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A RESOURCE FOR STEAMPUNK
FANTASY ADVENTURE

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FANTASY ADVENTURE

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WELCOME

Fantasy Flight Games is pleased to present *Sorcery & Steam*, the latest volume in our Legends & Lairs line of sourcebooks for the d20 System. *Sorcery & Steam* gives players and DMs everything they need to create a steampunk setting or introduce elements of the genre into their ongoing fantasy campaigns.

Chapter 1 presents an overview of the steampunk genre. The chapter discusses what steampunk is, what it looks and feels like, and how to introduce it into your fantasy game. The chapter describes the changes steampunk technology will make to an existing campaign and provides guidelines for creating steampunk settings and adventures.

Chapter 2 provides detailed information on character classes in a steampunk setting. It begins with guidelines on incorporating the existing core classes into a steampunk game. The chapter also provides three new classes and more than a dozen prestige classes, complete with associated organizations that a DM can use in his steampunk setting.

Chapter 3 presents a handful of new skills, including Drive, Munitions, and Use Steamcraft Device, that allow characters to take advantage of the new technology introduced in a steampunk campaign. The chapter also provides guidelines on new uses for existing skills, as well as new feats and spells appropriate to a steampunk campaign.

Chapter 4 provides detailed information on new equipment and technology, from steamcraft devices to black powder weapons. The chapter also presents detailed rules for firearms in a steampunk fantasy campaign.

Chapter 5 presents comprehensive rules for steamcraft vehicles, including dramatic chases and vehicle combats. The chapter closes with descriptions and statistics for several common vehicles that may be encountered in a steampunk fantasy campaign.

An appendix at the back of the book includes a comprehensive index and reproductions of the equipment and firearms tables found in Chapter 4.

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CHAPTER ONE

STEAMPUNK CAMPAIGNS

CHAPTER ONE: STEAMPUNK CAMPAIGNS

INTRODUCTION

Sorcery & Steam is not really about steam, or sorcery either for that matter. This book is about science, and fantasy, and what you can do when you put the two together. The text of this chapter is closed content.

“Steam” is shorthand for industry and technology, a conceptual gateway to a brave new world of whirring clockworks, clanking gears, and marching brass wonders. The engine of this transformation is traditionally steam power, which worked so many changes in history during the Industrial Revolution, but the underlying technology is really irrelevant. It doesn’t matter if the machines are driven by steam, or oil, or elementals, or magically bound demons; it’s the presence and concept of the machine that’s important.

The machine, too, is a symbol of greater change. Other great constructions, like castles or monuments, can exist in something of a vacuum: Their mere existence implies comparatively little about the society that built them. Machines, however, require a significant infrastructure. A gigantic steam-powered factory

implies the existence of dozens of foundries and brass-works to make the parts, implies a caste of craftsmen and engineers to build and run the engines, a civilization whose vast demands can be sated only by mass production—such industry does not happen in isolation. Other technologies or artifacts can exist without completely changing their surroundings, but it’s much harder to contain steam and all its implications. Once the steam genie is out of its cast-iron bottle, progress will keep racing ahead. To shamelessly quote Charles Fort, “it’s steam-engines when it’s steam-engine time.” Fort was actually talking about the odd phenomenon where different inventors simultaneously invent the same complex machine within days of each other, without any knowledge of the work of the other. When a technology is ready to be born, it seems to push itself out wherever there is a receptive mind...

Adding steam and all it implies to different times and settings is referred to as “steampunk.” The ill-fitting “punk” epithet is derived from the “cyberpunk” genre of science fiction. (One of the first steampunk books, *The Difference Engine* by William Gibson and Bruce Sterling, was authored by two leading lights of the cyberpunk movement, but the term “steampunk” was coined before the book was published.) Where cyberpunk

put technology into fast-forward and then examined what that did to society, steampunk took the scientific dreams of the Industrial Revolution and ran with them. *The Difference Engine* puts clockwork supercomputers, complete with digital imaging and artificial intelligence, into a Victorian London greatly changed by the presence of such technology. This highlights one key trait of steampunk fiction: “Steam” doesn’t merely bring into existence real machines, like trains or cotton mills, but creates anachronistic or impossible technologies such as computers, television, cybernetics, or even mecha. Steam, then, is an agent that suspends disbelief and advances technology, a plot device for including plot devices. Instead of merely building on existing devices of the time, steam takes modern-day technology and recasts it with brass rivets and bubbling boilers in a new setting.

Victorian steampunk is the most common expression of the genre. The Victorian age was the time of the great factories, of great strides in industry and technology, of railways and science and workhouses. Titanic smokestacks belched the fumes of thousands of furnaces into the gray skies, and technology did transform the world. A little push, a little extrapolation, and there’s the steampunk computers or superweapons, like two sub-critical masses of uranium mounted on separate trains that are trundling headlong towards each other. The Victorian age was also the time of the scientific romance, and most of Jules Verne’s books, especially *20,000 Leagues under the Sea* and *From the Earth to the Moon* can be gleefully subsumed within steampunk.

Once Wells enters the field, the genre runs into the border of the pulp series of the 1920s and 30s. (Beyond pulp and the ivory-tower science fiction of the 50s and 60s, we can dimly glimpse the seeds of cyberpunk, which brings us full circle on this whistle-stop tour of the history of steampunk.) Pulp and steampunk share a similar attitude towards science. Science and technology have moved from the province of mystery and alchemy, and are becoming much more familiar, much more optimistic. Where pulp has a “gee whiz” attitude towards science, with rocket belts and radio watches and the like, steampunk takes a more elegiac approach, full of grandeur and pride. Steam is the new frontier of the Empire, the great accomplishment of sci-

ence and industry. It’s new and wonderful and challenging, but it’s also familiar and acceptable, unlike magic.

Of course, all that relates to the common setting of steampunk fiction, which is an alternate-history version of Earth. Adding steam to fantasy, where magic isn’t a cryptic, ambiguous mystery but a relatively common force that can be manipulated, channeled, and used to throw fireballs, can go in two ways. Magic and its practitioners may be opposed to steam and see it as a terribly common and clumsy method for the masses to get what should be reserved for the learned masters of the arcane. Alternatively, both magic and steam can be yoked together by brute industry, where the spells and mysteries of magic are broken down, analyzed, and mass-produced. China Mieville’s excellent (and highly recommended) *Perdido Street Station* describes a sort of “industrial fantasy,” where thaumaturges are craftsmen just like engineers, and conjured lightning elementals power magical engines to catch leviathans from other planes of existence.

Steampunk isn’t about steam. It’s about technological advancement down different paths or at a faster pace. It was steam power that triggered and drove the historical revolution, a change that swept away the old orders more efficiently and completely than any philosophy or Renaissance. Steam is change, movement towards the unfamiliar and the wonderful.

THE STEAMPUNK AESTHETIC

Most depictions of steampunk have a common “look,” with motifs and images cropping up time and time again, and any steampunk game should mention at least some of these. Obviously, the trappings and mechanisms of steam power—cogs, pipes, boilers, lightning rods, valves and the like—are everywhere, but even things not improved by technology have traces of steam. A suit of plate armor might have brass rivets, or a shield might be shaped like a cog. The architecture of steampunk draws from the vast buildings of the Victorian era, looming gothic structures decked with chimneys and gargoyles, baroque monstrosities of metal and stone rising into the sooty clouds. Things in steampunk tend to be either absolutely filthy thanks to all the smoke, soot, and trash produced by industry, or else scrubbed bright and shiny, every rivet and plate shining proud-



ly. Similarly, steampunk characters tend to extremes of being either despicable, backstabbing guttersnipes written by Charles Dickens on absinthe, or else heroic, honorable scientist-heroes out of Jules Verne.

As many works in the genre are alternate-histories, steampunk is commonly associated with Victoriana. Society is more genteel, more concerned with manners and propriety, but possibly more complex and deceitful from the perspective of humble wandering adventurers. Titles—both noble titles and the names of products—are emphasized.

Steampunk can, however, be added to the classic medieval fantasy setting without adding any Victorian mannerisms. The Renaissance is close enough to work, and that time brought forth the steampunk imaginings of Leonardo da Vinci, who sketched steam tanks and helicopters and other devices in his famous notebooks. Fantasy steampunk can feature the technology of the 20th century built with the materials of the 19th by the scientists of the 16th.

THE SCIENCE OF FANTASY

In the steampunk setting, new technologies are taming all the natural phenomena that once seemed so frightful. Steam power makes machines seem to live. A key on a kite inspires the first glimmers of electricity as a tool. Formerly inaccessible regions, such as the widest oceans, ice-choked seas, or even the upper reaches of the firmament are conquered by steam-powered machines. In most fantasy settings, though, many of these wonders have already been accomplished. The widest ocean can be crossed in a moment with a teleportation spell, and white dragons or snow elves make their way across ice-choked seas. Rather than letting steam take second place and merely replicate what magic and fantastic creatures have already accomplished, steam should go further and open up new vistas to explore. If magical flying skyships already sail the clouds in your game, then a steam-filled balloon is not going to add much. However, if steam technologies can be used to hugely increase the range of a skyship, and an iron hull used to hold in the air and ward off the cold of

space, then steam can open up other worlds for adventuring.

There are always new wonders to be found.

THE THOUGHT EXPERIMENT

Magic is essentially arbitrary. Its underlying rules change from setting to setting and often from instance to instance. Most fantasy worlds take a thinly disguised version of Earth's middle ages and add a thin gloss of magic and wonder without ever considering how the existence of magic would affect the world. If the prayers of clerics can effectively cure diseases and wizards can teleport across the world in a heartbeat, how can plagues and unexplored regions still exist?

Even when an author attempts to reconcile magic and realism, the results are often unsatisfying. The abilities, limits, and amount of magic are poorly defined. Everyone has their own conception about how magic works, and creating a common framework that can be agreed upon and handles all eventualities is difficult.

Technology, on the other hand, exists and is understood to some degree by everyone. Adding or changing technology to create an alternate-history is much more workable, because common assumptions can easily be made about technology. No one is quite sure how the presence of magic would affect a period of history, but a much better guess can be made about the presence of technology. Steampunk alternate-history therefore can make huge changes to history, while alternate histories involving magic are much more cautious and keep magic hidden and mysterious. Steam encourages logical extrapolation towards big ideas.

THE FAMILIAR IN THE FANTASTIC

The world of steampunk contains echoes of our modern world. Fragments of familiar things— aspects of technology, attitudes, ideas—are presented in strange new forms and in unlikely places, and are contrasted with the historical culture. Steampunk can give computers to the Victorians or telegraphs to the crusaders. In fantasy games, then, the players can be given familiar tools to work with, like telephones

or mass transit systems. Players obviously are much more familiar with these things than with the intricacies of feudalism or medieval theology, and can interact with them much more easily. A scenario that hinges on some aspect of medieval life requires the DM to laboriously fill details in for the players, which can break the flow of the game. Using an element familiar to the players requires no such explication. However, because of the novelty of the context of the technology, the players may find a new sense of wonder. A player knows a train and how a train works; here is a train that rattles through dwarf-built tunnels and is powered by burning the spirits of the unworthy dead, and anyone who doesn't think that's interesting should be examined to make sure they're not a clockwork automaton.

INTRODUCING STEAMPUNK

Adding steam technology to an existing campaign world takes more work than adding a new type of magic or a new race. New magic can be introduced by a handful of secretive practitioners, and there are always unknown monsters lurking in the forest. A new technology, however, requires an infrastructure. It cannot spring from nothing.

Once the concept of steamcraft has been introduced into a world, the technology needs time to grow. Building factories and steam dreadnoughts takes time, so even if the characters bring back the Lost Book of the Clockwork Dragon one week, there won't be steam-powered trains in every city the following week. Assuming the DM wants more than one or two minor examples of steam technology in the game, but doesn't want to wait five or more years for the setting's industrial infrastructure to catch up naturally, one of the following plotlines should be used to introduce and develop steamcraft.

As each plotline assumes that steamcraft is being introduced into an existing campaign, suggestions are given for adventures that give the players a place in these momentous changes.

NEW DEVELOPMENT

Assuming the setting has the late-medieval technology level common to most fantasy games, steam technology can develop naturally. Bell-forging towns start to produce boilers and cannons while goldsmiths turn from fine jewelry to clockworks. Ideally, the DM should mention the growing industries and new buildings many sessions in advance of the introduction of functional steamcraft. A new air of enthusiasm and industry washes over the land.

A sneaky way to add necessary infrastructure is to make whatever region or city the PCs never visit into the center of the burgeoning industrial revolution. If the PCs have never laid eyes on the place, the DM can drop in a vast foundry and a college of engineers, necessary seeds from which steamcraft can grow. This sort of development can be glossed over in most situations—few games bother with details of agriculture or trade—but the steampunk genre virtually demands attention to its foundations. Furthermore, if steam technology is a new invention, the characters need to know where to go to get the newest and best devices.

New developments require money, and the nobles or organizations that fund the invention of steamcraft will become hugely influential and powerful as the technology grows. For every invention that changes the world, though, there are a thousand that end up as dead-end money pits. If the PCs have close connections to a rich patron, they may be asked to review the work of some eccentric sage, bringing the characters in at the very birth of steamcraft—and if they reject the inventor's work, a rival group can come in and reap the rewards of the new technology. Deciding who develops steamcraft will determine what sort of steampunk evolves in the campaign.

Steamcraft as a new development can happen in the background, but adventures revolving around steam technology need not wait for the technology to mature. Characters may find themselves retrieving stolen prototypes or rescuing the absent-minded inventor who alone knows the secret of steam. Rumors of diabolical experiments and demon-summoning may conceal hidden laboratories. If the players do not know what all the mysterious activity is leading towards, the final unveiling of steamcraft will be both surprising and satisfying.

STEAMCRAFT AS ANCIENT SECRET

Another possible origin for steamcraft is an ancient civilization. Perhaps thousands of years ago, the ancients conquered the world with mechanical warriors and advanced technologies. Now they are gone, but their legacies remain in a thousand underground vaults and dungeons.

In this method for introducing steam technology, there are (initially, anyway) no vast factories. All the wonders are ancient ones, dragged out of the earth to be rebuilt and repaired. The vaults of the ancients are, of course, filled with lethal steam-powered traps and still-active mechanical guardians. Adventuring parties become heavily armed archaeologists, making their fortunes by retrieving ancient devices.

Eventually, the steam technology revolution will take hold. Engineers and sages pull the machines of the ancients apart, divining from the brass entrails how to copy or make new devices. Until then, steam devices are another form of magic; each device is unique and cannot be understood or repaired easily. One advantage of this approach is that the most advanced steam technology can be introduced as creations of the ancients instead of the product of "current" engineering. If the DM wants a single, campaign-shaking artifact, such as an intelligent analytical engine or an airship that can defeat whole armies, it can be introduced without all the previous generations of technology that would normally lead up to such a wonder.

Ancient steam technology need not be found only in dungeons. A fleet of ironclad ships, crewed by golems and constructs, might have been sent off to fight a war overseas in ages past. On its return journey, the fleet became trapped in a magical whirlpool for centuries. Now, the fleet is returning to its home port—or the city that now stands on the ruins of the ancient home port. Alternatively, one of the deities of the setting might secretly be a living construct, tapping geothermal power from deep underground and converting it into granted divine spells. Uncovering the secret of this great and powerful being might force it to reveal the secrets of steam.



Salvaging technology may trigger a “steam rush,” as fortune hunters and prospectors rush to ancient ruins to search for treasure. Until the industrial base to produce new machines is developed, recovered steam technology will be extremely valuable. Soon, though, the steam technology of the ancients will arise again in new forms.

STEAMCRAFT AS HIDDEN SECRET

Steamcraft might have been present in the campaign setting since the beginning. Any secretive organization can hold the secrets of steam. Dwarves or gnomes make excellent keepers of such technology. Deep under the mountains, the halls of the dwarf kings are heated by vast boilers, their mines carved out by steam-powered machines. For decades, they have kept their technology a secret, using only the crude weapons of humans while above ground. Now, they are beginning to trade steam technology to outsiders.

Making steamcraft a hidden secret that is suddenly revealed allows steam technology to be quickly developed and distributed

throughout the campaign setting. The dwarves (or whatever group has been using steam) become sought-after engineers and oversee the development of new foundries and steam worker’s guilds. A flood of mechanical wonders and weapons pours out of the dwarven kingdoms, and the steampunk revolution quickly gets underway.

Instead of having a whole nation or large organization secretly develop steamcraft, it might be the province of a few isolated scholars or a single guild. Perhaps a village, high up in the mountains, was once the home of a genius inventor whose legacy is a steam-powered mill and guardian constructs, or maybe a small island nation protects itself with cannons and ironclads. This requires fewer behind-the-scenes changes to the campaign, but proportionately reduces the speed at which steam technology becomes commonplace.

The key questions in this option are, first, why has steam technology been kept secret, and second, why is it coming to light now? The answers, and the adventures they create, are linked. Perhaps the keepers of steam have

philosophical or religious objections to sharing their lore, and the characters must either steal the secrets or prove themselves worthy as champions of the outside world. Clerics who worship perfect order might have created complex clockworks as meditative aids; they know that their creations could be the seed of an age of mechanical wonders, but do not wish to corrupt such paragons of order with the chaos of the profane world. If the dwarf kings have been holding back the evils of the under-caverns for decades with steam-age weapons, what will they do when treachery shatters their defenses? Dwarven technology will be desperately traded for mercenaries and aid.

This option can be combined with the “steamcraft as new development” concept. Have the basics of steamcraft be developed in some obscure, hidden location (gnomish realms are an excellent choice), then spread to the rest of the setting. This avoids the need to slowly lay the foundations for the development of steamcraft, but keeps other changes to a minimum.

A variant of this idea is to have the player characters as members of whatever hidden order controls steam technology. An order of paladins and religious warriors might have uncovered ancient technology on a crusade in a far-off land. Now, they secretly use their advanced weaponry and devices to avert disasters and battle evils. When all seems lost, the Knights of the Thundercloud arrive to save the day with their thunderstaves and golem warriors.

STEAMCRAFT AS SECRET WEAPON

In this variation on “steamcraft as hidden secret,” the development of steam technology takes place as part of a weapons program. This neatly explains why the characters have seen no signs of the technology and industry being built and ensures that there is a large arsenal of equipment and weaponry ready when the technology is finally revealed.

Steamcraft as secret weapon still requires an origin for the actual technology—natural developments, genius inventors, or ancient lore—but as the characters will never deal with steam technology until the secret is revealed, the origin is not as important here as it is elsewhere. What is important is who is responsible for developing steamcraft as a secret weapon.

If steamcraft is created by a good kingdom in the setting, the technology will be used in wars with rival nations or to thwart invasions. The characters may be entrusted with the products of this advanced technology if they have proved themselves heroes in the past (just wipe out the original crew of the first war-zeppelin in a testing accident and have the PCs hastily recruited as replacements). Having a good-aligned nation develop steamcraft also gives the technology its second-best dramatic entrance, as the beleaguered PCs are rescued by a cannon barrage from the steam cavalry.

Another origin for steamcraft is the mad scientist. Deranged geniuses ranting about world domination are common in steampunk, and it is only a small leap to have everything spring from the misguided inventions of one scientist. This approach does not put much infrastructure in place and it will take a few years of game time before steamcraft becomes common, but few adventures are more fun than defeating a mad scientist just before his etheric rocket launches on its clockwork-guided trajectory into the heart of the city. The tricky bit is ensuring that the PCs leave enough technology intact for someone to salvage.

A variant on this idea is to have steamcraft developed by an ambitious and rebellious noble. This has all the advantages of the mad scientist option, but a noble planning a full-scale steam-driven rebellion will also build foundries and smithies, which can be taken over and used as an initial industrial base for steamcraft. If the noble is a long-term villain, his defeat amid the billowing steam and sparking metal provides a natural transition point to a second, steampunk-heavy phase of the campaign.

Steamcraft as secret weapon hides the presence of steam in the campaign until it’s almost ready to burst upon the scene. It provides fewer opportunities for player involvement, but the revelation of the secret weapon should be an exciting adventure.

STEAMCRAFT AS FIRST CONTACT

Instead of dragging an essentially medieval country kicking and screaming into the age of steam, new technology can be introduced through trade with a newly discovered nation that has an established industrial

base. Innovations such as the compass, accurate clocks, steam-driven vessels, and airships allow exploration beyond the previous limits of navigation. The glint of sunlight on brass may herald a brave new era of commerce. Characters may be sent to establish trade links or bring back technology from across the seas.

Rather than introducing a powerful and advanced nation into the setting, a few immigrants can bring the secrets of steam with them to a new realm. For example, in historical Japan, the samurai caste banned the use of gunpowder. Imagine a sage, denied the chance to practice his military craft at home, traveling to the barbarian lands with the secret of firearms. Such scientists will soon become sought-after engineers and specialists.

Alternatively, perhaps the advanced society is not interested in expansion and exploration. Instead of explorers searching for gold or spices, steam technology could be the treasure sought in the far corners of the globe.

Steamcraft can be brought to the campaign from even stranger shores. Gigantic flying machines, enclosed in airtight shells and heated against the interstellar void, might drop out of the sky bringing tales and treasures from worlds across the sea of stars. If the DM does not wish to open up the possibilities of planet-hopping steampunk-in-space adventures, then the mighty vessel that just crossed the heavens can unfortunately crash on the shores of the campaign world. Salvage can then spark the steam revolution.

The outer planes offer another source for steam. The cosmopolitan cities of the planes may have a higher level of technology than the backwaters of reality, and the various elemental planes are crying out to be tapped as sources of power. Enterprising wizards might summon outsider engineers to construct the first material-plane steam engines powered by elementals to drive magical experiments. Similarly, clerics using *summon planar ally* can forge a religion of steam, a faith that offers tangible benefits to its followers.

STEAMPUNK INVASION

Of course, that glint of sunlight on brass may herald a terrible invasion by a steam-driven aggressor. The military advantages pro-

duced by steamcraft may prompt an era of war and conquest. Ironclads can conquer the ocean, cannons and flying machines can easily defeat archaic fortifications, and mechanized troops and gunners can cut a bloody swath through defending armies. When the steampunk industry goes to war, the campaign world enters a terrifying and bloody era of warfare far worse than anything that has gone before.

Introducing steamcraft by having part of the setting invaded by a technologically advanced foe will obviously shake up the campaign considerably. An army fully equipped and armed with steam-age weaponry will handily defeat a much larger force. Consider the American Civil War, when a single ironclad ship, the *Merrimac*, sank two wooden vessels and forced another aground without taking any significant damage itself. If the DM doesn't want to have the campaign setting trampled beneath the steampunk boot, the initial invasion force can be repelled by chance or heroics. For example, the PCs might sabotage the analytical engine commanding or coordinating the invaders. Salvage from the defeated invaders provides the seeds for the development of steamcraft.

Salvage in general becomes extremely important in an invasion scenario. Just as in the "steamcraft as ancient secret" option, retrieving steamcraft devices is more common than crafting them, but instead of recovering inactive machines from underground vaults, the only source for technology is the capture of enemy war machines. Even though the characters are hideously outgunned by the enemy, their own tactical responses are limited by the need to keep their foe's technology as intact as possible. Theft and deceit will be key tools for the resistance.

The steam-powered invasion is the most dramatic and shocking way to introduce steampunk into a game. Take the single largest and most impregnable fortification in the setting and wipe it out with cannon-fire to drive home the power of steam. Have the skies fill with an approaching zeppelin armada, thousands of construct troops rappelling down from the airships to swarm targets on the ground. The DM should be careful not to stack the odds too much against the characters—overwhelming odds are fun, but no one enjoys a completely hopeless game. Some light should make it through the choking clouds of soot and steam.

BUILDING A STEAMPUNK SETTING

While other setting changes—new races, new spells, new classes, and the like—tend to be overlays onto an essentially medieval setting, steampunk has the potential to completely rework the nature of a campaign. Alternate history steampunk makes a change to the technology that was actually present, then extrapolates from that change as far as it will go. Similarly, the presence of steampunk in a fantasy game will do more than replace crossbows with flintlocks and put the adjective “steam-powered” in front of everything. To get the full steampunk experience, the effects of new technology and new thinking on every aspect of the setting should be considered.

THE NATURE OF THE MACHINE

While “steamcraft” is used as a short-hand for advanced alternate technology throughout the book, there are options other than boiling water and burning wood for powering devices. The power sources used are irrelevant on one level; steampunk is not about plausible technology, and any effect can be accomplished by any set of technologies. A sentient computer can be built out of clockworks and mercury valves. In fantasy, the nature of the technology used has far more to do with aesthetics than what can be accomplished. Giant walking war machines can be powered by steam boilers, bound demons, electricity elementals, the divine will of the god of war, or anything else. The effectiveness of the machines will be roughly equal, but the look will vary. Steam-powered machines belch forth clouds of vapor and have a raging furnace in their hearts; electrical walkers crackle with power; machines powered by divine energy shine with an inner light and look vaguely like mobile church organs.

Although the technology denoted by steamcraft does not determine what effects are impossible, it does affect how things are achieved. When characters are trying to restart a stalled engine,

A HEAD OF STEAM

The beliefs and outlook of steampunk characters differ from those of traditional fantasy. Partly it’s that troublesome “punk” part, with all the attitude, irreverence, and mercenary morals common to cyberpunk protagonists. Steampunk also draws from Victorian times instead of medieval. For the former, we think of *Oliver Twist*: lower-class criminals, all the dark corners and warts of society. For the latter, it’s mostly heroic high fantasy, brave knights and pious monks. This is not to say that steampunk has to be darker or nastier, just that most presentations of the genre tend to towards the gritty. If the DM builds a steampunk setting from the ground up, characters may reflect this, but if steam is added to an existing campaign, there’s no reason to suddenly swing towards corruption and grubby pickpockets on every corner.

The real difference in the steampunk mindset is a more mechanical attitude to the world. Science has begun to take hold, and not every phenomenon is attributed to magic or the will of the gods. A fantasy character who encounters a fire elemental sees a rampaging outsider from the realm of eternal flame; a steampunk character sees the same elemental, and wonders about diverting a convenient river—or better yet, opening a portal to the plane of water—onto the fire elemental and powering a turbine with the resulting living jet of steam. Innovation is not a suspect or sinful departure from tradition, but a way to make a fortune.

the nature of the repairs will vary; if the driving force is steam, then the characters’ efforts will revolve around finding a new source of combustible fuel. If the driving force is electrical, then the characters will have to string together lengths of cable and gather lightning bolts to resurrect the machine. The products of steam technology do not have to be realistic, but as the genre demands technical solutions to problems, the underlying principles should be made clear to the characters. Unlike magic, which is essentially arbitrary in its effects, technology has to be structured and predictable on some level.

Steampunk is a state of mind more than anything else, a science-fantasy view of the world. It isn't simply adding science; it is channeling fantasy through the scientific mindset. Instead of sages learning about chemistry, have them build on the wilder aspects of alchemy, building vast alchemical reactors that conjure the philosopher's stone at a thousand atmospheres of pressure, or spin straw into gold at a hundred revolutions a second.

Beyond steam, there are several other options for powering machines. Any or all of them can be combined in a setting. Smaller items can be driven by clockworks or even primitive alchemical-electrical batteries. Using bound elementals as power sources is a common fantasy idea; steam engines could be fueled by fire elementals channeled through watery undines, or by devils forced to endlessly turn cranks deep underground. Steampunk is all about ambition and technical accomplishment, which results in terrifyingly huge, audacious schemes and projects. At the extreme end of steampunk...

- Siguard, a nation once in desperate need of fuel for fires. The steam boilers and furnaces of the nation needed wood and coal, but the druids of the surrounding wilderness forbade the engineers from taking what they needed. The folk of Siguard turned to the hottest natural flames of all: dragonfire. Zeppelins armed with cannon-fired dragon-spikes captured a host of red dragons and put the chained wyrms to work heating boilers. Now, three centuries later, the dragon farms of Siguard hatch hundreds of eggs each year: reds for the furnaces, blues and blacks and greens for the alchemical factories, and whites to keep the meat stockpiles frozen until it is time for the dragons to feed.

- In the realm of Thykist, the blood of the aristocracy carries lycanthropy. Only those who change may rule. Alchemical potions control their animal rage, and brass clocks and orreries precisely track the position of the nurturing moon. Now, the nobles have conceived a glorious plan to cement their place atop society. Rocket vessels bearing mighty adamantine chains shall fly to the moon and drive pitons deep into its silver crust. In Thykist, engines of surpassing power shall then draw on the chain, dragging the moon back and holding it in place, eternally bright and full.

- Life is not so bad, working on the drilling rigs of the Outworlds Cartel. The huge rigs float in the astral sea, just beyond the elemental planes. Each rig drives enchanted drills deep into the neighboring realm, pumping out elemental energy. The water rig has the easiest job of all, draining pure icy water and piping it to the fire rig. Workers at the fire rig are always blackened and scorched by their work, but they know that without the steam power produced in their boilers, the other rigs would fail. The air rig's thundering fans suck elemental air from its plane and send it to the largest of the four—the earth rig. There, miners sustained by the elemental air delve deep into the eternal stone of the plane of earth, searching for huge quantities of metals and gemstones. Some whisper that the analytical engines that guide the Cartel have greater plans for the future; that two new rigs are being built to create a vast circuit between the positive and negative planes...

The beginnings of steampunk may produce nothing but a few humble weapons and constructs, but very great things may grow from these beginnings.

TECHNOLOGY DEVELOPMENT†

The speed of technological innovation is far greater in the age of steam than in simpler eras. Society is far more open to inventions and progress. Still, for every workable invention, there are many that fail entirely or are buoyed up by trickery and overblown claims. When designing a steampunk setting, the DM should not include every device and technology from the outset. Some should be kept back and only introduced later in the campaign. Having new items become available later encourages the characters to keep up to date with progress and makes the setting less static.

The development and unveiling of new inventions is a rich source of adventures. A new weapon can tip a balance that has endured for centuries. For example, a human kingdom has long lived in fear of the incorporeal wraiths that haunt a bordering land of the dead. Mundane weapons cannot harm these immaterial undead, so the human armies cannot put an end to the threat. The invention of an ethereal compressor that churns the ethereal plane and forces the wraiths to physically manifest would be the turning point and allow mortals to deal with the threat once and for all—so surely the dead



would stop at nothing to ensure the compressor was never completed. World-changing developments need not be so exotic: A cheaper method of spinning cloth could completely upset a nation's economy.

Once an invention is widely spread, it becomes part of the background of the campaign and not especially interesting for adventures. Examples of the technology may turn up in an adventure, but the concept itself will be unaffected by the events of the scenario. However, when an invention is brand new, it's within the scope of the average adventuring party. Only a few people—the inventors, their backers or masters, the agents of those opposed to the innovation, and the PCs—need be involved, and the actions of the characters can determine the invention's fate. Also, prototypes are notoriously dangerous, unreliable, and fun to play with.

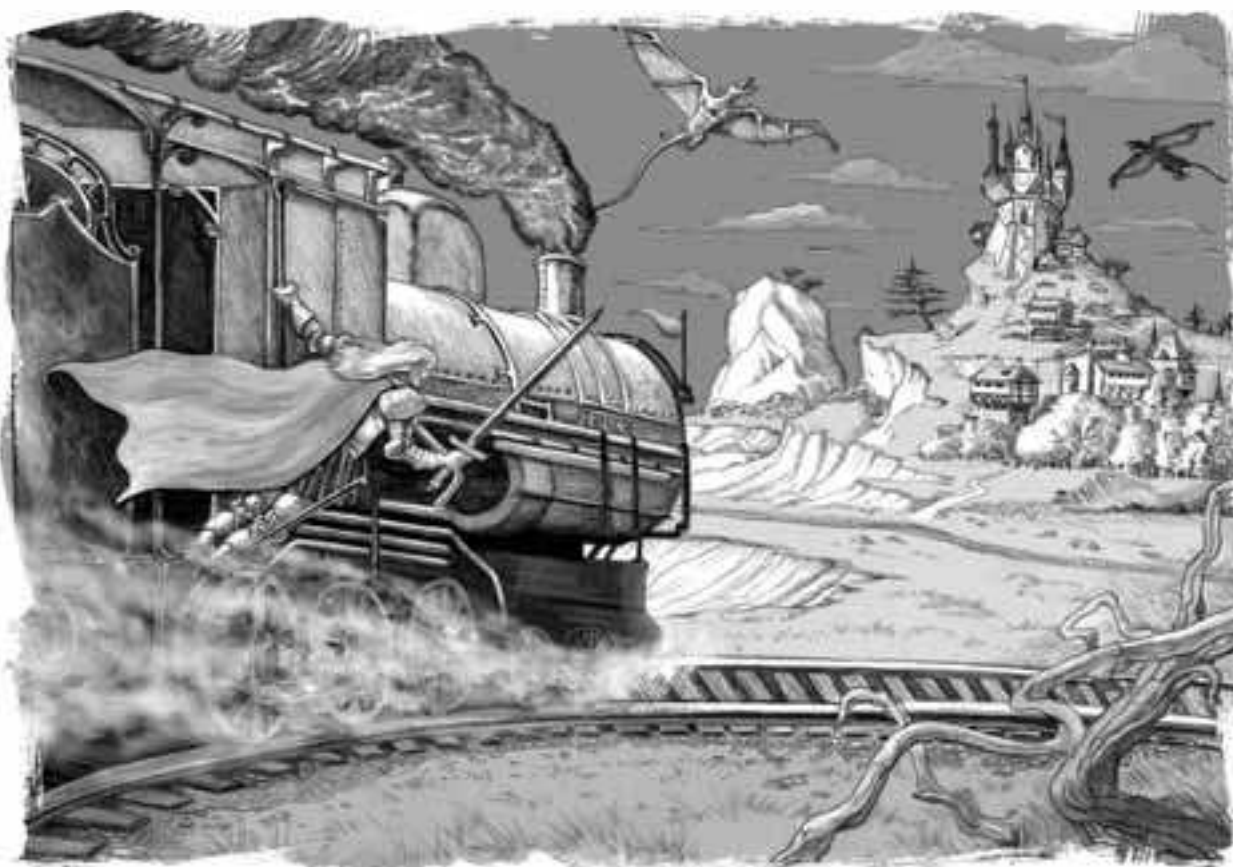
EFFECTS OF STEAMCRAFT

Steamcraft can alter every aspect of a campaign setting. Depending on how established the technology is, steamcraft may just provide a few new pieces of critical equipment and the

glimmerings of change in obscure corners of the setting, or it may produce a world quite unlike that seen in traditional fantasy gaming. The following sections examine the ways steamcraft changes different aspects of the world. Not all of them need to be used to get full value out of this book, and incorporating all the ideas will produce a very unusual game indeed.

TRANSPORT

"Horseless carriages" are certainly possible using steamcraft, but there's little difference between these and the horse-drawn variety except the prestige of owning them. On the battlefield, though, small steam-powered vehicles can be heavily armored and used as mobile fortifications. Even if the campaign does not include gunpowder or other explosive firearms, steam-powered siege catapults and ballistae could change warfare considerably. For adventuring, a steam wagon is useful for places where horses and other beasts of burden do not willingly go, such as underground caverns or other planes of existence.



Trains are an emblematic technology of the age of steam. They are the first democratic mode of land transport, moving commoners and nobles equally (more or less) in large numbers. Railways are a physical embodiment of trade links and connections between cities and regions. They concentrate people, goods, wealth, and industry into the space between two iron lines—just add a nefarious plot and a few monsters. Trains are obviously great settings for adventure, especially murder mysteries and combat scenes. The construction of railways requires a path through the wilderness to be cut and guarded. If the path of the Western Express must go through the Dire Swamp, then someone has to go into the swamp, tame the lizardfolk, and guard the machines as they sink pillars in the mud and build an iron causeway through the fog.

The military aspects of trains deserve a mention. Transporting troops was one of the first uses for railways. Moving an army by steam rail is not that much faster than marching them, but historically many armies lost more men on the march than in battle. Keeping troops and supplies in one train simplifies logistics considerably.

As cities grow, urban transport becomes more important. Adding an underground railway to a steampunk city drives home how different it is from classic fantasy, reinforcing the themes of the game *and* putting a handy tunnel dungeon network under the city.

Zeppelins are another icon of the steam age, a form of transportation that once offered so much potential. These rigid airships are held aloft by bags of hydrogen, helium, or other lighter-than-air gases. Enchanted skyships that travel through the clouds using magic require a vast investment of power, while steam-powered airships are comparatively cheap. In a setting with magic and numerous flying creatures, the advent of aerial travel is not quite as astonishing as it was in history, but airships can still affect warfare, trade, exploration, and construction. As zeppelins can stay aloft and hover for long periods of time, city defenses against flying attackers could include airship-mounted weapons platforms.

Airships have an elegance possessed by no other means of transport. They cruise majestically through the air, quiet and smooth. Any location requiring privacy or a measure of class

benefits from being slung underneath a zeppelin. A wizard's laboratory is free from interruptions a thousand feet in the air; a noble's feast could be held amid the clouds, with jousting on the backs of pegasi or griffins; the heads of a merchants' guild could tour from city to city in a golden zeppelin. Despite their undoubted style, airships also make good cargo carriers and war machines.

Finally, steamcraft improves sea travel immensely. Steam engines allow much greater speeds, larger vessels, and longer voyages. The importance of the weather is vastly diminished for shipping and sea travel. Steamcraft makes ships much more reliable. Submersibles also become possible with steam, opening up undersea realms for adventure.

INDUSTRY

The development of mass production and the industrial revolution has little direct effect on adventuring, but it obviously represents a momentous change in society. The move from individual crafters to factories full of workers triggers the rapid growth of cities. The factories themselves are endlessly hungry beasts, devouring resources at a ferocious rate. The mere existence of such demand for raw materials and the massive supply of finished goods will accelerate commerce in the setting. When most common items are equally produced everywhere by crafters in villages and small towns, the various regions of the setting are only loosely linked. The only trade is in rare and luxury goods. With the rise of industry, however, specialization and centralization makes cities and regions more interdependent. If the huge shipyards of one city are the only place in the realm capable of producing ironclads, then the loss of that city is a crippling blow. In simpler times, wooden ships could be built almost anywhere, as they need less infrastructure, manufactured components, and expertise.

Mass production can serve as something of an equalizer. Mass-produced goods become more affordable, for example, improving the life of commoners. Magic items create a huge gap between those who have ensorcelled weapons, and those who do not—there is a vast, obvious, and rather lethal difference between a town guardsman with a longsword and a player character with a powerful magical weapon. With mass production of weaponry, the town guards-

man is far more likely to have a firearm that's almost on par with that of a character. If machines can cast spells or make creating items easier, mass production of magic becomes possible, further raising the average power level in the game.

On the other hand, goods that are *not* mass-produced may become more expensive relative to those that are. Martial weapons, for example, may not be mass-produced outside of the government's armories. While the price of mass-produced clothing or wagon wheels may be incredibly low by the historical standards of a campaign world, the price of a well-made longsword may double or triple. In an era of mass production, individual artisans and craftsmen may be very rare, and the handcrafted goods that only they can produce are both scarce and expensive.

Factories, the cathedrals of the steampunk city, can spill pollution into the air, ground, and water. They are huge, complex structures filled with tunnels, hiding places, dangerous machines, and soaring towers decked with grim gargoyles. They conceal all types of nefarious and evil activity, pay huge sums to deal with problems, and explode satisfyingly at the climax of an adventure.

Agriculture undergoes a similar if less dramatic revolution. New techniques such as crop rotation and the combining of small peasant farms into larger fields increase the yield of the land. If handled badly, as they often were, these new methods can create hardship and dissent among the peasantry. A steampunk Robin Hood, sniping with his musket and raiding steam trains as they rattle through the greenwood, might fight for justice against a corrupt lord who steals the land of the common folk in the name of "enclosure" and progress.

SOCIETY

Trade links disparate regions together, as do enhanced communications. Telegraphs or other signaling devices (such as a variation on Thomas Edison's necrophone for speaking to the dead; perhaps communications could be passed along a chain of whispering ghosts from caller to caller using necromantic steampunk) make the passage of news much quicker, as well as putting the equivalent of the *message* spell within reach of everyone. Electric lights lengthen the time avail-

able for work or leisure and free society from complete dependence on sunlight. Printing presses spread knowledge, news, and gossip throughout society. In short, the more advanced steam-age technology gets, the closer the lifestyle of the average person in the setting gets to that of the average person in the modern day. If the DM wants to create a setting that resembles an alternate-history Earth, then this trend can continue; otherwise, the technology available or the cultural reactions to it should be considered and adjusted.

The rise of steam brings with it a new middle class of factory owners, investors, engineering guild-masters, and *nouveau riche* social climbers. This new middle class upsets the long-established order of society as they are neither noble nor commoner. Increased ambition and dissent among the lower echelons of society further destabilize the social order. The added wealth also creates more opportunities for crime and corruption.

The quality of life for the peasant classes may improve with new opportunities and new wealth, although being jammed into overcrowded tenement buildings in a soot-choked, crime-ridden city is hardly better than scratching out a poor living from the unforgiving soil. If the setting takes a more romantic view of peasant life, then the under-classes in the cities can be fresh-scrubbed orphans and lovable rogues. However prosperous they are, their days are spent in the shadow of the machines. Steampunk cities should be designed by placing the big factories and machines first, and then filling in the gaps and crevices with places for people. Industry, not humanity, has its true home in the cities.

Improved communication and transport decreases the need for feudalism. A lord need no longer rule distant regions through a hierarchy of vassals; he can visit his holdings directly and receive news from them quickly by telegraph. Government can be centralized, leading to a growth in bureaucracies, ministries, and other appendages of rule. Espionage becomes more important: Steam quickens the pace of events, and a technical advantage could lead to one nation becoming economically or militarily dominant over another. Ensuring that such an advantage is “shared” is a necessity. Many adventures can be based around the balance of steamcraft. Spying missions can use all

sorts of gadgets and brass toys, sending mechanical spiders carrying cameras around corners and hiding clairaudient talismans in the strongholds of enemies.

WARFARE

Cannon-fire thunders across the battlefield, smashing through whole formations of troops before denting the steel hulls of armored vehicles. Regiments of musketeers advance in the shadow of the gargantuan war machines that loom out of the smoke and hurl goutts of flame and poison gas. Legions of clockwork troops march in clattering unison, their actions guided by the cold mechanical logic of an engine. Above, zeppelins begin an aerial bombardment, and the sooty clouds are suddenly illuminated by the falling firebombs.

It is far from the chivalric warfare of an earlier age.

Firearms completely alter the nature of battle. A small handful of troops armed with guns can defeat an enemy force many times larger. The armored cavalry charge becomes obsolete; duels between individual opponents in the midst of the general melee give way to firing at half-glimpsed targets from a distance. Characters are more likely to be ignominiously slain by a random shot. The steampunk battlefield resembles the wars of the 18th, 19th, or early 20th centuries.

On the mechanized battlefield, the best place for PCs is either at the controls of a war machine or else leading efforts to destroy enemy engines. So much of a battle is decided by sheer numbers of troops and effectiveness of weaponry, which leaves little scope for individual actions and heroism. Characters should have control over their fates, which they do not have if they are stuck in the third rank of a troop formation. PCs need freedom and autonomy—storming a war machine from the inside, or manning such a machine themselves are better options.

Firearms make even untrained troops lethal. Learning to use a bow or spear takes time, but pointing a gun and pulling a trigger is relatively easy and more damaging to the enemy. The best knight, trained from birth to master all the arts of warfare and chivalry, can be felled by a single peasant armed with a musket. Cannons and steam siege weaponry, not to mention aer-

ial bombardment, cut the time needed to besiege a fortress; instead of starving the defenders out, the castle can be broken and conquered quickly.

Of all the innovations, gunpowder is one of the most destructive—both in terms of effectiveness on the battlefield, but also in how it affects the fantasy atmosphere. Guns can change the mood of a game very easily, so making them widespread and efficient in the setting can be a mistake. It is much more difficult to remove a technology from the game than it is to introduce it, so the presence of gunpowder should be carefully considered.

CONSTRUCTS

On one level, constructed creatures such as clockwork robots and sewn-together monsters animated by electricity are no different from golems. Creating artificial beings using steamcraft is little different from creating them using magic. The two key differences are mass production and understanding.

Making a golem requires a powerful spellcaster and a great deal of effort. Only a few golems can be made in a year of constant effort. In contrast, steamcraft constructs are made like any other product, assembled from parts in a factory. The vast production capacity of steamcraft can be turned to churning out thinking things, tens of thousands every year. Any unpleasant or dangerous task can be given to uncaring (or, at any rate, unresisting) automatons. Of course, human labor tends to be cheaper than buying a machine, so automatons will only replace living beings where they can do a significantly more efficient job. Constructs will be found in tasks requiring perfect endurance or concentration, or where weak flesh would quail or wither. Constructs might therefore be found on long patrols of the sewers or walls of a city, or sent to explore dangerous regions. Clockwork explorers might be sent through *gates* or lowered into the dark reaches of the world.

The other virtue of automatons is that they are utterly trustworthy. Servants and guards may gossip or take bribes; clockworks do as they are told. This makes them ideal as servants to the nobility and in places where privacy is especially treasured.

The creation of a golem is innately mysterious, as golems rely on magic—a force that can be

manipulated and experienced by its practitioners, but not understood. How a golem works is no more understood than how a living body works; it can be probed and guessed at, but the magic works at a level beyond the tools of analysis available. Steamcraft constructs, on the other hand, are designed and built using simple, comprehensible parts. Every part of a construct can be understood. This means that every part of an automaton, body and mind, can be built for a specific purpose. Automatons in every size and shape skitter and clank in the shadows of a steampunk world.

Golems that go wild may be destroyed; mechanical constructs that go wild are repaired, the tiny cogs and valves of their brains taken out and replaced. In practical terms, this means that steam-powered beings are far less likely to be considered intelligent and free than golems. One is created by magic, a common and acceptable origin for many races. The other is no more alive than a steam engine.

A construct PC will likely suffer from such prejudice, so giving the character some symbol of authority or having one of the other PCs be in charge of it is a good idea, to make sure that NPCs don't ignore the character or treat it as nothing more than an errant machine.

One variation on the concept of constructs is using the undead as servants. Using alchemical-animation machines and electricity, whole graveyards could be raised up as zombies. Such undead horrors may be accepted as just another innovation by a society enchanted by the march of science. The higher population of industrial cities means that there are more corpses available for necromancy, legal or otherwise. For example, in a society where having clockwork servants is a mark of wealth, some people may purchase cheap zombies dipped in brass as a budget alternative.

ANALYTICAL ENGINES

Information is power. In steampunk, analytical engines are something like the earliest industrial computers: mysterious, intelligent machines that give oracular judgments by clacking print-out. Engines excel at problems of mathematics, logistics, strategy, and prognostication. The sheer amount of information sorted by an engine defies mortal comprehension. The intelligence of engines can be an emer-

gent phenomenon beyond the understanding of even the engine's inventor. Unlike thinking constructs that operate on a level similar to mortals, the thoughts of engines are so vast and deep that they are more akin to the intellects of the gods.

Engines give intelligence and purpose to the machinery of steampunk. They can run huge factories and guide armies of clockworks. They make the metal think.

Any game that includes investigation benefits from an engine. It cuts the time required to gather information while vastly increasing the amount that can be processed. Instead of the characters having to question everyone in a neighborhood, the police engines can print out profiles of those most likely to have relevant knowledge. Images can be analyzed for clues, patterns extrapolated and connections made. Essentially, engines are machines you can use to communicate information to the PCs.

MAGIC

Steam does not have to change magic in the campaign at all, but merging the two opens up a wealth of options. Industrial magic can reach everywhere that steam technology reaches, moving from the towers of wizards and blood of sorcerers to the factory and the street.

Magic can be used as a power source for technology, either indirectly (using spells or summoned entities as heat) or directly, by drawing on the elemental planes or channeling the primal force of magic into a machine instead of shaping it with a conscious will. Alternatively, machines powered by simple physics can be built to perform magic. An engine the size of a city block can cast a much more potent spell than a single wizard can. Magic can become a science instead of an art; spells can be engineered instead of woven.

Attitudes to magic can also change in steampunk. As technology becomes more accepted, so too is magic. Soldiers *polymorphed* into giants and armed with hand cannons, illusion spells as theater entertainment, telepathic communication as a matter of course—if it is more efficient and more modern, then why shy away from it? Steampunk wizards should embrace all the possibilities and implications of magic, using it as a tool instead of a gift or art.

RACES

Most of this book assumes that humans are the primary users of steam technology. The other races have their own attitudes and uses for steam, and if they develop their own machinery, it will reflect their own aesthetics.

- Dwarves eagerly embrace steam, often building huge cathedral-engines deep underground. These machines are powered by the heat of the mountain's heart and pump fresh air and water around the dwarven halls. They shy from some of the more unusual uses of steamcraft, such as constructs: Dwarven society is bound by tradition, and they prefer to completely master a technique before moving on to others. Dwarven steamcraft will therefore be of the highest level of craftsmanship, but rarely innovative.

- Elves might accept some of the more elegant products of steamcraft, such as clockworks, but cutting down living forests to fuel filthy, smoking engines is anathema to them. Any benefit that steam provides can be obtained through the purity of magic. If elven smiths do make any steam-driven machines, they craft them from gemstones and silver, creating works of art that are also cunning devices.

- Gnomes take to steam like a duck to water, especially if said duck is rapidly cooked by the boiling water, scooped out by a rotating brass arm, and served to the machine operator with a side order of vegetables. They delight in mechanical toys and complex devices. Gnomes are unlikely to build a vast steam-driven industrial complex to economically or militarily crush the rest of the world, but their innovations might spark such an event.

- Halflings have no interest in heavy industry: It's far too much work. Itinerant halfling workers with clever hands can often find employment in factories. Few halflings take an interest in mechanics, and those that do are often suspected of being thieves, more interested in learning how to disarm traps and steal than do an honest shift. Halflings are excellent shots and quickly master firearms, making them valued snipers and pistolers.

- Half-orcs have the strength to handle the bigger weapons. A half-orc with a giant two-bladed battleaxe might be scary, but the same orc armed with a huge, steam-belching cannon is



downright terrifying. Half-orc technology tends to be covered in grease, soot, and rusted spikes, but is brutally simple and efficient.

THEORY INTO PRACTICE

Various elements and ideas for integrating and using steamcraft have been discussed, but what does a steampunk setting actually look like? The following sections each put a steampunk spin on an element of a setting.

A STEAMPUNK DUNGEON: THE EARTHQUAKE CLOCK

The Empire of the Emerald Throne vanished almost overnight, according to the sages. Most of the empire's wizards, generals, thinkers, and leaders, not to mention the contents of its coffers and the best part of its armies, simply disappeared. All that was left of the empire was a fragile shell of former glory, which was soon overrun by barbarians.

Now, an earthquake has uncovered the entrance to an underground dungeon, marked with the ancient runes of the empire.

The dungeon is actually a huge clock sitting atop a vault. Inside the vault, the remnants of the empire sleep, magically preserved from the ravages of time. The clock is counting down the ages until the time is right for them to reemerge and rebuild the empire, conquering all around them with their steam-driven legions. Navigating the "dungeon" requires moving from cog to cog within the clock. One circle of rooms is located in a cog that rotates once a day, and another set rotates once a minute. Explorers must carefully time their movements from room to room, as where a door leads changes as the clock ticks. Some of the rooms inside the vault recount the history of the empire and contain traps that can be navigated only by using clues contained in the history. Other chambers contain astrological machines that constantly adjust the clock to ensure the empire is reborn at an auspicious time. Still other chambers contain clockwork guardians.



Those exploring the clock must traverse the various cogs, from minute cog to millennium cog to eon cog (the earthquake was caused by the massive eon cog moving forward a single notch in its glacier-slow progress) to reach the lock mechanism above the vault door. The way is guarded by mechanical monsters and traps designed to prevent anything or anyone from damaging the clock. The lock mechanism itself must be carefully examined: Will breaking the clock stop the lock from ever opening, or will it cause the vault to open immediately?

The Earthquake Clock can be used to introduce “steampunk as an ancient secret” if explorers can navigate the clock’s defenses and open the vault without awakening the sleeping Imperial Legions. The dungeon itself is a puzzle, and the lock mechanism exemplifies the concept that the characters must apply technical solutions to problems. Rather than just smashing the mechanism, perhaps the characters must work out how to rewind the clock and prevent the empire from rising for another few millennia, or else fool the astrological engines by building an artificial starscape above the vault.

A STEAMPUNK VILLAGE: CHAINED CAIRTON

Once, in the village of Cairton, there lived a miller. He was an exceedingly clever man, and made all manner of wonderful inventions. He improved the machinery of the mill, built a pump to replace the village well, and made cunning toys for children. When he died, the villagers turned to his son, hoping he would be as clever as his father.

The miller’s son tried to live up to expectations, but his talents lay elsewhere. In desperation, he turned to magic. He found an ancient scroll that seemed to offer wisdom. In truth, the scroll called up a devil, an imp of perverse machines, who leapt into the son’s ear and whispered to him. Under the devil’s tutelage, the miller’s son began to build a mysterious engine in the mill. The villagers wondered what new marvel was being constructed atop the hill, but trusted the good intentions of the son of their benefactor.

One night, the miller’s son crept out and poisoned the pump. Everyone in the village was drugged into a deep sleep, and when they awoke, they discovered iron rings had been bolted around their necks, wrists, and ankles. Chains ran from these rings to wooden posts around the village, and from these posts to the strange engine in the mill. The terrible purpose of the chains soon became clear: When the miller’s son turned on his engine, the various chains began to pull the limbs of the villagers. They were all puppets, chained to the engine. The network of chains dragged them all around, forcing them to go through a nightmarish mockery of their daily routines.

Now, the miller’s son is at work on a new project. A branch line of the chain network leads into an open furnace. Soon, the engine will drag the villagers, one by one, into the fires to fuel the imp’s machinery. All hope seems lost, for whenever any stranger enters the village, the engine uses its living puppets to rip the stranger limb from limb. The remorseless chains clank on and on, and the miller’s son smiles at the sounds of progress.

Chained Cairton is steampunk horror. Anyone entering the village is attacked by the chained villagers, who will beg forgiveness even as the

chains force their arms to punch and their legs to kick the intruders. The devilish mill sits on a hill overlooking the village, belching smoke and brimstone. The miller's son is a parody of a factory owner, crowing about how industry improves the lives of the peasantry by making things more efficient and orderly. The devil itself plans to sacrifice the villagers in its new infernal machine and open a gate to the lower planes.

A STEAMPUNK WILDERNESS: THE IRON FRONTIER

On all the maps, the Clawland region is marked with symbols of danger and "here abide dragons." The civilizations north and south of the Clawland long ago built mighty ramparts to hold back the monsters. No one has ever gone far into the wilderness and returned to tell the tale. Only a fool would try...or the largest mercantile combine in the two civilizations of Alamond and Yi-Jid.

Trade by sea has linked the two civilizations for centuries, but the coastal waters are storm-tossed and treacherous. If a land route could be forged between the two, prosperity would be assured. Such a venture was considered to be impossible, but the advent of steam and firearms means that even the most fearsome inhabitant of the Clawland can be brought down. The merchants intend to build a railroad linking Alamond to Yi-Jid. Train-mounted cannons will patrol the completed railroad, clearing the coast of monsters and protecting traffic.

Of course, while the railroad is being built, explorers will have to go ahead of the engineers, blazing a trail and clearing it of hostile beasts. The merchants have invested in the best steam wagons and weaponry money can buy and hired a large force of hardened mercenaries—but the Clawland has been invaded by human armies before, and its denizens have devoured them no matter how well equipped they were.

The Iron Frontier is a setting for the DM to pull out all the nastiest monsters and pit them against PCs armed with the best of steamcraft. The characters must push through unexplored territory as quickly as they can, as the railroad is being built behind them. The wilderness is not just about blasting through hordes of ravenous beasts: The railroad is a huge invest-

ment, with massive repercussions for the rest of the setting, and there are most certainly people opposed to the merchants who will attempt to sabotage the project.

A STEAMPUNK CITY: THE EMERGENT ANGEL

Novo Vinci is quite simply the most glorious city in all the world. Once it was choked with soot, the dead heat of a million furnaces, and the crush of the factory workers in the streets and alleyway, but the mirror engines take care of all that now. All of Novo Vinci's industry and unpleasantness has been shunted off into a pocket plane beneath the shining streets. Huge iron constructs do all the work in the mirror realm, the Ironside, while elegant brass machines serve in the true city. There has never been such a place of learning, culture, and luxury as Novo Vinci. The Church of the Emergent Angel preaches that one day its mighty calculating engines will discover the formula of the divine and bring forth a new god to watch over the city. Until then, the city must flourish, so the highest moral virtues are those of being a good and loyal citizen.

The wondrous works of the guilds, such as war golems and flying ironclads, protect the city. Magic and engineering are considered a single discipline by many in the city, and debating the theory of the Universal Mechanics—that magic is the force that manipulates the celestial mechanisms of creation—is a common diversion in the cafes that line Novo Vinci's wide boulevards. The engines of the guard are constantly watchful, analyzing every image glimpsed by the diamond lenses that pervade the city.

The mirror engines are located on every corner and create portals to the shadowy pocket plane of Ironside. Every factory, not to mention the ugly tenement blocks, shacks, and old, outdated buildings that once made up the town, has long since been transported into Ironside. Few living things dwell in Ironside; the realm is dominated by huge machines that work constantly, making everything that the city above needs. Even the food eaten by the city folk is made here in the shadows: Plants are grown beneath flickering electric lights, harvested by machines, and prepared by the brass servants. The farmlands that once surrounded Novo Vinci were long ago replaced by ornamental gardens.

An occasional madman wanders out of a mirror engine and preaches that the Angel promised by the church has already emerged somewhere among the countless machines of the Ironside—but such a thing is unthinkable. Why would the herald of the divine choose to manifest among the filth of industry instead of in the shining silver city?

Novo Vinci is basically a steampunk setting where everything has gone right; technology has delivered all the wonders it promised. The people of the city are refined, mannered folk, living in a technological utopia. Anything dangerous or unpleasant can be dumped through a mirror engine into Ironside, where the machines will take care of it. Scenarios in the city may center around the polite political machinations of the various power blocs—the church’s doctrine that loyalty to the city is the highest virtue means that anyone seen to be detrimental to the city is soon exiled. Characters may also find adventures with the city’s sky navy and mecha army . . . and there’s also the mystery of the Emergent Angel in Ironside.

A STEAMPUNK SETTING: THE SEA-SIEGE

For a score of years now, the isle of Cerine has been besieged. Ever since the king of Therinth slew their prince, the scaly fish-creatures known as the sahuagin have waged war upon the land. Any ship that braves the sea is holed below the waterline and sunk. Raiders regularly attack the coastal villages of Therinth, devouring the peasants and flooding the fields with briny water.

The king of Therinth slew the sahuagin prince in a fit of rage, when the fish-thing ravished his daughter in front of the whole court. Now his daughter continues the war her father began. She has traded with the dwarves of the mountain halls for their skill with metalwork, and a fleet of ironclad warships waits in the inland sea of Daru, behind the ice wall raised by the royal sorcerers. These ironclads cannot be dragged down by the sahuagin. The dwarf-smiths also produce new weapons—depth charges, submersibles, even machines that crawl along the sea-floor to attack the coral cities beneath the waves.

The elves of the eastern shore, former allies of the humans, have now made peace with the sahuagin. The price: Every month, two dozen elven youths are sacrificed on the shore. The dwarves care nothing for the siege, for they have no desire to cross the ocean. Black-hearted dwarves have begun to dig long tunnels out below the seabed, hoping to sell weapons to the sahuagin and prolong the siege indefinitely. Meanwhile, the halfling traders, whose fast ships are able to evade the sea-beasts’ attacks and reach the mainland, now look to an uncertain future dominated by iron ships and cannon.

In the highest tower of the palace of Therinth, the crown prince looks out through his window at the foundries. He clutches the window bars with scaly hands, a legacy of his sahuagin sire.

The sea-siege setting illustrates how to introduce and then ramp up the presence of steam. For example, the characters could start off as low-level servants of the crown, patrolling the inland sea without any inkling that the campaign contains steam technology. After several difficult clashes with sahuagin raiders, they encounter their first ironclad and are issued firearms. They are soon given the task of tracking down a mysterious runaway, who turns out to be the half-sahuagin prince.

Bringing the prince back to court wins the characters great renown, so they get picked for important missions like trying to bring the elves back into the alliance when the ironclads prove that the sahuagin can be withstood at sea, manning the first submersibles when they are completed, and overseeing the war against the sahuagin. Finally, they may be the only heroes who can help the half-breed prince secure peace before the sea-folk are wiped out.

STEAMPUNK ADVENTURES

Using the steampunk genre in an adventure essentially means including one or more of three elements: placing a piece of technology at the center of the scenario, using the changes brought about by steamcraft as part of the plot, or using a steampunk location as a backdrop to a key part of the scenario.

Adventures don't have to include any of these elements—an artificer can go on a dungeon crawl like any other character, and not every adventure in a steampunk setting needs to put steamcraft front-and-center—but in a steampunk game, these elements should be used every few sessions to keep the sense of the genre strong.

RUNNING STEAMPUNK

When describing a steampunk scene, it is easy to fall into the trap of just adding rivets, brass, and the occasional cloud of smoke to the description and leaving it at that. Rather than painting a thin layer of the steampunk “look” onto every object, it's better to add one or two gadgets to each location. An inn might have a rattling, hissing dishwashing machine; a stable might have been converted to hold a single steam car instead of three horses. Mere description is pointless unless the attention of the players is grabbed and stimulated by fun little inventive quirks.

