provide a constant power supply.



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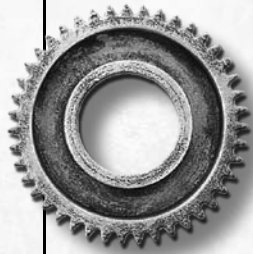
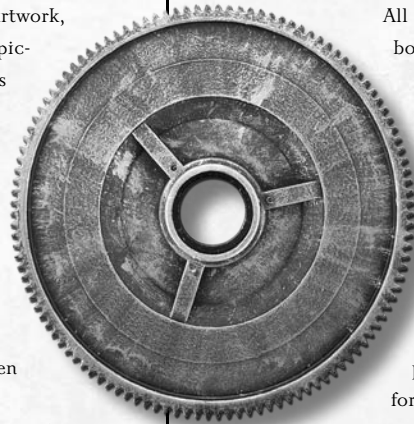
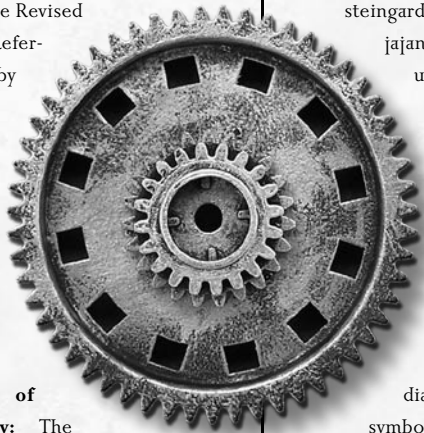
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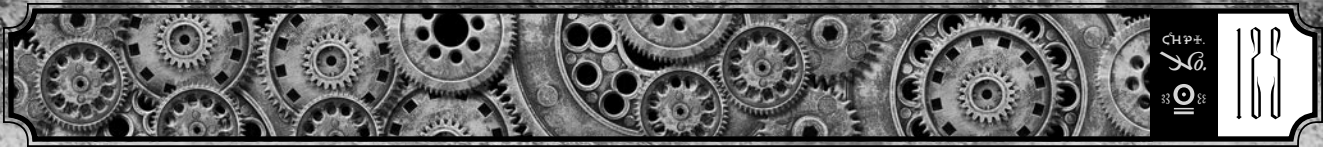
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