THUNDERSCAPE
THE WORLD OF ADEN

A Goreaux's Guide to Golems & Other Manifold Machinations

PATHFINDER®
ROLEPLAYING GAME COMPATIBLE

THUNDERSCAPE
The World of Aden

The World of Aden originally created by Shane Lacy Hensley

A Goreaux's Guide to Golems & Other Manifold Machinations

A Guide to Mechamages & Steamwrights

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Somewhere beneath Balaquim…

Qasim awoke with a savage pounding in his skull and a sharp pain in his back. The old priest opened his eyes to see only darkness. He felt rigid metal bars beneath and behind him; his feet dangled between the bars into open air. Everything hurt.

"Aha, you are awake at last!" called out a mocking voice high above.

Qasim felt a length of chain clatter on the bars beside him. Light filled his prison from above. He could now see he was in a large cage, hanging from a chain within a deep pit of pure stone. Below him, light reflected off of black water. A man in a black mask peered down from the circle of light above. A length of chain dangled through the roof of the cage, just beside Qasim.

The masked man shifted, leaning on a lever to one side. A mechanical clank echoed through the walls; serrated blades extended from between the stones between the cage and the light, angled down toward Qasim, forming a web of steel that rotated in deadly silence. The masked man dropped something into Qasim's cage; a slab of rotting meat that on the bars with a wet splat. The priest kicked it out of the cage with disgust. When it struck the water, the surface exploded in a bloody froth.

"Candixu," called out the masked man. "Vicious little beasts. They can strip the flesh from a man wearing full plate in three minutes. Can you believe they actually eat them in the Rhanate?"

"Where am I?" Qasim croaked, his throat dry. "Why are you doing this?"

The man laughed. "Come now, priest," he said. "You honor the War of the Sky just as I do. Surely you recognize a lesson when you see it?" He pulled another lever. The cage began to descend toward the water with a slow, methodical clanking sound.

Qasim sat up in a panic. "Please, you cannot do this!" he exclaimed. "Spare me! My daughter needs her father!"

"You should have considered that before you spoke," the man replied with a chuckle. "Don't worry, Elder. Take the chain. The machinery will take most of the weight; you need only exert a bit of effort."

Qasim grasped the chain desperately. The cage did not slow at first. The chains slid between his hands, gouging the flesh of his palms and leaving them bloody. Qasim wrapped a bit of his sleeve around the slick metal and pulled with all his strength. The cage ceased its descent two feet from the water. Little slivers of grey leapt from the surface toward him - the candixu, eager for another meal. The old priest closed his eyes and sobbed softly. His shoulders burned with the effort of holding himself aloft. He could not do this for long.

"Equilibrium," called out the shadowy man. "That is what the Sky teaches us. In extremes, we find only death. Pull too hard, you will impale yourself on the spinning blades. Pull too little, and the candixu will feast. And so it is with life. If you had been a bit less outspoken, the Red Councilor would have ignored your rabble rousing. A bit of dissent is a good thing, after all. It reassures the nobles that they truly are the better men when the shabby peons disagree with them. But you? You advocated resistance. You disrupted business. You pulled the chain too hard, Elder Qasim. This is what happens to the Red Councilor's enemies."

"You cannot do this!" the priest wailed. "If you kill me, the people will know your master's wickedness! They will not stand for it!"

"They already know he is wicked," the man said, "and people vanish in Balaquim all the time. I find that when you make enough of them disappear, the rest start to lose their interest in rebellion. If you die and the resistance doesn't go back to work, I'll just have to make someone else disappear. Maybe your little girl. Fatimah. How long could she hold the chain, do you think?"

"No!" Qasim wailed between sobs. "You cannot!"

"All you have to do," the man replied, "is denounce the movement. Give your support to the Red Councilor. Tell the farmers to cease their foolish protests and go back to work. It will be better for everyone."

"Not for the people!" Qasim cried. "The Red Councilor treats the people like slaves! They die in the fields every day!"

"Your loyalty to your ideals is admirable, but it's wasted here. I don't care about farmers, Qasim," the man replied. "I've been hired to produce one of two results. Choose one."

The old priest leaned into the chain, sobbing quietly. At long last, he opened his mouth to speak, to make his choice, to save his daughter.

Then the wall beside him exploded, filling the pit with smoke and dust. The sudden detonation was so abrupt that the old priest's grip slipped. The cage began to descend again. The candixu worked themselves into a frenzy as loose stones tumbled into the water.

"What's going on down there?" shouted the man from above. "Drop the cage! Let him fall!"

"Servant, save him!" shouted a high-pitched voice from behind the wall.

Qasim felt his prison lurch for a split second then suddenly stop. A pair of thick black metal arms extended through the hole in the wall, effortlessly holding the priest's cage in place. The iron bars creaked and bent around the unflinching steel hands.

"His cage is breaking under its own weight," said a calm, metallic voice. "It is too big to pull through the hole."

"Just give me a moment," came the sibilant reply.

Qasim sat up and peered through the hole in the wall as the dust cleared. A thin, reptilian rapacian dressed in sleek black armor stood beside a massive mechanical warrior - the same golem that now effortlessly held Qasim's cage above the water. A tiny green-skinned goreaux perched upon the golem's shoulders, clutching a metallic-blue wand in one hand.

"Kill the priest!" shouted the masked man, now furious. "Kill all of the intruders! You four, circle around and find them!"

The rapacian leaned through the hole, clutching a small device in one hand. She attached it to the cage's lock and began to twist and squeeze the device with an intense expression.

"Thank you," Qasim said, finally catching his breath. "You are good people, to take such risks for the people."

"Thank the Green Councilor," the rapacian replied. "He's the one that hired us." She peered upward for a moment, eyes widening at the bizarre assortment of spinning blades above. "This is impressive machinery," she said. "You should see it, Philibus."

The goreaux frowned, not bothering to look. "Let me guess, spinning blades?" he asked in a bored voice. "Typical Yzeemite deathtrap. Impressive but unnecessarily contrived and complex. Like everything else in Yzeem."

Qasim laughed, despite the terror of his predicament. His laughter ended sharply when a bullet ricocheted off the bars of his cage. Two more masked men now leaned over the lip of the pit with rifles. One reloaded while the other took aim.

Deng scowled, pointed some sort of snub-barrel pistol up the snipers. A metal hook launched from the barrel, attached to a length of thin cable. It struck the ready sniper in the throat. Deng flipped a switch on the pistol and it made a loud, winching sound. The sniper gave a gurgling scream and was pulled over the edge. He landed in the dark water with a splash. The candixu leapt into a bloody frenzy; the other sniper withdrew with a terrified yelp.

"Could I get some cloud cover before they regain their courage?" Deng asked as she began working on the lock again.

"We're already holding the cage," the goreaux said, leaning back on his golem's shoulders with a scowl. "Should we do everything?"

She glared back at him. "Servant is holding the cage. You're just lounging."

"Delegating authority is very taxing, Deng," he said, rolling his eyes, "but fine." The little man spoke words of magic and gestured with one hand. The pit filled with roiling white mist. Deng gave the lock a few more twists and squeezes. The door popped open with a groan.

The golem seized Qasim's hand in a surprisingly gentle grip. The construct lifted the priest effortlessly through the hole in the wall and released the cage just as it fell apart. It crashed into the water below. Qasim found himself in an underground tunnel, likely a part of the Balaquim sewers. Only a pair of glowing lights on the golem's shoulders illuminated the area.

"Shame we don't have time to collect a few candixu," Philibus said, peering down toward the water. "Fascinating creatures. Fearless. Utterly voracious. They've got a particular predilection for eyeballs, you know."

"Stock your aquarium later, Philibus," Deng said. "We need to get out of here."

"Elder Qasim is safe now?" the golem asked in a hollow voice. It set Qasim gently on his feet and helped steady the old man. "Is Elder Qasim hurt?"

"I'm fine, for the moment," Qasim said. "Thank you, my friend. Your intervention is much appreciated."

The golem's eyes glowed warm orange at the praise. "You are welcome."

"Don't talk to it, Qasim," Philibus said, annoyed. "It's not your friend."

"Why not?" Qasim said. "He's brave and kind."

"Servant's a machine, an 'it' not a 'he'," the goreaux said. "It's got enough delusions of humanity without you spouting nonsense in its ear. Not that it has ears."

Qasim opened his mouth to protest again. The sound of angry shouts interrupted, approaching from further down the tunnel.

"I thought you said they wouldn't check the sewers, Deng," Philibus said.

"I said they probably wouldn't," Deng said, tucking her lockpicking device into her bandolier and drawing a large rifle from behind her back. "Who in their right mind would ever want to go into the sewers? Other than us."

"Please remain here and keep out of sight, Elder," Servant said in a calm voice as it lurched down the tunnel. "We will handle this." Philibus dropped off the golem's back and readied his wand as he muttered under his breath.

Four masked soldiers rounded the corner ahead, wielding curved swords and heavy pistols. Philibus cast another spell; shimmering grease erupted from the stones beneath them. One man slipped and fell, cursing. Deng's rifle roared and another man dropped, the report sounding like thunder the enclosed space. The remaining two men aimed their pistols and returned fire but Servant stepped into the path of the bullets, letting them ricochet harmlessly off its metal body. The

What is the Goreaux's Guide to Golems and Other Manifold Machinations?

(Other than a mouthful?)

The name of this class guide, like others in the Thunderscape Class Books series, is a reference to an actual book within the world of Aden. The Guide (fondly called the 'Giggemm' by many of its readers) has its origins in the city of Mekanus. Its original compiler was Avibus Woldern, a goreaux mechamage and Aramystian expatriate who found a new home in the Smoketown district of Mekanus after the Darkfall. Saddened by the loss of his beloved Celestial College, Woldern determined that he would institute a new means by which magical achievements (particularly those in his chosen field of mechamagic,) might be formally recognized.

The first volume was simply entitled "The Smoketown Guide to Golems." Woldern refused to put his name on the volume, as he felt that would draw the focus away from the brilliant scholars that were the book's true focus. In his introductions to each chapter, he referred to himself simply as "A humble Smoketown goreaux."

With each passing year, the book (and its title) grew in both size and scope, eventually incorporating purely technological achievements as well as mechamagical ones. When Avibus Woldern died on the eve of the fourth volume's printing, his apprentices honored him by officially adding his pseudonym to the title. Thus the Goreaux's Guide to Golems and Other Manifold Machinations was born.

Six of these manuals have now been published. They are produced once a year and officially sponsored by the Smoketown Industrial Complex and Lord Urbane's Shadow Army. Each volume is intended to be the ultimate showcase of cutting edge innovations in mechamagic and engineering for that year. Each time a new volume is produced, the Thunder Trains and Urbanan trading vessels are loaded with copies to be distributed to major cities in throughout the Known Lands.

Some find it surprising - and perhaps even a bit dubious - that Lord Urbane would allow such powerful secrets to be distributed to his potential rivals. In this rare instance, the Iron Tyrant's motives are sincere. Urbane believes that mechamagic is Aden's most powerful weapon against the Darkfall and recognizes that his fellow nations are allies against that mutual threat. Though he values the defense of Urbana foremost, he feels that sharing such discoveries is critical to the world's survival. He also firmly believes that scholars and mechamages are his nation's most valuable resource, and that to officially recognize their accomplishments is the least he can do to repay the debt he owes them. (And, of course, he selects a few of the most potent discoveries to be reserved for Urbana's military development.)

To be featured in the Guide is an unparalleled honor for any mechamage or steamwright. Those who have appeared in its pages are rewarded with silver epaulets by the Smoketown Industrial Complex and recognized as honorary members of the Urbanan nobility. Within the mechamage and steamwright community, such inventors are sometimes colloquially referred to as Giggemm Knights, and rarely have much difficulty finding work in their chosen field.

golem roared as it drew an enormous sword from the sheath across its back and prepared to charge. The men had only a moment to glance at one another in doubt before the metal man was upon them, hewing about with its blade, slaughtering them in moments.

The fallen man scrambled through the grease for his lost pistol. The goreaux finished another spell. The pistol suddenly sat up on its grip, turned about, and bounced across the floor, between Servant's legs, toward Philibus. He picked up the pistol, examined it with an amused expression, and tucked it into his belt.

"Nice gun," he remarked.

Deng stepped forward and aimed her rifle at the surviving masked man.

"Please," he whispered, holding up his hands as he cowered on the floor. "Spare me."

Deng drew a small golden cylinder from her belt and aimed it at the man's face. "The Green Councilor sends his regards," she said to the fallen man. "Tell the Red Councilor to leave the people of Moonport alone, or we will find him. His veil can't hide him forever." She pressed a button on the side of the cylinder, launching a dart into the man's neck. He seized violently and lay still.

"Is he alive?" Qasim asked.

"Just paralyzed," Deng replied.

"These men were not so fortunate," Servant said. The golem glanced down sadly. Its blade and arms were covered in blood. The bodies of the two men that fought the golem lay in ruins.

"They were wicked men," the priest said, bowing his head and placing a comforting hand on the golem's arm. "Regret is what separates you from villains like them."

"Stop talking to my golem," Philibus snapped. "You'll fill it with your stupidity. Servant. Up."

The golem picked up Philibus in one hand and placed the goreaux on its shoulders.

"Why are you so cruel?" the priest asked. "Why do you treat him like a machine?"

"Because it is a machine," Philibus replied. "Would you rather it acted like a person? We don't need any more 'people.' People and their passions nearly killed you today. Science saved you. Remember that the next time some zealot drops you down a candixu-filled oubliette. Idiot. Get us out of here, Servant." The golem sheathed its blade and stomped off down the tunnel, carrying its tiny, angry master.

"What a strange man," the priest remarked quietly to the rapacian.

"That's an understatement," Deng replied. "Smartest mage I've ever met, though. Most reliable, too. He's a good fellow, deep down. Deep, deep, deep down."

"Then how can he treat his golem so callously?"

Deng grinned at the old priest. "You don't know Philibus," she says. "Machines are predictable. Machines don't have ulterior motives. Machines do what they're designed to do. When he says something is just a machine - he means it as a compliment."

The rapacian held out one hand to steady the injured priest and began the long walk back to the surface.

Thunderscape NPCs

The non-player characters in this book are presented at low, mid, and high level so that you can easily adapt the version most appropriate for your campaign. These characters can be used as NPC allies, party rivals, or even pre-generated characters to get a game together quickly.

For consistency, these characters were all created using 20 point buy for their ability scores, granted average hit points for every hit die after first level, and were assigned equipment roughly equivalent to the average wealth for a player character of their level.

2 MECHAMAGES

MECHAMAGES IN ADEN

The Role of the Mechamage

The mechamage is an extremely versatile character, much like the wizard from which it is an outgrowth. Accordingly, a mechamage can fulfill a number of different roles within an adventuring party. Due to the specific nature of a mechamage's abilities, they sacrifice some of the versatility that a wizard possesses, but gain the powerful abilities of their golem minion in the process. This makes it possible for them to serve as a front line fighter by proxy, and even if their golem servant is not configured to inflict a great deal of damage to their enemies, they can typically endure damage or provide control and interference via combat maneuvers, providing other party members a reprieve to enact whatever schemes they have in place for the encounter. The new mechamage archetypes introduced in this book allow additional options, replacing the golem minion with powerful steamwright inventions or manite implants.

The History of Mechamages

Most attribute the birth of mechamagic as an art to the discovery of manite refinement, an event that took place in the year 845. There is a great deal of truth to this, of course, since that was the first real opportunity to fuse the art of magic and the science of technology. The roots of mechamagic extend much farther back, however, and are almost literally as old as the various arcane arts of magic.

Far before recorded history begins, the earliest practitioners of magic sought to bind the power of their art into forms that anyone could use. From the earliest tribes eager to give the power of magic to their warriors, the desire for employing magic as a tool or weapon for the uninitiated was almost universal. Artifice became a valued practice early on, and although metal seemed unable to retain enchantments, it was possible - albeit difficult - to permanently enchant many natural materials, including wood, stone, gemstones, cloth, and many others. As time progressed, the quality of the average metal weapon became such that it was the match for many enchanted wooden or stone weapons, and vastly easier to produce. As a result, the dream of enchanted armor and weaponry used on a large scale gradually fell by the wayside as most arcanists accepted that such a thing simply was not possible.

In the centuries between the widespread use of metal and the discovery of manite, there were many who sought a workaround that would allow for better use of enchantment as a means of creating more efficient magic items and weapons. Golems were among the most common means of accomplishing this, with hundreds of different varieties being developed over the years, settling on the most successful forms that are more familiar in modern Aden - typically those crafted of stone, metal, or flesh.

The discovery of manite in 845 radically changed the options available to those who would be known as mechamages. Suddenly, metal was a viable - and extremely efficient - component in the creation of superior magical apparatus. Many of those who had experimented with various magical implements had at least a passing knowledge of technology as well as magic, and they quickly became among the most skilled and gifted of those attempting to use manite to its greatest effect. In less than a decade, the fusion of technology and magic had become the most prevalent advancement born in the wake of manite refinement's discovery, although it was not the only discovery. It was, for instance, soon realized that the consumption of small amounts of manite could permit other metals to be enchanted with much more effectiveness than previously possible.

Although it is not something that most care enough about to remember, immediately prior to the Darkfall, the art of mechamagic was controversial in several major circles. Despite that it had been in its present form for many years, there were those of certain arcane arts who theorized that the fusion of magic and material in this manner was having a deleterious effect on the interaction between the mortal plane and the other planes, thinning the boundaries and increasing the chance of supernatural events. Additionally, widespread manite refinement was known to have a poisonous effect upon the environment, producing vast clouds of choking black smog. The supernatural effects of manite refinement have never been definitively proven. The environmental effects, on the other hand, are abundantly obvious when one observes the modern Urbanan landscape.

Public Perception

Prior to the Darkfall, mechamages were looked upon with great interest by the common folk, almost like minor celebrities. This was slightly lessened in Western Aden where the practitioners of the art were more common, but quite pronounced in the east. Since the Darkfall, matters have changed somewhat. Mechamages are less common in many areas, with many having died (especially in Aramyst) and fewer being trained in most areas. In industrialized areas, mechamages continue to be trained and are somewhat more common.

In some areas (particularly remote and primitive lands), there is a recurring belief that mechamagic somehow contributed to the Darkfall. Though such a connection cannot be proven, there are those who are convinced that mechamagic is a force for evil that has contributed to the current state of the world.

Aramyst

Prior to the Darkfall, mechamagic was merely one of many magical disciplines practiced in Aramyst. A large number of highly proficient individuals made their home in Regorra. One of the foremost institutes of mechamagical study was part of the Celestial College, though all but a few scattered vestiges of that sacred institution were destroyed with the Burning Coast. Since that time, what was once a readily available technology has become desperately scarce and highly in demand. As far as is generally known, the only current academy of mechamagic remaining within the ruined nation is the Kixue Academy in Refuge, limited to only a handful of students.

Arasteen

Mechamages are less common in Arasteen than in many other nations in Western Aden. The Arastinian people are highly traditional despite their social progressiveness, and relatively new forms of magic, including mechamagic, take somewhat longer to gain traction. In the larger cities such as Sea Reach, Sylfanus, and Top of the World, it is relatively easy to find a mechamage, but beyond those urban centers, it becomes increasingly difficult.

Although the reserved demeanor of most Arastinians might easily give the impression that they find mechamagic disdainful, the simple truth is that most of the common folk do not truly understand the discipline and therefore are still uncomfortable around it. The nobility of the nation, who are more likely to be well educated and cosmopolitan, have much more familiarity and with the discipline.

Carraway

Carraway is a staunchly traditional nation, owing to their highly institutionalized involvement with the Church of All Saints. This has caused them to be particularly slow in embracing new trends and practices, which has contributed significantly to their hesitation to accept mechamagic, technology, and even gunpowder. To be fair, however, culture is not the only reason for this reticence. Another part of the equation is the relative lack of mineral resources - particularly manite - throughout the region.

While there is metal, and it is made good use of, the people of Carraway employ wood and stone much more frequently than in other nations. Crossbows remain the preferred ranged weapon in lieu of widespread firearm use. Carefully crafted stone and cunningly fitted wood replaces metal throughout Carrite architecture - which rarely makes use of nails, so precious is iron. Accordingly, there are very few mechamages native to Carraway. Those who are present have immigrated from elsewhere in the Known Lands, and are generally viewed with some suspicion by the native Carrites. Most Carrite mechamages prefer stone golems, as metal is too precious and flesh golems are terrifyingly reminiscent of the undead that have plagued Carraway throughout its history.

High Steppes

The High Steppes is one of the most primitive regions of the entire Known Lands, and while population density is higher than in the Rhanate, major settlements are equally sparse and bands of nomads as common or more so. Organized mining is extremely limited throughout the region. Like Carraway, this scarcity of materials makes it difficult for mechamages to find supplies. As a result, the vast majority of mechamages found within the High Steppes are from elsewhere in the Known Lands, either refugees from Aramyst or visitors (and fugitives) from somewhere in Western Aden. Like most outsiders, these individuals are looked upon with distrust by the native Kurzak tribesmen. In the major cities, where resources are more common and one's worth is determined by one's strength and willingness to use it, a skilled mechamage can find a home more easily.

Ionara

The extreme cold of this northern region complicates the use of some forms of technology, particularly the use of manite boilers that power many large mechamagical devices. These machines are dangerous to employ as their sustained heat can gradually damage the enchanted ice commonly used as an Ionaran building material. What few mechamages live in Ionaran settlements are usually cloistered in small neighborhoods, well away from other structures. Ionarans are otherwise largely indifferent toward mechamagic, accepting its use without comment when it is available and spending no effort considering it the rest of the time.

Kyan

Mechamages are a rarity in Kyan, not due to any cultural bias or prejudices, but because Kyan is the least technologically advanced nation in the Known Lands, at least in conventional terms. The insect-based magic and culture of Kyan replaces technology in virtually every way that matters, and as a result, mechamages are exceptionally rare throughout the nation.

Le'Ciel

Magic in all its forms has always been common in Le'Ciel, much like in its parent nation of Aramyst. Oddly, while some unique disciplines of magic such as entomancy and thaumaturgy have never been embraced there, the rulers of Le'Ciel have taken a very keen interest in mechamagic since its first appearance some centuries ago.

While it would not be entirely accurate to say that mechamagic is prevalent, particularly since the disappearance of the Exarches during the Darkfall, but the simplest precepts of mechamagic - the combination of magic and technology - are widespread among the common people, even if only used on a scale commensurate with folk magic. Anyone who demonstrates a significant talent for the art is quickly ushered into the ranks of the Magisters, the highest ranking servants of the lost Exarches, so that they may receive proper training.

Misland Republics

The vast majority of the Misland Republics has little to no experience with mechamagic and has no particular desire to pursue it. The Mislanders are not technophobic, nor do they begrudge or disdain those who rely upon technology. They have simply learned to live without it. A few mechamages can be found in the Free Cities, but other than that, they are rare indeed. The major exception, of course, is the industrialized city-state of Strangemount, which has abandoned virtually all forms of magic except for mechamagic, which the citizens there adamantly insist is a form of technology - and that magic itself is simply another form of energy to be quantified and harnessed.

The Rhanate

The bulk of the Rhanate is an unpopulated wasteland, broken occasionally by fortified settlements and nomadic bands traveling through the Sundered Desert. The conditions of the region are not conducive to delicate technology, including many forms of mechamagic. The omnipresent corrosion and erosion can take a terrible toll even on traditional golems, much less the steam golems that have become popular of late.

The relative scarcity of mechamages makes those who do call the Rhanate home ever more valuable, however. Any such individual who seeks a living in that region can usually find a patron easily. The Dust King has a cabal of mechamages who have served him directly for many years. Despite that they are not particularly powerful individually, they are extremely formidable as a group and have served their monarch with great enthusiasm and loyalty. The Dust King's lieutenants, the Rhans, are always looking to create similar cabals for themselves, although this has met with mixed results. Mechamages who make for themselves in one of the Rhanate's cities may quickly attract their attention, for good or ill.

Urbana

If anywhere can be said to be the home of mechamagic, then surely it is Urbana. Though it may not have been born there, the art has certainly made this troubled kingdom its home. There exist more mechamages in Urbana than all the other nations combined. The Iron Tyrant has made clear his belief that mechamagic is the mean by which the Darkfall will be defeated, and that all practitioners of the art can find a welcome place in his cities. Many skilled mechamages have made their way to Urbana for that precise reason. These men and women can be found in all ranks of the Urbanan government and military, including such organizations as the Eye, the Shadow Army, and the Smoketown Industrial Complex. These skilled (and usually well-paid) personnel oversee the creation of government projects such as the Thunder Trains, the Urbanan annihilators, the Sentinel golems, and countless other weapons, structures, and services.

The result of all this is that the common folk of Urbana have respect for mechamages, but also a healthy dose of fear as well. These mysterious scholars may act in the name of Lord Urbane, but they often answer only to him as well. Most common folk have learned to avoid the path of a traveling mechamage, lest they end up embroiled in one of their dangerous experiments.

Vanora

With the possible exception of Le'Ciel, Vanora is the most staunchly xenophobic nation in the Known Lands. Their extreme adherence to tradition has marginalized mechamagic since its discovery centuries ago. The fact that Vanora survived the Darkfall more intact than other nations has done little to alleviate this condition. The only reason that mechamagic has found even a small degree of traction within the insular society of Vanora in recent years is the fact that the current Emperor, Dyok the Younger, has a deep, personal fascination with the discipline and has actively encouraged its development since he took the throne.

Emperor Dyok has fostered the development of a significant mechamagical facility in one of the temples attached to his personal palace, and the fabled craftsmanship of the Vanoran people has resulted in uniquely powerful creations. Despite this, however, most Vanorans remain distrustful of mechamagic, preferring to place their faith in more traditional arcane arts.

Yzeem

The city of Balaquim is the largest and busiest port in the Known Lands, and as such the people who live there have seen virtually everything there is to see from the different nations of the continent. Nothing surprises them, and while that swiftly becomes less true the farther one goes from the capital, it can generally be said that the people of Yzeem are unflappable, resourceful, and adaptable. This includes new magical disciplines and methods of using them. More so than that, however, is the importance of commerce and profit within Balaquim, ensuring that anyone with a profitable talent, including mechamagic, can and will find a market for their talents.