At the same time, the DM should be careful not to get too caught up in the machinery. Working out exactly how the plumbing in a dwarven steam trap functions is one thing; halting the game until the players appreciate the genius of the design is another.

“Technology creep” is a danger in steampunk. If a wizard creates a new type of magic item, other wizards can replicate it, but it takes them a great amount of money and effort. An artificer can also invent a new machine, but copying and replicating it is much easier. Once a type of device has been introduced into a game, it can be very difficult to remove it if it proves too powerful. New machines should therefore always be reliant on some “control,” such as an exceedingly rare component or a mechanism whose workings are unknown to anyone except the inventor. Then, if the new machine proves too powerful and unbalancing to the campaign, the DM needs only destroy a few instances of the device and make the control unobtainable. No more copies of the machine can then be built. If the machine is not damaging the campaign, the “control” can be removed by having some inventor find a way to make a cheaper version of the device that does not rely on the control.

Characters from several of the core d20 System

DECORUM AND DRAGONS

As mentioned earlier, a lot of steampunk literature is about alternate histories, and therefore includes characters with Victorian outlooks and patterns of speech. Steam technology doesn't have to be run by heroic chaps with stiff upper lips and ladies fainting in distress, but the two often go together.

If the DM doesn't want to include this part of the genre, it should be made clear to the players before the game begins. Otherwise, the DM may encounter surprising amounts of derring-do, polite repartee with villains, and bad accents. Likewise, if the DM wants to retain the period ambiance of steampunk, this choice too should be made clear to the players, to avoid a party composed of Sir Alistair Simmons (famed knight of steam and member of Parliament), Lady Janet Peartree (secret member of the Society of Silver Twilight), and Gulthark Skullsplitter the Barbarian.

classes (druids, barbarians and rangers) and races (elves, primarily) often dislike steamcraft. To avoid problems in a party that includes both these characters and steam-using PCs, the DM should ensure that some of the positive qualities of steamcraft are seen in the campaign. If steam technology is shown to do nothing but build urban hellholes, chew up the wilderness, and build weapons of mass destruction, then there will be understandable hostility towards artificer characters. Some tension in a party is fine, but too much can be detrimental to the game.

GENRE CROSSOVERS

Any style of game can be infused with the steampunk flavor. The key is using the signature elements of both genres to ensure the game does not feel disjointed.

DUNGEON CRAWL

Steampunk dungeon crawls take their cue from special operations units and super-spies. A dungeon crawl is essentially a team making semi-covert assault on an enemy fortress. Tricks, traps, and gadgets should be



everywhere. The characters should have an arsenal of specialized devices to use against their enemies, while outwitting and disabling hostile defenses.

When preparing a steampunk dungeon crawl, the DM should pay closer attention to patrol times and the state of awareness of monsters. Using technology to quickly and quietly defeat enemies should be rewarded. The improved communications and defenses made possible by steamcraft mean that stealth becomes more important. Characters trying to hack their way through by brute force soon discover that advanced weapons mean that even humble creatures can fight back effectively.

No steampunk dungeon is complete without multiple, complex steam-driven or clockwork traps. Ideally, the characters should not be able to defeat the traps just by a few Disable Device checks; merely getting into position to make the check should require understanding how the trap works.

MYSTERY

Technology removes many irrelevant delays and distractions. Communication and analytical engines allow characters to get more information quickly. Faster and safer transport cuts down on trivial combat encounters while traveling. Steamcraft lets the characters get to the heart of the game sooner. Essentially, technology gives the players access to many of the modern tools of mystery solving in a fantasy setting, such as image analysis or consulting with a far-away specialist quickly.

Steampunk mysteries should include one of the elements of steampunk adventures mentioned above. Either the mystery should be based on some aspect of steam technology (for example, a construct could secretly be reprogrammed to spy on its master) or have its resolution amid some uniquely steampunk setting (the spinning wheels and grinding cogs inside a huge clock tower.)

EXPLORATION

Steam makes getting from point A to point B cool. Other than various magical mounts and the occasional flying ship, fantasy has few interesting means of travel. Steampunk, on the other hand, has plenty of clanking engine-driven modes of transport. One of the best meth-

ods for keeping a group of characters together is giving them a shared base of operations, and steam technology allows this base to be a mobile one.

In a fantasy setting, there are often magical phenomena that might be exploited by industry, such as natural portals to the elemental planes, eternal windstorms caused by the howling of a dying god, or forests so vibrant with life that anything buried there comes back to life. Simpler, more fearful folk might shy away from such unnatural regions, but the ambition and faith in technology so common in the age of steam means that attempts to tap these magical phenomena can be made. Explorers might be sent out to discover places where the world is strange and magical, so that they can be tamed and exploited.

HORROR

Smog-shrouded streets, gothic architecture, soulless machines and thinking engines, unnatural and ungodly experiments into things man was not meant to know—the leap from steampunk to horror is an easy one. Frankenstein is the quintessential example of steampunk horror, a monster created by weird pseudo-science and the overweening ambition of humanity. Other gothic creations and characters also suit the genre, such as Springheeled Jack, who spat sparks and leapt distances quite impossible for a human.

The overpopulated cities give monsters a crowd to hide their hideous forms in, and the headlong march of progress ensures that no character is ever quite sure what is possible. Who knows what bizarre, terrible inventions are being created in the laboratories of artificers, and who knows what forbidden veil will next be drawn back by those questing for the secret of steam?

ADAPTING ADVENTURES TO STEAMPUNK

Most adventures and sourcebooks can be used in a steampunk campaign without too many problems. The following points should be kept in mind when using generic fantasy material with steampunk:

Steampunk characters are obviously better equipped than the average character. Ranged

weapons are considerably more powerful, so monsters that rely on melee may find themselves shot to death before they reach the PCs. Similarly, the PCs may be less well prepared for melee combat, so fights in close quarters tend to be deadlier than average.

Some problems that are almost insurmountable in less advanced games are made easy by steamcraft. For example, in an adventure based around the characters going into the depths of an evil temple to destroy the central altar, generic fantasy characters have no choice but to hack their way through the hordes of guardian beasts. In a steampunk setting, the characters may have the engineering and explosive skills needed to collapse the temple from outside. Adventures centering on travel are especially vulnerable to this sort of technological trumping.

Civilization tends to be more entrenched in steampunk, with better defenses and communication. Isolating a village and making it reliant on a handful of heroes requires slightly more force.

STEAM TECHNOBABLE

The naming of steampunk devices is often a mark of pride, similar to the naming of magic items or new spells. A machine might be called the Wondrous Engine of Daedelus or Porphyr's Puissant Piston. Other names refer to real or alleged properties of the device. If stuck for a name, use the following table. Roll once or twice on the adjective column, then once on the device column. Finally, either add the name of the inventor (Gladstone's, for example), a word describing the actual function of the device (say, cleaning), or both (Gladstone's Marvelous Perpetual Cleanliness Generator).

d10	Adjective	Device
1	Vulcanized	Engine
2	Patent	Apparatus
3	Steam-driven	Automaton
4	Reinforced	Machine
5	Marvelous	-vator
6	Perpetual	Generator
7	Automated	Assemblage
8	Clockwork	Instrument
9	Repeating	Contraption
10	Electrified	-omatic

CHAPTER TWO

CHARACTER

CLASSES

ORIGINAL CLASSES

The following section offers guidelines to aid players and DMs incorporate existing classes into a steampunk campaign. Rules for skills, class abilities, and feats are designated as **Open Game Content**.

BARBARIANS

Of all the classes, barbarians suffer most from the introduction of steam. Heavy industry is fundamentally urban and civilized, and most of the creations of technology oppose and drive back the wilderness. The chaotic fighting style of the barbarian is unsuited to the regimented, precise nature of steam-age warfare—it is no good calculating the exact angle and fuse timing for a barrage of steam cannon shells if the front line troops suddenly charge into the enemy, screaming war-cries and frothing at the mouth. The average barbarian is far more likely to be on the receiving end of the steam cannon, as the glorious mechanized forces of civilization clash with the primitive tribes

who hold the natural resources needed for the further glorious march of civilization. Steam technology has an insatiable desire for coal, wood, metal, and other resources, and barbarian tribes may be swept aside to gain these riches.

The barbarian's hardy frame and resiliency do make him ideal for experimentation. Any setting with steam-powered cybernetics, magical remaking, or genetic engineering may turn to barbarians as test subjects, fusing metal onto their bodies in nightmarish military experiments. Barbarian tribes may be hunted down like animals, corralled, and dragged into the surgical steel hell of the laboratories and remaking chambers. Of course, a more enlightened steam-based society might instead send out missionaries and teachers to educate the poor primitives living on the edge of the wild. Well-meaning educators could teach the barbarians such things as literacy and science, although matters of etiquette and polite society are likely to remain unfathomed mysteries to the barbarian.

The traditional barbarian antipathy to magic is often extended to technology, and most barbarians scorn the products of steam technology. They may learn to use a few simple devices that are just more efficient versions of tradi-

tional items, like chain-saw axes or steam-powered jackhammers. Some barbarians may decide that how a thing works is not as important as how many enemies it smashes and use more advanced steam weapons. Without any understanding of the underlying principles, the barbarians see such things as magic and end up pleading with the spirits of the engine or muttering nonsensical arcane command words to get their guns to fire. Barbarians have a special dread of steam engines, as they appear to contain fiery demons and belch out steam wraiths.

Adventuring: All too often in the age of steam, barbarians are considered a danger to civilization. Brave adventurers may go on campaigns against the barbarian tribes, forcing the barbarians to fight back. The gap between civilization and wilderness is far wider and clearer in the age of steam.

A lone barbarian in the city might be a curiosity, a “wild man” brought from the deep forests. In a land slipping into technological decadence and repression, the animal vitality of the barbarian could often be a deciding factor—the barbarian mindset is now so different to that of city dwellers that he can perceive options and chances for success that they cannot.

Destructive Rage: Barbarians dislike technology as much as they dislike magic, and nothing smashes technology like barbarian rage. When attempting to destroy large machines through sheer brute force, a raging barbarian may reduce the hardness of an item by one point, plus one point for every three levels. This ability can only be used when smashing medium-sized or larger machines, and only applies to complex machines. The barbarian has a knack for smashing the most delicate and vital components.

Skills: The barbarian’s skill list is unchanged.

BARDS

Technology is all about information, and information is the bard’s specialty. Bards can play the analytical engines like musical instruments, prying secrets out of the machines and navigating symphonies of virtual data. It is a small conceptual jump from musical notation to computer code. Bardic knowledge and magic can aid in such investigations, and this sort of larcenous steam hacking is far more suited to the

fast, fluid mind of a bard than it is to stuffy wizards or narrow-minded rogues. The bard’s knack for persuasion and social subversion can also help with this—who better than a bard to sweet-talk the night watchman to let the party into the analytical engine chamber?

However, bards in a steampunk setting should be careful not to forget their roots. The rise of machinery leads to dehumanization and a move away from tradition. Bards trying to win over the crowd in an inn with songs of bucolic peasants and chivalrous knights may find themselves a bit out of a touch, if the vast city outside the inn has a skyline dominated by smokestacks, and mechanical guards stalk the filthy alleyways. A bard’s chief advantage is always the personal touch, so no matter how much time a bard spends delving into engines, he or she should always have a silver tongue or brazen lie ready.

New technology offers new avenues of expression. Bards may exchange lyres and flutes for pipe organs or other mechanical instruments. Technology may also widen a bard’s potential audience—can a sufficiently skilled bard record bardic music onto a wax cylinder? Telecommunications are another natural arena for the bard’s skills, from radio performances to information gathering via carefully composed telegrams. Bards may also be recruited as advertisers or technological evangelists; it may be humbling to go from singing tales of legendary heroes to singing the praises of the latest steam train, but the latter pays better. Printed sheet music and lyrics of popular bard-songs might be available on every street corner for a half-penny each, which could be a lucrative side venture or a terrible loss depending on who owns the songs and printing press.

Adventuring: Knowledge is power in the world of steam. Bards are adept at ferreting out secrets and putting them to use. Cosmopolitan and educated, bards are at ease in all social situations and environments and adapt well to the changes in technology. The bard’s essential flightiness may keep him at the edge of society, however, as the class is rarely dependable enough to join any major organization or company. Bards are special agents called upon when needed.

Skills: Bards gain the Munitions skill as a class skill and proficiency with all

firearms in campaigns where black powder weapons are common. Most bards keep abreast of developments in technology by taking a few ranks in Knowledge (steamcraft).

CLERICS

The effects that steam technology has on the cleric class depend on the response of the cleric's religion to technology. Religions are one of the most powerful forces in society and cannot easily remain neutral towards steam.

If the church embraces steam technology, the vast wealth and influence of religion supports the development of industry. Historically, churches often sponsored scientists and engineers (assuming their work was theologically acceptable). Clerics may find themselves shepherding factory workers and preaching doctrines of hard work and obedience. Cathedrals may be equipped with vast heating furnaces or clockwork shrines that act out religious vignettes, while the armies of the faithful are guarded by clanking metal guardians. In such cases, clerics will be equipped with the best technology the church's coffers can buy, and engineering will have its place in church teachings. Some religions may use imagery drawn from engineering, speaking of the gods as cosmic builders or forgers of the world. Followers of such religions use all the advanced technology they can obtain.

Alternatively, the church may oppose the development of steam technology, as it upsets the status quo. This creates tension between the cleric, as a representative of the church, and the growing merchant class that fuels the steam-powered revolution. Religious doctrine may describe steam power as destructive, slothful, or even sinful, requiring the cleric to atone if forced to rely on it. Intelligent constructs will be considered soulless abominations, and advanced weapons outlawed or considered

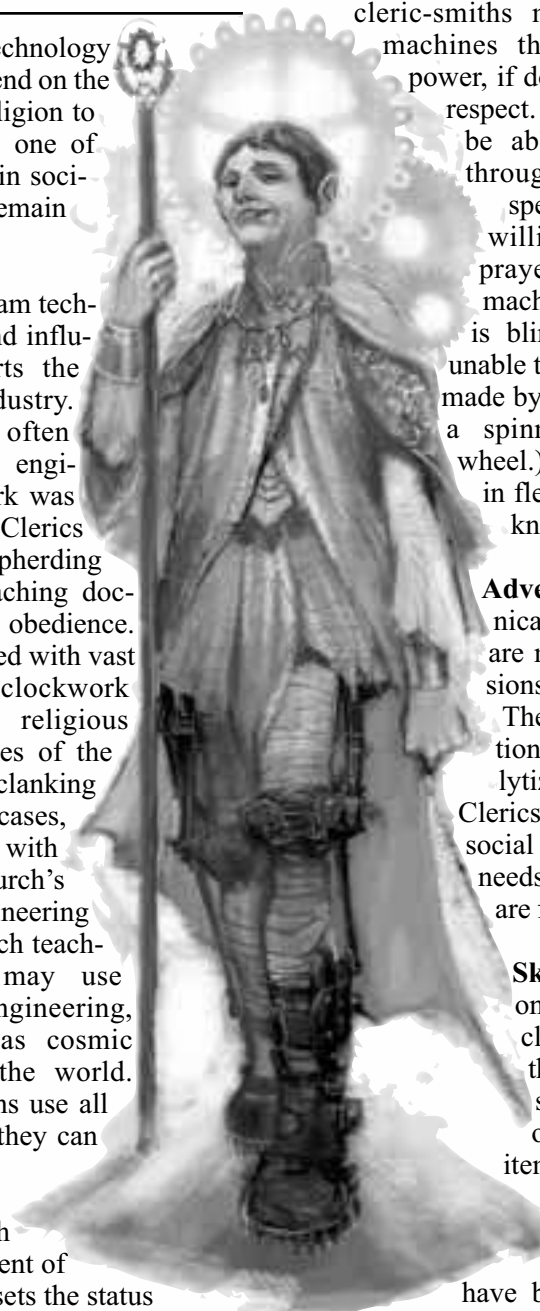
acceptable only for use against evil creatures.

Divine magic is rarely used in concert with steam technology. Unlike arcane magic, it is a gift from a higher being and cannot be reduced to a form of science. The gods may condone cleric-smiths making a few steam-driven machines that are imbued with divine power, if done with proper reverence and respect. However, while wizards may be able to channel arcane magic through huge ugly factories and spell-engines, no divinity would willingly submit to answering prayers issued by a soulless machine. (Of course, if the divinity is blind or unthinking, it may be unable to distinguish between requests made by a cleric and requests made by a spinning steam-powered prayer wheel.) Healing magic may be used in fleshworking and cybernetics, to knit flesh and metal together.

Adventuring: In an age of communication and organization, clerics are more likely to be sent on missions by their religious superiors. The higher population concentrations are prime ground for proselytizing and finding new converts. Clerics may also be motivated by social concerns, as all too often the needs and rights of common people are forgotten as industry grinds on.

Skills: If the cleric's church is one that embraces steam, the cleric is given an education in the sciences and the uses of steam. This comes at the price of the Craft skill, as most craft items are now either mass-produced in factories or else require a great deal of specialization. Modern clerics have better things to do with their skill points, so craft can be left to the commoners who are guided by the clerics' wisdom.

The cleric's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (steamcraft) (Int), Profession (Wis), Scry (Int, exclusive skill) and



Spellcraft (Int).

However, religious orders that do not use steam cling more closely to traditional paths, leaving their class skills unchanged.

DRUIDS

The agents and defenders of nature face great challenges with the advent of steam. As the fires of the engines grow hotter and hotter, the air and water are tainted. Coal and iron mines thread through the living earth like the trails of maggots. Living things become another resource, another raw material to be devoured by the dead machines. While barbarians and rangers may attempt to slow the onward march of steam technology, druids are the class most likely to fervently oppose and take direct action against it. Druid cults might launch sabotage attacks against factories or engines. Magical eco-terrorism is extremely difficult to defend against—any animal might be a spy or the druid in a wild-shaped form, and druidic magic is especially suited for destroying large areas.

The world-spanning druidic society is often shattered by the introduction of steam. In simpler times, civilization and industry were restricted to small islands of urbanization in the midst of a green sea of wilderness. Now, the situation is reversed—the wilderness is under threat and divided by rail lines and urban blights. Druids might be forced to pass through areas of industrialization to get from one area of the wilderness to another. With the green soul of nature torn asunder in such a fashion, druid society may fracture into multiple cults and orders. Some may be far more militant than others, using all their power to fight back against steam. Others may seek to preserve the best of nature, nurturing hidden valleys full of rare plants and animals. These valleys may be seeds of the wilderness, kept safe against a cruel winter of iron and smoke.

Just as some butterflies responded to the sooty conditions of the Industrial Revolution by changing their wings to blend in, druidic orders may evolve and adapt to a changing world. Urban druids that worship the complex ecologies of rust and waste, meet in circles of sacred smokestacks, and summon hosts of rats and pigeons may replace the traditional druids in some campaigns, and these druids may form a competing group in others.

Adventuring: Druids in the age of steam usually adventure to drive back the unnatural, which often includes the products of technology. Sabotage missions and organizing resistance are common activities. Other, more tolerant druids may adventure with those who use steam, to observe their ways and try to find methods of encouraging harmony and symbiosis between nature and technology.

Skills: The class skills for a traditional druid are unchanged.

URBAN DRUIDS

The urban druid has the same game statistics as the normal druid, with the following changes.

Hidden Paths: The druid counts as being one size category smaller for fitting through pipes, sewers, and other urban spaces. This ability replaces woodland stride.

Trackless Step: For urban druids, this ability functions only in artificial, urban surroundings.

Taint Ward: The druid gains a +4 bonus to saving throws against diseases or other illnesses caused by industrial pollution or urban life. This ability replaces resist nature's lure.

Weapons and Armor: Urban druids are only permitted to use salvaged weapons. They are proficient in all simple and martial weapons, but they can only use weapons they find abandoned in rubbish piles or alleyways or cobble together from spare parts and scrap metal. Urban druids cannot therefore purchase equipment during the game. A beginning druid may "purchase" equipment as normal, as he is considered to have found this gear before the game begins. He still has to pay for it out of his beginning gold. Urban druids can also purchase magic items as normal, following the same rules the DM sets for other characters in the campaign.

Class Skills: The urban druid's class skills (and the key ability for each skill) are Animal Empathy (Cha), Climb (Dex), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Hide (Dex), Knowledge (local) (Int), Profession (Wis), Scry (Int, exclusive skill) and Spellcraft (Int).

FIGHTERS

Of all the classes, fighters adapt best to the introduction of steam technology. The weapons and armor may change, but there will always be a need for master warriors to wield them. A fighter threw the first rock and picked up the first bone club, and fighters are always at the forefront of new technology.

In the age of steam, ranged and siege weapons gain added prominence, so fighters are best served by having a higher dexterity and wisdom. Brute force, no matter how mighty, cannot compete with the inhuman strength of steam engines. Mere physical strength is no longer the fighter's major asset. The steampunk fighter is less of a swordsman and more of a musketeer or siege engineer. Mastering a wide array of advanced weapons allows fighters to take advantage of the multitudinous advances in the art of killing.

Fighters specializing in ranged weapons follow the same general path as those becoming archers. Guns are more damaging and easier to use than bows, though, and more suited to the narrow urban conditions common in many steampunk games. Few things are as intimidating as a barrage of fire, and the rifleman or gunslinger archetype can be just as iconic as the traditional swordsman.

Huge war machines, such as earthshaking cannons or armored land leviathans, are a common steam tech development. The best pilots and gunners for these are fighters who specialize in driving and steam-based weaponry. Such specialists are far from the traditional simpleminded fighter, and siege weapons are rarely suited for dungeon adventuring, but the fighter's role is the same no matter what weapons are used.

Of course, at some point all technology breaks down, so having a sharp sword as a backup weapon is a wise precaution.

Adventuring: The more educated, cerebral fighter of the steampunk era takes adventuring more seriously. Careful, militaristic planning and the obsessive study and consultation of manuals, reference works, and essays on siegecraft and cannonry are the hallmarks of the fighter. Even those who keep to more traditional weapons are caught up in the "science of warfare," and duelists may quote the names of sword-maneuvers from famous dueling texts even as they chop at each other. Adventures

are approached with care and caution; information-gathering and preparation are emphasized. Many fighters do become overconfident with their new firepower and have little respect for anything not armed with advanced weaponry.

Skills: The fighter's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Munitions (Dex), Profession (Wis), Ride (Dex) and Swim (Str).

MONKS

The path of the monk centers on self-sufficiency and mastery of the body. External tools are crutches for the weak, a distraction from the true way. Monk orders are little affected by the passing changes in the outside world. There is no real need for the monk to change in response to the advent of steam technology. The path of tradition holds true no matter what.

The way also demands an active, inquisitive mind, so monks can make use of steam technology without becoming dependant on it. The techniques and philosophies of the engineers are not so far from aspects of the way of the monk, who builds a perfect self in accordance with rigorous logic and discipline. Sects of monks might create new techniques inspired by technology—attacks that strike with the rigid strength of a construct; meditations on the heart of the furnace, where emotion fuels motion; the clockwork mind that deconstructs itself.

Alternatively, perhaps the monks are at the forefront of steampunk. Monasteries traditionally hide secret techniques and knowledge far in advance of those possessed by the outside world. Monk artificers might have been quietly building machines for centuries, a few cogs and rivets every year, like making an illuminated manuscript in brass and steel. (Perhaps the amazing abilities of monks are not based on mastery of the body, but on secret augmentation of the mortal form—or maybe all monks are secretly and unknowingly disguised constructs built by the ancient masters of the monastery.)

Adventuring: Monks in the era of steam tend to be more secretive and unwilling to discuss the inner secrets of their order and training; in an age when scientists are willing to prod and dissect every mystery, the monks might find

their traditions being stolen and published in printed manuals available to everyone. Some monks go out into the world to create secret societies or training schools in order to control how much people know about the way of the monk and guide the worthy onto the true path.

Skills: With their greater emphasis on secrecy, monks lose the Perform skill, replacing it with access to the full range of Knowledges. The monk's class skills become: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (all) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Swim (Str) and Tumble (Dex).

PALADINS

For the most part, the effects of steam technology on paladins are similar to those described for clerics. The holy warriors who are aligned with a particular religion will follow that religion's lead on steam technology. If a religion embraces technology, then paladins of that religion will march across the battlefield, wielding sanctified steam-powered weapons that shoot blessed shells and lead constructs. A paladin's bond might be a vehicle or construct instead of a living beast.

If the paladin's faith abjures technology, the paladin will be an anachronism on the battlefield, a lone horseman of ancient chivalry when all the world has moved on to weapons of steam and steel. Such figures may seem outdated and slightly ludicrous as they pit lance and sword against more lethal modern weapons, but the paladin is always strongest when all seems hopeless. Faith and heroism are all that is left.

In their role as champions of the oppressed, paladins are likely to take action against the poverty and hardship caused by industry. If workers are being forced to suffer and toil in filthy factories, then it falls to the paladin to defend them. The steampunk paladin may be a charismatic crowd-rallying troublemaker or a proud and pious steam knight, but the battle against evil and injustice remains constant.

With fighters moving towards firearms and heavier weapons, the paladin often takes up lighter, faster weapons like the rapier. Paladins

might disdain brutal guns and siege weapons, preferring to swashbuckle for justice and freedom. The reduced effectiveness of brute force hurts the paladin less, as his greatest strength is the strength of the soul, and no machine can every replicate that.

Adventuring: In times of change and upheaval, it is the paladins who protect the common folk and provide a point of moral reference. The steampunk paladin is a moral exemplar, proving that heroism and purity can still exist in a more "enlightened" age. Their role—and adventures—are therefore little altered even through the world around them is changed utterly.

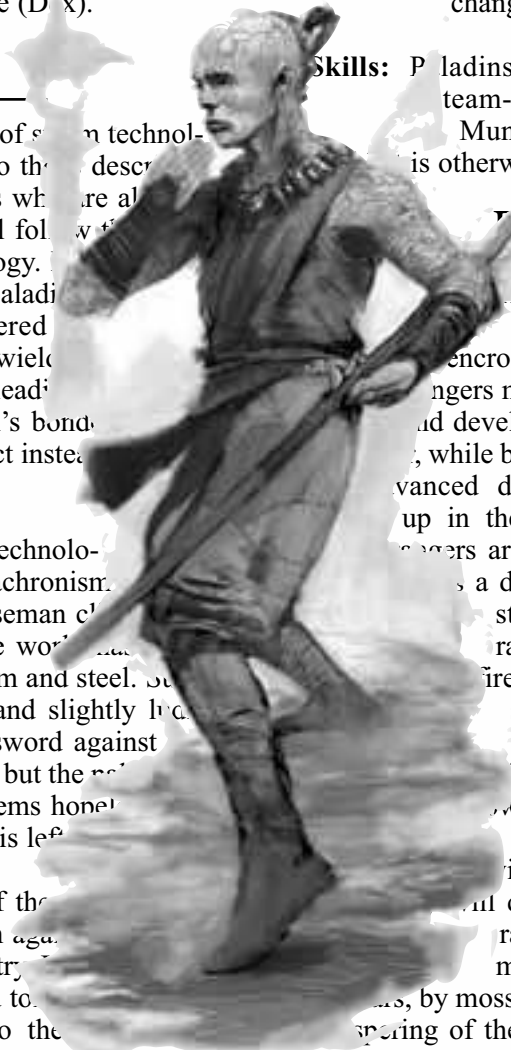
Skills: Paladins whose religion embraces steam-age technology gain the Munitions skill. The paladin's class skills are otherwise unchanged.

RANGERS

Like a cleric or druid, the ranger is unlikely to take kindly to encroaching on the beloved wilderness. Rangers may find themselves opposing the rapid development of steam technology. While barbarians often lack the wit to use advanced devices, and druids are too busy up in their worship of the green to care, rangers are relentlessly pragmatic. The wilderness is a dangerous place, full of monsters and horrors, and a prudent ranger will quickly become as comfortable with firearms and vehicles as with sword and horse. Technology is a mere tool, regardless of how advanced it is. The street and the borderlands have their own uses for things.

As with clerics and innovations of steam technology, rangers will quickly find their way into a ranger's backpack. A forester might be able to navigate by the patterns of moss, by moss on the trees, and by the night-singing of the owls, but a sturdy compass will do all that faster. If a new device works better and is as reliable as old methods, the rangers will adopt it.

Weapons get the same treatment. A ranger is unlikely to have the newest, shiniest, most unpredictable steam-powered weapon, but instead will have a reliable and well-



maintained gun that has proved itself on the hunt time and time again. The wisest path for the ranger is the middle path of caution and slow adoption of new technology. Once the new weapons and traps are ready for field use, they will quickly be added to the ranger's arsenal. The steampunk ranger of the wilderness, then, looks something like Davy Crockett—living off the land, dressed in furs and leathers, but familiar and armed with the best technology has to offer.

The growth of urban regions creates its own breeds of ranger, such as bounty hunters, dedicated guards, or vigilante stalkers. All of these can make great use of steam technology. Imagine a masked, cloaked ranger with an array of steam-powered gadgets, who swoops down onto evildoers from the tenements and factory roofs like a dark avenger. The hunt continues, even in the shadows of the city.

Steam technology and its more lethal weaponry make bringing down big monsters easier, but it also brings forth new dangers that must be hunted down. Rogue constructs that have run amok, tortured animals augmented by machinery, and dangerous bandits may all be the chosen quarry of a ranger. Just as the ranger learns the weaknesses and traits of a particular favored enemy, steampunk rangers are trained to bring down and sabotage rogue machines.

Adventuring: Rural rangers patrol the increasingly distinct line between civilization and the wild. As the reach of technology grows, they are called upon to blaze new trails and explore the dark corners of the world.

Urban rangers hunt crime and corruption more often than they hunt monsters (but there are things in the city, claw marks on sewer gratings and cobblestones). They often have ranks in Profession (forensics) or Profession (detective), making them excellent investigators.

Sabotage: Rangers who choose constructs as their favored enemy may add their favored enemy bonus to Disable Device checks when dealing with steam-powered constructs.

Skills: Rangers may choose one of two skill packages, traditional or urban.

The traditional ranger's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str),

Concentration (Con), Craft (Int), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Munitions (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex) and Wilderness Lore (Wis).

The urban ranger's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Disable Device (Int), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Str), Intuit Direction (Wis), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Munitions (Dex), Profession (Wis), Search (Int), Spot (Wis), Swim (Str) and Use Rope (Dex).

ROGUES

Of all the classes, rogues gain the most benefit from gadgets. Spyglasses, explosives, clockwork insects that run up walls trailing a rope, and other such devices are suited to a rogue's nimble hands. Steam-powered weapons make ranged attacks more powerful, another equalizer for the rogue. In short, no self-respecting rogue should be without lots of brass-riveted toys and experimental weapons—and, ideally, the skills to use and repair them.

The development of industry creates new wealth, a new class of industrialists, engineers, merchants, and investors. Thievish rogues find rich pickings in cities awash with newly minted steam lords and factory owners—assuming they can bypass all the new mechanical traps and defenses made possible by steam technology. A steampunk treasure vault, filled with buzz-saws, mechanical puzzle locks, complex traps, and construct guards is a challenge for the most skilled thief.

The true wealth in the steampunk setting, though, is knowledge. The whole concept of steampunk is the development of new crafts and technologies, and such secrets can be stolen. Rogues may find themselves running through the shadows, clutching blueprints of new wonders or war machines, or counter-spying to ensure the weaknesses of the kingdom's steam defenses do not fall into enemy hands.

Obviously, Disable Device acquires a new level of importance in a setting where devices

(disabled, clanking, clockwork, or sentient) are everywhere, but the vast constructs and urban labyrinths common to steampunk offer new possibilities for Balance and Tumble. The rogues' devil-may-care attitude and aptitude for learning means they are more likely to embrace technology than other, hidebound classes.

The rogue's high Dexterity and distaste for fair fights make firearms an ideal weapon. Assassins can shoot distant targets from safety, and the glint of lamp-light reflecting off a telescopic lens is the only herald of a lethal bullet. Thieves can keep a small sidearm handy to deal with unexpected obstacles, while thugs and footpads may find the intimidation factor of guns more useful than their killing power. Explosives, too, should not be overlooked—if you can't pick a lock, blowing it up is a noisy but workable alternative.

Adventuring: With the more advanced defenses and security measures made possible by technology, specialists with the skills to defeat traps and sneak around guardian machines become even more sought after. Rogue adventurers now have a veneer of respect, as they can be "security specialists" or "professional trapspringers" instead of thieves from the gutter.

Skills: Rogues gain Munitions as an extra class skill. In a steampunk campaign in which firearms are common, rogues also gain proficiency with all firearms.

SORCERERS

As sorcerers do not need to spend long years studying magical formulae and dusty tomes, they have more time to come to grips with technology. Admittedly, few sorcerers have the great intellects of wizards, so their grasp of

engineering may be lacking. More self-reliant than their arcane brethren, sorcerers can put their social skills and force of personality to good use on the crowded streets of cities. Tricksters, entertainers, cult leaders, rabble-rousers—the magic of the sorcerer can be put to good use in all of these roles. Wizards are unlikely to thrive in the trash-choked, sooty back streets and in the shadows of the factories,

but sorcerers are survivors. The backwash of magic from huge steampunk arcano-engineering works or magical pollution may even create an explosion in the sorcerer population.

When merging steam and magic, sorcerers have one great advantage—they are spellcasting machines, able to cast a given spell far more often than wizards. Such repeated castings are obviously useful on the factory floor, where a single spell might be used over and over in the manufacturing process. While being chained to an assembly line is hardly an exciting life, it could be a source of money or training for a needy character. Sorcerers casting enhancement spells on machines add greatly to reliability, so any organization relying on big, complex machines will find a use for sorcerers.

Sorcerers do make excellent mad scientists. Their high Charisma makes them far more imposing and better able to rant than wizards; the same uncanny insights and fiery blood that gives sorcerers their magical abilities might also allow breakthroughs in the union of magic and technology (and what better fuel could there be for a magical engine than the blood of sorcerers, famously thick with arcane energies?). If magic becomes a science, then sorcerers may be seen as untrustworthy *idiot savants*.

Like wizards, sorcerers are quick to use firearms—it is only a short mental hop from wand to pistol or staff to musket. While other classes may be alarmed by wielding such destructive power, burning and blowing up things with a mere gesture is second



nature to the sorcerer.

Adventuring: The greater freedom and opportunities created by the steampunk upheaval suit sorcerers, who need rely on nothing but their own innate powers. Every other class may become dependant on tools and new gadgets, but the sorcerer always stands alone with nothing more than the fire in his blood.

Skills: Sorcerers gain Knowledge (steamcraft) as a class skill.

WIZARDS

Like the churches, those who study the arcane arts may embrace or reject steam-age technology. The choice leads to two radically different styles of wizard.

High in their isolated towers, wizards continue to delve into the secrets of magic. Outside, the steam engines clank along, the products of a clumsy and ultimately myopic short cut towards true understanding. Wizardry becomes even more secretive and mysterious, a practice only for the initiated. Wizards seek to prove the superiority of magic over steamcraft, using nothing more than arcane words and gestures to accomplish more than any machine. They mutter that steamcraft puts power in the hands of foolish and weak men, and that such power should be restricted only to those who have earned it through study. To cast a spell requires much learning and discipline; using a machine requires nothing in the way of wisdom, only money to purchase the device.

Such wizards are commonly seen as archaic and snobbish scholars who cling to an outdated art. Engineers and wizards will rarely see eye to eye, deeming each others' practices "foolish and short-sighted" or "quaintly baroque." If steamcraft takes hold in society, wizards may be feared and mistrusted—even hunted.

Alternatively, steam may revolutionize magic just as much as it changes society. Wizards are already scholarly and scientific; steam can join spellcraft and alchemy as another arcane subject. Printing, communications, and the greater resources for experimentation available in the steam age allow wizards to make great strides in their research. Rather than laboriously copying a spellbook page by page and glyph by glyph, apprentices can purchase printed copies of the classic tomes. The notes of

archmages become standard reference works for the next generation of wizards. Learning and discovery for their own sake become more valued by society, and wizardry might become a respected field of science. Greater scientific insight into anatomy and physics can also help the development of magic: Perhaps individual organs can be targeted by transmutation spells, leading to the creation of all sorts of interestingly twisted species. Living, intelligent machines can gather and shape far more magical energy than a single mind can encompass or a single soul can endure.

Industrial magic allows the creation of items and projects undreamed of. Consider the difference between a single weaver sitting in a cottage, laboriously making a single garment by hand, and a vast factory crammed with spinning machines that shoot shuttles through the web faster than the eye can see. The traditional wizard is that weaver, slow and limited; the factory is almost anything that can be conceived. The steampunk wizard must learn to think on a grand scale.

Adventuring: Steampunk wizards tend to be explorers and researchers. The ancient secrets of the art of magic are often outdated, so wizards search for new power sources and new magical phenomena. They often seek to delve into the outer planes, where both things are common.

Skills: Wizards excel in the Knowledge skills that drive the steampunk revolution, and so gain no new skills.

NEW CORE CLASSES

The following new classes are available to players in a steampunk campaign. The text of this section is **Open Game Content**.

ANIMAL LORD

In a world of daring exploration and tragic loss, there are individuals born as man, and through incredible circumstances, raised as creatures of the wild. Animal lords are individuals raised under the watchful eye of members of the animal kingdom, trained to survive in the harsh

wilderness, and exceeding the normal expectations of human physical potential but at the cost of their humanity.

Unlike rangers or druids of the fantasy world, animal lords not only serve to protect the creatures of the wild, but also act as leaders and generals against all who would stand to injure or exploit the beauty of the wild and its inhabitants. Where rangers rely on martial prowess, animal lords are in many ways, creatures of the wild themselves, thus becoming living weapons of savage efficiency. Within the boundaries of an animal lord's kingdom, he is strong, silent, and deadly when using his environment against opponents and leading his animal followers, as a noble king would command his royal knights in battle.

Adventures: In most cases, animal lords live lives of seclusion deep within the canopies of the wilderness. Among their animal foster parents, animal lords develop their skills in hunting and survival, while using the advantages of their humanity to rise above the animal hierarchy, becoming both champions and kings among the animals. It is this lifestyle that also hinders the potential of an animal lord, as his ascent to the top of the animal hierarchy also comes at the cost of his true humanity. It is this loss that often prevents the interaction of animal lords with others of their race, as verbal skills and practical social skills are foreign and possibly rejected. As illustrated in classic literature, there are occasions where an animal lord is either welcomed into an urban environment or possibly taken into it by force. In either situation, an animal lord's reaction is typically as chaotic as his own nature: Some animal lords adjust to the change of environment and rediscover a lost sense of humanity while others reject such a change and are driven mad by culture shock and disorientation.

Alignment: Animal lords, in almost every case, are chaotic. The nature of most animal societies and the hierarchy of the animals can be a weighty influence on the moral attitude and ethical alignment of an animal lord. However, some animal species possess a strong hierarchy, which may in fact equate to a more neutral or even lawful attitude, allowing an animal lord to also follow a much more stable and less chaotic lifestyle. Typically, good-aligned animal lords serve as protectors, champions, and leaders in the wild. Working on occasion

with intelligent creatures of good intentions, heroic animal lords battle ruthless hunters, evil beasts, and any that would bring pain and destruction to the boundaries of their wild kingdom. Evil animal lords are typically crazed, ruthless hunters and savages that prey on the weak, as taught through either pure survival or through the influence of a ruthless foster parent. Evil animal lords work against the forces of good, taking as they see fit and attacking all they view as sport, human and creature alike.

Religion: By and large, animal lords are not religious. The typical lack of a social structure and a defined belief system within the animal kingdom tends to leave animal lords with a lack of knowledge in divine powers. If a good or neutral animal lord has retained (or possibly regained) a measure of his humanity, he may honor or worship gods of nature, animals, or the hunt. Evil animal lords may pay tribute and give blood sacrifice to the gods of slaughter, death, or tyranny.

Background: Animal lords are typically intelligent humanoid creatures, who through the tragic loss of family or through acts of fate, are found and raised by creatures of the wilderness from a very young age (typically early childhood). During these years, the child's infantile understanding of his race's society and humanity is replaced with the fundamental ideals and habits of his new animal foster parents. Fundamentally, the child is taught to survive in the wild, developing the survival skills and adapting to the methods of his new parents. As the child comes of age, he begins to understand (if only through emotion) the hierarchy of the animal kingdom and the interaction of the creatures within his now native lands.

Classically, animal lords are raised in woodland areas or the dense canopies of the jungle. Raised and groomed by exotic animals such as apes, tigers, or panthers, these animal lords are skilled at stealth, intelligent in their methods, and feared for their brutal efficiency. However, in rare cases animal lords are raised in other wilderness environments such as the desert, the frozen lands of the northern regions, or the jagged cliffs of the canyons.

Some adult humanoid creatures, for any multitude of reasons, may retreat to the protective (yet dangerous) shelter of the

THE ANIMAL LORD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Totem, animal companion, feral child heritage, master of the wild
2	+2	+3	+3	+0	Track
3	+3	+3	+3	+1	Uncanny dodge (Dex bonus to AC)
4	+4	+4	+4	+1	Feral athleticism
5	+5	+4	+4	+1	Totem
6	+6/+1	+5	+5	+2	Uncanny dodge (can't be flanked)
7	+7/+2	+5	+5	+2	Master of the wild (2/day)
8	+8/+3	+6	+6	+2	Feral voice
9	+9/+4	+6	+6	+3	Totem
10	+10/+5	+7	+7	+3	
11	+11/+6/+1	+7	+7	+3	Uncanny dodge (+1 against traps)
12	+12/+7/+2	+8	+8	+4	Feral senses
13	+13/+8/+3	+8	+8	+4	Totem, master of the wild (3/day)
14	+14/+9/+4	+9	+9	+4	
15	+15/+10/+5	+9	+9	+5	
16	+16/+11/+6/+1	+10	+10	+5	Uncanny dodge (+2 against traps)
17	+17/+12/+7/+2	+10	+10	+5	Totem
18	+18/+13/+8/+3	+11	+11	+6	
19	+19/+14/+9/+4	+11	+11	+6	Master of the wild (4/day)
20	+20/+15/+10/+5	+12	+12	+6	Uncanny dodge (+3 against traps)

wild, rejecting the ideals and society of civilized races. It is during this exile that a humanoid may develop the feral skills of an animal lord, and so too lose a measure of his or her previous culture and belief system. In any case, the DM and player should discuss the background of an animal lord PC well before he or she is introduced into an ongoing campaign.

Race: Animal lords are typically human, although any race is capable of becoming a child of the wilderness. Following humans are elves, who are classically associated with woodland areas and could very easily become animal lords either through accident or choice. Other rare and interesting examples of animal lords are dwarves, halflings, and gnomes who classically do not favor the wilderness of forested areas but rather the cold stone of the mountains, cities, and underground. In these cases, animal lords from below may acquire aspects of subterranean creatures from fantasy, such as the umber hulk. Again, in these rare cases, the DM and player should discuss the background and abilities of an animal lord PC well before he or she is introduced into the campaign.

Other Classes: Animal lords live within the boundaries of the wilderness and as territorial creatures. It is very rare for an animal lord to encounter characters of other classes. Naturally, animal lords have the best associations with druids and rangers, as the mutual respect for animals and nature brings them closer together as long-standing allies. Fighters and rogues are viewed with no special regard or disregard in initial encounters, as these classes typically do not possess any outward abilities that would immediately attract the attention (or fear) of an animal lord. In the case of wizards, sorcerers, and clerics, however, the use of magic can provoke one of two immediate reactions from an animal lord: fear or curiosity. This fear, however, can be overcome with long-term exposure and increased familiarity. In the cases of monks, bards, paladins, and barbarians, an animal lord bears no particular feelings for characters of these classes and evaluates each on a case-by-case basis.

GAME RULE INFORMATION

Animal lords have the following game statistics.

Abilities: As protectors of the wilderness, animal lords rely on strength and speed for the skills needed to serve as champions and protectors of the lands in which they live. Many of an animal lord's core class skills rely on Strength and Dexterity, both of which are needed for more effective skill checks and attacks. Dexterity is particularly beneficial to an animal lord, as it is typically the only source of defense that an animal lord has against the dangers of the wilderness and the attacks of opponents.

Alignment: Any.

Hit Die: d10.

Starting Gold: 4d4x10.

CLASS SKILLS

The animal lord's class skills (and key ability for each skill) are Animal Empathy (Cha), Balance (Dex), Climb (Dex), Craft (Int), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Swim (Str), Tumble (Dex), and Wilderness Lore (Wis).

Skill Points at First Level: (4 + Int modifier) x 4.
Skill Points as Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the animal lord.

Weapon and Armor Proficiency: Animal lords are proficient with all simple weapons. Animal lords are not proficient with armor or shields. Note that armor check penalties apply to the skills Balance, Climb, Drive, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of armor and equipment carried.

Totem: Whether the animal lord was raised by creatures of the wild or chose to retreat to the wilderness, he develops the skills used every day by his animal patrons. Through repetition or the awakening of an untapped potential within, the animal lord gains special talents and abilities considered foreign to other members of his native race. Beginning at 1st level, the animal lord selects a totem animal from the list provided below. Once the totem animal is

selected, it may not be changed unless otherwise approved by the DM. Once selected, the animal lord gains abilities associated with that totem animal from the list of examples provided in the tables below. The animal lord may select a new ability at 5th level and every four levels after that (9th, 13th, and 17th). The animal lord may not select any ability multiple times unless otherwise specified.

APE

Ability	Effect
Deceptive intellect	+2 skill points*
Master climbers	+4 competence bonus to all Climb checks
Animal agility	+4 competence bonus to all Tumble checks
Quick movement	+1 dodge bonus to Armor Class
Jungle warrior	doubled critical threat range with unarmed attacks

* May be selected multiple times.

BEAR

Ability	Effect
Sturdy build	+3 hit points*
Natural swimmer	+4 competence bonus to all Swim checks
Inner might	+1 bonus to Fortitude saves
Thick skinned	+1 natural armor bonus to Armor Class
Great strength	+1d6 damage to unarmed melee attacks

* May be selected multiple times.

BOAR

Ability	Effect
Acute senses	Scent
Center of balance	+2 competence bonus on trip attacks*
Eye of anger	+4 competence bonus to all Intimidate checks
Charge	Improved Bull Rush feat
Ferocity	As boar ability (MM, Animals)

*May be selected multiple times.

CHEETAH

Ability	Effect
Speed	+5 ft. to speed*
Center of balance	+2 competence

bonus on attacks*	t r i p
Moving target	+1 dodge bonus to Armor Class
Quick reflexes	+1 bonus on Reflex saves
Trip	As cheetah ability (MM, Animals)
*May be selected multiple times.	

LION

Ability	Effect
Toughness	+3 hit points*
Ambush	+4 competence bonus to Hide checks
Stalking	+4 competence bonus to Move Silently checks
King of the jungle	+4 competence bonus to Intimidate checks
Pounce	As lion ability (MM, Animals)
*May be selected multiple times.	

WOLF

Ability	Effect
Skilled hunter	+2 skill points*
Skills	+4 competence bonus to Wilderness Lore checks
Hard target	+1 dodge bonus to Armor Class
Pack tactics	+4 (instead of normal +2) bonus to melee attacks while flanking
Trip	As wolf ability (MM, Animals)
*May be selected multiple times.	

Animal Companion: As a child of the wilderness, an animal lord typically looks to the creatures of the wild for friendship. Some of these friendships extend through the entire lifetimes of the animal lord and his longtime friend and companion. At 1st level, an animal lord may begin play with an animal companion. This animal is one that the animal lord has befriended through continual contact and through the establishment of a deep trust. The animal lord's companion may have up to 3 Hit Dice.

Feral Child Heritage (Ex): The nature and origins of an animal lord suggest a childhood spent in the company of animals. It is through this childhood (as well as through the totem ability) that an animal lord develops abilities above those of other humanoid creatures. At 1st level, the animal lord gains the bonus

feat Feral Child Heritage (see Chapter 3).

Master of the Wild (Ex): At 1st level, the animal lord gains the ability to call on the natural talents of his animal heritage once per day, performing amazing feats of skill and athleticism. Each round, the animal lord gains a +10 circumstance bonus to one class skill of his choice. The animal lord may choose a new skill each round, but he gains the bonus on only one skill per round. This ability lasts for a number of rounds equal to 3 + the animal lord's Constitution modifier.

Track (Ex): As a hunter and warrior of the wilderness, the animal lord quickly develops the senses necessary to track intended prey through his native environment. At 2nd level, the animal lord gains the bonus feat Track (PHB, Feats). During the character creation process, the player must choose a type of terrain in which the animal lord was raised (forest, jungle, swamp, etc.). In this environment, the animal lord gains a +4 competence bonus when using the Track feat.

Uncanny Dodge (Ex): At 3rd level and above, the animal lord retains his Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker.

At 6th level, the animal lord can no longer be flanked. The exception to this defense is that a character with the uncanny dodge ability at least four levels higher than the animal lord can still flank.

At 11th level, the barbarian gains a +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. At 16th level, these bonuses rise to +2. At 20th, they rise to +3.

Feral Athleticism (Ex): As the animal lord continues to develop his abilities, the power and teachings of his foster parents become clearer. At 4th level, the animal lord gains the bonus feat Feral Athleticism (see Chapter 3).

Feral Voice (Ex): With continued practice and experience, the animal lord develops the ability to mimic the sounds of his animal subjects and the other creatures of the wilderness. At 8th level, the animal lord gains the bonus feat Feral Voice (see Chapter 3).

Feral Senses (Ex): Over the course of his lifetime, the animal lord survives through the use of his skills and sheer determination. As a lord of the wilderness and a protector of the creatures within, the animal lord develops the keen senses possessed by the creatures he struggles to protect. At 8th level, the animal lord gains the bonus feat Feral Senses (see Chapter 3).

ARTIFICER

In a world of wonder and magic, there are individuals who do not rely on magic and faith for survival but rather exceptional skill and mechanical knowledge. Artificers are the traveling craftsmen and engineers of the land, learned in the arts of science and technology.

Unlike wizards or other classes with magical training, artificers are students of exotic sciences and theories. Where wizards use the power of magic to repair a damaged weapon, the artificers use technical knowledge and skill to not only repair the damaged weapon but to improve upon it as well. Given the proper amount of time and the necessary materials, artificers can repair or improve upon just about anything.

Adventures: Many artificers live a life of seclusion and careful study, locked away from the outside world. In their homes, these artificers gain an almost supernatural understanding of science and mechanical craftsmanship but in doing so lose most (if not all) social skills. For other artificers, life is best spent on the road, traveling to foreign lands and learning as much as they can. For this type of artificer, the best method for study in his art is through the practical application of everyday life and adventure. The artificers search for new technology, no matter how odd or foreign, and thirst for the knowledge to recreate it or improve upon it.

Alignment: Artificers can be of any alignment. Lawfully minded artificers focus on methods for improved engineering design and safeguard such knowledge from those who would exploit it. Chaotically minded artificers tend to experiment with anything and everything that catches their attention for the moment. Patience is not a virtue with such artificers and the rough appearance of their creations is a prime example of this. Good-aligned artificers work to improve the way of life for their community, through improved defenses, irrigation systems,

and machinery that decreases the toil of strenuous labor. Evil artificers are destroyers and typically act as officers of siegecraft and war machines in evil armies. With devious intentions and deadly skill, evil artificers construct war machines and concoct alchemical explosives, with little regard for the damage the fruits of their labor cause.

Religion: Artificers are notorious for their avoidance of organized religion and faith. While faith is not something the artificers shun, the grand design of life and existence is better explained through science and mechanistic theories. In some rare cases, artificers give allegiance and worship to the gods of creation, science, craft, or mathematics.

Background: Many artificers have received formal training and education in the arts and sciences. The talents and desire to enter the world of science and technology often manifest at a very early age, through the disassembling of tools and devices for no other reason than curiosity.

Artificers are a closely knit society (for those of similar alignment). In a world of wizards, clerics, and characters of physical prowess, the artificers relish intellectual conversation about science, technology, and mechanical innovation. Artificers' open exchanges of techniques, tools, and theories are very similar to the conversations of clerics and wizards of shared faiths and traditions. They are often a rare and exclusive breed, and this only heightens the artificers' enjoyment of such exchanges.

Race: Artificers may be of any race, though most are human, gnome, or dwarf. Gnomes tend to focus on smaller or more personal creations while dwarves focus on creating large-scale works of engineering genius. Human artificers tend to divide their attention between the two and often extend into more exotic creations.

Other Classes: Apprentice artificers take very well to the life of travel and adventure, with a newfound thirst for knowledge and experience. When dealing with other classes, artificers tend to gravitate toward wizards more than any other, as they share a mutual respect for order, discipline, and craftsmanship. Clerics and paladins often tend to disagree with the artifi-

cers' belief systems, while sorcerers, monks, rogues, and fighters are all viewed on a case-by-case basis. Barbarians and druids, however, are a larger problem as barbarians are typically too chaotic and unbalanced and druids are distrusting of the artificers' use of technology and science.

GAME RULE INFORMATION

Artificers have the following game statistics.

Abilities: Artificers rely on skill and mental reasoning to create and repair the tools used in their everyday lives, so Intelligence is their most important ability. A large portion of the artificer's core class skills are based on Intelligence and an artificer receives extra skill points with a high score in Intelligence. Both are necessary to broaden and develop the artificer's skills. With a life of adventure and peril, the artificer also needs Dexterity to avoid such perils and to better handle precision work that could spell victory or defeat in many situations.

Alignment: Any.

Hit Die: d6.

Starting Gold: 5d4x10.

CLASS SKILLS

The artificer's class skills (and key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Disable Device (Int), Drive (Dex), Heal (Wis), Intimidate (Cha), Knowledge (any science or technical skills, taken individually), Listen (Wis), Munitions (Dex), Open Lock (Dex), Profession (Wis), Ride (Dex), Search (Int), Use Rope (Dex), and Use Steamcraft Device (Int).

Skill Points at First Level: (8 + Int modifier)

x 4.

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

CLASS FEATURES

All of the following are class features of the artificer.

Weapon and Armor Proficiencies: Artificers are proficient with all simple weapons as well as with light armor. Note that armor check penalties apply to the skills Balance, Climb, Drive, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of armor and equipment carried.

Sabotage (Ex): With the knowledge to build and maintain his tools and equipment for an adventuring lifestyle, an artificer also gains the ability to ruin or disable mechanical devices as well. At 1st level, an artificer may add his class level as a bonus to any Disable Device skill check on any non-magical device or mechanism. For example, Rodik is a 5th-level artificer and attempts to disarm a trap he has discovered on a locked chest. Since the trap is not magical, he may attempt to break the trigger mechanism without activating the trap's swinging blade. Since Rodik is a 5th-level artificer, he adds a +5 competence bonus to his Disable Device check to disable the mechanism.

Sabotage may only be used against a single non-magical device per use. For example, if the trap disabled by Rodik was a combination of mechanical and magical, say a swinging blade with a *shocking grasp* spell set to activate on contact, Rodik could only disarm the mechanical portion of the trap—the swinging blade. If successful, the blade will not activate, but the spell effect placed on the blade will remain. In the case of a multi-effect mechanical trap or device, Rodik could only attempt to disable one effect per use. For example, Rodik may disable the moving mechanism of a siege weapon to



THE ARTIFICER

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1	+0	+0	+0	+2	Sabotage, steamcraft creations
2	+1	+1	+0	+3	Skill Focus
3	+1	+1	+1	+3	
4	+2	+2	+1	+4	
5	+2	+2	+1	+4	Master craftsman +1, steamcraft focus
6	+3	+3	+2	+5	
7	+3	+3	+2	+5	
8	+4	+4	+2	+6	Skill Focus, master craftsman +2
9	+4	+4	+3	+6	
10	+5	+5	+3	+7	
11	+5	+5	+3	+7	Master craftsman +3
12	+6/+1	+6	+4	+8	Steamcraft focus
13	+6/+1	+6	+4	+8	
14	+7/+2	+7	+4	+9	Skill Focus, master craftsman +4
15	+7/+2	+7	+5	+9	
16	+8/+3	+8	+5	+10	
17	+8/+3	+8	+5	+10	Master craftsman +5
18	+9/+4	+9	+6	+11	
19	+9/+4	+9	+6	+11	Steamcraft focus
20	+10/+5	+10	+6	+12	Skill Focus, master craftsman +6

hinder its movement, but until it is disabled as well, the firing mechanism will still function.

Artificers can disarm complex mechanical traps and devices with Disable Device DCs higher than 20, just like rogues.

Steamcraft Creations (Ex): With extensive research into exotic technologies and unusual techniques, an artificer can create new non-magic steamcraft items, weapons, and armor. Beginning at 1st level, an artificer can construct any of the new non-magic steamcraft items described in Chapter 4 subject to available resources.

Bonus Skill Focus: Beginning at 2nd level and every six levels thereafter (8th, 14th, and 20th), an artificer gains a bonus Skill Focus feat for free. This bonus Skill Focus feat must be used with one of the artificer's class skills. A new skill must be selected each time a bonus Skill Focus feat is gained.

Master Craftsman (Ex): With a life of training and experimentation, an artificer develops the skills to repair broken items and to temporarily improve the quality of ordinary items, weapons, and armor. Beginning at 5th level and

improving by +1 every three levels after that (+2 at 8th, +3 at 11th, +4 at 14th, and +5 at 17th, +6 at 20th), an artificer gains the ability to temporarily improve normal items, weapons, and armor to masterwork quality with the appropriate Craft skills. To do so, an artificer must complete the following:

- Find the item's price or have a price set by the DM.
- Convert the item's price to silver pieces (1 gp = 10 sp).
- Find the DC listed under the Craft skill (PHB, Skills).
- Pay one-fourth (rounded up) of the item's price in raw materials.
- Make a Craft skill check representing three days work.

If the check is successful, multiply the check result by the set DC. If the result multiplied by the DC equals the total cost of the item in silver pieces, then the artificer has completed the item. If the result of the Craft check equals double or triple the price of the item in silver pieces, the task is completed in one-half or one-third of the usual time. If the result does not equal the price, then it represents the progress made for three days of

work. The artificer records this result and makes another Craft skill check for the next three days of work. This process continues until the result reaches the price of the item in silver pieces.

For example, Rodik wishes to modify his ally's longsword, creating a temporary masterwork item. To do so, the DM sets the price of the longsword at 15 gp. Next, the price is converted into silver pieces (150 sp). The DC for a longsword is set at 15. The player pays one-fourth of the total cost in raw materials, rounded up (4 gp). Finally the player makes a Craft (weaponsmithing) check and receives a check result of 20. Since the check exceeded the DC, the player multiplies the result by the DC for a total of 300 (20 x 15 = 300). Since the total is double the total cost in silver pieces, Rodik has completed the work in a day and a half, instead of three days.

Unlike a typical Craft check, this process allows an artificer to create a temporary masterwork item. If successful, the item considered to be masterwork quality and remains so until one of the following situations occurs:

- The item takes a critical hit during combat.
- The character wearing the item suffers a successful critical hit in combat.
- A character using the item for an attack roll of skill check rolls a natural 1.

An artificer with an improved bonus in this ability (+2, +3, etc.) can modify items to gain the listed enhancement bonus. The item also gains additional protection from critical hits and failures. For example, a temporary masterwork weapon created by an artificer with a +2 modifier in the master craftsman ability gains a +2 enhancement bonus (rather than the standard +1 bonus) and may withstand one critical hit or failure without losing its temporary masterwork quality.

It is also important to note that temporary masterwork items may not be modified by magical enhancements like normal masterwork items, as the temporary modifications made to the item cannot withstand the magical enchantment process.

Steamcraft Focus: Through trial, error, and experience an artificer develops a keen tal-

ent for the construction of steamcraft items. Beginning at 5th level and every seven levels thereafter (12th and 19th), an artificer may select one type of steamcraft device (weapons, armor, vehicles, or general). Any steamcraft device of that type constructed by the artificer costs only one-fourth of the total costs in raw materials and is considered a masterwork item.

MUSKETEER

The flash of fire, the gout of black smoke, the clap like thunder, the theeeee-thup! as a hot ball of lead tears through the air and burrows into flesh: These are the sights and sounds of the musketeer's art. Whether he is a wandering adventurer, a hard-bitten mercenary, or a genteel palace guard, a musketeer is a dramatic figure of explosive energy wielding explosive weaponry.

Adventures: Musketeers adventure for a variety of reasons, most of them depending on personality and preference. Some musketeers see adventuring as their job. In the case of a mercenary musketeer, adventuring may very well be his job. Other musketeers are opportunists, and adventuring presents them with excellent opportunities to win fame, riches, and influence. There are also musketeers who adventure in defense of others. Of course, not all musketeers are so noble, and some even make their living as bandits or worse.

Characteristics: The musketeer is the master of black powder weapons. He can load, aim, and fire a flintlock with unsurpassed speed. With a brace or two of pistols prepared, he can even hold his own in melee combat against a sword-wielding foe. The musketeer is no slouch with a sword as well, although his skill cannot match that of a fighter. As a musketeer gains experience, he becomes adept at avoiding ranged attacks. He also develops his fighting skills, mastering combat maneuvers chosen to augment his preferred tactics on the field of battle. Musketeers also tend to be highly mobile in combat, jumping and tumbling into advantageous positions against enemies. They are also dashing figures out of combat, often skilled in diplomacy or at least talented liars.

Alignment: Musketeers may be of any alignment. While it may seem that most would be chaotic, this is not so. There is quite a bit of discipline necessary to master the art of musketry,

and many musketeers serve in regimented military units.