Mechamage Mechanics

Golem Minions

Beast Golem

Where the corpse golem attempts to restore life to the dead, a beast golem is a horrific attempt at creating new life. Some of these creatures are fiendish caricatures of dogs, primates, or reptiles. Others are hideous masses of teeth, tentacles, and flailing limbs. While they do not bear the stench of their larger corpse golem counterparts, their terrifying

appearance could never be mistaken for a normal animal and they often face the same suspicion and cultural taboos as a corpse golem.

In combat, a beast golem is a vicious dervish, leaping from one enemy to the next and lashing out with its many hungry maws. Though they resemble living creatures, these foul constructs are animated only by a mechamage's will. When not commanded they simply stand and glare into the darkness, seething at the agony of their own existence.

An upgraded beast golem grows only more terrifying, its twisted body covered with grasping claws, gnashing teeth, and corded muscle.

Note: Though the beast golem has a bite attack, this attack is treated as a golem minion slam attack in regard to other effects such as writs, spells, and the like.

✿ **Starting Statistics: Size** Small; **Speed** 50 ft.; **AC** +1; **Attack**: 2 bites 1d6; **Ability Scores** Str 14, Dex 14, Con -, Int -, Wis 11, Cha 1; **Bonus hp:** 5 (1st level), 5 (2nd level). **Special Abilities:** *Swift Charge (Ex):* The beast golem gains an additional +2 bonus to attack on a charge attack and gains a +4 dodge bonus to AC against attacks of opportunity caused by movement when charging.

✿ **8th level upgrade: Special Abilities:** *Pounce:* When the beast golem charges, it can make a full attack at the end of the charge.

✿ **15th level upgrade: Speed:** 70 ft., **Attack:** 2 bites 1d8, **Special Abilities:** *Rending Maw (Ex):* If the beast golem hits with two bites against the same target in 1 round, it can perform a rend attack against that target. This is another bite attack where the golem's strength modifier is increased to 1-1/2 times normal.

Shard Golem

Shard golems are crafted of loose, jagged materials fused into a single whole. These constructs may be composed of scrap metal, discarded blades, shattered crystal, needles, or ice enchanted to resist melting. While possessed of a surreal and fragile beauty, these golems are deadly foes. These creatures can fling jagged bits of their own bodies with surprising accuracy, granting them proficiency at ranged combat that is unique among golem minions.

Upgraded shard golems grow progressively larger and more elaborate spines from their body as they grow in power.

✿ **Starting Statistics: Size** Medium; **Speed** 30 ft.; **AC** +0; **Attack:** 2 slams 1d4; **Ability Scores** Str 12, Dex 16, Con -, Int -, Wis 11, Cha 1; **Bonus hp:** 5 (1st level), 5 (2nd level), 5 (3rd level), 5 (4th level). **Special Abilities:** *Shard Toss:* the shard golem can project jagged shards from its body as a ranged attack twice per round as a full attack (or a single attack as a standard action), inflicting 1d6 piercing damage and threatening a critical hit on 19-20. This ranged attack provokes attacks of opportunity from threatening opponents and has a 40 foot range increment. A shard golem can use ranged attacks against opponents engaged in melee without suffering the standard -4 penalty to its attack roll (as if it had the Precise Shot feat).

✿ **8th level upgrade: Special Abilities:** *Jagged Flesh (Ex):* Any creature that attacks a shard golem with natural weapons or an unarmed strike takes 1d4 piercing damage. A creature that grapples with a shard golem takes 1d6 piercing damage per round. The golem gains the Point-Blank Shot feat.

✿ **15th level upgrade: Special Abilities:** *Shard Toss:* The shard golem's ranged attack now inflicts 1d8 piercing damage and has a X3 critical modifier. The range increment of this attack increases to 60 feet.

Sludge Golem

These grotesque golems are composed of mud, slime, or alchemical oozes. Their amorphous bodies emit a constant, unsettling pop as trapped gases bubble their way to the surface. Their path is marked with a trail of fetid slime (this slime evaporates in minutes). Though ponderous and slow in appearance, these creatures are not to be underestimated. Once they seize their opponent they never let go, lashing their ropy tendrils about their prey and inexorably crushing out its life.

Golembreath

The *golembreath* spell (see the *Thunderscape Campaign Setting*) is designed to inflict a variety of effects depending on the type of golem the mechamage currently commands. The golems introduced in this book add the following effects to the spell:

Beast Golem: Instead of breath, the golem emits a terrifying howl. Enemies within 15 feet must make a Will save or become panicked for 1 round/level. Those who succeed on their saving throws are shaken for 1 round. This is a fear effect.

Shard Golem: The golem explodes in burst of jagged shards, inflicting 1d6 piercing damage per level (maximum 15d6) on all enemies within 20 feet, allowing a Reflex save for half damage. The golem then reconstitutes itself in any unoccupied square within the area.

Sludge Golem: The golem vomits a stream of sticky filth in a 40 foot cone that persists on the ground for 1 round/level. This area is considered difficult terrain. Creatures in the area when it is created, or who enter the area, must make a Reflex save or become entangled and rooted in place. Entangled creatures can make a Strength or Escape Artist check against the effect's DC as a move action to break free, though if they end their turn in the area they must save again or become entangled once more. The sludge golem ignores the effects of this difficult terrain.

An upgraded sludge golem has greater control over its form and no longer constantly bubbles or leaves trails of slime (unless its creator wishes it to do so). Their forms become more fluid and elastic as their mechamage grows in power.

✪ **Starting Statistics: Size** Medium; **Speed** 20 ft.; **AC** +2; **Attack:** slam 1d8 plus grab (the golem attempts to begin a grapple as a free action, provoking no attack of opportunity), constrict 1d6; **Ability Scores** Str 16, Dex 12, Con -, Int -, Wis 11, Cha 1; **Bonus hp:** 5 (1st level), 5 (2nd level), 5 (3rd level), 5 (4th level). **Special Abilities:** *Amorphous Form (Ex):* The sludge golem gains ranks in Escape Artist equal to its hit dice and can squeeze through cracks as small as one inch in diameter.

✪ **8th level upgrade: Special Abilities:** The sludge golem gains reach and a +4 bonus on all grapple checks.

✪ **15th level upgrade: Attack:** slam 1d10 plus grab. **Special Abilities:** *Liquid Form:* The sludge golem can assume a liquid form as a standard action. In this form it is all but immaterial, can pass through cracks as if it were water, and gains dr 20/- but can no longer make physical attacks or maintain a grapple (it automatically escapes any grapples it was in before assuming liquid form). It can resume its normal form as a standard action.

Mechamage Writs

Level 1 Writs

✪ **Infused (Ex)**

Description: The golem can store and utilize thrown flasks.

Benefits: As a full round action, the mechamage can place up to three vials of nonmagical liquid or alchemical items into the golem

(typically items such as alchemist's fire, acid, holy water, or tanglefoot bags). Thereafter, the golem may launch these items from its body with a ranged attack. The range increment of thrown splash weapons is increased to 20 feet and the golem receives a +2 circumstance bonus to hit with these items. This writ does not provide any ammunition; the mechamage must provide all projectiles.

8th Level Upgrade: The golem can now hold five items at a time. Additionally, these may now be loaded with any magical items that are activated by throwing, such as a *bead of force*, *dust of dryness*, or a *missile* from a necklace of missiles. (This does not include bombs created by the alchemist class.)

15th Level Upgrade: The range increment of thrown splash weapons is increased to 40 feet. The golem now receives a +4 circumstance bonus to hit with launched items.

✪ **Journeyman (Ex)**

Description: The golem is a skilled assistant, capable of aiding the mechamage in his labors.

Benefits: The golem gains ranks in all Craft and Profession skills possessed by its master, equal to its hit dice. These are considered class skills. The golem counts as its own masterwork toolkit, granting itself a +2 circumstance bonus. If the golem has an Intelligence score, Intelligence penalties do not apply toward these skills.

A golem's knowledge is entirely technical in nature - golems are neither innovative nor creative. However, a golem minion can use the aid another action to assist another skilled individual. Alternately, the mechamage can make an initial skill check to determine how to perform a time-consuming task (such as building a bridge or forging a sword) and then leave the golem to execute his work.

8th Level Upgrade: Once per day, the golem can aid its mechamage in crafting a magical item, allowing the mechamage to craft an additional item that day. This must be an item that can be crafted in a single day

(such as a scroll, wand, potion, etc.) The mechamage must still meet the normal prerequisites and pay all costs for creating the item. The golem must spend its time crafting the item, though the mechamage makes any necessary Spellcraft checks to do so.

15th Level Upgrade: The golem's circumstance bonus when acting as a masterwork tool increases to +4.

Special Command: The mechamage can command the golem to use its skills to aid him or someone else in sight.

✿ Rejuvenating (Su)

Description: The golem can slowly restore damage.

Benefits: The golem can enter a reconstructive trance as a standard action three times per day, granting itself fast healing 1 until it awakens. It can remain in this trance indefinitely, though it cannot move or act and is considered flat-footed for the duration. Waking up again is a free action, though the mechamage must command the golem to do so.

8th Level Upgrade: The reconstructive trance now grants fast healing 2 and may be used five times per day.

15th Level Upgrade: The reconstructive trance may be used any number of times per day. The golem gains fast healing 1 at all times, even when awake.

Special Command: The mechamage can command the golem to enter or leave its reconstructive trance.

Special: This writ may be installed into the same golem multiple times, granting additional uses of the reconstructive trance per day.

✿ Subtle (Ex)

Description: The golem is unusually quiet for its kind.

Benefits: The golem gains ranks in Stealth equal to its hit dice and comprehends the idea of evading detection. Unless commanded otherwise, the golem will automatically attempt to hide when its mechamage does. The golem can move at full speed and run with no penalty to Stealth checks.

8th Level Upgrade: The golem can use the Stealth skill even while being observed, and gains a +4 competence bonus to Stealth checks.

15th Level Upgrade: The golem naturally blends into its surroundings, allowing it to make a Stealth check as a move action at any time.

Level 3 Writs

✿ Bounding (Ex)

Description: The golem can leap extraordinary distances.

Benefit: The golem gains ranks in Acrobatics equal to its hit dice. The golem gains a +10 enhancement bonus on Acrobatics checks made to attempt high or long jumps and always makes these jumps as if it had a running start.

8th Level Upgrade: The golem now gains a +20 enhancement bonus to Acrobatics checks when jumping.

15th Level Upgrade: The golem now gains a +30 enhancement bonus to Acrobatics checks when jumping.

Special: The mechamage can command the golem to make use of the Acrobatics skill normally or to leap as part of its movement.

✿ Castling (Su)

Description: The golem can exchange places with a nearby ally.

Benefit: The golem can switch places with a willing (or unconscious) ally within its reach as a standard action. The ally must be no more than one size larger than the golem. Both golem and ally must be able to fit entirely into their new spaces.

8th Level Upgrade: Using this ability is now a move action.

15th Level Upgrade: Using this ability is now a swift action.

Special: The mechamage may command the golem to switch places with an ally.

Level 6 Writs

✿ Dampening (Su)

Description: The golem radiates a magical aura, weakening enemies against its master's spells.

Benefit: All enemies within 10 feet of the golem suffer a -1 penalty on all saving throws against its mechamage's spells.

8th Level Upgrade: The penalty increases to -2.

15th Level Upgrade: The aura increases to 20 feet.

✿ Dervish (Ex)

Description: The golem can spin about its torso and deliver a flurry of attacks to everyone around it.

Benefit: As a full-attack action the golem can make a dervish attack, allowing it to deliver a single slam attack against every enemy within reach. It must make a separate attack roll against each opponent.

8th Level Upgrade: The golem gains a +2 dodge bonus to AC until the beginning of its next turn when it performs the dervish attack.

15th Level Upgrade: The golem gains a +1 circumstance bonus to its attack rolls for each enemy within its reach when making a dervish attack.

Special Command: The mechamage can command the golem to make a dervish attack.

Level 9 Writs

✿ Counterspelling (Su)

Description: With proper preparation, the golem can counter enemy magic.

Benefit: The mechamage can store a single spell into the golem, either by casting it himself or from a magic item. This spell cannot be of a higher level than the mechamage himself can cast. If that spell is thereafter cast upon the active golem (or upon the mechamage, if he is within 10 feet of the active golem), the spell is immediately countered. This requires no action or knowledge on either the golem or mechamage's part. Only one spell may be stored in the golem at a time, though the mechamage may replace the current spell by casting another one into the golem.

15th Level: The golem can store three spells at a time.

Level 12 Writs

✿ Soaring (Su)

Description: The golem can fly.

Benefit: The golem can sprout wings as a free action, granting a fly speed of 40 feet with average maneuverability. It gains ranks in the Fly skill equal to its hit dice; this counts as a class skill. The golem will always fly if doing so will allow it to execute its commands more efficiently, unless commanded otherwise.

15th Level: The golem's flight is now wingless and reliant entirely upon magic (though it can still sprout wings for aesthetic reasons if the mechamage desires).

Level 15 Writs

⚙ Extradimensional (Su)

Description: The golem can teleport short distances.

Benefit: The golem can teleport up to 40 feet into an unoccupied space as a move action, bringing any items it is carrying along with it. The mechamage can accompany the golem if he is riding or adjacent to it. Teleportation ends the golem's turn, as well as the mechamage's if he accompanies it.

Mechamage Spells

Berserker Minion

School transmutation; **Level** mechamage 3
Casting Time 1 standard action
Components V, S, F (manite-laced wand worth at least 375 gp)
Range medium (100 ft. + 10 ft./level)
Target your golem minion
Duration 1 minute/level
Saving Throw none; **Spell Resistance** no

This spell drives your golem minion into a potent berserker rage. Your minion gains a +6 morale bonus to Strength, +3 temporary hit points per hit die, and a +3 morale bonus to Will saves. The golem can continue fighting until it has -20 hit points (though it becomes staggered at 0 hit points or less) before it is destroyed.

Burnish

School abjuration; **Level** mechamage/sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (a small vial of acid)
Range touch
Target one object of up to 10 cu. ft./level or one creature of any size
Duration 1 hour/level
Saving Throw Will negates (harmless/object); **Spell Resistance** yes (harmless, object)

When cast upon an object or metal construct, burnish removes all rust and restores the metal to bright, polished state (but does not undo the damage caused by previous oxidation). Further, this spell protects the target from all forms of rust and oxidation, including magical effects such as a rust monster's grasp or a *rusting grasp* spell, for the duration. Affected metal items simply do not count as metal for such effects while protected by this spell.

This spell can also be cast upon a non-metal creature. Though doing so will not remove any rust from the target's possessions, it will instead provide protection from rust and oxidation for any items held or carried by the target for the duration of the spell (but only while worn or held by the target).

Construct Servant VII

School transmutation; **Level** mechamage/sorcerer/wizard 8
Casting Time 1 round
Components V, S, F (manite wand worth at least 3,000 gp)
Range Close (25 ft. + 5 ft./2 levels)
Target one Colossal object
Duration 1 minute/level
Saving Throw no; **Spell Resistance** no

This spell functions as *construct servant*, except that it affects a colossal object (up to 30 X 30 feet in size). Alternately, it can affect two Gargantuan, four Huge, eight Large, or sixteen Medium or smaller objects.

Construct Servant Horde

School transmutation; **Level** mechamage/sorcerer/wizard 9
Casting Time 10 minutes
Components V, S, F (manite wand worth at least 3,825 gp)
Duration 10 minutes/level

This spell functions as *construct servant VII*, except for its longer casting time and duration. For the duration of the spell, any time an animated object created by this spell is destroyed, you may animate one object within range and of at least one size smaller than the destroyed object as an immediate action, as per the usual rules for *construct servant*. At the end of this spell's duration, all animated objects created by it become normal objects again. Unlike other *construct servant* spells, the effects of this spell cannot be made permanent.

Golemrush

School transmutation; **Level** mechamage 2
Casting Time 1 standard action
Components V, S, F (manite-laced wand worth at least 150 gp)
Range short (25 ft. + 5 ft./2 levels)
Target your golem minion
Duration instantaneous
Saving Throw None; **Spell Resistance** No

This spell grants your golem minion a momentary burst of speed, allowing it to take an immediate move action.

Golemshield

School abjuration; **Level** mechamage 2
Casting Time 1 standard action
Components V, S, F (manite-laced wand worth at least 150 gp)
Range touch
Target your golem minion
Duration 24 hours

This spell was devised by enterprising mechamages as a more efficient way of maintaining their golem's defenses than repeatedly casting *mage armor*. This spell bolsters your golem minion, granting it a +5 armor bonus to AC for the duration. This bonus stacks with the bonus from the *reinforced* golem writ. If your golem is destroyed by loss of hit points, and you are within 30 feet, you may end this spell as an immediate action. So long as most of the golem is intact, it is simply rendered inert instead, allowing you to reactivate it the next time you prepare spells and writs. The golem reactivates with 1 hit point.

Golemsurge

School transmutation; **Level** mechamage 4
Casting Time 1 standard action
Components V, S, F (manite-laced wand worth at least 700 gp)
Range medium (100 ft. + 10 ft./2 levels)
Target your golem minion
Duration instantaneous
Saving Throw none; **Spell Resistance** no

This spell grants your golem minion a momentary surge of power, allowing it to take an immediate standard action.

Minion's Bond

School transmutation; **Level** mechamage 1
Casting Time 1 standard action
Components V, S, F (manite-laced wand worth at least 25 gp)
Range touch
Target your golem minion
Duration 10 minutes/level
Saving Throw none; **Spell Resistance** no

This spell intensifies the bond you share with your golem minion.

For the duration, any time you cast a spell upon a target (whether successful or not), your golem gains a +1 circumstance bonus to attack and damage rolls against that same target until the start of your next turn. Additionally, any time your golem makes a melee or ranged attack against a target (whether successful or not) that target suffers a -1 penalty on all saves vs. your spells until the start of your next turn. Casting multiple spells or attacking multiple times against the same target has no additional effect.

Minor Construct Servant

School transmutation; **Level** mechamage/sorcerer/wizard 1
Casting Time 1 round
Components V, S, F (manite wand worth at least 25 gp)
Range Close (25 ft. + 5 ft./2 levels)
Target one Diminutive object
Duration 1 round/level
Saving Throw no; **Spell Resistance** no

This spell functions as *construct servant*, except with a shorter duration and it only affects a single Diminutive object.

Monkeywrench

School transmutation; **Level** bard 2, cleric/oracle 2, druid/entomancer 2, magus 2, mechamage/sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, F (manite-laced wand worth at least 150 gp)
Range medium (100 ft. plus 10 ft./level)
Target one creature, device, or area
Duration instantaneous
Saving Throw no; **Spell Resistance** no

This spell creates a pulse of entropic energy, magically disrupting the technological principles that allow certain advanced technology to function. This spell affects any electrical, clockwork, or steam powered device as well as all steamwright inventions. It does not affect vehicles, firearms, or manite implants - unless they are also steamwright inventions.

Any of this spell's effects that involve a disable check require you to make a disable roll (1d20 + your caster level) vs. the invention's creator (DC = 11 + the creator's steamwright level, primary inventions gain a +2 bonus to this DC). Non-steamwright classes with the invention class feature or an equivalent use their level in that class as their steamwright level. Any bonuses you have that apply to dispel checks also apply to disable checks. You gain a +4 bonus to your disable check if you have at least 10 total ranks of Craft (machinery) and Knowledge (engineering).

If a device is disabled, it is rendered completely inert, requiring ten minutes of repair and a Craft (machinery) check vs. DC 15 to restore it to working order. If that device is a steamwright invention, the creator can force it back into working order as a standard action, spending 1d4 of the invention's uses per day, if it has them.

You can use *monkeywrench* in the following ways, similar to *dispel magic*.

Targeted Disable: One machine or invention is the target of monkeywrench. If the target is not a steamwright invention, it is immediately disabled. At the GM's option, certain large or elaborate machines may require multiple castings to be affected, require a Knowledge (engineering) check for the spell to be targeted in a meaningful way, require a disable check vs. the creator, or are simply immune. If the target is a steamwright invention, make a disable check vs. that invention's creator. If successful, that invention is disabled.

Liberating Disable: One ongoing invention effect on a creature (such as the effects of a *paralyzer*) or an area (such as the affected area of an *entangler sphere launcher*) is the target of *monkeywrench*. You make a disable check vs. the creator of the invention that produced the effect. The effect is negated.

Readied Disable: You may ready an action against a creature using a specific machine or invention and cast this spell just prior to the device's use. If it is a normal machine, it is immediately disabled (as per the limitations of targeted disable). If it is a steamwright invention, use of the invention is negated and the invention loses 1d4 uses per day, if it has them. If you interrupt an invention and the steamwright intended to apply firepower to it, their firepower ability is still considered used.

Pistol Rune - Fearsome

School necromancy; **Level** bard 2, mechamage/sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (a small vial of gun oil)
Range touch
Target ammunition touched
Duration 1 hour/level
Saving Throw Will negates; **Spell Resistance** yes

This spell temporarily infuses a handful of firearm ammunition with magical energies. You can effect up to 3 firearm bullets of any type per level (maximum 15). You gain a +2 circumstance bonus to hit when using these bullets. On a successful hit, the target must make a Will save or be shaken for 3 rounds (suffering a -2 penalty to attack rolls, saving throws, skill checks, and ability checks). The shaken affect occurs whether or not the attack actually damaged the target, so long as it hit.

This spell can only affect a given target once per turn. However, a shaken target that fails its save will become frightened instead of shaken for 2 turns. A frightened target that fails its save will become panicked until the end of its next turn. Each round at the end of its turn, the target may attempt a new saving throw to end these effects early.

Affected ammunition immediately loses all magical properties after striking a target, or if used by anyone other than the caster.

Pistol Rune - Paralyzing

School transmutation; **Level** bard 6, mechamage/sorcerer/wizard 6
Casting Time 1 standard action
Components V, S, M (a small vial of gun oil)
Range touch
Target ammunition touched
Duration 1 hour/level
Saving Throw Fortitude negates; **Spell Resistance** yes

This spell temporarily infuses a handful of firearm ammunition with magical energies. You can effect up to 15 firearm bullets. You gain a +4 circumstance bonus to hit when using these bullets. On a successful hit, the target must make a Fortitude save or be paralyzed for 3 rounds (unable to move or act, Dexterity and Strength reduced to zero). The paralysis affect occurs whether or not the attack actually damaged the target, so long as it hit. Each round at the end of its turn, the subject may attempt a new saving throw to end the effect early.

Affected ammunition immediately loses all magical properties after striking a target, or if used by anyone other than the caster.

Pistol Rune - Sickening

School transmutation; **Level** bard 1, mechamage/sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (a small vial of gun oil)
Range touch
Target ammunition touched
Duration 1 hour/level
Saving Throw Fortitude negates; **Spell Resistance** yes

This spell temporarily infuses a handful of firearm ammunition with magical energies. You can effect up to 3 firearm bullets of any type per level (maximum 15). You gain a +1 circumstance bonus to hit when using these bullets. On a successful hit, the target must make a Fortitude save or be sickened for 3 rounds (suffering a -2 penalty to attack rolls,

saving throws, skill checks, weapon damage rolls, and ability checks). The sickening affect occurs whether or not the attack actually damaged the target, so long as it hit.

Affected ammunition immediately loses all magical properties after striking a target, or if used by anyone other than the caster.

Pistol Rune - Slaying

School necromancy; **Level** mechamage/sorcerer/wizard 7
Casting Time 1 standard action
Components V, S, M (a small vial of gun oil)
Range touch
Target ammunition touched
Duration 1 hour/level
Saving Throw Will negates; **Spell Resistance** yes

This spell temporarily infuses a handful of firearm ammunition with magical energies. You can effect up to 15 firearm bullets. You gain a +5 circumstance bonus to hit when using these bullets. On a successful hit, the target must make a Fortitude save or die.

When this spell is first cast, it is charged with 1d4 Hit Dice per caster level (maximum 20d4). Any creatures killed by the death effect subtract their total Hit Dice from this pool. When this pool is depleted, the bullets lose the instant death effect (but retain their bonus to hit). Creatures with more than 10 Hit Dice, or with Hit Dice greater than the remaining pool, are immune to the death effect.

Affected ammunition immediately loses all magical properties after striking a target, or if used by anyone other than the caster.

Pistol Rune - Staggering

School transmutation; **Level** bard 3, mechamage/sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a small vial of gun oil)
Range touch
Target ammunition touched
Duration 1 hour/level
Saving Throw Fortitude negates; **Spell Resistance** yes

This spell temporarily infuses a handful of firearm ammunition with magical energies. You can effect up to 15 firearm bullets. You gain a +3 circumstance bonus to hit when using these bullets. On a successful hit, the target must make a Fortitude save or be staggered for 3 rounds (limited to a single move action or standard action each round). The staggering affect occurs whether or not the attack actually damaged the target, so long as it hit. Each round at the end of its turn, the subject may attempt a new saving throw to end the effect early.

Affected ammunition immediately loses all magical properties after striking a target, or if used by anyone other than the caster.

Portable Minion

School transmutation; **Level** mechamage/sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, F (manite-laced wand worth at least 1,125 gp)
Range touch
Target your golem minion
Duration 24 hours
Saving Throw none; **Spell Resistance** no

This spell transforms your golem minion into a small, inert figurine roughly 2 inches in height. For the duration of this spell, you can transform your golem to and from this form at will as a standard action, from a range of up to 100 feet. The golem gains hardness 30 while in this form, making them extremely resilient to damage. The golem cannot return to its normal size if there is not adequate space for it, though it may leap out of a pocket or other loose confinement during the course of its transformation. A golem with an Intelligence score can transform itself at will as a standard action.

While this obviously makes the golem extremely easy to conceal, you can also hurl it to a square within range and return it to its normal size as a single standard action. The golem returns to its normal form alert and immediately ready to obey commands.

If your golem is destroyed by loss of hit points and you are within 30 feet, you may immediately end this spell as an immediate action. If the golem's body is mostly intact, it is simply rendered inert and returns to its figurine form. After it has been restored to its normal size (via an additional casting of this spell) you may reactivate it the next time you prepare spells and writs. The golem reactivates with 1 hit point.

If you cast this spell on your golem minion and thereafter activate a different minion, the original golem remains in its reduced size until it becomes your active minion once more, allowing a mechamage to easily transport a small collection of assorted minions.

Quick Tinker

School transmutation; **Level** mechamage 3
Casting Time 1 standard action
Components V, S, F (manite-laced wand worth at least 375 gp)
Range touch
Target 1 invention
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You must cast this spell on a steamwright invention that you created. When cast, you may immediately remove all mods from the invention and replace them with new mods of your choice. If it is a secondary invention, you may reassemble it into a new invention of your choice (replacing any mods on the old invention with new ones). The resulting invention must be one that you can legally create, and you are still limited by your maximum number of inventions and mods per day.

Smog Cloud

School conjuration (creation) [poison]; **Level** mechamage/sorcerer/wizard 1, thunder scout 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target 10 ft. square
Duration 1 round/level
Saving Throw see text; **Spell Resistance** no

This spell creates a small, dense cloud of choking black smog. This smog blocks all line of sight into and out of the area, effectively blinding those inside and rendering them invisible so long as they remain within it. Additionally, all living creatures within the cloud must make a Fortitude save or be sickened as long as they remain in the smog and for 1 round after they exit.

Moderate or greater winds (11+ mph) will immediately disperse the cloud.

Speak With Constructs

School divination; **Level** mechamage 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one construct
Duration 1 min./level
Saving Throw Will negates; see text; **Spell Resistance** no

You grant a rudimentary intellect to the target construct, if it is not sentient, allowing it to communicate with you on a basic level in any language known by its creator. If the construct is hostile, it receives a Will save to resist this effect. The spell compels the construct to answer but it does not compel it to otherwise be friendly toward you.

You may ask the construct one question per two caster levels. Most golems (with the exception of those who have an Intelligence score) are dull, unimaginative; their answers tend to be very brief and very literal, sometimes infuriatingly so. ("What are you doing here?" "Standing.") However, questions such as "What is your name?" "Who created you?" "Who commands you?" and "What were you last commanded to do?" are always comprehended and answered meaningfully. You can also inquire what behavior would force the golem to attack, if it is not currently hostile.

New Mechamage Spells by Level

1st Level • *minion's bond, minor construct servant, pistol rune - sickening, smog cloud, speak with constructs*
2nd Level • *burnish, golemrush, golemshield, monkeywrench, pistol rune - fearsome, steam surge*
3rd Level • *berserker minion, pistol rune - staggering, quick tinker*
4th Level • *golemsurge, treacherous construct servant*
5th Level • *portable minion*
6th Level • *pistol rune - paralyzing*
7th Level • *pistol rune - slaying*
8th Level • *construct servant VII*
9th Level • *construct servant horde*

Steam Surge

School transmutation; **Level** mechamage/sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, F (manite-laced wand worth at least 150 gp)
Range personal
Target you
Duration instantaneous

You immediately gain 2d4 steam points. Any steam points beyond your maximum are retained for one hour then lost. You must be a true golemoid with a steam reserve to benefit from this spell.

Treacherous Construct Servant

School transmutation; **Level** mechamage/sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, F (manite-laced wand worth at least 700 gp)
Range medium (100 ft. + 10 ft./2 levels)
Target one Tiny object
Duration 1 minute/level
Saving Throw will negates (special); **Spell Resistance** no

This spell functions as *construct servant I*, except that it has greater range and the object can be in the possession of another individual (it must be visible and nonmagical). If cast upon an attended object its owner may make a Will save to resist the effects. As with *construct servant I*, this is a Tiny animated object (such as a one-handed weapon, helmet, cloak, or the like.)

If the spell is successfully cast against an attended object, the construct immediately animates in its owner's space. If the item is held or easily discarded, the owner may make an immediate Reflex save to drop it. If he cannot, or chooses not to, he is considered to be grappled by the animated object. The animated object gains a +4 bonus to its CMB and CMD on grapple checks against the target until they escape this grapple.

Construct Servants

The *construct servant* series comprises some of the mechamage's most unusual and versatile spells. Though these spells are also available to sorcerers and wizard's a mechamage's abilities allow them to make much greater use of these versatile animated objects.

This book broadens those options, granting more feats and spells that benefit a mechamage who relies on *construct servants* as well as new iterations of the spell for levels that previously had none. In addition, the following section grants options and suggestions for using these creatures in your game.

Optional Rule: Improved Construct Servants

Sometimes, when using a higher level version of construct servant, you simply don't need all of the constructs that the spell offers. *Construct servant V*, for example, can animate up to eight small objects - perhaps the caster simply doesn't need that many and there are no useful larger objects at hand. You may desire fewer, better constructs for the spell investment. Under this optional rule, a mechamage can trade in some of weaker constructs offered by a single *construct servant* spell in return for higher quality servants. These benefits are especially useful for a mechamage with the Pet Construct feat, as you will certainly want to guarantee that your permanent construct is of as high a quality as you can manage. (Only a mechamage, not a sorcerer or wizard, can manipulate these spells in this manner.)

For each construct you give up, you may grant the listed bonus to another construct animated by the same spell. For example, *construct servant V* can potentially create four medium animated objects. You could give up three of these constructs to grant the remaining animated object the *hit points*, *versatile*, and *tougher* benefits. You could give up

Construct Servants and Permanency

The *Thunderscape Campaign Setting* mentions that *construct servants* can be made permanent through the use of the *permanency* spell. Unfortunately, we did not include the cost for this procedure. A permanent *construct servant* spell requires a 14th level caster and costs 1000 gp per tier of the spell. (*Construct servant II* is 2,000 gp, for example. *Minor construct servant* costs 500 gp.) *Construct servant* can only be affected by permanency when it is used to animate a single object.

While permanently animating an object may be quick, it is also expensive and vulnerable to dispelling. Generally speaking, a permanent *construct servant* is cheaper than a permanent *animate objects* spell, but more expensive and less reliable than using Craft Construct (see *Ultimate Magic* for how to create permanent animated objects using this feat).

two constructs to grant *hit points* to the remaining two. The choices are limited only by the number of constructs at hand.

If a benefit stacks with itself, it will describe how often it does so - typically a certain number of times per caster level of the spell, rounding down, minimum 1. This applies only if you wish to apply the same improvement to a single construct multiple times. You may apply the same benefit to different constructs as long as you have constructs to spare. An 8th level mechamage, for example, could apply *tougher constructs* to the same animated object twice.

Options marked with an asterisk* are only available if you have the Superior Servants feat.

✿ **Enchanted Constructs***: The construct gains a +1 enhancement bonus to attack and damage for one of its attack types (usually its default slam). Stacking: once per five levels.

✿ **Hit Points:** The construct gains one additional hit point per hit die. Stacking: once per six levels.

✿ **Perfect Constructs***: The construct has maximum hit points per hit die. You must give up two constructs each time this improvement is applied. Stacking: no.

✿ **Resilient Constructs***: The construct's hardness is increased by 1. Stacking: once per five levels.

✿ **Tougher Constructs:** The construct gains a +1 enhancement bonus to its natural armor. Stacking: once per four levels.

✿ **Versatile Constructs:** The construct gains an additional construction point. Stacking: once per three levels.

Construction Points

An animated object's construction points distinguish one construct from another. These options let an animated rope entangle a foe or an animated suit of armor resist tremendous damage. The *Pathfinder Bestiary* and *Ultimate Magic* already present several options for applying an animated object's construction points, and we encourage you to combine those with the new options presented below.

Note that just because a construction point ability seems logical for a particular construct, that doesn't mean that a *construct servant* has it. In some cases, the lack of construction points may mean that you must select whatever options are most important. In this case, one can reason the magic being used is simply too weak to allow an animated object to gain its full complement of abilities. (GM's note: If you feel players might use this effect abusively - such as using a low level spell to animate an object with a hardness rating that the spell cannot afford and then destroying the item while its hardness is reduced - feel free to simply have the spell fail if it cannot provide all of the necessary construction points.)

Construction point abilities marked with an asterisk* require advanced intelligence to utilize properly, and thus cannot be applied unless the caster has the Cunning Constructs feat.

✿ **Amorphous (Ex, 1 CP)** The object lacks any discernible top or bottom. It is immune to all trip maneuvers.

✿ **Buoyant (Su 1 CP)** The object is composed of buoyant materials and can attempt to help a creature of up to one size larger remain afloat, granting a +5 circumstance bonus to Swim checks.

✿ **Dangerous (Ex, 1 CP)** This object is naturally covered in sharp edges, points, or is on fire. Any enemy who touches or grapples the object takes damage equal to the object's slam attack (without the normal Strength bonus or penalty). This damage is of an appropriate type - slashing for a blade, fire for flame, etc.

✿ **Darting* (Ex, 1 CP)** This may be applied only to Tiny and smaller animated objects. The construct can quickly dart in to attack an enemy, granting it 5 ft. reach.

✿ **Elusive* (Su, 2 CP)** The object is of elusive or graceful design, allowing it to flit and dance about at its master's command. It gains an additional +4 dodge bonus to AC against opportunity attacks.

✿ **Fragile (Ex, 1 CP)** Glass, ceramic, or other fragile objects can actively attempt to break themselves upon a target. This inflicts normal slam damage (though this damage becomes piercing) and destroys the object. The object douses the target with its contents. An object with this feature's hardness is reduced as appropriate (typically hardness 1, in the case of glass).

✿ **Illuminated (Ex, 1 CP)** An object that naturally gives off light continues to do so as an animated object, and can douse or project its light as a free action.

✿ **Projectile* (Su, 1 CP)** The object can hurl itself with a range increment of 15 feet, allowing it to use itself as a thrown weapon. If the object is not normally a thrown weapon, it suffers a -4 penalty to such attacks.

✿ **Self Propelled (Su, 1 CP)** If the object is a vehicle, it can propel itself at its original movement speed, as if it had a full crew.

✿ **Skilled* (Su, 2 CP)** The object knows how to use skills that are relevant to its normal use - a blacksmith's hammer might possess the appropriate craft skill, for instance, or a padlock might possess the Disable Device skill (though only in regards to itself). The object possesses ranks in this skill equal to its Hit Dice and this skill is considered a class skill. It can use the aid another action to aid someone in its own use.

✿ **Advanced Skill* (Su, 3 CP)** The construct gains ranks in any single Skill equal to its Hit Dice, or equal to your own ranks in the skill, whichever is lower. This skill is considered a class skill. Some skills may be impractical or impossible for a construct to use, depending on the nature of the construct. This does not stack with the skilled construction point option.

✿ **Sneaky* (Su, 2 CP)** The object gains ranks in the Stealth skill equal to its hit dice. This skill is considered a class skill. The object will attempt to stay hidden unless commanded otherwise. If unobserved, the object can make a Stealth skill check with a +8 circumstance bonus to appear as a normal object of its type so long as it remains immobile. Remember that many animated objects receive large bonuses or penalties to Stealth due to their size (see the *Pathfinder Bestiary* for details).

✿ **Soft (Ex, 1 CP)** The object is made out of cloth, paper, or rope. While this reduces the object's hardness to 0, the object can squeeze through tight spaces (as little as one eighth its size), or fold itself into a package up to one fourth its normal size to conceal or store itself.

✿ **Sturdy (Ex, 1 CP)** The object is unusually heavy or has a low center of gravity. It gains a +4 bonus to its CMD vs bull rush and trip maneuvers.

New Animated Object Sizes

Though the *Pathfinder Bestiary* provides complete rules for creating your own animated objects, converting these statistics to various sizes can be time consuming. For the convenience of *construct servant* users, the *Thunderscape Campaign Setting* offers premade statistics for many animated objects. This book adds statistics for the two new sizes used by spells introduced in this book - Diminutive and Colossal.

Any *construct servant* spell that allows the caster to create Tiny animated objects can instead create an equal number of Diminutive animated objects.

Diminutive Animated Object

(*minor construct servant*)

N Diminutive construct
Init +3; Senses darkvision 60 ft., low-light vision; Perception -5

Defense
AC 21, touch 17, flat-footed 18 (+3 Dex, +4 size, +4 natural)
hp 5 (1d10)
Fort +0, Ref +3, Will -5
Defensive abilities hardness 5; Immune construct traits

Offense
Speed 30 ft.
Melee slam +2 (1 nonlethal damage)

Statistics
Str 4, Dex 16, Con -, Int -, Wis 1, Cha 1
Base Atk +1; CMB +0; CMD 7
SQ 1 construction point

Colossal Animated Object

(*construct servant VII*)

N Colossal construct
Init -2; Senses darkvision 60 ft., low-light vision; Perception -5

Defense
AC 18, touch 0, flat-footed 18 (-2 Dex, -8 size, +18 natural)
hp 151 (13d10+80)
Fort +4, Ref +2, Will -1
Defensive abilities hardness 5; Immune construct traits

Offense
Speed 30 ft.
Melee slam +23 (2d8+27)

Statistics
Str 46, Dex 6, Con -, Int -, Wis 1, Cha 1
Base Atk +13; CMB +39; CMD 47
SQ 6 construction points

Mechamage NPCs

Philibus Von Germinix

When the Age of Thunder began, the Von Rackes were among the first citizens of Columbey to embrace the art of mechamagic. They swiftly rose from their origins as humble goreaux tinkers to one of the wealthiest noble houses in Columbey. Following the Darkfall and the rise of Lord Urbane, the family patriarch, Silvus Von Racke, ingratiated himself to the new order and maintained his family's influential position.

For Silvus' youngest son, Naklin, it was not enough. The boy was not content to spend his life being compared to the great founders of his house. He didn't want to inherit his father's legacy. He wanted to surpass it. To this end, he quit his family's merchant house and took out several loans to begin his own consortium. He intended to amass a great fortune, proving himself his father's equal. He had to make a few shady deals and agree to smuggle a bit of contraband, but what of it? Did any man ever achieve greatness without sacrificing their morals?

Unfortunately, Naklin's caravan was attacked by nocturnals. He was the only survivor - and might not have been so lucky had his quick-thinking golem not carried his unconscious body to safety. Though devastated by such a terrible setback, the young goreaux refused to let it be the end of him. In a moment of epiphany, he realized that his failure had been inevitable. His independence was a lie. He had built his consortium using Van Racke funds and banking on the reputation of his family name. If he truly wished to prove himself, it was time to let Naklin Van Racke die. He would begin as someone new. The fact that his caravan's destruction and loss of his cargo left him deeply in debt with several dangerous Urbanan criminal syndicates also influenced this decision.

Naklin assumed the name Germinix, an ancient Columbite name meaning "new beginning." He also took first name Philibus, the name of a pet ferret he had owned as a child (he just liked the sound of it). He began a new life as a wandering adventurer, hoping that one day he might accrue enough fame and fortune to establish himself as a person of importance.

If there is any benefit in the post-Darkfall world, it is that establishing a new identity has been surprisingly easy. Few ever question a mysterious death or the appearance of an unfamiliar refugee. In fact, the

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Animated Objects by Size

For ease of reference, the following table lists several animated objects by their size. When in doubt regarding what size a potential construct might be, compare it to the examples on this table.

Spell	Construct Size	Examples
minor construct servant	Diminutive	pencil, flask, glove
construct servant I	Tiny	sword, helmet, melon
construct servant II	Small	saddle, large shield, chair
construct servant III	Medium	suit of armor, lamp post, door
construct servant IV	Large	thunder cycle, cart, ballista
construct servant V	Huge	steamwagon, shed, catapult
construct servant VI	Gargantuan	cottage, sailboat, bridge
construct servant VII	Colossal	house, ship, watchtower

experience has been downright humbling. No one doubted that Naklin died in the caravan attack. The Van Racke family exerted little effort confirming their son's death. Only a few mourners, hired by his father's disinterested clerks, attended the funeral. Philibus even made a few crowns serving as one of them without being recognized.

None of Philibus' new adventuring companions know about his past. If they did, they might suspect that his family's callous lack of concern is what makes the goreaux such a bitter and at times amoral person - but he's really changed very little. Philibus keeps others at a distance with his brusque, sarcastic demeanor. He frequently treats his allies as his intellectual inferiors. He even refuses to name his golem minion, despite its unflinching loyalty and surprising intelligence. He refers to it only as Servant. Philibus exudes the image of a bitter, short-tempered man who constantly bemoans his failures and wishes he was anywhere else but here.

This is, in part, another lie. To his surprise, Philibus has found that he finds the life of an adventurer to be quite to his taste. There's no paperwork. He can go where he likes, when he likes. Though he'd never admit it, his golem is the truest, noblest friend he's ever had. He even finds, in those rare moments when he's honest with himself, that he rather likes his adventuring companions. They may not be as smart as a goreaux, but they're brave, reliable, and most of all honest - everything he's wishes he could be.

Of course, he'd never admit that to any of them. Nor would he ever share his past. If they found out his secret, their inferior intellects would almost certainly be unable to keep the matter quiet. Soon enough, his old debtors would start hunting him again. Then they'd all be dead. All he can do now is keep lying - and hope the world believes it.

Philibus Von Germinix (low level)

Male Goreaux Mechamage 1
CN Small humanoid (goblin)
Init +2; **Senses** darkvision 60 ft.; **Perception** +1

Defense

AC 13, **touch** 12, **flat-footed** 10 (+2 Dex, +1 size)
hp 7 (1d6+1)
Fort +1, **Ref** +2, **Will** +2
Special Defenses goreaux combat training (+4 AC vs. constructs)

Offense

Speed 20 ft.
Melee dagger +0 (1d4-1)
Ranged target pistol +4 (1d8)

Typical Mechamage Spells Prepared
0-Level - *dancing lights, detect magic, message, prestidigitation, read magic*
1st Level - *grease* (DC 16), *mage armor, pistol rune - sickening*
*Philibus typically casts *mage armor* on his golem in advance. His stats are calculated as if he has cast this spell already.

Statistics

Str 6, **Dex** 14, **Con** 12, **Int** 20, **Wis** 10, **Cha** 12
Base Atk +0; **CMB** -3; **CMD** 9
Feats Cunning Constructs
Traits Cosmopolitan Education (+1 Stealth and counts as class skill), protected (+1 AC when riding or adjacent to his golem)
Skills Bluff 1 (+2), Disable Device 1 (+9), Knowledge (arcana) 1 (+9), Knowledge (engineering) 1 (+9), Perception 1 (+1), Spellcraft 1 (+9), Stealth 1 (+11)
Languages Arcadian, Earthtongue, Fundamental, Jurakti, Lowland, Sylfanic, Western Common
Racial Abilities darkvision, hardy, keen mind, mechamagic mastery, mechamagic resistance

Class Abilities tinkering
Favored Class Bonus +1 hp to golem

Weapons and Armor 20 standard pistol ammunition, dagger, target pistol
Miscellaneous Equipment backpack, blanket, engineer's toolkit, spell component pouch, thieves' tools, spellbook (Philibus' spellbook contains the following spells: *enlarge person, grease, mage armor, minor construct servant, obscuring mist, pistol rune - sickening, smog cloud,* and *true strike* and the following writs: *capacious, durable, rejuvenating, steadfast, steed,* and *tactical*)
Wealth 45 gp

Servant • Philibus' Metal Golem Minion (low level)

CG Medium construct
Senses darkvision 60 ft.; **Perception** +4

Defense

AC 18, **touch** 10, **flat-footed** 18 (+4 armor, +4 natural)
hp 15 (1d10+10)
Fort +0, **Ref** +0, **Will** +0
Special defenses construct traits, DR 1/adamantine

Offense

Speed 25 ft.
Melee 2 slams +3 (1d6+2)

Current Writs (Loyalty 3)
durable, steed, swift (already added into stats)

Statistics

Str 14, **Dex** 10, **Con** -, **Int** 6, **Wis** 11, **Cha** 1
Base Atk +1; **CMB** +3; **CMD** 13
Skills Perception 1 (+4)
SQ link, share spells, can speak Western Common

Philibus Von Germinix (mid-level)

Male Goreaux Mechamage 6
CN Small humanoid (goblin)
Init +2; **Senses** darkvision 60 ft.; **Perception** +9

Defense

AC 21, **touch** 14, **flat-footed** 19 (+4 armor, +2 shield, +2 Dex, +1 size, +1 natural, +1 deflection)
hp 32 (6d6+6)
Fort +4, **Ref** +5, **Will** +6
Special Defenses goreaux combat training (+4 AC vs. constructs)

Offense

Speed 20 ft.
Melee dagger +3 (1d4-1)
Ranged masterwork target pistol +8 (1d8)

Typical Mechamage Spells Prepared
0-Level - *acid splash, detect magic, everheat rune, message, prestidigitation, read magic*
1st Level - *grease* (DC 17, x2), *mage armor, minion's bond, smog cloud* (DC 17)
2nd Level - *construct servant I* (x2), *create pit* (DC 18), *glitterdust* (DC 18), *golemshield*
3rd Level - *haste, pistol rune - staggering, stinking cloud* (DC 19)
*Philibus typically casts *golemshield* on his golem and *mage armor* on himself in advance. His stats are calculated as if he has cast these spells already.

Statistics

Str 6, **Dex** 14, **Con** 12, **Int** 23, **Wis** 10, **Cha** 12

Base Atk +3; **CMB** +0; **CMD** 12

Feats Cosmopolitan (Perception, Bluff), Craft Magic Arms & Armor, Cunning Constructs, Inspiring Mechamagic, Scribe Scroll

Traits Cosmopolitan Education (+1 Stealth and counts as class skill), protected (+1 AC when riding or adjacent to his golem)

Skills Bluff 6 (+10), Disable Device 6 (+17), Knowledge (arcana) 6 (+15), Knowledge (engineering) 6 (+15), Knowledge (local) 6 (+15), Perception 6 (+9), Spellcraft 6 (+15), Stealth 6 (+16)

Languages Arcadian, Earthtongue, Eastern Common, Fundamental, Jurakti, Lowland, Nocturine, Sylfanic, Vanoran, Western Common

Racial Abilities darkvision, hardy, keen mind, mechamagic mastery, mechamagic resistance

Class Abilities call minion (distress), tinkering

Favored Class Bonus +6 hp to golem

Ability Score Increases Intelligence (4th level)

Weapons and Armor 20 standard pistol ammunition, dagger, masterwork target pistol, *+1 mithral buckler*

Other Magic Items *amulet of natural armor +1, cloak of resistance +1, handy haversack, hat of disguise, headband of vast intelligence +2, ring of protection +1, various scrolls, wand of cure light wounds*

Miscellaneous Equipment alchemist's kit, backpack, blanket, masterwork engineer's toolkit, spell component pouch, masterwork thieves' tools, spellbook (Philibus' spellbook contains the following spells: *enlarge person, grease, identify, mage armor, minion's bond, minor construct servant, obscuring mist, pistol rune - sickening, smog cloud, true strike, unseen servant, construct servant, create pit, glitterdust, golemrush, golemshield, berserker minion, haste, pistol rune - staggering,* and *stinking cloud,* as well as the following

non-mechamage spells: *cure light wounds, divine favor,* and *lesser restoration* and the following writs: *capacious, durable, rejuvenating, steadfast, steed, tactical, journeyman, talented, mighty, reinforced, warrior,* and *slayer*)

Wealth 46 gp

Servant • Philibus' Metal Golem Minion (mid-level)

CG Medium construct

Senses darkvision 60 ft.; **Perception** +9

Defense

AC 23, **touch** 10, **flat-footed** 23 (+6 armor, +7 natural)

hp 56 (5d10+31)

Fort +1, **Ref** +1, **Will** +1

Special defenses construct traits, DR 1/adamantine, evasion

Offense

Speed 25 ft.

Melee *+1 greatsword* +9 (2d6+5)

Current Writs (Loyalty 6)

mighty, reinforced, rejuvenating, steed, swift, warrior (already added into stats)

Statistics

Str 16, **Dex** 10, **Con** -, **Int** 6, **Wis** 11, **Cha** 1

Base Atk +5; **CMB** +8; **CMD** 18

Skills Perception 6 (+9)

SQ link, share spells, can speak Western Common

Equipment *+1 greatsword, golemlight,* golem turret

Philibus Von Germinix (high level)

Male Goreaux Mechamage 12

CN Small humanoid (goblin)

Init +2; **Senses** darkvision 60 ft.; **Perception** +9

Defense

AC 21, **touch** 14, **flat-footed** 19 (+4 armor, +4 shield, +2 Dex, +1 size, +2 natural, +2 deflection)

hp 61 (12d6+12)

Fort +8, **Ref** +9, **Will** +11

Special Defenses goreaux combat training (+4 AC vs. constructs)

Offense

Speed 20 ft.

Melee dagger +6 (1d4-1)

Ranged masterwork target pistol +11 (1d8)

Typical Mechamage Spells Prepared

0-Level - *acid splash, detect magic, detect mechamagic, everheat rune, message, prestidigitation, read magic*

1st Level - *grease* (DC 22, x2)*, mage armor, minion's bond, minor construct servant, smog cloud* (DC 22, x2)

2nd Level - *construct servant I* (x2)*, create pit* (DC 23)*, glitterdust* (DC 23, x2)*, golemrush, golemshield*

3rd Level - *construct servant II, haste* (x2)*, pistol rune - staggering* (DC 22)*, slow* (DC 22)*, stinking cloud* (DC 24)

4th Level - *construct servant III, dimension door, fear* (DC 23)*, golemsurge* (x2)

5th Level - *cloudkill* (DC 26)*, construct servant IV, golembreath, overland flight, summon monster V*

6rh Level - *construct servant V, pistol rune - paralyzing* (DC 25)*, wall of iron*

*Philibus typically casts *golemshield* on his golem and *mage armor* on himself in advance. His stats are calculated as if he has cast these spells already.