Religion: Musketeers often worship the gods of war. Many are attracted to deities concerned with technology. More chaotic musketeers might favor powers associated with carousing and merriment. As with alignment, there are no rules that musketeers must follow, but most musketeers like having a deity to appeal to just before the next battle.

Background: Musketeers hail from a wide variety of backgrounds, but few come from the aristocracy. Musketeers tend to be the children of low- and middle-class tradesfolk, and usually grew up near or within the hustle and bustle of a city. Initial training is most often gained in active military service, whether as part of a noble's army or as a regular soldier. There are also a few schools of formal training in musketry. Few are self-trained. The art of musketry is passed on, and even the most gifted learn from an experienced instructor. Command better-than-average companies, and companies of musketeers are not unknown (although they are terribly large).

Races: No races are more likely to become musketeers, although it seems as if gnomes and half-orcs have a particular attraction to the flashy, explosive nature of the class. Dwarf musketeers tend to form into well-disciplined honor guard units, in contrast, tend to favor a more individualistic, devil-may-care modus operandi. Halfling and gnome musketeers most often refer to themselves as "toleers."

Other Classes: Musketeers get along well enough with other classes, depending on the interplay of personalities. Classes that favor stealth over combat may resent the rather explosive report of the musketeer's favored weapons. Since musketeers are capable combatants both in melee and at range, they can fill a variety of combat roles in an adventuring party. A musketeer's combat role is not likely to usurp the position of a fighter, paladin, or ranger.

GAME RULE INFORMATION

Musketeers have the following game statistics.

Abilities: Lightly armored at best, acrobatic, and skilled in firearms, Dexterity is the most important ability score for a musketeer. The musketeer has a noticeable number of physical skills and communication skills, and thus benefits also from a high Strength and Charisma score.

Name: Any.

Die: d8.

Starting Gold: 6d4x10.

Skills: 8.

The musketeer's class skills (and ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Intimidate (Cha), Jump (Str), Munitions (Int), Profession (Cha), Ride (Dex), Sense Motive (Wis), Spot (Int), Swim (Str), Tumble (Dex), Use Rope (Dex), and Use Steamcraft Device (Int).

Hit Die: d8.

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

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

Class Features:

Some of the following are class features of the musketeer.

Armor and Weapon Proficiency: A musketeer is proficient with the club, dagger (including throwing dagger), glaive, guisarme, halberd, halfspear, javelin, light and heavy crossbows, longbow, longspear, longsword, quarterstaff, ranseur, rapier, scimitar, shortspear, and short sword. He is also proficient with all types of firearms. He is proficient with light armor. He is not proficient with medium and heavy armor or shields. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.



THE MUSKETEER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Avoid Fire
1	+1	+0	+2	+0	Musketry	+0
2	+2	+0	+3	+0	Reload on the Run	+0
3	+3	+1	+3	+1		+1
4	+4	+1	+4	+1	Move and I'll shoot	+1
5	+5	+1	+4	+1	Bonus feat	+1
6	+6/+1	+2	+5	+2		+2
7	+7/+2	+2	+5	+2	Take cover	+2
8	+8/+3	+2	+6	+2	Bonus feat	+2
9	+9/+4	+3	+6	+3		+2
10	+10/+5	+3	+7	+3	Crack shot	+3
11	+11/+6/+1	+3	+7	+3	Bonus feat	+3
12	+12/+7/+2	+4	+8	+4		+3
13	+13/+8/+3	+4	+8	+4	Deadly aim +1d6	+3
14	+14/+9/+4	+4	+9	+4	Bonus feat	+3
15	+15/+10/+5	+5	+9	+5		+4
16	+16/+11/+6/+1	+5	+10	+5	Deadly aim +2d6	+4
17	+17/+12/+7/+2	+5	+10	+5	Bonus feat	+4
18	+18/+13/+8/+3	+6	+11	+6		+4
19	+19/+14/+9/+4	+6	+11	+6	Deadly aim +3d6	+4
20	+20/+15/+10/+5	+6	+12	+6	Bonus feat	+4

Musketry (Ex): It is no surprise that a musketeer is highly skilled in the use of muskets and other small arms. At 1st level, the musketeer gains the benefits of the Combat Reload and Rapid Reload feats, though only when wearing light or no armor.

Reload on the Run (Ex): At 2nd level, the musketeer gains the Reload on the Run feat as a bonus feat.

Avoid Fire (Ex): The musketeer develops an instinctive feel for trajectory, projectile speed, and attacker posture. A musketeer of 3rd or higher level receives a dodge bonus to AC against ranged attacks. He loses his avoid fire dodge bonus to AC in situations when he loses his Dexterity modifier due to being unprepared, ambushed, stunned, and so on.

Move and I'll Shoot (Ex): At 4th level, the musketeer can fire a Small or smaller firearm in a threatened area without provoking an attack of opportunity.

Bonus Feat: At 5th, 8th, 11th, 14th, 17th, and 20th levels, a musketeer chooses a bonus feat from the following list: Alertness, Ambidexterity, Blind-Fight, Combat

Climbing (Swing-By Attack), Combat Reflexes, Combat Reload, Dodge (Mobility, Slip the Attack, Spring Attack), Exotic Weapon Proficiency, Expertise (Duelist, Improved Disarm, Improved Parry, Improved Trip, Parry, Riposte, Whirlwind Attack), Explosives Expert, Grenadier, Improved Critical, Improved Initiative, Lightning Reflexes, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Quick Draw, Skill Focus (any musketeer class skill), Trick Shot, Two Guns Blazing, Two-Weapon Fighting (Improved Two-Weapon Fighting, Main-Gauche), Weapon Finesse, Weapon Focus, Weapons of Opportunity.

Take Cover (Ex): At 7th level, a musketeer increases his cover bonuses to AC and Reflex saves by +2 each when he has one-quarter, one-half, three-quarters, or nine-tenths cover.

Crack Shot (Ex): At 10th level, the musketeer reduces a foe's cover bonuses to AC and Reflex saves by -2 each when attacking that foe with a firearm. Obviously, if a foe does not have cover, crack shot has no effect on the musketeer's attacks against that foe.

Deadly Aim (Ex): At 13th level, the musketeer

can take careful aim and fire one shot at a foe as a full-round action. His deadly aim increases the damage of his shot, adding +1d6 points of bonus damage. The bonus damage increases to +2d6 at 16th level and +3d6 at 19th level.

PRESTIGE CLASSES

The following new prestige class is available in a steampunk campaign. The section is designated **Open Game Content**.

ARCANE AIRMAN

The skies burn red with the fire of battle, thousands of troops from the United League clash with the sub-dwellers of Nightshade Mountain. Goats and steam weaponry launches flaming orbs of destruction while enraged chieftains lead battalions of crazed troops head on into the United League's heavy infantry. For a brief moment, the tide of the battle shifts to the advantage of the goblinoids. The advantage does not last as a bombardment of siege weaponry falls from the skies above. With the roar of steam engines and the whirring of propellers, the fantastic aerial brigades of the United League's aerial brigade descend from above. At the helm of one such vessel, Jargo Mullfoot expertly pilots his vessel through a barrage of goblinoid cannon fire while barking commands to his support crew. "This is what I live for, lads! The open skies and the thrill of battle! Is there anything better?"

Becoming an arcane airman is a long process, and this path is one chosen by only a select few heroes. Piloting dangerous and experimental airships commands a level of respect and awe from other heroes, but such a life could also give cause to questions about an arcane airman's sanity. Airmen are viewed as eccentric thrill seekers, laced with arcane talent and determined to build a better airship, pushing it beyond design limits in a never-ending battle to conquer the skies. In the world at large, arcane airmen are the leaders of

an army's aerial forces, individual heroes displaying acts of heroics from above, or criminals using flight to commit outrageous crimes.

Hit Die: d6.

REQUIREMENTS

To qualify to become an arcane airman, a character must fulfill the following criteria.

- Spellcasting:** Must be able to cast 1st-level spells.
- Knowledge (steamcraft)** 8 ranks, **Drive** 8 ranks.
- Pilot.**

CLASS SKILLS

An arcane airman's class skills (and the key ability for each skill) are Alchemy (Int), Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Drive (Dex), Intuit (Wis), Jump (Str), Knowledge (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Use Magic Device (Dex), and Use Steamcraft Device (Int).

Hit Points at Each Level: 4 + Int. modifier.

CLASS FEATURES

The following are class features of the arcane airman.

Weapon and Armor Proficiency: Airmen are proficient with simple weapons and light armor. Note that armor check penalties apply to the skills Balance, Climb, Drive, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of armor and equipment carried.

Spellcasting: An arcane airman continues to gain spells in magic as well as in flying. Thus, at 1st level and every airman level thereafter, the airman gains new spells per day as if she had gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of arcane airman to the



THE ARCANE AIRMAN

Class Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+2	+2	+0	Operations expert	+1 level of arcane class
2nd	+1	+3	+3	+0	Makeshift repairs	+1 level of arcane class
3rd	+2	+3	+3	+1	Expert aviator +2	+1 level of arcane class
4th	+3	+4	+4	+1	<i>Freefall</i>	+1 level of arcane class
5th	+3	+4	+4	+1	Pinpoint accuracy	+1 level of arcane class
6th	+4	+5	+5	+2	Expert aviator +4	+1 level of arcane class
7th	+5	+5	+5	+2	Safe flying	+1 level of arcane class
8th	+6	+6	+6	+2	Push the limit	+1 level of arcane class
9th	+6	+6	+6	+3	Expert aviator +6	+1 level of arcane class
10th	+7	+7	+7	+3	Sky captain	+1 level of arcane class

level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one arcane spellcasting class before she became an airman, she must decide to which class she adds each level of arcane airman for purposes of determining spells per day when she adds the new level.

Operations Expert (Ex): As the pilot of an airship, an arcane airman is often responsible for the leadership and direction of his crew, and as the pilot, an arcane airman should command the respect and garner the trust of his crew. At 1st level, an arcane airman receives a competence bonus equal to his class level on Bluff, Diplomacy, and Intimidate checks when dealing with his crew.

Makeshift Repairs (Ex): In the heat of battle, an arcane airman's ship occasionally undergoes extensive damage and stress. These crises sometimes require the airman to make emergency repairs himself. At 2nd level, an arcane airman automatically reduces the amount of time necessary to repair a damaged airship through the use of the Craft skill (PHB, Skills) by half, reducing the amount of raw materials necessary to repair the airship by half as well.

Expert Aviator (Ex): With training and practical application, an arcane airman becomes adept at coolly maneuvering his airship into difficult positions and avoiding oncoming hazards. Beginning at 3rd level, an arcane airman gains a +2 competence bonus to all Drive checks. As an arcane airman's level of training and experience increases, so too does

his skill in piloting. At 6th level the bonus increases to +4 and to +6 at 9th level.

Freefall (Sp): While an arcane airman is adept in the sciences, his career (in most cases) began with an interest in sorcery. Through training and repetition, an arcane airman develops the talent to protect himself from the direst of consequences—falling from his airship while it is in flight. At 4th level, an arcane airman gains the ability to cast *feather fall* at will as a wizard of the airman's total character level. This spell-like ability affects the arcane airman only.

Pinpoint Accuracy (Ex): The task of piloting an airship combined with the use of advanced artillery allows an arcane airman to develop a keen eye and a heightened sense of accuracy. At 5th level, an arcane airman gains a +1 competence bonus on all ranged attacks from vehicles.

Safe Flying (Ex): Throughout an arcane airman's career, situations arise in which he must operate his airship under difficult or potentially hazardous circumstances. With training, experience, and luck, an arcane airman learns the skills necessary to safely fly his airship with no chance of critical failure. At 7th level, when an arcane airman operates his airship in a situation that requires a successful Drive check, he may reroll any result before the DM has announced whether the result is a success or failure. The airman may use this ability only once per day.

Push the Limit (Ex): During the rigors of bat-

tle, it is inevitable that an arcane airman's airship will sustain some degree of damage. In harsher conditions, this damage can often cause the descent or destruction of an airship. It is only through expert training, steadfast piloting, and the special bond he shares with his airship that an arcane airman can avoid such a deadly situation until he is able to safely land and repair his airship. At 8th level, any airship piloted by an arcane airman with this ability gains a number of temporary hit points equal to twice the airman's ranks in the Drive skill. This ability does not stack if multiple airmen are aboard an airship; only the piloting arcane airman's ranks apply.

Sky Captain (Ex): After years of field training and experience, an arcane airman reaches the peak of his training and abilities. He has become a master of the skies, a leader of men, and a true captain of his ship. At 10th level, an arcane airman gains the following abilities:

- A sky captain's pinpoint accuracy ability increases to +2
- A sky captain's safe flying ability can be used twice per day
- A sky captain's push the limit ability grants his airship a number of temporary hit points equal to three times the sky captain's number of ranks in the Drive skill

ORGANIZATION: THE ACADEMY OF ARCANÉ AERONAUTICS

PURPOSE

In a world of airships and daring aerial adventure, heroes trained in the skills needed to pilot vehicles of steam and steel are always in high demand. In addition to operation, skilled instructors must work diligently to train the next generation of arcane airmen in the unorthodox tradition of the arcane arts and their application to steamcraft technology. For this purpose, there is the Academy of Arcane Aeronautics, a small school comprised of a band of veteran airship pilots dedicated to the higher education of new pilots and practitioners of arcane-enhanced aeronautics.

LEADER

Drexlin Windstorm (Male Human Wiz7/ArA9)

CURRENT ACTIVITIES

In a world driven by steamcraft technology and filled with the fantastic airships used to transport equipment, troops, and cargo across the skies with greater speeds and shorter travel times, the need for experienced pilots is also on the rise. To address this need, the generals of the noble armies set forth to found the first academy dedicated to the education and training of arcane airmen to use as pilots for new military-sponsored airships in service to the army. Known as the Academy of Arcane Aeronautics, this eclectic yet well-trained group of airmen is considered to be the very best of the best in terms of airship construction, modification, and operation. Each instructor acts as both a captain of each of the fleet's command ships and also as a teacher at the academy in times of peace, preparing the next generation of eager pilots.

The Academy of Arcane Aeronautics was founded five years ago by the realm's generals to compensate for the growing presence of airships in the armies of rival nations. In the first steps taken to form the academy, the generals located and contacted seven of the world's best airship pilots. Each pilot was recognized as an expert in various fields ranging from construction skills and innovation in design to combat maneuvers and aircraft weaponry. Once these experts were gathered together, they oversaw the construction of the army's first airship base (located near the nation's capital). With the base constructed and airships at the ready, the academy began operation with an initial class of 20 students and has continued to grow with each new semester.

The true value of the Academy of Arcane Aeronautics was not proven until the Conflict of Ironridge, where the instructors and students used the new airships to turn the tide of the battle along with the aid of the Phoenix Squadron rocket aces. With the conflict ended and minimal casualties suffered, the generals of the army truly understood the value of the academy and the continued education of new airship pilots.

Most students and faculty from the academy wear simple and practical uniforms of varying colors. Students typically wear red uniforms while instructors and pilots wear dark blue uniforms. It is a rare occasion to see one of the arcane airmen wearing any form of protective armor, as it often complicates the

freedom of movement necessary for both arcane spellcasting and airship operation. In addition to the trademark jumpsuits of the academy, most students and instructors can be seen wearing various tool belts filled with odd utensils necessary for quick on-the-fly repairs and a pair of oversized goggles to protect against debris during flight and to aid in visibility.

The students and faculty of the Academy of Arcane Aeronautics are considered a very eccentric group of people. With good spirits and a lust for knowledge, many of the students develop close relationships with their instructors that extend past their graduation from the academy. Often, former students request to serve on the flight crew of favorite teachers and faculty. It is this kinship that allows the crew of each ship to function more smoothly and to anticipate one another's needs. This comfort level can make the difference in the heat of battle and every instructor and pilot is well aware of it, while going the extra mile to encourage it.

If there was ever any question as to the effectiveness of the academy, those concerns were laid to rest during the conflict at Ironridge. Students are taught the fundamentals of airship engineering and advanced piloting skills, and also the value of teamwork and communication. It is this mentality that makes the combat tactics and operations of academy alumni so effective in a combat situation. Students are taught the value of numbers, using multiple airships to converge on a single target. They are instructed on the value of diversifying arcane offense with the steam weaponry of the airships themselves. In short, students are trained to expect the unexpected, to be unexpected, and to think on their feet.

CAMPAIGN INTEGRATION

There are several ways for a DM to integrate the Academy of Arcane Aeronautics into an ongoing campaign. Described below are two suggested methods for campaign integration.

The PCs may be introduced to members of the Academy of Arcane Aeronautics for a multitude of reasons. Whether it is to give aid during a war effort, to secure transport by airship, or as the ally of a solo pilot, the PCs are encouraged to develop an ongoing relationship with the airman NPCs. Through this method, the PCs gain a sense of familiarity with their new-

found allies and allow the DM to introduce new locations, faces, and intrigue. In the spirit of any exploration story, with an airman ally the world is open for the PCs to explore.

Alternatively, one or all of the PCs may be students at the Academy of Arcane Aeronautics. Daily interaction and new intrigue allows the PCs to become familiar with the students and faculty. As with any learning environment, rivalries can develop, hidden secrets are exposed, and the possibility for a far-reaching conflict (such as a war) is always on the horizon. As the campaign progresses and war erupts, the campaign develops the exciting pace of any great war story, filled with hope, victory, loss, and human tragedy.

ARCANE PERFORMER

Through the door, Yollan could hear the sounds of clawing and crashing from frenzied gnolls. The chilling sound of hyena-like laughter crashed over the young bard like a tidal wave of terror. "Master, we are trapped!" muttered the panic-stricken apprentice. "Nonsense! These beasts need but a moment of soothing music to calm themselves," replied Nolibaba, the beautiful elf performer and master of the song. "When I tell you to, open the door and stand back," Nolibaba said, as she prepared her lute of iron and brass for her performance. With a nod, Yollan quickly removed the door bracing and leapt to safety as a horde of enraged gnoll warriors poured into the large chamber. Quickly, yet calmly, Nolibaba began to play a melody of entrancing sounds, mixing arcane symbols with an intricate performance. For a moment, the gnolls continued their charge but slowly began to calm themselves, as each was entranced by the soothing music of the song master.

A life devoted to performance, celebrity, and spellcraft is a path not chosen by many heroes. In truth, heroes who walk the path of the bard are less than comfortable with the lore and knowledge sacrificed to become an arcane performer. Combining spellcraft with masterful performances, an arcane performer has not only the potential to captivate crowds but to enthrall them. Arcane performers are renowned performers, celebrities, heroes, and maniacal villains using their gifts to control the weak for personal gain.

Hit Dice: d6.

REQUIREMENTS

To qualify to become an arcane performer, a character must fulfill the following criteria.

Spellcasting: Must be able to cast 2nd-level arcane spells, including *enthrall*.

Alignment: Any non-lawful.

Skills: Bluff 8 ranks, Perform 8 ranks, Spellcraft 8 ranks, Craft 5 ranks (in a skill appropriate to the construction of musical instruments, such as woodworking or metalworking).

Feats: Child Prodigy Heritage.

Special: To become an arcane performer, a character must create a new instrument for the purposes of channeling his song power abilities. To do so, he must create his new instrument using the Craft skill and must add an additional 1,000 gp to the cost of the instrument's raw materials for new components suitable for channeling his song power abilities.

CLASS SKILLS

The arcane performer's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Spellcraft (Int), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive skill), and Use Steamcraft Device (Int).

Skill Points at each level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the arcane performer.

Weapon and Armor Proficiency: An arcane performer is proficient with all simple weapons as well as with one of the following weapons: longbow, composite longbow, longsword, rapier, sap, short composite bow, short sword, shortbow, or whip. Arcane performers are proficient with light armor, medium armor, and shields. Note that armor check penalties apply

to the skills Balance, Climb, Drive, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of armor and equipment carried.

Musical Prodigy: Gifted from birth, an arcane performer continues to develop the talents and skills given to him by fate. At 1st level, an arcane performer receives the Musical Prodigy feat as a bonus feat.

Song Power (Sp): By combining the arcane arts with the power of performance an arcane performer gains the ability to channel specific song power effects through his instrument. At 1st level, an arcane performer selects one spell from the list below and permanently masters it as a song power. He may not alternate the spell selected for his song power—once it is selected that is the only song power for that level he may access. However, at higher levels an arcane performer may select a lower-level song power in the place of an available song power slot (such as selecting a 2nd-level spell in the place of an available 3rd-level slot granted from the song power III ability).

To activate his song power abilities, as a standard action that provokes an attack of opportunity, an arcane performer must make a Perform check (DC 15 + spell level). If successful, the song power is activated as the selected spell cast at the arcane performer's caster level. If unsuccessful, the song power is lost for the day and may not be attempted again that day. Conditions that would prevent the use and casting of arcane spells, such as *silence*, *anti-magic field*, etc., also affect an arcane performer's song power ability.

- At 1st level, an arcane performer may select and channel one of the following 1st-level bard spells as his song power, once per day: *Cause fear*, *charm person*, *detect secret doors*, *expedient retreat*, *feather fall*, *hypnotism*, *mage armor*, *protection from chaos/evil/good/law*, *sleep*, and *summon monster I*.

- At 4th level, an arcane performer may select and channel one of the following 2nd-level bard spells as his song power, once per day: *Animal trance*, *blindness/deafness*, *blur*, *bull's strength*, *cat's grace*, *darkness*, *daylight*, *enthrall*, *hold person*, *hypnotic pattern*, *mirror image*, *pyrotechnics*, *scare*, *shat-*

ter, sound burst, summon monster II, summon swarm, and whispering wind.

- At 6th level, an arcane performer may select and channel one of the following 3rd-level bard spells as his song power, once per day: *Charm monster, confusion, dispel magic, displacement, emotion, fear, lesser geas, phantom steed, remove curse, remove disease, sculpt sound* and *summon monster III*.

- At 8th level, an arcane performer may select and channel one of the following 4th-level bard spells as his song power, once per day: *Break enchantment, dismissal, dominate person, hold monster, legend lore, magic storm, rainbow pattern, shout, and summon monster IV*.

- At 10th level, an arcane performer may select and channel one of the following 5th-level bard spells as his song power, once per day: *Control weather, greater dispelling, mind fog, night vision, and summon monster V*.

Masterful Performance (Ex): Through timing, compelling lyrics, and energetic skill, an arcane performer can earn extra coin for his breathtaking performances. Beginning at 2nd level, once per day when an arcane performer makes a successful Perform check to earn coin, the amount he receives is doubled. For example, Rollo, a 2nd-level performer, makes a successful Perform check after a performance. His check is normally, Rollo would receive 10 silver pieces for the performance but his masterful performance ability he receives 20d10 silver pieces.

Tools of the Trade (Ex): For an arcane performer, his instrument is a reflection of his skill and his life. With this relationship comes a practical knowledge that is very useful when the time comes for repairs or routine maintenance. At 3rd level, an arcane performer gains a competence bonus equal to his class level to all Craft checks when repairing or rebuilding his chosen song power instrument.

Musical Genius (Ex): While an arcane performer is gifted from an early age with

music, it is not until his later years that he discovers through his training the true level of genius he possesses. Beginning at 9th level, an arcane performer's bonus to Perform checks increases to +10 (replacing the previous +4 bonus granted by the Musical Prodigy feat) and any bardic or supernatural music abilities he has gain a +2 bonus (replacing the previous +1 bonus) to their saving throw DCs.

Song Power Master (Ex): After many years of training, practice, and life experience, an arcane performer masters the abilities he possesses, becoming a song power master. As a song power master, an arcane performer gains the following abilities at 10th level:

- The DCs of his bard spells increase by 2.
- The master learns a number of bonus spells equal to his Charisma modifier.
- All of the master's song power abilities are usable twice per day.

BRAWLER

From the bowels of the city, in the meretricious heart of the night, the nightlife of the city reaches a fevered pitch with the activity in social clubs, drinking clubs, and rowdy taverns. Brawling is a sport within the city when the sun goes down and the wagering begins.

In the rowdier taverns, such activity is expected but is often nothing more than drunken tomfoolery and amateur brawling by tavern-goers attempting to gain the attention of the serving maids. Beneath the elite social clubs, in arenas of iron and stone, the best of the city's fighters compete in contests that are rough and brutal, even when they aren't fought to the death. The most famous socialites stand and wait for the fights, their competitors, ready to cheer and jeer. The sight of the sheer brutality of the fights is present for all to see.

The gladiators of the new age, the brawlers thrive on the roar of the crowd and the smell of fear that hovers over an unwilling or unprepared opponent. Most brawlers are fighters, barbarians, or fallen monks. With this new path come fame, respect, and the ever-present threat of death and injury in the rings and fighting pits. In appearance, many brawlers are scarred by a career of battle, either as adventurers or professional fighters in the local cir-

THE ARCANER PERFORMER

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+2	Musical prodigy, song power I	+1 level of existing class
2nd	+1	+0	+0	+3	Masterful performance	+1 level of existing class
3rd	+2	+1	+1	+3	Tool of the trade	+1 level of existing class
4th	+3	+1	+1	+4	Song power II	+1 level of existing class
5th	+3	+1	+1	+4		+1 level of existing class
6th	+4	+2	+2	+5	Song power III	+1 level of existing class
7th	+5	+2	+2	+5		+1 level of existing class
8th	+6	+2	+2	+6	Song power IV	+1 level of existing class
9th	+6	+3	+3	+6	Musical genius	+1 level of existing class
10th	+7	+3	+3	+7	Song master, song power V	+1 level of existing class

cuit. In the world at large, brawlers are heroes fighting the good fight, self-serving mercenaries looking for riches and glory, or sadistic villains that thrive on the pain of others.

Hit Dice: d10.

REQUIREMENTS

To qualify to become a brawler, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Skills: Intimidate 5 ranks.

Feats: Great Fortitude and Improved Unarmed Strike.

CLASS SKILLS

The brawler's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Profession (Wis), Ride (Dex), and Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the brawler.

Weapon and Armor Proficiency: A brawler is proficient with all simple and martial weapons, as well as light armor. Note that armor check penalties apply to the skills Balance, Climb, Drive, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five

pounds of armor and equipment carried.

Stubborn Resolve (Ex): Although many lesser fighters would fall when death approaches, a brawler refuses to fall, through sheer stubbornness alone. Beginning at 1st level, whenever a brawler is considered to be disabled (0 hit points) or dying (-1 to -9 hit points), he may continue to move and attack normally until he is reduced to -10 hit points and dies.

Bonus Feat: Beginning at 2nd level and every other level thereafter (4th, 6th, etc.), a brawler gains a bonus feat from the following list: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Endurance, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical, Improved Initiative, Lightning Reflexes, Power Attack (Improved Bull Rush, Sunder), Quick Draw, Stunning Fist, Toughness, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse, and Weapon Focus.

Feinting Maneuver (Ex): In the arena, a seasoned brawler learns at a young age that moving straight into an opponent is never a good idea (unless forced to do so) and quickly develops the skills needed to fool slow-footed opponents. At 3rd level, a brawler gains a +4 bonus to all Bluff skill checks while attempting to feint in combat (PHB, Skills).

Grappler (Ex): For the brawler, an offense of grapples and pinning maneuvers is the most effective way to reduce the threat an opponent represents. Beginning at 5th



level, a brawler no longer provokes an attack of opportunity when initiating a grapple attack. In addition, the brawler gains a +2 bonus to all opposed grapple checks and no longer suffers the -4 penalty for declaring normal damage against a grappled opponent.

Defensive Stand (Ex): For a brawler, to be immobile or prone is as good as losing a fight. To avoid this, a brawler develops the skill to stand when prone, quickly and without leaving himself open to his opponent's attacks. At 7th level, a brawler may stand from a prone position as a free action once per round.

Eyes of the Champion (Ex): In the arena, the mental games between combatants are just as dramatic as the physical games. The eyes of a champion are capable of slowing or shaking nervous opponents to gain an advantage in combat. Beginning at 9th level, a brawler, once per round as a standard action, may use an extraordinary gaze attack against one opponent. The target of the gaze attack must make a successful Will saving throw (DC 10 + the brawler's Str modifier) or become shaken for 1d4 rounds.

Final Attack (Ex): In the arena, a brawler must attempt to win at all costs, even in death. At 10th level, a brawler gains the ability to unleash a final devastating attack as he falls in combat. Whenever a brawler is reduced to -10 hit points in melee combat, he may make one final melee attack at his highest attack bonus. This attack gains a +2 morale bonus, and if successful, the brawler gains a +10 bonus on the damage roll.

ORGANIZATION: THE MARAUDERS

PURPOSE

In the city there are two worlds; the first is a world above the surface that everyone lives in, daily lives pass by and the world continues on with only rare moments of excitement. The second world exists below the surface, in the back rooms and hidden arenas of exclusive social clubs. In these arenas, men and beasts fight for fame, glory, money, and sport. The bout is entertainment and the crowds of the

THE BRAWLER

Level	Base			
	Attack Bonus	Fort Save	Ref Save	Will Save
1st	+1	+2	+0	+0
2nd	+2	+3	+0	+0
3rd	+3	+3	+1	+1
4th	+4	+4	+1	+1
5th	+5	+4	+1	+1
6th	+6	+5	+2	+2
7th	+7	+5	+2	+2
8th	+8	+6	+2	+2
9th	+9	+6	+3	+3
10th	+10	+7	+3	+3

jaded are easily bored. Among these brawlers, an elite group exists, a group of men who put their lives on the line to entertain the crowd and feel the rush of adrenaline as they defeat another opponent. But unlike so many other brawlers, this group also puts their collective talents for violence and competition to other uses, as hired killers. Known as the Marauders, this group of six men secretly works within the criminal element of the city, killing for both money and excitement.

RUMORED LEADER

Roderick (Male Human Ftr6/Br19)

CURRENT ACTIVITIES

Unlike many evil organizations, the Marauders work with no hidden agendas and no desire to seize any measure of power within the city. For the Marauders, the brutal acts of murder and the payments for committing such acts are reward enough, and with a growing reputation for methodical and brutal efficiency, their bloodlust will not want for a lack of clients. At the current time, there are six members of the Marauders, reduced from the original seven who founded the gang. One year ago, a member of the Royal Guard killed a member of the Marauders during a failed assassination attempt. Since that time, the Marauders have harbored a deep hatred for the Guard and have sworn to exact their revenge upon them. It should be noted that on three separate occasions, members of the Marauders have been confronted by members of the Royal Guard in an arrest attempt, only to have the Marauder defeat the patrol, killing several guardsmen in

Special

Stubborn resolve
Bonus feat
Feinting maneuver
Bonus feat
Grappler
Bonus feat
Defensive stand
Bonus feat
Eyes of the champion
Final attack, bonus feat

the process. It is the murder of these guardsmen that has earned the Marauders the hatred of the Royal Guard, who have vowed either to bring the gang to justice for their crimes or to end their lives if necessary.

Local detectives and city watch officials have assembled a timeline of the origin of the Marauders. Several years ago, the gang emerged after the brutal murder of a prominent cloth merchant rumored to have extensive underworld connections. Soon after the murder, a member of the League of Orphans discovered that a group of pugilists calling themselves the Marauders had been paid to murder the merchant for double-crossing an unknown benefactor of the new gang. It was this knowledge that began a period of rampant speculation among officials, as they attempted to link the Marauders with known members of the criminal element within the city.

The Marauders have developed a uniform style of dress when acting as a hit squad. Each member wears breeches, boots, and light leather armor emblazoned with a blood red fist on the breastplate. The significance of this fist is unknown, but it is speculated that the fist could possibly carry some religious meaning. In addition to their armor, every member of the Marauders wears a black hood reminiscent of the hood worn by an executioner. Just as on the breastplate, a smaller red fist is embroidered on each hood.

CAMPAIGN INTEGRATION

The Marauders have the potential for several uses in an ongoing campaign. Described below are a few suggested options for the DM to consider when integrating the Marauders into his campaign:

- The Marauders are encountered individually within the secret arenas of the city's criminal underworld. In this scenario, one Marauder could become a nemesis for any potential brawlers among the PCs. This could escalate into a long-standing rivalry if the PCs get the upper hand on the lone Marauder, prompting him to call in the remaining gang members for aid.
- The Marauders are encountered during an assassination attempt against an ally of the PCs. In this scenario, the PCs confront the Marauders at full strength and fully equipped. If the tide of battle turns against them, the Marauders will attempt to escape and could easily become a recurring nemesis for the PCs.
- The PCs are contacted by members of the city's law enforcement agency and asked to aid in the investigation into the secret benefactor behind the Marauders. This scenario could span a great length of an ongoing campaign, as the PCs work to unravel the true identity and motivations of the Marauders and the mysterious benefactor. Perhaps the PCs have to infiltrate the city's underground fighting circuits to gain the information they need.

DEMOLITIONIST

For several months, the dwarven forces of Steelhead Keep have bombarded the communities nestled in the foothills of the mountain range. Sitting atop the range, the keep is a bastion of dwarf technology and engineering. Heavy stone and iron reinforcements prevent the local militia from scratching the surface of the dwarf tyrants. That was until the arrival of Margo. Margo was a man of unknown years who walked with a limp, was hooded in dark gray cloaks, and was heavily scarred. Under his cloak, a belt of odd tools and instruments jingled and he traveled with a wagon filled with all manner of barrels, chemicals, and other items of destruction. Looking up the mountain, Margo mumbled to himself, "...structural support...type two beams...heh..." Turning his head toward the militia leaders he chuckled, "I thought you summoned me here for a

challenge. This will be child's play."

Becoming a demolitionist is a dangerous way of life, chosen by very few heroes. Commanding a great amount of respect among alchemists and masters of the siege, a demolitionist also attracts fear and paranoia from those around him. With a trade that focuses on destruction and the harnessing of tools of mass destruction, comfort is a benefit typically unknown to the demolitionist.

Hit Die: d8.

REQUIREMENTS

To qualify to become a demolitionist, a character must fulfill the following criteria.

Skills: Alchemy 8 ranks, Concentration 5 ranks, Craft (explosives) 8 ranks, Disable Device 5 ranks, Munitions 8 ranks.

Feats: Skill Focus (Munitions).

CLASS SKILLS

The demolitionist's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Disable Device (Dex), Knowledge (steamcraft) (Int), Listen (Wis), Move Silently (Dex), Munitions (Int), Open Lock (Dex), Profession (Wis), Search (Int), Spot (Wis), Use Steamcraft Device (Int).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the demolitionist.

Weapon and Armor Proficiency: Demolitionist's are proficient with simple weapons and light armor. Note that armor check penalties apply to the skills Balance, Climb, Drive, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of armor and equipment carried.

Precise Touch (Ex): With a heightened level of skill and training in the art of demolitions, a demolitionist possesses a steadier hand while making precise movements and calibrations. Beginning at 1st level, a demolitionist gains a +1 competence bonus on all Disable Device,

Munitions, Open Lock, and Use Steamcraft Device skill checks. This bonus is also granted to a demolitionist's Reflex saving throw if he should fail to disarm any explosive, trap, etc. As a demolitionist gains experience in the field, he develops a higher level of skill with this ability. At 5th level, this bonus increases to +2 and to +3 when the demolitionist reaches 10th level.

Explosive Knowledge (Ex): As the master of explosives a demolitionist gains an almost supernatural sense of how explosives work and how to achieve greater results from ordinary explosives. Beginning at 2nd level, a demolitionist deals +1d6 points of bonus damage with any explosive he uses. As the training and skill of a demolitionist increases, so too does the amount of damage he may add to any explosive he uses. The bonus increases to +2d6 at 4th level, +3d6 at 6th level, and +4d6 at 8th level.

For example, Margo is a 4th-level demolitionist. Margo adds +2d6 points of damage to any explosive he uses. After reaching one of Steelhead Keep's support beams, Margo sets an explosive charge that would ordinarily deal 4d6 points of damage. This damage is now increased to 6d6 (4d6 + 2d6 = 6d6).

Defusing Touch (Su): In many situations, a demolitionist must defuse the creations of rival demolitionists. If he is successful throughout his career, he has mastered the arts of defusing explosives and has gained a supernatural talent for removing the threat they pose. At 9th level, a demolitionist gains the supernatural ability to defuse any non-magical explosive device. To do so, a demolitionist with this ability must touch the explosive item in question. If the item is handheld (such as a grenade), a demolitionist must make a successful touch attack against the AC of the character holding the explosive. If successful, the explosive is disarmed. The

device remains inactive until repaired. A successful Craft (explosives) check must be made as normal to repair the damage done by a demolitionist's defusing touch ability, with all of the standard costs for materials and time applied.

Thick Skin (Su): After years of trial and error, a demolitionist has suffered his fair share of mishaps, both minor and major. It is through this bitter experience that a demolitionist develops a supernatural resistance to the harmful effects of non-magical explosives. At 10th level, a demolitionist gains fire resistance 10.

ORGANIZATION: THE LEAGUE OF TERROR

PURPOSE

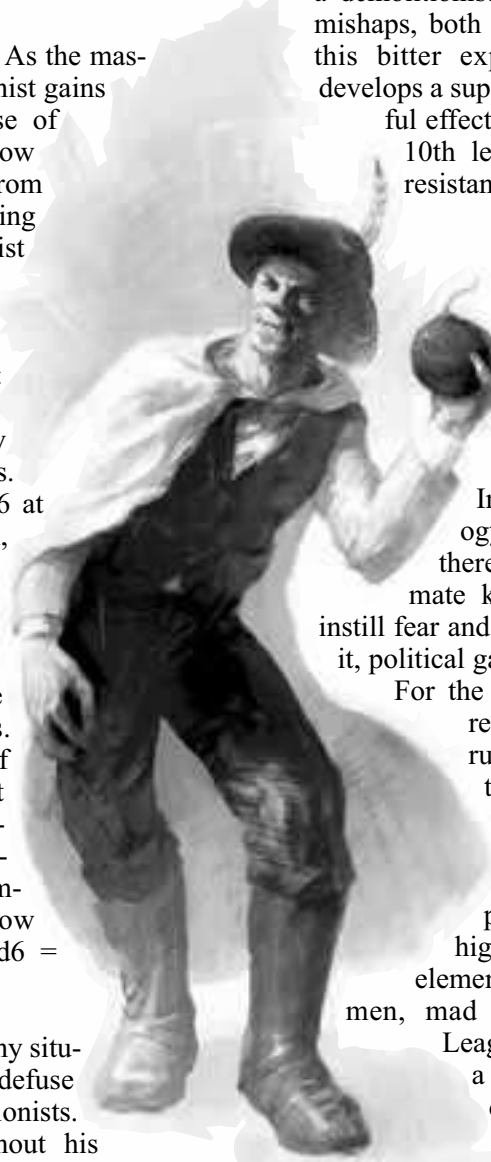
In a world of steamcraft technology and devastating explosives, there are individuals that use an intimate knowledge of these devices to instill fear and terror in others, for either profit, political gain, or sheer sadistic enjoyment. For the League of Terror, all of these reasons apply equally. A band of ruthless assassins and anarchists, the League of Terror utilizes expertise with explosive weapons to spread terror among the nobles of the city, providing their services to the highest bidders of the city's corrupt elements. Often referred to as madmen, mad bombers, and terrorists, the League of Terror may not command a high level of respect, but they do earn the fear of citizens and city watchmen alike.

RUMORED LEADER

Argo the Scarred (Male Human
Art3/Wiz4/Dem7)

CURRENT ACTIVITIES

Unlike other evil organizations, the League of Terror appears to have no grand agenda in mind. In fact, most of the members apprehended appear to be completely mad, dri-



THE DEMOLITIONIST

Class Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+2	+2	+0	Precise touch +1 Explosive knowledge +1d6
2nd	+1	+3	+3	+0	
3rd	+2	+3	+3	+1	
4th	+3	+4	+4	+1	Explosive knowledge +2d6 Precise touch +2
5th	+3	+4	+4	+1	
6th	+4	+5	+5	+2	Explosive knowledge +3d6
7th	+5	+5	+5	+2	
8th	+6	+6	+6	+2	Explosive knowledge +4d6 Defusing touch
9th	+6	+6	+6	+3	
10th	+7	+7	+7	+3	Thick skin, precise touch +3

ven to cause death and destruction, yet capable enough to handle and skillfully use delicate explosives with frightening precision. It is understood that the League of Terror operates within the city, its members easily contactable with the proper connections for possible employment. Once the League is contacted and a contract is accepted, the League of Terror will then choose the most opportune locale to plant explosives in an attempt to assassinate or destroy the intended target. League members have been known to attach explosives to themselves in an effort to both cause as much damage to an area as possible and to avoid capture. These methods have caused a higher level of concern from city officials when dealing with members of the League of Terror, not only for the safety of an intended target, but also for the safety of innocent bystanders and law enforcement officials.

Experienced detectives and city watchmen have pieced the League of Terror's origins together over the years. It is believed that the leader of the league is a former student from the Institute of Arcane Science named Argo. After two years of study, Argo was secretly expelled from the institute after the triad discovered a prototype for a new form of arcane bomb hidden within Argo's dormitory. Before the triad could dismantle the bomb, Argo escaped with it and detonated it outside of the city. Argo was believed to have died, but now officials believe that he survived, though horribly scarred, and later returned to the city to form the League of Terror in a vain effort to exact revenge on the city and the existing social order.

The League of Terror first gained notoriety in the city after an explosion destroyed several city blocks in the market quarter, killing hundreds and causing massive amounts of property damage with a great cost to the city. Following the explosion, a message was delivered to the steps of the city council that read, "Revenge is like a bomb; if it is left unchecked, it explodes." The message was signed "The League of Terror." With this message, the League began operations in the city and soon other explosions would follow, killing dozens and eliminating targets throughout government and industry. Since then, the League has remained consistent in its actions, attempting to assassinate specific targets and using suicide tactics to avoid capture. At the present time, city officials have made the apprehension and destruction of the League of Terror a primary concern, for the safety of everyone involved.

CAMPAIGN INTEGRATION

The League of Terror is an evil organization used as assassins and instruments of terror within an ongoing campaign. Although the League is not known for any consistent agenda—other than the destruction of the existing order—this could easily be altered at the discretion of the DM. The true motivations of the League could range from random acts of terrorism to mass death rituals in secret praise to gods of death or massacre. While Argo is rumored to be the leader of the League of Terror, he could have died in the accidental explosion, leaving the true leadership of the League to be determined by the DM. As an odd twist of fate, perhaps the League is being

manipulated, like so many other organizations, by the Order of Illos for a far more sinister purpose.

DETECTIVE

On the third night, the body of a fourth victim is discovered in a back alleyway near the lower quarter of the city. Through the rain and glow of gaslight, a patrol of city watchmen keeps a growing crowd of spectators at bay while city officials and senior watchmen examine the gruesome scene. Then a new silhouette approaches. "Detective Augustine, I'm sorry to call upon you at this late hour," says the chief watchman. "What do you have?" replies the rain-soaked detective. Without a word, the detective is led to the crime scene. The body of a young man lies in the recess of an alley doorway, brutally beaten to death. "We think it's gang activity, sir." With a closer look at the body, the detective rises to his feet. "No, this is no gang. Look there at the contusions on his head and neck. The marks match the outline of a watchman's nightclub exactly. No chief, we shall not look outward to discern the identity of this poor boy's attacker, but rather inward."

The career of a detective is a career filled with precision, patience, and dedication. The sciences of investigation are, in many ways, as complex and exacting as the art of sorcery. It is this attention to detail that attracts many former spellcasters to the detective's path, as they utilize mental prowess, an attention to detail, and arcane assistance to discern the reasoning and motivations of the criminal mind.

Hit Die: d6.

REQUIREMENTS

To qualify to become a detective, a character must fulfill the following criteria.

Skills: Diplomacy 5 ranks, Gather Information 8 ranks, Knowledge (local) 5 ranks, Profession (detective) 5 ranks, Search 8 ranks, and Sense Motive 8 ranks.

Feats: Skill Focus (Search) and Skill Focus (Sense Motive).

CLASS SKILLS

The detective's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Drive (Dex),

Gather Information (Cha), Forgery (Int), Knowledge (all skills, taken individually) (Int), Listen (Wis), Munitions (Int), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the detective.

Weapon and Armor Proficiency: A detective is proficient with simple weapons and light armor. Note that armor check penalties apply to the skills Balance, Climb, Drive, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of armor and equipment carried.

Reference Material (Ex): Like so many legendary investigators, a detective typically has access to an incredible amount of resources (either his own, his organization's, or an ally's) for research and investigation. Beginning at 1st level and every three level thereafter (4th level, 7th level, and 10th level), a detective gains a +2 circumstance bonus for one selected Knowledge skill he possesses to reflect his access to superb reference materials. At higher levels a detective gains additional bonuses, as described above, but he must select a new Knowledge skill each time he gains this bonus.

Eye for Clues (Ex): A life of education and precision has trained the eye of the detective to discover clues typically overlooked by other investigators. At 2nd level, a detective gains a +4 competence bonus to all Search checks.

Second Thought (Ex): The scene of a crime can be a hectic environment, full of noise, activity, and elemental distractions. It is easy to lose focus in this environment and overlook a piece of information or a thought pertaining to the scene. A detective has trained his mind to overcome such distractions, becoming more focused on the scene. Beginning at 3rd level, a detective may reroll any one Knowledge, Search, or Spot check before the DM determines the outcome of the check. The detective may use this ability once per day at 3rd level, twice per day at 6th level, and three times per day at 9th level.

Experienced Detective (Ex): For a detective, falsehoods are the enemy. Uncovering these falsehoods and exposing the truth is a detective's highest goal. Whether it is visual falsehoods or the falsities of man, a seasoned detective can detect the enemy and expose it. At 5th level, a detective gains a +2 competence bonus to all Sense Motive and Spot skills checks.

Understanding the Criminal Mind (Ex): In the mind of a detective, the best method for preventing crime is to better understand the actions and mentality of the criminal mind. Upon achieving 8th level, a detective gains the ability to detect the presence of a criminal mind after a few moments of conversation. After three rounds of observation or conversation, a detective may make a Sense Motive check opposed by the Bluff check of the observed party. If successful, the detective knows whether the criminal intends to or has committed a crime (in whole or in part) in the last week. If unsuccessful, the individual is immune to this ability for one day.

Master Detective (Ex): With years of training and experience, a detective surpasses many in his field and becomes a master investigator. At 10th level, the master detective gains the following new abilities.

Crime Scene Reconstruction: By analyzing the abundant clues at a crime scene that other investigators miss, the detective gains the near-supernatural ability to construct a mental image of the exact events that occurred at the scene. The crime must have occurred within a number of days equal to or less than 1 plus the detective's Intelligence bonus (if any). The detective makes a Search check (DC 20). If successful, he gains detailed knowledge of the events as if he had been present when they occurred. The detective can see the events as they took place, but his visual reconstruction does not allow him to hear conversations or other sounds. As a general rule, the detective can see any physical actions that took place but gains no knowledge of what the participants said or thought.

Profiler: Once he has spoken to and interacted with a criminal, the master detective knows what the criminal is doing almost before the criminal does it. Once per day, the detective can use his profiler ability to sense what a criminal or suspect is currently doing. The detective makes a Sense Motive check (DC 20),

and the effect of a success is identical to the *scrying* spell as cast by a 10th-level sorcerer. The subject must be someone the detective has interviewed, interrogated, or otherwise interacted with.

ORGANIZATION: THE GENTLEMEN INVESTIGATORS

PURPOSE

In a world filled with the diabolical genius of the criminal mind, city watchmen battle intrepidly to combat the perplexing ideals and methods of criminal masterminds. Despite the noble effort of city watchmen, there are some crimes and criminals that baffle even the keenest analytical mind. To better appraise these situations, law enforcement officials often call upon a small group of master detectives known as the Gentlemen Investigators. Using superior methods of criminal investigation, analytical prowess, and deductive reasoning, the Gentlemen are often successful in deducing the identities of criminals and solutions to even the most mind-boggling criminal acts.

LEADER

Preston Winslow (Male Human
Exp3/Rog4/Det10)

CURRENT ACTIVITIES

It is a well-documented fact that criminal activity within the city continues to escalate each year despite the best efforts of the city's law enforcement officials. The methods of the criminal mind become equally more acute and more devious. As the brutality of crime increases, so too does the skill with which such crimes are committed. In an effort to control the situation and stem the tide of crime, several like-minded individuals trained in the skills of criminal analysis and investigation banded together to aid one another and the city in the never-ending struggle against the modern and ever-evolving criminal mind. Known to city officials as the Gentlemen Investigators, these four men move throughout the city and all of the places hidden from the public eye. With interrogation, clever ploys, and intricate analysis, these men step beyond the boundaries of local law enforcement to find the answers to some of the city's most puzzling crimes.

THE DETECTIVE

Class Level	Base			
	Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6	+2	+2	+6
9th	+6	+3	+3	+6
10th	+7	+3	+3	+7

The Gentlemen have remained fairly secretive as to their origins, but it is understood that each of the four men is classically trained in the arts of detection and criminal behavior. Just as their origin is a mystery, so too is their base of operations—though it is speculated that the four men convene at one of the many social clubs in the city. The motivations of the Gentlemen appear to be straight forward, as each man is passionate about removing the criminal element in the city. This passion could be the result of some personal tragedy in each man's life, but evidence of such has yet to be revealed or uncovered by an outside source. It would appear that the Gentlemen are as adept at concealing the truth as they are at uncovering it.

The Gentlemen, as a group, first gained notoriety in the city after the successful resolution of the River House Slayer case, wherein a clever cult leader orchestrated the ritualistic murders of seven women, leaving little to no clues behind. Through the use of exceptional skill and deductive reasoning, the Gentlemen were successful in locating and apprehending the River House Slayer. From that moment forward, the Gentlemen have been considered valued allies to law enforcement officials and the bane of the criminal element within the city.

In appearance, the Gentlemen are well-dressed human males appearing to be in the middle years of their lives. In dress, the Gentlemen wear fine suits and favor the use of ornate walking sticks (which most use as a weapon of choice). Three of the Gentlemen have facial hair, such as mustaches, beards, or goatees, while Preston Winslow favors a clean-shaven look. The Gentlemen carry small leather bags

Special

Reference material (one skill)
Eye for clues
Second thought 1/day
Reference material (two skills)
Experienced detective
Second thought 2/day
Reference material (three skills)
Understanding the criminal mind
Second thought 3/day
Master detective, reference material (four skills)

(resembling doctors' bags) that hold all of the field investigation equipment needed for a crime scene evaluation.

The lifestyle of the Gentlemen can be a very lonely, cold experience. The mannerisms of the Gentlemen suggest individuals nearly devoid of outward emotion, overcome with the cold logic of science and criminal investigation. If any member of the Gentlemen does indeed have any loved ones, it is a well-guarded secret among each of the groups' members, as the world at large knows very little other than the names of the men themselves.

CAMPAIGN INTEGRATION

The PCs can be introduced to the Gentlemen Investigators for a multitude of reasons. Whether it is to give aid during an investigation, to locate a missing person, or to serve as an ally, the PCs are encouraged to develop an ongoing (if occasionally uncomfortable) relationship with the Gentlemen. The PCs gain a sense of familiarity with their newfound allies and allow the DM to introduce new locations, faces, and possible intrigue (such as the origin of the group and each of the Gentlemen themselves). Skilled detective PCs could also be invited to join the ranks of the Gentlemen should they prove themselves as capable crime solvers and investigators.

GAME HUNTER

Through the rain and the darkness, Sir Lionel of the Huntsman's Society lurks. Along with his trusted assistant Imchee, Sir Lionel has laid in wait on the rooftop of

the city's cultural center for over three hours. "Do you think he will come, sir?" whispers the nervous Imchee. "Of course it will, you idiot. It is a savage and the laws of nature bind it to the folly of repetition. Now keep quiet," growls Sir Lionel. Moments later, across the way on the roof of a neighboring building, a streak of movement darts across the rooftop and stops near a dimly lit skylight. In the faint glow of the lantern light, a humanoid figure crouches, shirtless and savage in appearance. "That's it savage, stand still for a moment," muttered Sir Lionel. With care, the hunter draws back the hammer of his rifle and takes aim. "Finally, after all of these years...I have you."

Becoming a game hunter is a path that requires extensive training, patience, and skill. The discipline required to understand the mentality of prey, to enjoy the thrill of the hunt, and avoid falling into the vice of bloodlust is a way of life that few heroes maintain successfully. To the world, game hunters are heroes ridding an area of dangerous beasts, aristocrats leading safaris into the wilderness, or self-serving murderers who hunt only for the kill and the collection of trophies.

Hit Die: d8.

REQUIREMENTS

To qualify to become a game hunter, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Skills: Hide 8 ranks, Knowledge (nature) 8 ranks, Move Silently 8 ranks, and Wilderness Lore 8 ranks.

Feats: Track and Point Blank Shot.

CLASS SKILLS

The game hunter's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Craft (Int), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Munitions (Int), Profession (Wis), Ride (Dex), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at each level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the game hunter.

Weapon and Armor Proficiency: A game hunter is proficient with all simple and martial weapons, light armor, and medium armor. Note that armor check penalties apply to the skills Balance, Climb, Drive, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of armor and equipment carried.

Favored Enemy (Ex): Game hunters develop a particular antipathy toward or expertise in hunting specific animals or creatures. At 1st level, a game hunter may select a type of creature as a favored enemy. A game hunter can only select his own race as a favored enemy if he is evil. Due to his extensive study of his foes and training in the proper techniques for combating them, a game hunter gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against the selected type of creature. Likewise, a game hunter receives the same bonus to weapon damage rolls against creatures of the selected type. A game hunter receives the damage bonus with ranged weapons, but only against targets within 30 feet. The bonus does not apply to damage against creatures that are immune to critical hits. At 5th level, a game hunter selects a second favored enemy, and the bonus associated with every previously selected favored enemy increases to a bonus of +2. At 10th level, a game hunter chooses a third favored enemy, with the previous bonuses increasing to a total of +3. The following are the types of creatures that a game hunter may select from when choosing a favored enemy: Aberrations, animals, beasts, constructs, dragons, elementals, fey, giants, humanoid type, magical beasts, oozes, outsider type, plants, shapechangers, undead, and vermin.

Scentless (Ex): In the wild, scent is often the primary defense of the hunted. A fundamental lesson of the hunter is to use the wind and terrain to avoid detection by scent. At 2nd level, a game hunter can mask his scent so as to render the scent special quality less effective (MM, Introduction). When dealing with creatures with the scent ability, a game hunter must be within 10 feet for detection and within 20 feet if he is upwind of the creature, instead of the usual 30 feet and 60 feet.

Steady Aim (Ex): A game hunter must master the weapons of the hunt. Beginning at 3rd

level, a game hunter gains a +1 insight bonus on all ranged attacks against his favored enemies (whether gained from the prestige class or a previously existing class, such as ranger). At 6th level, the bonus increases to +2, and at 9th level, it increases to +3.

Ranged Sneak Attack (Ex): Any time a game hunter's target would be denied a Dexterity bonus to AC (regardless of whether the target actually has a Dexterity bonus or not), the game hunter's ranged attacks deal extra damage. The extra damage is +1d6 at 3rd level and an additional +1d6 every three levels thereafter (6th level and 9th level). Should a game hunter make a successful critical hit with his sneak attack, this extra damage is not multiplied. Ranged attacks can only count as sneak attacks if the target is within 30 feet. A game hunter may only attempt a sneak attack against a living creature with a discernible anatomy. Any creature that is immune to critical hits is also immune to a sneak attack's extra damage. A game hunter must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot with his ranged attack only. A game hunter cannot sneak attack while striking a creature with concealment.

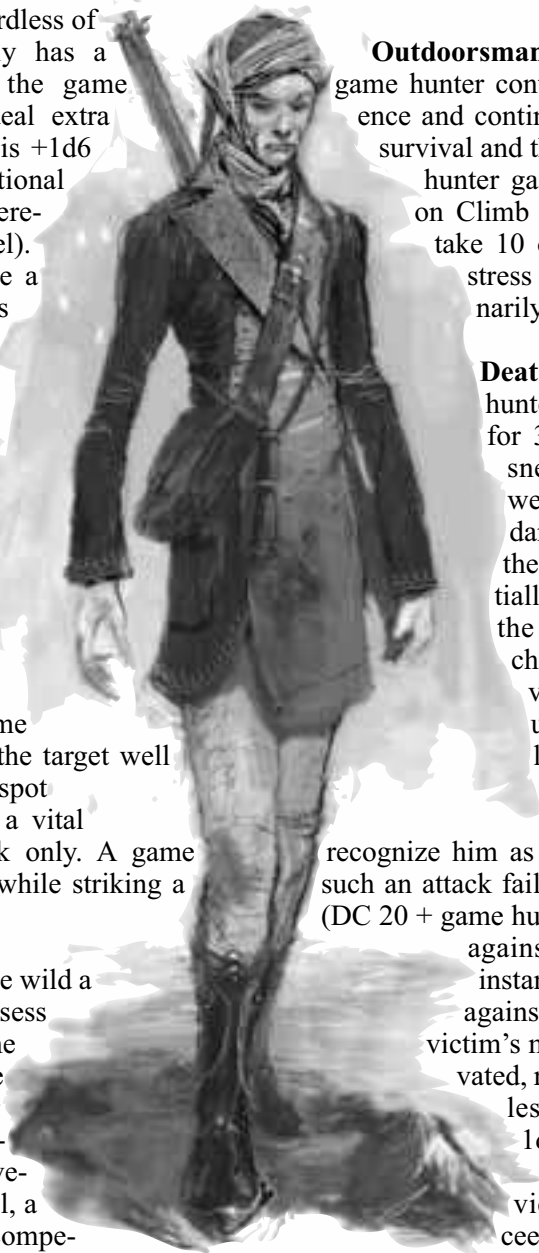
Survivor (Ex): To hunt in the wild a game hunter must also possess the skills to survive in the wild. Through experience and training, a game hunter develops his sense for survival, improving his effectiveness on the hunt. At 4th level, a game hunter gains a +2 competence bonus to all Intuit Direction and Wilderness Lore skill checks. In addition, the game hunter can take 10 on these skills even when stress or distractions would ordinarily prevent him from doing so.

Silent Hunter (Ex): As with scent, a keen sense of hearing is also a powerful defense of

creatures in the wild. To effectively hunt these creatures, a game hunter must move silently and avoid detection at all costs. Beginning at 7th level, a game hunter gains a +2 competence bonus on all Hide and Move Silently skill checks. In addition, the game hunter may take 10 on these skills even when stress or distractions would ordinarily prevent him from doing so.

Outdoorsman (Ex): Like any student, a game hunter continues to learn from experience and continues to develop his skills in survival and the hunt. At 9th level, a game hunter gains a +2 competence bonus on Climb and Swim checks and may take 10 on these checks even when stress or distractions would ordinarily prevent him from doing so.

Death Attack (Ex): If a game hunter studies a favored enemy for 3 rounds and then makes a sneak attack with a ranged weapon that successfully deals damage, the sneak attack has the additional effect of potentially either paralyzing or killing the target (game hunter's choice). While studying the victim, a game hunter can undertake other actions so long as his attention stays focused on the target and the target does not detect or recognize him as an enemy. If the victim of such an attack fails its Fortitude saving throw (DC 20 + game hunter's Intelligence modifier) against the kill effect, it dies instantly. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering it completely helpless and unable to act for 1d6+10 rounds per class level of the game hunter. If the victim's saving throw succeeds, the attack is treated as a normal sneak attack. Once a game hunter has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes its save) or if a game hunter does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt



THE GAME HUNTER

Class Level	Base			
	Attack Bonus	Fort Save	Ref Save	Will Save
1st	+1	+2	+0	+0
2nd	+2	+3	+0	+0
3rd	+3	+3	+1	+1
4th	+4	+4	+1	+1
5th	+5	+4	+1	+1
6th	+6	+5	+2	+2
7th	+7	+5	+2	+2
8th	+8	+6	+2	+2
9th	+9	+6	+3	+3
10th	+10	+7	+3	+3

Special

Favored enemy (first)
 Scentless
 Steady aim +1, ranged sneak attack +1d6
 Survivor
 Favored enemy (second)
 Steady aim +2, ranged sneak attack +2d6
 Silent hunter
 Outdoorsman
 Steady aim +3, ranged sneak attack +3d6
 Death attack, favored enemy (third)

another death attack.

ORGANIZATION: THE HUNTSMEN

PURPOSE

Countless magical and exotic creatures live in the typical fantasy world. These worlds are also home to hunters and poachers that stalk rare creatures for the thrill of the kill and the profits the rare animal trophies bring on the open market. With bloodlust and insatiable greed, these hunters systematically ruin the delicate balance of nature, causing forced animal migration and possible extinction. Among those infamous for such actions are the cold-blooded poachers known as the Huntsmen. This order of game hunters stalks exotic animals, rare monsters, and individuals that the criminal element wishes to eliminate. In the eyes of the Huntsmen, everyone is game and every day is open season.

RUMORED LEADER

Lord Palor Ardford (Male Human Rgr7/Hnt9)

CURRENT ACTIVITIES

The Huntsmen are an evil organization. Each member has little or no respect for nature, the wilderness, or the creatures that live within it. In the minds of the Huntsmen, the rare and exotic creatures of the world are nothing more than sport placed there for their entertainment and profit. Where men of their skills could help to police madness-driven animals and protect the wilderness from natural or man-

made hazards, the Huntsmen choose instead to profit from the senseless hunting and slaughtering of rare creatures. For several years, the Huntsmen have been the bane of forest wardens, druids, and rangers across the continent. In addition to this reckless disregard for nature, the Huntsmen are not above hunting their own species for profit, should the opportunity arise. In the mind of the Huntsmen, a young wizard is a rare and exotic thing, placed into the world for sport and entertainment, just like a mature lion. In fact, due to their intelligence and creativity, sentient humanoids are considered the favored prey of many Huntsmen.