Statistics

Str 6, **Dex** 14, **Con** 12, **Int** 29, **Wis** 10, **Cha** 12

Base Atk +6; **CMB** +3; **CMD** 15

Feats Cosmopolitan (Perception, Bluff), Craft Magic Arms & Armor, Cunning Constructs, Greater Spell Focus (conjuration), Inspiring Mechamagic (x2), Scribe Scroll, Spell Focus (conjuration), Superior Servants

Traits Cosmopolitan Education (+1 Stealth and counts as class skill), protected (+1 AC when riding or adjacent to his golem)

Skills Bluff 12 (+16), Craft (alchemy) 12 (+24), Disable Device 12 (+26), Disguise 12 (+13), Knowledge (arcana) 12 (+24), Knowledge (engineering) 12 (+24), Knowledge (local) 12 (+24), Knowledge (nature) 12 (+24), Perception 12 (+15), Spellcraft 12 (+24), Stealth 12 (+18)

Languages Arcadian, Earthtongue, Eastern Common, Fundamental, Jurakti, Kyall, Lowland, Nocturine, Planar, Rapacian, Sylfanic, Vanoran, Western Common

Racial Abilities darkvision, hardy, keen mind, mechamagic mastery, mechamagic resistance

Class Abilities call minion (distress, intercede, teleport), improved tinkering

Favored Class Bonus +12 hp to golem

Ability Score Increases Intelligence (4th, 8th, 12th level)

Weapons and Armor 20 standard pistol ammunition, dagger, masterwork target pistol, *+3 mithral buckler*

Other Magic Items *amulet of natural armor +2, cloak of resistance +3, handy haversack, hat of disguise, headband of vast intelligence +6, lesser metamagic rod (reach), lesser metamagic rod (extend), ring of protection +2, various scrolls, wand of cure light wounds*

Miscellaneous Equipment alchemist's kit, backpack, blanket, masterwork engineer's toolkit, spell component pouch, masterwork thieves' tools, spellbook (Philibus' spellbook contains the following spells: *enlarge person, grease, identify, mage armor, minion's bond, minor construct servant, obscuring mist, pistol rune - sickening, smog cloud, true strike, unseen servant, bull's strength, burnish, construct servant, create pit, glitterdust, golemrush, golemshield, pistol rune - fearsome, berserker minion, construct servant II, dispel magic, fly, haste, pistol rune - staggering, slow, stinking cloud, black tentacles, construct servant III, dimension door, fear, golemsurge, summon monster V, cloudkill, construct servant IV, golembreath, overland flight, portable minion, teleport, wall of stone, construct servant V, legend lore, pistol rune - paralyzing,* and *wall of iron* as well as the following non-mechamage spells: *consecrate, cure light wounds, cure disease, divine favor,* and *lesser restoration* and the following writs: *capacious, durable, rejuvenating, steadfast, steed, tactical, journeyman, talented, agile, dampening, mighty, reinforced, warrior, slayer, counterspelling, gigantic, impervious,* and *devastating*)

Wealth 47 gp

Servant • Philibus' Metal Golem Minion (high level)

CG Large construct

Senses darkvision 60 ft.; **Perception** +15

Defense

AC 25, **touch** 8, **flat-footed** 25 (+7 armor, -1 size, -1 Dex, +10 natural)

hp 114 (9d10+69)

Fort +3, **Ref** +2, **Will** +3

Special defenses construct traits, DR 5/adamantine, evasion

Offense

Speed 35 ft.

Melee *+3 greatsword* +20/+15 (3d6+15)

Current Writs (Loyalty 11)

devastating, durable, gigantic, impervious, mighty, reinforced, rejuvenating, steed, swift, talented, warrior (already added into stats)

Statistics

Str 26, **Dex** 8, **Con** -, **Int** 6, **Wis** 11, **Cha** 1

Base Atk +9; **CMB** +18; **CMD** 27

Skills Perception 12 (+15)

Feats Power Attack

SQ link, share spells, can speak Western Common

Equipment *+3 greatsword, gem of loyalty,* 2 *golemlights,* golem turret

⚙ Roxy Caine

Once upon a time in Aramyst, a little girl was born to the Caine family, daughter of two Elder Ministers of the Celestial College. She was named Roxanne, and as she grew she proved herself to be as precocious as she was troublesome. Roxanne excelled at her studies when it came to mechamagical experimentation, but not quite so much when it came to being a proper lady. After the third time Roxanne's bedchambers caught fire, her parents resolved to send their daughter somewhere she could develop her talents while not burning the estate to the ground, and so they arranged for her to advance her studies outside Regorra, where her exploits would bring them less embarrassment.

This was of course, exactly what Roxy wanted. At a young age she understood she would never live up to her parents' expectations. The life of a politician was more suited for her older brother Bertram, who was more than happy to play political games and study the more popular (and hugely dull, by Roxy's standards) schools of magic. Given her penchant for non-traditional study, her parents resigned themselves to hoping that she wouldn't embarrass them too terribly before they could marry her off to Carrite nobility in an effort to maintain good foreign relations. Roxy didn't want to marry some old Arbiter, so she decided that being a proper lady could stick it. She would do what she wanted to find herself a better future.

Once free from her parents' scrutiny, she found that the more remote branches of the Celestial College were far less judgmental of her wild and unorthodox studies. It was a revelation. Certainly there were plenty of stodgy old mages, but there were also so many free thinkers, people who could actually understand her when she wanted to talk about advanced celestial mechanics and how they related to manite engine design. She made friends, had romances, and learned. It was everything she'd hoped and more.

Then the Darkfall came.

The night her world caught fire is still a blur to Roxy. She vaguely recalls horrors that still haunt her nightmares and the fire – *so much fire* – but little else. She woke up days later on a decrepit wagon headed west. She learned that she had been badly injured; her left was broken in several places. Worse than that, she couldn't find any of her friends among the refugee caravan. If they had survived, they weren't with her. She was completely and utterly alone.

Roxy spent the next few years drifting from refugee camp to refugee camp, surviving by merit of her magical talents. She never ran into anyone she knew, but if she did they'd have hardly recognized her. She was a shell of the vivacious young mechamage they'd known at the College. Her arm had never healed properly, leaving it permanently crippled.

Nothing changed until one day she overheard a discussion of a man named Vixil Visheer. He'd been kicked out of the College ages ago for his barbaric mechamagical experiments – but apparently, they had succeeded. Humanoid golemization was real. The gears of Roxy's mind began to spin again, almost against her will. Golemization. This was

something new. The kind of thing she used to dream about. Could it really be done? Could… *she* do it?

Months of intense study and experimentation later, Roxy stepped out of her ramshackle hut with a newly built golemoid arm. She's been moving forward like a runaway Thunder Train ever since. Her old school friends would definitely recognize her now. She's as alive as she ever was, and twice as reckless. She lives like there's no tomorrow, because after the Darkfall who really knows if there will be? When she's not out carving a living out of the ruins of Aramyst or tinkering with her own implants, she's raising hell in whatever tavern won't throw her out and chatting up whatever pretty thing strikes her fancy. If you need a mechamage with a thirst for excitement, she's your girl. Just make sure you can keep up with her, because she's not slowing down enough to lose everything ever again.

Roxy's construct pet Flit is a winged clockwork figurine of her own design. She typically uses him as a scout and messenger, and carries additional copies of the figurine if he is destroyed.

Roxy Caine (low level)

Female Human Mechamage (Prototype) 1
CN humanoid (human)
Init +2; **Senses** ; **Perception** +5

Defense
AC 12, **touch** 12, **flat-footed** 10 (+2 Dex, +1 size)
hp 9 (1d6+3)
Fort +1, **Ref** +2, **Will** +2

Offense
Speed 30 ft.
Melee dagger +0 (1d4)
Ranged target pistol +4 (1d4+1 plus sicken)

Typical Mechamage Spells Prepared
0-Level - *detect magic, everheat rune, message, read magic*
1st Level - *minor construct servant, grease*

Manite Implants (Steam Points: 4)
Minor Implants Arcane Codex (180 page spellbook), Spell Fortification Circuits (spend steam to boost spellcasting)
Basic Implant Threat Analysis Matrix (+1 Perception vs traps, +1 Disable Device, disarm magical traps)

Statistics
Str 10, **Dex** 14, **Con** 12, **Int** 19, **Wis** 10, **Cha** 10
Base Atk +0; **CMB** +0; **CMD** 12
Feats Superior Servants, Scribe Scroll
Traits Cosmopolitan Education (+1 Perception and counts as a class skill), Surgeon (+4 heal for long term care or installing implants)
Skills Craft (machinery) 1 (+8), Disable Device 1 (+6), Heal 1 (+4), Knowledge (arcana) 1 (+8), Knowledge (engineering) 1 (+8), Perception 1 (+5, +6 vs traps), Spellcraft 1 (+8)
Languages Fundamental, Eastern Common, Western Common, Planar, Lowland
Racial Abilities Bonus Feat, Skilled
Class Abilities tinkering, true golemoid
Favored Class Bonus +1 hit point

Weapons and Armor 20 standard pistol ammunition, dagger, target pistol
Miscellaneous Equipment backpack, blanket, engineer's toolkit, spell component pouch, thieves' tools, spellbook (Roxy's spellbook contains the following spells: *grease, identify, mage armor, minor construct servant, obscuring mist, pistol rune - sickening* and *smog cloud*).
Wealth 45 gp

Roxy Caine (mid-level)

Female Human Mechamage (Prototype) 6
CN humanoid (human)
Init +2; **Senses** ; **Perception** +15

Defense
AC 22, **touch** 12, **flat-footed** 10 (+4 armor, +2 shield, +2 Dex, +1 natural, +1 deflection)
hp 35 (6d6+12)
Fort +4, **Ref** +5, **Will** +6

Offense
Speed 30 ft.
Melee dagger +3 (1d4)
Ranged target pistol +10 (1d8+1 and stagger)

Typical Mechamage Spells Prepared
0-Level - *dancing lights, detect magic, detect mechamagic, mage hand, message, read magic*
1st Level - *grease* (x2)*, mage armor*, pistol rune - sickening, smog cloud*
2nd Level - *construct servant I, pistol rune - fearsome*, glitterdust* (x2)*, steam surge*
3rd Level - *construct servant II, haste, stinking cloud*
*Roxy usually casts *mage armor* and *pistol rune - fearsome* on herself in advance. Her stats are calculated as if she has cast these spells already.

Manite Implants (Steam Points: 9)
Minor Implants Arcane Codex (180 page spellbook), Spell Fortification Circuits (spend steam to boost spellcasting), Finger Gun
Basic Implant Threat Analysis Matrix (trapfinding)

Statistics
Str 10, **Dex** 14, **Con** 12, **Int** 22, **Wis** 10, **Cha** 10
Base Atk +3; **CMB** +3; **CMD** 15
Feats Superior Servants, Scribe Scroll, Craft Wondrous Item, Craft Magic Arms and Armor, Pet Construct, Improved Pet Construct
Traits Cosmopolitan Education (+1 Perception and counts as a class skill), Surgeon (+4 heal for long term care or installing implants)
Skills Appraise 6 (+15), Craft (alchemy) 6 (+17), Craft (machinery) 6 (+17), Disable Device 6 (+13), Heal 6 (+11), Knowledge (arcana) 6 (+15), Knowledge (engineering) 6 (+15), Perception 6 (+15), Spellcraft 6 (+15)
Languages Fundamental, Eastern Common, Western Common, Planar, Lowland, Dwarven, Elven
Racial Abilities bonus feat, skilled
Class Abilities tinkering, true golemoid, implant master (25%)
Favored Class Bonus +6 hit points

Weapons and Armor 20 standard pistol ammunition, dagger, masterwork target pistol, *+1 mithral buckler*
Other Magic Items *amulet of natural armor +1, cloak of resistance +1, eyes of the eagle, handy haversack, headband of vast intelligence +2, ring of protection +1, various scrolls, wand of cure light wounds*
Miscellaneous Equipment blanket, healer's kit, masterwork alchemy kit, masterwork engineer's toolkit, manite-laced wand, spell component pouch, masterwork thieves' tools, spellbook (Roxy's spellbook contains the following spells: *enrage constructs, floating disk, golemspeak, grease, identify, mage armor, minor construct servant, obscuring mist, pistol rune - sickening, repair vehicle, smog cloud, unseen servant, construct servant I, glitterdust, pistol rune - fearsome, steam surge, steambreaker, stoke the flame, construct servant II, fly, golemsight, golemwrack, haste, pistol rune- staggering, stinking cloud*).
Wealth 145 gp

Flit • Roxy's Construct Pet (mid-level)

N Diminutive construct

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** -5

Defense

AC 21, **touch** 17, **flat-footed** 18 (+3 Dex, +4 size, +4 natural)

hp 7 (1d10+2)

Fort +0, **Ref** +3, **Will** -5

Defensive abilities hardness 5; Immune construct traits

Offense

Speed 30 ft., 30 fly (clumsy)

Melee slam +4 (1 nonlethal damage)

Statistics

Str 8, **Dex** 16, **Con** -, **Int** -, **Wis** 1, **Cha** 1

Base Atk +1; **CMB** +2; **CMD** 9

Skills Stealth 1 (+20)

SQ 3 construction points (Additional Movement: Fly, Sneaky)

Roxy Caine (high level)

Female Human Mechamage (Prototype) 12

CN humanoid (human)

Init +7; **Senses** ; **Perception** +15

Defense

AC 12, **touch** 12, **flat-footed** 10 (+4 armor, +2 shield, +2 Dex, +1 natural, +1 deflection)

hp 80 (12d6+36)

Fort +10, **Ref** +10, **Will** +11

Offense

Speed 30 ft.

Melee dagger +3 (1d4)

Ranged target pistol +10 (1d4+1 and)

Typical Mechamage Spells Prepared

0-Level - *dancing lights, detect magic, detect mechamagic, mage hand, message, read magic*

1st Level - *enrage constructs, golemspeak, grease* (x2), *identify, obscuring mist, unseen servant*

2nd Level - *construct servant I, pistol rune - fearsome, glitterdust* (x2), *see invisibility, steam surge, steambreaker*

3rd Level - *construct servant II, fly, golemsight, haste* (x2), *pistol rune - staggering**

4th Level - *construct servant III, treacherous construct servant, helldriver, black tentacles, solid fog*

5th Level - *cloudkill, construct servant IV* (x2), *teleport, wall of stone*

6th Level - *construct servant V, greater dispel magic, pistol rune - paralyzing, true seeing*

*Roxy usually casts *pistol rune - paralyzing* on herself in advance. Her stats are calculated as if she has cast this spell already.

Manite Implants (Steam Points: 16)

Minor Implants Arcane Codex (280 page spellbook), Spell Fortification Circuits (spend steam to boost spellcasting), Finger Gun

Basic Implants Threat Analysis Matrix (trapfinding), Focuser. Spellspike

Advanced Implants Spell Retrieval Capacitor, Eldritch Manipulator, Hypnotic Eyes

Superior Implant Spell Resistance

Statistics

Str 10, **Dex** 16, **Con** 14, **Int** 28, **Wis** 10, **Cha** 10

Base Atk +6; **CMB** +6; **CMD** 18

Feats Superior Servants, Scribe Scroll, Craft Wondrous Item, Craft Magic Arms and Armor, Pet Construct, Cunning Constructs, Improved Initiative, Craft Construct, Manite Blood

Traits Cosmopolitan Education (+1 Perception and counts as a class skill), Surgeon (+4 heal for long term care or installing implants)

Skills Appraise 12 (+21), Craft (alchemy) 12 (+23), Craft (machinery) 12 (+23), Disable Device 12 (+18), Fly 12 (+18), Heal 12 (+15), Knowledge (arcana) 12 (+15), Knowledge (engineering) 12 (+15), Perception 12 (+15), Spellcraft 12 (+15)

Languages Eastern Common, Fundamental, Planar, Lowland, Dwarven, Elven, Arcadian, Nocturine, Jurakti, Vanoran

Racial Abilities bonus feat, skilled

Class Abilities tinkering, true golemoid, implant master (50%), self-modification (1/day), improved tinkering

Favored Class Bonus +12 hit points

Weapons and Armor 20 standard pistol ammunition, dagger, masterwork target pistol, *+2 mithral buckler, +3 sanguine robes*

Other Magic Items *amulet of natural armor +2, belt of physical might +2 (Dex, Con), cloak of resistance +3, eyes of the eagle, handy haversack, headband of vast intelligence +6, ring of protection +2, various scrolls, wand of cure light wounds*

Miscellaneous Equipment blanket, healer's kit, masterwork alchemy kit, masterwork engineer's toolkit, manite-laced wand, spell component pouch, masterwork thieves' tools, spellbook (Roxy's spellbook contains the following spells: *enrage constructs, floating disk, golemspeak, grease, identify, mage armor, minor construct servant, obscuring mist, pistol rune - sickening, repair vehicle, smog cloud, unseen servant, construct servant I, glitterdust, pistol rune - fearsome, see invisibility, steam surge, steambreaker, stoke the flame, construct servant II, fly, golemsight, golemwrack, haste, pistol rune - staggering, construct servant III, treacherous construct servant, helldriver, stoneskin, black tentacles, construct servant IV, solid fog, cloudkill, teleport, permanency, wall of stone, construct servant V, create undead, greater dispel magic, pistol rune - paralyzing, true seeing, wall of iron*).

Wealth 145 gp

Flit • Roxy's Construct Pet (high level)

N Tiny construct

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +4

Defense

AC 20, **touch** 14, **flat-footed** 18 (+2 Dex, +2 size, +6 natural)

hp 12 (1d10)

Fort +0, **Ref** +2, **Will** +0

Defensive abilities hardness 11; Immune construct traits

Offense

Speed 30 ft., 40 fly (clumsy)

Melee slam +3 (1d3)

Statistics

Str 10, **Dex** 14, **Con** -, **Int** 3, **Wis** 10, **Cha** 1

Base Atk +1; **CMB** +1; **CMD** 9

Skills Perception (+4) Stealth 1 (+12)

SQ 10 construction points (Additional Movement: Fly, Sneaky, Advanced Skill: Perception, Metal, Faster, Elusive) superior servants, perfect constructs, resilient constructs

Steamwrights

Steamwrights in Aden

The Role of the Steamwright

The greatest strength of the steamwright is versatility. An individual steamwright can customize his abilities to suit many different niches within any group. Most steamwrights at least begin their careers as heavy hitters, inflicting significant amounts of damage to their enemies. Their firepower class ability is comparable to the rogue's sneak attack. Though a steamwright inflicts less potential damage than a rogue, their firepower is easier to apply - requiring only that they utilize a weaponized invention.

As the steamwright increases in experience, they slowly develop more options, including support, control, and advanced crafting. Given proper preparation and knowledge of his enemy, a steamwright can plan an arsenal of inventions to help his party overcome nearly any foe.

The History of Steamwrights

The history of the steamwrights is the history of technology in the Known Lands. The two have been inextricably linked since the discovery of steam power in the seventh century. Science and technology existed well before this discovery, of course, but it has been steam power that has revolutionized and dramatically expanded the impact of the scientific disciplines upon everyday life.

Though alchemy has its roots in arcane magic, it is a school of science that has seen widespread use throughout the Known Lands for centuries. Alchemists were defined by their reliance on purified chemical components, careful experimentation, mathematical formulae, and clinical laboratory settings - ideas that would help form the basis of the modern scientific method. It was in such an environment that one the first major modern technological discoveries was made, the discovery of gunpowder in the year 667. This essential step in technological development lit a fire, figuratively speaking, under many who were interested in such pursuits - the non-magical source of power that could rival the might of any wizard.

Less than five years after the discovery of gunpowder by dwarven alchemists, a cabal of goreaux scholars discovered the basic tenets of steam power. Every bit as much entrepreneurs as scholars, the goreaux cabal proceeded to sell their information throughout the Known Lands, quickly becoming exorbitantly wealthy and distributing their techniques across the face of the entire continent in a short period of time.

Circulation of the basic principles of steam power had an interesting effect upon the Known Lands. The learned nature necessary to truly comprehend and embrace scientific principles required keen insight and disciplined minds. Many who fit such a description had already taken up the study of the arcane and become spellcasters of one type or another. Of those spellcasters, some had a passing interest in steam power but most considered it an oddity or perhaps simply redundant given their existing capabilities. Only a small number of individuals possessed the inclination to embrace such ideas, cursed as they were with intellect but an absence of magical talent, a relative rarity in Aden. In very short order, technology became a keen interest to a small number of individuals throughout the various nations and settlements on the mainland.

Initially, these individuals were somewhat secretive and competitive with one another, each attempting to be the first to discover ever more powerful applications for this new form of power. This did not last, however, as the different budding technologists soon recognized that they learned more - and progressed quicker - through collaboration. Unlike magic, which in many cases could be a very personal path to power, the accomplishments of a single scientist could benefit all.

Less than two years after the widespread distribution of steam power, a conference of leading technologists convened in Balaquim, hosted by the Ancient & Intrepid Cartographer's Society. This meeting led to the creation of the Steamwrights Guild, an organized society proposed to the promotion and distribution of technology for the good of all mankind. Within a year's time, there were over two hundred members present in every nation in the Known Lands, and the organization had begun to accrue significant political power.

Unlike other organizations, the Steamwrights Guild has been largely bereft of significant political infighting throughout its history. There have been internal power struggles and academic rivalries, to be sure, but with a few exceptions, the guild has maintained the advancement of science and discovery as its primary goal. Those few who have shown an overabundance of naked ambition, selfishness, or willingness to harm innocents in the name of progress have been dismissed from its ranks and denied the guild's considerable resources and knowledge.

After the Darkfall, the guild is a shadow of its former self, with precious few avenues for the training and recruitment of new members. A few guild houses in major cities have managed to keep their education programs active, but most throughout the greater portion of the continent have fallen by the wayside and are now largely forgotten, with most of their members either scattered or dead in the aftermath of the supernatural cataclysm.

Public Perception

For the most part, the people of Aden have a favorable view of steamwrights. In a way, they are simply a trade like any other. Just as there as a blacksmith might be reliable or negligent, so it is with steamwrights. Individuals may gain a reputation for their actions, but it is generally accepted that those trained as steamwrights are intelligent and adaptable individuals.

That being said, there is a small percentage of the population who, even after generations of widespread use, disdain technology. Some among these are more aggressive, and have assigned the blame for the

Darkfall to the unchecked advancement of mankind. So far this mindset is largely limited to small and ignorant sects, usually in remote areas, but that makes these extremists no less dangerous for a lone steamwright.

Steamwrights throughout Aden

Aramyst

Prior to its demise during the Darkfall, Aramyst was home to surprising amount of technology. The overwhelming emphasis on the arcane arts would seem to have precluded such a thing, but Aramyst was a nation of learning - first and foremost. Magical disciplines merely took precedence because they had existed for so much longer. The existence of technology simplified life for the people of Aramyst, allowing the common folk to become more independent and freeing their arcane lords to conduct their studies. It was a rare settlement that did not have at least one relatively modern steam engine to aid in most civil work, and Aramyst had completed significant work toward establishing a nationwide rail system just prior to the Darkfall.

Since the Darkfall, most of this equipment has been destroyed or fallen into disrepair. What technology remains is largely centered around the few remaining settlements, where survivors are eager to salvage whatever can be used to aid their survival. Refuge and Mossburg have a significant number of technological assets, but they are overworked to the point of collapse and require extensive constant maintenance. As a result, steamwrights are incredibly valued and appreciated by the remaining citizens of Aramyst, and can always find work if they are willing.

Arasteen

The people of Arasteen have ready access to technology, as the Radiant Order has ensured that it is available to all who can benefit from its use. Generally speaking, however, the people of Arasteen make use of advanced technology sparingly, preferring their traditions and the honesty of manual labor to strange new innovations. Unlike the people of Carraway, the Arastinians have no animosity toward technology, and are both appreciative of its use as well as familiar with how to make best use of it when necessary. For the most part, however, technology is left for circumstances that require it rather than when it would be merely convenient; the work ethic of the Arastinian people demands nothing less.

Carraway

In all of Eastern Aden, there is no nation that has less advanced technology compared to its relative population density than Carraway. Metals are comparatively rare in the region, which is why stone and wood are such common building materials and why metal is reserved primarily for weapons, armor, and religious iconography. Individual steamwrights may ply their trade in major cities, but most settlements have little technology to speak of, save for an occasional early generation traction engine or something similar. Most of these items would be considered obsolete antiques by the most generous modern estimates.

Generally speaking, those who are dependent upon technology are looked on as weaker than the hardy, traditional Carrites. Foreigners who rely on such things are, oddly, given more leeway. These individuals clearly lack the strength of Carrite character that would allow them to subsist without such extravagant crutches. It is a tragedy.

The High Steppes

A wild and lawless region, the High Steppes has relatively few settlements and even fewer denizens who have any true grasp of modern technology. Magic is more understood and accepted than technology, and those who witness the feats of which a steamwright is capable often ascribe it to an as yet unknown - and terrifying - form of magic. In many ways, a steamwright is a figure that inspires more paranoia and suspicion in the common folk than a true wizard - for at least a wizard operates according to principles that are familiar. A lone steamwright in the wild might find himself worshipped as a divine figure or slaughtered where he stands, his inventions stripped from his corpse and torn asunder in a futile effort to understand his secrets.

Ionara

The queen of Ionara has a passing interest in technology, as do many of her subjects, but they regard the scientific arts with cautious suspicion. Many Ionaran cities rely heavily upon enchanted ice. As the heat and explosions generated by many scientific experiments pose a significant danger to everyone in Ionara, science must be approached cautiously. That being said, the Ionarans' extraordinary wealth means that they can frequently hire foreign steamwrights to aid in the defense and construction of their settlements, granting them a significant defensive advantage over their primitive snowmad aggressors.

Kyan

Technology in Kyan takes a radically different form than anywhere else in the Known Lands, and bears little resemblance to anything that a conventional steamwright might know. As a result, there are few conventional steamwrights found anywhere in Kyan, typically existing only in small numbers in the largest settlements. Traveling steamwrights can make a decent living in the smaller villages that dot the Crawling Jungle, using their expertise to repair and upgrade tools and machinery used in these scattered settlements.

Le'Ciel

In many respects quite similar to Aramyst, Le'Ciel diverges from its parent nation significantly with regard to the level of technology. While Aramystian fostered a healthy interest in technology, the Exarches of Le'Ciel demonstrated an intense interest in all things technological. Perhaps this was in hopes of finding a way to reduce their reliance on magical defenses, or perhaps it was simply done in an effort to prove themselves superior to Aramyst in any area of knowledge. Prior to the Darkfall, the island nation was home to one of the largest steampowered railroad systems anywhere in the Known Lands, rivaled only by Columbey.

Misland Republics

The level of technology present in the Misland Republics is typical or slightly below typical for most regions, the exception being the city state of Strangemount, a teeming center of technology in all its forms. While mechamagic is given priority over mundane technology in Urbana, the opposite is very much true in Strangemount; mechamagic is the only form of arcane magic tolerated within the city, but pure technology is valued above all else. Massive magical academies that once existed within the city have been converted to steamwright universities, and more newly trained steamwrights emerge from these remote institutions than in any other location in the Known Lands.

Strangemount has the first, largest and most effective hydroelectric power grid in Aden's history, boasting electric street lights and powered industrial machinery. Steamwrights are responsible creating and maintaining this technological wonder, a feat that is no small undertaking without the excessive reliance on magical power - and that boasts the smaller mechamagical grid that lights the wealthier parts of Mekanus.

The Rhanate

The Rhanate is a vast place and the conditions of its arid terrain are extremely detrimental to most forms of technology. Steamwrights have a much more difficult time maintaining and operating their equipment, especially in the Sundered Desert. Outside of major settlements, steamwrights are rare almost to the point of nonexistence. Within cities and larger towns, they are more common, albeit in smaller numbers than in other nations.

The exception is near the Black Citadel, where the Dust King's penchant for technical advancements has lured a reasonable population of extremely competitive and enterprising steamwrights who seek his favor. Many of these individuals have collected into small cliques that are engaged in aggressive but covert warfare against one another in the manner of national espionage on a tiny scale; a new steamwright is likely to be viewed as a potential threat unless he quickly aligns himself with one of the local factions.

Urbana

Without question, Urbana is the most technologically advanced nation in the Known World. Even in its most remote and poorest settlement, firearms and walls of refined metal are common. Although Lord Urbane favors mechamagic, he recognizes technology as a necessary component of that art. As a result there are a higher number of steamwrights found within the nation than anywhere else in the Known Lands.

Although the Steamwrights Guild is a shadow of its former self, with limited organization across national boundaries and significantly fewer resources at its disposal than prior to the Darkfall, Lord Urbane has opened his city's doors to the Guild. He has constructed facilities for their use and promoted their presence throughout Urbana, most notably in Mekanus. The Steamwright Guild thus has a reasonable degree of political power among the nobility and military of that nation.

As a surprisingly beneficial side effect, the Guild's focus on technology for the good of all has often led it to become a much needed force for good within Urbanan society. The Steamwrights frequently bridge the gap between the sometimes dangerous advancements of Smoketown scientists and the needs of the common folk. Though Urbane is outspoken in his desire for victory at any cost, he is not wholly unconcerned with the well-being of his people and appreciates the efforts the Steamwrights have made to make Urbana a safer place to live - as long as it doesn't get in the way of progress.

Vanora

At first glance, it would seem that Vanora is largely bereft of technology, as there is little in evidence to the naked eye. This is a misnomer, however, as the current Emperor is keenly interested in mechamagic and, to a lesser extent, conventional technology. As a result, there is a surprising amount of technology present even in relatively small settlements, although it is almost universally out of the public eye to preserve the more traditional appearance of buildings and landscapes, meaning that even typical steam engines and powered pumps are housed in masterfully crafted false fronts. While this can make maintenance and general access more problematic, it preserves the elegant Vanoran cultural aesthetic - and also means that Vanoran steamwrights must often invent innovative, highly efficient new techniques to micronize their creations.

Yzeem

The nation of Yzeem is a cosmopolitan region, at least within its major cities. While Yzeemites are not technological innovators by Strangemount or Mekanus standards, they are avid consumers and adapt advanced innovations in all aspects of their life. Beyond Balaquim and the other major cities, reliance on technology drops off sharply, with residents of the rural regions of the nation preferring a simpler and more traditional lifestyle. The Pirates of Rook's Roost boast few steamwrights but will eagerly adapt and utilize advanced technology whenever they can buy, salvage, or steal it.

STEAMWRIGHT MECHANICS

Steamwright Inventions

The following inventions can be assembled and used by members of the steamwright class, as per the normal rules. In addition to their listed mods, these inventions can benefit from the general invention mods described in the *Thunderscape Campaign Setting*, where applicable.

Weaponized Inventions

✿ Havoc Punch (Weaponized)

These massive metal gloves draw upon powerful technology to increase their mass and velocity at their wearer's whim. These weapons are perfect for steamwrights who prefer a more hands-on approach.

Level Requirement: None

Type: unarmed

Action: melee attack

Uses per day: Inapplicable

Duration: Permanent

Weight: 2 lbs.

Description: The wearer's unarmed strikes (punches only) inflict 1d6 lethal damage. He is considered armed with a masterwork weapon and does not provoke attacks of opportunity when delivering such attacks. (A wearer who already inflicts 1d6 or more damage with an unarmed strike gains a +2 damage bonus with punches instead.)

You must have at least one free hand to deliver attacks with the havoc punch. These gloves are articulate enough that they do not interfere with their wearer's ability to wield other tools or weapons, making them popular with steamwrights who prefer to keep their hands free for other inventions.

Mods

• **Deadly (primary):** The steamwright may apply firepower damage twice per round, so long as at least one of those times is when using this invention. He may not apply firepower more often than once each time an invention is used. *Level Requirement*: 9th.

• **Heavy Handed (primary):** The steamwright may apply 1-1/2 times his Strength modifier, rather than merely his Strength modifier, to damage on all attacks with the havoc punch. The havoc punch counts as a 2-handed weapon for the purposes of the Power Attack feat and feats that use Power Attack as a prerequisite. This benefit does not apply if the steamwright wields a shield or on offhand attacks.

• **Immaculate Fist:** The havoc punch generates greater inertia on a swing, increasing its base damage to 1d8 and its critical threat range to 19-20 (x2). If the wearer's unarmed strikes already inflict 1d8 or more damage, the havoc punch grants a +3 damage bonus to punches instead. *Level Requirement*: 7th

• **Plated:** The havoc punch counts as cold iron and silver for the purposes of overcoming damage reduction.

• **Power Punch:** On a critical hit, the havoc punch releases a thunderous wave of force, allowing the wearer to make a free trip attack against his target. This trip provokes no attack of opportunity, and if unsuccessful the steamwright is not tripped in return.

• **Golembane:** The havoc punch counts as adamantine for the purposes of overcoming damage reduction. *Level Requirement*: 9th level

✿ Induction Beam (Weaponized)

This curious invention resembles a large electrode mounted on an insulated pistol stock. It creates a powerful arc of electricity between the steamwright and his target.

Level Requirement: None

Type: 1-handed

Action: standard

Uses per day: 3 + Intelligence modifier

Duration: 1 round (special)

Weight: 7 lbs.

Description: When activated, the invention releases an arc of electricity in a line thirty feet long. All targets within this line take 1d4+Intelligence modifier electricity damage, but they may make Reflex saves for half damage. Activating the induction beam provokes an attack of opportunity from enemies that threaten the steamwright as if it were a ranged attack.

Under normal circumstances, the induction beam's effects are instantaneous. However, if the beam strikes a metal target (including an opponent wearing metal armor or wielding a metal weapon), the steamwright may choose to "anchor" the effect to that target, creating a persisting beam. If there are multiple applicable targets, the steamwright chooses one. In this case, the induction beam will persist until the beginning of the steamwright's next turn, as long as the target remains within the maximum range and the steamwright continues to hold this invention.

If either the steamwright or the anchor moves, but remain within the maximum range, any other targets that enter the beam will take the normal damage. Each target may only be damaged by the beam once per turn. The steamwright may cancel the effect early as a free action.

Mods

• **Chain Induction (primary):** The steamwright may choose one additional anchor per five levels. The persisting beam becomes a line drawn from the steamwright to one anchor that touches each other anchor once before returning to the steamwright. If the steamwright wishes, he may exclude himself from the persisting beam (leaving a web of crackling energy between his anchors for the duration). *Level Requirement*: 8th.

• **Conductive:** The induction beam's save DC is increased by 2 for any targets composed of, wearing, or carrying metal objects. *Level Requirement*: 5th

• **Extended Beam:** The induction beam's range is increased by 10 feet for every three levels of the steamwright. *Level Requirement*: 3rd

• **Feedback Loop:** The beam's anchor takes an additional 1d4 + Intelligence electrical damage each time a target takes damage from the persisting beam. (Grounded arc anchors are immune to this damage.) If there are multiple anchors, select one to be the target of the feedback loop. *Level Requirement*: 4th

• **Grounded Arc:** The steamwright may select one target within the beam. This target takes no damage from the beam but can still serve as an anchor if they are composed of, wearing, or carrying metal.

• **High Voltage (primary):** The induction beam inflicts 1d4 + 1 additional damage per three levels of the steamwright. *Level Requirement*: 3rd

• **Persistent:** The beam persists for an additional round per six levels of the steamwright. The steamwright must keep the invention in hand for the duration. Creating a new beam immediately ends the duration of any old ones. *Level Requirement*: 6th

• **Wild Bolt:** Starting with the target closest to the steamwright, each time the beam strikes a living creature or metal object the steamwright may continue the beam in a new direction. The beam's maximum length is unchanged. If the steamwright chooses to anchor a beam to a target, the persisting beam becomes a straight line between himself and the anchor. *Level Requirement*: 5th

Other Inventions

☼ Dragoneye Monocle

This simple-looking crimson eyepiece analyzes the wearer's environment and opponents to provide crucial targeting information.

Level Requirement: None

Action: free

Uses per day: 3 + Intelligence modifier

Duration: instantaneous

Weight: -

Description: Once per turn when the steamwright makes an attack roll (or commands an invention to attack, such as a turret, decoy module, or golemite familiar), he may use the dragoneye monocle to guide that attack. The steamwright gains a +1 circumstance bonus to that attack roll. Though use of this invention is a free action, use of the monocle must be declared prior to making the attack roll.

Mods

• **Accurate:** The bonus increases to +2. *Level Requirement*: 6th

• **Enhanced Accuracy (primary):** The bonus increases to +3. *Level Requirement*: 9th

• **Homing:** When used to boost an attack roll, the dragoneye reduces the chance of missing a target due to concealment by 20%.

• **Integrated:** Any time the steamwright applies firepower to an attack roll the dragoneye monocle automatically provides its bonus to that attack roll without expending any uses.

• **Range Booster:** When used with any other invention with a range greater than melee or touch, the range (or range increment) increases by 10 feet for that use.

• **Swift (primary):** The dragoneye monocle may be used any number of times per turn. *Level Requirement*: 7th

☼ Golemite Familiar

Whoever said science needed to be lonely? This mechanical pet serves as friend, assistant, and allied combatant.

Level Requirement: None

Action: none

Uses per day: inapplicable

Duration: permanent

Weight: varies (usually double that of the normal animal)

Description: The steamwright gains the assistance of a tiny mechanical servant. This creature is not technically alive, but adopts subconscious aspects of the steamwright's psyche, granting them an uncanny semblance of life. Though always loyal to their creator, these creatures often develop quirky and independent personalities all their own.

This invention grants the steamwright the benefit of a familiar (as per the wizard's class ability as described in Chapter 3 of the *Pathfinder Core Rulebook*) with the following modifications:

The steamwright must choose a Tiny or Diminutive creature to serve as the template for his golemite. Unlike a normal familiar, the golemite is an intelligent construct, not a magical beast. The golemite otherwise has all the normal abilities of a creature of its type, though it does not grant special abilities (such as skill or saving throw bonuses) or the Alertness feat to its master unless it is equipped with the *synergy* mod.

The steamwright's class level counts as his wizard level for the purposes of determining the golemite familiar's abilities. If the steamwright possesses levels of multiple classes that are entitled to familiars, these levels stack with his steamwright levels as long as the familiar is a golemite. A golemite familiar does not gain the ability to share spells or deliver touch spells unless the steamwright has levels of another class that grants these abilities.

A steamwright may only have one golemite familiar at a time. If the golemite is disassembled or destroyed, any new golemite he creates will possess the old one's memories, including the fate of its previous incarnation. Some golemites resent being sacrificed while others are more pragmatic and might appreciate their master's willingness to use his tools wisely.

Unlike most other inventions, a golemite familiar takes more time and effort to construct. Building a golemite familiar requires eight hours of dedicated labor. Additionally, each golemite after the first costs 200 gp per level to build as the steamwright struggles to recapture the unique essence of his original companion.

Due to quality of its construction and its independent nature, a golemite will not become inert if the steamwright fails to maintain it each day. However, it continues to count as one of the steamwright's inventions until it is destroyed, disassembled, or replaced. During his daily invention maintenance period, a steamwright can remove and replace a golemite's mods without harming the familiar or even reconstruct it as a creature of a different type without incurring any additional cost or build time.

The steamwright may not apply firepower to the golemite familiar's attacks without the harrier mod.

The Improved Familiar feat may not be applied to a golemite familiar.

Mods

• **Able Assistant:** Any time the steamwright could use a swift action to operate one of his inventions, the familiar may instead use a standard action to do so. The familiar must be within arm's reach of the steamwright or the invention. The steamwright and familiar may not collectively take the same swift action more than once per turn.

• **Adaptable:** As a move action, the golemite can transform into a small inanimate metal object, such as a one-handed weapon, bracer, helmet, or buckler (chosen when this mod is applied). If the golemite transforms while in the same space as the steamwright or an ally, they may equip the familiar as part of the transformation action. While in this alternate form, the familiar may be used as a normal object of its type and counts as an attended object if carried (protecting it from many hostile effects). A transformed familiar is aware of its surroundings but cannot move or act, except to transform back into its normal form as a move action.

• **Combined Tech (primary):** When assembling his daily inventions, the steamwright may choose a single invention weighing 5 lbs. or less. This may not be a weaponized invention. This weapon is physically incorporated into the familiar and cannot be disarmed. The familiar can use this invention normally, even if it does not possess the necessary limbs or digits to do so. *Level Requirement*: 10th

• **Harrier:** The steamwright can apply his firepower damage to an attack by the familiar, as per the normal rules for firepower. (For example, it still counts as a use of the steamwright's firepower for that turn.) The steamwright must be able to see the familiar to use this ability.

• **Oversized (primary):** The golemite may be any Small creature that qualifies for familiar status.

- **Resilient:** If the golemite familiar is killed, but most of its body remains intact, it merely deactivates. The steamwright can reactivate the familiar (with 1 hit point) if he spends at least ten minutes performing maintenance on its remains.
- **Synergy:** The familiar grants a special ability to its master as per a normal familiar of its type (such as a skill or saving throw bonus; see familiar descriptions for details) while within 1 mile, as per the normal familiar rules. The familiar grants its master the Alertness feat while within arm's reach.

✿ Hyperbolic Marksman's Gloves

These strange gloves can bestow ranged weapons and ammunition with bizarre mathematical properties, allowing the user to manipulate probability and alter a projectile's trajectory in the spaces between moments.

Level Requirement: 7th

Action: none (range enhancement) or swift (trajectory manipulation)

Uses per day: 3 + Intelligence modifier (trajectory manipulation only)

Duration: permanent (range enhancement) or instantaneous (trajectory manipulation)

Weight: as per ammunition.

Description: The steamwright can use these gloves to imbue any hand-held ranged weapon (including bows, guns, crossbows, slings, and thrown weapons) with hyperbolic abilities with a touch.

The range increment of any attacks while wearing the gloves is doubled. Additionally, the steamwright can use a swift action to manipulate the trajectory of a ranged attack that he makes, picking any point in the missile's movement and determining the missile's line of sight and effect from that point for the rest of its flight. The range of the weapon is unchanged, determined by the missile's total movement. This can allow the steamwright to ignore cover, shoot around allies in combat, or simply perform impressive tricks such as firing a weapon in one direction and striking an enemy behind him.

Mods

- **Deflection aura:** The gloves grant the steamwright use of the Deflect Arrows feat, though he must use an immediate action to deflect an attack. If the steamwright holds his action against a specific ranged attack, he can redirect the attack (as per the normal effects of this invention in regards to manipulating a ranged attack's trajectory and the limitations of Deflect Arrows). This uses the original attack roll but applies the attack to a new target of the steamwright's choice.
- **Rapid (primary):** Altering the trajectory of your own ranged attacks is a free action, rather than a swift action, allowing you to redirect a missile multiple times or affect more than one attack per turn.
- **Delayed shot:** The steamwright can launch a missile and instantly suspend its momentum in midair with a swift action. The missile remains hovering in any unoccupied square in range until touched, at which time it immediately strikes the creature that touched it. The steamwright makes an attack roll against this target a +4 circumstance bonus. The missile can remain suspended for up to 3 + Intelligence modifier rounds. At the end of this time, it falls to the ground. The steamwright can cancel this affect prematurely as a free action, directing the missile at a target of his choice. Only one missile may be suspended in this manner at a time. *Level Requirement*: 10th

✿ Morphocrete Dispenser

This invention consists of a powerful hose connected to a hip or back-mounted canister. This canister contains morphocrete, a chemical foam that quickly expands and hardens upon contact with air, forming a light, tough, temporary material.

Level Requirement: 6th

Type: 2-handed

Action: standard

Uses per day: 3 + Intelligence modifier

Duration: 10 minutes

Weight: 8 lbs.

Description: This invention can project quick-drying morphocrete foam for a variety of applications. (All are available without mods, though mods can add more functionality.) Morphocrete is nearly weightless, non-conductive, and nonflammable. It takes half damage from fire and electricity, but double damage from acid. When the duration ends, any remaining morphocrete evaporates harmlessly into mist.

- **Morphocrete field:** The steamwright sprays morphocrete foam at a range of up to 30 feet. This spray instantly hardens into a tough, sticky substance, affecting a number of squares equal to 10 + Intelligence modifier per application. These squares must all be within range and adjacent to one another. Huge and larger creatures are not affected by morphocrete fields.

All affected squares become difficult terrain. Further, any creatures in the area when it is created must make a Reflex save or become entangled and rooted in the morphocrete. Entangled creatures may make a Strength check or Reflex save against the original DC to break free. Alternately, each square of morphocrete has 30 hit points and 5 hardness; destroying a square removes the difficult terrain and entangle effect in that square. Creatures that enter an area after it is created are not entangled, though it still counts as difficult terrain.

- **Morphocrete barrier:** The steamwright projects a more concentrated stream of morphocrete in a smaller area up to 15 feet away, filling up to 3 +Intelligence modifier 5 ft. x 5 ft. squares with blocks of solid morphocrete. Up to three of these blocks can be placed on top of one another before they topple, and will immediately adhere to any surface they touch. Due to its light weight, a block of morphocrete not adhered to a solid surface will blow away in severe (30 mph+) or stronger wind conditions.

These blocks can be used to provide cover or even to cross liquid surfaces, as morphocrete is quite buoyant. A morphocrete barrier can be used to bar doors, adding +15 to the DC of any Strength checks to force an opening coated with the substance. In this form, a 5 foot x 5 foot block of morphocrete has 80 hit points and 5 hardness, or can be uprooted and tossed aside with a Strength check vs. DC 25.

- **Morphocrete spray:** The steamwright projects morphocrete mist up to 20 feet away, filling 6 + Intelligence modifier squares. This mist will immediately neutralize all nonmagical acids and quench nonmagical fires in the area.

Mods

- **Concentrated spray:** When using morphocrete spray, the steamwright may extinguish magical fire or neutralize magical acid with a dispel check (1d20 + his steamwright level) vs. a DC = 11 + the spell's caster level. This morphocrete spray also inflicts 1d12 + Intelligence modifier damage to oozes and creatures with the fire subtype (the steamwright may apply his firepower to this damage as per the normal rules).
- **Construction foam (primary):** When using morphocrete barrier, the steamwright may construct simple structures such as freestanding bridges, support beams, towers, pipes, slides, simple machines (wheels, levers, etc.) and the like so long as they fit within the area. He is no longer limited to stacking only three blocks on top of one another. The GM may require Knowledge (engineering) checks for particularly complex structures. *Level Requirement*: 9th
- **Dissolver:** The steamwright projects unstable morphocrete vapor up to 20 feet away, filling up to 5 + Intelligence modifier squares. All morphocrete fields and barriers in the area are immediately disintegrated.
- **Enduring (primary):** Morphocrete fields and barriers now last twenty-four hours or until destroyed. *Level Requirement*: 12th
- **Micronized:** The morphocrete dispenser may now be wielded in one hand and weighs only 4 lbs.
- **Projectile:** The range of all functions of the dispenser are increased by the base range, once per five levels.

• **Combined:** This mod may only be applied to a 1-handed invention. During invention maintenance, this invention may be combined with one other invention that also has this mod. The resulting item weighs only as much as the heavier of the two inventions. Though the inventions must otherwise be activated and modified separately and still have separate uses per day, they otherwise count as a single item. If either of the inventions has the "Use (draw)" feature, both inventions are considered to have it. If one invention is overloaded, both are overloaded. If the invention explodes due to overload or the self-destruct mod, the area is doubled but the damage is unchanged. *Level Requirement*: 5th

• **Enhanced Armor (primary):** This mod may be applied to any invention that has an AC or that provides an armor or shield bonus to AC (even if it provides that bonus only to itself). The invention gains an additional +1 enhancement bonus to AC per three levels the steamwright has obtained (maximum +5). This mod does not apply magic armor abilities, only enhancement bonuses. *Level Requirement*: 3rd

• **Tangler:** By halving the normal area of affect, the steamwright's morphocrete fields can also be directed against flying creatures within the invention's range from the ground. Affected creatures much make a Reflex save or be unable to fly, whereupon they fall to the ground and are entangled in the morphocrete field.

✪ Nap Gun

This compact dart gun launches a needle loaded with a powerful sleep agent.

Level Requirement: none

Action: standard (ranged attack, draw)

Uses per day: 3 + Intelligence modifier

Duration: 2 rounds

Weight: 3 lbs.

Description: The nap gun can be used to make a single ranged attack against an enemy within 15 feet. If it hits, the target must make a Will save or immediately fall unconscious. An affected target is helpless, but can be awakened with a standard action or by any amount of damage. The target may make an additional save at the end of each round to end the effect prematurely.

This invention is best used against unaware opponents, against whom the duration is doubled. If used in combat, the target receives a +6 bonus to their save unless the target is flat-footed.

Mods

• **Insomniac:** The nap gun can also be used to automatically awaken an unconscious ally within range. (Allies rendered unconscious due to nonlethal damage are not affected.)

• **Long Range:** The nap gun now has a range of 60 feet. *Level Requirement*: 6th

• **Power nap (primary):** The steamwright may consume two uses of the invention instead of one to negate the +6 save bonus for aware opponents and a third use to extend the duration to one minute. *Level Requirement*: 6th

✪ Optimized Armor

This customized armor utilizes lightweight materials to provide maximum protection.

Level Requirement: None

Action: none

Uses per day: inapplicable

Duration: permanent

Weight: varies (by armor type)

Description: This invention is essentially a customized suit of masterwork medium or light armor of a type determined by the steamwright when it is created. This armor counts as light armor for the purposes of proficiency but all other statistics – including encumbrance – are otherwise unchanged. This armor is so carefully customized for the steamwright that it imposes an additional -8 armor check penalty for anyone else and they are never considered proficient with it. Optimized armor weighs half as much as normal armor of its type.

During daily invention maintenance, one other 1-handed invention weighing no more than 5 lbs. may be incorporated into the armor's chest. This invention still counts toward the steamwright's maximum allotment, but is always considered ready, may be used hands-free, and cannot be dropped or disarmed.

Any inventions that rely upon being wielded as part of their function (such as melee weapons or the aegis) cannot be incorporated into optimized armor. A turret, decoy module, or similar deployed invention that is incorporated into armor is simply housed there until it is deployed and may be returned to the armor after use.

Mods

• **Accessorized:** The armor can incorporate two additional inventions, one in each gauntlet. *Level Requirement*: 5th

• **Heavy (primary):** The armor may be heavy armor and counts as medium armor for the purposes of proficiency. *Level Requirement*: 7th

• **Mobile (primary):** The steamwright can move at his normal speed while wearing the armor if it is medium or heavy.

• **Quick-Draw:** When not in use, the armor can be compressed into a fist-sized cylinder as a full-round action. This cylinder is small and easy to conceal (+2 circumstance bonus to Sleight of Hand checks to do so). If the steamwright holds the cylinder in hand, he can command it to return to its normal state and don the armor as a standard action. Inventions incorporated into the armor cannot be used while in the cylinder state.

• **Subtle:** The armor appears to be an ordinary - if bulky - suit of clothing. You gain a +6 bonus to your Sleight of Hand check to conceal any inventions incorporated into the armor.

• **Unrestricted:** The armor's check penalty is reduced by your Intelligence modifier.

✪ Portable Generator

This potent, palm-sized battery pack can be used to enhance and recharge your other inventions.

Level Requirement: 4th

Type: 1-handed

Action: standard (draw)

Uses per day: 3 + Intelligence modifier

Duration: instantaneous

Weight: 2 lb.

Description: When activated, the portable generator transfers one of its uses per day to another invention of the steamwright's choice. This invention's base uses per day must be at least 3 + Intelligence modifier. The generator may not increase an invention's uses per day beyond its maximum.

The steamwright may spend a full-round action to incorporate the generator into any invention that it can recharge, combining the two inventions into a single item with the abilities of both. This allows him to recharge that invention (and only that invention) without holding the generator in hand. Removing the generator or incorporating it into a different invention requires another full-round action.

Mods

• **Inductive Charge:** The steamwright can use the generator to recharge any of his inventions without holding it in hand.

• **Rapid Recharge (primary):** Activating the generator is a swift action rather than a standard action.

• **Supercharger:** The generator can be incorporated into an invention as a move action. If the steamwright overloads an invention that incorporates the generator, any firepower dice (including the bonus dice for overload) applied to that invention become d10's rather than d8's. If the generator is removed before the invention explodes, the generator explodes instead of the invention. *Level Requirement*: 9th

⚙ Trouble Bubble

When danger approaches, this stylish vest can instantly release a protective elastic sphere.

Level Requirement: 4th

Action: standard

Uses per day: 3 + Intelligence modifier

Duration: 1 minute

Weight: 3 lb.

Description: This invention consists of a leather vest studded with several clear capsules. When activated, one of the capsules ejects from the vest and expands into a Large-sized immobile dome composed of transparent, highly elastic material. This dome occupies a 10-foot square that contains the steamwright's current location. If there is insufficient space for the entire dome, the dome simply contains the steamwright's current space. The dome attempts to encase all creatures inside its area, though unwilling occupants may make a Reflex save to leap clear.

The dome's walls block line of effect but not line of sight. The dome also blocks out harmful gases and protects its occupants against area effects as long as it has at least 1 hit point remaining (it does not negate any such effects that were in its area before it was created). Even if destroyed by an area effect, it will reduce the damage to those inside by its remaining hit points before it was destroyed.