The Huntsmen began as the brainchild of the renowned hunter and gamesman, Lord Palor Ardford. A braggart and egomaniac, he had become bored with the traditional fare of the hunt and longed for new blood to invigorate his pastime. In time, Ardford discovered the exotic beasts of the world and delighted in the challenges these new hunts provided. Eventually, others joined his cause and the pattern of destruction began. Dubbing themselves the Huntsmen, each hunter desired to outdo the others and take the most exotic or most dangerous prize, gaining the envy of his companions.

Each member of the Huntsmen wears clothing best suited to the environment around them, preferring to blend in whenever possible. Long breeches, soft boots, loose shirts, and vests covered with pockets are classic examples of the Huntsmen's typical uniforms. In addition to clothing, a trademark for each member of the Huntsmen is to wear one trophy from a memorable kill, such as a necklace of teeth from a

displacer beast, or the feathers from an adult owlbear. To further punctuate their lethal effectiveness, each of the Huntsmen carries a favored weapon of masterwork quality or magical enchantment.

The Huntsmen first gained infamy during a hunt that led into a remote area of the northern wilderness. During this hunt, the Huntsmen encountered a creature of pure legend, a unicorn. Without hesitation, Lord Ardford stalked the beautiful creature and slaughtered it, taking its legendary horn as a trophy for his collection. To compound the tragedy, the warden of the woods, a satyr, descended upon Ardford to exact justice for his heinous crime against the wilderness, only to be cut down by Ardford's companions. With the warden of the forest slain, the Huntsmen picked trophies from the body of the fallen champion and continued to hunt the creatures of the once-protected woodlands until the arrival of local rangers deterred them from further sport.

CAMPAIGN INTEGRATION

The Huntsmen are an evil organization designed to serve many possible purposes during the course of an ongoing campaign. Described below are several suggestions for DMs interested in integrating the Huntsmen into their campaigns.

- The Huntsmen are hired as assassins to kill the PCs or a close ally to the PCs. The party responsible for hiring the Huntsmen could be a long-running subplot for the campaign that reaches a suspenseful climax when the PCs discover the identity of the Huntsmen's secret benefactor.
- The PCs are approached by members of a nature order to aid in the removal of the Huntsmen from a secluded wilderness area where the poachers are stalking rare or endangered creatures for sport and profit.

GUN GLYPH

Nightfall descends upon the city of Arbor Port. In the filth-ridden alleyways, a young girl runs for her life from the agents of the Hooded One. Tired, scared, and lost, the young girl stumbles as she turns into a darkened alleyway and into the clutches of the Hooded One's agents. Gagged and pulled into the darkness, the young girl's muffled cries fall upon deaf ears as cere-

monial blades are drawn from dark cloaks. Like a crack of thunder across the night sky, a shimmering blast spins one of the agents around like a child's toy top. From the darkness, a faint silhouette is highlighted by the soft glow of green arcane light that dances from the barrel of Talen the Gunman's flintlock. With the sound of the arcane thunder still echoing in the distant sky, the robed figure steps from the shadows and moves toward the scene. In a rasping voice, a hooded assailant cries, "It's a gunman! Flee my brothers! Flee!"

In schools of the educated and the arcane, the gun glyph is a path chosen by few arcane spellcasters. Respected by few and feared by many, a gun glyph wields the powers of sorcery and black powder, and uses both to deadly effect. Either as champions of justice or as lawless brigands, gun glyphs walk a lonely path.

Gun glyphs may be of any race or gender, although most are humans or dwarves. The skills required to become a gun glyph require a great depth of knowledge in alchemy, craftsmanship, and arcane sorcery. The majority of gun glyphs are multiclassed wizards and artificers who have chosen to become more devoted to the art of the gun.

Hit Die: d6.

REQUIREMENTS

To qualify to become a gun glyph, a character must fulfill the following criteria.

Spellcasting: Must be able to cast 3rd-level arcane spells.

Skills: Alchemy 8 ranks, Craft (firearms) 8 ranks, and Knowledge (steamcraft) 5 ranks.

Feats: Weapon Proficiency (firearms), Weapon Focus (one firearm with which the character is proficient).

Special: The character must construct one masterwork firearm specifically for the purpose of walking the path of the gun glyph. From that moment on, the character's relevant gun glyph abilities function with that firearm only and if the firearm is damaged or destroyed the gun glyph may not use his abilities until either the

firearm is repaired or a new one is constructed. The firearm must be of masterwork quality and can be subsequently enchanted.

CLASS SKILLS

The gun glyph's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (arcana), Knowledge (steamcraft), Munitions (Int), Profession (Wis), Ride (Dex), Search (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the gun glyph.

Weapon and Armor Proficiency: Gun glyphs are proficient with simple weapons, light armor, and medium armor. Note that armor check penalties apply to the skills Balance, Climb, Drive, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of armor and equipment carried.

Spellcasting: A gun glyph continues training in magic as well as firearms. Thus, at 1st level and when every other gun glyph level is gained (3rd, 5th, etc.), the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of gun glyph to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before he became a gun glyph, he must decide to which class he adds each level of gun glyph for purposes of determining spells per day when he adds the new level.

Armor Adaptation (Ex): With time and training, a gun glyph discovers techniques pivotal to reducing the penalties to spellcasting created by wearing armor. Beginning at 1st level, a gun glyph reduces the spell failure percentage gained by wearing armor by two percent. As

a gun glyph advances in skill and experience, this bonus increases to 4% at 4th level, 8% at 7th level, and finally 10% at 10th level with the gun master ability (see below). For example, Talen the gun glyph typically wears leather armor when in the field. Leather armor usually imposes a 10% chance of arcane spell failure, but with Talen's 4th-level armor adaptation ability, his chance for spell failure is reduced by 4%, dropping his chance for spell failure to 6% when wearing leather armor.

Arcane Bond (Sp): To become a gun glyph, a character must craft a firearm specifically for the purpose of walking the path of a gun glyph. This process not only forges a new weapon, it creates an arcane bond between a gun glyph and his chosen weapon. Beginning at 2nd level, a gun glyph may use a move-equivalent action to cast or "load" a touch spell with a 1-action casting time into this firearm. As a standard action after the spell is loaded, the gun glyph can fire the weapon, gaining the benefit of the gun's mundane ammunition and the loaded spell effect. For example, Talen uses a standard action to load a *shocking grasp* spell into his firearm. He then fires his weapon at a nearby orc chieftain and makes his attack roll normally. With a successful hit, the firearm's blast strikes the chieftain and simultaneously releases the stored *shocking grasp* spell-effect for extra damage.

Loaded spells do not gain any additional duration beyond their initial effects. For example, a *chill touch* spell loaded into a gun glyph's firearm would deal an extra 1d6 points of damage with the usual chance of Strength damage, but it would not allow any additional attacks with the spell.

Beginning at 2nd level, a gun glyph may use only 1st-level spells with the arcane bond ability. As a gun glyph gains experience, he may use higher-level spells with the ability. At 5th level, a gun glyph may use 2nd-level spells, 3rd-level spells at 8th level, and 4th-level spells at 10th level.

Marksman (Ex): The special bond shared between a gun glyph and his firearm makes him more comfortable when wielding it, and this familiarity makes the gun glyph even deadlier in combat. At 3rd level, a gun glyph gains a +1 competence bonus to attack rolls while using his firearm. As a gun glyph gains experience and skill, this bonus increases to +2 at 6th

THE GUN GLYPH

Class Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+2	+0	Armor adaptation 2%	+1 level of arcane class
2nd	+1	+0	+3	+0	Arcane bond I	
3rd	+2	+1	+3	+1	Marksman +1	+1 level of arcane class
4th	+3	+1	+4	+1	Armor adaptation 4%	
5th	+3	+1	+4	+1	Arcane bond II	+1 level of arcane class
6th	+4	+2	+5	+2	Marksman +2	
7th	+5	+2	+5	+2	Armor adaptation 8%	+1 level of arcane class
8th	+6	+2	+6	+2	Arcane bond III	
9th	+6	+3	+6	+3	Marksman +3	+1 level of arcane class
10th	+7	+3	+7	+3	Gun master	

level, +3 at 9th level, and +4 at 10th level.

Gun Master: After years of training, the character reaches the highest level of power and expertise that a gun glyph can achieve. At 10th level, a gun glyph reaches the peak of his training and receives the following abilities:

- 10% reduction to spell failure chances while wearing armor
- The ability to load 4th-level arcane spells into his firearm with the arcane bond ability
- +4 competence bonus on attack rolls with the marksman ability

ORGANIZATION: THE AVENGING GUNMEN

PURPOSE

In the dark alleyways of the city, criminals flourish and spread like an infectious disease. Despite the best efforts of city watchmen, many of the lawless within the city go unpunished and are left unchecked, cleverly motivated and commanded by intelligent masters trained in the law and city policy. It is this element of criminal genius that occasionally requires the involvement of those outside the boundaries of the law. The Avenging Gunmen are a small group of like-minded gun glyphs who, through arcane skill, marksmanship, and sheer intimidation, serve as silent champions of justice.

LEADER

Unknown

CURRENT ACTIVITIES

With a growing criminal element within the city, many of the lawless go unpunished for their crimes. Corrupt politicians engage in intricate games and power plays, using highly skilled minions to orchestrate grabs for political power or monetary gain. In an age of magic and steam, the criminal mind possesses many new resources. A mysterious group of vigilante heroes emerged to combat the rising criminal element within the city. Known only as the Avenging Gunmen, each hero is recognized by his unique firearm, adorned with glowing symbols of arcane magic. In a harsh war on crime, the Gunmen have made an impact on the practiced methods of the criminal masterminds within the city. No longer will judicial or political influence serve as an all-encompassing blanket of protection. Now, a new method of justice has arrived on the street, bound only to a grander sense of right and wrong, and not by the judicial system. The Gunmen are a new, harsher breed of justice.

The origins of the Avenging Gunmen are largely unknown, but several rumors exist as to their origins and methods. The Gunmen have only attacked known criminals, and typically only those responsible for the most violent or despicable crimes. Described below are several rumors about the Gunmen that a PC may overhear while within the city:

- The Gunmen are not men; they are the ghosts of vengeance brought back to rid the city of those responsible for their deaths. None of the Gunmen have faces, as their identities were never discovered in life and

they remain faceless in death until their killers are brought to justice.

- The Gunmen are demons, returned to collect the overdue payments of past pacts made with desperate and now-powerful criminals. Only the holy power of good can injure the Gunmen—a trait that none of their victim's possess.
- The Gunmen are the embodiment of justice, sent to rid the city of crime and evil. It is only through true justice, righteousness, and harsh judgment that the forces of evil and corruption can be overcome. The Gunmen have been sent as agents of some higher power to serve this cause.
- The Gunmen are vigilantes that take the law into their own hands. They spit in the face of the city as easily as the criminals they murder. They are a mockery of justice and should be arrested for their crimes.

Although the true appearance of the Gunmen is relatively unknown to the public, several eyewitness accounts have created a general profile of the organization's members. To date, no female Gunmen have been seen, but this does not mean that there are none within the organization. In dress, the Gunmen typically wear long coats (either leather or heavy cloth), breeches, high boots, and minimal equipment. The most recognizable piece of equipment carried by a Gunman is the unique firearm each wields. The firearm of a Gunman is often slightly larger than common models, with a heavier, more durable stock and a thicker barrel. Despite the unusual construction of the weapon, its most intriguing aspect is the glowing glyphs that decorate the exterior wood and brass. It is speculated that these glyphs are arcane symbols that allow for spell-effects to be discharged from a gunman's weapon, but this theory has yet to be proven. To date, no organizational skills or standards of rank have been determined to exist within the Avenging Gunmen organization.

The Gunmen play a dangerous game in life, gaining the hatred of both the criminal element and the law enforcement of the city. To walk the path of harsh justice is to walk a lonely path, filled with speculation, paranoia, and necessary ruthlessness. The public's opinions are divided. Many approve of the actions taken by the Gunmen, while an equal number

curse them as brutal vigilantes who deserve nothing better than what the city's criminal element receives. If nothing else, the presence of the Gunmen creates heated debate within the halls of government.

Regardless of the justification for the Gunmen's actions, the rumored methods they employ appear to be more than effective. Through sheer power and intimidation, the Gunmen are capable of great acts of justice, defeating powerful opponents with firearms and sorcery, while remaining a mystery to all within the city. Some believe that the myths of demons and deific proxies are all ploys implemented by the Gunmen themselves. By preying on fear and superstition, the Gunmen gain an advantage in most situations in which they involve themselves by sheer reputation alone. In terms of numbers, it is believed that the Gunmen organization may possess as few as four men or as many as 20. Unfortunately, this too is a fact shrouded in mystery and rumor.

CAMPAIGN INTEGRATION

The Avenging Gunmen can be integrated into an ongoing campaign through the use of two primary scenarios. The first scenario involves an encounter with the true Gunmen. Either through chance or design, the Gunmen make their presence known to the PCs, either as allies or potentially as adversaries (depending on the beliefs of the PCs involved). With the Gunmen in need of aid, the PCs must choose to either aid them or walk away. If the PCs give aid, it would surely require a great threat to the city for the reclusive Gunmen to approach the PCs. In this scenario, a feeling of suspense and mystery permeates the campaign, as PCs attempt to unravel the mystery of this threat and potentially the mystery of the Gunmen themselves.

In the second scenario, the PCs are approached by the city's administration to track down and aid in the arrest of the Gunmen for crimes or vigilantism within the city. The enigmatic group has left behind a clue that the city will capitalize on and requires the resources of the PCs to give aid. In this scenario, perhaps a corrupt city official is under pressure from the Gunmen and is attempting to use the PCs to remove the threat that the Gunmen represent to his plans. As secrets are revealed, the PCs must choose who to trust and what to do.

HYPNOTIST

Sarren could not understand what was happening. Moments ago he was placed into the prison carriage by the watchmen and shackled as though he were a criminal. From within the carriage, he could see the destruction through the rain and the soft glow of lantern light. Borovo, a steam-driven golem from the Institute of Arcane Science, lay amidst the rubble, along with the broken remains of a dozen or so city watchmen. After a few moments, the carriage doors opened and a young woman entered with a scribe following closely behind. "You are the caretaker for Borovo during the night hours. Tell me what happened," she demands. "I don't know. No wait, that is not true. There was a man in the lab. I've never seen him before but he told me to adjust Borovo's tolerance controls. I knew it was wrong, but his eyes, his words—I could not resist him. I had to do it. Do you not see? I had to do it; he told me to."

The life of the hypnotist is a life of secrets, trickery, and confidence chosen by few heroes. Weaving the arcane arts of enchantment and the power of suggestion, a hypnotist can do nearly anything provided that he has the people around him to carry out the tasks. A hypnotist may be a devious villain using enchantments and trickery for personal gain or an interrogator serving with the city guard. No matter the profession, a hypnotist carries himself with confidence and cunning, always prepared to resolve physical conflict with his enchanted words and clam demeanor.

Hit Die: d4.

REQUIREMENTS

To qualify to become a hypnotist, a character must fulfill the following criteria.

Spellcasting: Must be able to prepare and cast at least one 3rd-level arcane spell from the Enchantment school.

Skills: Bluff 5 ranks, Concentration 5 ranks, Spellcraft 8 ranks.

Feats: Hypnotist.

CLASS SKILLS

The hypnotist's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate

(Cha), Knowledge (all skills, taken individually) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the hypnotist.

Weapon and Armor Proficiency: Hypnotists are proficient with simple weapons. Hypnotists, however, are not proficient with armor or with shields. Note that armor check penalties apply to the skills Balance, Climb, Drive, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of armor and equipment carried.

Spellcasting: A hypnotist continues training in magic as well as the art and science of hypnotism. Thus, at 1st level and when every other hypnotist level is gained (3rd, 5th, etc.), the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of hypnotist to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before she became a hypnotist, she must decide to which class she adds each level of hypnotist for purposes of determining spells per day when she adds the new level.

Spell Focus (Enchantment): As a master of hypnotism and deception, a hypnotist possesses a mastery over the art of enchantment that makes it more difficult for a subject to resist her spells. At 1st level, a hypnotist receives Spell Focus (Enchantment) (PHB, Feats) as a bonus feat. If the character already has this feat, the save DCs of her Enchantment spells are increased by 1.

Focused Mind (Ex): The mind of a hypnotist is well trained and focused, as it should be to master the arts of hypnotism

and spellcraft. Beginning at 2nd level, a hypnotist gains a +1 insight bonus to all Will saving throws. As a hypnotist advances in training and experience, this bonus increases to +2 at 4th level, +3 at 6th level, +4 at 8th level, and +5 at 10th level.

Master of Enchantment (Ex): The intimate knowledge and repetitive use of the arts of enchantment allow a hypnotist to master many of the spells he uses daily. This mastery allows a hypnotist to recall and prepare the words and semantics of particular enchantment spells without the use of his spell book (much like the Spell Mastery ability available to wizards, see PHB, Classes) and cast each of them with greater skill. Beginning at 3rd level, a hypnotist selects one spell from a list of enchantment spells under the Master of Enchantment I ability (see below). Once selected, a hypnotist no longer requires a spell book to prepare the selected enchantment spell. Additionally, the selected spell is cast as though affected by the Still Spell metamagic feat (PHB, Feats), but the spell level is not increased as is normally the case when a metamagic feat is used. As a hypnotist increases in skill and experience, new selectable spells become available at 5th level, 7th level, and 9th level. As with the first selection, only one spell may be selected per ability.

Master of Enchantment I: *charm person, hypnotism, sleep*

Master of Enchantment II: *hideous laughter, hold person, suggestion*

Master of Enchantment III: *confusion, emotion*

Master of Enchantment IV: *mind fog, feeblemind, hold monster*

Ultimate Hypnotist: Maintaining his training and focus in the art of enchantment

allows a hypnotist to master the arts of hypnotism, becoming the ultimate hypnotist. At 4th level, a hypnotist gains Ultimate Hypnotist as a bonus feat.

Master of Domination (Sp): After years of training and experience, a hypnotist reaches the peak of his skills in domination and mesmerism. With this mastery come benefits unknown to many arcane spellcasters and inexperienced hypnotists. At 10th level, a master of domination may use the *dominate person* spell (PHB, Spells) as a spell-like ability a number of times per day equal to half his Intelligence modifier. This spell-like ability is cast as a wizard of the hypnotist's total arcane spellcasting levels.

ORGANIZATION: ORDER OF ILLOS

PURPOSE

In many conflicts, brute force and sheer brutality are the methods of choice for would-be tyrants and criminal masterminds. For others, the use of extortion, blackmail, and corruption are the methods employed to gain power. While these methods are effective with proper execution, there is still the possibility of exposure or rebellion from the target of corruption. There is, however, a different method utilized by a select few to gain a foothold within the halls of power and to gain subtle control over others. This effect is achieved through the mastery of hypnotism and the power of suggestion. For the Order of Illos, this is the gateway to power and control.

LEADER

Unknown

CURRENT ACTIVITIES

The political games of the city can be rich with shady dealings, noble pacts, and heated rivalries. From the political arena, house elders engage in debates and struggle to gain a measure of power that would allow their houses'



THE HYPNOTIST

Class Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+2	Spell focus (enchantment)	+1 level of existing class
2nd	+1	+0	+0	+3	Focused mind +1	
3rd	+1	+1	+1	+3	Master of enchantment I	+1 level of existing class
4th	+2	+1	+1	+4	Focused mind +2, ultimate hypnotist	
5th	+2	+1	+1	+4	Master of enchantment II	+1 level of existing class
6th	+3	+2	+2	+5	Focused mind +3	
7th	+3	+2	+2	+5	Master of enchantment III	+1 level of existing class
8th	+4	+2	+2	+6	Focused mind +4	
9th	+4	+3	+3	+6	Master of enchantment IV	+1 level of existing class
10th	+5	+3	+3	+7	Master of domination, focused mind +5	

ideals to become those of the city itself. These heated debates often develop into personal rivalries and bitter hatred. This hatred often escalates into physical confrontation, with corrupt houses employing the services of ruthless and cunning mercenaries to undermine the influence and personal safety of rival nobles. It is this desire that often brings the Order of Illos into play. On occasion, corrupt house leaders will carefully contact the enigmatic members of this organization with a particular goal in mind. Once a fee has been agreed upon, the Order of Illos will subtly carry out the assignment, often with disastrous results for the intended target.

The origin of the Order of Illos is unknown to anyone, as are the true identities and exact number of members within the order. The only known fact is that the order is named after its founder, Illos, though his location and status remain a mystery.

The Order of Illos first gained a measure of notoriety when one of its agents was discovered to be involved in an incident that resulted in the death of a city administrator (and incidentally may have led to the creation of the Iron Knights). Once the deed had been committed, the responsible agent announced his guilt to the council and his allegiance to the order, dedicated the act to the founder Illos, and suddenly took his own life before the city coun-

cil. From this moment on, the world was aware of the Order of Illos.

The methods used by the order are acts of domination and misdirection. If the order has the opportunity to act through a dominated puppet, they will do so, never revealing their identities unless forced. In an ongoing campaign, the Order of Illos could be the motivating factor behind a campaign-wide conspiracy, remaining hidden until the very end when the order finally attempts to grab power.

CAMPAIGN INTEGRATION

The Order of Illos is an evil organization used to manipulate political figures, religious leaders, and icons within a society (possibly the PCs themselves). Through hypnotism, sorcery, and trickery, the order remains in the shadows, keeping their true identities a well-guarded secret from the world at large and especially from the PCs. When used in an ongoing campaign, the Order of Illos could very easily serve as a villain for a single adventure or as the motivators behind an entire campaign's worth of intrigue and suspense.

NOBLE BODYGUARD

The caravan arrives at the royal treasury at the scheduled time. With a steady fall of rain blanketing the city, the carriage driver carefully climbs from his seat and opens the double carriage doors. Extending his hand, the cloaked driver aids a young woman dressed in white, though covered by a

rain cloak, down from the carriage. Before a simple word of appreciation can be spoken, the calmness of the moment is broken by the frenzied howl of a cloaked assassin springing from the shadows. A curved blade cuts the air toward the young woman, as she stands frozen with fear. With the blade closing in, the cloaked carriage driver quickly steps in front of the young woman, allowing the blade to cut deeply into his torso. With a controlled breath to relieve the pain, the driver looks toward the would-be assassin who now stands confused and terrified. "Harkin? You are Harkin, Protector of the Lady in White?" The assassin can only stand in fear as he now realizes the folly of his actions and the dire consequences that await him.

Becoming a noble bodyguard is a path in life chosen by few heroes. Putting oneself in harm's way on a daily basis is not for the faint of heart and requires a higher level of discipline than most heroes are capable of. In many cases, a noble bodyguard represents one client or ally for an extended period of time, often developing a close relationship with the protected ally. To the outside world, noble bodyguards are often viewed as cold, imposing, and non-nonsense individuals who rarely display fear or a lack of faith in their ability to protect those they serve.

Hit Die: d12.

REQUIREMENTS

To qualify to become a noble bodyguard, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Skills: Intimidate 5 ranks and Sense Motive 5 ranks.

Feat: Improved Initiative.

CLASS SKILLS

The noble bodyguard's class skills (and the key ability for each skill) are Climb (Str), Diplomacy (Cha), Disguise (Cha), Drive (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Munitions (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the

noble bodyguard.

Weapon and Armor Proficiency: Noble bodyguards are proficient with simple and martial weapons. They are proficient with light and medium armor as well as shields. Note that armor check penalties apply to the skills Balance, Climb, Drive, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of armor and equipment carried.

Human Shield (Ex): Befitting his profession, a noble bodyguard is skilled at placing himself in harm's way to protect an ally. Beginning at 1st level, a noble bodyguard may select one ally and act as her protector during combat. Once the ally is selected, as a free action a noble bodyguard may place himself between any melee or ranged attack targeted at the declared ally so long as the ally is within 5 ft. of the noble bodyguard protecting her. The attacker and bodyguard make opposed attack rolls (melee or ranged, as appropriate). If the attacker exceeds the bodyguard's attack roll, he may attack his intended target. If the attacker's result is equal to or less than the bodyguard's, the attacker must strike the bodyguard instead. If the attack roll is unsuccessful, neither the noble bodyguard nor the ally is stricken. Only one opposed roll is necessary, regardless of how many attacks the attacker receives in the round. A noble bodyguard may use this ability once per round and may only choose a new ally as a free action on his turn.

Improved Defense (Ex): With a career of defense and sacrifice, a noble bodyguard develops the skills to defend his allies and himself as well (should the need arise). Beginning at 3rd level, a noble bodyguard receives a +1 dodge bonus to his AC. As he progresses in training and experience, this bonus increases. The dodge bonus increases to +2 at 5th level, +3 at 7th level, and +4 at 9th level. The bodyguard loses this bonus any time he is denied his Dex bonus to Armor Class.

Uncanny Dodge (Ex): Beginning at 6th level, a noble bodyguard retains his Dexterity bonus to AC (if any) if attacked while flat-footed or struck by an invisible attacker. If the bodyguard has the uncanny dodge ability from a previous class, he can no longer be flanked upon reaching 6th level.

THE NOBLE BODYGUARD

Class Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+1	+2	+0	+0	Human shield
2nd	+2	+3	+0	+0	
3rd	+3	+3	+1	+1	Improved defense +1
4th	+4	+4	+1	+1	
5th	+5	+4	+1	+1	Improved defense +2
6th	+6	+5	+2	+2	Uncanny dodge
7th	+7	+5	+2	+2	Improved defense +3
8th	+8	+6	+2	+2	
9th	+9	+6	+3	+3	Defensive reflexes, improved defense +4
10th	+10	+7	+3	+3	Bastion of protection

Defensive Reflexes (Ex): A noble bodyguard relies on speed and quick reflexes to protect his clients and allies. At 9th level, a noble bodyguard gains a +4 insight bonus on initiative checks.

Bastion of Protection (Ex): With training and application, a noble bodyguard can become a master of protection and defense. At 10th level, a noble bodyguard gains Damage Reduction 2 (DMG, Running the Game).

ORGANIZATION: THE IRON KNIGHTS

PURPOSE

The city is driven by nobles and their intricate rivalries, and assassination is a tool that many use to secure their aims. With long standing feuds between noble houses, the sinister element of the city often employs the discreet and deadly services of the city's guild of assassins for the removal of would-be rivals and uncooperative elements. It is this way of life that promoted the need for noble protection and security from such actions. It is this need that created the Iron Knights. The Iron Knights are an elite group of noble bodyguards sworn to protect good and just noble families from the poisoned blades of rival houses determined to gain absolute control over the city.

LEADER

Orgrin Ironbeard (Male Dwarf Ftr7/NoB10)

CURRENT ACTIVITIES

For several years the rivalries of the city's noble houses have escalated to a fevered-pitch, with the threat of acts of open conflict looming dangerously on the horizon. Among these rivalries, noble houses work to counteract the corrupting influence of evil houses determined to undermine the legal system and gain as much political power as possible.

In several efforts to ensure their success in these endeavors, the corrupt houses have often employed the use of outside organizations dedicated to assassination and destruction (the Marauders), subtle control and misdirection (the Order of Illos), and the promoting of terror (the League of Terror). The use of these organizations prompted the formation of the Iron Knights, in an effort to protect the noble from the harmful actions of mercenaries and assassins.

The Iron Knights do not possess a history rich in heritage or tradition, as the members of the organization have been active for a very short time. It was not until the escalation of open conflict between the houses that several leaders took the initiative to bring together this group of brave men and women. The first to be contacted with the offer to form the Iron Knights was the organization's leader, Orgrin Ironbeard. Orgrin had served his house for two generations, acting as the sole bodyguard for both of the house's elders. His exceptional skill and fiery determination would ensure his success as the leader of the Iron Knights. Orgrin began to seek out others of his caliber or those he felt would eventually

become skilled bodyguards with the proper training. One by one, he collected 12 of the greatest bodyguards he could find, until he felt that the Iron Knights were ready to begin their duty. Since that day, no members of the Iron Knights have perished, nor have their patrons. This has not been for a lack of effort from the League of Terror and other mercenaries, but for the moment, all of their attempts to assassinate members of the noble houses have been thwarted by the Iron Knights.

By necessity, many of the Iron Knights wear no distinctive uniforms or standards, choosing instead to blend into the crowd while remaining close to their protected patrons. Commoner's dress and the uniforms of servants are not uncommon for the Iron Knights. Orgrin is also known to regularly alternate members of the Iron Knights between patrons so as to keep any would-be assassins confused and unaware of a Knight's presence.

The lifestyle of the Iron Knights is a solemn life of service and total sacrifice in the face of danger. As noble bodyguards, every Knight understands the sacrifice that is expected and is prepared to make that sacrifice if necessary to protect the life of his patron. This understanding and ethic brings the Iron Knights closer to the patrons that they protect, and many are welcomed into the homes of their patrons just as family members would be welcomed. Among the Iron Knights themselves, a deep kinship and total respect for one another is the norm, as each understands that he was chosen to be a Knight because he is, in the eyes of his peers, the very best at what he does. The Iron Knights are guardsmen, protectors, and heroes.

The Iron Knights thus far have enjoyed a perfect record with no casualties. In combat situations, the additional training and teamwork instilled by Orgrin has greatly improved their effectiveness. The Knights are eerily aware of unrecognized visitors within the homes of their patrons, and a Knight is never more than 20 feet away from his assigned patron. With regular security tests and thorough (yet courteous) inspections of their patrons' current staff, the Knights actively remove any threatening influences with their patrons' homes. In the event of an assassination attempt, a Knight's primary concern is to remove his patron from harm's way and, if possible, detain the attacker until the proper authorities arrive. Lethal force is

a final option, but it is not forbidden.

CAMPAIGN INTEGRATION

There are two primary methods for integrating the Iron Knights into an ongoing campaign. The first method allows the PCs to work closely with the Knights as they attempt to protect a patron from an impending assassination attempt. The PCs could also be in the service of the protected patron. As allies of the Iron Knights, the PCs may be asked to investigate or pursue any would-be assassins while the Knights handle the patron's direct protection. In this scenario, the PCs may not be called upon to make the ultimate sacrifice but they are given the responsibility of detaining any attackers and potentially tracing the line of treachery to the source.

The second option for integrating the Iron Knights involves one or more of the PCs joining the organization, protecting one or more patrons from rival houses. The day-to-day interaction with the servants, family, and associates of a noble family allows the PCs to establish a strong sense of familiarity with reoccurring NPCs. During the course of this campaign scenario, the possibility of treachery from within is likely, and the PCs must discover the identity of the traitor and foil his plans to protect their patron's life.

PHYSICIAN

"This is a terrible night for such things," mutters the constable as he pulls his rain cloak to his chest to keep out the cold. "There are no nights worthy of such pain and suffering, Constable," Janan replies. Approaching the scene, the young physician gasps in horror at the sight of the carnage. City watchmen lay thrown about the street with several sections of stone wall crumbled onto them. In the distance, Janan can see the final precautions being put into place that would ensure the iron juggernaut responsible for the carnage would not do so again. For a brief moment she studies the scene, looking to each of the visible victims. Suddenly, she dashes toward one watchman partially buried under stone and debris. "How bad is it, lass?" asks the constable. "All are dead, except this one. He will survive, if I have anything to say about it." Opening a small bag, Janan begins her work.

The career of a physician is a humble one.

While others wield the power to kill and destroy, a physician wields the power to heal. Typically, clerics of healing deities follow the path of the physician but it is not unlikely for wizards, bards, or others given to self-sacrifice and the preservation of life to take up the call. Physicians work to heal the sick in hospitals and clinics, but also make valuable team members in armies and adventuring companies.

Hit Die: d6.

REQUIREMENTS

To qualify to become a physician, a character must fulfill the following criteria.

Skills: Alchemy 8 ranks, Heal 8 ranks, Profession (surgeon) 8 ranks.

Feats: Physician.

CLASS SKILLS

The physician's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (nature) (Int), Profession (Wis), and Search (Int).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the physician.

Weapon and Armor Proficiency: A physician is proficient with simple weapons and light armor. Note that armor check penalties apply to the skills Balance, Climb, Drive, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of armor and equipment carried.

Survey the Damage (Ex): With skills in healing and examination, a physician can easily survey the damage in an area and immediately determine who is in greatest need. Beginning at 1st level, a physician may make a Heal check (DC 20) as a move-equivalent action to determine the condition of creatures near death within 20 ft. With a successful check, a physician may automatically determine whether a creature is dead, dying, disabled, fragile (alive and wounded, with 3 or fewer hit points remaining), or wounded (alive with 4 or more hit points). With each use of this ability, a

physician may determine the status of a number of creatures equal to her Wisdom modifier (if any).

Healing Hand (Ex): Through practical application and experience, a physician masters the skills needed to heal the sick and treat the wounded. At 2nd level, a physician gains a +4 competence bonus on all Heal checks.

Medicinal Knowledge I (Ex): With research and intensive study in alchemical sciences, a physician develops the knowledge necessary to brew herbal healing mixtures. Beginning at 2nd level, a physician gains the ability to brew non-magical, medicinal potions that create temporary benefits for patients in need. With medicinal knowledge I, a physician may brew a non-magical herbal mixture that heals 1d6 points of damage per 2 class levels. To brew this mixture, a physician must make a successful Alchemy check (DC 20) and expend supplies and materials worth 100 gp per die of healing granted. For example, an herbal potion that cures 3d6 points of damage has a material cost of 300 gp (100 gp x 3). If the Alchemy check is unsuccessful, half of the materials are lost and a physician must replace them before trying again. The brewing process requires one hour per die of healing.

Temporary Reprieve (Ex): In the heat of battle, a physician is typically a team's lifeline, acting as tether between the land of the living and the land of the dead. Beginning at 3rd level and every other level thereafter (5th, 7th, etc.), a physician may make a Heal check (DC 20) to grant temporary hit points equal to 1d6 plus his class level to a subject, including himself. These hit points remain in effect for one hour or until lost due to damage. The physician may use this ability a number of times per day equal to 1 plus his Wisdom bonus (if any). As a physician gains experience, he may increase the number of temporary hit points he provides. At 5th level, the physician grants 1d6 plus 2 hit points per class level, and this increases to 3 hit points per level at 7th, 4 hit points per level at 9th, and 5 hit points per level at 10th.

Model of Health (Ex): While a physician is skilled at providing healing and medical advice to those in need, he is also skilled at maintaining his own health. At 4th level, a physician gains a +2 bonus on all Fortitude saving throws.

Restore Health (Ex): At 4th level, the physician gains the ability to heal temporary ability damage caused by poison, disease, or other natural effects. The physician makes a Heal check (DC 25) as a full round action. If successful, the physician restores up to 1 point of ability damage per 2 class levels. There is no restriction on the number of times per day the physician can use this ability, though he can only use it once a day on the same subject.

Hand of Life (Ex): Beginning at 6th level, a physician may take 10 on all Heal checks, even when stress or distractions would otherwise prevent him from doing so.

Medicinal Knowledge II (Ex): At 6th level, physicians gain the ability to brew medicinal potions that create temporary bonuses to Fortitude saving throws. With medicinal knowledge II, a physician may brew a non-magical herbal mixture that grants a +2 bonus to Fortitude saving throws to the drinker. To brew this mixture a physician must make a successful Alchemy skill check (DC 20) and spend 200 gp in material costs. If unsuccessful, half the cost of materials is lost and a physician must purchase them again. The process of creating this mixture requires two hours. The effects of multiple potions of this type do not stack. The potion's effects last for 24 hours.

Reaper's Bane (Ex): With a force of will foreign to many creatures and heroes, a physician develops a hatred for death that is so great he gains the ability to defy it by sheer willpower and fortitude. At 8th level, a physician gains a +4 bonus to all Fortitude saving throws against death effects. This bonus stacks with the bonus to Fortitude saves provided by the model of health ability.

Medicinal Knowledge III (Ex): At 10th level, a physician gains the ability to brew medicinal elixirs that allow patients in need to stave off death. With medicinal knowledge III, a physician may brew a non-magical herbal mixture that restores a dead creature to 0 hit points. The time elapsed between death and the administering of the elixir may not exceed a number of rounds equal to 3 plus the victim's Constitution bonus (if any).

To brew this mixture, a physician must make a successful Alchemy check (DC 30) for

each day of work and expend 1,000 gp in material costs. If unsuccessful, half the cost of the materials is lost and the physician must replace them before trying again. Brewing the elixir takes seven days (working eight hours per day).

Master Physician (Ex): After several years of study, research, and application, a physician is recognized as a master physician. With this title, a master physician earns the respect of allies and colleagues, in addition to new skills unknown to less experienced physicians. At 10th level, a physician gains the following abilities:

- A master physician's medicinal knowledge I ability is increased to allow for 1d6 points of healing per level of the master physician, rather than the previous 1d6 per 2 levels.
- The +2 bonus to Fortitude saves provided by a master physician's medicinal knowledge II ability is increased to a +4 bonus.
- The temporary hit points granted by a master physician's temporary reprieve ability increase to 1d6+5/level.

ORGANIZATION: THE FREEMAN CLINIC

PURPOSE

In a world of conflicts, crime, sickness, and violence, the skills of a dedicated healer are always in demand. Within large cities, clinics and hospices are established to give aid to the many by gathering the skills of several physicians dedicated to helping those in need. From the sick to the injured, these clinics serve as an ally to the clerical temples and the healers of faith, while remaining non-biased and secular in their applications of the science of medicine. While there are many examples of such clinics, very few have the rich history and intrigue associated with one of the city's oldest, the Freeman Clinic.

LEADER

Clinic Administrator Freeman (Female human Exp9/Phy9)

CURRENT ACTIVITIES

Just as crime and violence are aspects of every-

THE PHYSICIAN

Class Level	Base			
	Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+2	+0	+2
2nd	+1	+3	+0	+3
3rd	+2	+3	+1	+3
4th	+3	+4	+1	+4
5th	+3	+4	+1	+4
6th	+4	+5	+2	+5
7th	+5	+5	+2	+5
8th	+6	+6	+2	+6
9th	+6	+6	+3	+6
10th	+7	+7	+3	+7

day life within the city, so too are the pain and suffering created by these plagues. In the lower quarter of the city, crime and violence reach a fevered pitch and the skills of trained physicians are in dire need. From victims of assault to violent robbery, all manner of patients are brought to this small and often overcrowded clinic. While the city watchmen battle the criminal element in the city, their responsibilities end when a crime is solved and its perpetrator brought to justice. This is when the true pain begins for the victims and survivors of the criminal acts. An overwhelming sense of violation, vulnerability, and distrust is commonplace among these victims, and only through the expert care and treatment from skilled physicians can the healing process truly begin. At the Freeman Clinic, every staff member understands this fact and takes extra care to ensure the safe recovery of every patient. In a city with little mercy to offer, the Freeman Clinic has become the embodiment of hope and recovery within a quarter known only for pain and suffering.

Founded 24 years ago, the Freeman Clinic was the penance of Samius Freeman, a reputed thief and murderer. While the exact details of his change of heart are largely shrouded in mystery, it is said that the young thief stumbled across an ancient magic that somehow changed his way of thinking. Others believe that he lost one of his very few loved ones to a criminal act so violent, the horror of the situation allowed him to find redemption. What is known is that after his change of heart, Samius invested his

Special

Survey the damage
 Healing hand, medicinal knowledge I
 Temporary reprieve (1d6+1/level)
 Model of health, restore health
 Temporary reprieve (1d6+2/level)
 Hand of life, medicinal knowledge II
 Temporary reprieve (1d6+3/level)
 Reaper's bane
 Temporary reprieve (1d6+4/level)
 Master physician, medicinal knowledge III

small fortune in the construction of the Freeman Clinic, located near the heart of the city's lower quarter. With construction underway, Samius began his education in the skills necessary to heal the sick and treat the injured while actively recruiting other physicians to give aid to those in need. During the remainder of his life, Samius became a different man, kind-hearted and generous. He eventually married a local woman named Lolen and had one daughter, Miranda. As the years passed, the lower quarter slowly descended into the state of conflict that plagues it today. With criminal activity on the rise, the physicians of the Freeman Clinic continue to struggle in an uphill battle against crime, violence, and dwindling funding from the city's corrupt administration.

Within the walls of the city, the Freeman Clinic has earned a legendary status for compassion and expert care despite less-than-ideal space or equipment. Currently employing 12 physicians and more than a dozen volunteers, the staff works around the clock to treat the injured, sick, or unbalanced. As with any closely knit staff or military company, the staff of the professionals at the Freeman Clinic are very much like family, with Samius acting as a father figure and mentor to the younger physicians. His fire, drive, and kind-hearted nature motivate the staff in even the darkest of times.

Staff members from the Freeman Clinic are typically seen wearing comfortable clothing, such as shirts, breeches, soft boots, and long coats. In addition to the typical dress, staff members are easily recognizable by the presence of odd medical tools carried

upon their person. These tools are typically made of polished steel and their unique shapes tend to attract the eye. While on duty, the staff is instructed to remain as sterile as possible, keeping long hair pulled up, facial hair neatly trimmed, and clothing clean, and carrying several pairs of thin, soft leather gloves for examinations.

Life at the Freeman Clinic is somewhat, filled with hope and recovery yet tempered by the pain of death and suffering. Staff members quickly develop a thick skin when dealing with such saddening events and work diligently to accentuate the positive sides of a patient's recovery. Within the clinic, life begins with the birth of each newborn and ends with the passing of a life, typically taken by the brutality of the lawless. Despite times of depression, the will and spirit of Samius keeps the staff focused and active in their duties. As any father would, Samius carries candy in his pocket to bring smiles to the faces of the young. He serves as the master of ceremonies when a patient passes on, saying a few words of respect and prayer for a safe passage into the afterlife.

The Freeman Clinic is extremely effective despite low funds and a lack of proper materials. With the small staff of physicians and volunteers, the clinic has never turned away a patient. Innocent victims of brutal crimes, homeless city dwellers near starvation, and cold-hearted criminals injured during apprehension—the Freeman Clinic has never turned anyone away during its existence. In recent months, Samius has lobbied for additional aid from the city's administration, but his numerous requests have fallen upon deaf ears. Some believe that an old rivalry exists between Samius and members of the administration (possibly the founding fathers of the Orphan League), which has caused a delay in funding for the clinic.

CAMPAIGN INTEGRATION

The Freeman Clinic may be integrated into an ongoing campaign through the use of two suggested scenarios. The first scenario allows the PCs to meet the staff and potentially use the services of the Freeman Clinic. Whether injured themselves or acting as good Samaritans bringing in the sick or the injured for treatment, the staff will be more than helpful to the PCs and willing to give any

aid possible. The PCs may develop a long-standing relationship with the staff of the Freeman Clinic and Samius himself. As the campaign progresses, Samius may call upon the PCs for aid in acquiring funding or reaching a resolution of the decades-old rivalry that prevents the clinic from acquiring the funding to be more effective in the lower quarter of the city.

In the second scenario, the PCs could discover, possibly by accident, that Samius does not have the most honorable of intentions. While he gives aid to the sick and injured, he has not been completely honest with the clinic staff. Samius has indeed received additional funding from the city's administration, but most of these funds have wound up in the coffers of a mysterious individual who is blackmailing Samius. If such a conspiracy were to come to light, the Freeman Clinic could close its doors forever, leaving a huge void in the lower quarter of the city. With this knowledge, the PCs must discover a way to bring Samius to his senses, sever the potential outside influence, and save the clinic from closure. Through this method, suspense and drama take center stage while the PCs search for the most advantageous resolution.

PILOT

The sounds of war echoed like the rolling of thunder. On the battlefield, thousands of troops from the United League clashed with the goblinoids of Nightshade Mountain. To the north, the airmen of the Academy of Arcane Aeronautics launched a volley of arcane fire against the goblinoid siege weaponry.

To the south, the Iron Griffins continued their efforts to route the secondary forces of the goblinoid army. Unlike the academy men, the Iron Griffins employed smaller aircraft called gyrocopters. These small, two-man craft swarmed above the goblinoid infantry, unleashing a barrage of alchemical weaponry while skillfully avoiding the oncoming volley of return fire. At the helm of the lead gyrocopter, Captain Silvius Baroon expertly piloted his craft through a wave of oncoming fire, while calmly commanding support pilots. With every direct hit, the Iron Griffins gained another advantage for the United League and the freedom of the noble

lands.

Becoming a pilot is a difficult process and is a path chosen by only a select few heroes. Piloting dangerous and experimental steam-powered aircraft commands a level of respect and awe from other heroes. Such risks endanger a pilot's life but also promote the advancement of steamcraft technology. As expected, pilots are often thrill seekers, pushing the design specifications of their aircraft to the limits and beyond. Pilots comprise the air forces of national armies, and can also be found committing daring acts in an effort to thwart evildoers, monsters, and criminals. A few are criminals and villains themselves, using their aircraft as valuable tools in their clever schemes.

Hit Die: d8.

REQUIREMENTS

To qualify to become a pilot, a character must fulfill the following criteria.

Skills: Drive 8 ranks.

Feats: Pilot, Skill Focus (Drive).

CLASS SKILLS

A pilot's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Drive (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (steamcraft) (Int), Munitions (Dex), Profession (Wis), Spot (Wis), Swim (Str), Use Rope (Dex), and Use Steamcraft Device (Int).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the pilot.

Weapon and Armor Proficiency: Pilots are proficient with simple and martial weapons, as well as with light and medium armor. Note that armor check penalties apply to the skills Balance, Climb, Drive, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of armor and equipment carried.

Skilled Pilot (Ex): With extensive training and natural talent, a pilot is recognized as an expert in the operation of steam-powered vehicles. Beginning at 1st level, a pilot gains a +2 com-

petence bonus to all Drive checks. As a pilot's training progresses and he gains new experience, this bonus increases to represent this improved level of skill. At 5th level the bonus increases to +4, and at 10th level it increases to +6.

Combat Ace (Ex): A pilot is trained to excel in vehicle combat. When making ranged attacks from a vehicle (whether with a mounted or personal weapon), a pilot gains a bonus on attack rolls. The bonus is +1 at 1st level, +2 at 5th level, and +3 at 9th level.

Vehicle Evasion (Ex): With training and practical application, a pilot becomes incredibly adept at maneuvering his craft through combat zones while avoiding large explosions and other such hazards associated with aerial combat. At 2nd level, if his craft is exposed to any effect that normally allows a Reflex saving throw for half damage (such as a *fireball*), a pilot may use a Drive check instead of the Reflex saving throw to check for half damage.

Combat Maneuvers (Ex): Gaining experience as a combat ace, a pilot develops the skills necessary to ensure his survival on the battlefield and in the skies. At 4th level, a pilot's craft gains a +2 dodge bonus to Armor Class while engaged in combat.

Master Gunner (Ex): As an experienced mechanized warrior, a pilot learns to fire with pinpoint accuracy and to gain a tactical advantage in combat. Beginning at 6th level, a pilot deals 1d6 points of bonus damage with any successful ranged attack made with a mounted vehicle weapon.

Defensive Piloting (Ex): Beginning at 7th level, a pilot's vehicle gains a +2 bonus to all Fortitude saving throws and gains 2d6 temporary hit points as long as the pilot operates it.

Greater Evasion (Ex): With continued training and practical application, a pilot becomes more adept at maneuvering his craft through combat zones and avoiding hazards in aerial combat. At 8th level, if a pilot and his craft are exposed to any effect that normally allows a Reflex saving throw for half damage (such as a *fireball*), the craft suffers no damage with a successful save. The pilot can use his vehicle evasion ability to make a Drive check instead of a Reflex save.



Master Pilot (Ex): As a well-trained and seasoned ace, at 10th level a pilot becomes a master pilot and gains the following abilities:

- A master pilot's skilled pilot ability bonus increases to +6, replacing the previous +4 bonus.
- A master pilot's damage bonus of +1d6 granted by the master gunner ability increases to +2d6.

ORGANIZATION: THE IRON GRIFFINS

PURPOSE

In a world of war and steam technology, brave souls risk their lives as pilots, but very few have the skill or potential to become members of the Iron Griffins. The Iron Griffins are a group of elite pilots who, through quality aircraft and exceptional skill, serve the air corps as leaders and inspiration for combat pilots across the free lands.

LEADER

Renfroe Skysail (CG human male
Art5/Ftr2/Pil10)

CURRENT ACTIVITIES

In the age of steam, mechanized vehicles become permanent fixtures on the battlefield, with skilled combat pilots risking everything as they assault enemy battlements with breakneck speed, deadly precision, and a disregard for personal safety. The life of a pilot is extremely dangerous, but ultimately necessary for the final victory of his nation during times of war. This kind of sacrifice requires exceptional pilots, highly trained in the combat skills needed to excel on the battlefield.

Like dedicated blacksmiths, the Iron Griffins have forged their legendary status through time-tested techniques and steadfast dedication. In the earliest days of steamcraft technology and mechanized combat, pilots such as the Iron Griffins were often thought of as reckless daredevils with little more than a death wish

THE PILOT

Class Level	Base			
	Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+2	+0
2nd	+1	+0	+3	+0
3rd	+2	+1	+3	+1
4th	+3	+1	+4	+1
5th	+3	+1	+4	+1
6th	+4	+2	+5	+2
7th	+5	+2	+5	+2
8th	+6	+2	+6	+2
9th	+6	+3	+6	+3
10th	+7	+3	+7	+3

when they took the helm of experimental, steam-powered vehicles. Unfortunately, as is often the case when a new technology is introduced, many brave pilots gave their lives in the name of research, discovery, and progress. Fortunately, these sacrifices were not in vain as innovations continue to develop and the tactical expertise of pilots such as the Iron Griffins continues to grow as well. This kind of dedication and perseverance has shaped the reputation of the Iron Griffins, and they expand upon their legend with each and every victory.

The members of The Iron Griffins are recognizable by their trademark armor: loose-fitting gray leather over heavy yellow clothing. With high boots, a belt of various tools, and their weapon of choice, the Irons Griffins are often considered to be more reminiscent of expert mechanics than highly skilled combat pilots. Despite this functional appearance, each member proudly wears the standard of the Iron Griffins: the rampant golden griffin on a sky-blue field. Listed below are the individual ranks within The Iron Griffins and the number of stars associated with each rank:

Pilot	1 star
Airman	2 stars
Wingman	3 stars
Gunner	4 stars
Captain	5 stars
Wing Commander	6 stars
Flight Commander	7 stars

The Iron Griffins are extremely effective, despite their relatively small numbers. When engaging the enemy in combat, the Iron Griffins stick together and utilize precise combat maneuvers to flank opponents and gain

Special

Skilled pilot +2
Aerial evasion

Combat maneuvers
Skilled pilot +4
Master gunner
Defensive piloting
Greater evasion

Master pilot, skilled pilot +6

every advantage possible. In many conflicts, the Iron Griffins have been assigned to coordinate their efforts with the group of rocket aces known as the Phoenix Squadron. The autogyro and rocket squadrons are often based on massive carrier zeppelins that serve as a launching pad and mobile base of operations.

CAMPAIGN INTEGRATION

The Iron Griffins can be integrated into an ongoing campaign through the use of two primary scenarios. The first scenario features a military conflict that would bring the PCs close to the Iron Griffins in the service of a common ally (such as a noble army). The conflict may be as simple as one combat maneuver or as extensive as an ongoing military campaign that would place the PCs in continual contact with the Iron Griffins for an extended period of time. Through this scenario, the PCs are introduced to the day-to-day applications of mechanized vehicles and the dangers associated with them. By introducing the pilots of the Iron Griffins, aspiring pilot PCs gain a better understanding of what is involved with such a lifestyle and they may even develop the initial bonds that will lead to an eventual invitation from the Iron Griffins for membership.

ROCKET ACE

With the zeppelins of the Airman's League converging on the battlements of the orc fortress, a cannon barrage lights up the sky, striking several of the airships. "Captain! We need to slow their fire to allow the ships time to position for a counterstrike!" barks Horan, navigational officer of the

Liberty. “Aye, Walder! You heard the man!” replied Captain Undros. From the lower deck, three men march onto the main deck of the airship and move toward a small iron platform. Dressed in form-fitting armor and wearing large brass-and-iron cylinders on their backs, each man dons an odd, finned helmet. One by one, each man steps onto the platform and depresses a switch on a control arm connected to the backpack apparatus. With a brief explosion, each man rockets into the sky, flying with the speed of a great war bird, and dives toward the orc battlements. The rocket aces have taken flight and the tide of battle has shifted.

The life of a rocket ace is one of speed and danger. Harnessing the power of controlled explosions is a difficult science to master and the risk involved deters many heroes. The select few who dare to fly are respected for their skill and daring. Rocket aces are elite troops in military units, individual heroes attempting to fight for justice, and dastardly villains.

Hit Die: d8.

REQUIREMENTS

To qualify to become a rocket ace, a character must fulfill the following criteria.

Skills: Craft (steamcraft) 8 ranks, Jump 5 ranks, and Drive 8 ranks.

Feats: Mechanical Aptitude, Pilot.

Special: To become a rocket ace, a character must construct a rocket pack with the Craft (steamcraft) skill (see Chapter 4 for details).

CLASS SKILLS

The rocket ace’s class skills (and the key ability for each skill) are Alchemy (Int), Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Drive (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Munitions (Int), Profession (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Steamcraft Device (Int).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the rocket ace.

Weapon and Armor Proficiency: A rocket ace is proficient with all simple and martial weapons and with light armor. Note that armor check penalties apply to the skills

Balance, Climb, Drive, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a –1 penalty for every five pounds of armor and equipment carried.

Roll (Ex): With trial, error, and a little luck, a rocket ace develops several maneuvers to increase his effectiveness in combat situations. At 1st level, a rocket ace may execute the roll maneuver. Whenever a rocket ace passes through the threatened area of an opponent while in flight, he does not provoke an attack of opportunity. If a rocket ace passes through multiple threatened areas in a single movement action, he may avoid a number of attacks of opportunity equal to 1 plus his Dexterity bonus (if any).

Rocket Mechanic (Ex): As the creator of his personal rocket pack, a rocket ace gains a higher level of understanding and craftsmanship when modifying or repairing the complex device. At 2nd level, a rocket ace gains a +4 competence bonus to all Craft (steamcraft) checks while working on his rocket pack. The rocket pack also gains additional hit points equal to 5 plus the rocket ace’s Intelligence bonus (if any).

Dive (Ex): As with the roll maneuver, a rocket ace continues to develop new tactics for improving his combat ability. At 3rd level, a rocket ace may execute the dive maneuver. To execute this maneuver, a rocket ace must begin his action at an altitude at least 30 ft. above an opponent. The rocket ace dives at the opponent and makes a melee attack with a +4 bonus on the attack roll. If successful, the attack deals 1d6 points of bonus damage and the opponent must make a successful Strength check (DC 10 + damage dealt) or fall prone. If the attack misses, the rocket ace must make a successful Drive check (DC 15) to avoid striking the ground. If he fails, he suffers 3d6 points of damage and is knocked prone.

Booster (Ex): With intimate knowledge of his rocket pack, a rocket ace may use methods to push his pack to the limits, gaining more speed in the process. At 4th level, a rocket ace may make a Drive check (DC 20) to add his class level x 10 ft. to the speed of his rocket pack for a number of rounds equal to his class level.

Fly-By (Ex): By honing his reflexes to a razor’s edge, a rocket ace gains the use of the

THE ROCKET ACE

Class Level	Base			
	Attack Bonus	Fort Save	Ref Save	Will Save
1st	+1	+0	+2	+0
2nd	+2	+0	+3	+0
3rd	+3	+1	+3	+1
4th	+4	+1	+4	+1
5th	+5	+1	+4	+1
6th	+6	+2	+5	+2
7th	+7	+2	+5	+2
8th	+8	+2	+6	+2
9th	+9	+3	+6	+3
10th	+10	+3	+7	+3

Special

Roll
 Rocket mechanic
 Dive
 Booster
 Fly-by
 Rocket defense
 Cannonball
 Attack of momentum
 Afterburner
 Rocket legend

fly-by maneuver. At 5th level, a rocket ace may move and attack as a standard action and then move again. A rocket ace may turn during his move action if he chooses. The rocket ace's total movement may not exceed his rocket pack's top speed and the maneuver does not provoke an attack of opportunity from the target of his attack.

Rocket Defense (Ex): With incredible speed and dexterity, a rocket ace is increasingly difficult to hit in combat. Beginning at 6th level, a rocket ace in flight gains a dodge bonus to Armor Class equal to his Dexterity bonus (if positive).

Cannonball (Ex): As he gains experience, a rocket ace continues to develop new and increasingly effective maneuvers in combat. At 7th level, a rocket ace gains the cannonball maneuver. To execute a cannonball attack, a rocket ace in flight must move at least 40 ft. and he gains a +4 bonus on his melee attack roll. If successful, the attack deals 1d6 points of bonus damage, plus 1 extra point of damage per class level of the rocket ace. The opponent must make a successful Strength check (DC 10 + damage dealt) or be pushed back 5 ft. and fall prone. If the attack is unsuccessful, a rocket ace must make a successful Drive check (DC 20) or lose control of his rocket pack and crash into the ground, suffering 4d6 points of damage. This attack does not provoke an attack of opportunity from the defender.

Attack of Momentum (Ex): With a greater understanding of his cannonball tactics, a rock-

et ace may use less force and risk to increase his damage in combat. Beginning at 8th level, when a rocket ace uses his cannonball attack, he deals an extra 1d6 points of bonus damage per 10 ft. moved (instead of the flat 1d6 points of extra damage that he normally gets). If he misses his opponent, the rocket ace must make a Drive check (DC 25) or lose his next action as he regains control of his rocket pack.

Afterburner (Ex): By using a controlled build up and explosive burst from his rocket pack, a rocket ace can deal fire damage to several opponents at once. At 9th level, a rocket ace gains the afterburner maneuver. To execute this maneuver, a rocket ace must land and charge his afterburner for one full round before use. Once the pack is charged, he explodes into the air and must travel no fewer than 40 ft. On take-off, a 15-ft. radius explosion erupts from the rocket pack, dealing 6d6 points of fire damage to everyone within the blast radius. A successful Reflex save (DC 15) allows for half damage.

Rocket Legend (Ex): As a master of the rocket pack, a rocket ace becomes a rocket legend. At 10th level, a rocket legend gains the following abilities:

- A rocket legend gains a +4 competence bonus on all Drive checks when operating his rocket pack.
- The rocket ace gains a +1 bonus on all attack rolls (melee and ranged) while in flight.
- The rocket ace gains the benefits of the Shot on the Run feat when making ranged attacks in flight.

ORGANIZATION: PHOENIX SQUADRON

PURPOSE

The steam age is a world of war and machine, and rocket aces are not uncommon. Few, however, have the skill and commitment to become legends. The Phoenix Squadron is a small band of elite rocket aces who, through daring exploits and legendary skill, serve as leaders in their corps and as inspiration for rocket aces around the world.

LEADER

James Wilkins (CG human male Art3/Roc10)

CURRENT ACTIVITIES

In times of war and conflict, armies are called upon to defend nations or to move forward in the conquest of neighboring realms. During these times of war, heroes and leaders are called upon to inspire the young, train the inexperienced, and serve as bastions for the cause (be it good or evil). In the age of steamcraft technology, airships quickly become permanent fixtures in the skies over battlefields, supporting squadrons of daring rocket aces who bombard the battlements, risking life and limb for an army's cause. The life of a rocket ace is dangerous, but necessary for his nation's victory. This elite service requires the commitment of exceptional people, trained in the skills needed to excel in their field and confident enough to pave the way for those who will follow them. The rocket aces of the Phoenix Squadron serve this cause.

The Phoenix Squadron did not gain its legendary status overnight. The history of this group is long and dates back to the earliest days of steamcraft technology and the invention of the rocket pack. In the time since its formation, the Phoenix Squadron has lost more than 40 brave souls, many in service to the army, others in the name of science, as they bravely explored the boundaries of rocket pack technology. To date, Phoenix Squadron has seen the leadership of six individuals, all of whom have died in battle.

Members of the Phoenix Squadron are immediately recognized for their trademark form-fitting, deep red uniforms and leather armor. Every member of the Phoenix Squadron bears the emblazoned image of a phoenix across his chest. In addition to their trademark armor, every member of the Phoenix Squadron wears the legendary rocket pack, a marvel of steamcraft technology, and the intricately designed navigational helmet necessary for stable flight. Ranks within the Phoenix Squadron are designated by the number of stars on the right side of the rocket ace's helmet. The lowest rank (cadet) begins with one star, climbing to the highest rank (captain) with seven stars. Listed below are the individual ranks within the Phoenix Squadron and the number of stars associated with each rank:

Cadet	1 star
Airman	2 stars
Sergeant	3 stars
Lieutenant	4 stars
Commander	5 stars
Commodore	6 stars
Captain	7 stars

The members of the Phoenix Squadron lead a lifestyle that sets them apart from other military divisions. While other military units live by strict codes of conduct and rules of engagement, the Phoenix Squadron pushes the boundaries of aerial combat, throwing caution to the wind for the greater good. Where many are cold and bound by the code of the military, the aces of the Phoenix Squadron protect one another as family. To join the Phoenix Squadron is not only to join a legendary division of the noble air force, but too also join a closely knit family. Ranking officers take new recruits under their wing, teaching both the skills needed for success and the lessons of life that a career in the Phoenix Squadron demands.