The dome has an AC equal to 10 + 5 (armor bonus) - 1 (size bonus) + the Steamwright's Intelligence modifier (deflection bonus) and hit points equal to half the steamwright's maximum hit points. Its saving throws are equal to the steamwright's base saves. It automatically fails any saves vs. area effects. Damage to the dome can be repaired by the patchgun invention or any other effect that can restore hit points to objects or constructs. The steamwright can lower the dome prematurely as a standard action.

The trouble bubble cannot be activated more often than once per minute.

Mods

• **Armored:** The trouble bubble gains an additional +4 armor bonus to its AC.

• **Expanded:** The dome can be up to Huge size. *Level Requirement*: 8th

• **Hardened:** The trouble bubble takes half damage from area effects.

• **Mobile (primary):** The trouble bubble forms a sphere, rather than a dome. If all creatures within the sphere spend a move action simultaneously, they can roll along at a speed of 30 feet (60 feet if downhill, 15 feet if uphill). Creatures in the sphere's path are subject to an overrun maneuver (the steamwright's CMB for this maneuver is equal to his base attack + his Intelligence modifier + 1 (size bonus) + any other bonuses to overrun the steamwright may possess). The sphere is subject to attacks of opportunity for this maneuver unless the steamwright has the Improved Overrun feat or other similar ability.

• **Permeable (primary):** The steamwright can pass through the wall of his own trouble bubble at will.

• **Prison:** The steamwright can deploy the dome at a range of up to 30 feet and the save DC to escape its area is increased by 2. *Level Requirement*: 8th

⚙ Zombinator

This terrifying invention uses electrical impulses to restore a semblance of life to a corpse, transforming them into a puppet under the steamwright's control.

Level Requirement: 9th

Action: standard (draw)

Uses per day: 3 + Intelligence modifier

Duration: 1 hour

Weight: 3 lbs.

Description: This invention comes in two parts, a slim wand attached to a large battery pack and an iron crown studded with menacing red lights. The steamwright must wear the crown while the invention is in use.

The wand can be used to make a touch attack, inflicting 1d3 + Intelligence modifier electrical damage. However, its true ability lies in its use against the dead. When applied to a corpse, the zombinator causes the body to rise again under the steamwright's control. These controlled dead gain

the zombie template (see Pathfinder Bestiary) except that they gain the construct type instead of the undead type and are of neutral alignment. Up to twice the steamwright's level in HD of zombinated corpses can be controlled at one time. The steamwright may apply his firepower damage to the zombies' attacks as if they were inventions.

The steamwright mentally commands these undead in the same manner as a mechamage's golem minion (see Golem Intelligence and Behavior in the *Thunderscape Campaign Setting*). The steamwright can issue different free action commands to multiple zombies simultaneously, but can only issue complex commands once per round. He may issue the same complex command to multiple zombies simultaneously. If not commanded, the zombies will simply follow the steamwright. They will not even act to defend themselves unless commanded to do so. The steamwright cannot command his zombies if he ceases to wear the crown, though they will continue to execute any previously issued commands.

The zombies simply drop dead where they stand when the invention's duration ends. A previously animated corpse can be reanimated but a zombie that has been destroyed is no longer suitable for animation. If *animate dead* is cast upon a zombinated corpse, the spell effect takes precedence.

Zombinated corpses take double damage from electricity, as it interferes with the technological forces used to reanimate them.

Mods

• **Graverobber (primary):** the number of HD of zombies that the steamwright can control at one time is doubled.

• **Necromantic interference:** Though the wand cannot be used to animate an undead corpse, it can interfere with the dark energies that control them. Upon a successful touch attack, the wand inflicts double its normal electrical damage to undead. In addition, mindless corporeal undead must make a Fortitude save or be staggered for 3 rounds. Undead that are permanently staggered, such as zombies, suffer a -8 penalty to all attacks and have their movement halved for the same duration. Further, *animate dead* no longer removes zombinated corpses from the steamwright's control (though the spell takes effect normally once the invention's effects wear off).

• **Shocker:** The wand's damage is increased to 1d8 + Intelligence modifier electrical damage.

Master Mods

The Invention Mastery feat (found in the Appendix of this book) introduces the concept of master inventions, allowing steamwrights to incorporate powerful modifications into their favorite inventions. Master mods may be added to or removed from an invention normally, or even permanently applied using the steamwright's *upgrade* class feature.

One mod that can be applied to any master invention is the combined mod. A combined mod allows the steamwright to merge any two general mods (such as brutal, efficient, or enduring) into a single mod. Some inventions may allow other specific combinations as well, but any master invention can combine general mods. A combined mod's level requirement is equal to the highest level requirement of its component mods.

If a steamwright has previously applied a mod to one of his master inventions as a permanent upgrade, and that mod can be combined with another mod, he can replace the upgrade with the combined mod when that invention becomes a master invention. Once chosen, the new upgrade is permanent.

Example: At 8th level, Deng permanently applies *projectile* to her belcher with the upgrade class ability. At 9th level, she takes Invention Mastery and selects the belcher as one of her master inventions. She may now permanently replace her belcher's projectile upgrade with the combined concentrated/projectile master mod.

Mods that allow enhanced effects when expending additional uses can still be used in the normal manner for the standard cost.

Weaponized Invention Master Mods

✪ Belcher
• **Combined Mod:** *Concentrated* and *projectile*.
• **Intense:** By expending triple the normal uses per activation, the belcher's damage dice are increased from d4s to d8s. Level Requirement: 12th

✪ Decoy Module
• **Combined Mod:** *Armored* and *resilient*.
• **Offensive Decoy:** The steamwright can command the decoy to attack an enemy within reach as a swift action. It may make an unlimited number of attacks of opportunity per round (though it still may only make one attack per each action that triggers such an attack).

✪ Grenade Cannon
• **Combined Mod:** *Destructive* and *micronized*.
• **Intense:** By expending triple the normal uses per activation, the grenade cannon's damage dice are increased. Each 1d10 becomes 2d6. Level Requirement: 14th

✪ Havoc Punch
• **Combined mod:** *Immaculate fist* and *power punch*.
• **Grandmaster:** As a standard action, the steamwright may make an attack with this weapon as a touch attack. All damage from this attack counts as electricity or sonic damage (determined when this mod is applied). When this mod is applied, this invention gains Uses Per Day equal to 3 + Intelligence modifier. Only using the ability conferred by this mod consumes the invention's uses, though it consumes two uses each time it is activated. Level Requirement: 15th

✪ Induction Beam
• **Combined mod:** *Extended beam* and *high voltage*.
• **Intense:** By expending triple the normal uses per activation, the induction beam's damage dice (including the damage from the feedback loop mod) are increased from d4s to d8s. Level Requirement: 12th

✪ Power Tool
• **Convenient:** Select one other one-handed invention when this mod is applied (or during daily invention maintenance if this is a permanent upgrade). That invention is incorporated into the power tool. While still counted as two separate inventions for the purposes of uses per day or other applied mods, they are now a single item. Inventions that must be wielded to be used (such as the aegis or melee weapons) cannot be combined. Deployed inventions such as the turret or decoy module are deployed directly from the power tool and are returned there when not in use.
• **Grandmaster:** As a standard action, the steamwright may make an attack with this weapon as a touch attack. All damage from this attack counts as electricity or sonic damage (determined when this mod is applied). When this mod is applied, this invention gains Uses Per Day equal to 3 + Intelligence modifier. Only using the ability conferred by this mod consumes the invention's uses, though it consumes two uses each time it is activated. Level Requirement: 15th

✪ Thundershot
• **Combined Mod:** *Efficient* and *quick reload*.
• **Grandmaster:** As a standard action, the steamwright may make an attack with this weapon as a ranged touch attack. All damage from this attack counts as electricity or sonic damage (determined when this mod is applied). Each use of the thundershot in this manner consumes two uses. Adding firepower to this attack consumes an additional use. Level Requirement: 15th

Turret

• **Combined Mod:** *Accurate*, *resilient*, and *shielded*.

• **Twin Turret:** By expending triple the normal uses per activation, this invention instead creates two turrets adjacent to the steamwright. These two turrets may be commanded with a single swift action. If combined with the javelin mod, the two turrets deploy in any squares adjacent to the target.

Other Invention Master Mods

Aegis

• **Iron Defense:** By expending triple the normal uses per activation, the shield bonus provided by the aegis increases to +4. This bonus lasts for 3 turns.

Audiograph

• **Combined Mod:** *Recorder* and *parabolic*.

Automatic Translator

• **Combined Mod:** *Polyglot* and *scanner*.

Balance Inhibitor

• **Disorienting:** By expending triple the normal uses per activation, targets that fall prone must make an additional Fortitude save or be staggered for one round.

Beacon Tracker

• **Combined Mod:** *Subtle* and *tenacious*.

Breathing Mask

• **Combined Mod:** *Air supply* and *improved filter*.

Dematerializer

• **Energized:** The dematerializer's base uses per day increase to 3 + Intelligence modifier.

Dragoneye Monocle

• **Retroactive:** By expending triple the normal uses per activation, the dragoneye monocle can be used after an attack roll is made but before the steamwright knows the results of that roll.

Entangler Sphere Launcher

• **Combined Mod:** *Rooted* and *selective*.

Foil Helmet

• **Reactive:** If the steamwright is subjected to a mind-affecting effect and the foil helmet is not currently providing its benefits, it expends triple the normal uses (if available) to activate itself automatically and protect the steamwright from that effect. This occurs even if the steamwright is not aware of the effect, potentially alerting him to a hostile effect he would not have otherwise noticed. Level Requirement: 12th

Golemite Familiar

• **Improved Golemite:** If your golemite familiar is destroyed, you may rebuild it once per day without cost. This requires ten minutes of work and a source of scrap metal and spare parts.

✪ Grappleshot
• **Alchemical grapple:** The normal hook and rope is replaced with a sticky alchemical substance projected by the grappleshot. This substance has hardness 10, but evaporates immediately if disconnected from the grappleshot. The steamwright can disconnect the line as a free action. The grappleshot carries enough of this substance to provide for all of its uses per day, so it need not be winched before it is used again (though using it again automatically disconnects and evaporates any lines fired previously). The invention is not disabled if the rope is severed.

✪ Hazard Detector
• **Combined Mod:** *Antimagic* and *hands-free*.

✪ Hyperbolic Marksman's Gloves
• **Impossible Shot:** By expending triple the normal uses per activation when using trajectory manipulation, the steamwright can bend a missile's trajectory around the target's defenses, allowing the ranged attack to be resolved as a touch attack. This may only be done once per turn. Level Requirement: 12th

✪ Inertial Interference Field
• **Fortified:** Once per hour, the inertial field can negate the effects of a critical hit, sneak attack, or other precision damage as an immediate action. The affected attack is treated as a normal attack.

✪ Keensight Goggles
• **Improved Optic Shields:** The steamwright becomes immune to blindness and gaze attacks.

✪ Kinetic Shield
• **Invulnerability:** The steamwright gains damage reduction 3/-. This does not stack with damage reduction from other sources. Level Requirement: 15th

✪ Magnet Glove
• **Puppeteer:** The magnet glove can be used to make a trip, drag, reposition, or bull rush attacks against an opponent composed of metal or wearing metal equipment within its range. The steamwright's CMB for this maneuver is equal to his steamwright level + Intelligence modifier with a +4 bonus. Level Requirement: 12th

✪ Mass Reallocation Unit
• **Combined Mod:** *Convenient* and *expanded*.

✪ Morphocrete Dispenser
• **Combined Mod:** *Construction foam* and *micronized*.

✪ Multitool
• **Craftsman:** The steamwright can expend one use of the tool to gain a +10 insight bonus to a single Craft or Profession skill check.

✪ Nap Gun
• **Insidious:** By expending triple the normal uses per activation, the nap gun's effects become more potent. When boosted, each time the target succeeds on a save to resist the nap gun's effects, its save DC increases by +2 against that target on future attacks. This effect stacks up to three times and lasts one hour, or until the target is rendered unconscious. Sleep effects from the nap gun now last one hour when used in this manner. Level Requirement: 11th

✪ Obfuscator
• **Thickened:** By expending triple the normal uses per activation, the resulting fog also functions as the spell, *solid fog*.

✪ Optimized Armor
• **Combined Mod:** *Enhanced armor* and *mobile*.

✪ Paralyzer
• **Insidious:** By expending triple the normal uses per activation, the paralyzer's effects become more potent. When boosted, each time the target succeeds on a save to resist the paralyzer's effects, its save DC increases by +2 against that target on future attacks. This effect stacks up to three times and lasts one hour, or until the target is paralyzed.

✪ Patchgun
• **Ultimate Repair:** The steamwright can expend five uses of the patchgun to increase the amount repaired to 10 hit points per level.

✪ Personal Vehicle
• **Advanced Customization:** You may apply three features to your vehicle as a single combined mod. You may only apply this mod once (though you can apply additional features individually).

✪ Portable Bulwark
• **Force Bulwark:** The bulwark is no longer a physical shield, but rather a 1-handed device weighing 5 lbs. When used, it projects a wall of pure force in an unoccupied within 30 feet that otherwise acts as the normal portable bulwark, except that it is up to 10 feet wide. This wall is opaque from one side and transparent from the other. It has 30 hardness and 20 hit points per level of the steamwright. Knocking the wall over requires a DC 30 strength check. The steamwright can reposition the wall or move it anywhere within 30 feet (standing it back up, if it has fallen) as a swift action. If the wall is destroyed, the steamwright can create another by expending another use of this invention.

✪ Portable Generator
• **Combined Mod:** *Inductive charge* and *rapid recharge*.

✪ Rocket Harness
• **Rocketman:** The steamwright can expend three uses of the rocket harness to perform a flying charge that deals double normal damage (triple if using a lance). If this attack misses, he must make a Fly skill check vs. DC 20 or crash into the ground as he loses control of the harness.

✪ Springboots
• **Highjumper:** The springboots no longer consume uses per day; their effect is constant while worn. The steamwright may jump as part of a charge as long as he otherwise moves in a straight line.

✪ Trouble Bubble
• **Combined Mod:** *Armored* and *hardened*.

✪ Vocalizer
• **Combined Mod:** *Long range* and *subsonic*.

✪ Zombinator
• **Deadly Zombies:** The zombies animated with this invention are no longer permanently staggered.

Steamwright NPCs

Deng

Even early in life, Deng found her homeland of Ionara to be a frigid and unpleasant place. When it came time for her to seek a vocation, she selected a life of study so that she might spend her days in her tribe's warm library. She showed an unexpected talent for alchemy and engineering, quickly surpassing every goal her teachers set. One spring, the tribe sent several of Deng's inventions to the court of Queen Kyranix as part of their yearly tribute. The Queen's advisors commended the young rapacian's ingenuity and provided funds so that she might travel to Urbana and continue her education with the Steamwright Guild - and serve the Ice Queen's interests in Mekanus.

Though Deng was happy to leave Ionara, she did not look forward to the life of a scholar. She wanted to see the world. She knew now that would never happen. The Ice Queen never offered such a gift without expecting a lifetime of obligation in return. Deng would be required not only to join the Steamwright Guild, but to act as a spy until the Queen recalled her. An honest and forthright person, the idea of life as a double agent appealed to Deng even less than an Ionaran winter.

During the trip to Mekanus, a Grey Isles death hulk attacked Deng's ship. The crew panicked as a horde of undead swarmed their vessel. Meanwhile, Deng calmly climbed into the crow's nest, took aim on the Grey Master necromancer at the helm of the enemy hulk, and shot him in the skull. The uncontrolled zombies were quickly driven into the sea and Deng was celebrated as a hero.

When the ship sailed into port at Mekanus, Deng did not disembark. Balaquim was the ship's next port of call. The captain knew the young rapacian's calm demeanor, keen eye, and powerful inventions would be of great value defending his ship against the pirates of Rook's Roost. He offered her a sizeable sum to remain on board as the ship's security officer for the rest of the trip, and Deng took it. In Balaquim, she set out to find her own path.

Though part of her regrets missing the opportunity to join the Steamwright Guild, she prefers her freedom. The wild world of Aden is a far greater testing ground for her inventions than the stale and controlled environment of a laboratory. Here, she can wield her weapons against nocturnals, beasts, and bandits firsthand. More importantly, she gets to feel the warm sun on her skin and go wherever she pleases. She does not miss her home, though she misses her tribesmen deeply.

Her actions have made her an outlaw in Ionara, of course. Fortunately, Ionara is far away and Deng has no plans to return. For now, the young steamwright is beneath the Ice Queen's notice, too insignificant a threat to draw any real ire for her defiance.

At least that's what she hopes.

Deng (low level)

Female Rapacian Steamwright 1
CG Medium humanoid (reptilian)
Init +3; **Senses** low-light vision; **Perception** +4

Defense
AC 17, **touch** 13, **flat-footed** 14 (+3 armor, +3 Dex, +1 natural)
hp 10 (1d8+2)
Fort +2, **Ref** +3, **Will** +2

Offense
Speed 30 ft.
Melee bite +2 (1d6+2)
Ranged thundershot rifle +4 (1d10+1)

Steamwright Inventions (1d8 Firepower)
Primary Invention
• *Thundershot*: Mods - brutal, elemental shot (electric), quick reload; Uses/day: 6
Typical Secondary Invention
• *Dragoneye monocle*: Mods - integrated; 6 Uses/day: 6

Statistics
Str 14, **Dex** 16, **Con** 14, **Int** 16, **Wis** 10, **Cha** 8
Base Atk +0; **CMB** +2; **CMD** 15
Feats Point Blank Shot
Traits Cosmopolitan Education (+1 Stealth and counts as class skill), inventive (bonus mod)
Skills (**Armor Check Penalty: -1*) Craft (alchemy) 1 (+7), Craft (machinery) 1 (+7), Disable Device 1 (+8), Knowledge (dungeoneering) 1 (+7), Knowledge (engineering) 1 (+8), Perception 1 (+4), Stealth 1 (+7)
Languages Earthtongue, Lowland, Rapacian, Sylfanic, Western Common
Class Abilities engineering
Favored Class Bonus +1/4 invention DC (grenade cannon)

Weapons and Armor 30 standard rifle ammunition, dagger, gearspanner, studded leather, thundershot rifle
Miscellaneous Equipment 50 feet of hemp rope, backpack, bedroll, driving goggles, engineer's toolkit, mess kit, thieves' tools, utility belt, utility belt
Wealth 6 gp

Deng (mid-level)

Female Rapacian Steamwright 6
CG Medium humanoid (reptilian)
Init +4; **Senses** low-light vision; **Perception** +14

Defense
AC 20, **touch** 14, **flat-footed** 16 (+5 armor, +4 Dex, +1 natural)
hp 45 (6d8+12)
Fort +5, **Ref** +7, **Will** +6

Offense
Speed 30 ft.
Melee bite +6 (1d6+2)
Ranged *+2 thundershot rifle* +10 (1d10+3)

Steamwright Inventions (2d8 Firepower)
Primary Inventions (mods marked with an asterisk* are permanent upgrades)
• *Thundershot*: Mods - brutal, efficient, enhancer (+2), quick reload*; Uses/day: 14
• *Grenade Cannon*: Mods - destructive, potent; DC 19, 2d10+4 damage; Uses/day: 7
Typical Secondary Inventions
• *Dragoneye monocle*: Mods - integrated; Uses/day: 7
• *Grapplasso*: Mods - swift; Uses/day: 7
• *Turret*: AC 18, touch 15, flat-footed 18 (+3 armor, +4 deflection, +1 size); Mods: resilient; hp 22; Fort +2, Ref +2, Will +5; Attacks: ranged shot +8 (1d8+4); Uses/day: 7

Statistics
Str 14, **Dex** 19, **Con** 14, **Int** 18, **Wis** 10, **Cha** 8
Base Atk +4; **CMB** +6; **CMD** 20
Feats Point Blank Shot, Precise Shot, Rapid Shot
Traits Cosmopolitan Education (+1 Stealth and counts as class skill), inventive (bonus mod)

Female Rapacian Steamwright 12
CG Medium humanoid (reptilian)
Init +7; **Senses** low-light vision; **Perception** +20

Defense

AC 29, **touch** 19, **flat-footed** 22 (+8 armor, +7 Dex, +2 natural, +2 deflection)
hp 87 (12d8+24)
Fort +8, **Ref** +13, **Will** +10

Offense

Speed 30 ft.
Melee bite +11/+6 (1d6+2)
Ranged +4 thundershot rifle +20/+15 (1d10+5)

Steamwright Inventions (4d8 Firepower)

Primary Inventions (mods marked with an asterisk* are permanent upgrades)
• *Thundershot*: Mods - brutal, deadly, enhancer (+4)*, grandmaster*, efficient/quick reload*; Uses/day: 18
• *Grenade Cannon*: Mods - destructive, potent; DC 24, 4d10+4 damage; Uses/day: 9
• *Dragoneye monocle*: Mods - enhanced accuracy, integrated, retroactive; Uses/day: 9
• *Grappleshot*: Mods - swift, grapplasso; Uses/day: 9

Typical Secondary Inventions
• *Hyperbolic Marksman's Gloves*: Mods - deflection aura; Uses/day: 9
• *Turret*: AC 20, touch 17, flat-footed 20 (+3 armor, +6 deflection, +1 size); Mods: enhancer (+4), resilient; hp 43; Fort +4, Ref +4, Will +8; Attacks: ranged shot +19 (1d8+10); Uses/day: 9
• *Paralyzer*: Mods - potent, ranged; DC 25; Uses/day: 9
• *Portable Generator*: Mods: efficient; Uses/day: 18
• *Rocket Harness*: Mods - efficient; Uses/day: 18

Statistics

Str 14, **Dex** 25, **Con** 14, **Int** 22, **Wis** 10, **Cha** 8
Base Atk +9; **CMB** +11; **CMD** 28

Feats Extended Firepower, Invention Mastery (*thundershot, dragoneye monocle*), Point Blank Shot, Precise Shot, Rapid Shot, Tinkerer (2 mods)

Traits Cosmopolitan Education (+1 Stealth and counts as class skill), inventive (bonus mod)

Skills (*Armor Check Penalty: 0; skills marked with an asterisk* are affected by handy class ability*) Appraise 12 (+21), Craft (alchemy)* 0 (+27), Craft (machinery)* 0 (+29), Craft (traps)* 0 (+29), Disable Device 12 (+29), Fly 12 (+21), Knowledge (dungeoneering) 12 (+21), Knowledge (engineering) 12 (+27), Knowledge (geography) 12 (+21), Knowledge (history) 12 (+21), Knowledge (local) 12 (+21), Perception 12 (+20), Stealth 12 (+22)

Languages Arcadian, Earthtongue, Fundamental, Lowland, Nocturine, Rapacian, Sylfanic, Western Common

Class Abilities booby trap, engineering, greater jury-rig, handy (alchemy, machinery, traps), improved inventions, masterworking, overload (x2), technical tap

Favored Class Bonus +1 invention DC (grenade cannon), + 2 invention DC (paralyzer)

Ability Score Increases Dexterity (4th, 8th, 12th level)

Weapons and Armor 30 standard rifle ammunition, dagger, masterwork gearspanner, +4 studded leather, +4 thundershot rifle

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Skills (*Armor Check Penalty: 0; skills marked with an asterisk* are affected by handy class ability*) Craft (alchemy)* 0 (+16), Craft (machinery)* 0 (+18), Disable Device 6 (+18), Knowledge (dungeoneering) 6 (+13), Knowledge (engineering) 6 (+16), Knowledge (geography) 6 (+13), Knowledge (history) 6 (+13), Knowledge (local) 6 (+13), Perception 6 (+14), Stealth 6 (+13)

Languages Earthtongue, Lowland, Nocturine, Rapacian, Sylfanic, Western Common

Class Abilities booby trap, engineering, handy (alchemy, jury-rig, machinery), masterworking technical tap

Favored Class Bonus +1 invention DC (grenade cannon), + 1/2 invention DC (paralyzer)

Ability Score Increases Dexterity (4th level)

Weapons and Armor 30 standard rifle ammunition, dagger, masterwork gearspanner, +2 studded leather, +2 thundershot rifle

Other Magic Items belt of incredible dexterity +2, cloak of resistance +1, eyes of the eagle, headband of vast intelligence +2, potion of cure moderate wounds

Miscellaneous Equipment 50 feet of silk rope, alchemist's kit, backpack, bedroll, driving goggles, masterwork engineer's toolkit, mess kit, ready harness, masterwork thieves' tools, utility belt, utility belt

Wealth 236 gp

Other Magic Items *amulet of natural armor +1, belt of incredible dexterity +6, cloak of resistance +2, eyes of the eagle, headband of vast intelligence +6, potion of cure moderate wounds, ring of protection +2*

Miscellaneous Equipment 50 feet of silk rope, alchemist's kit, backpack, bedroll, driving goggles, masterwork engineer's toolkit, mess kit, ready harness, masterwork thieves' tools, utility belt, utility belt, steamwright's coat

Wealth 436 gp

Dr. Nightshade

Aleksander Huntson was always a little bit different from other children. His parents passed away when he was young, and he was raised by a dowager aunt who was, by the kindest description, eccentric. She was a gifted herbalist and healer, and young Aleksander learned a great deal at her knee while she tended to the other villagers in their remote corner of Arasteen. By his early teens, Aleksander was as gifted an herbalist as his aunt and his interest had begun to spread to other areas as well. By the age of twenty he had read every book in the village at least twice, and traveled as far as a week away to find more knowledge to consume. He could not get enough. He was like a man in the desert dying of thirst. At the age of twenty-two, Aleksander returned from a two-week long trip to a town far south of his village and was enjoying his newly acquired *Treatise on the Essentials of Steam Power* when the Darkfall enveloped Aden.

Nothing he had ever read could prepare him for what he witnessed in those first few moments of darkness. Aleksander herded what survivors he could find into his small repair shop and bolted the doors. Within moments, something powerful was hammering at the walls. Aleksander knew that it was only a matter of time before the enemy battered down the barrier, and then there would be no hope. Unless…

Quickly Aleksander began stripping parts off of the village's old, dilapidated steam engine, which he had been tinkering with despite the village elders' ordering him not to do so. In a matter of moments, he changed its configuration to propel projectiles. He gathered up handfuls of small screws, nails, and other scraps of metal and threw them into the device. As an afterthought, he took one of his favorite flowers, one whose scent reminded him of his now-deceased aunt despite that it was highly poisonous, and crushed it, scattering its juice and spores into the mix. When the horrifying ape-thing finally shattered the door and roared in triumph, it was quite surprised to be cut down by a hail of poisoned scrap metal that had been fired out of the modified engine with the force of a hurricane wind.

The battle to escape the village was long and deadly. Many of Aleksander's neighbors died, but a small number did follow him to safety in the closest neighboring village to the south, one that was possessed of a meager but adequate defensive wall as the result of an encounter with pirates several years earlier. The people there were happy to receive Aleksander's group, and the young man's skills were particularly welcome. Weary and wounded, the young scholar remained in the village for more than a year, constantly practicing and improving both his skill as an engineer, something that he now studied almost obsessively. By the time he departed for Sea Reach, he had become a skilled steamwright.

Sea Reach provided Aleksander with dramatically increased opportunities to expand his skills. He established a reputation as a gifted physician as well as a technologist, and was soon invited to join the Steamwright Guild. His tendency to decorate his home and office with his favorite poisonous plant earned him the nickname "Doctor Nightshade" with the poor who often sought his services. He enjoyed a friendly rivalry with a fellow steamwright, an advanced scholar and mentor whose tendency to engage in long-winded explanations caused Aleksander to jokingly call him "Doctor Balderdash.'

Aleksander spends most of his time in Sea Reach healing the infirm and working tirelessly to create new devices that can be used to fight the Darkfall. He periodically ventures out into the Known Lands,

often in search of knowledge but also as an opportunity to test his new inventions. Since that first trek from his home village, Aleksander has eschewed ranged weapons in favor of close range melee combat. When asked, he has stated that he believes that as a healer, he should value all life. The taking of any life should be done up close and personal, so that the dire effects of such an action cannot be overlooked. Long range weapons make it too easy to kill, and while he has a passion for vengeance against the nocturnals, Aleksander does not wish to become an indiscriminate killer, or to ever lose his sense of perspective over the value of life.

Doctor Nightshade (low level)

Male human steamwright (sapper) 1
LG Medium humanoid (human)
Init +2; **Senses** -; **Perception** +4

Defense

AC 19, **touch** 12, **flat-footed** 17 (+6 armor, +2 Dex, +1 natural)
hp 11 (1d8+3)
Fort +1, **Ref** +2, **Will** +2

Offense

Speed 30 ft.
Melee havoc punch +4 (1d6+4)
Ranged pistol +2 (1d8+1)

Steamwright Inventions (1d8 Firepower)
Primary Inventions
• *Optimized Armor (breastplate)*: Mods - mobile, subtle
• *Havoc Punch*: Mods - heavy handed
Typical Secondary Invention
• *Kinetic Shield*

Statistics

Str 16, **Dex** 14, **Con** 13, **Int** 14, **Wis** 10, **Cha** 10
Base Atk +0; **CMB** +3; **CMD** 15
Feats Power Attack, Tinkerer (1 primary)
Traits Cosmopolitan Education (+1 Heal and counts as class skill), ruffian (+2 hp)
Skills (*Armor Check Penalty: -3*) Acrobatics 1 (+4), Craft (machinery) 1 (+6), Disable Device 1 (+6), Heal 1 (+4), Knowledge (engineering) 1 (+6), Perception 1 (+4)
Languages Lowland, Vanoran, Western Common
Class Abilities sapper training
Favored Class Bonus +1 skill point

Weapons and Armor 20 standard pistol ammunition, dagger, havoc punch, optimized armor (breast plate), pistol
Miscellaneous Equipment 50 feet of hemp rope and grapple hook, backpack, bedroll, belt pouch, engineer's toolkit, flint and steel, mask, pocket watch, thieves' tools, utility belt
Wealth 35 gp

Doctor Nightshade (mid-level)

Male human steamwright (sapper) 6
LG Medium humanoid (human)
Init +2; **Senses** -; **Perception** +9

Defense

AC 24, **touch** 13, **flat-footed** 22 (+8 armor, +2 Dex, +3 natural, +1 deflection)
hp 41 (6d8+8)
Fort +3, **Ref** +4, **Will** +5

Offense

Speed 30 ft.

Melee +2 *havoc punch* +11 (1d8+8)

Ranged masterwork pistol +7 (1d8+1)

Steamwright Inventions (2d8 Firepower)

Primary Inventions (mods marked with an asterisk* are permanent upgrades)

• *Optimized Armor (breastplate)*: Mods - enhanced armor (+2), mobile, subtle, unrestricted

• *Havoc Punch*: Mods - enhancer (+2), heavy handed*

• *Kinetic Shield*: Mods - toughened (+3)

• *Obfuscator*: Mods - roiling; Uses/day: 6 (incorporated into armor)

Typical Secondary Inventions

• *Hazard Detector*: Mods - antimagic.

• *Springboots*: Uses/day: 6

• *Keensight Goggles*: Mods - darkvision; Uses/day: 6

Statistics

Str 19, **Dex** 14, **Con** 13, **Int** 16, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** +8; **CMD** 20

Feats Furious Focus, Power Attack, Tinkerer (x2, 1 primary, 2 mods), Weapon Focus (unarmed),

Traits Cosmopolitan Education (+1 Heal and counts as class skill), ruffian (+2 hp)

Skills (*Armor Check Penalty: 0; skills marked with an asterisk* are affected by handy class ability*) Acrobatics 6 (+16), Craft (machinery)* 0 (+14), Disable Device 6 (+14), Heal 6 (+9), Knowledge (engineering) 6 (+12), Knowledge (local) 6 (+12), Perception 6 (+9), Stealth 6 (+16)

Languages Lowland, Nocturine, Vanoran, Western Common

Class Abilities booby trap, handy (machinery), jury rig, sapper training, technical tap

Favored Class Bonus +6 skill points

Ability Score Increases Strength (4th level)

Weapons and Armor 20 standard pistol ammunition, dagger, *+2 havoc punch*, optimized armor (*+2 breastplate*), masterwork pistol

Other Magic Items *2 potions of invisibility, belt of giant strength +2, boots of elvenkind, cloak of elvenkind, headband of vast intelligence +2, ring of protection +1*

Miscellaneous Equipment 50 feet of silk rope, backpack, bedroll, belt pouch, masterwork engineer's toolkit, flint and steel, mask, pocket watch, masterwork thieves' tools, utility belt

Wealth 225 gp

Doctor Nightshade (high-level)

Male human steamwright (sapper) 12

LG Medium humanoid (human)

Init +2; **Senses** -; **Perception** +15

Defense

AC 33, **touch** 16, **flat-footed** 31 (+12 armor, +2 Dex, +5 natural, +3 deflection, +1 insight)

hp 89 (12d8+26)

Fort +5, **Ref** +6, **Will** +8

Offense

Speed 30 ft.

Melee +4 *havoc punch* +21/+16 (1d8+14)

Ranged masterwork pistol +12 (1d8+1)

Steamwright Inventions (4d8 Firepower)

Primary Inventions (mods marked with an asterisk* are permanent upgrades)

• *Foil Helmet*: Mods - iron mind; Uses/day: 6

• *Grappleshot*: Mods - adhesive, grapplasso, swift; Uses/day: 6

• *Havoc Punch*: Mods - enhancer (+4), grandmaster*, heavy handed*, immaculate fist/power punch

• *Kinetic Shield*: Mods - slow fall, toughened (+5)

• *Obfuscator*: Mods - ranged, roiling; Uses/day: 6 (incorporated into armor)

• *Optimized Armor (mithral arbiter armor)*: Mods - enhanced armor (+4)/mobile*, heavy, subtle, unrestricted

Typical Secondary Inventions

• *Dematerializer*: Mods - efficient. Uses/day: 2

• *Hazard Detector*: Mods - antimagic

• *Inertial Interference Field*: Mods - none.

• *Keensight Goggles*: Mods - darkvision, ultravision; Uses/day: 6

• *Springboots*: Uses/day: 6

Statistics

Str 25, **Dex** 14, **Con** 13, **Int** 18, **Wis** 10, **Cha** 10

Base Atk +9; **CMB** +15; **CMD** 27

Feats Furious Focus, Invention Mastery (havoc punch, optimized armor), Power Attack, Repurposing, Tinkerer (x3 - 1 primary, 4 mods), Weapon Focus (unarmed)

Traits Cosmopolitan Education (+1 Heal and counts as class skill), ruffian (+2 hp)

Skills (*Armor Check Penalty: 0; skills marked with an asterisk* are affected by handy class ability*) Acrobatics 12 (+22), Craft (alchemy)* 0 (+19), Craft (machinery)* 0 (+21), Disable Device 12 (+21), Heal 12 (+15), Knowledge (dungeoneering) 12 (+19), Knowledge (engineering) 12 (+19), Knowledge (local) 12 (+19), Perception 12 (+15), Stealth 12 (+22)

Languages Jurakti, Lowland, Nocturine, Vanoran, Western Common

Class Abilities booby trap, greater jury rig, handy (alchemy, machinery), improved inventions, overload (x2), sapper training, technical tap

Favored Class Bonus +12 skill points

Ability Score Increases Strength (4th, 8th, 12th level)

Weapons and Armor 20 standard pistol ammunition, dagger, *+4 havoc punch*, optimized armor (*+4 breastplate*), masterwork pistol

Other Magic Items *belt of giant strength +6, boots of elvenkind, cloak of elvenkind, headband of vast intelligence +4, ioun stone (dusty rose prism, +1 AC), ring of invisibility, ring of protection +3*

Miscellaneous Equipment 50 feet of silk rope, alchemist's kit, backpack, bedroll, belt pouch, masterwork engineer's toolkit, flint and steel, mask, pocket watch, masterwork thieves' tools, utility belt

Wealth 625 gp

4 APPENDIX

ITEMS

Equipment

✿ **Steamwright's Coat** - This loose leather overcoat is designed to be worn comfortably over light or medium armor (or even heavy armor, as long as it is steamwright optimized armor). Such garments are popular accessories for adventuring steamwrights who utilize a variety of hand-held inventions.

In addition to being a fine coat (it functions as a cold weather outfit, providing a +5 bonus to Fortitude saves vs. cold weather) the coat features four large internal pockets. Each of these contains a thin steel chain on a spring-loaded pulley. As a standard action, one of these chains can be attached to an item weighing five pounds or less, so long as it has some sort of loop for the chain to fasten to (for a steamwright, adding such a design into an invention during daily maintenance is a trivial task). Attached items can be detached again with a free action.

If dropped or disarmed, attached items will simply fall and dangle against the coat, and can be drawn again or stowed back in their pocket as a move action. (Any dangling items impose a -1 penalty to attack rolls and Strength or Dexterity related ability checks or skill checks until put away properly.) The spring-loaded chain helps guide the item back into its proper pocket without distracting the wearer, allowing an item to be stowed back into the coat without provoking an attack of opportunity.

Cost 100 gp; **Weight** 5 lbs.

✿ **Golem Turret** - Essentially a modified vehicle gunner tripod, this customized harness is designed to rest comfortably upon a golem's shoulders. A rider sitting on the golem's back (due to the Steed writ, for example) can secure a crossbow or firearm to the turret as a standard action. Thereafter, the weapon cannot be disarmed and the rider can effectively fire it while still leaving his hands free for other activities (he can man or release the weapon as a free action). For obvious reasons these turrets cannot be attached to sludge golems.

A golem turret must be custom made for a specific golem, though a scavenged turret can be modified for a golem of the same size and type with a Craft (mechanics) check vs. DC 15 and one hour of work. Double this time and increase the DC by 5 for a golem of the same size but a different type.

Cost 50 gp; **Weight** 15 lbs.

✿ **Lock Release Gun** - This complex device houses several fine pins in a single, spring-loaded housing. A user skilled in picking locks can utilize the device to pick a lock as a standard action. Though this still requires a standard Disable Device skill roll, the device counts as a masterwork tool and grants a +2 circumstance bonus to the roll. The lock release gun can only be used for tumbler-based locks (those commonly found on doors and chests) and is useless for removing traps or other applications of Disable Device.

Cost 300 gp; **Weight** 3 lbs.

✿ **Morphocrete Quencher** - This small flask of diluted morphocrete solution is designed to render its contents an aerosol cloud when shattered. When thrown, it shatters in a burst of chemical mist that neutralizes nonmagical acids and quenches nonmagical fire in a 5 foot radius. Quencher deals 1d6 damage to oozes or creatures with the fire subtype on a direct hit, and deals 1 splash damage to such creatures within 5 feet.

Crafting Alchemy DC 20; **Cost** 20 gp; **Weight** 1 lb.

Combining Inventions

Certain inventions, such as the aegis, optimized armor, thundershot, and power tool, function as standard pieces of equipment once created. While these items can be turned into magic items normally, all magical properties are permanently lost if the steamwright ever disassembles the invention. In the case of primary inventions, magical properties and normal functionality are retained if the steamwright modifies or fails to maintain the invention. A primary thundershot enchanted with the properties of a +1 weapon will remain a *+1 rifle* even if the steamwright fails to maintain it, though it will not function as a thundershot until a steamwright maintains it again.

Alternately, a steamwright can combine an invention with an existing item of the appropriate type during his daily maintenance period. Items made of special materials can be incorporated into inventions and retain their properties. For example, if a steamwright finds a *+1 rocbar* forged from cold iron, he may choose to incorporate a power tool invention into that item, retaining the magic weapon properties and the special material properties. If the steamwright fails to maintain such an invention, it merely loses whatever qualities being an invention bestowed upon it.

Further, though inventions do not technically occupy slots, inventions that overlap with certain item slots, such as goggles or gloves, can be incorporated into mundane or magical items of the same type if the owner wishes. Multiple inventions worn on the same part of the body, such as keensight goggles and a dragoneye monocle, may be combined into a single item and only weigh as much as the heaviest invention used. These still count as separate inventions and must be modified and activated separately. The only exception to this rule is inventions that must be held in hand to be activated. These inventions may not be combined with other inventions unless the rules specifically allow it (such as through the use of optimized armor or special mods).

✿ **Morphocrete Satchel** - This is a small satchel of dense morphocrete goo. When exposed to air, it quickly hardens into a tough, buoyant foam and adheres to whatever surface it touches. This can be used to seal doors (DC 20 Strength check to open) or simply create difficult terrain in the square where it is thrown. If emptied in water, it will instead create a buoyant mass that can be used as a floatation device (granting a +2 bonus to Swim checks). The morphocrete dissolves after one hour.

Crafting Alchemy DC 20; **Cost** 40 gp; **Weight** 3 lbs.

Weapons

✿ **Battlesaw** - A strange fusion of a longsword and a saw, this serrated blade is favored by sappers. The battlesaw grants a +2 circumstance bonus to sunder attacks and ignores two points of hardness when damaging an item.

✿ **Target Pistol** - These special firearms are constructed with more sensitive triggers, longer barrels, and finely tuned sights, granting extraordinary accuracy at the cost of stopping power. Before the Darkfall these pistols were prized by the nobility and used for marksmanship competitions. Of late, they have become popular accessories for mechamages, who are often less concerned with killing their opponent and more interested in making sure an ensorcelled bullet finds its mark. A target pistol receives a +1 circumstance bonus on attack rolls against targets within the first range increment but suffer a -1 damage penalty and any damage reduction the target applies against the attack is doubled.

These weapons use standard pistol ammunition.

✿ **Invention Spike** - This is a small, retractable spike that can be built into any handheld invention or other small item (though it is not at all discreet, making it very obvious that something has been fastened to the item). The blade can be extended or retracted as a free action. While the blade cannot be used in conjunction with the invention's normal function, it allows the steamwright to use that invention as a melee weapon if nothing else is available (he is considered armed while the blade is extended). Invention spikes come in 1-handed and 2-handed varieties. They can be removed or attached to an invention as a full-round action.

Magic Items

✿ **Gem of Loyalty**

Aura strong transmutation; **CL** 12th

Slot none; **Price** 4,000 gp; **Weight** 1 lb.

This gleaming gem must be permanently attached to a golem minion. Once so attached, the golem's Loyalty is increased by 1. Only one such gem may be attached to a golem at a time. The gem can only be removed if the golem is destroyed or rendered inert, or by its master when inserting the golem's writs for the day (the gem is removed just before writs are inserted, negating the gem's benefit).

Construction

Requirements Craft Construct, Craft Wondrous Item, *bestow brilliance*; **Cost** 2,000 gp

✿ **Golemlights**

Aura faint evocation; **CL** 5th

Slot none; **Price** 300 gp; **Weight** 1 lb.

Popular among mechamages, these items are merely *everburning torches* modified to draw upon the inherent magic of a golem minion to increase their illumination. When detached from a golem minion, these stone or metal orbs simply function as an *everburning torch* (and may be mistaken for one). With ten minutes of work and a Craft (machinery) check vs. DC 10, up to two of these lights can be permanently affixed to (or removed from) a golem minion. Though they may be attached to sludge golems, they will be left behind if the golem squeezes through a space smaller than the orbs.

When attached to a golem minion, the golemlights project normal light in a 60 foot cone in front of the golem and increase the light by one step in a 120 foot cone beyond that (up to normal light). The golem minion can light, douse, or change the direction of a golemlight as a free action. Commanding it to do so is a command action for the golem's master.

Construction

Requirements Craft Construct, *continual light*; **Cost** 600 gp

✿ **Goreaux's Guide to Golems and Other Manifold Machinations (enhanced)**

Aura moderate transmutation; **CL** 6th

Slot none; **Price** 500 gp; **Weight** 2 lbs.

Even in its mundane form, the Goreaux's Guide is a valuable reference book for those of the magical or technological persuasion. A magical version features passages that can greatly enhance the user's creations. If the user spends ten minutes referring to the manual, he may immediately remove and replace all of the writs on a golem minion

Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Crit	Range	Wgt.	Type	Special
Light Melee Weapons								
• Invention Spike (1-handed invention)	10 gp	1d3	1d4	X2	-	1	P	-
Two-Handed Melee Weapons								
• Invention Spike (2-handed invention)	15 gp	1d4	1d6	X2	-	3	P	-
Exotic Weapons								
One-Handed Melee Weapons								
• Battlesaw	15 gp	1d8	1d10	19-20/X2	-	4 lbs.	S	steamwright
Firearms								
• Target Pistol	50 gp	1d4	1d4	X2	40	2 lbs.	B/P	-

under his control or remove and replace all the mods on his steamwright inventions. Once used in this manner, the book's magical properties fade (though it remains an interesting technical manual).

Magical versions also occasionally include instructions for creating 1d4 random mechamage writs. A mechamage can copy these into his spellbook normally.

Construction

Requirements Craft Wondrous Item, *greater magic weapon*; **Cost** 250 gp.

✿ Ring of Servitude

Aura moderate transmutation; **CL** 9th

Slot ring; **Price** 20,000 gp; **Weight** -

These ornately jeweled manite rings are popular accessories for members of the Veiled Council and other Yzeemite elite. The ring allows its user to cast *construct servant III* once per day with a range of touch. The resulting construct remains animated indefinitely, or until the ring is used to animate another item.

Requirements Craft Construct, Forge Ring, *construct servant III*; **Cost** 10,000 gp

✿ Runic Inventions

Aura faint transmutation; **CL** 5th

Slot none; **Price** varies; **Weight** by item

These curious magical items are the result of collaborations between steamwrights and mages. What begins as a steamwright's invention is enhanced and empowered by a spellcaster, allowing that item to function even when used by someone other than its creator.

When creating a runic invention, the participation of both a spellcaster with the appropriate item creation feats and a steamwright who can create the requisite invention is mandatory. Once the runic invention is complete, it no longer counts against the steamwright's maximum invention slots and can be used normally by anyone. Runic inventions with limited uses per day always have five uses per day.

If an actual steamwright obtains a runic invention, he can apply his own mods to that invention during his daily invention maintenance as if it were his own invention. If he does so, the invention counts as one of his inventions in that it ceases to function properly for anyone but the steamwright until the mods are removed. These mods can be removed by the steamwright during his daily invention maintenance or by anyone else with an hour of work and a DC 15 Craft (machinery) skill check.

At the present time, the art of runic invention is relatively new and can only be applied to the inventions on the following list. Only the listed mods can be permanently applied to a runic invention, altering the base price accordingly.

✿ **Audiograph - Cost:** 2,000 gp; **Mods**: *parabolic* (+1500 gp), *recorder* (+1000 gp)

✿ **Automatic Translator - Cost:** 1,500 gp; **Mods**: *polyglot* (+750 gp), *scanner* (+1000 gp); **Note:** Particularly obscure or rare languages may increase the price of this item by up to 500 gp.

✿ **Hazard Detector - Cost:** 5,000 gp; **Mods**: *hands-free* (+2,000 gp)

✿ **Multitool - Cost:** 1,500 gp; **Mods**: *quick* (+500 gp)

✿ **Vocalizer - Cost:** 2,500 gp; **Mods**: *long-range* (+500 gp), *subsonic* (+2,000 gp); **Note:** This includes a main unit and two earpieces. A steamwright may attune all of these to function as satellite earpieces for his own set of vocalizers. Any mods possessed by the runic invention will apply to his vocalizers as well, and vice versa.

Construction

Requirements Craft Wondrous Item, *everheat rune*, steamwright level 5th+, component inventions; **Cost** 1/2 item cost

✿ Smult Grease

Aura faint transmutation; **CL** 3rd

Slot none; **Price** 50 gp; **Weight** 1 lb.

This thick black grease was originally devised by steamwright mechanics working on the Thunder Trail. However, its design has since been appropriated and rebranded by Urbanan engineers. When rubbed on a manite engine, it has the effects of an *everheat rune*. When applied to a steamwright invention, it restores 1d4 uses of that invention (up to the invention's maximum). When applied to a construct, it grants that construct 2d6 temporary hit points for one hour. It may not be applied to the same invention, engine, or construct more than once a day.

Construction

Requirements Craft Wondrous Item, creator must have 5 rank in Knowledge (engineering), *everheat rune*; **Cost** 25 gp.

CHARACTER OPTIONS

⚙ Feats

Cunning Constructs [Mechamage]

Your golem minion and other constructs are more intelligent than normal.

Prerequisite: golem minion class ability or Pet Construct feat

Benefit: Your golem minion gains an Intelligence score of 6, an alignment within one step of your own, and the ability to converse in one language that you know. Any command that you could reasonably deliver in a short time is a free action. It will now act to defend itself if attacked, recognize your allies as its allies, and otherwise behave in a more intelligent manner. If you have multiple golem minions they may have different alignments and personalities, though the same golem will always have the same alignment, personality, and memories when activated. If separated from you, the golem will still attempt to return to you as quickly as possible, but will use its enhanced abilities to do so in a more intelligent manner.

Additionally, any animated objects you create with *construct servant* spells now have 3 Intelligence and 10 Wisdom, improving their Will saves, granting them the ability to speak and understand one language you know, and allowing them to interpret your commands in a more intelligent manner (though they still require the usual effort

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Feat Traits

Some of these feats have the [Steamwright] trait for the purposes of new archetypes introduced in this book. Others have the [Mechamage] trait, allowing them to be taken in lieu of an item creation feat with the bonus feats a mechamage receives every five levels. This can be especially helpful in campaigns where time or economic constraints make item creation feats less than optimal choices, or for players who don't wish to dabble in such things.

The following feats from the *Thunderscape Campaign Setting* are also now considered to have these traits:

[Steamwright]: Tinkerer

[Mechamage]: Inspiring Mechamagic

to command). In addition, intelligent *construct servants* receive more advanced construction point options, as seen elsewhere in this book.

Finally, any constructs that you create with the Craft Construct feat or grant sentience with the *"it's alive!"* spell will gain an alignment within one step of your own, have at least 3 Intelligence and 10 Wisdom, and will have a friendly disposition toward you.

Extended Firepower [Steamwright]

You can use your firepower to prolong the range of your inventions.

Prerequisite: steamwright level 5th

Benefit: At the beginning of your turn, you may give up the use of your firepower class ability until the beginning of your next turn. The range (or range increment) of one of your inventions is increased by the base range until the beginning of your next turn. This is cumulative with mods that affect range, but does not affect inventions with melee range. The area of an invention's effects is not changed unless that area is defined by its range (a grenade cannon or entangler sphere launcher, for example, would have increased range but affect the same area while a belcher's cone or an induction beam's line would be twice the length, covering a much greater area).

In addition to this ability, you gain an additional mod per day which can be applied to any of your inventions as per the normal rules.

Golem Conduit [Mechamage]

You can deliver touch spells through your golem.

Prerequisite: golem minion class ability

Benefit: If your golem minion is within 60 feet, you may transfer any touch spell you cast to the golem. When the golem acts, it may deliver this spell via a touch attack as a standard action or make a normal attack, delivering the touch spell if it hits with a slam attack. The golem minion can hold the charge of a touch spell until it discharges the spell, touches another creature, or you transfer a different touch spell to it. Your golem minion does not discharge touch spells when it touches you.

Improved Automata [Steamwright]

Your automated inventions are particularly powerful.

Prerequisite: steamwright level 4th

Benefit: Any invention that can move or make attack rolls independent of you (such as the turret, decoy module, and golemite familiar) gains a +2 feat bonus to attack and damage rolls and improved evasion as long as you are within 30 feet.

In addition to this ability, you gain an additional mod per day which can be applied to any of your inventions as per the normal rules.

Improved Pet Construct [Mechamage]

You can create a more powerful enduring *construct servant*.

Prerequisite: any item creation feat, any *construct servant* spell, Pet Construct

Benefit: When using Pet Construct to create a permanent animated object, the *construct servant* spell need only be one level lower than the highest level you can cast. The resulting construct gains a +1 bonus to attack and damage rolls and three additional construction points.

Intense Firepower [Steamwright]

You can use your firepower to enhance the strength of your inventions.

Prerequisite: steamwright level 3rd.

Benefit: At the beginning of your turn, you may give up the use of your firepower class ability until the beginning of your next turn. The save DC of one of your inventions is increased by 1 during this time.

In addition to this ability, you gain an additional mod per day which can be applied to any of your inventions as per the normal rules.

Invention Mastery [Steamwright]

You can install even more powerful modifications into your favorite inventions.