The Phoenix Squadron is extremely effective in its role, despite its relatively small numbers. At any given time, there are no fewer than 20 and no more than 30 Phoenix Squadron members active. It is believed that a small corps is conducive to the impressive organizational skills, tactics, and success of the organization. It is also believed that, if the number of active members within the Phoenix Squadron were to exceed 30, the overall effectiveness of the group would diminish and the close bond shared between them would also deteriorate.

For the veterans of the Phoenix Squadron, this would be unacceptable.

CAMPAIGN INTEGRATION

The Phoenix Squadron can be integrated into and used in an ongoing campaign in two primary ways.

The first method is as associates or close allies to the PCs during a war or other dire conflict. In this capacity, the PCs travel and coordinate their efforts with the aces of the Phoenix Squadron, developing friendships and ties that could extend throughout their careers. PCs are introduced to the hardship and reality of war, and they develop strong bonds with the NPCs who share these experiences. With an epic scale and grand cinematic battles, this Phoenix Squadron scenario represents dynamic action and daring heroics; these elements are often infectious and may motivate PCs to attempt equally daring and dramatic acts of heroism.

In the second scenario, the Phoenix Squadron lies in ruin after the tragedy of a harsh battle. With dwindling numbers and a lack of new recruits, the Phoenix Squadron teeters on the brink of extinction when the PCs are introduced into the scenario. Rocket ace PCs are approached in a desperate attempt to rekindle the fires of the corps, as it rises from the ashes to reclaim its former glory. The PCs are center stage and are given the responsibility of correcting the past mistakes of the Phoenix Squadron, reclaiming the organization's former status and overcoming the threat that led to the group's near downfall. Higher stakes and intrigue (possibly highlighted by treachery within the Phoenix Squadron) creates memorable role-playing sessions and character development, with a climactic battle at the end of the story determining the final fate of the PCs and Phoenix Squadron.

STEAMCRAFT MAGE

Wild creations, risky incantations, and unpredictable events are only a few traits associated with the life of a steamcraft mage. Steamcraft mages are eccentric creators in iron towers known for abstract thinking and accompanied by the ever-present odor of machine oil and alchemical mixtures. They are brilliant inventors and arcanists, or would-be conquerors and madmen who use magic and steamcraft to execute their deranged schemes. Respected,

shunned, or feared, a steamcraft mage works diligently to invent new and exciting theories in the art and science of magic and steamcraft by mixing the mechanical with the arcane.

Hit Dice: d4.

REQUIREMENTS

To qualify to become a steamcraft mage, a character must fulfill the following criteria.

Spellcasting: Must be able to cast 3rd-level arcane spells.

Skills: Craft 5 ranks, Knowledge (clockworks) 8 ranks, Knowledge (steamcraft) 8 ranks, and Spellcraft 8 ranks.

Feats: Mechanical Aptitude and Industrial Upbringing Heritage.

CLASS SKILLS

The steamcraft mage's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Use Steamcraft Device (Int).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the steamcraft mage.

Weapon and Armor Proficiency: A steamcraft mage is proficient with simple weapons, but not with armor or shields. Note that armor check penalties apply to the skills Balance, Climb, Drive, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of armor and equipment carried.

Spellcasting: A steamcraft mage continues training in magic as well as in the sciences and technology. Thus, when every steamcraft mage level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item

cre -



ation feats, and so on). This essentially means that he adds the level of steamcraft mage to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before he became a steamcraft mage, he must decide to which class he adds each level of steamcraft mage for purposes of determining spells per day when he adds the new level.

Advanced Craftsman (Ex): With extensive research and experimentation, a steamcraft mage becomes more adept with his craft. At 1st level, a steamcraft mage gains a +4 competence bonus on Craft skill checks involving the creation or repair of complex mechanical devices.

Bonus Feat: Beginning at 2nd level and every four levels thereafter (6th and 10th), a steamcraft mage gains a bonus from the following list: Mechanical Genius, Brew Injection, Industrial Know-how, Industrial Master, Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Maximize Spell, Quicken Spell, or any item creation feat.

Spell Infusion (Su): Beginning at 3rd level, a steamcraft mage gains the ability to infuse his steamcraft creations with arcane spells for added effects. To add a spell effect to a steamcraft creation, a steamcraft mage must pay any material cost normally expected when constructing the item, and take the necessary time to create the item with the appropriate Craft skill. At 3rd level, a steamcraft mage may infuse one 1st-level spell into his creation, usable once per day at the steamcraft mage's caster level at the time of creation, for an additional cost in materials of 1,000 gp. Once a steamcraft mage has gathered the necessary materials to create the infusion, he must make a Spellcraft check (DC 10 + spell level + half of the DC to create the steamcraft item) to infuse the selected spell. If successful, the infusion is in place and the item functions normally. If unsuccessful, the additional gp cost is lost and the steamcraft item may not be the subject of an infusion in the future, but otherwise functions normally. To activate the infused ability, a steamcraft mage must activate the spell with a clearly spoken command word of the creator's choosing. If the spell selected is dismissible by the caster, he may do so at any time with a second command word. Examples of infusion

THE STEAMCRAFT MAGE

Class Level	Base				Special	Spellcasting
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+2	Advanced craftsman	+1 level of arcane class
2nd	+1	+0	+0	+3	Bonus feat	+1 level of arcane class
3rd	+2	+1	+1	+3	Spell infusion I	+1 level of arcane class
4th	+3	+1	+1	+4		+1 level of arcane class
5th	+3	+1	+1	+4	Expert craftsman	+1 level of arcane class
6th	+4	+2	+2	+5	Bonus feat, spell infusion II	+1 level of arcane class
7th	+5	+2	+2	+5		+1 level of arcane class
8th	+6	+2	+2	+6	Machine mind	+1 level of arcane class
9th	+6	+3	+3	+6	Spell infusion III	+1 level of arcane class
10th	+7	+3	+3	+7	Master craftsman, bonus feat	+1 level of arcane class

abilities include: a steam-powered carriage infused with an *expeditious retreat* spell, a black powder rifle infused with a *true strike* spell, and a small steam engine with an infused *floating disc* spell for easier transportation.

Expert Craftsman (Ex): Through continued research, a steamcraft mage gains a greater mastery of his craft. At 5th level, a steamcraft mage's competence bonus on Craft checks increases to +6. In addition to this increase, all steamcraft items created by the steamcraft mage gain an additional 1d6 hit points.

Machine Mind (Su): At 8th level, a steamcraft mage gains the ability to mentally activate or deactivate any mechanical device of his creation within 20 feet. The steamcraft mage can activate any device that requires a single command or action. For example, the mage could trigger a flintlock pistol that was cocked and ready to fire, but he could not otherwise use this ability to fire the weapon. Using this ability is a move-equivalent action that does not provoke attacks of opportunity.

Master Craftsman (Ex): With years of study and experience, a steamcraft mage becomes a master craftsman and engineer. At 10th level, a steamcraft mage's competence bonus to all Craft checks increases to +8. In addition, all mechanical devices created by the steamcraft mage gain an additional 2d6 hit points and a +2 bonus to their hardness ratings.

ORGANIZATION: THE INSTITUTE

OF ARCANÉ SCIENCE

PURPOSE

The intermingling of steam-age technology and arcane magic has created an unusual hybrid of scientific study known as arcane science. To further explore this new and exciting field, three renowned mages gifted in the arts of engineering and sorcery founded the Institute of Arcane Science. Once a single tower located in the academic quarter of the city, the Institute of Arcane Science has since grown into a campus occupying an entire city block. The members of the Institute of Arcane Science believe that through research, experimentation, and discovery, anything can be achieved in the field of arcane science.

LEADERS

The founding mages of the Institute of Arcane Science act as a triad of administrators:

- Zellon (Male Human Wiz7/Stm9)
- Qarrel Snobnobble (Female Gnome Wiz8/Stm9)
- Naronen Monroe (Male Human Wiz10/Stm10)

CURRENT ACTIVITIES

The founding of the Institute was as much an accident as it was designed. Founded in the summer months 15 years ago, the Institute of Arcane Science began as a

collective of three innovative young mages working to weave sorcery into the new and exciting technology of steamcraft. Through trial and error, the beginnings of arcane science began to take shape as the triad created invaluable tools, powerful weaponry, and other innovative technologies. In the beginning, the triad freely shared their experiences and innovations with others interested in the new science. It would not be until the Tragedy of Hillcrest that the triad would reevaluate their methods. In the winter prior to the founding of the Institute, harsh weather prompted a young mage and arcane science enthusiast to create a gas-powered heat source powerful enough to warm a large house. A miscalculation led to a massive explosion, killing the mage, several nearby families, and injuring dozens more. This tragedy changed the triad and clarified the necessity for proper education in the arcane sciences.

Despite the tragedy, the triad managed to convince the city's administration to sponsor the formation of the Institute of Arcane Science and further promote the safe and effective application of arcane science. Currently, more than 200 students are enrolled at the Institute. Every student must wear a uniform consisting of soft boots, brown breeches, a blue shirt, and the traditional dark blue academic robes decorated with the Institute's standard. Teachers and administration are allowed to wear personal clothing, although each teacher wears a small standard identifying their area of expertise and education.

Life on the campus of the Institute of Arcane Science is a pleasant one, and both students and teachers participate in the open exchange of ideas. Of course, there is the occasional incident between students or a minor lab accident, but to date no serious infractions have occurred. This is largely due to the respect commanded by the administrative triad. Every student is well aware of the sacrifices made by the triad during the earliest days of arcane science and the founding of the Institute. This knowledge and the memorial dedicated to the Tragedy of Hillcrest located in the central square of the campus keep the students humble and focused on their studies. Students are

encouraged to live in the campus dormitories while participating in the curriculum. Teachers and administration typically live off campus in the city, though triad member Zellon has lived on campus since the foundation of the Institute. It is commonplace to see the lights of his small tower burning brightly into the late hours of the night.

It is rumored that triad member Zellon has worked since the Tragedy of Hillcrest to devise a heating system capable of warming several homes through the use of one central heating unit. The Institute also recently gained the enmity of several city administrators for openly rejecting a contracted project to improve the offensive capability of the city militia's weaponry. However, the triad did agree to begin work on a new method for the city's defense. The progress of this project is a closely guarded (and highly dangerous) secret, known only to the triad members themselves.

CAMPAIGN INTEGRATION

There are several methods for integrating the Institute of Arcane Science into an ongoing campaign. Presented below are two possible methods, including campaign storyline options.

The first method allows the PCs to interact with the teachers and students of the Institute. The PCs may be called upon to retrieve a special type of material needed by the Institute for an ongoing project. With successful dealings, the PCs may be called upon again to aid the triad and in return may be rewarded with unique spells, items, or information. The PCs are trusted allies, gaining familiarity with teachers and students.

As another option, one or all of the PCs may be students at the Institute of Arcane Science. The PCs may be chosen as part of a team to work on a secret project. As the campaign progresses, the plans for this project may fall into the hands of evil forces within the city (such as the League of Terror). The PCs must discover the truth and rush to save the city before the villain can use whatever new invention the Institute was developing.

STREET RUNNER

The chase began in Garden Square, near the merchants' stalls. Learning the arts of thievery has been a difficult process for Karek. Two

nights ago, he dropped a clay pot during a simple robbery and nearly met the business end of the shopkeeper's flintlock. Three weeks ago, he tripped from the balcony of the opera house and had it not been for his companions, he surely would have died that night. Now he is running for his life through the alleyways of the lower quarter, pursued by the watchmen with no end in sight. Despite his best efforts, he cannot escape from his relentless pursuers. Twists and turns have made no difference; in fact, Karek himself is now lost in the maze of the city. He doesn't care, so long as he escapes. Ducking into a recessed doorway, Karek takes a deep breath as the watchmen race past.

The life of a street runner is one filled with danger, close calls, and excitement. Living life on the gray side of justice, picking pockets and committing acts of burglary, can be a tough path to follow, but some heroes find the lifestyle appealing. Street runners are from all walks of life: common thugs, burglars, mercenaries, vigilantes, commoner champions, and would-be crime lords.

Hit Die: d6.

REQUIREMENTS

To qualify to become a street runner, a character must fulfill the following criteria.

Base Attack Bonus: +4.

Skills: Balance 5 ranks, Climb 8 ranks, Hide 5 ranks, Intuit Direction 5 ranks, Jump 8 ranks, Move Silently 5 ranks, Pick Pocket 5 ranks, and Tumble 8 ranks.

Feats: Run.

CLASS SKILLS

The street runner's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Munitions (Int), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the street runner.

Weapon and Armor Proficiency: A street runner's weapon training is similar to the rogue's in that it focuses on weapons suitable for stealth and sneak attacks. Thus, all street runners are proficient with the crossbow (hand or light), dagger (any type), dart, light mace, sap, shortbow (normal and composite), and short sword. Medium-size street runners are also proficient with weapons that are considered too big for Small rogues to use and conceal easily such as clubs, heavy crossbows, heavy maces, morningstars, quarterstaves, and rapiers. If firearms are classified as simple and martial weapons in the campaign, street runners are proficient with all simple firearms. If firearms are treated as exotic weapons, street runners gain no special proficiency with them. Street runners are proficient with light armor only. Note that armor check penalties apply to the skills Balance, Climb, Drive, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of armor and equipment carried.

Sneak Attack: Any time a street runner's target would be denied a Dexterity bonus to AC (regardless of whether the target actually has a Dexterity bonus or not), or when a street runner flanks the target, the street runner's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional +1d6 every two levels thereafter (3rd level, 6th level, and so on). Should a street runner make a successful critical hit with his sneak attack, this extra damage is not multiplied. Ranged attacks can only count as sneak attacks if the target is within 30 feet. A street runner may only attempt a sneak attack against a living creature with a discernible anatomy. Any creature that is immune to critical hits is also immune to a sneak attacks extra damage. A street runner must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot with his ranged attack only. A street runner cannot sneak attack while striking a creature with concealment.

Gossip Hound (Ex): By spending his time in the back alleyways of a city and mingling among the unsavory members of society, a street runner soon gains access

to a citywide information network. At 2nd level, a street runner gains a +4 competence bonus on all Gather Information checks made within his home city, and he can make these checks in half the normal time. If a street runner changes locations and moves into a new city, he must spend one month becoming familiar with the information network of the new city.

Quick Lift (Ex): For many young street runners, a life of petty crime is the most accessible means of acquiring funds. Pick pocketing is one of the most common trades among street runners. With growing skill and experience, a street runner becomes adept at the art of picking pockets. At 4th level, a street runner can take 10 on all Pick Pocket checks, even when stress or distractions would otherwise prevent him from doing so.

Street Master (Ex): For a street runner, mastery of the city's streets and back alleyways is crucial to a successful career. Beginning at 5th level, a street runner is no longer required to make an Intuit Direction check while traveling through the back alleyways of his home city. If a street runner changes locations and moves into a new city, he must spend one month of campaign time becoming familiar with the alleyways of the city. After one month of study, he may use this ability as normal.

Fast Talker (Ex): When cornered in a situation that prevents escape, a street runner must develop the skills to talk his way out of trouble. At 8th level, a street runner can always take 10 on Bluff checks, even when stress or distractions would otherwise prevent him from doing so. In addition, the street runner can use the Bluff skill to feint in combat as a move-equivalent action.

Street Lord (Ex): A street runner with suf-

ficient skill and experience becomes a street lord. This title brings respect, fear, and a newfound need to guard his own safety, as other young street runners will eventually seek to dethrone him. Upon achieving 10th level, a street runner gains a +4 competence bonus on all Charisma checks and Charisma-based skill checks when dealing with street people and other members of his city's criminal underworld.

ORGANIZATION: THE ORPHAN LEAGUE

PURPOSE

Within the alleyways and sewers of the city, a vast network of passages and tunnels serve as an information network and secret travel route for anyone willing to deal with the chaotic organization that rules it: the Orphan League.

Comprised of young street rats and hoodlums, the Orphan League is adept in the acquisition of delicate information and well-guarded secrets, despite their rag-tag appearance. For the right price, the Orphan League will acquire information on any topic or individual, suitable for the constructive use of intrepid heroes and the underhanded motivations of the criminal underworld.

LEADER

Bristin Longstride (Male Half-elf Rog6/Str10).

CURRENT ACTIVITIES

Within the city walls, knowledge is power. With the proper amount of knowledge, heroes may easily uncover the deepest evil, while evil-minded individuals may use knowledge to slowly corrupt or control the ruling powers



THE STREET RUNNER

Class Level	Base			
	Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+2	+0
2nd	+1	+0	+3	+0
3rd	+2	+1	+3	+1
4th	+3	+1	+4	+1
5th	+3	+1	+4	+1
6th	+4	+2	+5	+2
7th	+5	+2	+5	+2
8th	+6	+2	+6	+2
9th	+6	+3	+6	+3
10th	+7	+3	+7	+3

within the city. In many cases, it is the most unlikely of sources where the greatest amount of knowledge may be found, or in the case of the Orphan League, acquired. Using word of mouth, trading, and spying, the Orphan League gathers information from all quarters of the city, for all manner of clientele. Searching for a lost family heirloom? Are you curious to discover the best supplier of black lotus within the city walls? Investigating the recent string of murders in the lower quarter? With the right amount of coin or with the proper item or service to trade, you can discover the truth to all secrets within the city.

The origins of the Orphan League are very humble. Twenty-five years ago, six orphaned boys—Illanso, Julain, Bristin, Madrow, Ellis, and Ukran the Quick—formed a friendship while coming of age in the Hopes End orphanage, located in the lower quarter of the city. Each boy carried the burden of personal loss and suffered through the trials of poverty, each swearing that one day they would escape from the lower quarter and claim the riches the city held. Days spent exploring the sewers of the city earned many punishments but also provided the boys with knowledge and a mastery of travel in the labyrinthine sewer system. Years passed and each of the friends soon became young men, with the desire to escape still burning within them. In the spring of the boys' 16th year, they stepped from the gates of Hopes End

Special

Sneak attack +1d6
Gossip hound
Sneak attack +2d6
Quick lift
Quick change, sneak attack +3d6

Sneak attack +4d6
Fast talker
Sneak attack +5d6
Street lord

and entered the world around them. Standing on the front stoop of their childhood home, the youths made a pact to become the powerful men of their daydreams, and with the sacred pact of six orphaned boys grown into men, the Orphan League was founded.

In the early years, the Orphan League welcomed moderate success as petty thieves and thugs for hire. It was not until the founders discovered the profitability of information brokering that the Orphan League became a powerful influence within the city. Through espionage and blackmail, several founding fathers of the league entered the political arena and flourished. Bristin would stay behind to oversee the operation of the ever-expanding League, managing the daily operation of new street runners eager to acquire a small share of the Orphan League's success. At any given time, the Orphan League consists of no fewer than 45 fledgling rogues and thugs, 10 experienced street runners, and one street lord (Bristin himself). Along with its daily activities of robbery and burglary, the Orphan League deals in the trade of information, as street runners use sewer access and stealth to learn the secrets of nobles, city officials, and merchants. In addition to the League itself, the founding fathers continue to gather information from within the ruling body of the city, using blackmail and extortion as weapons.

In appearance, members of the Orphan League typically resemble rag-tag hoodlums and petty street urchins clad in loose fitting, soiled clothing. This deceptive appearance allows the Orphan League to move freely throughout the city as would-be beggars

and harmless street children. Members are typically identified by the following phrases, each identifying membership and rank within the Orphan League:

- “An ear to the cobblestone is as valuable as a pocket of gold.” — Apprentice
- “Three good secrets are all a man needs to succeed.” — Mentor
- “Life is knowledge. Gain knowledge and gain an advantage in life.” — Master

The chosen lifestyle of members of the Orphan League is one of risk, reward, and intrigue. Unlike many organizations, the Orphan League remains a neutral force in the city, refusing to take sides in the many factional rivalries and championing no cause but its own. In the eyes of the founders of the League, all secrets are created equal and no man’s cause is worthy of total devotion. In the end, all members of the League understand that loyalty and self-preservation are two different things—the latter being the most important. No extraordinary acts of betrayal or treason have occurred in the Orphan League, but the potential for it is built into the organization’s structure and principles.

Despite their outward appearance, members of the Orphan League are incredibly effective in their daily operations. When confronted with danger, the first lesson taught to new street runners is the lesson of escape: “An arrested orphan is an ineffective orphan.” When members of the League are unable to flee from danger, most favor a style of fighting that features swarm and double-team tactics. Flanking opponents to provide sneak attacks, feinting maneuvers, and false pleas for mercy are commonplace from street runners in the League. For this very reason, it is unusual to encounter a member of the League alone. In most cases, if two orphans do not travel in plain sight together, one orphan will always shadow his companion in the event of an ambush from members of rival organizations or the city watch.

CAMPAIGN INTEGRATION

The Orphan League can be introduced and integrated into an ongoing campaign through the use of two primary scenarios. The first scenario requires the PCs to contact and do business with the Orphan League. The nature of the business conducted between the League

and the PCs can be determined by the DM, but a few examples include the following:

- The PCs are attempting to locate an NPC who has gone into hiding for some reason.
- The PCs are searching for a secret sewer entrance or backdoor to a location within the city.
- The PCs are in need of information regarding another organization within the city and any advantages that may be gained through interaction with it.
- The PCs search for a lost item or family heirloom that has hit a dead end and they must deal with the League to locate the trail once again.

In this scenario, the PCs learn of the Orphan League and are allowed to negotiate terms for services. During this interaction, PCs are left to determine their own opinions on the true motivations of the League and how trustworthy the orphans truly are. With rich role-playing and distinctive NPCs, the Orphan League has the potential to generate several sessions of rewarding and entertaining game play.

In the second scenario, the Orphan League is a direct adversary of the PCs. Through previous encounters or as contracted mercenaries, the orphans quickly become a thorn in the PCs’ sides through misdirection, rumors, and direct confrontation. As adversaries, the Orphan League always chooses the most inopportune time for strikes against the PCs, taking advantage of recent injuries or absent group members to compensate for a lack of physical might. In time, the PCs may choose to confront the Orphan League directly and follow the trail of power to the source, the founding fathers. In such a scenario, political intrigue and conspiracy are prevalent themes as the PCs work to unravel the mysteries that surround the League.

WATCHMAN

“I’m glad that’s over. It could have been a nightmare,” said High Sage Venell. Rain poured onto the dark city street. It had rained for days with no end in sight. Fifteen minutes earlier, the air had been filled with the sounds of crumbling walls, thunderous machinery, and the cries of brave men. The iron juggernaut, Borovo, a steam-driven golem from the

Institute of Arcane Science, unexpectedly went into a rage and destroyed the academy science labs, spilling onto the city street and endangering innocent bystanders. Within seconds, several brave watchmen confronted the enraged machine and died honorably to delay the juggernaut's advance. "What do you mean by 'could have been'?" spoke veteran watchman Opin. "These good men died protecting their city. Every time a good man dies in the name of his duty, it's a nightmare. But we are the watch, we protect those you would ignore. Keep your machines in line, Venell, or the next time I will return with a summons for your arrest."

The life of a watchman is one of duty, honor, and service. Typically found patrolling the dark alleyways of a city, a watchman must act both as a keeper of the peace and a defender of the weak. Long hours, hazardous conditions, and thankless citizens do not discourage a watchman from his duties, for he is aware of the greater reward that a safe home provides. In most cases, watchmen are fighters or rangers who have settled in the city. In some rare cases, other classes such as rogues, monks, paladins, or sorcerers become watchmen to diversify the capabilities of the city guard or to better understand the opponents they may face in the line of duty.

Hit Die: d10.

REQUIREMENTS

To qualify to become a watchman, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Skills: Intimidate 3 ranks, Knowledge (law) 3 ranks, and Sense Motive 3 ranks.

Special: To become an active and ranking watchman of a city guard, the character must apply for membership, qualify for membership, and be accepted into the city guard as a new watchman.

CLASS SKILLS

The watchman's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Intuit Direction (Wis), Knowledge (local) (Int), Knowledge (law), Listen (Wis), Munitions

(Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the watchman.

Weapon and Armor Proficiency: A watchman is proficient in the use of simple and martial weapons, light and medium armor, and shields. Note that armor check penalties apply to the skills Balance, Climb, Drive, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of armor and equipment carried.

Weapon Focus: The club is the chosen weapon of a watchman and many city guards. At 1st level, a watchman gains Weapon Focus (club) as a bonus feat.

Crowd Control (Ex): As a member of a city guard and keeper of the peace, a watchman is often called upon to settle public disputes and disturbances. From aiding tavern bouncers to calming bystanders at a crime scene, a watchman quickly learns the skills needed to end public disturbances quickly. At 2nd level, a veteran watchman gains a +2 circumstance bonus to all Bluff, Diplomacy, Gather Information, and Intimidate skill checks while in uniform and dealing with citizens.

Mounted Watchman (Ex): By choice, assignment, or necessity, a watchman occasionally must use a mount to more effectively patrol the streets of his city. With practice, training, and practical experience, a watchman increases his riding abilities, becoming more effective in hazardous situations. At 4th level, a watchman gains a +4 competence bonus to all Ride skill checks. The watchman also learns to use his club more effectively when mounted, gaining a +1 bonus on damage rolls with the weapon when he attacks from horseback.

Bonus Feat: At 5th level, a watchman gains a bonus feat from the following list: Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical, Improved Initiative, Mounted Combat (Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far



Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Improved Bull Rush, Sunder), Quick Draw, and Weapon Finesse.

Renewed Vitality (Ex): A life of service and duty protecting the streets and back alleyways of his city allows a watchman to remain in good physical condition. Even in his advancing years, a watchman is vigorous and ready to defend the law of his city. At 6th level, a watchman gains five bonus hit points and a +1 bonus on Fortitude saving throws.

Presence of Authority (Ex): As a senior member of a city guard, a watchman is eventually entrusted to the command of younger, more inexperienced watchmen. At 8th level, a watchman gains Leadership (DMG, Feats) as a bonus feat with a +1 bonus to his leadership score when determining his number of followers. If a watchman character already possesses the Leadership feat before receiving this ability he receives a +2 bonus to his leadership score instead. The watchman's followers must be members of the city watch or affiliated

municipal organizations.

Veteran Watchman (Ex): Years of training, dedication, and experience allow a watchman to become a well-respected veteran among his men, garnering their respect and developing talents possessed by few watchmen. At 10th level, a watchman becomes a veteran watchman and receives the following abilities:

- A veteran gains a bonus feat, as described above.
- A veteran's crowd control ability provides a +4 circumstance bonus.
- A veteran gains one additional cohort based on his leadership score, a sidekick who is a lower-ranking watchman or a member of an affiliated municipal organization.

ORGANIZATION: THE SOUTH BRIDGE PRECINCT

PURPOSE

In the crime-ridden streets of the city, brave, honest watchmen fight against the criminal element of the city's dark alleyways and the corrupt elements of the city's administration. The South Bridge Precinct is a watchman garrison in one of the city's seedier quarters. Despite the great risks involved and the corrupting element that surrounds them, these men and women fight to protect the innocent of the city and to bring criminals to justice.

LEADER

Precinct Commander Tells (LG Human Male Ftr8/Wat8)

CURRENT ACTIVITIES

Within the walls of the city, there is an ever-present criminal element that works to control, corrupt, and circumvent the laws upheld by most citizens. The city watchmen, the city's police force, combat this threat as the city's steadfast protectors and humble guardians. Despite the great danger involved with being a member of the city watch, many brave men and women struggle day in and day out to control the growing number of crimes within the city.

THE WATCHMAN

Class Level	Base			
	Attack Bonus	Fort Save	Ref Save	Will Save
1st	+1	+2	+0	+0
2nd	+2	+3	+0	+0
3rd	+3	+3	+1	+1
4th	+4	+4	+1	+1
5th	+5	+4	+1	+1
6th	+6	+5	+2	+2
7th	+7	+5	+2	+2
8th	+8	+6	+2	+2
9th	+9	+6	+3	+3
10th	+10	+7	+3	+3

The life of a watchman from the South Bridge Precinct is not one of glory and heroic tales to be told by traveling bards. The history of the station began just like all other watchman stations within the city—through necessity. In the early days of the city's expansion, the lower quarter of the city slowly began to fall under the growing influence of the criminal element. Thieves, assassins, ill-minded merchants, and secretive cults planted seeds within the twisting alleyways that grew like infectious weeds. The brutal robbery and murder of a city official finally resulted in efforts to reduce the criminal element within the quarter. With minimal funds, the South Bridge Precinct was constructed in the heart of the lower quarter. Many believed the effort had come too late, as several thieves' guilds, assassins, and secret churches to dark gods had long ago established a foothold in the quarter. Fortunately, this skepticism was proven wrong by the brave watchmen of the new precinct, as their never-ending war on the quarter's criminal element began.

The watchmen of the South Bridge Precinct dress just as all other members of the city watch. The uniform of light leather armor covered with the dark blue and white tabards adorned by the city standard is standard issue, and is accompanied by the watchman's famous nightstick. This slender club is used to subdue would-be criminals. However, watchmen are typically armed with flintlock pistols and even muskets to deal with the more dangerous criminals of the city.

While other watchmen are comfortable within the walls of their garrisons, South Bridge has suffered from six bombings since its construc-

Special

Weapon focus
Crowd control

Watchman experience
Bonus feat
Renewed vitality

Presence of authority

Veteran watchman, bonus feat

tion, and this has instilled a great deal of fear and even paranoia in the citizens and the watchmen. The level of corruption in the station once reached a near-destructive level, nearly calling for the closure of the precinct entirely. In recent years, this corruption has been largely purged, as watchmen discovered that honesty and integrity were the best methods for dealing with the people of their precinct—both criminals and innocent citizens alike. Like many military units or adventuring parties, the watchmen of South Bridge are very close, in many cases as close as family members. The watchmen realize that the only ones they can count on are themselves.

Despite the overwhelming odds they face each day, the watchmen of South Bridge are well trained. Veteran watchmen develop relationships with informants, work closely with rookie watchmen, and oversee the activities of patrols. The watchmen have developed several techniques and tactics for operating within dangerous areas of their beat, such as the city block surrounding a known thieves' guildhouse.

CAMPAIGN INTEGRATION

South Bridge Precinct can easily be integrated into an ongoing steampunk campaign that focuses on adventures in a major city. One (or several) of the PCs may become close allies of a watchman, such as a detective or high-ranking watchman (for example, Precinct Commander Tells). Through this NPC connection, the PCs may be called upon to uncover clues or leads that the watchmen of South Bridge may not be able to acquire. The PCs are shown the intrigue and danger of the lower quarter, as their involvement could

easily attract the attention of the thieves' guilds, assassins' guilds, or evil cults. Despite the opposition chosen, an alliance with the South Bridge garrison can easily create several sessions of intrigue and excitement.

Alternatively, the entire campaign might involve the PCs as watchmen and associated personnel stationed in South Bridge. Beginning as rookies and rising through the ranks, the PCs must identify and learn to deal with the criminals in the precinct, perhaps uncovering greater conspiracies in the process. Corruption could once again threaten the stability of South Bridge, with the PCs working to unravel a twisting web of corruption and deceit.

CHAPTER THREE

SKILLS, FEATS, AND SPELLS

SKILLS

This section presents new rules for existing skills and rules for new skills that play an important role in a steampunk campaign. The text of this section is **Open Game Content**.

EXISTING SKILLS

Most skills from the d20 System core rules remain the same in a steampunk campaign. Some standard skills will work a little differently or have additional uses in a steam-powered setting, as detailed below.

ALCHEMY (INT; TRAINED ONLY)

For the steampunk genre, trained alchemists are essential for the production of gunpowder and refined coal for steam engines. Alchemists can perform all of the standard functions as outlined in the core rules as well, but they excel when their expertise is used in conjunction with steam, gunpowder, and clockwork technology.

Task	DC
Make normal gunpowder	25
Make refined coal	20
Identify injection	25*
Make alchemical gunpowder	**

- * Costs 1 gp per attempt (or 20 gp to take 20)
- * See page 151

Identify Injection: This task works the same as identifying a potion. At least a small portion of the injection, or the injector that contained it, must be present.

Make gunpowder: It takes 50 gp of raw materials and one week to create a keg containing sufficient black powder for 100 shots.

Make refined coal: It takes 50 gp of raw materials and one week to create one 10-lb. barrel of refined coal.

Make alchemical gunpowder: It requires a variable amount of raw materials (depending on the type of alchemical gunpowder to be created) and one day to prepare one round of ammunition. See page 151 for more details.

REFINED COAL

Certain alchemical processes can render a form of coal that is, for all intents and purposes, enchanted with minor magics that give it enhanced potency. Refined coal can also (at the DM's discretion) be a purely technological process, due perhaps to dwarven ingenuity or secret knowledge.

Refined coal costs five times as much as normal coal to produce, but the effects are dramatic when applied to steam-powered technology. Any steamcraft device that operates on coal runs twice as long when running on refined coal for the same amount of fuel. Additionally, refined coal makes such machines run smoother than normal. A steamcraft device running on refined coal may re-roll any malfunction results once per day of operation (see page 137).

Retry: Yes, but rolling a natural '1' during the process of making gunpowder or coal results in a "bad batch" of materials that will not function properly. Each failure ruins half of the raw materials needed, and you have to pay half the raw material cost again.

APPRAISE (Int)

This skill can be used to detect the social station of another individual. Style and wealth can be estimated to correlate to a certain position in a given culture. Even if there are no formal social ranks in a region, the haves can be told from the have-nots when using this skill.

Check: You can appraise an observed subject's social status (DC 12). Failure means that you estimate the subject's social status one to two ranks higher or lower than his actual rank. With a successful Appraise check, you can determine if the girl across the room is a crown princess or merely the daughter of a duke.

Social ranks outside of the character's home culture (from an exotic or faraway region, for example) require a successful check against DCs of 15 to 20 or higher, based on the DM's discretion.

Appraising a subject's social status takes 1 minute of observation.

Special: If you have 5 or more ranks in Diplomacy or Knowledge (nobility and royalty), you get a +2 synergy bonus to Appraise checks made in order to ascertain a subject's social status.

CRAFT (Int)

You are skilled in a craft, trade or art. Steampunk settings include such crafts as steamcraft, clockworks, and gunsmithing. Clockwork and steam-powered items, including vehicles, are created and repaired using this skill. Repair DCs are typically 10 lower than the DC to create a similar item, though the DM can modify them based on the severity of the damage.

Check: The Craft skill functions exactly as it does in the core rules.

DISABLE DEVICE (Int; TRAINED ONLY)

Steampunk campaigns contain many examples of complex gear-driven technology, clockwork machines, and steam-powered engines. All of these items can be vulnerable to tampering by those with the right tools and know-how.

Check: The more complicated the device, the more difficult it is to disable. However, simpler devices require less skill to exploit their vulnerabilities. A forcefully applied crowbar may reduce the effectiveness of a suit of full plate armor (a simple device) or a set of miniature tools could be used to remove the firing pin from a villain's masterwork pistol (a complex device). Most clockwork devices and steam engines are equivalent to at least a typical device and many others are considered complex devices. Masterwork items of any kind are more resilient and difficult to tamper with, adding 10 to the DC of the skill check. The effect of the skill check is to impose a circumstance penalty upon the device or the user of the device. This circumstance penalty can be applied to Armor Class, attack rolls, damage rolls, or other effects at the DM's discretion (such as saving throw DCs). The character making the skill check chooses where the penalty is applied, except in cases where the DM determines that it is not appropriate. The penalty should typically be -1, increasing by 1 for every five points by which the check result exceeded the Disable Device DC.

CRAFTS

Item	Craft	DC
Simple clockwork item	Clockworks	20
Typical clockwork item	Clockworks	25
Complex clockwork item	Clockworks	30
Matchlock firearm	Gunsmithing	15
Flintlock firearm	Gunsmithing	20
Percussion cap firearm	Gunsmithing	25
Simple steam engine	Steamcraft	20
Typical steam engine	Steamcraft	25
Complex steam engine	Steamcraft	30

Item	DC
Simple Device	20
Typical Device	25
Complex Device	30
Masterwork	+10

Special: If you have 5 or more ranks in Disable Device, you get a +2 synergy bonus on attempts to Sunder a black powder firearm, clockwork device, or steam-powered weapon.

DECIPHER SCRIPT (INT; TRAINED ONLY; BARD, ROGUE ONLY)

In a steampunk setting, many messages are sent over the telegraph wires or via telegram. The limitations of the telegraph necessitate extremely short messages. Often, these “shorthand” messages can be difficult to understand. Steam-powered technology requires detailed notes involving mathematical and chemical formulae that can also be extremely complex. The Decipher Script skill allows you to comprehend these unusual methods of communication, even if you aren’t trained to use them.

Check: You can decipher a telegraph message, a scientific formula, or a written message in shorthand. The base DC is 20 for a simple message, 25 for standard communications, and 30 or higher for complicated or fragmented writing.

KNOWLEDGE (INT; TRAINED ONLY)

Many areas of knowledge are introduced or developed in a steampunk setting. Areas of expertise for such a setting include:

- Firearms (ranges, makes and models, caliber)
- Clockworks (design, applications, famous clockmakers, gears and pulleys)
- Steamcraft (mechanics, materials, etc.)

KNOWLEDGE (ENGINE PROGRAMMING) (INT; TRAINED ONLY)

This skill represents your ability to devise programs for analytical engines. Complex programs require a higher skill check DC, while relatively simple ones requires lower DCs. For a full list of devices and programming tasks, see Chapter 4. Each skill check takes 1 hour.

PROFESSION (WIS; TRAINED ONLY)

With the advent of steam technology, many new professions become available. Such professions include clockmaker, surgeon, engineer, factory worker, reporter, scientist, and steamship sailor.

Methods of fighting crime undergo a startling metamorphosis in a world with steam-age technology. Town constables are typically no longer restricted to carrying clubs and whistles—magnifying glasses and forensic tools replace them in the hands of trained investigators. These Profession skills represent more modern methods of law enforcement and criminal investigation. Unlike other Profession skills, these skills have practical applications and present dynamic roleplaying opportunities for a steampunk campaign, besides their utility for simply earning a wage.

Profession (policeman): This skill encompasses interviewing and interrogation techniques for suspects, an understanding of how precincts and police procedure operate, and a basic knowledge of the law of the local region. If you have 5 or more ranks in Intimidate or Diplomacy, you get a +2 synergy bonus to Profession (policeman) checks. A Profession (policeman) skill check ordinarily takes 1 minute to perform.



Profession (detective): This skill allows a character to collect clues such as fingerprints and footstep impressions, and estimate forensic characteristics of a dead body, such as time and cause of death. Profession (detective) skill checks made without tools suffer a -4 circumstance penalty. Proper tools (which normally include a magnifying glass and other such items) alleviate this penalty, and masterwork tool sets can add a $+2$ circumstance bonus to skill checks. If you have 5 or more ranks in Search, you get a $+2$ synergy bonus on Profession (detective) checks. It takes one minute to perform a Profession (detective) skill check on a 5-foot-by-5-foot area or a volume of goods 5 feet on a side.

Profession (profiler): This skill is inspired by Sherlock Holmes' famous deductive talents, allowing a character to learn several facts about a given person, creature, or object (such as occupation, general tendencies, and perhaps city or region of origin) from watching the subject over a period of time. If you have 5 or more ranks in Spot or Sense Motive, you gain a $+2$ synergy bonus on Profession (profiler) checks.

If you have 10 or more ranks combined in Spot and Sense Motive, the synergy bonus increases to $+4$. A Profession (profiler)

check takes 1 minute to perform while studying the subject.

For all three skills, gaining basic information requires a DC 15 skill check. More detailed results are obtained at DC 20, and extremely detailed, complicated, or exotic information is DC 25 to 30 or higher at the DM's discretion.

Campaigns with a special interest in criminals or crimefighting may wish to add more specialties to the Knowledge skill, such as Knowledge (crime and criminals).

SPEAK LANGUAGE (ΠΟΠΕ; ΤΡΑΙΝΕΘ ΘΠΛΥ)

The telegraph machine uses a coded signal to send messages along a wire. In addition to any other languages you possess, you can learn to interpret telegraphic (Morse) code. Telegraphic code is not a spoken language, of course, but it can be transmitted through air or water using a variety of relatively simple tools and devices. It is commonly used by military forces for line-of-sight signals and communications.

NEW SKILLS

DRIVE (DEX)

Use this skill to operate and control a steam-powered vehicle, such as a horseless carriage, airship, or steamship.

Check: Routine tasks, such as ordinary driving, don't require a skill check. Make a check only when some unusual circumstance exists (such as inclement weather or an icy surface), or when the character is driving during a dramatic situation (the character is being chased or attacked, for example, or is trying to reach a destination in a limited amount of time). When driving, the character can attempt simple maneuvers or stunts. Complete rules for vehicle maneuvers and combat are provided in Chapter 5.

Retry: Most driving checks have consequences for failure that make trying again impossible.

Special: A character can take 10 when driving, but can't take 20.

MUNITIONS

Task	DC	Action Required
Disable simple explosive	10	Standard action
Set fuse	15	Standard action
Place explosive	15	Full-round action
Set timed fuse length	20	Standard action
Make complex explosive	25	Variable, see below
Disable complex explosive	Opposed	Full-round action
Quick reload (matchlock)	15	Full-round action
Quick reload (flintlock)	20	Standard action
Quick reload (percussion cap)	25	Move-equivalent action

MUNITIONS (DEX; TRAINED ONLY)

Use this skill to handle, place, or disable gunpowder explosives with safety and accuracy, and to reload and maintain firearms.

Check: Any action involving an explosive requires a skill check.

Disable simple explosive: You can disarm a simple explosive or bomb that is not trapped. Generally, this task involves little more than cutting a fuse or putting out a slow-burning match. If you have 5 or more ranks in Disable Device, you gain a +2 synergy bonus on the Munitions check.

Set fuse: You safely set the fuse on a gunpowder explosive so that it detonates after one round.

Place explosive: You set a gunpowder charge at the correct location to produce the maximum effect on a structure or other object. You must still set the fuse to determine when the explosive will detonate.

Set timed fuse length: This use of the skill allows you to set a fuse so that an explosive detonates at a predetermined time. A successful skill check indicates that the explosive goes off during your initiative on the designated round. A failure on the skill check means that the explosive fails to detonate, goes off early, or detonates later than desired. The following table indicates what happens on a failed skill check.

d20	Round of Detonation
1–4	Explosive fails to go off
5–8	Two rounds early
9–12	One round early
13–16	One round late
17–20	Two rounds late

Make complex explosive: This use of the skill represents the construction of a trapped explosive, rigged to prevent disarming attempts. Construction takes at least 1 minute, but depending on the size and composition of the bomb and the trap, more time may be required at the DM's discretion. If you have 5 or more ranks in Craft (trapmaking), you gain a +2 synergy bonus on skill checks for this task.

Disable complex explosive: Use this skill task when trying to disarm an explosive specifically trapped to discourage tampering. You must make an opposed Munitions skill check against the character that made the trapped explosive. A standard complex explosive is DC 20, but more exotic or complicated bombs may be even more difficult.

Quick Reload: You can make a Munitions check to reload your firearms faster. See "Loading a Firearm" on page 142 in Chapter 4 for details. If you have 5 or more ranks in Concentration, you get a +2 synergy bonus to Munitions checks to reload a firearm.

Special: If you fail to disable a trapped explosive by more than 5, the explosive detonates immediately. You can make a Reflex save (explosive's DC + 5) for half damage.

USE STEAMCRAFT DEVICE (INT)

Use this skill to operate complex mechanical and electrical devices, such as steam engines, analytical engines, telegraphs, and other machines.

Check: In a typical steampunk campaign where mechanical devices are common, you don't need to make a skill check to operate most devices. You need this skill if such technology is rare and exotic or if you want to attempt an advanced or specialized task.

Retry: Depending on the situation, you can retry as often as you like. However, in some cases, the situation or the specific device you are using will prevent further attempts.

FEATS

The following new feats can be used in any steampunk campaign. The text of this section is designated as **Open Game Content**.

PILOT [GENERAL]

You know how to fly various kinds of aircraft, from zeppelins to autogyros.

Prerequisite: Drive skill.

Benefit: You can operate aircraft without a penalty on your Drive checks.

Normal: A character operating an aircraft without this feat suffers a -4 penalty on all Drive checks.

ARMOR PROFICIENCY (STEAMCRAFT ARMOR) [FIGHTER, GENERAL]

You are proficient with the operation of steam-powered armor (see Chapter 4).

Prerequisite: Armor Proficiency (Heavy).

Benefit: When you wear steamcraft armor, the armor check penalty applies only to Balance, Climb, Drive, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble skill checks. This feat is required in order to operate steam armor without penalty.

Normal: A character who is wearing armor with which he is not proficient suffers its armor check penalty on attack rolls and all skill checks that involve movement, such as Ride. A character attempting to utilize any steam-powered or firearm attachments on a suit of steam armor suffers a -4 circumstance penalty if he is not proficient with the armor.

BREW INJECTION [ITEM CREATION]

You can create magical injections imbued with spell effects.

Prerequisite: Spellcaster level 3rd+.

Benefit: You can create an injection. Doing so is identical to brewing a potion (see the core rules for details). The main difference between a potion and an injection is that an injection may affect an unwilling or unconscious target. Injections also require no action on the part of the recipient to function. Thus, for example, a cleric could prepare *cure moderate wounds* injections to put dying friends back on their feet or to bolster a front-line fighter. An evil wizard might prepare a *contagion* injection to use on an unlucky thief caught stealing from the wizard's library. Injections are kept in special syringes known as injectors (see Chapter 4 for details). In combat, you must make a melee attack and inflict at least one point of damage for the injection to function. Injecting an opponent is a free action that takes place immediately after inflicting the damage. The direct application of the injection into the target's body makes it more difficult to defend against: the save DCs of injections are increased by 2.

COMBAT CLIMBING [GENERAL]

You exhibit exceptional skill in simultaneously fighting and climbing.

Prerequisites: Dex 13+, Climb skill.

Benefit: You gain a +2 circumstance bonus to all Climb checks. In addition, if you are attacked while climbing, you do not lose your Dexterity bonus (and other dodge bonuses) to AC.

COMBAT RELOAD [FIGHTER, GENERAL]

You can reload your firearms without getting distracted and dropping your guard.

Prerequisite: Dex 13+, base attack bonus +1 or higher.

Benefit: You do not provoke an attack of opportunity when reloading your firearms.

Normal: Loading a firearm in combat provokes an attack of opportunity.

CRAFT CLOCKWORKS [GENERAL]

You can create complex clockwork devices, given enough time and materials.

Prerequisite: Int 13+.

Benefit: You can create any clockwork device whose prerequisites you meet.

CRAFT STEAMWORKS [GENERAL]

You can create complex mechanical and steam-craft devices, given enough time and materials.

Prerequisite: Int 13+.

Benefit: You can create any steam-powered device whose prerequisites you meet.

DUELIST [GENERAL]

You excel in single combat against an armed foe.

Prerequisite: Int 13+, Expertise, Weapon Finesse or Weapon Focus in melee weapon with which you duel.

Benefit: When fighting in melee against an opponent who is armed with a melee weapon, you gain a +1 bonus to melee attack rolls and a +1 dodge bonus to AC against your foe only. These bonuses reflect your expertise feinting, parrying, and exploiting weak spots in your opponent's defenses.

Special: You can take this feat more than once. Each time you take Duelist, it applies to a different melee weapon.

EXPLOSIVES EXPERT [GENERAL]

You are extraordinarily careful about handling and placing explosives.

Prerequisite: Munitions skill.

Benefit: If you roll a 1 on your Munitions check for placing or disabling an explosive, you may roll again. The second roll stands, regardless of the result. You also gain a +2 bonus to any Reflex saves you make to avoid damage from an explosion.

GRENADEIER [FIGHTER, GENERAL]

You are extremely skilled at throwing grenades and alchemical weapons with great precision.

Prerequisite: Precise Shot.

Benefit: Grenades or alchemical weapons that you throw gain a +1 bonus on attack and damage rolls as long as your target is within 30 feet. If you are throwing a grenade or alchemical weapon that does not inflict damage, the saving throw to avoid its effects (if applicable) increases by 1 instead.

HYPNOTIST [GENERAL]

You are able to place a subject under hypnosis by capturing his attention with subtle gestures and the sound of your voice.

Prerequisites: Cha 13+, Bluff skill.

Benefit: You can cast *hypnotism* as a sorcerer of your character level as a spell-like ability twice per day.

IMPROVED PARRY [GENERAL]

You have an improved ability to block incoming attacks.

Prerequisites: Int 13+, Expertise, Parry.

Benefit: You can parry one melee attack per round regardless of the size of the attacker.

Normal: Normally, you cannot parry a melee attack from a creature two or more size categories larger than you.

Special: Improved Parry cannot be used in the same round as Slip the Attack.

JINX [GENERAL]

Mechanical devices tend to malfunction messily and more often in your presence.

Benefit: Opponents attacking you with a firearm, clockwork weapon, or steam-powered weapon suffer the effects of a misfire or malfunction on a roll of 1 or 2. The opponent also adds 5 to the total rolled on the misfire or malfunction effects table (see page 137 for details).

LICENSED PRACTITIONER [GENERAL]

You have achieved recognition for your talent with medical procedures and you have a knack for treating all kinds of wounds.

Prerequisites: Physician, Heal skill.

Benefit: You gain a +4 bonus on all Heal checks and Profession (doctor) checks.

MAD BOMBER [GENERAL]

You are extremely skilled in setting explosives for maximum effect.

Prerequisite: Munitions skill.

Benefit: When you successfully detonate an explosive, the bomb inflicts an extra point of damage per die.

MAIN-GAUCHE [GENERAL]

You can use an off-hand weapon as if it were a shield.

Prerequisite: Two-Weapon Fighting.

Benefit: When wielding an off-hand weapon that is at least one size category smaller than you are, you treat the weapon as if it were a buckler, but there is no armor check penalty.

You cannot use the weapon to both attack and defend in the same round.

MASTER HYPNOTIST [GENERAL]

Your ability to hypnotize a subject is enhanced, and you can now influence a creature for a longer period of time.

Prerequisites: Hypnotist, Cha 15+, Bluff skill.

Benefit: You can cast *charm monster* as a sorcerer of your character level as a spell-like ability twice per day.

ULTIMATE HYPNOTIST [GENERAL]

You can hypnotize a subject so thoroughly that he becomes a puppet of your will.

Prerequisites: Master Hypnotist, Cha 17+, Bluff skill.

Benefit: You can cast *dominate monster* as a sorcerer of your character level as a spell-like ability twice per day.

MECHANICAL APTITUDE [GENERAL]

Firearms, clockworks, and steam-powered devices function smoothly in your hands and are not as prone to malfunction as usual.

Benefit: When you are using a firearm, clockwork device, or steamcraft device, you subtract 5 from the effects table of any malfunction or misfire rolls you have to make.

MECHANICAL GENIUS [GENERAL]

You are a paragon of technological mastery and the maintenance you lavish on your equipment is rewarded with extremely reliable gear.

Prerequisite: Mechanical Aptitude.

Benefit: When you are using a firearm, clockwork device, or steam-powered device and roll a misfire or malfunction (normally a natural 1), you can make a Munitions check (for firearms) or a Profession check (for clockworks and steamcraft devices) at DC 20. Success indicates that the malfunction or misfire does not occur.

PARRY [GENERAL]

You can block an incoming melee attack.

Prerequisites: Int 13+, Expertise.

Benefit: Once per round when you would normally be hit with a melee attack, you may make a Reflex saving throw (DC of 10 + your foe's melee attack bonus). You may add your shield's or your weapon's enhancement bonus (if any) to your saving throw. If you succeed, you parry the attack and take no damage. You must be aware of the attack and not flat-footed. Attempting to parry a melee attack does not count as an action. Melee attacks from a creature two or more size categories larger than you cannot be parried.

Special: Parry cannot be used in the same round as Slip the Attack.

PHYSICIAN [GENERAL]

You have great skill at performing surgical procedures and can help creatures recover from debilitating injuries.

Prerequisites: Heal 4 skill.

Benefit: You can double the benefits of the Heal skill when giving long-term care when you treat a wounded creature. Treated creatures recover twice as many hit points and twice the temporary ability damage they have suffered. You are also very knowledgeable about anatomy and may identify, remove, or replace any internal organs from a creature's body (in order to replace an organ, a suitable match for the organ must be present).

RAPID RELOAD [GENERAL]

You can reload a pistol or musket faster than normal.

Prerequisites: Dex 13+, base attack bonus +2, proficiency with firearm.

Benefit: You can reload a pistol or a musket more quickly than normal. The reload time depends on the type of firearm:

Firearm	Rapid Reload Time
Matchlock	Full round action
Flintlock	Standard action
Percussion Cap	Move-equivalent action

Normal: Reloading a matchlock requires 2 full rounds. Reloading a flintlock requires 1 full round. Reloading a percussion cap is a full-round action.

RELOAD ON THE RUN [GENERAL]

You can reload a pistol or musket while moving.

Prerequisite: Dex 13+, Rapid Reload.

Benefit: You can combine reloading a flintlock or percussion cap pistol or musket with a regular move. You provoke attacks of opportunity as normal using this feat. For example, reloading a flintlock with Rapid Reload requires a standard action. With Reload on the Run, you can move with that standard action and reload at the same time, leaving you with a move-equivalent action. Reloading a percussion cap with Rapid Reload is a move-equivalent action. With Reload on the Run, you can move and reload at the same time, leaving you with a standard action.

RIPOSTE [GENERAL]

You can turn a successful parry into a counter-attack.

Prerequisites: Int 13+, Expertise, Parry, base attack bonus +6.

Benefit: If you successfully parry a foe's attack, you can make an immediate riposte attack against that foe. A riposte is an extra melee attack made at your highest melee attack bonus with the weapon you are wielding.

SLIP THE ATTACK [GENERAL]

You can sidestep an attack and then redirect that attack toward an adjacent enemy.

Prerequisites: Dex 13+, Dodge.

Benefits: Once per round, when you are missed by an attacker in melee designated as your Dodge target, you can redirect the attack to any other character adjacent to

you and within the reach of the attacker. The attacker must make a new attack roll.

Special: Slip the Attack cannot be used in the same round as Parry or Improved Parry.

SWING-BY ATTACK [GENERAL]

You can swing from a rope past a foe and attack at the same time.

Prerequisites: Climb skill, Combat Climbing.

Benefit: When you are swinging from a rope (or similar object) and use the charge action, you may move and attack as with a standard charge and then move again (continuing the straight line of the charge). Your total movement from the swing-by attack cannot exceed 2 times the distance between your starting point and the point at which the rope is anchored. You do not provoke an attack of opportunity from the opponent that you attack.

Special: The benefit is lost if you are in armor heavier than light armor or you are carrying a heavy load.

TRICK SHOT [FIGHTER, GENERAL]

You can make amazing shots with your firearms.

Prerequisite: Dex 13+, base attack bonus +5 or higher.

Benefit: You gain a +1 bonus on ranged sunder and disarm attacks with a firearm. In addition, you can perform various tricks with your firearms, such as putting a hole in a flipped coin or shooting a hat off a stranger's head. Any fancy trick shots that have no real use in a combat situation can be attempted with this feat. Pulling off such a trick requires hitting an Armor Class of 20 for a standard trick, 25 for a difficult one, and 30 or higher for a truly outstanding or complicated shot. At the DM's discretion, this feat may be applied to any ranged weapon, not just firearms.

Normal: Anyone can try to perform trick shots with a firearm, but you suffer a -5 circumstance penalty without the Trick Shot feat.

TWO GUNS BLAZING [GENERAL]

You can fire a gun in each hand with reduced penalties.

Benefit: Your penalties for firing a gun in each hand are reduced by 2.

Special: The Ambidexterity feat reduces the attack penalty for the second weapon by 4.

WARRIOR MECHANIST [FIGHTER, GENERAL]

You have great skill with unorthodox weapons. Many common tools or instruments are deadly in your hands.

Prerequisite: Profession (any) skill.

Benefit: You may make normal attack rolls with a variety of tools and instruments that are important to your trade. You are considered proficient with the weapons that are appropriate to your profession. You are not proficient with tools or instruments that are linked to a different profession. At the DM's discretion, items, tools, and instruments used in your profession may be used as weapons with no penalty, typically inflicting 1d4 or 1d6 points of damage.

Normal: A character who uses a tool or instrument as a weapon without being proficient with it suffers a -4 penalty on attack rolls.

Special: You may gain this feat multiple times. Each time you take this feat, it applies to a new profession.

WEAPONS OF OPPORTUNITY [GENERAL]

You can use mundane objects as weapons.

Prerequisite: Base attack bonus +4 or higher.

Benefit: You can use virtually any mundane object that you can lift as if it were a weapon. You attack with all normal bonuses, including those from applicable feats. Damage for a weapon of opportunity depends on its size.

Consult the following table:

Size	Damage	Critical	Range Increment
Tiny	1d3	x2	10 ft.
Small	1d4	x2	10 ft.
Medium-size	1d6	x2	10 ft.
Large	1d8	x2	10 ft.

HERITAGE FEATS

Many steampunk campaign settings revolve around the culture of the 19th century, the steam age of our own world. There are many representations of literary characters from that century that lend themselves well to steampunk character concepts. Heritage feats allow players to build upon one of those concepts and mold their own original characters along similar lines. A heritage feat must be selected at 1st level, and then builds along a feat chain with more powerful and impressive abilities as you go.

CHILD PRODIGY [GENERAL]

You are incredibly gifted and have been since a very young age. Your upbringing has encouraged you to study and enhance your natural talents.

Prerequisite: You must take this feat at 1st level.

Benefit: You gain a +4 bonus on Perform or Profession (one skill of your choice) skill checks.

SCIENCE PRODIGY [GENERAL]

Your inherent talent has led you to study the wonders of science.

Prerequisite: Child Prodigy Heritage.

Benefit: You gain a +5 bonus on Alchemy or Knowledge (one skill of your choice) skill checks.

MUSICAL PRODIGY [GENERAL]

You have a beautiful voice or you have a phenomenal gift for coaxing music from an instrument.

Prerequisite: Child Prodigy Heritage

Benefit: You gain a +5 bonus to Perform checks, and the save DCs of any bardic or supernatural music abilities are increased by 1.

FERAL CHILD [GENERAL, HERITAGE]

Much like Tarzan, you were raised by wolves or other beasts in the wild. Although you may now be a civilized citizen of the world, you have not forgotten your primal heritage.

Prerequisite: You must select this feat at 1st level.

Benefit: You gain a +3 bonus to Handle Animal and Intimidate skill checks.

FERAL ATHLETICISM [GENERAL, HERITAGE]

You have a primal soul from being raised in the wild. You can imitate the way animals move and have the agility of a wild creature.

Prerequisite: Feral Child Heritage.

Benefit: You gain a +4 bonus to Climb and Jump skill checks.

FERAL VOICE [GENERAL, HERITAGE]

You can mimic the sounds of animals, from mating calls to threatening roars.

Prerequisite: Feral Child Heritage.

Benefit: You can make an opposed Wilderness Lore check against a Listen check in order to imitate the sounds of any small, medium, or large animal.

FERAL SENSES [GENERAL, HERITAGE]

Your senses are as sharp as the most deadly wilderness predator.

Prerequisite: Alertness, Feral Child Heritage

Benefit: The bonus to Listen and Spot checks you gain from Alertness is doubled, and you gain the scent special ability.

GROOMED FOR NOBILITY [GENERAL, HERITAGE]

You have been trained from birth to assume a role of importance, status, and prestige.

Prerequisite: You must take this feat at 1st level.

Benefit: You gain a +3 bonus to all Diplomacy and Sense Motive skill checks.

NOBLE BEARING [GENERAL, HERITAGE]

Your composure and attitude leave no doubt that you are destined for greatness.

Prerequisite: Groomed for Nobility Heritage.

Benefit: You gain a +4 bonus to Appraise and Knowledge (nobility and royalty) skill checks.

NOBLE MIEN [GENERAL, HERITAGE]

Your speech, stride, dress, and actions all reflect your noble heritage. Your very presence alone is enough to influence others in your favor.

Prerequisite: Cha 13+, Noble Bearing.

Benefit: Once per day you may take 20 on a Diplomacy skill check when you are trying to influence an NPC's reactions (see the DMG for details), even if you could not normally do so. Using this ability is a free action. You may always take 10 on a Diplomacy check, even when stress and distractions would ordinarily prevent you from doing so.

INDUSTRIAL UPBRINGING [GENERAL, HERITAGE]

You have grown up surrounded by an industry and you have learned to work with your hands from an early age. The worth of a day's work is well known to you.

Prerequisite: You must take this feat at 1st level.

Benefit: You gain a +3 bonus on Appraise and Craft skill checks.

INDUSTRIAL KNOW-HOW [GENERAL, HERITAGE]

You have great skill dealing with steamcraft and clockwork technology.

Prerequisite: Industrial Upbringing.

Benefit: You gain a +4 bonus on Disable Device and Knowledge (clockworks) or Knowledge (steamcraft) skill checks.

INDUSTRIAL MASTER [GENERAL, HERITAGE]

You have a phenomenal ability to create items of exceptional quality.

Prerequisite: Craft (any) skill, Industrial Know-How.

Benefit: You can create a masterwork item using your Craft skill in half the time it normally requires.

STREET URCHIN [GENERAL, HERITAGE]

You were raised on the streets in the company of unsavory elements of society.

Prerequisite: You must take this feat at 1st level.

Benefit: You gain a +3 bonus on Gather Information and Innuendo skill checks.

STREET SCAMP [GENERAL, HERITAGE]

You have parlayed your experience as a street urchin into great skill as a pickpocket and petty thief.

Prerequisite: Dex 13+, Street Urchin Heritage.