Prerequisites: steamwright level 9th

Benefit: Select two of your primary inventions; only one of these may be a weaponized invention. These inventions become master inventions, allowing you to apply master mods to these inventions. Master inventions are still considered primary inventions.

In addition to this, you also gain one additional mod per day which can be applied to any of your inventions as per the normal rules.

Mobile Sniper

You can reload on the move.

Prerequisites: Dex 13+

Benefit: Any time you perform a reload action that requires a move, standard, or full round action you may move up to your speed at the same time. Once per round when performing a reload action that requires a swift or free action, you may take a 5-foot move.

Pet Construct [Mechamage]

You can create an enduring *construct servant*.

Prerequisite: any item creation feat, any *construct servant* spell

Benefit: When using a *construct servant* spell to create a single animated object, the duration is permanent. This must be a *construct servant* spell at least two levels lower than the highest spell level you can cast. (To cast a permanent *construct servant I*, for example, you must be able to cast 4th level mechamage/sorcerer/wizard spells.)

If you use this ability to create a new permanent animated object, any previous ones that you created with this feat immediately become inert objects once more.

Repurposing [Steamwright]

You can adapt one invention into another in an emergency.

Prerequisite: steamwright level 7th

Benefit: Once per day, as a standard action, you can repurpose one of your inventions. If this is a primary invention, you may immediately remove all of its mods (except for upgrades) and replace them with mods of your choice. If it is a secondary invention, you can repurpose it into another secondary invention of your choice, applying the same number of mods to the new one that were applied to the original. You cannot repurpose an invention into an invention that takes longer than a single maintenance period to create (such as a golemite familiar or personal vehicle).

In addition to this ability, you gain an additional mod per day which can be applied to any of your inventions as per the normal rules.

Superior Servants [Mechamage]

Your temporary constructs are more powerful than normal.

Prerequisite: any *construct servant* spell

Benefit: Any animated objects that you create with a *construct servant* spell gain a +4 enhancement bonus to Strength, 2 bonus hit points per hit die, and 2 additional construction points. You can also forego additional constructs created by these spells to gain greater benefits than normal (see the *Construct Servants* section of this book).

Tactical Firepower [Steamwright]

You can trade firepower for greater damage control.

Prerequisite: steamwright level 1st

Benefit: At the beginning of your turn, you may give up the use of your firepower class ability until the beginning of your next turn. Select one of your inventions and select one of the following two effects: 1) Until

the beginning of your next turn, you may exclude a number of squares equal to your Intelligence modifier from any instantaneous area effects created by this invention. 2) All damage inflicted by this invention is nonlethal damage.

In addition to this ability, you gain an additional mod per day which can be applied to any of your inventions as per the normal rules.

Traits

While the following traits are available to all Thunderscape characters, they are primarily useful for steamwrights and mechamages. All traits in this guide are part of the new "Background" category. (As detailed in the *Advanced Player's Guide*, each character can select two traits during character creation, but no more than one from each category.)

✿ **Hardy** Carrying heavy tools around the workshop all your life has prepared you for toting the various implements of an adventurer. Your Strength score is considered two higher for the purposes of encumbrance.

✿ **Hearty** Minion Your golem minion is particularly durable, gaining a +2 trait bonus to its total hit points.

✿ **Innovator:** You have devised a particularly brilliant version of one invention. Select any invention (even one you cannot currently create). You may apply one primary mod to that invention, even if it is a secondary invention. If you ever gain this invention as a primary invention, you may apply this trait to a new invention.

✿ **Inventive** You began tinkering with inventions at an early age, modifying and customizing them to pass the time. You gain an additional invention mod.

✿ **Paranoid** You made your early career as a steamwright disarming deadly traps on the battlefield. You gain a +1 to all Reflex saves vs. traps. Any time you build a hazard detector invention, it receives a free *hands-free* or *antimagic* mod.

✿ **Polyglot** A lifetime of study has exposed you to a variety of foreign cultures. You treat the Linguistics skill as a class skill and speak two additional languages.

✿ **Protected** Your golem minion is extremely protective of you. You gain a +1 trait bonus to Armor Class while adjacent to or riding on your golem minion.

✿ **Synergized** You created your first golem early in life, and after a lifetime of practice you fight by your minion's side with complete harmony. You gain a +1 trait bonus on all attack rolls against an enemy that your golem has damaged in combat since your last turn.

Archetypes

Polymath (Mechamage Archetype)

While all mechamages dabble in the sciences, the polymath has become a true technological virtuoso. Eschewing the services of a golem minion, they instead focus upon powerful inventions. They consider themselves the perfect blend of arcane lore and scientific expertise.

✿ **Spells:** A polymath has a larger selection of spells than a normal mechamage. Select the enchantment, evocation, or illusion school. The polymath can prepare and cast sorcerer/wizard spells from this school normally. However, the polymath's focus on scientific theory over arcane creativity prevents him from adding spells not normally on the mechamage spell list into his spellbook as a true mechamage can.

✿ **Invention (Ex):** At 1st level, the polymath can create items of highly advanced technology. This ability is identical to the steamwright's invention class ability, except that the polymath's rate of progress in creating new inventions is slower (see the *Polymath Class Ability*

Polymath Class Ability Progression

Level	Primary	Secondary	Mods	Firepower
1st	0	1	1	1d8
2nd	0	2	1	1d8
3rd	1	2	3	1d8
4th	1	2	3	1d8
5th	1	2	3	2d8
6th	1	3	3	2d8
7th	1	3	5	2d8
8th	1	3	5	2d8
9th	2	3	5	3d8
10th	2	4	5	3d8
11th	2	4	7	3d8
12th	2	4	7	3d8
13th	2	4	7	4d8
14th	2	5	7	4d8
15th	3	5	9	4d8
16th	3	5	9	4d8
17th	3	5	9	5d8
18th	3	6	9	5d8
19th	3	6	11	5d8
20th	3	6	11	5d8

Progression table). Additionally, a polymath can only possess a single weaponized invention at a time.

A polymath can build and maintain his daily allotment of inventions at the same time that he prepares his mechamage spells for the day. This ability replaces the mechamage's golem minion.

✿ **Firepower (Ex):** At first level, the polymath gains the steamwright's firepower class ability, albeit at a slower rate of progression (see the *Polymath Class Ability Progression* table). This ability replaces the mechamage's writs class ability.

✿ **Emergency Recharge (Su):** At 2nd level, the polymath can use his magical energies to recharge the manite batteries in his inventions. As a standard action, he may expend one prepared spell to recharge a single invention. The spell is immediately lost and the invention regains a number of uses per day equal to the spell's level. This ability only affects inventions with base uses per day equal to 3 + Intelligence or more. At 12th level he may use this ability as a move action. This ability replaces call minion (distress) and call minion (teleport).

✿ **Bonus Feats (Ex):** The polymath may select any steamwright feat (as well as the standard options) with his mechamage bonus feats. He must meet the prerequisites for these feats. His mechamage level counts as his steamwright level for the purposes of steamwright feats taken as bonus feats.

✿ **Sufficiently Advanced (Su):** At 7th level, three times per day, the polymath may apply his firepower to the damage to one of his damage-inflicting spells as if it were an invention, as per the normal rules for firepower. At 18th per level, he may use this ability any time he casts a spell of 3rd level or lower. This ability replaces call minion (intercede) and call minion (automatic teleport).

Prototype (Mechamage Archetype)

Mechamages are Aden's most proficient creators of manite implants. It is only natural that some should indulge in the fruits of their own labor. Instead of crafting magical servants, these individuals turn their mechamagical mastery inward, transforming themselves into golemoids.

✿ **Spells:** Unlike a standard mechamage, a polymath can prepare spells from the evocation school normally. However, the prototype's increased reliance on technology over magic prevents him from adding

Prototype Implants

Level	Minor	Basic	Advanced	Superior
1st	2	1	-	-
2nd	2	1	-	-
3rd	2	1	-	-
4th	2	1	-	-
5th	3	1	-	-
6th	3	1	-	-
7th	3	1	-	-
8th	3	2	1	-
9th	4	2	1	-
10th	4	2	1	-
11th	4	2	1	1
12th	4	3	2	1
13th	5	3	2	1
14th	5	3	2	1
15th	5	3	2	2
16th	5	4	3	2
17th	6	4	3	2
18th	6	4	3	2
19th	6	4	3	3
20th	6	5	4	3

spells not normally on the mechamage spell list into his spellbook as a true mechamage can.

✿ *True Golemoid (Ex):* At 1st level, the prototype is considered a true golemoid. He also gains a steam reserve equal to ½ his class level plus his Intelligence modifier. He gains manite implants as per the *Prototype Implants* table. The save DCs of his implants are equal to 10+½ his class level + his Intelligence modifier, and he may use his Intelligence modifier in place of his Constitution modifier for the effects of any manite implant. This replaces the mechamage's golem minion and writs.

✿ *Implant Master (Ex):* A prototype can craft manite implants quicker than a standard mechamage, reducing overall crafting time by 25%. At 12th level, this reduction increases to 50%. This ability replaces call minion (distress) and call minion (teleport).

✿ *Bonus Feats (Ex):* The prototype selects a metamagic feat, mechamage feat, or steam feat, rather than an item creation feat when he receives bonus feats from the mechamage class at 5th, 10th, and 15th level.

✿ *Self Modification (Ex):* At 7th level, a prototype gains the ability to radically alter his implants at will. Once per day, he may spend an hour modifying his implants. At the end of this time, he must spend three steam points. He may then replace any number of implants granted by this class or by the Manite Blood feat with implants of the same type. An artificial body part that is replaced continues to be artificial. It merely becomes a "normal" manite prosthetic that does not count toward the prototype's maximum allotment of implants. At 18th level, he may replace a single implant at any time by spending three steam points as a standard action. This ability replaces call minion (intercede) and call minion (automatic teleport).

Sapper (Steamwright Archetype)

While most steamwrights are capable combatants, the sapper is a true combat engineer. These brave souls are often found at the front lines of a mechanized army, utilizing their special skills to protect their allies and destroy enemy fortifications. While they do not possess the advanced training of their steamwright counterparts, their combat prowess allows them to focus their expertise in a more pragmatic - and destructive - manner.

✿ *Sapper Training (Ex):* A sapper receives 2 + Intelligence modifier skill ranks per level rather than the 4 + Intelligence modifier per level of a traditional steamwright. However, the sapper receives proficiency with medium armor and all martial weapons (in addition to the normal steamwright proficiencies) at first level. He adds Acrobatics, Stealth, Survival to his class skills, but he loses all Knowledge skills except for dungeoneering, engineering, and local. Additionally, the sapper receives a 25% damage bonus to all firepower rolls when attacking objects (including when using the *technical tap* class ability). This replaces the steamwright's engineering class ability.

✿ *Practical Application (Ex):* At 3rd level, the sapper receives a bonus primary invention. This must be a power tool, havoc fist, optimized armor, or aegis. (If the sapper already has one of these as a primary, he may select any primary invention.) This replaces the masterworking class ability.

✿ *Superior Armaments (Ex):* At 6th and 14th level, the sapper receives a bonus feat. This must be a combat feat or steamwright feat. This replaces the steamwright's handy class ability gained at 6th and 14th level.

Spoiler (Steamwright Archetype)

Aden is a world where advanced technology is used to provide safety, security, and protection. It's only natural that some steamwrights will turn their expertise toward removing those protections. Even an ordinary steamwright makes an excellent criminal, should he put his mind toward such ends. The spoiler is a specialist in this particular arena.

✿ *Infiltration (Ex):* A spoiler adds Climb, Escape Artist, and Stealth to his list of class skills. However, he loses all knowledge skills except for dungeoneering, engineering, and local.

✿ *Sneak Attack (Ex):* The spoiler receives one fewer mod from his class at 1st level. However, he gains the sneak attack class ability as a rogue of equal level. Every three levels, whenever he would receive additional mods from his class, he receives only one additional mod instead of two. Mods gained from feats or other sources are unaffected.

✿ *Trapmaster (Ex):* At 2nd level, the spoiler receives an additional primary invention slot which must be dedicated toward a hazard detector. If you already have a primary hazard detector, you simply gain another primary invention slot. Your hazard detector inventions always receive a free *antimagic* mod. This replaces the masterworking class ability gained at 3rd level.

✿ *Rogue Versatility (Ex):* At 4th, 8th, 12th, 16th, and 20th level the spoiler may choose to give up the upgrade class ability gained at that level and instead select any rogue talent for which he qualifies, treating his steamwright level as his rogue level.

Steamwrights and Sneak Attack

By combining archetypes and classes, it is possible for a steamwright to accrue both sneak attack and firepower damage dice. If these dice are obtained from different classes (for example, by taking class levels of both rogue and steamwright) the resulting damage dice may be applied to the same attack, so long as that attack meets the qualifications for both sneak attack and firepower. If these dice are obtained from the same class (such as the spoiler archetype, an alchemist who combines the scientist archetype with the vivisectionist archetype from the *Advanced Player's Guide*, or the new rogue talents introduced in this book) they do not stack. However, on each applicable attack, the steamwright may choose whether he wishes to apply firepower dice or sneak attack dice.

New Rogue Talent

✪ *Gadgeteer (Ex):* You gain a single invention and one mod slot that functions as the steamwright's Invention class feature. You choose whether the invention is primary or secondary when you take this rogue talent. If you choose a weaponized invention, you gain the firepower class feature. Your steamwright level for the purposes of firepower and invention effects is equal to your rogue level (see Steamwrights and Sneak Attack sidebar). This counts as the invention class feature for the purpose of meeting prerequisites. The rogue must have an Intelligence score of at least 10 to select this talent.

Special: You may take this rogue multiple times, but more than half of your current rogue talents (not counting those granted by feats) may be the gadgeteer talent.

New Manite Implants

Though primarily designed for the new prototype archetype, these manite implants are available to all golemoid characters.

Minor Implants

✪ **Arcane Codex:** A series of manite-infused disks inserted into the side of the skull allow the golemoid to store vast amounts of arcane data. The implant functions as a spellbook with 500 pages. Adding spells to a codex requires the normal material cost (in inscribing the manite discs, rather than ink) and time as scribing the spell into a spellbook. Spells may be erased from the implant in half the time it takes to scribe them to it. Though an arcane codex (like all implants) ceases to function after its user's death, the spells remain inscribed upon its disks. Only the bearer of an arcane codex implant can use spell disks to prepare spells.

The spell disks in an arcane codex may be removed and exchanged into any other arcane codex implant, replacing any number of pages in that codex and allowing the recipient to add the spells to his spellbook for free. Such spells must still be learned before they can be prepared. The golemoid can remove or add any number of spell disks to his own arcane codex as a full round action. Other individuals can remove or add spells to a golemoid's arcane codex as well. This requires one hour of surgery on the willing, helpless, or dead golemoid. At the end of this time, the surgeon must make a successful Heal and Spellcraft check vs. DC 20. If the golemoid is dead and either of these checks fail, built-in countermeasures permanently erase all of the codex's spell disks.

Individuals that can learn spells from spellbooks can also learn them from a codex's spell disks. This requires a Knowledge (engineering) check (DC 20 + the spell's level) as well as a Spellcraft check to decipher the writings (see Arcane Magical Writings, Chapter 9, *Pathfinder Core Rulebook*). A *read magic* spell or the assistance of the owner of the disk's codex can be used to automatically decipher spell disks without a skill check.

This implant can be selected multiple times, adding 500 pages to the golemoid's internal spellbook each time it is chosen. A golemoid that cannot prepare spells can still select this implant, but he cannot scribe, learn, or prepare any of the spells. In such a case, the codex simply acts as a relatively secure way to store and transport arcane lore.

✪ **Spell Fortification Circuits:** Elaborate mithral circuitry focuses trace magical energies that are normally lost when casting a spell to strengthen the casting. As part of casting a spell, the golemoid may spend a steam point as a free action to either increase their caster level by 2 for the purposes of defeating spell resistance or increase their bonus on any spell-related concentration by 2.

Basic Implants

Metamagic Engine: A tiny manite engine can pour steam power into a spell. When casting a spell, the golemoid may spend a number of steam points equal to double the level adjustment of a metamagic feat they know to cast the spell without using a higher-level spell slot (Maximize Spell, for example, would cost six steam points). This does not allow the golemoid to cast a spell if the total modified level of the spell is greater than the highest level spell they can cast. Use of this implant increases the casting time of the spell, as per the rules for spontaneous casters using metamagic feats (see Chapter Five, *Pathfinder Core Rulebook*).

Advanced Implants

✪ **Spell Retrieval Capacitor:** Precious gems infused with manite can recall a cast spell as a standard action. This functions as a *pearl of power*, but the golemoid must spend a number of steam points equal to double the spell's level to recall the spell. The implant may not be used to recall a particular spell more than once per day.

Role-Playing Tips

Though they may approach their roles in different ways, there are a few things that all mechamage and steamwright player characters have in common. These are men and women of learning, individuals who have dedicated their exceptional intellect towards mastery of technology (though mechamages add a bit of magic into the mix). They have harnessed the power of science in an effort to change the world, to whatever end. Now they use these talents for the benefit of themselves and their comrades. What sort of person does it take to make such a choice?

The following section offers some suggestions for filling out the backstory of your own mechamage or steamwright characters. Use these as inspiration to create a unique and original story.

How Did the Darkfall Affect You?

Both mechamages and steamwrights are characters that depend upon a great deal of experimentation and study to develop their abilities. As such, an event as memorable, tragic, and relatively recent as the Darkfall poses special considerations for them.

How old is your character? Perhaps he is old enough to have completed his training in the golden age of learning that existed until a decade ago. As such, his skills are a living relic of Aden's golden age. Will he use them to benefit this ruined world and pass on his gifts, or simply to survive?

If your character is too young for that, consider how he arrived at his current abilities. Perhaps he learned from another survivor, or even an industrialized military force such as that of Urbana or Strangemount. Perhaps he is a true prodigy and learned his art with only a few ancient books and his own keen intellect to light the way.

Who are you?

Mechamages and steamwrights are scholars - but what sort of scholar are you? Are you a soul who seeks learning for its own sake but was thrust into a life of adventure by circumstance? Are you a soldier who wanted the best weapons and - failing to find any that met your standards - learned to build your own? Or perhaps you are an adventurer first and simply found technology to be a useful tool to facilitate your exploits.

Naturally your homeland will also have an effect on your history. Depending on whether technology is embraced or scorned will certainly make a world of difference in determining the details of your training (and, in some cases, explain why you might have left your home behind).

What do you believe in?

What is your goal? What do you intend to do with the technology you create? Is it simply a means to an end or do you have a greater goal? Is the perfection of your art a personal journey or do you dabble with machines because you happen to be good at it? Do you have any rivals in your field? Any colleagues you can trust? Very few mechamages or steamwrights become what they are without help. Do you feel obligated toward those who aided your education or do you only serve yourself?

And what of faith? Though some may perceive science and religion as polar opposites, this is hardly the case. In fact, religious institutions such as the Radiant Path and the Church of All Saints have frequently been staunch supporters of higher learning. While it is true that many men of learning scoff at those who seek meaning in a higher power, others use science to inform and understand their faith. Where does your character stand?

Quirks and Eccentricities

The stereotype of a mad scientist is a popular one, and for good reason. The focus required to attain true genius often has curious effects upon one's mind. Consider how your character's development might make him a bit different than the average person.

Of course, in determining what might make your character strange and unusual, remember to find something that you feel will be fun and engaging to play. "My character loves to tinker with machines," may well be a part of your character, but it hardly sets him apart from other steamwrights and mechamages. Likewise, try to avoid character traits that make your character so obsessive or antisocial that they become disruptive to the campaign.

Here are a few suggestions for character quirks appropriate to steamwrights and mechamages (unique to this class book, the following six quirks can apply equally to either class).

✿ *Ambitious:* You are completely dedicated to science. The perfection of your art is all that matters to you. Perhaps you became an adventurer because you search for an ancient artifact, piece of lost knowledge, or the wealth you require to begin your own independent laboratory. Perhaps you just desire real world experience. The bottom line is - science is all that matters. Your fellow adventurers may be useful, valuable tools in the course of your self-improvement, but in the end they're only tools.

✿ *Awkward:* You're just not used to dealing with people - at least not people like this. You're used to dealing with other people like yourself: scholars, engineers, men of learning who share your interests. But out

here? You don't even know where to start. You're likely to seek what solace you can in your work (talking to your golem as if it is intelligent or even naming your inventions). You don't make friends very easily. However, you connect even more strongly with those few who can pierce your shell and understand the way you think.

✿ *Elitist:* You believe that your superior education and abilities just make you better than most people. Most of them don't agree, and that's to be expected - it's just a symptom of being stupid. It's barely worth even explaining yourself most of the time. Better to just sigh, tell them what they need to do, and trust that your superior plans will succeed despite inferior accomplices.

✿ *Exuberant:* Your passion for learning is boundless. You leap into any new experience with both feet, ready to record your observations for posterity. At the same time, you love to teach, seizing upon any opportunity to share the wonders you have learned with anyone who will listen. You can be reckless from time to time and you're terrible at keeping secrets but you can't help it. The joy of learning is too wonderful not to seize - and to share.

✿ *Naïve:* Your character is fresh from training or has simply led a sheltered life, safe with his studies. Now cast into the real world, you've found it difficult to adjust. Sometimes this means common sights such as a Thunder Train fill you with a contagious, childlike wonder. At other times you are wholly unprepared for the savagery and terrors of the wasteland. You aren't necessarily a coward but you certainly weren't trained to deal with this…

✿ *Stressed:* You're under a tremendous amount of pressure to succeed - possibly from a family, teacher, sponsor, or simply from your own impossibly high standards. In any case, you find it difficult to relax with all the expectations placed upon you. You're likely to spend any free time nervously studying or tinkering in an endless quest for self-improvement. When you fail, you take it exceptionally hard, tending to heap a disproportionate amount of blame on your own shortcomings.

What Is Your Story?

Mechamages and steamwrights are unique individuals. So how did you obtain your training and your tools? Depending on the nature of your campaign and the character you wish to play, the answer may be obvious. If you don't have your heart set on a specific answer, or are simply seeking some inspiration to help you get started, considering rolling on this table to help determine a random "starter" origin. For fun, you might even roll multiple times and see if you can't combine the results into a unique whole.

Beyond Aden

While many of Thunderscape's character classes fit easily into campaigns outside of Aden, mechamage and steamwright require some special considerations. In a world where technology is not as advanced or abundant as Aden, these classes don't always fit.

Mechamage, at least, can adapt with a little adjustment. Simply focus on their status as creators of magical constructs rather than manite implants and advanced technology. You might even consider changing their name, referring to such individuals as "golemages," "golemancers," or "builders."

Steamwrights require a little more work. If you're intent on using them in a world where technology is less advanced, you could simply reskin their inventions as magical items and rebrand them as eccentric magical artificers. Alternately, you could seize upon the player characters' status as exceptional beings and allow a steamwright to exist just as it is - an inventor of impossible scientific prototypes. In this case, the character is truly unique, the Daedalus, da Vinci, Tesla, or Galileo of his world. Such a steamwright might be highly acclaimed for his unprecedented genius, but he might just as easily find that small-minded rivals hate him for representing a form of progress that they cannot understand.

Mechamage and Steamwright Origins

1d10 Result	Description
1	**Scholar:** Until recently, your training was largely academic. Perhaps you were still in training; perhaps you were a teacher or career scholar. You have struck out into the world by your own choice, or because you graduated. Now you hope to add some practical experience to your education.
2	**Tragic Scholar:** As with the scholar origin, except you did not leave by choice. Your teacher or educational institution was destroyed, forcing you into the real world before you were ready. You didn't choose this, but you'll make the best of it, and perhaps even seek vengeance against whoever or whatever destroyed your school.
3	**Pariah:** As with the scholar origin, except you were cast out by your brethren. Perhaps you dabbled in forbidden teachings or committed a crime against a fellow student. Do you seek a means to redeem yourself for your crimes or do you scorn those who cast you out for their lack of imagination?
4	**Autodidact:** You discovered a trove of lost tomes and forgotten tools in some Darkfall-blasted ruin. Consumed with curiosity, you delved into the lost lore. Through years of effort, you have become a self-taught scholar. Will you use your skills to find a place in the scientific community? Or do you even need them? You've made it this far, after all.
5	**Truthseeker:** You've become a scientist to accomplish one all-consuming goal. Perhaps you seek a cure for a rare disease that plagues your family. Perhaps you wish to discover a new source of reliable energy that doesn't taint the lands as manite refinement does. Perhaps you seek to devise a new ultimate weapon against the Darkfall. Perhaps you don't even know what you're seeking yet, only that you must learn more…
6	**Sponsored:** You were granted your training through a wealthy third party with a vested interest in technology, such as an Urbanan noble, an Yzeemite caravan master, or a Vanoran daimyo. Now that your training is complete, they expect you to serve their interests in your adventures. What do they want from you? And how will you repay their trust?
7	**Scion:** You are the last student of a well-respected master of your art. Upon his death, your teacher made a final request for you to complete a grand work that he left unfinished or to reclaim a lost tome or artifact lost in the Darkfall. Now your colleagues look to you to fulfill your master's legacy. Will you accept this monumental task or forge your own path?
8	**Vengeful Scion:** As with the scion origin, except that your master was killed by a rival. Your master's murder cannot be proven, but you know the truth. Your rival would very likely eliminate you to prevent you from fulfilling your master's wish - unless you can eliminate them first.
9	**Free Agent:** You learned by doing: a long process of military service, caravan work, or indentured servitude. Now that's done and you're a free man, a master of your art using the skills you've learned to find your own way. Were you a soldier? A pirate? A slave? What sort of life did you lead? How do your experiences make you different from a more traditional steamwright?
0	**Escaped Agent:** As with the free agent origin, but you escaped before your debt was paid. Now you live the life of an adventurer, constantly checking over one shoulder to make sure your former masters aren't too close behind.

A Goreaux's Guide to Golems & Other Manifold Machinations

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A catalogue of the most wondrous mechamagical and technological discoveries created by the inspired denizens of Mekanus, the most technologically advanced city in the world, A Goreaux's Guide to Golems and Other Manifold Machinations is an annual publication distributed throughout the Known Lands. To have one's creation included in an unparalleled honor for those who practice such arts, and those who wish to purchase or reproduce them eagerly seek out each new volume as they are released in the spring.

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