Benefit: You gain a +4 bonus on Open Lock and Pick Pocket skill checks.

STREET RAT [GENERAL, HERITAGE]

Growing up on the mean streets has given you a knowledge of the city second to none. When you want to scurry into the shadows of the alleyways, few people can find you.

Prerequisite: Street Scamp, Hide skill.

Benefit: You gain a +4 bonus on Knowledge (local) skill checks and you gain the druid's *trackless step* class ability when in an urban environment such as a city. In addition, Knowledge local is considered a class skill for you.

NEW SPELLS

In a steampunk fantasy campaign, there exists a different magical tradition. The once simple components of spider's webs and bits of cloth are replaced with nuts, bolts, and springs carved from exotic metals and forged in the fires of industry. The prayers of divine casters often involve strange rituals and lost languages. Despite its new variations and trappings, the magic of a steampunk world is no less potent and often possesses considerable advantages over the magic of a traditional fantasy campaign setting.

Traditionally, magic plays one of two different roles in a steampunk fantasy campaign. In the first, magic flows freely and those gifted enough to control the primal forces of the arcane or wise enough to channel the will of the gods are revered as heroes, given great responsibility, and recognized for the power that they control. Heroes explore the intricacies of the arcane and divine, through magical ritual and

sometimes even scientific research and discovery. In this kind of steampunk world, magic is used in a way similar to most traditional settings. Villains are those who misuse the arcane or advance the malicious agendas of evil deities as they use magic to destroy, manipulate, and dominate those who cannot defend themselves.

In many steampunk worlds, magic is new, unexplored, and possibly feared by society in general—at least in modern, civilized lands. Spellcasters may be among the most wanted fugitives, as such study could be considered heresy or unnatural in the eyes of society or the ruling power. From secluded labs and libraries, spellcasters develop their forbidden skills while resisting the lure of the dark arts and hiding from the gaze of those who would persecute them.

Many new spells available to both arcane and divine spellcasters are introduced in this chapter. All may be discovered, created, or modified in a steampunk fantasy setting. Some of the spells presented here are tailored specifically to settings that feature firearms, steamcraft, and the industrial renaissance, but others may be used in any existing fantasy campaign.

The text of this section is designated **Open Game Content**.

BARO SPELLS

1ST-LEVEL BARO SPELLS

Hood of Shadows. You use the power of illusion to hide your presence.

Jack of Trades. You gain insight into your next skill check.

Singular Deception. You become *invisible* to one opponent.

Tale of Bravery. You augment your next use of the inspire courage ability to greater effects.

Question of Truth. You detect a falsehood given as a response to one question.

2ND-LEVEL BARO SPELLS

Bane of Chaos/Evil/Good/Law. You inflict damage to creatures that attempt to attack you.

Bladebane. Like certain creatures, you are resistant to bladed weapons.

Eyes of the Investigator. Gain a +4 insight bonus to all Search skill checks.

Legendary Performance. You gain a +20 bonus to a single Perform check.

Source of Knowledge. Gain a +4 insight bonus to one Knowledge skill check.

3RD-LEVEL BARD SPELLS

Dagger of Nightmares. Spell infuses masterwork dagger with horrid visions.

Hand of the Marksman. Your firearm attack is an automatic critical threat.

4TH-LEVEL BARD SPELLS

Counterattack. You make a free melee attack when threatened by an opponent.

Curse Ward. You gain a +4 bonus to saving throws against curses.

Thunderball. Explosion of sound injures opponents, with a small chance to deafen them as well.

Power Song: Laughter. With a powerful song, you send an opponent into a fit of laughter.

5TH-LEVEL BARD SPELLS

Power Song: Sleep. This powerful song puts an opponent to sleep.

CLERIC SPELLS

STEAM DOMAIN

Deity: Gods of water or steam.

Granted Power: Once per day, you can perform a greater turning attempt against a fire creature in place of a regular turning attempt. Fire creatures that would be turned are instead destroyed.

STEAM DOMAIN SPELLS

- 1 **Obscuring Mist.** Fog surrounds you.
- 2 **Fog Cloud.** Fog obscures vision.
- 3 **Water Breathing.** Subjects can breathe underwater.
- 4 **Steam Form.** You become a gaseous form made of pure steam.
- 5 **Solid Fog.** Blocks vision and can slow movement.
- 6 **Cone of Steam.** You create a cone of steam to burn opponents.
- 7 **Steam Fog.** Fog deals steam damage.
- 8 **Horrid Wilting.** Deals 1d8 damage/level within 30 ft.
- 9 **Elemental Swarm.** Summons multiple elementals. Cast as fire or water only.

TECHNOLOGY DOMAIN

Deity: Gods of machines and craftsmanship.

Granted Power: Craft and Knowledge (steamcraft) are always considered class skills, and checks receive a +2 sacred bonus.

TECHNOLOGY DOMAIN SPELLS

- 1 **Magic Weapon.** Weapon gains a +1 bonus.
- 2 **Find Traps.** Notice traps as a rogue does.
- 3 **Source of Knowledge.** Gain a +4 insight bonus to one Knowledge skill check.
- 4 **Summon Firearm.** You summon a prepared firearm directly to your hand.
- 5 **Iron Shape.** As *stone shape*, only iron may be manipulated.
- 6 **Aspects of the Iron Knight.** You empower yourself with aspects of the iron golem.
- 7 **Summon Golem.** You summon a particular golem to aid you for a short time.
- 8 **Simulacrum.** Creates a partially real double of a creature.
- 9 **Iron Body.** Your body becomes living iron.

18TH-LEVEL CLERIC SPELLS

Divine Knowledge. You gain insight into the knowledge of religion and religious history.

Poisoned Grasp. Touch attack delivers poison damage.

Question of Truth. You detect a falsehood given as a response to one question.

2ND-LEVEL CLERIC SPELLS

Bane of Chaos/Evil/Good/Law. You inflict damage to creatures that attempt to attack you.

Bladebane. Like certain creatures, you are resistant to bladed weapons.

Harvester of Death. You can make one coup de grace attack as a standard action.

3RD-LEVEL CLERIC SPELLS

Coins of Communication. By using two coins, you establish a telepathic link.

Curse Ward. You gain a +6 bonus to saving throws against curses.

Reprieve. You prepare a *cure* spell for yourself in the event of serious injury.

4TH-LEVEL CLERIC SPELLS

Counterattack. You make a free melee attack when threatened by an opponent.

Stored Prayer. You prepare a specific prayer to use at a later date.

Stunning Hand. You gain the ability to stun an opponent with an unarmed melee attack.

Steam Form. You become a gaseous form made of pure steam.

5TH-LEVEL CLERIC SPELLS

Wounding Touch. You inflict a supernatural wound upon opponents that will not heal.

6TH-LEVEL CLERIC SPELLS

Cone of Steam. You create a cone of steam to burn opponents.

7TH-LEVEL CLERIC SPELLS

Steam Fog. Fog deals steam damage.

RANGER SPELLS

3RD-LEVEL RANGER SPELLS

Hand of the Marksman. Your firearm attack is an automatic critical threat.

SORCERER AND WIZARD SPELLS

1ST-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Charged Object.** You place an explosive charge onto a small object.

Conj **Net.** Sticky webs encase one opponent.

Evoc **Lightning Missile.** 1d6+1 electrical damage.

Illus **Singular Deception.** You become *invisible* to one opponent.

Hood of Shadows. You use illusion to hide your presence.

Trans **Poisoned Grasp.** Touch attack delivers paralytic poison.

2ND-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Bladebane.** Like certain creatures, you are resistant to bladed weapons.

Bane of Chaos/Evil/Good/Law. You inflict damage to creatures that attempt to attack you.

Conj **Cart.** You summon a cart and horse for transportation.

Div **Eyes of the Investigator.** Gain a +4 insight bonus to all Search skill checks.

Source of Knowledge. Gain a +10 insight bonus on one Knowledge skill check.

Necro **Harvester of Death.** You can make one coup de grace attack as a standard action.

3RD-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Counterattack.** You make a free melee attack when threatened by an opponent.

Div **Coins of Communication.** By using two coins, you establish a telepathic link.

Div **Hand of the Marksman.** Your firearm attack is an automatic critical threat.

Evoc **Lightning Sphere.** Rolling sphere of lightning, 3d6 damage for 1 round/level.

Illus **Dagger of Nightmares.** Spell infuses masterwork dagger with horrid visions.

4TH-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Curse Ward.** You gain a +6 bonus to saving throws against curses.

Conj **Summon Firearm.** You summon a prepared firearm directly to your hand.

Evoc **Thunderball.** Explosion of sound injures opponents with a small chance to deafen them as well.

Trans **Stunning Hand.** You gain the ability to stun an opponent with an unarmed melee attack.

Steam Form. You become a gaseous form made of pure steam.

5TH-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Ward of Life.** You gain a +6 bonus to saving throws against death effects.

Conj **Wall of Lightning.** Passing through wall deals 2d10 +1/level.

Evoc **Cone of Steam.** You create a cone of steam to burn opponents.

Trans **Iron Shape.** As *stone shape*, only iron may be manipulated.

6TH-LEVEL SORCERER AND WIZARD SPELLS

Conj **Steam Fog.** Fog deals steam damage.

Summon Golem. You sum-

mon a particular golem to aid you for a short time.

Trans **Aspects of the Iron Knight.** You empower yourself with aspects of the iron golem.

SPELL DESCRIPTIONS

ASPECTS OF THE IRON KNIGHT

Transmutation

Level: Sor/Wiz 6, Technology 6

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

With the ingestion of a small iron ball (the material component), you are infused with aspects of the fearsome iron golem. For the duration of the spell you gain damage reduction 50/+3 and heal 1 hit point for every 3 points of fire damage you would normally suffer if stricken with a fire-based attack (such as a *fireball* spell). However, you cannot exceed your maximum hit points. Once you have regained your maximum hit points, you do not gain any further until you suffer damage from another source and again gain hit points from a fire-based attack. These effects last for the duration of the spell or until you are affected by an electrical attack, spell, spell-like ability, or supernatural effect. If you are stricken with a successful electrical effect, you must make an opposed level check (1d20 + character level) against your opponent. If you lose the opposed check, the electrical attack dispels the effects of this spell instantly, regardless of the duration remaining. If you win the opposed check, the spell remains in effect until either the duration passes normally or you are affected by another electrical attack.

Arcane Material Component: A small iron ball that you ingest during casting.

BANE OF CHAOS

Abjuration

Level: Brd 2, Clr 2, Sor/Wiz 2

As bane of evil, expect that the damage inflicted against the attacking creature applies to chaotic creatures.

BANE OF EVIL

Abjuration

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No (see text)

This spell deals 1d6 points +1 point per caster level of damage to any evil creature that attempts a melee attack against the warded creature. The attacking creature may attempt a Fortitude saving throw for half damage. If unsuccessful, the attacker suffers from the standard amount of damage.

Arcane Material Component: A pinch of powdered gold, sprinkled over the creature to be warded.

BANE OF GOOD

Abjuration

Level: Brd 2, Clr 2, Sor/Wiz 2

As bane of evil, expect that the damage inflicted against the attacking creature applies to good creatures.

BANE OF LAW

Abjuration

Level: Brd 2, Clr 2, Sor/Wiz 2

As bane of evil, expect that the damage inflicted against the attacking creature applies to lawful creatures.

BLADEBANE

Abjuration

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal

Duration: 1 round/level (D)

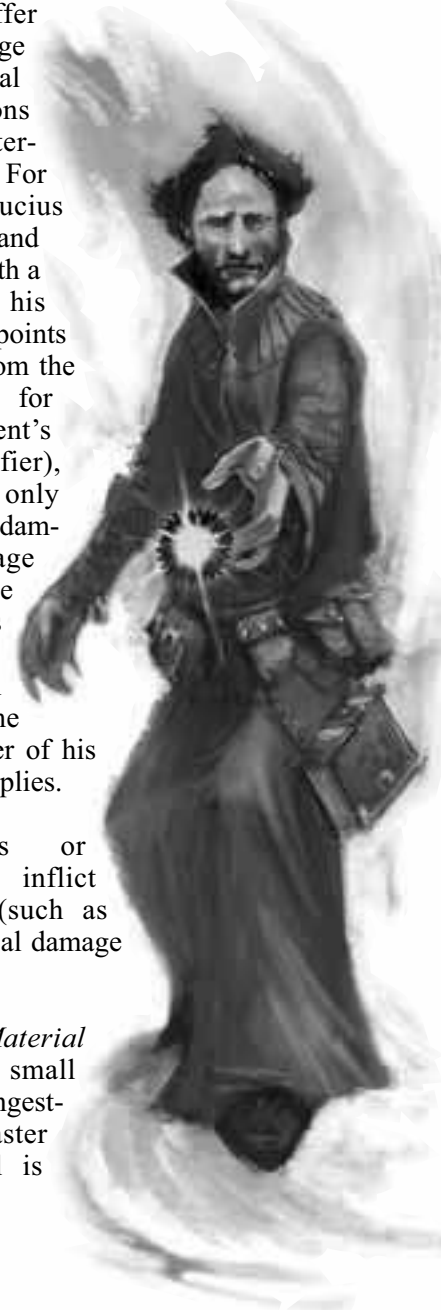
Saving Throw: None

Spell Resistance: No

As you are enveloped in a soft glow, your body becomes magically resistant to bladed weapons. As long as *bladebane* is in effect, you suffer only half damage from non-magical bladed weapons (including masterwork weapons). For example, if Lucius casts *bladebane* and is then struck with a longsword by his opponent for 10 points of damage (8 from the longsword, + 2 for his opponent's Strength modifier), Lucius would only take 6 points of damage. The damage inflicted by the longsword is halved from 8 to 4 by the spell effect but the Strength modifier of his opponent still applies.

Magic blades or weapons that inflict blunt damage (such as warhammers) deal damage normally.

Arcane Material Component: A small piece of bone, ingested by the caster when the spell is cast.



CART

Conjuration (Summoning)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One carriage (for 4 Medium-size humanoids)

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: No

You summon a small cart and light horse (PHB, Equipment) to serve as a means of transportation for up to four Medium-size or Small humanoid creatures (one on the driver seat and up to three in the cart itself). The horse is willing to serve and is summoned with bit, bridle, and other necessary tack.

Material Component: A bit of wood wrapped in horsehair.

CHARGED OBJECT

Abjuration [Force]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One object touched weighing no more than 5 lb.

Duration: Permanent until discharged (D)

Saving Throw: See text

Spell Resistance: Yes

With a simple touch, you charge a small object such as a key, scroll case, book, pistol, or article of clothing with destructive energy. The charge detonates when the charged object is touched, dealing 1d6 points of damage. The person that touches the object must make a successful Reflex saving throw for half damage. Others within 10 feet of the detonated object suffer no damage from the explosion if they make a Reflex save and half damage if they fail the saving throw. The charged object also takes the explosive damage (no saving throw).

Only you may touch the object while it is charged. However, you may dismiss the effect at any time. Others may attempt to dispel the explosive charge with a successful *dispel magic* spell. However, attempting to remove the charge effect and failing to do so triggers the explosion.

COINS OF COMMUNICATION

Divination

Level: Clr 3, Sor/Wiz 3**Components:** V, S, M/DF**Casting Time:** 1 action**Range:** See below**Duration:** 10 minutes/level**Saving Throw:** None**Spell Resistance:** No

You imbue two gold coins with magical energy, allowing them to establish a telepathic link between two creatures that each carries one of the imbued coins. To establish this link, both coin bearers must possess an Intelligence score of 6 or higher. The telepathic bond can only be established between two willing coin bearers. With the telepathic bond, the two coin bearers can communicate regardless of language. Once the coins are imbued, the telepathic bond works over any distance (although not between different planes), so long as the coin bearers each possess one of the coins. The coin bearer needs only keep his coin on his person (such as in a pocket or in-hand) to use the telepathic bond.

Material Component: Two gold coins.

CONE OF STEAM

Evocation [Steam]

Level: Sor/Wiz 5, Steam 6**Components:** V, S, M / DF**Casting Time:** 1 action**Range:** Close (25 ft. + 5 ft./2 levels)**Area:** Cone**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** Yes

This spell creates a cone of superheated steam originating from your hands and extending outward. The heated steam burns opponents, dealing 1d6 points of damage per caster level (maximum of 15d6). A successful Reflex saving throw from any creatures within the cone area allow them to suffer from only half of the damage inflicted.

Arcane Material Component: A small vial of water.

COUNTERATTACK

Abjuration

Level: Brd 4, Clr 4, Sor/Wiz 3**Components:** V, S, M / DF**Casting Time:** 1 action**Range:** Personal**Target:** You**Duration:** 1 round/level

When this spell is cast, any time an opponent makes a melee attack against you, you may attempt one melee counterattack at your full base attack bonus that does not count as an attack of opportunity for the round. You must threaten the opponent in order to make the counterattack; you cannot take a 5-ft. step or other movement before making the attack. The attack does not interrupt the opponent's action. If you are disabled as a result of the opponent's attack, you may use the counterattack, but doing so reduces you to -1 hit points. If your hit points drop to -1 or lower as a result of your opponent's attack, you may not use the counterattack. In most cases, a counterattack is made as a standard melee attack with a readied weapon. However, if you have a spell effect active that requires a successful melee touch attack (such as *poisoned grasp* or *shocking grasp*), you may use the touch spell in conjunction with the counterattack.

Arcane Material Component: A small shard of mirror.

CURSE WARD

Abjuration

Level: Brd 4, Clr 3, Sor/Wiz 4**Components:** V, S, M / DF**Casting Time:** 1 action**Range:** Personal**Duration:** 1 day/level**Saving Throw:** None**Spell Resistance:** No

When you cast this spell, you infuse yourself with positive energy and increase your defenses against curses. *Curse ward* grants the caster a +6 resistance bonus to all Will saves made to resist the effects of a *bestow curse* spell.

Arcane Material Component: A piece of glass dipped in holy water.

DAGGER OF NIGHTMARES

Illusion [Phantasm] [Fear, Mind-Affecting]

Level: Brd 3, Sor/Wiz 3

Components: V, S, F

Casting Time: 1 action

Range: Personal

Targets: One masterwork dagger

Duration: Instantaneous (see below)

Saving Throw: Will disbelief (if caster strikes his target) and Fortitude negates

Spell Resistance: Yes

You imbue a masterwork dagger with energy that visits horrid visions upon the victims of its strikes. With an eerie purple light, energy crackles through the dagger as the spell is cast. When you make a successful melee attack with the weapon, the dagger deals damage normally and the target must make a successful Will saving throw or fall victim to horrible visions. If the target fails his Will saving throw to disbelieve the horrible visions, he must then make a successful Fortitude save throw or suffer 3d6 points of damage and fall unconscious for 1d4 rounds. If the target makes the Fortitude saving throw, he suffers only the normal damage inflicted by the dagger. If the caster does not successfully strike the target with a melee attack, the spell's charge remains in effect for a number of rounds equal to half of the caster's Intelligence, Wisdom, or Charisma modifier (determined by the class of spellcaster) rounded down.

Focus: A masterwork dagger, used to channel the spell effect.

DIVINE KNOWLEDGE

Divination

Level: Clr 1

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Duration: Instantaneous

By calling forth the knowledge of your faith, you gain a clearer insight into an area of individual religious study. You gain a +20 insight bonus on one Knowledge (religion) check.

EYES OF THE INVESTIGATOR

Divination

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Personal

Duration: 1 hour/level

You gain the intuitive skills and the attention to detail of an experienced investigator. You gain a +4 insight bonus on all Search skill checks for the duration of the spell.

HAND OF THE MARKSMAN

Divination

Level: Brd 3, Rgr 3, Sor/Wiz 3

Components: V, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: See text

You gain a limited precognition that allows you to aim your attacks more precisely. Your next ranged attack roll made with a firearm (if it is made before the end of the next round) automatically hits and is considered a critical threat. You must still make an attack roll to confirm the critical threat.

Focus: A small iron replica of a firearm.

HARVESTER OF DEATH

Necromancy

Level: Clr 2, Sor/Wiz 2

Components: V, S, M / DF

Casting Time: 1 action

Range: Personal

Duration: 1 round or until discharged

Saving Throw: None

Spell Resistance: No

When you cast this spell, you are fueled by the necromantic powers of death and the eternal harvest. You may make a coup de grace attack against a helpless defender (PHB, Combat) as part of the standard action for casting the spell, rather than the full round action a coup de grace usually requires. You must make the coup de grace attack within one full round of casting this spell.

Arcane Material Component: A drop of jackal's blood on a silk cloth.

HOOD OF SHADOWS

Illusion [Shadow]

Level: Brd 1, Sor/Wiz 1**Components:** V, S, M**Casting Time:** 1 action**Range:** Personal**Duration:** 1 minute/level**Saving Throw:** See text**Spell Resistance:** No

By conjuring an illusion of shadows, you gain an advantage while attempting to hide in the darkness. When this spell is cast, you gain a +10 circumstance bonus on all Hide checks while within a dark or heavily shadowed environment. Creatures that interact with you receive a Will saving throw to ignore the effects of the shadow illusions. You do not apply the bonus to opposed rolls against creatures that see through the illusion.

Material Component: A shred of black silk.

IRON SHAPE

Transmutation

Level: Sor/Wiz 5, Technology 5**Components:** V, S, M / DF**Casting Time:** 1 action**Range:** Touch**Target:** Iron or iron object touched, up to 10 cu. ft. + 1 cu. ft./level**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

You form an existing piece of iron into any shape that suits your purpose. For example, you can make an iron weapon, a set of iron stairs, or a ball of iron. *Iron shape* also permits you to reshape an iron door to make an exit where one did not exist or to seal an iron door shut (until factors that would allow someone to open or bypass the door are used). While it is possible to make crude objects, doors, weapons, and so forth with the *iron shape* spell, fine details and exact precision are not possible. There is a 30% chance that any shape with moving parts will not work.

Arcane Material Component: A piece of soft clay rolled in iron dust, which must be shaped into roughly the desired shape of the iron object and then touched to the iron object while the verbal component is spoken aloud.

JACK OF TRADES

Divination

Level: Brd 1**Components:** V, S**Casting Time:** 1 action**Range:** Personal**Target:** You**Duration:** See text**Saving Throw:** None**Spell Resistance:** No

By casting this spell you gain great insight into your next attempt to use any skill in which you have at least one rank. When cast, *jack of trades* grants the caster a +4 insight bonus on his next skill check.

LEGENDARY PERFORMANCE

Divination

Level: Brd 1**Components:** V, S**Casting Time:** 1 action**Range:** Personal**Target:** You**Duration:** See text

When this spell is cast, you gain a +20 insight bonus on your next Perform skill check. The spell remains in effect for 1 day per level or until you make a Perform check and discharge it. Only one *legendary performance* spell may be used per skill check.

LIGHTNING MISSILE

Evocation [Electricity]

Level: Sor/Wiz 1**Components:** V, S**Casting Time:** 1 action**Range:** Medium (100 ft. + 10 ft./level)**Target:** One creature or object**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** Yes

A missile of pure electrical energy crackles forth from your outstretched palm and unerringly strikes its target, dealing 1d6+1 points of electrical damage.

The missile always hits, even if the target is engaged in melee or has less than total cover or concealment. Specific parts of a creature's anatomy cannot be targeted.

LIGHTNING SPHERE

Evocation [Electricity]
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Duration: 1 round/level
Saving Throw: Reflex negates
Spell Resistance: Yes

A crackling globe of electrical energy rolls in whichever direction you point and deals damage to opponents it strikes. The sphere moves 30 feet per round and can travel in any direction. If the sphere enters a square occupied by a creature, it stops moving and deals 3d6 points of electricity damage to that creature. The target can make a Reflex saving throw for half damage.

A move-equivalent action is required to direct the sphere; otherwise, it remains in place until directed. The sphere fades from existence if directed beyond the range of the spell.

Material Component: A marble rolled in iron dust.

NET

Conjuration (Creation)
Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./level)
Target: One medium-size or smaller creature
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes

Net creates a layered mass of sticky strands that entangles one opponent. To trap an opponent, you must make a successful ranged touch attack. An entangled creature suffers a -2 penalty to attack rolls, suffers a -4 penalty to effective Dexterity, and cannot move. An entangled creature that attempts to cast a spell must make a successful Concentration skill check (DC 15) or lose the spell. An entangled creature may break loose by spending 1 full round and succeeding at a Strength check (DC 20) or an Escape Artist skill check (DC 25).

The strands of the *net* are very flammable. Any source of fire—a torch, burning oil, a flaming sword, etc. —sets the strands alight and burns

them away within 1 round. However, the entangled creature within the flaming strands takes 2d4 points of damage from the flames and may catch fire.

Material Component: A piece of netting soaked in tree sap.

POISONED GRASP

Transmutation [Poison]
Level: Clr 1, Sor/Wiz 1
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Until discharged
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell imbues your hand with a paralytic poison that you can use to injure an opponent. Your successful melee touch attack allows you to deliver the poisoned attack. If touched, the target must make a Fortitude save or suffer 1 point of temporary Strength damage per caster level (maximum 5).

POWER SONG: LAUGHTER

Enchantment
Level: Brd 4
Components: V
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: One creature
Duration: See text
Saving Throw: None
Spell Resistance: Yes

When you sing the powerful yet humorous words of this magical song, you cause a single creature with 100 or fewer hit points to succumb to uncontrollable laughter. The laughing creature falls to the ground and is prone for the duration of the spell. Melee attacks made against a prone creature gain a +4 bonus while ranged attacks suffer a -4 penalty. A creature with 40 or fewer hit points laughs for 4d4 rounds, one with 41 to 90 hit points laughs for 2d4 rounds, one with 91 to 100 hit points laughs for 1d4 rounds, and a creature with 101 hit points or more is not affected.

POWER SONG: SLEEP

Enchantment
Level: Brd 5
Components: V
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: One creature
Duration: See text
Saving Throw: None
Spell Resistance: Yes

This powerful song causes creatures with 150 or fewer hit points to fall into a deep slumber. The affected creature falls to the ground unconscious and is considered helpless. A creature with 50 or fewer hit points sleeps for 4d4 minutes, one with 51 to 100 hit points sleeps for 2d4 minutes, one with 101 to 150 hit points sleeps for 1d4 minutes, and a creature with 151 hit points or higher is not affected.

QUESTION OF TRUTH

Divination
Level: Brd 1, Clr 1
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: See text
Saving Throw: Will negates
Spell Resistance: No

By casting this spell before asking a creature a single question, you have the ability to detect any intentional falsehoods or lies given as a response. First, you must determine the target of your question and cast *question of truth*. Next, you may ask a single question. The target of your question receives a Will saving throw to avoid the effects of the spell. If successful, the target may answer however he sees fit. If the save is unsuccessful and the target lies, you are aware of the falsehood. This spell does not reveal the truth, and it only detects deliberate falsehoods.

REPRIEVE

Evocation
Level: Clr 3
Components: V, S, M/DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 day/level or until discharged
Saving Throw: None
Spell Resistance: No

This spell allows you to prepare a *cure light wounds* spell that will automatically take effect if you are reduced to -1 hit points or lower and begin to die. During preparation, you cast *reprise* and immediately cast a single *cure light wounds* spell into a small jewel worth no less than 25 gp. Immediately when the spell is triggered, the *cure light wounds* spell takes effect and you roll to determine the number of hit points healed.

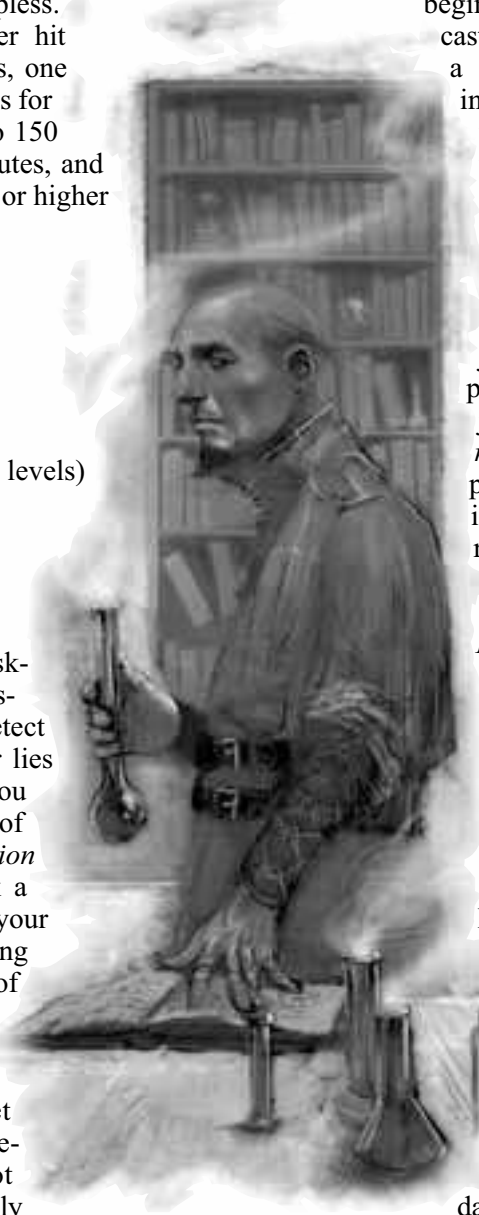
The spell is linked to the small jewel used during the casting process. The caster must have the jewel in her possession for the *reprise* to work. If she does not possess the jewel, the spell effect is not discharged until she regains the jewel or it is placed in contact with her body.

Material Component: A jewel worth no less than 25 gp.

SINGULAR DECEPTION

Illusion (Glamer)
Level: Brd 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level (D)
Saving Throw: None or Will negates
Spell Resistance: No

The creature or object touched vanishes from the sight (even darkvision) of one target (chosen at the time of casting). *Singular deception* has the following effects:



- You and any gear you carry vanish from the target's sight.
- Items you drop or put down become visible and items picked up disappear.
- Light sources may disappear, but the light itself does not.
- If you attack the deceived opponent, you become visible.

See the PHB for the effects of invisibility in combat.

Material Component: A piece of glass wrapped in wax paper.

SOURCE OF KNOWLEDGE

Divination

Level: Brd 2, Sor/Wiz 2, Technology 3

Components: V, S

Casting Time: 1 action

Range: Personal

Duration: Instantaneous

You gain clearer insight into an individual area of study. You gain a +10 insight bonus on one Knowledge check. The area of knowledge (arcana, nature, steamcraft, etc.) must be determined prior to casting the spell.

Material Component: A scrap of parchment.

STEAM FOG

Conjuration (Creation) [Steam]

Level: Sor/Wiz 6, Steam 7

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Fog spreads in a 30-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Steam fog creates a thick mist of steam vapors similar to the effects of a *solid fog* spell. In addition to slowing down the movement of creatures and obscuring vision within the steam, the steam vapors are also hot enough to damage creatures caught within the cloud. Each round, beginning when the spell is cast, the *steam fog* deals 2d6 points of fire damage to creatures within the fog.

Arcane Material Component: A small vial of water and lantern oil mixed together and smashed to the ground while the verbal components are spoken aloud.

STEAM FORM

Transmutation

Level: Steam 4, Sor/Wiz 4

Components: S, M /DF

Casting Time: 1 action

Range: Touch

Target: Willing corporeal creature touched

Duration: 2 minutes/level (D)

Saving Throw: None

Spell Resistance: No

The subject and all her possessions become insubstantial, misty, and translucent. The subject is transformed into steam and gains damage reduction 20/+2. Any material armor that the subject wears while in *steam form* is rendered useless (including any natural armor she may possess), however, any bonus to Armor Class that she receives through the use of her Dexterity, deflection bonuses, or force effects (such as *mage armor*) remain in effect. While in *steam form*, the subject is immune to all poison and critical hits. The subject is unable to attack with her weapon of choice or cast spells that require a verbal (V), somatic (S), material, or focus component while she is in steam form. Spells prepared with the Silent Spell and Still Spell metamagic feats may be used while the subject is in *steam form*. While she cannot attack conventionally, she may use her form to burn her opponents. With a successful melee touch attack, the subject may inflict 2d6 points of steam damage to one target.

The subject cannot run while she is in *steam form* but she can fly (speed 15, maneuverability perfect). She can pass through small holes and narrow openings with all of the possessions she was carrying when the spell was cast. The *steam form* is subject to wind effects and the subject cannot enter or move through any liquid.

Arcane Material Component: A bit of gauze waved through steam.

STORED PRAYER

Evocation

Level: Clr 4**Components:** V, S, DF**Casting Time:** 1 action**Range:** Personal**Target:** You**Duration:** 1 day/level or until discharged.

You may cast a 1st-level spell that will not take effect until you call for it at a later time. You cast *stored prayer* and immediately cast the 1st-level spell you wish to store (such as *protection from evil*). For the duration of the *stored prayer* spell, you may use a move-equivalent action to activate the stored 1st-level spell. For example, during the first round of combat you may use a standard action to cast an offensive spell while using your move-equivalent action to activate your stored *protection from evil* spell in the same round.

You may only have one *stored prayer* prepared at any given time. You cannot have multiple effects prepared.

STUNNING HAND

Transmutation

Level: Clr 4, Sor/Wiz 4**Components:** V, S, M / DF**Casting Time:** 1 action**Range:** Personal**Target:** You**Duration:** 1 round / 2 levels**Saving Throw:** None**Spell Resistance:** No

When this spell is cast, you temporarily gain the ability to stun creatures with your unarmed attacks. You may use this ability once per round, for the duration of the spell. A crea-

ture struck by your unarmed melee attack, in addition to normal damage, must make a successful Fortitude saving throw (DC 10 + spell-casting ability modifier) or be stunned for 1 round. A stunned character cannot act and loses any Dexterity bonus to Armor Class, while attackers receive a +2 bonus on attack rolls against a stunned opponent.

Arcane Material Component: A piece of cloth from a monk's robes.

SUMMON FIREARM

Conjuration (Summoning)

Level: Sor/Wiz 4, Technology 4**Components:** V, S, M / DF**Casting Time:** 1 action**Range:** See text**Target:** One personal firearm weighing up to 10 lb.**Duration:** Permanent until discharged**Saving Throw:** None**Spell Resistance:** No

You call forth one small firearm directly to your hand. The spell magically links a firearm to a pearl worth no less than 500 gp. The firearm must be one you possess when the spell is cast. Thereafter, you may summon the firearm to your hand by speaking a special

command word (created by you during the casting of the spell and preparation of the pearl). Summoning the firearm destroys the pearl. The firearm is summoned from any distance, but not from a different plane.

Material Component: A pearl worth at least 500 gp.

SUMMON GOLEM

Conjuration (Summoning) [see text]

Level: Sor/Wiz 6, Technology 7**Components:** V, S, M/DF**Casting Time:** 1 full round**Range:** Close (25 ft. + 5 ft./ 2 levels)**Effect:** One summoned golem of a particular type

Duration: 1 round/level (D)
Saving Throw: None (see text)
Spell Resistance: No

This spell summons a golem to aid you in combat. If successful, the summoned golem appears where you designate and acts immediately, on your next turn. It attacks your opponents to the best of its abilities and attacks with the intent to kill unless otherwise instructed by you. If you can communicate with the golem, you can direct it not to attack, to attack particular enemies, or to perform other actions.

Material Component: A pearl of the following values for each type of golem: 5,000 gp (flesh golem), 6,000 gp (clay golem), 7,000 gp (stone golem), and 10,000 gp (iron golem).

TALE OF BRAVERY

Enchantment
Level: Brd 1
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: See text
Saving Throw: None
Spell Resistance: No

By casting this spell, you infuse yourself with confidence and skill. This improved skill allows you to use your bardic abilities with extra potency. To use *tale of bravery*, a bard casts this spell prior to his attempt to inspire courage through his bardic music class ability (PHB, Classes). If the bard successfully uses his inspire courage ability, his affected allies receive a +3 morale bonus on all saving throws against charm and fear effects and a +2 morale bonus to all attack and damage rolls. The effects of this augmented ability remain in effect for an additional 10 rounds after the bard stops singing (rather than the normal 5 rounds).

THUNDERBALL

Evocation [Sonic]
Level: Brd 4, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: 20 ft.-radius spread
Duration: Instantaneous
Saving Throw: Reflex half, Fortitude negates
Spell Resistance: Yes

By pointing your finger and determining the range (distance and height), a shimmering bead streaks forth and detonates in the determined area with a roar of sound, injuring all creatures within the area of effect. A successful Reflex save from a creature within the blast radius reduces the damage taken to half, while creatures that fail the Reflex save take full damage. If you attempt to send the bead of compacted sound into a narrow or crowded area, you must make a ranged touch attack to successfully hit your intended mark, otherwise the bead hits an obstacle (such as a wall or fellow PC) and erupts prematurely.

The *thunderball* can also deafen opponents within the blast radius. Creatures within the blast radius that take full damage (as a result of a failed Reflex save) must make a successful Fortitude saving throw (DC 15) or be deafened for 1d4 rounds. Deafened creatures suffer a -4 penalty to initiative checks, fail all Listen checks, and have a 20% chance to miscast and lose any spell with a verbal (V) component.

Material Component: A small bell dipped in iron dust.

WALL OF LIGHTNING

Evocation [Electricity]
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Opaque sheet of electricity up to 20 ft. long, caster level or a ring of electricity with a radius of up to 5 ft./two caster levels; either form 20 ft. high
Duration: Concentration +1 round/level
Saving Throw: See text
Spell Resistance: Yes

With your words and gestures, a blazing curtain of crackling electrical energy blasts into existence. One side of the wall (selected by you) sparks forth bolts of electricity, dealing 2d6 points of electrical damage to creatures within 10 feet of the wall. This damage applies to creatures during the initial round of the wall's arrival only and may be avoided with a successful Reflex saving throw. The wall of electricity deals 2d10 points of electrical damage +1 point of electrical damage per caster level (maximum of +20) to any creature passing through it. The wall deals double damage to water creatures (such as elementals).



If you create the wall so that it appears where the intended targets are, each creature takes damage as if passing through the wall. Each creature may avoid the wall by making a successful Reflex saving throw.

Material Component: A piece of copper thread tied around a small iron bar.

WARD OF LIFE

Abjuration

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Personal

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

By casting this spell, you infuse yourself with positive energy and increase your defenses against death and death effects. *Ward of Life* grants the caster a +6 resistance bonus to all saving throws made to resist death effects (spells, spell-like abilities, etc.).

Material Component: A page from the canon of a deity of life and healing.

WOUNDING TOUCH

Transmutation

Level: Clr 5

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

When you cast this spell, a sheath of energy crackles around your hand, creating a pair of spectral claws. With a successful unarmed melee attack made with the charged hand, you inflict 1d6 points of bonus damage. This damage is considered *wounding*, causing 1 point of damage per round until a successful Heal check (DC 15) can be made to stop the bleeding or until a healing spell (*cure light wounds*, *healing circle*, etc.) can be administered to the wound. The spectral claws of the *wounding touch* ignore all material armors (including natural armor), but bonuses to Armor Class from Dexterity, deflection bonuses, and force effects (such as *mage armor*) still apply.

CHAPTER FOUR

STEAMCRAFT & BLACK POWDER

CHAPTER FOUR: STEAMCRAFT & BLACK POWDER

EQUIPMENT

This section presents new steamcraft devices, alchemical items, and weird science inventions for use in a steampunk campaign. The text of this section is designated as **Open Game Content**.

ENCHANTING ITEMS

There is no reason why technological items should not be the subject of magical enhancement. A few explicit examples are noted in the descriptions, but they are descriptive rather than proscriptive; the lack of a mention of *glamered* jumping boots that appear as soft shoes, or *ghost touch* steambows does not mean such things do not exist—unless, of course, the DM rules otherwise. Some game worlds have firm lines between magic and science; others see nothing wrong with a *musket of flame burst* +2.

SCHOLAR' S TOOLS

Alchemist's Lab: This device is a large workbench with a coal hopper at one end. Numerous devices are arrayed along the bench, including

grinders, spinners, shakers, shredders, and so forth, all connected to a single small steam engine in the heart of the bench, and all controlled by a series of knobs, levers, and dials arrayed along the edge of the work surface. These steam-powered tools do much of the grunt work of alchemy, relieving apprentices of some tedium and allowing professionals to work much more quickly, as the lab can simultaneously shred roots, pulp newt eyes, and grind zombie bones. All alchemical operations with an alchemist's lab take 25% less time with no penalties to the skill checks.

Arcane Flux Detector: This small machine is a cylinder six inches long and two inches in diameter, and it must first be wound to operate. As the mainspring winds down, it causes a number of gears in the device to turn. The gears are made of metals uniquely sensitive to lingering magical energies, and any distortions in the timing of their rotations registers as an unpleasant buzzing from the device. The more potent the magic, the louder the buzzing. This device can detect any ongoing or lingering arcane magic within 1 ft./spell level, though it cannot provide information as to the type of magic. It grants a +4 circumstance bonus on any attempt to disable magical traps, as it can help the rogue trace the flow of magic around the trapped item or area.

Arcane Pulse Disruptor: This is one of the strangest devices found in a steampunk setting. It is an ungainly contraption, roughly the size of a large chest, and covered with protrusions, wires, and odd bits of crystal. Distorted, but somehow still functional, gears writhe and twist within it, many carved from the largest lodestones found in nature. Bits of elemental earth are also required for its construction, as are a number of powdered jewels. Sparks fork from carefully placed bits of amber and copper.

When activated, the pulse disruptor hums, vibrates, and pulses in an almost indescribable fashion. No one who can cast arcane spells without preparation is comfortable near it; a Will save (DC 19) is required to approach within 15 feet of the device unless required to do so for reasons of safety or survival. Any such spellcaster touching the device takes 1d4 points of subdual damage.

Anyone attempting to cast an arcane spell within 15 ft. of the device suffers a 50% arcane spell failure chance, in addition to any other modifiers for circumstance or armor. Even if the spellcaster succeeds in casting, he takes 1d2 points of subdual damage per level of the spell; if he fails to cast the spell, he takes 1d4 points of damage.

The device is often used when dealing with hostile mages, or as a means of protecting an area from invasion by spellcasters. The small radius of the area of effect means that, if this device is used, rooms are often laid out to take advantage of it, by requiring a caster to be within the device's area of effect to see a potential target.

The device will not cancel or dispel ongoing spells, nor impact magic items, but it does inflict a -4 circumstance penalty on all Scry checks.

The device runs for four hours on a single fueling, and it can be refueled without deactivating it.

Bard in a Box: This device is a box about a foot square and six inches deep, engraved with musical symbols and the sigils of various bardic orders, and often the rune or marking of a god or goddess of music. It is designed so that a specially prepared piece of vellum (parchment is too weak) can be fed into it. A small

steam engine, or a hand crank in simpler models, then powers the wheels that propel the vellum through the gears. The song encoded on the vellum is played by the machine, producing a remarkable facsimile of the tune. The machine cannot emulate a voice (unless it has been enchanted, see below), but it does a good job of replicating most percussion, brass, or stringed instruments, thanks to exotic engineering and strange alloys.

If a bardic scroll is prepared appropriately, this box can cast the spell; the scroll is, of course, consumed in the casting.

The non-automated version requires someone to continually turn the crank. Out of combat this is trivial, but if the device is used to cast bardic spells, doing so is a full round action that provokes an attack of opportunity. Loading is also a full round action that provokes an attack of opportunity, though a scroll can be pre-loaded. If the steam-powered version is used, activating it is a standard action that does not provoke an attack of opportunity, provided the device is already in the user's hands. Two hands are required to hold the device for Medium-size or smaller creatures; larger creatures may use it one-handed.

A rare few of these devices are enchanted with a *magic mouth* spell; this requires the Create Wondrous Item feat, and costs 1,000 gp and 40 XP, in addition to the cost of the box. Such devices can replicate voices and can cast normal non-bardic arcane scrolls.

The steam-powered device can run for about an hour on a quarter pound of coal.

Calculating Engine, Large: This massive device, 12 feet long, six feet high, and six feet wide, is filled with an intricate assortment of gears, chains, wheels, and springs. A hopper in the front allows it to be fed instruction cards. The device is capable of performing extremely complex sequences of actions, running highly intricate analyses, and so on. It is extremely useful to anyone attempting a task which involves advanced mathematical analysis: Such tasks include construction of fortifications, spell research, and alchemical experiments. A properly-programmed engine grants a +10 circumstance bonus on the skill check for any such task. The DC of writing program is equal to the DC of the task the program is to

help with. The DM should roll the check secretly. If the programmer failed by 5 or less, he is aware of the failure and can try again; if the programmer failed by 6 or more, a subtle error has crept in, and the device imposes a -4 circumstance penalty to the skill check.

Calculating Engine, Small: This device is the size of a small, flat chest and is an extraordinary creation. Only the most skilled craftsmen are capable of manufacturing the barely pebble-size gears that densely pack the unit. Much like larger engines, it can provide assistance with complex tasks, but the smaller unit grants only a +4 circumstance bonus on appropriate skill checks. It is also extremely fragile, with a hardness of 2 and 5 hit points. The difficulty of programming it is the same as that of the large calculating engine. Programs written for the small device can be used on the large device (and grant only a +4 bonus), but programs written for the large engine cannot be run on a small one.

If a calculating engine is used to help research any spell with the lawful descriptor, the bonuses are +12 and +6, for the large and small engines, respectively, as such spells tend to benefit greatly from rigorous and precise analysis.

Clockwork Chess Set: Combining the intricate mechanisms of calculating engines and the torso and arms of a clockwork soldier, this device entertains kings and sharpens the wits of scholars. It is a mechanism capable of playing a single game—most commonly chess, hence the name, but any game which can be played from a seated position without a need for physical speed can be programmed into one of these devices. The device can see the board (or cards, or whatever) with crystalline eyes, and can manipulate the pieces with delicate metallic hands. It can synthesize a small number of important words, such as “Check” or “Call,” but no more than eight such words. It runs for one hour on a pound of coal.

The mechanism is extremely delicate; while it has a hardness of 7 and 10 hit points, a single point of damage that penetrates the hardness reduce the skill of the machine by 5, and a second point renders it incapable of playing until it is repaired. The cost of the device is 1,000 gp plus 150 gp per skill rank. Thus, a device that plays chess at a skill of 15 costs 2,250 gp.

Measuring Rod: This is a thick metal tube, about a foot long and two inches in diameter. When a stud is pushed, the rod telescopes outward up to 20 feet, until the tip touches a solid surface; then it retracts. The exact distance, to within a quarter inch, is displayed on a set of numbered wheels located on the base of the rod. The precise measurement grants a +2 bonus to all Search checks to locate hidden spaces or false walls. The rod extends too slowly to do any damage. If the compressed rod is used as a weapon, it deals 1d4 points of bludgeoning damage and becomes inoperable after the first successful hit.

These devices are often possessed by elite carpenters, craftsmen, and artisans.

Scribing Box: The amount of information about the world grows daily, and it can be difficult to write it all down, not to mention storing the long and bulky scrolls. Furthermore, making copies is tedious in the extreme, and such copies are likely to be error prone. The scribing box solves both of these problems. It consists of a large lectern, made primarily of wood, with the insides filled with intricate gear work and mechanisms. Attached to the top of the lectern is a facsimile of a quill pen, made of silver. A large crank sits on the side, and there are several rollers. Scroll paper is fed into the rollers (there are 1 to 4 of them). Another scroll is laid over the top of the lectern. As the user writes with the silver quill, the motions are mimicked exactly by the gear works in the box, but at one-fourth the size, allowing a scroll to easily be written in miniscule yet precise script. The multiple rollers allow multiple copies to be made.

Vibrational Veradiator: A series of wires that are strapped to various parts of the subject’s body lead to a box filled with extremely sensitive instruments, which in turn connect to quills that draw on a scrolling piece of parchment. When the subject speaks, the gear works in the box analyze the vibrational information detected by the wires, and a small analytical engine, similar in design to those used in calculating engines, determines the truth of the subject’s words. A Will save (DC 15) is needed to lie successfully when the machine is in operation, provided the subject is a humanoid, giant, or magical humanoid. The device does not work on other types of creatures.

Item	Cost	Weight
<i>Scholar's Tools</i>		
Alchemist's lab	1,000 gp	200 lb.
Arcane flux detector	500 gp	5 lb.
Arcane pulse disruptor	3,500 gp	60 lb.
Bard in a box		
hand-cranked	450 gp	2 lb.
steam-powered	900 gp	3 lb.
Calculating engine, large	10,000 gp	1 ton
Calculating engine, small	20,000 gp	10 lb.
Clockwork chess set	varies	100 lb.
Measuring rod	100 gp	1 lb.
Scribing box	500 gp	75 lb.
Vibrational veradictor	150 gp	8 lb.
<i>Rogue's Tools</i>		
Clockwork spider	500 gp	1/4 lb.
Drillspike	50 gp	1 lb.
Far-reaching gauntlet	800 gp	2 lb.
Springsaw	200 gp	1/2 lb.
Steamstilts	150 gp	5 lb.
<i>Cleric's Tools</i>		
Holy water sprinkler	600 gp	8 lb.
Prayer watch	800 gp	1/4 lb.

ROGUE'S TOOLS

Clockwork Spider: One of the most intricate clockwork creatures, the clockwork spider is impressive enough merely as a work of artistry. A fist-size spider of gold, silver, and bronze, it has small rubies for eyes and chips of diamond on each foot. A small hatch in the mouth allows it to seem to eat a silk ribbon, upon which is encoded a sequence of instruction. The spider can walk up any surface, or cling to ceilings, at a speed of 10 ft./round. It can also drill into any surface with a hardness of less than 10, and hold there, dropping a thin but strong silk thread from its abdomen. This thread can support up to 150 lbs. The spider cannot see or sense its surroundings in any way; it moves precisely as far in any direction as its program tells it to.

Drillspikes: Climbing a sheer wall often requires spikes, but pounding heavy spikes into solid rock is a noisy business, and stealth is often required. The drillspike is designed to resolve this dilemma. The tip of the spike is a drill bit, and the central shaft of the spike contains a powerful spring. The spike can be wound tightly (a process that takes two minutes per spike) and kept wound for up to a

day. When placed against a wall and activated, the spike burrows through any material with a hardness of less than 8, burying itself in the wall nearly silently (-4 penalty to all Listen checks). Removing a drillspike requires unscrewing it, which takes two full rounds to accomplish. For this reason, drillspikes are often left behind by fleeing rogues.

A drillspike can be used, in an emergency, as an exotic piercing weapon, dealing 1d4 points of damage with a threat range of 18-20/x3 if wound and 20/x2 if unwound. A wound drillspike unwinds after the first hit, whether a critical was scored or not.

Far-Reaching Gauntlet: Similar in appearance to a heavy plate mail gauntlet, but reaching farther up the wrist, this device requires some training to use optimally. Pushing a release on the gauntlet's back causes it to extend; the fingers can then be manipulated via delicate controls on the inside of the glove. The gauntlet can reach out to 10 feet, with limited flexibility; it can cover an area about five feet across without the wielder needing to move his arm more than slightly. By careful use of the controls, the wielder can do anything with this glove he could do with his hand, other than use a weapon. All manipulation but the crudest

General Equipment

Automatic ladder, collapsible	300 gp	15 lb.
Clockwork animals	750 gp	1 lb.
Coal	1 cp	1 lb.
Miner's glove	700 gp	25 lb.
Electric lantern	50 gp	3 lb.
battery	1 sp	—
Diving suit	500 gp	20 lb.
Rocket pack	5,000 gp	40 lb.
Steam portal	600 gp	1 ton
Buckler glove	300 gp	8 lb.
Gauntlet of the iron ogre	800 gp	30 lb.
Gnome guardian's knife	250 gp	1 lb.
Sparkling sword	2,315 gp	6 lb.
Springblades	150 gp	3 lb.
Steambow	500 gp	30 lb.

Firearm Accessories

Apostle	2 sp	—
Bandoleer	5 sp	1 lb.
Bullets (20)	1 gp	2 lb.
Cartridge box	8 sp	1 lb.
Percussion cap	1 sp	—
Powder horn	1 gp	1/2 lb.
Ramrod, iron	1 sp	3 lbs.
Ramrod, wooden	5 cp	1 lb.
Swine feather	2 sp	2 lb.

(pulling a large lever, hitting an obvious switch) suffers a -4 circumstance penalty. If the user has the Exotic Weapon Proficiency (far-reaching gauntlet), this penalty is negated.

Spellcasters may make touch attacks with the gauntlet. However, the gauntlet also imposes a 5% arcane spell failure chance.

The gauntlet has a hardness of 8 and 5 hit points. Each point of damage it takes increases the manipulation penalty by 1. For example, a gauntlet that was used to open a trapped chest and suffered 3 points of damage would suffer a -7 penalty (-3 if the user had the Exotic Weapon Proficiency feat).

Springsaw: This ingenious device consists of a powerful mainspring and a thin, but very strong saw blade. When the device is fully wound, the spring causes the saw to cut back and forth rapidly. If the blade is inserted into the crack between a door and its frame, and brought down on the locking bolt, it deals 1d8 points of damage to the bolt each minute. A fully wound spring allows five minutes of operation, and it takes an hour to wind the spring. There is a 5% chance, non-cumulative, per round that the device jams or breaks.

The springsaw can be used as a weapon in emergencies. It is considered a tiny, exotic, weapon that deals 1d4 points of slashing damage.

Steamstilts: At first glance, these appear to be thick metal boots, akin to jumping boots (see below). However, their function is quite different. When the wearer manipulates a button in the toe, the soles of the boots begin to telescope downward, elevating the wearer. The boots can extend up to five feet. Extending or retracting the boots is a standard action; doing so in combat incurs an attack of opportunity, with attackers gaining a $+2$ bonus on the attack roll because the user of the boots must remain very still or risk falling over.

Walking with the boots is difficult. If the wearer moves at more than one-quarter speed, he must make a Dex check with the following DCs:

Speed	Check
1/2	12
3/4	15
Full	18
Run	21

CLERIC' S TOOLS

Holy Water Sprinkler: While the term originally referred euphemistically to a heavy mace that resembled a priest's tool, this device comes to its common name more legitimately. Similar in form to a large firearm, it is usually made of the finest materials and often incorporates metals or stones that are of special religious significance to the faith to which it is dedicated. The whole is then embossed with religious symbols and runes.

A holy water sprinkler can be filled with up to 20 ounces of holy or unholy water. It can then be used as an exotic ranged weapon, with the damage being a dose of holy water. A successful ranged touch attack exposes the target to whatever damage holy water might do to it. The device is typically used against the undead and outsiders.

Prayer Watch: Clerics need to obey rituals, not solely as articles of faith, but also as a key to their power. Many gods will only heed calls for divine spells if they are done at specific ritual times, and being an hour late or an hour early can mean coming up empty. Worst of all, a cleric is most likely to face this problem when his need for the earthly manifestations of his god's power is greatest—when deep underground, exploring dark mysteries.

The prayer watch is designed to resolve this problem. While very expensive, it runs for a long time on a single winding and is astonishingly accurate, so much so that there is but a 1% chance of it failing to alert the owner when it is time to pray. The watch must be wound but once a week, and it will begin to vibrate when it is a day from winding down, so the owner will be alerted in time to attend to it.

GENERAL ITEMS

Automatic Ladder, Collapsible: The mines of the dwarves and the underhill cities of the gnomes make extensive use of permanent automatic ladders, allowing a citizen to simply hold on while the ladder carries him upwards hundreds of feet under its own power. Faced with expeditions into realms where such conveniences were not available, the engineers and artificers of these two underground races devised the collapsible automatic ladder.

When collapsed, the device resembles two thick cylinders wrapped in a sort of chain-link webbing, along with a small steam engine that normally travels detached from the ladder. When activated, the two cylinders form the upper and lower ends of the ladder, while the steel webbing forms the left and right edges and the steps. The steam engine is hooked up to one of the cylinders and the whole thing turns, allowing anyone to simply clamber on and be carried to the top or bottom, depending on the direction of travel.

The ladder can be set up to be anywhere from 10 feet to 100 feet long and can support 500 lb. on each step, to a total of 1,000 lb. on the ladder at once. The ladder's speed of ascent or descent is 10 ft. per round.

This device is most often used in larger expeditions, where many of the members lack climbing skills.

Clockwork Animals: While truly complex clockwork creatures merit being called constructs and defined as creatures, these simpler devices are more akin to tools, as their functions are limited to a small number of programmed actions. All clockwork animals are Tiny creatures and are made of the finest metals and materials: mithral gears and ruby eyes are not uncommon. The animals can be given up to 10 commands to execute, which they will do in sequence. The commands are extremely basic. For example, a typical programmed sequence might be: move 10 ft. forward, turn 45 degrees, flap wings, squawk, and return to starting point.

The clockwork animals cannot attack or sense their surroundings; they are simple automatons without any kind of intellect or awareness. However, they are useful as toys, gifts for nobility, or, in special circumstances, as distractions.

Typical clockwork animal designs include cats, frogs, and hawks (though the hawks cannot fly).

Coal: Most steam-powered items use coal as their primary source of energy. Coal is usually cheap and plentiful; any society that has developed steam technology has probably developed the infrastructure needed to mine and transport coal economically. Dwarves will happily dis-

pose of hundreds of tons of the stuff as they look for gold or mithral, for example.

Dwarven Miner's Glove: Similar in appearance to the gauntlet of the iron ogre, but ending in a socketed stump rather than a fist, this device is commonly used by technologically advanced dwarves. Mining implements, including a pick, a shovel, and a drill, are strapped to the upper arm of the glove, where they can be easily reached by the non-gloved hand and set into an appropriate socket. The steam engine in the glove is then activated, and the tool is moved by a combination of the wielder's own strength and the power of the device. This doubles the speed of any mining operation.

The drill and pick attachments are also quite useful as weapons, if the Exotic Weapon Proficiency (miner's glove) feat is taken. Dwarven miners who travel deep into tunnels infested with orcs, drow, or other such races often use the gloves as weapons, allowing them to be both productive miners and lethal warriors with the same tool.

Electric Lantern: This lamp resembles a standard miner's lantern, but it is powered by a simple battery and features a chemical element that glows brightly when exposed to electricity. This allows the lantern to be used in places where natural gas makes torches dangerous, as well as providing light with very little excess heat. A single battery powers the lantern one hour. Batteries cost 1 sp/each.

Jumping Boots: This footwear resembles heavy steel combat boots, albeit with unusually thick soles (two inches or so) and pistons and springs clearly visible. When activated, the mechanism amplifies the user's jumps, adding tremendous power to leaps. The user gains a +10 circumstance bonus on Jump checks and jumping distance is not restricted by height.

Diving Suit: This device resembles a suit of extremely well-made leather armor with special layers of soft leather padding at the joints, a brass helmet fronted with clear glass, and a large ovoid brass canister on the back. The canister contains highly compressed oxygen, fed to

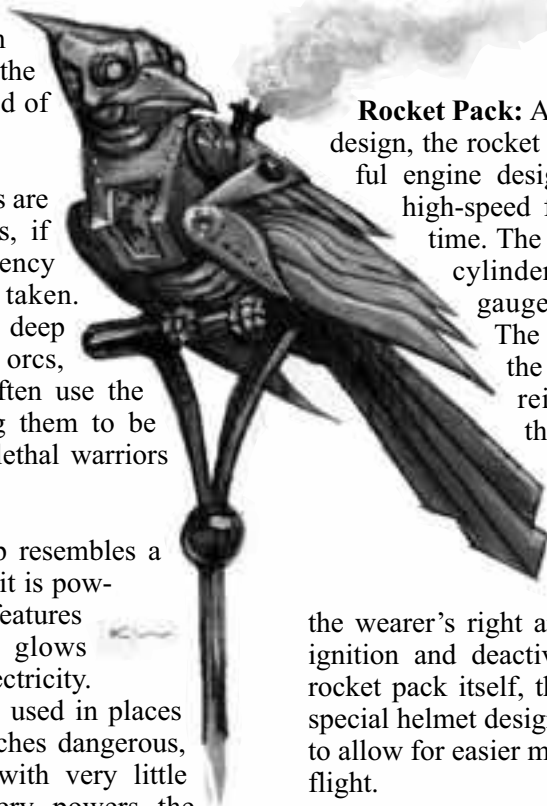
the mask via a leather tube. The diver can breathe underwater for up to 1 hour when wearing this suit, which also acts as masterwork leather armor. It is most commonly used in situations where the more common *potions of water breathing* prove inadequate, such as when entering an area where magic does not function. It is also, however, considerably cheaper in the long run than stocking up on such potions. Explorers and salvagers may find such suits a profitable alternative to magic. The suit includes flippers and webbed gloves, granting a +2 circumstance bonus on Swim checks.

Rocket Pack: An ingenious item of human design, the rocket pack is a small yet powerful engine designed to grant the wearer high-speed flight for short periods of time. The rocket pack is a large iron cylinder accented with various gauges, valves, and controls. The pack itself is strapped on the user's back with a thick, reinforced leather harness that buckles across the wearer's chest. Once the rocket pack is securely attached, a control valve tipped with a simple ignition switch is strapped to

the wearer's right arm for ease of use during ignition and deactivation. In addition to the rocket pack itself, the wearer must also use a special helmet designed with a navigational fin to allow for easier maneuvering and hands-free flight.

Once activated, the rocket pack unleashes a controlled high-pressure explosion from the iron cylinder, propelling the wearer upward at high speed. To control himself during flight, the wearer must use body positioning and the control fin on his helmet to modify his trajectory while using the control valve attached to his hand to increase or decrease the thrust of the rocket pack. There is a 5%, non-cumulative chance for the rocket pack to misfire during ignition, stalling the ignition system for 1d4 rounds unless a successful Use Steamcraft Device skill check (DC 15) is made to clear the flooded ignition valves.

In flight, the wearer has a top speed of 150 ft. If the wearer reduces his speed to





30 ft. or less for two or more rounds, he must land or increase his speed to prevent the loss of momentum necessary to maintain his flight. In routine operation, the wearer of the rocket pack is typically not required to make Drive checks with every action. However, the DM may see fit to institute a brief learning period for the wearer. Maneuvers in combat also require Drive checks. A character must have the Pilot feat to operate a rocket pack without penalty.

The rocket pack has a hardness of 10 and 30 hit points. If the rocket pack suffers enough damage to drop its hit points to 0 it explodes, dealing 10d6 points of damage to the wearer.

Steam Portal: This is not a portable device. It is, however, often added to castles, churches, mages guilds, and other places in need of extra security. It consists of a large metal door or portcullis, far too heavy to lift by hand, which can be raised or lowered by means of a steam-powered engine. To activate the engine, a sequence of buttons must be pushed in the correct order: If they are pushed incorrectly, an alarm, either mechanical or magical, will sound. Because of the weight of the door (Strength check DC 30), it cannot be opened except via the engine. Calculating the cor-

rect button sequence via examination of the control box is extremely difficult (Disable Device check DC 30).

WEAPONS AND ARMOR

Buckler Glove: Shields, even small ones, are bulky. They interfere with movement in cramped places and can make picking a pocket difficult. They provide little protection from gunfire, but are nevertheless useful in a close fight with rapier, knife, or fist. The buckler glove is a well-made, thick but finely articulated metal gauntlet. The back of the gauntlet features a large brass disk. When buttons along the wrist of the gauntlet are pressed, the disk unfolds like a fan, producing a thin but strong buckler shield. This functions as a normal buckler shield in every way, except that it cannot be the subject of a disarm maneuver. Extending or retracting the shield is a standard action. This is often a boon to spellcasters, who can summon the shield when in melee and then dismiss it to cast spells.

Gauntlet of the Iron Ogre: “Gauntlet” is somewhat of a misnomer, as this device fits over the user’s entire arm and is many times larger than any plate armor. It attaches to the rest of the body by a series of leather straps and flexible, telescoping metal rods. A small pipe to relieve steam pressure is located on the shoulder. The device is often covered with engraved runes and symbols, although no magic is used in its construction.

When worn, it is extremely heavy and bulky. The hand it covers is useless for fine work: It imposes a -4 circumstance penalty to all Pick Pocket, Disable Device, and Escape Artist checks. However, it provides a significant boon. The gauntlet is filled with pistons, compressors, gears, and other such mechanisms and grants a $+4$ circumstance bonus to Strength for all purposes except encumbrance and Strength-based skill checks such as Jump and Swim. In combat, it only grants bonuses to attack and damage rolls for a weapon held in that hand (including any two-handed weapons). In addition, the added mass and leverage allow the user to wield weapons one size category larger than normal. For example, a Medium-size user could wield a Large weapon with the gauntleted hand.

The device can run for 20 minutes on a single

load of coal. When deactivated, it is just a very heavy piece of armor that grants no bonuses but is very unpleasant to wear. It takes a minute to remove the device, and five minutes to strap it on.

While the gauntlet is active, its weight does not count for purposes of encumbrance, though it does count for purposes of penalties to Swim checks.

Whether activated or deactivated, the bulky, solid metal of the device grants a +1 armor bonus to Armor Class that stacks with one other armor bonus.

Gnome Guardian's Knife: It is said that the gnomes make up in ingenuity for what they may lack in brute might. This device, issued to all gnome military officers, is a testament to that fact. It is, at first appraisal, merely a thick-handled long dagger with an oddly knobbed grip, but each knob can be depressed, slid, or released to unlock another function of the device. A gnome guardian's knife contains a wide range of tools, including a compass, a small hollow that can hold two fine items, a wadded bandage, a magnifying lens useful for starting fires (among other things), small scissors, a screwdriver, and a pointed spike. All these devices are masterwork quality. As a weapon, the knife functions as a masterwork dagger.

Injector: An injector is a syringe with a large-gauge hypodermic needle, constructed from iron and brass with a glass reservoir for poison or a magical injection (see the Brew Injection feat, page 102). Many injectors are decorated with intricate and ornate designs or magical sigils. If you inflict at least one point of damage to your target, you may, as a free action, inject your opponent with the contents of the injector.

Sparking Sword: This sword is a good example of technical ingenuity matching magic in effectiveness and efficiency. It appears as a standard though well-made longsword, with only an unusually long hilt indicating anything out of the ordinary. In combat, though, a stud can be depressed that causes an alchemical battery in the hilt to produce powerful charges of electricity, sending lightning crackling up and down the blade. Anyone struck by the charged blade takes an additional 1d6 points of electricity damage. This effect is not magical and thus

works in anti-magic areas and does not suffer from *dispel magic* effects, nor is the blade subject to magical detection.

The battery holds 20 rounds worth of charges. Recharging it requires 25 gp worth of exotic chemicals.

The sparking sword is a masterwork weapon and may be enchanted. The listed cost includes the cost of a masterwork longsword.

Springblades: A favorite of young nobles who do not wish to attend balls and similar functions unarmed, but who likewise do not wish to attract attention by wearing an ungainly weapon, these devices appear as large bracers that fit over the forearms. They are often decorated with intricate embossing and set with attractive but inexpensive jewels.

When one of those jewels is pressed, however, the springblades show their true nature. Short daggers shoot forward from within the arm-bands, reaching a foot or so beyond the wielder's wrists. An Exotic Weapon Proficiency is needed to use these knives appropriately. Since the blades are small weapons, it is often the case that habitual wielders of the springblades learn two-weapon fighting techniques, to use both of them to full advantage.

The devices have a hardness of 6 and 10 hit points; five points of damage done will render the spring mechanism ineffective, so the blades cannot be extended or retracted. A character wielding springblades cannot be disarmed, although the blades are susceptible to sunder attacks. In societies where technology and magic are regularly mixed, enchanted springblades are common. The cost and weight listed in the equipment table are for a single blade.

Steambow: The repeating crossbow represents perhaps the pinnacle of purely muscle-powered bow engineering. The steambow, though not portable, represents the next step. Similar in form to a very heavy repeating crossbow made of metal, not wood, and mounted on a fixed turret on city or castle walls, the steambow uses a steam engine to propel arrows at terrifying and deadly velocities. The arrows are loaded onto a leather strip, which loops through the bow. The strip holds 50 arrows, and it can be refilled as the bow fires, provided there is someone dedicated to doing nothing but this task.

If there is not, a strip can be removed and a new one fed in as a full round action. The bow fires two arrows every round and cannot fire at more than one target in a single round. The attacker must have the Exotic Weapon Proficiency (steambow) feat to use the weapon effectively, but it makes its two shots per round at the attacker's highest base attack bonus.

GRENADES

The traditional hurled flask of oil seems quaint in an age of walking clocks and steam-powered brains. The best minds of every race have turned their attention to new and improved means of mayhem at a distance, and the grenade has come into its own.

A grenade is an explosive contained in a hard shell. They are designed so that the explosive is reasonably safe or inert until deliberately triggered, but the definition of "reasonable" is highly subjective. Some grenades are safer than others.

When a grenade is used, it is set to go off roughly at the time of impact, or a bare handful of seconds after. Most grenades have a simple clockwork timer that counts down roughly five seconds from the point at which the trigger is released. For game purposes, it's assumed that a grenade explodes in the same round in which it is thrown, and there's nothing that can be done to stop it unless something goes wrong.

There is a base 5% chance of the timing mechanism being faulty. If it is, roll 1d4. On a roll of 1, the grenade goes off instantly, in the hands of the user. On a roll of 2–4, the grenade detonates 1d4 rounds later than it is supposed to.

An unexploded grenade can be grabbed and hurled back at the thrower, but this is risky. If the grenade is due to go off in that round, it does so when someone has picked it up and before it is thrown.

Grabbing a grenade from the ground and hurling it is a standard action. The character must have one hand free.

Masterwork Grenades: Masterwork grenades cost three times what normal grenades do and have only a 1% chance for a timer failure. They also grant +1 bonus on attack rolls due to superior balance.

GRENADE TYPES

Explosive Grenade: The most common grenade, this weapon consists of gunpowder and a triggering mechanism set inside a fragile case. Early grenades were made of hard clay or soft metals like lead; as gunpowder techniques improved, hard metals became useful as outer shells. They come in small, medium, and large varieties. The weapons chart (see below) shows costs, weight, and damage.

No proficiency is needed to use grenades.

Clay-shell grenades are difficult to transport safely. Any time a character carrying one is struck, the grenade must make a Reflex save (DC 12) to avoid damage. Roll 1d6 on the following table:

- 1–3 Powder spills: grenade is useless but no harm is otherwise done.
- 4–5 Trigger damaged: grenade will suffer a timing error when it is used.
- 6 Grenade is triggered: all in area take damage as if the grenade has been thrown.

Tangler Grenade: A small amount of explosive sits in the center of a sphere of the same chemicals used in tanglefoot bags. When triggered, all within the area of effect are entangled.

Smoke Grenade: This grenade produces a thick, roiling cloud of smoke over a 20-ft. radius, which can block vision to cover an escape or ward off an attack. A creature in the smoke has total concealment. Creatures farther away have 90% concealment.

A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round. Otherwise, the smoke persists for 1d4+6 rounds.

Fire Grenade: Filled with alchemist's fire in addition to a small amount of gunpowder, this grenade is hellish to use against close-packed enemies, as it covers them with burning death and sets any flammable possessions or surroundings on fire. Such grenades are, unfortunately, only made in clay-shell form and suffer the same risks as noted above for explosive grenades, except that a powder spill causes the owner's clothes to ignite for 1d4 points of fire damage per round until the fire has been put out.

GRENADES

Weapon	Cost	Damage	Damage	Range	Blast	Weight
		Direct Hit	Splash	Increment	Radius	
Small explosive	150	1d6	1d2	10 ft.	5 ft.	1/2 lb.
Medium explosive	200	2d6	1d4	10 ft.	10 ft.	1 lb.
Large explosive	250	3d6	1d6	10 ft.	15 ft.	2 lb.
Smoke	70	N/A	N/A	10 ft.	*	1 lb.
Tangler	75	*	10 ft.	10 ft.	1 lb.	
Small fire grenade	200	2d6	1d6	10 ft.	5 ft.	1 lb.
Medium fire grenade	250	3d6	2d6	10 ft.	10 ft.	1.5 lb.
Large fire grenade	300	4d6	2d8	10 ft.	15 ft.	3 lb.
Orcish ale	5	1d4	1	5 ft.	5 ft.	1 lb.

* See text.

Orcish Ale: This is a euphemistic term for a very primitive type of grenade, consisting of a liquid explosive-filled bottle (usually an empty ale bottle), with a lit rag as the trigger. The grenade breaks on impact, and the explosive touches the burning rag and ignites. There are no timing issues with this primitive device—just light and throw. Igniting the rag is a standard action. Since the bottles are fragile and the explosive cheap, the chances of an accident with these devices is high. If someone carrying one is struck in combat, that person must make a Reflex save (DC 12 + 1 for each device carried) to avoid all of them detonating at once.

STEAMCRAFT ARMOR

The dwarven miner's glove, the jumping boots, and the gauntlet of the iron ogre all hint at the next step in combat steamcraft—a true suit of steamcraft armor. Steamcraft armor is perhaps the most powerful non-magical item in existence. It grants extraordinary power to its wearer, and there are some campaign balance issues that must be addressed if this technology is introduced.

As written, steamcraft armor has no inherent limits, other than cost and the need for Armor Proficiency (steamcraft armor). Some possible limits include:

- **Ancient:** Steamcraft armor isn't the result of recent advances in technology, but represents the pinnacle of a long-vanished civilization. It cannot be repaired or maintained, and once a suit has been damaged beyond utility, it is just a bulky decoration for someone's main hall.

- **Odd Power:** Steamcraft armor doesn't burn normal coal, but something else—diamonds, which are a form of coal, are a possibility. A thousand gold pieces worth of diamonds might provide one hour, one day, or one minute of power.

- **Custom:** Steamcraft armor must be made specially for each wearer. Steamcraft armor captured from an enemy is useless unless that enemy was your twin or clone. Each suit must be custom-made, which requires months of measuring and fitting, so the recipient of the suit cannot leave town for more than a day or two without a total work stoppage.

- **Ability Requirements:** The prerequisite on the Armor Proficiency (steamcraft armor) feat can be changed to include high minimum strength (19 or more), a BAB of 10+, or any other appropriate limit designed to keep any peasant from climbing into a suit and taking on trained warriors.

BUILDING STEAMCRAFT ARMOR

There are many styles of steamcraft armor, and many options. This section describes the process of designing a suit. The DM may restrict players to pre-selected options or allow the players to choose their own.

Steamcraft armor in its lighter forms resembles extremely heavy field plate, albeit fitted with a backpack-sized steam engine that puffs smoke over the wearer's shoulders. Heavier steamcraft armor is much bulkier, becoming closer to a vehicle than a suit of personal armor.

STEAMCRAFT ARMOR

Armor Bonus	Cost	Max Dex Bonus	Armor Check Penalty	Speed Penalty	Weight*
+10	2,000 gp	+1	-7	20	100 lb.
+11	3,000 gp	+0	-8	-10	115 lb.
+12	6,000 gp	+0	-9	-15	130 lb.
+13	11,000 gp	+0	-10	-15	160 lb.
+14	18,000 gp	+0	-12	-20	190 lb.
+15	27,000 gp	+0	-15	-20	210 lb.

* Inert (unpowered) weight.

Steamcraft armor is *loud*. Anyone in the vicinity gains a +4 bonus to all Listen checks to detect the wearer, and the wearer suffers a -2 penalty on all Listen checks.

The main function of steamcraft armor is, of course, to protect the wearer. The basic cost for a suit is determined by its armor bonus to AC.

The cost for the various models of armor are based on the costs of enchanting armor. Steamcraft armor is bulkier than the equivalent magic plate mail would be, but also not subject to any sort of disenchantment or anti-magic. In addition, it can be further enchanted, so that a suit of steamcraft armor can, at some expense, become a suit of *steamcraft armor* +5, granting a total armor bonus of +20, in addition to the other abilities of the suit.

Note that steamcraft armor is designed to defeat firearms. Steamcraft armor always provides its armor bonus to the wearer's AC.

When activated, the mechanical components that give steamcraft armor its name come into play. So long as the engine is pumping, the suit's weight is halved for purposes of encumbrance, though not for any other purposes. A suit of steamcraft armor can normally run for one hour on a pound of coal and has a four-pound hopper built in. It takes one minute for a suit of steamcraft armor to go to a fully functional state from a cold start.

Once the base armor has been chosen, a wide variety of options are available. By default, a single suit may have three additional

options at the listed price. The cost of options in addition to these three is doubled; the cost of each option selected after the first five is quadrupled. Options are always calculated from least expensive to most expensive. For example, if you have five options costing 1,000, 3,000, 2,000, 4,000, and 500 gp, the costs are as follows:

Base Cost	Actual Cost
500	500
1,000	1,000
2,000	2,000
3,500	7,000
4,000	8,000

OPTIONS

Servomotor Articulation: The suit has advanced gearworks, complex counterweights, and ingenious clockwork devices that serve to make it far more flexible and responsive. The armor check penalty to Dex-based skills is reduced by 2, but to no less than -4, each time this modifier is taken. *Cost:* 500 gp.

Heavy Shielding: One part of the suit is exceptionally heavily armored. Each round, the wearer gains a +1 deflection bonus to Armor Class against a single opponent. *Cost:* 500 gp.

Snap Shield: An ultra-strong form of the buckler glove, this is an attachment to one arm of the suit that resembles a bulky rectangular block of iron. When triggered, it expands to form a large, flat, shield of thick metal, acting exactly as a large iron shield would, except that it can be loosened as a free action and it cannot be taken from the wielder. *Cost:* 1,000 gp.

Strength Boosting: This feature fills the suit with pistons, gears, and pumps that serve to greatly amplify the wearer's strength, making him capable of prodigious feats of might while wearing the suit.

Strength Bonus	Cost
+2	5,000
+4	18,000
+6	42,000

This bonus stacks with other bonuses, as the suit simply amplifies whatever strength the wearer currently possesses.

Parting Gauntlets: The gauntlets of the suit are divided down the middle and hinged, ready to snap back at a moment's notice (a free action, in combat). This frees up the hands for fine work, such as picking a lock, without needing to remove the gloves entirely. It also allows for rings to be easily put on or removed. *Cost:* 250 gp.

Lenses of the Night Owl: The helm of the steamcraft armor is fitted with a visor made of ruby-tinted glass that has been alchemically processed to allow anyone looking through it to gain darkvision out to 60 feet. *Cost:* 1,000 gp.

Reinforced Structure: A steamcraft armor suit is tough to begin with; this makes it tougher, by adding in layers of adamantine bracing and supports, and internal padding. The result is that the armor grants DR 5/— to the wearer. *Cost:* 9,000 gp.

Shoulder Cannon: Steamcraft armor can be built to hold external weapons. The most powerful of these is the shoulder cannon; it is so powerful, in fact, that it can only be added to the heaviest suits, those with a +15 armor bonus. The massive weapon ties into the steamcraft armor's generator, which feeds ammunition into the device as it is fired. A trigger concealed in the gauntlet fires the gun, which auto-

matically reloads itself. See the weapon table for the cannon's statistics. A shoulder cannon can be fired as a full attack action only.

Hand Cannon: A much smaller and lighter device, the hand cannon replaces one of the suit's gauntleted hands with a self-loading black powder firearm. The parting gauntlets option cannot be taken if this option is selected. The gun can be fired as a standard attack action. The weapon's statistics are noted on the weapons table.

Note: Both the hand cannon and the shoulder cannon may take advantage of the alchemical gunpowders described in the firearms section.

Aquatic Gear:

Swimming in bulky armor is nearly impossible, but the fears of steam-armor wearers assigned to ships made research into this option mandatory. It can be installed only in the lightest of suits, those with a +10 or +11 armor bonus. It consists of a number of rubber air bladders, which can be inflated by compressors built into the suit at the user's command. The feet and gloves of the suit are equipped with fine metal mesh webbing. The steam engine can be sealed for a brief time from the outside world, running on a small amount of stored oxygen for 10 rounds. The result is that the weight of the suit is negated for purposes of Swim checks, though any other weight still applies. If the suit is submerged for longer than the engine can run on stored oxygen, the engine sputters and dies, and the suit begins to sink as the bladders deflate. The effective weight of the suit, for the purposes of swim penalties, grows at 10 lb. per round until the true weight of the suit is reached. *Cost:* 1,000 gp.



Climbing Claws: The bulk of steamcraft armor can make climbing difficult. Special springs and balancing counterweights are added to the suit to make climbing easier, and the arms and feet of the suit are equipped with small claws that can sink into soft stone. This modification negates all penalties to Climb checks due to the suit's bulk and grants a +1 circumstance bonus to such checks. *Cost:* 500 gp.

Fighting Claws: While those who wield steamcraft armor usually possess weapons of equal power, they are sometimes disarmed, taken by surprise, or simply of an inclination to engage in hand-to-hand combat. Fighting claws are massive blades fixed to the gauntlets of the suit, which can be used as weapons in combat with Exotic Weapon Proficiency (fighting claws). Statistics for several types of blades, and the costs, are noted in the weapons table. A single Exotic Weapon Proficiency feat grants skill in all variants of steamcraft armor fighting claws. The fighting claws of a suit of steamcraft armor can be enchanted independently of the suit itself.

Speed Enhancers: A suit of steamcraft armor can be described as inspiring, awesome, or mighty, but rarely as *fast*. This modification changes that. Subordinate engines at the joints, careful weight distribution, and stride-enhancing springs do much to negate the bulk of the armor. This enhancement is especially delicate, however: If the suit takes more than 10 hit points of damage, the enhancements fail and the base movement of the wearer drops to 5 feet, as the now nonfunctional equipment hinders, rather than aids, movement. The final speed can never be higher than the encumbrance-adjusted base speed of the wearer. *Cost:* 1,000 gp to increase base speed by 5 ft.; 4,000 gp to increase it by 10 ft.

Electrical Field: Suits of steamcraft armor that have this modification can be easily spotted by the odd ceramic nodes located at key points and the tracing of copper wire woven into the surface of the suit. When activated, the suit crackles with electrical energy. Anyone striking the wearer of the suit with a metal weapon takes 1d8 points of electricity damage (Reflex save DC 14 for half damage), and the wearer automatically deals 1d8 points of electricity damage to any creature he grapples (Reflex save DC 14 for half damage).

If the suit is ever exposed to significant amounts of water (a glass of water is not enough, but immersion in a creek or a sudden storm is) while this feature is in use, it shorts out and is rendered useless until repaired. The wearer also takes 2d8 points of electricity damage (no saving throw). *Cost:* 2,000 gp.

Air Filters: The suit's helm is equipped with a series of specially treated pieces of cloth, which serve to drain out poisons and other noxious fumes before they reach the wearer's lungs. This grants the wearer a +4 circumstance bonus on all saving throws against inhaled toxins, such as the *cloudkill* spell. *Cost:* 1,000 gp.

Elemental Resistance: A suit can be built to be especially resistant to particular forms of energy. Insulation and fireproof fibers can make the wearer less susceptible to flame; special enamels and paints can cause acids to roll harmlessly away, and so on. This modification grants 5 points of elemental resistance against a single type of energy damage (acid, fire, cold, electricity, sonic, etc). A suit may only have one such modification, but the resistance can be enhanced for a price. *Cost:* 2,000 gp for elemental resistance 5; 6,000 gp for elemental resistance 10.

Noise Bafflers: Wearing a suit of steamcraft armor is noisy, as noted above. This modification makes the engine more efficient and less noisy, pads the joints, and otherwise works to reduce the overall audio signature of the armor. The net result is that those nearby gain only a +2 bonus to their Listen checks to detect the wearer. *Cost:* 750 gp.

Sound Gatherers: The racket of the suit makes hearing difficult, as well. This modification, however, is designed to both filter the noise of the suit from the user (though not from anyone else) and to enhance the wearer's hearing, via large external funnels that are shaped to catch and amplify noise. The result is a +2 circumstance bonus on Listen checks, rather than the penalty noted above. *Cost:* 1,000 gp.

Internal Chronometer: A small, extremely well-made clock can be placed inside the helm of the suit, easily readable by the wearer. This can be useful for coordinating an attack or knowing about how long the suit has to run before the fuel runs out. This device does not count as an option for purposes of determining

when options become more expensive; someone with an internal chronometer may still pick three other options without penalty. *Cost:* 200 gp.

Ornamentation: Suits of steamcraft armor are rare and are often worn only by the most powerful of individuals. Many are decorated with heraldic symbols, embossed designs, highlights of brass, and so on. Ornamentation has only a social effect; it allows someone to wear steamcraft armor to elite diplomatic functions or to non-military gatherings of the powerful without looking like they just walked in off a battlefield. At the DM's option, it can grant a +2 bonus on Diplomacy checks when dealing with those likely to be impressed by finery more than functionality. *Cost:* One-quarter the base cost of the suit. Ornamentation does not count as an option for purposes of determining when options become more expensive; someone with an ornamented suit may still pick three other options without penalty.

Firesprayer: An option that can be quite dangerous to the wearer if it backfires, a firesprayer consists of a metal tank of alchemist's fire, a steam-powered pumping mechanism, and a spraying nozzle located above one of the suit's arms. When triggered, it will spray and ignite the contents of the tank in a 30-ft. cone, dealing 4d6 points of damage to any creature in the area of effect (Reflex save DC 15 for half damage). All other rules regarding alchemist's fire apply. The tank has hardness 8 and 10 hit points; if it is destroyed, the flammable goop spills all over the suit, igniting instantly and doing 3d6 points of damage per round until it is somehow wiped off or burns out. A single tank contains enough fuel for 5 attacks.

Wristbow: This option consists of a stripped down steambow fitted to one of the suit's arms, with a trigger to fire it located inside the gauntlet. The wristbow cannot be loaded by the suit's wearer while he is wearing it, so either the belt is loaded beforehand or a third party assists in loading. The wristbow component can be enchanted apart from the suit. *Cost:* 750 gp.

MALFUNCTIONS

Malfunctions occur whenever a character uses a steamcraft or clockwork device and rolls a natural 1 (some feats such as Jinx and Mechanical Genius relate to these malfunction

tables and can be found in Chapter 3). Whenever a natural 1 is rolled, consult the following table and roll again. The effect indicated by the second roll is applied immediately. Gunpowder malfunctions are known as misfires and can be found on page 146. Masterwork items that malfunction or misfire grant a bonus of +2 to the number rolled on these charts. Unless stated otherwise, using the appropriate Craft skill with tools or a workshop may repair all types of malfunctions. Normally, it takes one hour and a Craft check (DC 15) to repair a malfunction.

Clockwork items are more prone to break down but are less temperamental (and less dangerous to the user) than steamcraft items.

CLOCKWORK MALFUNCTION TABLE

- | | |
|-------|---|
| 1 | Disaster: The item catastrophically malfunctions, shaking itself apart in an eruption of springs and gears. Not only is the item destroyed beyond all repair, but the operator also suffers damage equal to the item's hardness, along with 1 point of temporary Dexterity damage. |
| 2-3 | Destroyed: The item shudders as gears grind themselves apart, destroying it or making the item useless. The item cannot be repaired. |
| 4-5 | Broken: A gear tooth snaps off and the item grinds to a halt. The item will not function again until repaired. |
| 6-7 | Damaged: The clockwork springs uncoil or break loose, inflicting damage equal to the device's hardness upon itself (this damage bypasses the device's hardness, as it is occurring internally). The item will only function at half of its normal effectiveness (range, damage, duration, etc., are all reduced by one-half) until it is repaired. |
| 8-9 | Jammed: Gears slip their tracks and cogwheels quickly become bent. These components are now jammed inside the device and it will not function until it is repaired. |
| 10-12 | Grind: Grit, sand, or dirt has gummed up the gears and springs. The item will not function unless the operator dedicates a full-round action to clearing it. |
| 13-15 | Major wear & tear: The springs and gears inside the device are misaligned and the item will fail to function this round. Any further malfunction |



table rolls made with this item suffer a -3 circumstance penalty until the item is repaired. This penalty is cumulative with any other wear and tear results on this table.

- 16-17 Moderate wear & tear:** Metal fatigue is starting to make the device unreliable, and the item will fail to function this round. Any further malfunction table rolls made with this item suffer a -2 circumstance penalty until the item is repaired. This penalty is cumulative with any other wear & tear results on this table.
- 18-19 Light wear & tear:** Some of the smaller working parts are becoming stressed or stretched during use, and the item will fail to function this round. Any further malfunction table rolls made with this item suffer a -1 circumstance penalty until the item is repaired. This penalty is cumulative with any other wear and tear results on this table.
- 20 Lucked out:** The malfunction merely stops the item from working briefly. No effect occurs besides the item failing to function this round. Next round the item will function normally.

STEAMCRAFT MALFUNCTION TABLE

- 1 Disaster:** The item catastrophically malfunctions, its boiler exploding in a gout of scalding steam, broken gauges, and burst pipes. The item is destroyed beyond all repair, and the operator suffers damage equal to the item's hardness, along with 1 point of temporary Constitution damage.
- 2-3 Destroyed:** The item shudders as gears grind themselves apart, destroying it or making the item useless. The item cannot be repaired.
- 4-5 Broken:** A steam pipe ruptures and the item grinds to a halt. The item will not function again until repaired.
- 6-7 Damaged:** The steam boiler overheats, inflicting damage equal to the device's hardness upon the operator. The item will only function at half of its normal effectiveness (range, damage, duration, etc., are all reduced by one-half) until it is repaired.
- 8-9 Jammed:** The steam gauge cracks and the boiler's casing swells. These components are now warped inside the device and it will not function until it is repaired.

- 10–12 Pressure lost:** The boiler fails to maintain a steady pressure and the item loses power to its components. The item will not function unless the operator dedicates a full-round action to stoking the boiler.
- 13–15 Major wear & tear:** The steam pipes have become clogged and the item will fail to function this round. Until the item is repaired, the device will consume twice as much coal as normal.
- 16–17 Moderate wear & tear:** The device begins to leak steam from the boiler, and the item will fail to function this round. Any further malfunction table rolls made with this item suffer a –2 circumstance penalty until the item is repaired. This penalty is cumulative with any other wear and tear results on this table.
- 18–19 Light wear & tear:** Corrosion and rust begin to damage the device's seals, and the item will fail to function this round. Any further malfunction table rolls made with this item suffer a –1 circumstance penalty until the item is repaired. This penalty is cumulative with any other wear and tear results on this table.
- 20 Lucked out:** The malfunction merely stops the item from working briefly. No effect occurs besides the item failing to function this round. Next round the item will function normally.

MAGIC ITEMS

Hypnotist's Watch: This is a polished brass pocket-watch, hung on a chain of silver links with a golden fob. The cover of the watch opens easily with a flick of the thumb, and the hands on the face within always keep perfect time.

If held in the hand, the *hypnotist's watch* grants the user free use of the Spell Focus and Spell Penetration feats with spells or spell-like abilities of the Enchantment school. If the character already possesses either or both of these feats, the benefits of the watch do not stack.

Caster Level: 10th, *Prerequisites:* Craft Wondrous Item, *charm monster*; *Market Price:* 40,000 gp.

Painjector: The infamous *painjector* is rumored to be the creation of a foul necromancer, once a kindly country doctor who grew warped and insane. A crazed wizard of the dark

arts is often linked to evil creations, and the *painjector* is no exception.

A baroque, heavy iron injector, this item radiates a palpable aura of evil. Leering faces are inscribed upon every metal surface, the glass vial where injections are stored appears to be permanently stained various diseased colors, and the needle itself is a huge, serrated thing...the stuff of nightmares.

Painjector is a +4 *unholy wounding injector*, and it has one unique power: Any injection placed into it that was created from a spell with the Evil descriptor becomes more potent, gaining the benefits of the Maximize Spell metamagic feat.

Caster Level: 10th, *Prerequisites:* Craft Magical Arms and Armor, *bestow curse*, *vampiric touch*, creator must be evil; *Market Price:* 120,000 gp.

BLACK POWDER WEAPONS

The explication and rules that follow concern themselves with three types of blackpowder firearms: matchlocks, flintlocks, and percussion caps. While the real world (specifically the Americas and Europe of the 16th through mid-19th centuries) serves as the starting point for discussing all three types of firearms, the rules are not constrained by real world concerns. Realism takes a backseat to playability. These rules are also designed for use in any d20 System fantasy campaign.

THE HISTORY OF FIREARMS: FROM MATCHLOCKS TO PERCUSSION CAPS

Matchlocks were derived from the earlier arquebus during the 16th century. Early muskets, measuring some six feet in length, tended to be quite heavy and required a wooden rest to support the barrel during aiming and firing. They also had large calibers, usually ranging between 0.50 and 0.75. During the early years of the matchlock, bayonets had not been developed. Musketeers had to depend on formations of pikemen to

fend off cavalry and infantry charges. Since such formations were not foolproof, musketeers carried swords for hand-to-hand combat or used their firearms as clubs when needed.

Reloading a matchlock was a complicated procedure. Reload times, except for the most experienced and well-trained musketeers, were on the order of two minutes. The best musketeers, such as the Swedes at the Battle of Breitenfeld in 1631, could reload a matchlock in about one minute. The musketeer first had to unstopper a wooden container called an apostle. Apostles were carried in bandoleers that held 12 of the containers. The apostle contained a premeasured amount of black powder, which was poured into the barrel of the musket. From a sack, the musketeer next removed a lead ball and placed it into the barrel. The lead ball was then seated by packing it into place with a wooden ramrod. The firing mechanism of the matchlock included a powder pan on the side of the musket's barrel. The powder pan was opened, and black powder was poured into it from a powder flask (not to be confused with an apostle). A match, usually pre-lit, made from cord soaked in saltpeter was placed in the hammer of the firing mechanism. When the trigger was pulled, the hammer would force the glowing match into the powder pan, igniting the powder. The flash from the pan traveled through a hole into the chamber at the base of the barrel and ignited the powder there. Expanding gases then forced the lead ball at speed out of the barrel and toward the enemy.

The late-16th century saw the birth of the flintlock. Loading a flintlock requires basically the same procedure used with a matchlock, only a flintlock does not require a glowing match. Instead, when the trigger is pulled, a piece of flint set into the hammer strikes a steel frizzen. The sparks produced by this impact ignite the powder in the pan. The rest of the action is the same as with a matchlock. A well-trained and experienced musketeer could reload a flintlock in about 30 seconds, as the British army demonstrated during the Napoleonic Wars of the early-19th century. The flintlock remained the firearm of choice until the 19th century.

Both matchlocks and flintlocks were subject to misfires and fouling if not frequently cleaned. By the end of the 18th century, 15% of musket shots resulted in misfires. Inclement weather, especially heavy rain, also made reloading

either type of firearm problematic at the least, and such weather also increased the possibility of misfiring. Burnt powder leaves behind a residue, especially in the chamber of the musket. The amount of residue increases with each subsequent firing. The more residue in the pan, chamber, and barrel, the more likely a misfire is to occur.

By the early-1800s, flintlocks were being replaced by percussion caps (first invented in 1805 by the Reverend John Forsyth of Aberdeenshire). The Union and Confederate armies of the American Civil War made exclusive use of percussion cap weapons, for example. The percussion cap is an enormous improvement over the flintlock. The flint, frizzen, and powder pan of the flintlock are replaced by a nipple and a tube that leads into the main charge of powder in the barrel. A percussion cap, which is about the size of a pencil eraser, fits over the nipple. When the trigger is pulled, the hammer strikes the cap, detonating the fulminate of mercury contained within. Flame from this tiny detonation travels through the tube, ignites the powder in the barrel, and propels the lead ball toward the target.

Fulminate of mercury is made from mercury, nitric acid, and alcohol. It is highly explosive. Even squeezing fulminate of mercury between forefinger and thumb with too much force is sufficient to detonate it. A percussion cap is a pre-made cap that contains a tiny amount of fulminate of mercury. The hammer of a percussion cap firearm is designed so that it fits over the cap as it strikes it, thus preventing any damage to the nipple.

A percussion cap firearm is easier to load, and it is not as subject to misfires or fouling as are matchlocks and flintlocks (although both occur, especially if the weapon is not properly cleaned and maintained). Being easier to reload, a well-trained and experienced soldier with a percussion cap musket could fire four shots per minute. Further improvements in percussion cap technology led to the development of percussion cap revolvers, such as the open framed Colt Army and Navy models used in the American Civil War, as well as cap and ball ammunition (which combined the percussion cap with the shot itself).



FROM HISTORY TO GAME MECHANICS

Statistics and descriptions of specific firearms and their related accessories are found on page 146. What is considered here are the combat rules governing the use of firearms. All firearms fall into one of three basic categories: matchlock, flintlock, or percussion cap. “Musket” is used as a general term for any type of rifle. “Pistol” is used to describe any firearm compact enough to be held and fired with one hand.

THE LEVEL OF FIREARMS TECHNOLOGY

Before introducing firearms into a campaign, the DM must decide what types of firearms exist. The historical development of firearms is like a pyramid. The matchlock is the base of the pyramid. Without matchlocks, there are no flintlocks, which form the second tier. Furthermore, without flintlocks, there are no percussion cap weapons (the top tier of the firearms pyramid). Developments in firearms technology successively built upon earlier technologies.

FIREARMS PROFICIENCY

In a standard fantasy campaign in which firearms exist but are not wide-spread, it is necessary to have the Exotic Weapons Proficiency feat to proficiently use a firearm. Require a separate Exotic Weapons Proficiency feat for each specific firearm available. Without this feat, a character suffers a -4 penalty to attack rolls with a firearm. This rule is appropriate in a setting where firearms are a lost or very new technology. Firearms will be strange and exotic, and they will have few if any noticeable effects on the civilization as a whole.

In a steampunk game where firearms are more widespread, the normal proficiency feat system suffices. One of the great benefits of firearms is how easy it is to train a person to use them properly, and all firearms are typically considered simple weapons. Using firearms divided into standard weapon categories puts proficiency in at least some types of firearms within the reach of most characters. Only druids, monks, rogues, and wizards do not start with proficiency in firearms unless these classes are altered to account for the existence of such weapons.

RELOADING TIMES

Type of Firearm	Reload Time	Rapid Reload or Munitions Check	Rapid Reload and Munitions Check
Matchlock	2 full rounds*	Full-round action	Standard action
Flintlock	1 full round**	Standard action	Move-equivalent action
Percussion cap	Full-round action	Move-equivalent action	Free action

* The firearm is reloaded just before the beginning of the character's turn in the second round after the character began reloading. The character can act normally the round the reloading is completed.

** The firearm is reloaded just before the beginning of the character's turn in the round after the character began reloading. The character can act normally the round the reloading is completed.

LOADING A FIREARM

Historically accurate reload times for firearms do not work if the goal is to make firearms a viable weapon in the typical d20 System combat, without also representing the lethal damage they inflicted. For example, a fighter armed with a matchlock musket would be attacking once every 20 or so rounds if actual reload times were used. Still, there should be some time involved. In all cases, reloading a musket or a pistol provokes an attack of opportunity. Reload times for the three types of firearms are shown on the table above.

The reload times above assume a single-shot muzzleloader firearm. Certain types of firearms, such as a percussion cap revolvers, have special reload times found under their descriptions.

ATTACKING WITH A FIREARM

Even with higher damage and significant range increments, the best firearm pales next to the longbow—especially a mighty composite longbow—because of a firearm's extended reload time. For example, a character cannot gain multiple attacks per round using the full attack option with most firearms due to a firearm's lengthy reload time. If the firearm is treated like any other ranged projectile weapon when making an attack, the discrepancy between the two only increases.

In a game where firearms are rare and exotic, such an approach makes sense. In games where firearms are more commonplace, it is reasonable to assume that firearms are also more effective in comparison with bows and crossbows. If you want firearms to be the

default weapons of choice in your steampunk campaign, use the following rule. All ranged attacks with firearms ignore armor and natural armor bonuses to AC. In other words, all ranged attacks with firearms are ranged touch attacks.

This makes firearms much easier to use against many targets, of course. It also means that armor—especially heavy armor—will fall out of favor in a society in which firearms are common. There is no point in a mounted knight wearing heavy, restrictive plate armor when a musket ball fired by a militia-trained peasant will punch right through it. This kind of dramatic change in society and warfare is very appropriate to the traditional steampunk campaign. The armored knight of old will be replaced by swashbuckling musketeers armed with rapiers and black powder weapons. Of course, adventurers who are often the targets of the natural attacks of creatures and monsters will have more of an incentive to continue wearing armor than most people did historically.

TWO GUNS BLAZING

All firearms can be loaded before they are needed. It is possible to fire more than shot per round with flintlocks if the flintlocks are loaded and ready before being needed. Percussion cap revolvers make it possible to fire multiple shots in a round with the full attack action, assuming the firearm has sufficient ammunition loaded. Matchlocks are too primitive to take advantage of these rules. The following table summarizes important modifiers to attacks with firearms. All modifiers are cumulative.

TWO GUNS BLAZING

Situation

Shooting a two-handed firearm with one hand
Shooting a firearm in each hand
Ambidexterity feat
Two-Guns Blazing feat
Off-hand weapon is light

Penalty

−4
−6 primary hand/−10 secondary hand
+4 secondary hand
+2 primary hand/+2 secondary hand
+2 primary hand/+2 secondary hand

For example, a 7th-level musketeer has a +7/+2 ranged attack bonus. He has two loaded flintlock pistols, one in each hand. Taking the full attack action, the musketeer can fire both pistols, but suffers a −6 penalty to his attack roll for the first shot and a −10 penalty to his attack for the second shot. Now give the same musketeer the Quick Draw feat. With the full attack action, he can fire one pistol at a +7 attack bonus, drop that pistol and draw his second one, and then fire a second time at a +2 attack bonus. Of course, if the musketeer were armed with a percussion cap revolver, he could take the full attack action as normal, firing multiple shots until the revolver's ammunition was expended.

FIREARMS AND MELEE

Firing a ranged weapon in melee provokes an attack of opportunity. Fortunately, black powder weapons are designed to serve capably in close fighting as well as ranged combat. The iron, brass, and heavy wood used in their construction make them durable enough to be used reliably as melee weapons. As a free action, a character can flip around a pistol and grip it by the barrel, wielding it as an effective bludgeoning weapon with the same statistics as a light mace (1d6, x2 crit, Small, bludgeoning). A musket or other longarm can be used as a quarterstaff (1d6, x2 crit, Large, bludgeoning). It can be wielded in two hands to gain the x1.5 Strength modifier on damage, or it can be used as a double weapon (penalties for attacking with both ends of a double weapon still apply). A longarm with a fixed bayonet can also be used as a longspear. A musketeer can use his weapon as a longspear for reach attacks, and then switch to a quarterstaff grip if his opponent moves inside the reach of his bayonet. Characters proficient with a firearm are always trained to use it effectively in melee as well, regardless of what other weapon proficiencies they have.

INCOMING: THE USE AND EFFECTS OF ARTILLERY

The development of cannons parallels the development of small arms. Technologies invented or adapted for use in artillery often found their way into firearms, and vice versa. In general, the machinery of a cannon was not as sophisticated as that of a flintlock or percussion cap firearm, but the principles of operation are quite similar

Artillery was classified by size and type of ammunition. All cannons also fit into one of two groups: smoothbore or rifle. Smoothbore cannons fire spherical ammunition while rifles fire an elongated projectile called a bolt, which resembles an oversized bullet. Regardless of whether a cannon is a smoothbore or a rifle, there are five types of artillery ammunition.

SOLID SHOT

A solid shot is simply a heavy piece of metal, usually iron, that inflicts damage from impact. Spherical solid shots, the familiar cannonball, skip and bounce along the ground, plowing through enemy formations and damaging fortifications. Bolt solid shots from rifle cannons are enormously effective against fortifications. Such munitions made masonry fortifications obsolete in the early days of the American Civil War.

Game Effects: Solid shot ammunition affects a 5-foot-high, 5-foot-wide line along the path of the shot. Targets within the path of the shot are permitted a Reflex save (DC varies by type of cannon) to avoid damage entirely. Rifle solid shot inflicts more damage than spherical solid shot of the same size. Solid shot is direct fire.



SHELLS

A shell is a hollow iron projectile filled with a bursting charge of black powder. Round shells and some rifle shells use a time fuse to ignite the charge. Other rifle charges use a percussion fuse for the same purpose. Upon detonation, a shell damages everything within the blast radius.

Game Effects: Shells explode, dealing damage to all targets within their blast radius. A Reflex save for half damage is permitted. The blast radius and Reflex save DC vary by type of cannon. Shells are direct fire.

CASE SHOT

Case shot ammunition is a shell with the addition of many small lead or iron balls embedded in a layer of sulfur or coal tar inside a more thinly walled projectile. Case shot is almost always meant to explode in the air, and thus uses time fuses. When a case shot explodes, the iron or lead balls become deadly shrapnel, greatly increasing the killing power and radius of the projectile.

Game Effects: Case shot ammunition also explodes, inflicting damage on all targets within the blast radius. A Reflex save for half damage is permitted. The blast radius and Reflex save DC vary by type of cannon, but case shot inflicts more damage, has a larger blast radius, and is harder to avoid than normal explosive shells of the same size. Case shot is indirect fire.

CANISTER SHOT

Canister shot is a simple, thin-walled can full of iron or lead balls and packed with sawdust. When fired, a canister produces an effect very much like a gigantic shotgun blast. Fired at short range, canister is intended for anti-personnel use and wreaks terrible damage upon anyone caught in the blast.

Game Effects: Canister shot affects a cone, inflicting damage on all targets caught in the blast. A Reflex save for half damage is permitted. The size of the cone and the Reflex save DC vary by type of cannon. Canister shot is direct fire.

GRAPE SHOT

Grape shot ammunition is similar to canister shot, but the iron or lead balls are larger and fewer in number, and the balls are held together with iron rings or fabric and twine. Grape shot produces an effect like a shotgun blast, but within a tighter blast zone. Historically speaking, grape shot was most often used with navy artillery, but was sometimes issued to ground troops.

Game Effects: Grape shot also affects a cone, but the width of the cone is one-half normal size. For example, a 60-foot-long grape shot cone is only 30 feet wide at its farthest end. Grape shot inflicts somewhat more damage than canister shot. A Reflex save for half damage is permitted. The size of the cone and the Reflex save DC vary by type of cannon. Grape shot is direct fire.

“LOAD! READY! FIRE!”

An artillery gun is manned by a crew made up of one gunner and seven cannoneers, all of them highly trained specialists in the operation, movement, and maintenance of their cannon. Gunners and cannoneers are usually experts, and always have ranks in Profession (gunner). Gunnery is a complicated process in which each member of the fire crew has a specific task to perform in sequence in order to maximize the cannon’s rate of fire. In describing the drill of an artillery piece, this text uses the parlance of field artillery batteries of the American Civil War in which the cannoneers are referred to as numbers based on their position and task.

Nothing happens in a fire crew without the gunner’s command. Once a cannon is unlimbered (meaning removed from the limber, a sort of wagon built to carry a cannon and its accessories) and moved into position, the gunner calls for the type of ammunition he wants loaded and announces the range of fire. Number 6 and Number 7, positioned at the limber chest, determine the elevation needed and cut any fuses needed. The elevation is called out. The gunner next issues the command, “Load!”

Number 1, positioned at the right front of the cannon, steps to the muzzle with rammer in hand. Number 5, positioned between the limber and the left rear of the cannon, is given a round of ammunition by either Number 6 or Number

7. Number 5 then delivers the round to Number 2, who is positioned at the left front of the cannon. Number 2 inserts the ammunition into the bore, and Number 1 rams the ammunition home. With a breech-loading cannon, Numbers 1 and 2 are positioned at the rear of the cannon instead of the front. Number 1 opens and closes the breech; Number 2 loads the cannon. While Numbers 1 and 2 are loading the cannon, Number 3 covers the vent with his thumb, protected by a thick leather glove called a thumb-stall. Covering the vent helps keep the cannon from getting fouled from residue pushed into the vent during loading. After the cannon is loaded, the gunner and Number 3 adjust for elevation and aim.

The next command the gunner issues is “Ready!” Number 3 pricks the charge with a vent hook, readying the ammunition. Number 4 hooks the lanyard to the primer. The final command is “Fire!” Number 4 pulls the lanyard, igniting the primer, which in turn sets off the ammunition’s charge and sends the projectile down range toward the enemy. After the cannon is fired, recoil moves it out of position. The crew runs the cannon back into place, and the entire process starts over again. A well-trained fire crew could fire two or three shots per minute in this manner, a rate of fire comparable to that achieved by a competent rifleman with a flintlock.

THE GAME MECHANICS OF ARTILLERY FIRE

Artillery is either direct fire or indirect fire (depending on the type of cannon) against a single 5-foot square chosen by the gunner. The gunner and Number 3 work as a team to properly place a shot. The gunner must make a Profession (gunner) check (DC 20). Number 3 must make a Profession (gunner) check (DC 10) using the aid another action. If Number 3 succeeds, the gunner enjoys a +2 circumstance bonus to his Profession (gunner) check.

If the gunner’s Profession (gunner) check succeeds, consult either the Deviation (6 ft. to 10 ft.) Diagram for direct fire or the Deviation (10 ft. to 16 ft.) Diagram for indirect fire in order to determine the actual target square. Then resolve the area of effect and damage as normal. If the gunner’s Profession (gunner) check fails, however, treat the shot as a grenade-like weapon, rolling 1d6 and adding +5 feet for every range increment of distance the cannon was fired. This determines the

distance. Next use the appropriate Deviation Diagram to find the actual target square.

For example, an artillery crew plans on blasting an advancing group of bugbears out of existence. Here is how the attempt goes, including narrative elements:

Gunner: "Rifle shell! One hundred yards!"

The crew springs into action as described above. Number 6 determines and calls out the elevation while Number 7 cuts the fuse.

Gunner: "Load!"

The shell is passed forward and loaded into the cannon. The gunner and Number 3 adjust the cannon for elevation and aim.

Number 3 makes a Profession (gunner) check against DC 10 and succeeds, granting the gunner a +2 circumstance bonus on his Profession (gunner) check against DC 20. The gunner designates the 5-foot square in the center of the bugbear formation. He attempts his Profession (gunner) check and succeeds.

Gunner: "Ready!"

Numbers 3 and 4 prepare the cannon for firing.

Gunner: "Fire!"

Number 4 pulls the lanyard, and the cannon fires. The rifle shell flies down range. Since the gunner made his Profession (gunner) check, the projectile arrives close to target. The cannon is direct fire. Using the Deviation (6 ft. to 10 ft) Diagram, 1d8 is rolled, getting a result of 4. The rifle shell drops into the bugbears to front and right of the gunner's target square, and then the rifle shell explodes. Bugbears scream and die as part of their front rank is blasted out of existence.

It takes one full round to load a cannon, assuming a full crew. A cannon can be operated with a crew as small as two (the gunner and Number 1 position, with duties divided between them).

Number of Crew	Reload Time
7-6	1 full round
5-3	2 full rounds
2	3 full rounds

MISFIRES

Black powder weapons can be unreliable. Whenever an attack roll with a firearm results in a natural 1, there is a chance for a misfire. Roll 1d20 and consult the following table.

1d20 Result

1-5 Weapon fires normally, but probably misses since the attack roll was a natural 1.

6-9 For one reason or another, the charge fails to ignite. The weapon can be fired again without having to reload.

10-12 The charge is not sufficient to propel the round far enough to hit the target. The shot is wasted.

13-15 The weapon jams. It takes 1d4 full round actions to clear the jam before the weapon can be used again.

16-18 The barrel becomes fouled with powder residue. It takes 3d10 minutes to clean the weapon so it can be used again.

19-20 The weapon explodes, inflicting normal damage to its user. The weapon must be repaired or replaced.

Subtract one from the d20 roll when using a masterwork weapon. Subtract one from the d20 roll when using percussion cap ammunition. These modifiers are cumulative.

FIREARMS DESCRIPTIONS

The game rules governing the use of black powder firearms are described earlier in this chapter; this section offers a variety of items for use by characters, including many weapons and options, as well as some of the accoutrements needed by the musketeer. The baseline for this equipment is historical reality, modified as needed for game play, however, fantasy addendums are also included.

Any student of firearms will note that there are hundreds of variants, with many different types of triggers, ignition mechanisms, barrel lengths and styles, and so on. This section is not an exhaustive catalog of weapons, but rather a selection of common firearms of various types.

Mass production and interchangeable parts did not enter the picture until fairly late in the development of firearms. This means that parts from one gun may not work properly with another, even if they are the same type. Attempting to repair a broken gun with parts



from another gun incurs a -2 penalty to the Craft check.

Many guns, especially pistols, are highly decorated. A firearm was something to be handed down to one's next of kin, and it often had a personal or symbolic value far above its military value.

Blunderbuss: A primitive shotgun, this weapon has a wide, bell-shaped barrel and is designed to hold and fire shot that scatters when discharged. The blunderbuss affects all targets in a 10 ft.-wide line beginning at the front of the barrel. The blunderbuss was designed for use in close quarters against tight-packed opponents; as such, it is often favored by dwarves, kobolds, and other underground races.

Cannon, Heavy: The largest artillery, this cannon is a devastating weapon on the battlefield. It fires an iron cannonball weighing 24 pounds or more.

Cannon, Light: This light artillery piece is capable of inflicting considerable damage to infantry formations, as well as light vehicles

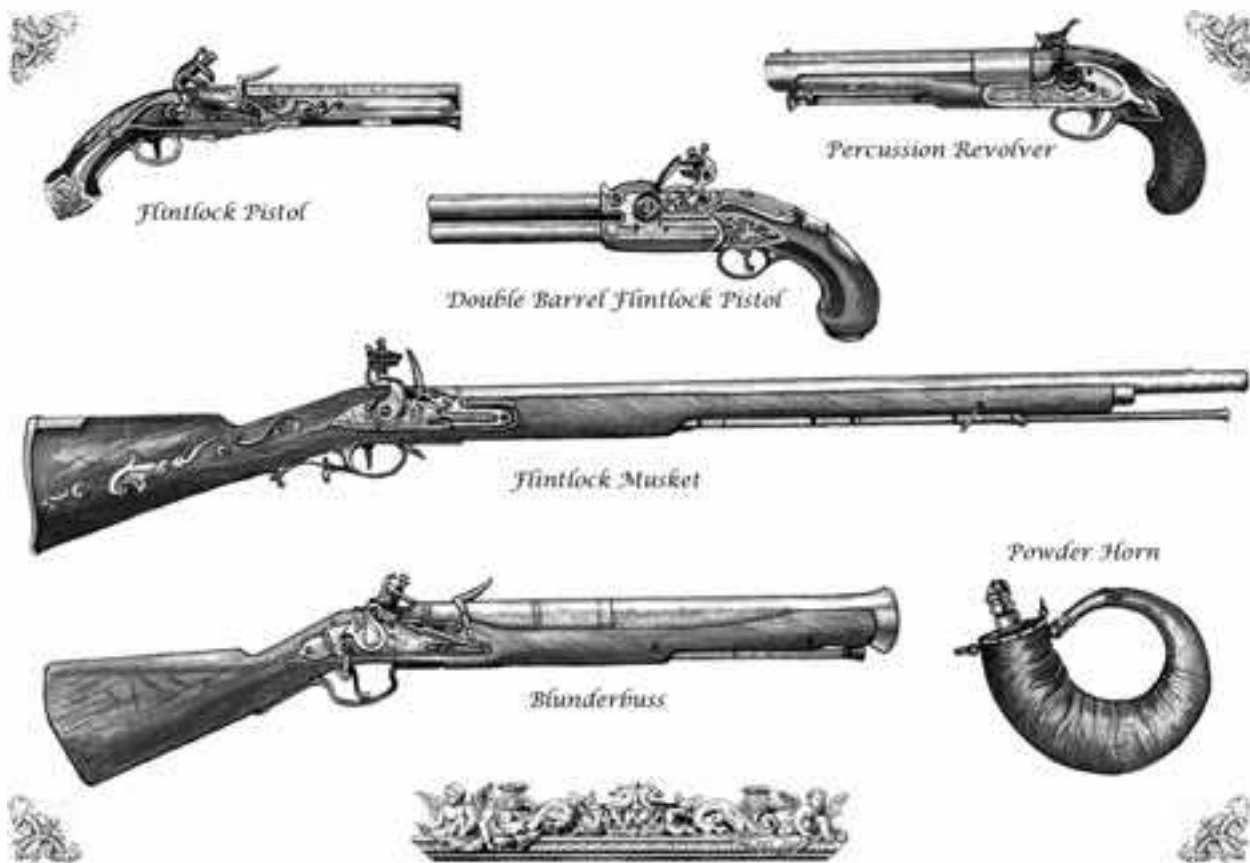
and fortifications. Ammunition is often forged from bronze.

Cannon, Medium: This is a larger artillery piece that is often used on vehicles and ships. Cannonballs are usually forged from bronze or iron.

Flintlock Musket: A shoulder-fired flintlock weapon commonly used by both hunters and soldiers.

Flintlock Musket, Double-Barrel: A character can fire either one or both barrels of this flintlock musket with a standard attack action. If both barrels are discharged simultaneously, a single attack roll is made and the weapon deals double damage on a successful hit. Each barrel must be loaded individually.

Flintlock Pistol, Double-Barrel: A character can fire either one or both barrels of this over-under design with a standard attack action. If both barrels are discharged simultaneously, a single attack roll is made and the weapon deals double damage on a successful hit. Each barrel must be loaded individually.



Flintlock Pistol, Heavy: A larger, more powerful flintlock capable of inflicting considerable damage.

Flintlock Pistol, Light: A flintlock is much more reliable than a matchlock, faster to reload and fire, and somewhat smaller and lighter.

Matchlock Pistol, Heavy: As the standard matchlock pistol, but this weapon is capable of firing a larger-caliber bullet and deals more damage.

Matchlock Pistol, Light: A matchlock small enough to be used one-handed with some hope of accuracy. Those who rely on these guns for their lives or their livelihoods often keep several of them loaded and ready in a bandolier, so they can fire one, toss it aside, and draw the next, without having to spend time reloading. A character with multiple loaded pistols may fire one per round, provided they quickly discard the one previously fired and have the Quick Draw feat.

Percussion Cap Musket: This weapon is a staple of the military forces of a typical steam-punk setting.

Percussion Cap Musket, Double-Barrel: A character can fire either one or both barrels of this percussion musket with a standard attack action. If both barrels are discharged simultaneously, a single attack roll is made and the weapon deals double damage on a successful hit. Each barrel must be loaded individually.

Percussion Cap Pistol, Double-Barrel: A character can fire either one or both barrels of this over-under percussion pistol with a standard attack action. If both barrels are discharged simultaneously, a single attack roll is made and the weapon deals double damage on a successful hit. Each barrel must be loaded individually.

Percussion Cap Pistol, Heavy: A massive percussion handgun with excellent damage potential.

Percussion Cap Pistol, Holdout: A very small handgun that can be concealed with relative ease. Observers suffer a -2 penalty on Spot checks to notice the gun inside the wielder's loose shirt or frilly blouse. While it only fires a single shot and does not deal a lot of damage, an easily concealed weapon can be a life-saver.



Percussion Cap Pistol, Light: A common percussion firearm that is easier to use and quicker to reload than a flintlock.

Percussion Cap Pistol, Medium: A heavier weapon than the light percussion pistol, this weapon is often carried by military officers as a sidearm.

Percussion Cap Pistol, Revolver: This advanced design allows four shots to be loaded in separate cylinders. The weapon can be fired as a standard action and does not require reloading until all its shots have been fired. Each cylinder must be reloaded individually.

NON-HUMAN FIREARMS

As firearm technology spreads throughout the world, other races adapt it for their own use, building weapons that reflect their native cultures, aesthetics, and interests. These are a few such creations.

Ogre Gun: Ogres are, basically, too stupid to have invented a black powder weapon for themselves, but once they were taught how to make them by a necromancer with little wis-

dom, the brightest of them were able to understand the process well enough to teach others, and now, the shaman-smiths of the most sophisticated ogre tribes manufacture these devices for their chieftains and greatest warriors.

In appearance, the ogre gun resembles a hand-held cannon, and that's essentially what it is. A touchhole firing mechanism is all the ogre smiths can manage, so the gun can only be fired once per combat. Any being with a Strength of less than 19 is incapable of using the weapon, and even beings who are strong enough still take 1d4 points of damage from the hand-crushing recoil and searing heat. The ogres don't seem to mind. Exotic Weapon Proficiency (ogre gun) is required to use this weapon, and the prerequisite for the feat is Str 19+.

Dwarven Tunnel Gun: The long-barreled guns used by humans are less useful in the tight tunnels favored by the dwarves. The tunnel gun shortens the barrel considerably, at a tremendous cost in accuracy. Because of the short range, tunnel guns are almost always fitted with bayonets; if the target isn't

FIREARMS

Weapon	Cost	Damage	Critical	Range Increment	Weight
<i>Small</i>					
Matchlock pistol, light	80 gp	1d10	x3	50 ft.	4 lb.
Matchlock pistol, heavy	120 gp	2d6	x3	50 ft.	6 lb.
Flintlock pistol, light	90 gp	1d10	x3	60 ft.	6 lb.
Percussion cap pistol, holdout	90 gp	1d8	x3	20 ft.	3 lb.
Percussion cap pistol, light	120 gp	1d10	x3	50 ft.	4 lb.
<i>Medium</i>					
Flintlock pistol, heavy	130 gp	2d6	x3	60 ft.	6 lb.
Flintlock pistol, double-barrel	200 gp	1d10	x3	60 ft.	8 lb.
Percussion cap pistol, medium	180 gp	2d6	x3	60 ft.	5 lb.
Percussion cap pistol, heavy	220 gp	2d8	x3	60 ft.	6 lb.
Percussion cap pistol, double-barrel	250 gp	1d10	x3	50 ft.	6 lb.
Percussion cap pistol, revolver	500 gp	1d10	x3	50 ft.	6 lb.
Dwarven tunnel gun (flintlock)	100 gp	2d8	x3	20 ft.	6 lb.
<i>Large</i>					
Flintlock musket	180 gp	2d8	x3	100 ft.	15 lb.
Flintlock musket, double-barrel	350 gp	2d8	x3	100 ft.	18 lb.
Blunderbuss (flintlock)	100 gp	1d10	x3	15 ft.	12 lb.
Percussion cap musket	250 gp	2d10	x3	75 ft.	12 lb.
Percussion cap musket, double-barrel	450 gp	2d10	x3	75 ft.	15 lb.
Steambow	500 gp	1d10	x3	40 ft.	100 lb.
Ogre gun (matchlock)	400 gp	2d12	x3	30 ft.	100 lb.

killed by the first shot, he'll need to be dispatched with more traditional methods. The dwarves also use scaled-down versions of the iron ramrod.

FIREARM ACCESSORIES

The following items are of use to those armed with black powder weapons.

Apostle: A wooden container carrying sufficient powder for a single shot. Apostles are used with matchlock and flintlock firearms. A typical bandoleer holds 12 apostles.

Bandoleer: Fitted across the chest, this utility strap features loops and buckles for apostles, powder horns, and other accessories.

Powder Horn: Each horn or flask contains sufficient powder for 12 shots.

Ramrod, Iron: A stronger, heavier ramrod crafted from iron.

Ramrod, Wooden: This slender wooden rod is used for tamping down powder in a black

powder firearm. Most weapons are purchased with a custom-fitted ramrod in a bracket under the barrel.

Cartridge Box: This is a wooden box that contains 20 paper cartridges. Each cartridge contains a pre-measured amount of powder and a musket ball. The soldier simply opens the package with his teeth and then pours out the powder as needed. A powder cartridge grants a +2 circumstance bonus on Munitions checks to reload a firearm.

Swine Feather: This is a forked metal rod used to support a long-barreled musket. It can be set up much more quickly than a tripod, but it requires relatively soft ground for a secure mounting. Setting up a swine feather is a standard action. Thereafter, it grants a +1 bonus on ranged attacks with a two-handed firearm.

Percussion Cap: A cap used in a percussion cap weapon. Each one allows the firing of one bullet. The cap contains a small amount of fulminate of mercury, a pressure sensitive explosive. Unlike grenades, the caps are small and durable enough that they are unlikely to be detonated during normal combat. Each cap car-

CANNONS

Weapon	Cost	Damage	Blast Radius	Reflex Save DC	Range Increment	Weight
Light cannon	1,000 gp	—	—	—	200 ft.	500 lb.
Cannonball	5 gp	4d6	line	12	—	6 lb.
Shell	10 gp	2d6	10 ft.	15	—	6 lb.
Case shot	10 gp	3d6	20 ft.	18	—	6 lb.
Canister shot	15 gp	3d6	30-ft.*	15	—	6 lb.
Grape shot	15 gp	3d6	40-ft.**	18	—	6 lb.
Medium cannon	2,000 gp	—	—	—	300 ft.	2,000 lb.
Cannonball	8 gp	6d6	line	15	—	12 lb.
Shell	15 gp	4d6	20 ft.	18	—	12 lb.
Case shot	15 gp	5d6	30 ft.	20	—	12 lb.
Canister shot	20 gp	5d6	40-ft.*	18	—	12 lb.
Grape shot	20 gp	5d6	50-ft.**	20	—	12 lb.
Heavy cannon	4,000 gp	—	—	—	500 ft.	4,000 lb.
Cannonball	20 gp	8d6	line	18	—	24 lb.
Shell	25 gp	6d6	40 ft.	20	—	24 lb.
Case shot	25 gp	7d6	50 ft.	22	—	24 lb.
Canister shot	30 gp	7d6	60-ft.*	20	—	24 lb.
Grape shot	30 gp	7d6	80-ft.**	22	—	24 lb.

ried, if discharged accidentally, deals 1 point of damage to the owner.

Bullets: In a typical steampunk campaign, bullets are essentially just lead balls, costing 1 gp/20 bullets. Bullets can be enchanted just as any form of ranged ammunition can, and magical bullets can become extremely important when fighting undead, outsiders, or other creatures with immunities and damage reduction. Silver bullets cost 1 gp each.

Bayonet: A bayonet is a long, piercing blade that can be attached to a musket barrel. It is extremely useful with single-shot weapons, because it allows a musketeer to avoid having to cast aside or store his weapon when an enemy closes to melee range. Bayonets are simple weapons, and any character proficient with a musket is also proficient with a fixed bayonet. A musket fitted with a bayonet is treated as a long spear (1d8, x3 crit, Large, piercing, reach weapon). See page 143 for detailed rules on melee with black powder firearms.

Bayonets are often designed with handgrips, so they can be used as melee weapons. A detached bayonet can be used by anyone proficient with the dagger.

Optical Scope: This device is constructed of brass with a glass lens, and is essentially a small telescope. A scope increases the effective range increment of a longarm by 10 ft. if the user of the weapon takes a move-equivalent action to aim before firing. Sights add 10 gp to the cost of a weapon.

ALCHEMICAL GUNPOWDER

The making of gunpowder is chemistry, not alchemy, though the two blend more comfortably in the worlds of fantasy than they did in reality. Alchemical gunpowders are fantastic gunpowders, mixtures created through the melding of magic and science. Alchemical powder can be used in any black powder firearm.

Burning Powder: Phosphorus, dried fire elemental blood, and ground volcanic rocks are added to this mixture. The powder causes lead bullets to ignite into flame when fired. The bullets do an additional 1d4 points of fire damage when they strike their target.

Charging Powder: Ground amber, lightning-scarred wood, and powdered truecopper (see the *School of Evocation*) are combined to create this powder, in addition to the required sulfur, saltpeter, and charcoal.

MELEE WEAPONS

Weapon	Cost	Damage	Critical	Weight	Type
<i>Tiny</i>					
Awl	5 sp	1d3	19–20/x2	—	Piercing
Scalpel	3 gp	1d2	18–20/x2	—	Slashing
<i>Small</i>					
Bayonet	20 gp	1d6*	x3	2 lb.	Piercing
Belaying pin	1 gp	1d6	x2	2 lb.	Bludgeoning
Gnome guardian's knife	250 gp	1d4	x2	1 lb.	Piercing
Injector	10 gp	1d3	x2	1 lb.	Piercing
Screwdriver	5 sp	1d4	19–20/x2	1 lb.	Piercing
Springblades	250 gp	1d4	x2	2 lb.	Slashing
<i>Medium</i>					
Sparking sword	2,315 gp	1d8+1d6	19–20/x2	4 lb.	Slashing
Wrench, medium	2 gp	1d4	x3	4 lb.	Bludgeoning
Tongs, blacksmith	1 gp	1d6	x2	3 lb.	Bludgeoning
<i>Large</i>					
Wrench, large	3 gp	1d6	x3	5 lb.	Bludgeoning
Shovel, gardener	1 gp	1d6	x2	5 lb.	Bludgeoning

* As longspear if fixed to a musket.

When used, the bullets fired acquire a powerful electrical charge, doing 1d4 points of electricity damage when they strike their target.

Deathbane Powder: This powder is concocted from normal gunpowder, the powdered bones of once-animated skeletons, and the remnants of wraiths and wights that have been dispatched to their final rest. The result is a powder that coats the bullets it propels with a fine necromantically active dust, allowing them to impact incorporeal undead as if they were solid. This powder grants bullets the *ghost touch* ability.

Merfolk's Revenge: It seems bizarre that, when most firearms have trouble firing even in a light drizzle, some communities of merfolk have devised firearms they can use while underwater! The secret is in this powder, which burns in water as normal gunpowder burns in air. This allows firearms to be used even in damp weather, or even pouring rain, without any chance of the powder becoming useless. Races who dwell in rainy areas of the world pay dearly for this powder.

Outsider's Dust: This powder is enhanced by a blend of the powdered bones of celestial and infernal creatures. When used in a firearm, any bullet fired by that gun is capable of overcoming the innate damage reduction of

any outsider. Different mixes of the powder are needed to overcome progressively greater ratings, as noted in the table below. Each type of dust acts as a weapon of the appropriate type for purposes of determining if damage bypasses DR *only*; the powder does not grant any bonuses to hit or to damage.

Powder Type	Cost
Burning	5 gp/shot
Charging	5 gp/shot
Deathbane	10 gp/shot
Merfolk's	3 gp/shot.
Outsiders +1	5 gp/shot
Outsiders +2	10 gp/shot
Outsiders +3	20 gp/shot
Outsiders +4	40 gp/shot
Outsiders +5	80 gp/shot

CHAPTER FIVE

STEAMCRAFT VEHICLES

Steampunk technology allows you to introduce many new vehicles into your fantasy campaign and to feature them more prominently in your adventures. In a steampunk setting, vehicles such as airships, locomotives, and steam carriages may be used for everything from personal transportation to exploration to warfare. Vehicle chases and combats can be as exciting as any showdown with a major villain. The text of this chapter is **Open Game Content**.

VEHICLES

Vehicles are treated as constructs for the purposes of their characteristics, abilities, and immunities. However, vehicles are inanimate objects rather than true animated constructs, so they always fail saving throws. A pilot can make a Drive check for half damage against any area spell or effect that would normally allow a Reflex save, such as a grenade or *fireball* spell. Remember that, as constructs, vehicles are immune to spells and effects that require a Fortitude save and to all mind-affecting spells and abilities.

As objects, vehicles also have the following characteristics (see Attack an Object, Special

Attacks and Damage, PHB):

- Vehicles take half damage from most ranged weapons. This does not include weapons designed to inflict large-scale structural damage, such as siege engines and artillery.
- Vehicles take half damage from acid, fire, and electricity attacks. Vehicles take one-quarter damage from cold attacks and full damage from sonic attacks.
- Vehicles have a hardness rating that represents their durability and structural integrity. A vehicle's hardness is based on its size and is subtracted from all damage done to the vehicle.

VEHICLE MOVEMENT

These rules provide an integrated system for resolving the movement and combat of surface vehicles, aircraft, and even submarines. The rules are based on the core d20 System mechanics covering movement and combat and assume that you are already familiar with them.

Unlike characters, vehicles do not spend actions to move. Each round, a vehicle moves its current speed. As a pilot, you only get involved when you want the

vehicle to speed up, slow down, or perform a specific maneuver.

SCALE

The vehicle rules in *Sorcery & Steam* are streamlined enough that you will often be able to use them in the narrative flow of your game without using miniatures and map grids. For more complicated vehicle sequences—usually those involving more than two or three vehicles—these tools will be very helpful, as they make tracking the positions of vehicles a simple task.

These rules use the standard scale for movement in the d20 System rules: 5 feet per square on your map grid. Some vehicles in a steampunk setting may be significantly faster than characters on foot or even mounted on riding animals, but they are not so much faster that a different scale is required.

SPEED

Every vehicle has a top speed. This value is simply the maximum number of 5-foot squares the vehicle is capable of moving in a single round. A vehicle's current speed can range between 0 and its top speed. For example, a motor carriage has a top speed of 20. The carriage can travel at any speed between 0 (full stop) and 20 (top speed). Note that vehicle speed is always listed in terms of the number of squares it moves: multiply this value by 5 to determine the number of feet per round a vehicle is moving.

SPEED MODIFIER

The speed at which a vehicle is traveling imposes a modifier on all Drive checks to operate the vehicle. This modifier is listed in the table below. Simply extend the table to determine the modifier for speeds higher than 50.

SPEED MODIFIER

Speed	Modifier
1–10	+0
11–20	–2
21–30	–4
31–40	–6
41–50	–8

SPEED CONVERSIONS

Speed	Feet per Round
1	5
2	10
3	15
4	20
5	25
6	30
7	35
8	40
9	45
10	50
11	55
12	60
13	65
14	70
15	75
16	80
17	85
18	90
19	95
20	100
21	105
22	110
23	115
24	120
25	125
26	130
27	135
28	140
29	145
30	150
31	155
32	160
33	165
34	170
35	175
36	180
37	185
38	190
39	195
40	200
41	205
42	210
43	215
44	220
45	225
46	230
47	235
48	240
49	245
50	250

CHANGING SPEED

A pilot can change the speed of his vehicle once each round as a free action. All vehicles have an acceleration and deceleration value. The listed number is the value for moderate acceleration or deceleration: how much a pilot can speed up or slow down at moderate risk of losing control of the vehicle. Low acceleration/deceleration is half the listed number, high acceleration/deceleration is twice the listed number, and extreme acceleration/deceleration is four times the listed number.

Accelerating and decelerating require a Drive check. The DC depends on how fast the pilot is attempting to accelerate or decelerate. The Drive check is also modified by the vehicle's current speed, before applying the effects of acceleration or deceleration. The check is also modified by the vehicle's handling rating.

CHANGING SPEED

Acceleration/Deceleration	DC
Low	5
Moderate	10
High	15
Extreme	20

For example, a steam carriage has an acceleration of 2 and a deceleration of 4. The pilot can increase the vehicle's speed by 1 at low acceleration, 2 at moderate acceleration, 4 at high acceleration, and 8 at extreme acceleration. The carriage is at a full stop, and the pilot decides on extreme acceleration to increase the vehicle's speed to 8 in a single round. The DC for the Drive check is 20. There is no modifier for speed, since the vehicle is at speed 0 before the effects of acceleration are applied. The carriage has a handling rating of +0, so there's no modifier for that either.

MANEUVERS

In addition to changing speeds, pilots can also perform a wide range of maneuvers in their vehicles. All maneuvers are move-equivalent actions. In a single round, a pilot can perform

one maneuver along with a standard action (such as an attack) or two maneuvers. Maneuvers can be executed at any point during a vehicle's movement.

Maneuvers require a Drive check, and the modifiers for the vehicle's current speed and handling rating are always applied to the check. See the maneuver table for a list of maneuvers and their DCs. If the Drive check fails, there's a chance of a mishap (see Mishaps, page 157).

Maneuvers are typically executed while the vehicle is traveling in a forward direction. Some vehicles can travel in reverse and can execute maneuvers while doing so. However, Drive checks for all maneuvers made while traveling in reverse suffer a -4 circumstance penalty.

TURNS

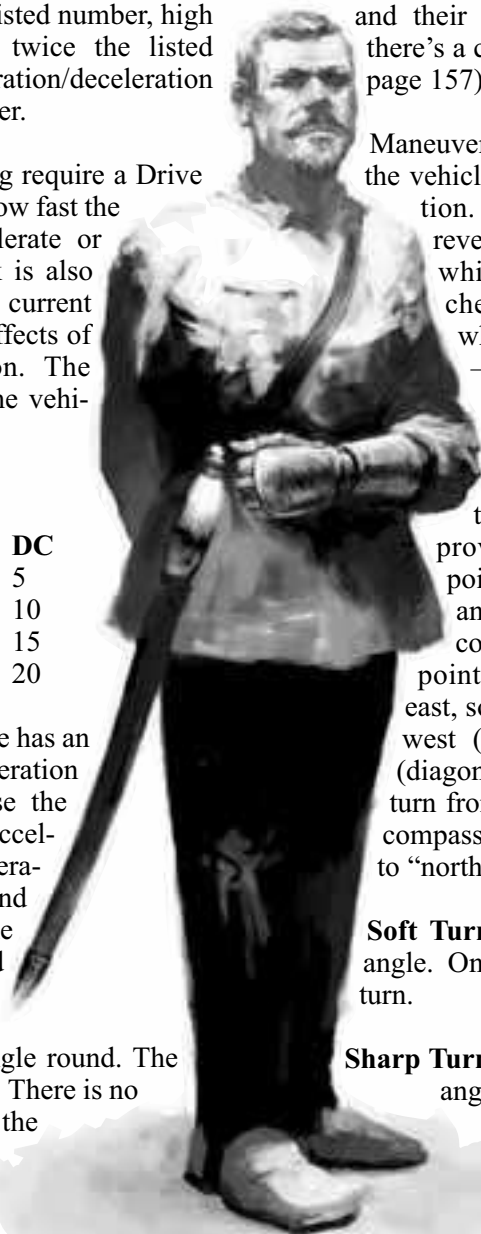
If you're using a map grid to track vehicle movement, the grid provides eight simple "compass points" by which to measure turns and direction of travel. Using the compass analogy, we can call these points north, northeast (diagonal), east, southeast (diagonal), south, southwest (diagonal), west, and northwest (diagonal). A "one-point" turn is any turn from one compass point to the next compass point, for example, from "north" to "northeast."

Soft Turn: This is any turn up to a 45° angle. On the map grid, it's a one-point turn.

Sharp Turn: This is any turn between a 45° angle and a 90° angle. On the map grid, it's a two-point turn.

Extreme Turn: This is any turn between a 90° angle and a 135° angle. On the map grid, it's a three-point turn.

Bootlegger Turn: This is any turn between a 135° angle and a 180° angle. On the map grid, it's a four-point turn. Your vehicle's speed is 0 after you complete a bootlegger turn. You have to accelerate to get back up to speed in your new direction of travel.





OTHER MANEUVERS

Avoid a Hazard: This maneuver allows a pilot to swerve around an obstacle or hazard. The DC of the Pilot check is based on the size of the obstacle.

Climb/Dive: In most vehicle scenes, it's not especially important to track altitude. For example, in a dogfight between two autogyros or airships, you really only need to know the distance between the two vehicles—how much of that distance is vertical isn't likely to be an issue. Altitude can be an issue when an aircraft is engaged with a surface vehicle, because the aircraft can essentially dictate the minimum range between the two. In these cases, the pilot of the flying vehicle should simply announce his altitude at the beginning of the scene, and then track any changes as it develops. By executing this maneuver, a vehicle can climb or dive at an angle up to 45°. For simplicity, assume the vehicle moves forward half its speed and gains half its speed in altitude (or loses the altitude in the case of a dive).

Obviously, surface vehicles cannot perform this maneuver.

Extreme Climb/Dive: The vehicle climbs or dives at an angle between 45° and 90°. The pilot may choose how much of the vehicle's speed to expend gaining or losing altitude, but it must be more than half. Surface vehicles cannot perform this maneuver.

Jump: A pilot can attempt to jump a vehicle over some obstacle, such as another vehicle or the space where a destroyed bridge used to be. The DM should use the standard guidelines to set appropriate DCs. While this is a single maneuver, it requires two different Drive checks. The first determines if the vehicle cleared the obstacle, and the vehicle's speed modifier is applied as a bonus for the purposes of this check. The second determines whether the pilot is able to control the vehicle on impact. The vehicle's speed modifier is applied normally for this check. Only surface vehicles can execute jumps.

Landing: This maneuver is used to land an aircraft. The DC assumes that a flat surface such as a landing strip is available.

Ram: Intentionally running your vehicle into another requires a Drive check, and your result must be at least equal to the target's AC. See Ramming, page 161.

Regain Control: A pilot must succeed at this maneuver to negate the effects of a mishap (see page 157). The penalty for the mishap is always applied to the check, as well as the vehicle's speed modifier and handling rating.

Take Off: Aircraft pilots use this maneuver to take off from a flat surface.

TERRAIN

Condition	Example	Movement Penalty	Maneuver Penalty
Obstruction			
Moderate	Undergrowth	x3/4	-2
Heavy	Thick undergrowth	x1/2	-4
Surface			
Bad	Steep slope or mud	x1/2	-4
Very bad	Deep snow	x1/4	-6
Poor visibility	Darkness or fog	x1/2	-4
Weather			
Bad	Rain or turbulence	x3/4	-2
Very bad	High winds	x1/2	-4
Extreme	Storm	x1/4	-6

VEHICLE MANEUVERS

Maneuvers	DC
Soft Turn	5
Sharp Turn	15
Extreme Turn	20
Bootlegger Turn	25
Avoid a Hazard	
Fine	0
Diminutive	3
Tiny	6
Small	9
Medium-size	12
Large	15
Huge	20
Gargantuan	25
Colossal	30
Climb/Dive	5
Extreme Climb/Dive	15
Jump	15-25+
Landing	15
Ram	Target's AC
Regain Control	10*
Take Off	10

* The Drive check is always modified by the vehicle's speed and the circumstance penalty for the severity of the mishap.

TERRAIN

Just as with characters, vehicle movement can be hampered by poor weather, visibility, or surface conditions. These conditions can also make vehicle maneuvers more difficult. Consult the terrain table above and apply the modifiers for the appropriate condition to the top speeds and maneuvers of vehicles. The modifiers for these conditions are cumulative.

MISHAPS

When a pilot fails a maneuver, a number of different things can happen. The pilot may complete the maneuver anyway but partially lose control of the vehicle. The vehicle may skid or spin out, or it may collide with another vehicle or obstacle. The following mishaps can occur when a pilot fails a skill check when attempting a maneuver, including acceleration or deceleration.

Slip: The vehicle slips sidewise, loses traction, or swerves slightly. The vehicle completes any maneuver the pilot was attempting and moves its current speed. However, the pilot suffers a -2 circumstance penalty on all maneuvers until he makes a successful Drive check to regain control.

Slide: The vehicle almost slides out of control. The vehicle only moves half its current speed and completes any attempted maneuver only halfway. If the pilot attempted an extreme or sharp turn, he only manages a soft turn. If he was swerving to avoid an obstacle, he still clips or sideswipes it. If he was attempting to jump some obstacle or gap...he doesn't quite make it. The pilot also suffers a -4 circumstance penalty on all maneuvers until he makes a successful Drive check to regain control.

Skid: The vehicle's speed drops by 10 and it skids one square to the right or left (determine randomly). If this brings it into the same square as another vehicle or obstacle, it collides (see Collisions, below). If the pilot was attempting a specific maneu-

ver, it fails completely. The vehicle's speed continues to drop by 10 and it skids one square each round until either the pilot makes a Drive check to regain control, the vehicle's speed drops to 0, or it crashes into something.

If an aircraft's speed drops to 0, it stalls and loses 100 feet of altitude each round. The pilot suffers a -6 circumstance penalty on all maneuvers until he makes a successful Drive check to regain control. This penalty increases by 2 for each round that a stalled aircraft is in an uncontrolled dive.

Spin: The vehicle goes into an uncontrolled spin. The vehicle's speed drops by 10 and it moves in a random direction (roll 1d8). This continues each round until the pilot makes a successful Drive check to regain control, the vehicle's speed reaches 0, or it crashes into something. If the pilot was attempting a specific maneuver, it fails completely.

If an aircraft's speed drops to 0, it stalls and loses 100 feet of altitude each round. The pilot suffers a -8 circumstance penalty on all maneuvers until he makes a successful Drive check to regain control. This penalty increases by 2 for each round that a stalled aircraft is in an uncontrolled dive.

Collision: The pilot loses control of the vehicle and it crashes into a nearby vehicle or obstacle. If there are multiple targets available, the DM should choose the nearest or select one randomly. If there are no nearby targets—such as in open air or below the surface of the ocean—the vehicle goes into a spin (see above).

MISHAPS

Check Failed by	Effect	Check Penalty
5 or less	Slip	-2
6-10	Slide	-4
11-15	Skid	-6
16-20	Spin	-8
21 or more	Collision	special

COLLISIONS

If a vehicle crashes into something, it takes damage based on its current speed.

COLLISION DAMAGE

Speed	Damage
1-10	1d6
11-20	2d6
21-30	3d6
31-40	4d6
41-50	5d6

Simply extend the table to determine collision damage for speeds greater than 50.

If a vehicle crashes into a moving object—such as another vehicle—the DM must determine the net speed of the impact.

- If the two vehicles were moving directly toward each other when they crashed, add their speeds together for the purposes of determining collision damage.
- If they were moving in the same direction and one crashed into the back of the other, take the difference in their speeds.
- If one was moving perpendicular to the other, ignore the target vehicle's speed for the purposes of collision damage.

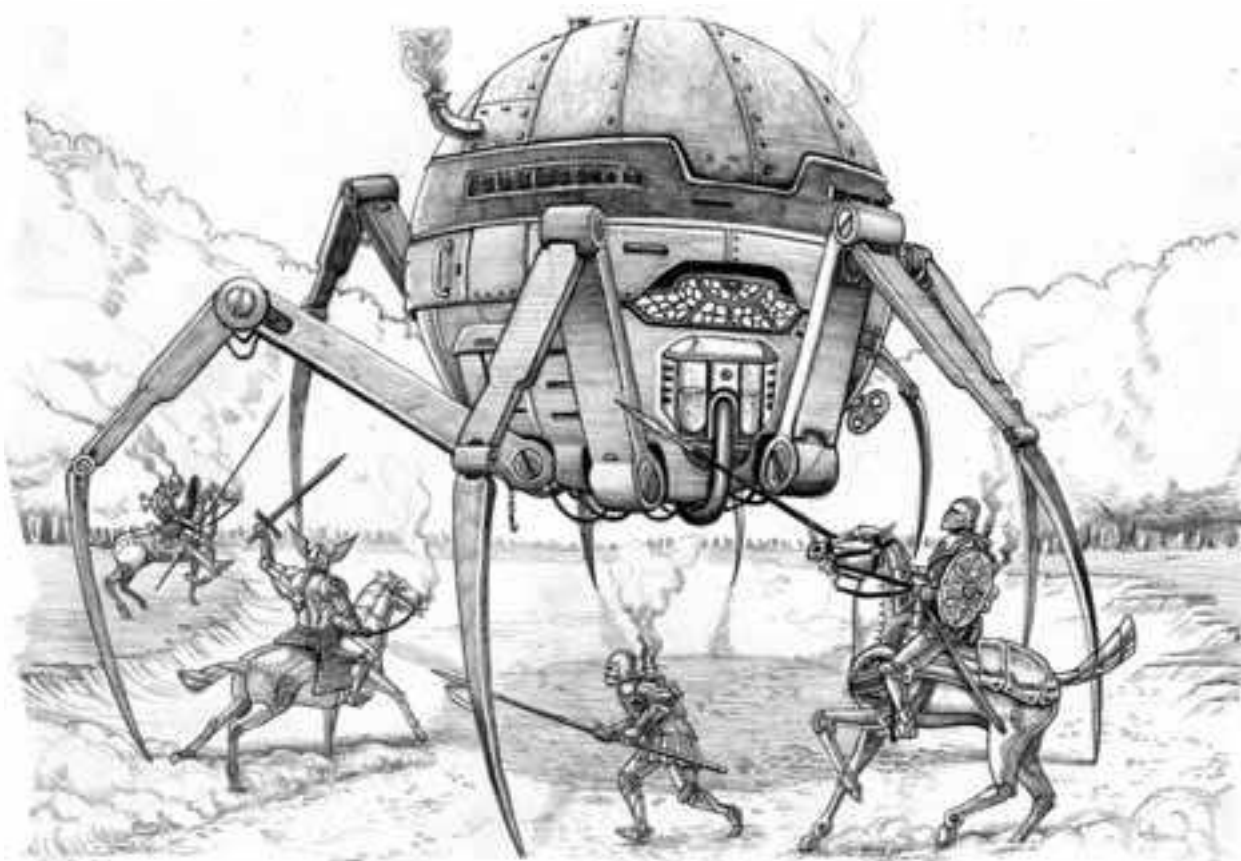
The damage a vehicle suffers from a collision is also modified by the size category of the obstacle it crashes into.

COLLISION DAMAGE MULTIPLIERS

Size	Damage Multiplier
Fine	1/16
Diminutive	1/8
Tiny	1/4
Small	1/2
Medium-size	x1
Large	x2
Huge	x3
Gargantuan	x3
Colossal	x4

The object struck by a vehicle in a collision also takes damage. The base damage is the same as for the vehicle, and the damage multiplier is based on the size category of the vehicle that is colliding with the object.

The pilot of a vehicle involved in a crash can make a Drive check to minimize the damage. This is a free action and the DC of the check is equal to half the net speed of the collision. The



modifiers for the vehicle's speed (the pilot's vehicle only—do not count the speed of any other vehicle involved in the crash) and handling are applied to the check. If the check is successful, the vehicle takes half damage from the crash. A pedestrian involved in a collision with a vehicle can make a Reflex save against the same DC for half damage.

DAMAGE TO PASSENGERS

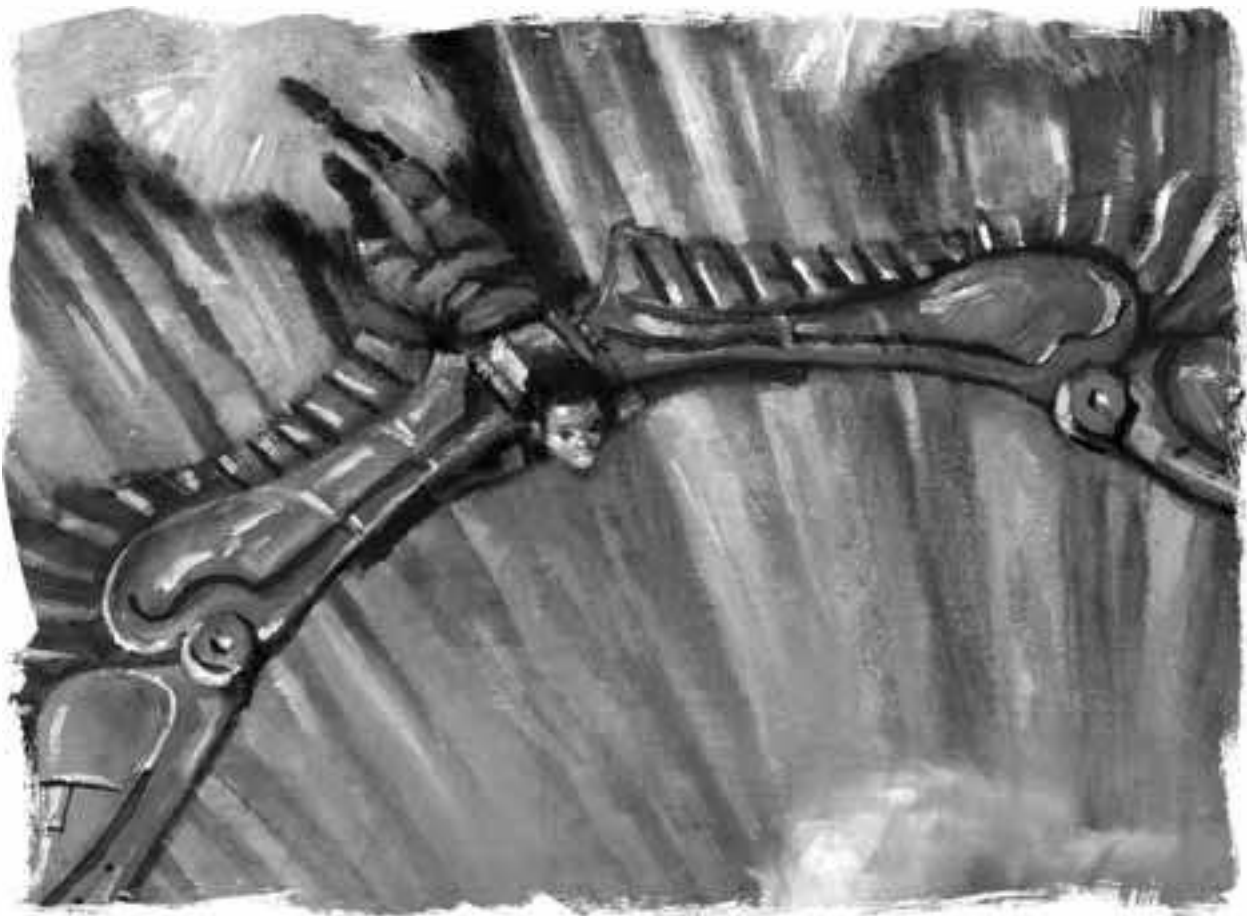
Passengers in a vehicle that collides or crashes take half the damage actually dealt to the vehicle, after accounting for the vehicle's hardness and the driver's Drive check. Passengers who make a Fortitude save (DC 20) take half of this damage.

Examples: A steam carriage traveling at speed 20 crashes into a Huge tree. The base damage for the collision is 2d6. The result of the damage roll is 8. The tree is Huge so the damage is multiplied by 3, for a base damage of 24. The driver can make a Drive check to minimize the damage. The DC is 10, but the driver suffers a -2 circumstance penalty on the check for his vehicle's speed. The carriage has no handling modifier. The driver makes the roll and succeeds, so the damage is reduced to 12. The car-

riage has hardness 8, so it takes a total of 4 points of damage from the collision. The driver makes a Fortitude save and succeeds, so he takes 2 points of damage.

A steam carriage traveling at speed 20 crashes into a Medium-size pedestrian. The base damage for the collision is 2d6. The dice are rolled, and the result is 8. Because the object struck was Medium-size, the base damage is 8. The driver makes a Drive check against DC 10, with a -2 circumstance penalty on the check. The check fails, but the carriage has hardness 8, so it takes no damage. The carriage is Large, so the base damage for the pedestrian is 16. The character makes a Reflex save against DC 10 and fails, so he takes 18 points of damage.

A Large steam wagon crashes head-on into a Colossal locomotive. The wagon is traveling at speed 20 and the locomotive at speed 30. The speeds are added together, so the damage roll is 5d6. The result of the damage roll is 18. The locomotive is Colossal, so the base damage to the wagon is 72. The driver makes a Drive check against DC 25, with a -4 circumstance penalty for the steam wagon's speed. The driver fails and the wagon takes 72 points of damage—64 points of damage after



the vehicle's hardness is subtracted. The wagon is Large, so the base damage to the locomotive is 36. Locomotives cannot avoid damage like other vehicles, but it has hardness 30 so it only takes 6 points of damage.

VEHICLE COMBAT

ENCOUNTER DISTANCE

As with combat between characters and creatures, encounter distance sets the stage for a vehicle combat. These rules follow the standard d20 System rules for encounter distance, with a few additions needed to handle the unique capabilities and characteristics of vehicles.

First, you should establish the spotting distance based on the surrounding terrain. Choose the most appropriate terrain and roll for spotting distance. If spotting distance is limited by line of sight, such as indoors or in a developed area of a city, simply use the line-of-sight distance as the encounter distance.

SPOTTING DISTANCE

Terrain	Distance
Smoke, heavy fog	2d4x5 ft. (25 ft.)
Jungle, dense forest	2d4x10 ft. (50 ft.)
Light forest	3d6x10 ft. (105 ft.)
Scrub, brush	6d6x10 ft. (210 ft.)
Open	6d6x20 ft. (420 ft.)

CREW QUALITY

Whether the DM is running NPC vehicles or just needs to fill out the ranks of the PCs' crew, it's often helpful to have a general indicator of a crew's skill with vehicle operations. The following table lists several levels of crew training and experience. The modifier should be used for attack rolls, skill checks, and ability checks related to the operation of the vehicle.

CREW QUALITY

Crew Quality	Modifier
Untrained	-4
Green	+0
Veteran	+2
Expert	+4
Elite	+8

INITIATIVE

You have a couple of options for handling initiative in a vehicle combat. In a simple combat, such as between a PC vehicle and NPC vehicle, you can simply use the standard rules for character initiative. Characters may occasionally have to delay their actions to wait for the pilot to maneuver, but the combat should otherwise proceed as normal.

For larger engagements, you may want to use a single initiative for each vehicle, or even a single initiative for each side in the engagement. In this case, simply roll initiative for each vehicle using the vehicle's size modifier (or the size modifier for the largest vehicle on that side) as the initiative modifier. All crew and passengers aboard the vehicle take their actions at that initiative.

COMBAT ACTIONS

Movement and action in vehicle combat work just like they do in the standard d20 System rules. Each round, a character can move and take a standard action, take a move-equivalent action and a standard action, or take a full-round action.

Attack: A character in a vehicle can make a ranged attack against another vehicle, character, or creature. The result of the character's attack roll must be at least equal to the target's AC. All of the standard modifiers apply to the attack roll, including range. The speed modifier for both the attacker's vehicle and the target are applied to the attack roll. However, if both of the vehicles are moving in the same direction, apply only half of the target vehicle's speed for the purposes of speed modifiers to ranged attacks.

Example: The PCs are in a steam carriage that is chasing a steam wagon full of orc thugs. One of the characters leans out and attempts to shoot the wagon with his flintlock pistol. The wagon's base AC is 8. The carriage and the wagon are both moving at speed 20, so this would ordinarily impose a -6 circumstance penalty on the attack roll. However, since both vehicles are moving in the same direction (the carriage is pursuing the wagon), the steam wagon's speed is considered to be 10 for the purposes of the penalty. Since there is no modifier for speed 10, the total circumstance penalty on the attack roll is only -2.

Evasive Action: This is a standard action. The pilot of a vehicle maneuvers defensively to avoid incoming fire. The pilot makes a Drive check, applying the vehicle's speed modifier and handling rating. For every 5 points by which the pilot's check result exceeds DC 10, the vehicle and its passengers gain a +1 dodge bonus to AC until the start of the pilot's next action.

Example: The orc driving the wagon decides to take evasive action and begins zigzagging from side to side. The wagon's speed is 20 and its handling rating is -2, so there is a -4 circumstance penalty on the orc's Drive check. The result of the roll is 18. That's enough for a +2 dodge bonus to AC until the start of the pilot's next action.

Ramming: As a standard action, a pilot can intentionally collide his vehicle with another that is in an adjacent square. This requires a Drive check, applying the speed modifiers for both vehicles and the handling rating of the ramming vehicle. If the result equals or exceeds the target vehicle's AC, the attack is successful. Collision damage is resolved for both vehicles (see Collisions). The pilot of the target vehicle can make a Drive check for half damage, but the pilot of the ramming vehicle cannot—he's specifically not trying to avoid the collision.

Example: The character's steam carriage has pulled up alongside the orcs' wagon, and the orc driver decides to ram the carriage. Both vehicles are moving at speed 20 and the wagon's handling is -2, so the total penalty on the attack roll is -6. The carriage's AC is 9 and the orc rolls a 17, scoring a hit even with the penalty. The PC driving the carriage makes a Drive check for half damage and succeeds. The steam wagon is ramming into the side of the carriage, so the carriage's speed is ignored for the purposes of collision damage. The damage roll is 2d6 and the result is 8. The steam wagon is Huge, so the base damage for the car is 24. This is halved and the carriage's hardness 8 is subtracted, for a final result of 4 points of damage. The car is Large, so the base damage for the truck is 16. The orc doesn't get a Pilot check for half damage, so the truck takes 16 points of damage, less its hardness of 10.

Attack Run: This maneuver is a standard action. The pilot of an attacking vehicle

maneuvers for optimal position to attack an enemy vehicle. The pilots of the two vehicles make opposed Drive checks. Each pilot applies the speed modifier and handling rating for his vehicle to his skill check. If the attacking pilot gets the highest result, all attacks by or from his vehicle against the target vehicle gain a +2 circumstance bonus until the start of his next action.

Example: The pilot of the PCs' steam carriage decides to make an attack run at the orcs' steam wagon. The PC and the orc pilot make opposed Pilot checks. Both vehicles are traveling at speed 20, so both pilots suffer a -2 circumstance penalty on the check. The PCs' carriage has a handling rating of +2, while the wagon has a handling rating of -2. The PC pilot gets a 14 and the orc pilot gets a 5, so all of the characters' attacks against the freighter gain a +2 circumstance bonus until the pilot's next action.

FIRE ARCS

Many mounted vehicle weapons have specific arcs into which they can fire. The possible fire arcs are: front, rear, right, left, and turret. Refer to the diagram for an illustration of each fire arc. Turret weapons can fire into any arc. If a target is in an arc other than that listed for a weapon, the weapon cannot fire at the target.

VEHICLE DAMAGE

Damage usually affects vehicles just like characters or creatures. The vehicle's hardness is subtracted from the damage inflicted by the attack and the result is subtracted from the vehicle's hit points.

When a vehicle is reduced to 0 hit points or less, it is rendered completely inoperable. It cannot move, turn, maneuver, attack, or do anything else. A ground vehicle will coast to a stop, reducing its speed by 2 every round until it stops or hits something. An aircraft will plummet to the surface and crash. A vehicle that has been reduced to 0 hit points or less is considered helpless and can be completely destroyed with a coup de grace attack.

Unlike other objects, vehicles are subject to critical hits. When an attack inflicts a critical hit on a vehicle, however, no bonus damage is applied. Instead, the critical may cause a specific effect that hinders or degrades the

vehicle's performance or capabilities. If a vehicle suffers a critical hit, roll 1d6 on the following table.

CRITICAL HIT LOCATION

Roll	Location
1	Frame
2	Engine
3	Control
4	Weapons
5	Armor
6	Cargo

The critical effect depends on the location hit and the severity of the damage. The severity of critical damage is measured in increments of its hardness, before the hardness rating is subtracted from the base damage.

Light damage: Damage exceeds but is less than twice the vehicle's hardness.

Moderate damage: Damage is at least twice but less than three times the vehicle's hardness.

Heavy damage: Damage is at least three times but less than four times the vehicle's hardness.

Severe damage: Damage is at least four times but less than five times the vehicle's hardness.

Catastrophic: Damage is at least five times the vehicle's hardness.

Frame: The vehicle's frame or superstructure is damaged. The vehicle's hardness is reduced by a random number based on the severity of the damage.

Severity	Hardness Lost
Light	1d6
Moderate	2d6
Heavy	3d6
Severe	4d6
Catastrophic	5d6

Engine: The vehicle's engine or propulsion system is damaged. Reduce the vehicle's top speed by a random number based on the severity of the damage. Severe and catastrophic damage will also reduce the vehicle's acceleration rating, and this number is listed after the slash. Both the acceleration and deceleration of aircraft and watercraft (including submarines) are reduced.

Severity	Spd/Acc Lost
Light	1d4
Moderate	2d4
Heavy	3d4
Severe	4d4/1d2
Catastrophic	5d4/1d4

Control: The vehicle's control systems are damaged. All maneuvers suffer a circumstance penalty based on the severity of the damage.

Severity	Maneuver Penalty
Light	-2
Moderate	-4
Heavy	-6
Severe	-8
Catastrophic	-10

Weapons: One of the weapons is damaged. Attacks with that weapon suffer a circumstance penalty based on the severity of the damage.

Severity	Attack Penalty
Light	-2
Moderate	-4
Heavy	-6
Severe	-8
Catastrophic	weapon destroyed

Armor: The vehicle's armor or body is damaged. The vehicle's Armor Class is reduced by a number of points based on the severity of the damage (to a minimum of 1).

Severity	AC
Light	-1
Moderate	-2
Heavy	-3
Severe	-5
Catastrophic	-10

Cargo: Any cargo the vehicle is carrying is damaged. The percentage of the vehicle's cargo (measured in pounds or specific items at the DM's discretion) destroyed by the attack is based on the severity of the damage.

Severity	Destroyed
Light	20%
Moderate	40%
Heavy	60%
Severe	80%
Catastrophic	100%



REPAIRING CRITICALS

An engineer or technician can attempt to repair critical damage to a vehicle. The DC is based on the severity of damage. Repairs to large vehicles require the coordinated efforts of at least 10% of the vehicle's listed crew complement. These DCs assume the technician has the necessary parts and tools. A successful repair reduces the severity of the critical damage by one step (e.g., from severe to heavy). Each critical must be repaired separately. Critical hits to cargo ordinarily cannot be repaired.

Severity	Craft DC
Light	10
Moderate	15
Heavy	20
Severe	25
Catastrophic	30



VEHICLE DESCRIPTIONS

This section provides descriptions and game rules for a number of vehicles, from steam carriages to autogyros. The models provided here can be used as the standard on which to base new vehicles of your own design—these listings are not intended to be exclusive.

All vehicles have several characteristics that determine their capabilities. These are listed in the stat block for each vehicle and described below.

Size: This is the vehicle's size category. Vehicle sizes are based on the same scale used in the standard d20 System rules. The table on the following page lists dimensions, weight, base hit points, hardness, and fuel cost for each vehicle class.

Hit Points: This entry lists the vehicle's number of hit points. A vehicle's hit points are based on its size, but they can vary dramatically from this standard. Military vehicles, for example, often have significantly higher hit point totals as a result of their reinforced structures and the advanced materials used in their construction.

Top Speed: This is the vehicle's top speed (see page 154).

Acceleration: This number is the value for moderate acceleration. A vehicle's acceleration rating determines how much it can increase its speed in a single round (see page 155).

Deceleration: This number is the value for moderate deceleration. A vehicle's deceleration rating determines how much it can decrease its speed in a single round (see page 155).

Handling: This rating is a modifier on all Drive checks to perform maneuvers (see page 155).

Armor Class: This is the vehicle's AC. A vehicle's AC is typically modified by its size and construction. All vehicles have a -5 penalty to AC because they are objects.

Fuel: This rating lists the number of miles the vehicle can travel at an average speed before refueling. The table on the following page lists the average cost to refuel a vehicle based on its size.

Cargo: This lists the vehicle's maximum cargo capacity.

Weapon: This section lists the weapons the vehicle is equipped with and the firing arcs those weapons can fire into.

Cost: The average cost for the vehicle. Prices vary considerably based on availability, custom features, and legality.

BASE VEHICLE STATISTICS

Size	AC Modifier	Max Length	Max Weight (mass)	Base Hit Points	Hardness	Fuel Cost
Fine	+8	6 in.	10 lb.	10	0	1 cr
Diminutive	+4	1 ft.	50 lb.	20	1	2 cr
Tiny	+2	2 ft.	100 lb.	30	2	3 cr
Small	+1	4 ft.	500 lb.	40	4	5 cr
Medium	+0	8 ft.	2,000 lb.	50	6	10 cr
Large	-1	16 ft.	10,000 lb.	70	8	20 cr
Huge	-2	32 ft.	50,000 lb.	90	10	40 cr
Gargantuan	-4	64 ft.	500,000 lb.	100	20	80 cr
Colossal	-8	128 ft.	1,000,000 lb.	200	30	150 cr

AUTOGYRO

A personal-transportation aircraft, autogyros are quite popular with amateur pilots and those who want the convenience of air travel. Usually, an autogyro seats only one or two people and carries little cargo, its main body suspended underneath a whirling propeller blade. Autogyros are incredibly agile, able to hover in place and take off or land almost anywhere. Many police agencies and journalists utilize autogyros to reach sites of special interest either in the city or country without having to worry about street traffic.

Autogyro: Medium-size Vehicle; hp 50; Top Spd 30; Acc 4; Dec 4; Hand +1; AC 5 (-5 Dex); SQ Vehicle, hardness 6; Fuel 100.

Cargo: 50 lb.

Weapon: None.

Cost: 12,000 gp.

IRONCLAD

This steel, steam-powered monstrosity marks the end of the sailing ship's dominance of the high seas. It is a low, blocky, unwieldy vessel with a metal hull propelled by a powerful steam engine. A pair of powerful cannons mounted in a rotating turret gives the ironclad warship tremendous firepower.

Ironclad: Huge Vehicle; hp 200; Top Spd 20; Acc 1; Dec 1; Hand -5; AC 23 (-2 size, -5 Dex, +20 natural); SQ Vehicle, hardness 15; Fuel 500.

Cargo: 3 tons.

Weapon: Two heavy cannons.

Fire Arc: Turret.

Cost: 100,000 gp.

STEAM BIKE

Also known as "steam bicycles," the steam bike has gained a reputation for speed and mobility unparalleled among steam-powered ground transportation. Many young folk prefer the steam bike for its stylish contours and convenient size. Others prize its surprising speed, and many thrill-seekers own a steam bike purely to find out how fast it can really go! Prized by collectors and the thrifty alike, a steam bike requires only a handful of coal to operate and can fit into the average horse stall.

Steam Bike: Medium Vehicle; hp 50; Top Spd 40; Acc 3; Dec 5; Hand +0; AC 5 (-5 Dex); SQ Vehicle, hardness 6; Fuel 150.

Cargo: 50 lb.

Weapon: None.

Cost: 6,000 gp.

STEAM CARRIAGE

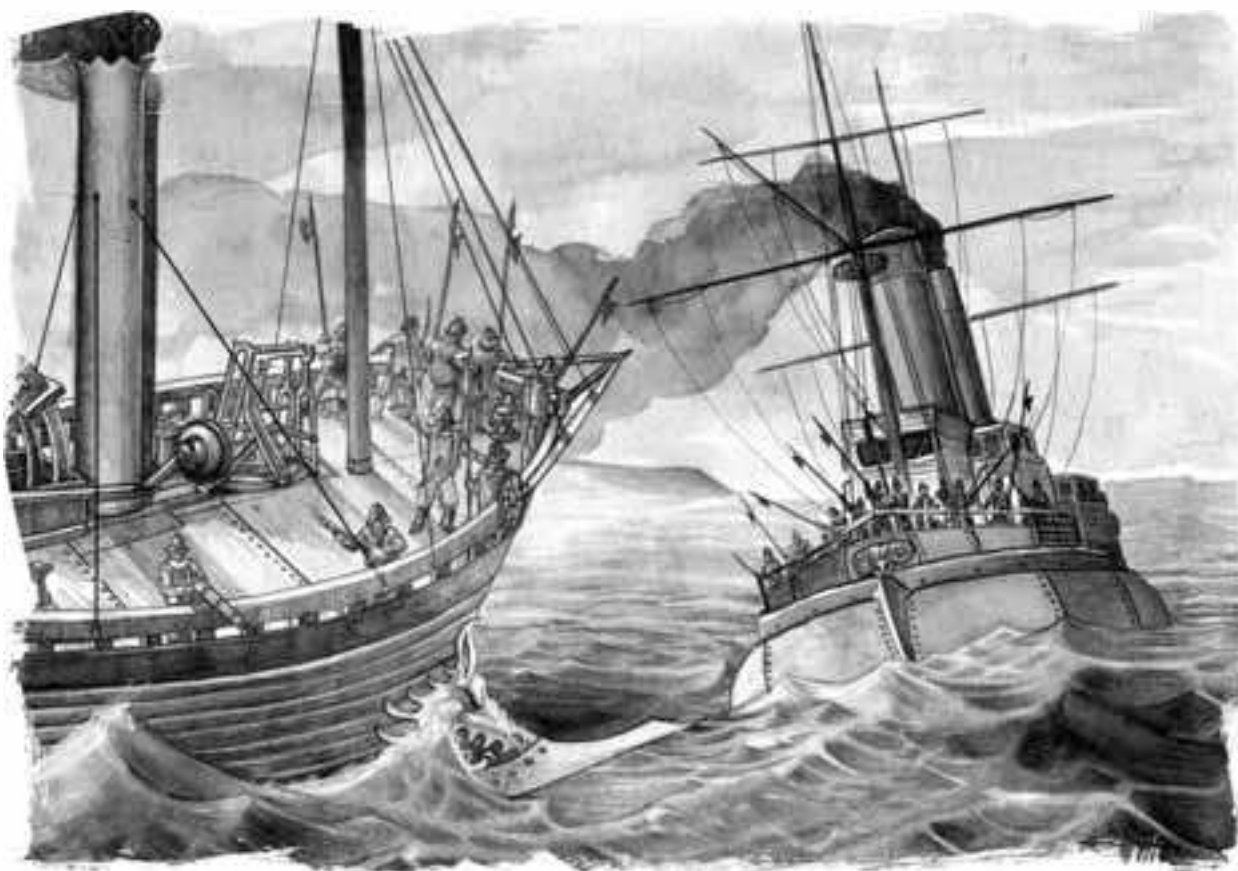
The popular "horseless carriage" is one of the most common forms of steam-powered transportation available. Many models are normally constructed to fit various roles. Sturdy, dependable, and requiring only a portion of coal to operate, versions of the steam carriage can be seen in use in nearly all areas of a steampunk society.

Steam Carriage: Large Vehicle; hp 70; Top Spd 30; Acc 3; Dec 4; Hand -1; AC 4 (-1 size, -5 Dex); SQ Vehicle, hardness 8; Fuel 100.

Cargo: 200 lb.

Weapon: None.

Cost: 10,000 gp.



STEAM LEVIATHAN

The ultimate steampunk fighting vehicle, a steam leviathan is an armored tank bristling with weaponry and rolling across terrain that would frustrate lesser conveyances with ease on steel-spoked wheels or rubberized tracks. Steam leviathans are incredibly heavy and somewhat ponderous on the battlefield, but their firepower and armored hulls more than make up for their sluggish handling. Cannons are the most common weapons found onboard a steam leviathan, and some even carry detachments of infantry inside the steel shell to deploy before, during, or after a battle for scouting and other purposes.

Steam Leviathan: Huge Vehicle; hp 200; Top Spd 20; Acc 1; Dec 2; Hand -3; AC 18 (-2 size, -5 Dex, +15 natural); SQ Vehicle, hardness 15; Fuel 100.

Cargo: 1 ton.

Weapon: One heavy cannon and one light cannon.

Fire Arc: The cannons are mounted on a single turret. They can fire into any arc, but they cannot fire into different arcs at the same time.

Cost: 75,000 gp.

STEAM LOCOMOTIVE

Considered by many to be the signature steamcraft technology, the steam locomotive is a massive, blackened-steel engine that runs along iron rails laid out across the land. Steam locomotives pull cars loaded with coal directly behind the engine so that their boilers can be easily fed. Other cars carry grain, passengers, weapons, or any other kind of cargo. Lashed down, tied on, or bolted to the surface of these cars, just about anything can be found being towed by a steam locomotive along a lucrative railroad.

Steam Locomotive: Gargantuan Vehicle; hp 200; Top Spd 40; Acc 1; Dec 2; Hand -5; AC 16 (-4 size, -5 Dex, +15 natural); SQ Vehicle, hardness 20; Fuel 1,000.

Cargo: 5 tons per car.

Weapon: None.

Cost: 100,000 gp + 20,000 gp per car.

STEAM SUBMARINE

Steamships commonly ply the rivers and seas of steampunk campaigns, but ships that can travel underneath the waves are rarer and highly valued. A steam submarine is a cigar or teardrop-shaped canister, within which lies the steam boilers that power the screws and the brave crew who pilot such the vessel. Serving onboard a steam submarine is no easy task, and the rigors of undersea travel take their toll on these fragile conveyances, but they nonetheless remain exquisite examples of steam engineering. Some military versions exist with various forms of weaponry, including torpedoes and depth charges.

Steam Submarine: Huge Vehicle; hp 90; Top Spd 20; Acc 1; Dec 1; Hand -3; AC 3 (-2 size, -5 Dex); SQ Vehicle, hardness 10; Fuel 500.

Cargo: 2 tons.

Weapon: None.

Cost: 60,000 gp.

STEAM WAGON

Goods that travel across a steampunk civilization do so both in the sky and on the ground. When cargo is transported on a road, the odds are that cargo is carried in a steam wagon. Although models differ in details, generally steam wagons are massive contraptions, with boilers of a size to match, that dominate the streets and roadways wherever they go. Often a steam wagon has a complicated system of gears to manage steep inclines and the demands of carrying heavy loads in the hinged cargo section behind the driver. Sophisticated models can include bays that can load or unload themselves via gimbaled machine-arms and telescoping platforms.

Steam Wagon: Huge Vehicle; hp 90; Top Spd 20; Acc 2; Dec 3; Hand -2; AC 8 (-2 size, -5 Dex, +5 natural); SQ Vehicle, hardness 10; Fuel 200.

Cargo: 2 tons

Weapon: None.

Cost: 24,000 gp.

ZEPPELIN, CARGO

An airship that carries goods rather than people, cargo zepps carry heavy loads that would be extremely difficult to ship via land or sea. The load an airship can carry is limited only by the size of its airbag. Cargo airships usually have larger boilers (which are more noisy) than passenger airships and are less maneuverable. The cargo capacity of these airships, of course, is the best in their class.

Zeppelin, Cargo: Colossal Vehicle; hp 200; Top Spd 20; Acc 1; Dec 1; Hand -3; AC 2 (-8 size, -5 Dex, +5 natural); SQ Vehicle, hardness 30; Fuel 3,000.

Cargo: 35 tons.

Weapon: None.

Cost: 150,000 gp.

ZEPPELIN, PASSENGER

Steam-powered airships that sail the skies over steampunk civilizations are commonly known as zeppelins. Essentially a long cabin or gondola slung underneath a steam-heated canopy of lighter-than-air gas, airships provide unparalleled service to transport cargo across any form of terrain. Among the most luxurious forms of transportation available are the passenger airships that provide amenities rivaling any of the great ocean liners.

Zeppelin, Passenger: Colossal Vehicle; hp 200; Top Spd 30; Acc 1; Dec 1; Hand -3; AC 2 (-8 size, -5 Dex, +5 natural); SQ Vehicle, hardness 30; Fuel 2,000.

Cargo: 25 tons.

Weapon: None.

Cost: 125,000 gp.



ZEPPELIN, WARSHIP

When it comes to warfare, air power can be essential to victory. The warship class of zeppelins fills the role of air support admirably, serving as a well-armed firing platform that is extremely mobile and that has the advantage of height. Turrets with cannons are built on platforms that surround the heated airbag, and some warships are known to carry armed autogyros or rocket-pack squadrons to provide even more firepower. The great cargo capacity of warships makes them ideal for ferrying supplies and troops to the front lines of any steampunk conflict.

Zeppelin, Warship: Colossal Vehicle; hp 250; Top Spd 25; Acc 1; Dec 1; Hand -2; AC 7 (-8 size, -5 Dex, +10 natural); SQ Vehicle, hardness 35; Fuel 2,000.

Cargo: 30 tons.

Weapon: Six heavy cannons.

Fire Arc: Two cannons fire forward, two fire rear, one turret on either side fires right and left (dorsal and spinal turrets also possible).

Cost: 200,000 gp.

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EQUIPMENT

Item	Cost	Weight
<i>Scholar's Tools</i>		
Alchemist's lab	1,000 gp	200 lb.
Arcane flux detector	500 gp	5 lb.
Arcane pulse disruptor	3,500 gp	60 lb.
Bard in a box		
hand-cranked	450 gp	2 lb.
steam-powered	900 gp	3 lb.
Calculating engine, large	10,000 gp	1 ton
Calculating engine, small	20,000 gp	10 lb.
Clockwork chess set	varies	100 lb.
Measuring rod	100 gp	1 lb.
Scribing box	500 gp	75 lb.
Vibrational veradictor	150 gp	8 lb.
<i>Rogue's Tools</i>		
Clockwork spider	500 gp	1/4 lb.
Drillspike	50 gp	1 lb.
Far-reaching gauntlet	800 gp	2 lb.
Springsaw	200 gp	1/2 lb.
Steamstilts	150 gp	5 lb.
<i>Cleric's Tools</i>		
Holy water sprinkler	600 gp	8 lb.
Prayer watch	800 gp	1/4 lb.
<i>General Equipment</i>		
Automatic ladder, collapsible	300 gp	15 lb.
Clockwork animals	750 gp	1 lb.
Coal	1 cp	1 lb.
Miner's glove	700 gp	25 lb.
Electric lantern	50 gp	3 lb.
battery	1 sp	—
Diving suit	500 gp	20 lb.
Rocket pack	5,000 gp	40 lb.
Steam portal	600 gp	1 ton
Buckler glove	300 gp	8 lb.
Gauntlet of the iron ogre	800 gp	30 lb.
Gnome guardian's knife	250 gp	1 lb.
Sparking sword	2,315 gp	6 lb.
Springblades	150 gp	3 lb.
Steambow	500 gp	30 lb.
<i>Firearm Accessories</i>		
Apostle	2 sp	—
Bandoleer	5 sp	1 lb.
Bullets (20)	1 gp	2 lb.
Cartridge box	8 sp	1 lb.
Percussion cap	1 sp	—
Powder horn	1 gp	1/2 lb.
Ramrod, iron	1 sp	3 lbs.
Ramrod, wooden	5 cp	1 lb.
Swine feather	2 sp	2 lb.

FIREARMS

Weapon	Cost	Damage	Critical	Range Increment	Weight
<i>Small</i>					
Matchlock pistol, light	80 gp	1d10	x3	50 ft.	4 lb.
Matchlock pistol, heavy	120 gp	2d6	x3	50 ft.	6 lb.
Flintlock pistol, light	90 gp	1d10	x3	60 ft.	6 lb.
Percussion cap pistol, holdout	90 gp	1d8	x3	20 ft.	3 lb.
Percussion cap pistol, light	120 gp	1d10	x3	50 ft.	4 lb.
<i>Medium</i>					
Flintlock pistol, heavy	130 gp	2d6	x3	60 ft.	6 lb.
Flintlock pistol, double-barrel	200 gp	1d10	x3	60 ft.	8 lb.
Percussion cap pistol, medium	180 gp	2d6	x3	60 ft.	5 lb.
Percussion cap pistol, heavy	220 gp	2d8	x3	60 ft.	6 lb.
Percussion cap pistol, double-barrel	250 gp	1d10	x3	50 ft.	6 lb.
Percussion cap pistol, revolver	500 gp	1d10	x3	50 ft.	6 lb.
Dwarven tunnel gun (flintlock)	100 gp	2d8	x3	20 ft.	6 lb.
<i>Large</i>					
Flintlock musket	180 gp	2d8	x3	100 ft.	15 lb.
Flintlock musket, double-barrel	350 gp	2d8	x3	100 ft.	18 lb.
Blunderbuss (flintlock)	100 gp	1d10	x3	15 ft.	12 lb.
Percussion cap musket	250 gp	2d10	x3	75 ft.	12 lb.
Percussion cap musket, double-barrel	450 gp	2d10	x3	75 ft.	15 lb.
Steambow	500 gp	1d10	x3	40 ft.	100 lb.
Ogre gun (matchlock)	400 gp	2d12	x3	30 ft.	100 lb.

CANNONS

Weapon	Cost	Damage	Blast Radius	Reflex Save DC	Range Increment	Weight
Light cannon	1,000 gp	—	—	—	200 ft.	500 lb.
Cannonball	5 gp	4d6	line	12	—	6 lb.
Shell	10 gp	2d6	10 ft.	15	—	6 lb.
Case shot	10 gp	3d6	20 ft.	18	—	6 lb.
Canister shot	15 gp	3d6	30-ft.*	15	—	6 lb.
Grape shot	15 gp	3d6	40-ft.**	18	—	6 lb.
Medium cannon	2,000 gp	—	—	—	300 ft.	2,000 lb.
Cannonball	8 gp	6d6	line	15	—	12 lb.
Shell	15 gp	4d6	20 ft.	18	—	12 lb.
Case shot	15 gp	5d6	30 ft.	20	—	12 lb.
Canister shot	20 gp	5d6	40-ft.*	18	—	12 lb.
Grape shot	20 gp	5d6	50-ft.**	20	—	12 lb.
Heavy cannon	4,000 gp	—	—	—	500 ft.	4,000 lb.
Cannonball	20 gp	8d6	line	18	—	24 lb.
Shell	25 gp	6d6	40 ft.	20	—	24 lb.
Case shot	25 gp	7d6	50 ft.	22	—	24 lb.
Canister shot	30 gp	7d6	60-ft.*	20	—	24 lb.
Grape shot	30 gp	7d6	80-ft.**	22	—	24 lb.

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