

THUNDERSCAPE™

THE WORLD OF ADEN



The Iron Guard Field Guide

A guide to Golemoids and Thunder Scouts

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THE WORLD OF ADEN ORIGINALLY CREATED BY SHANE LACY HENSLEY

THE IRON GUARD FIELD GUIDE

A GUIDE TO GOLEMOIDS AND THUNDER SCOUTS

Written by Rich Wulf, Christopher Koch,
Michael Lawrence, and Matthew Tyler



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Credits

Written by: Rich Wulf, Christopher Koch, Michael Lawrence, and Matthew Tyler
Editing: Connor Louisell, Mike Brodu
Cover art: Jeff Porter

Interior Artwork: John Donahue, Jason Engle, Jeff Porter, Jeremy Walker, Matt Zeilinger

Graphic Design: Mike Brodu

Original Design: Robert Denton

For Kyoudai Games

Shawn Carman, Creative Direction
Rich Wulf, Mechanical Design
Ryan Carman, Brand Development
Robert Dake, Logistics & Production
Matthew Schenck, Art Director
Butch Carman, CFO



INTRODUCTION

In the Middle of Nowhere...

The one-eyed rapacian deliberately pushed a gleaming rifle across the table, clearing a path through the bits of broken plaster to reveal the scorched wood beneath. He sat back, wooden chair creaking beneath his weight as he folded his thick arms across his dented breastplate. He waited patiently.

Across from him, Isolde glanced furtively at the weapon, then to the left and right. The dwarf girl's hair stuck out unevenly around a pair of cracked goggles, worn propped on her forehead. A small trickle of blood smeared from a cut on her lower lip. The other four bandits moved about the table with a purpose. They were far too busy tearing apart furniture and floorboards in search of loot to pay any mind to their leader's diversions. One dragged dead bodies outside to feed the roaring bonfire. Isolde recognized one of the corpses as Vaymon Ferd. He was the proprietor of this waystation, or, at least, he used to be. Isolde's lip twitched in silent anger. Vaymon had always been kind to her.

"Don't worry about them," the bandit said, drawing her attention back to himself and to the gun. "They aren't anyone's worry now. Don't you worry, we'll burn 'em up before the Dark finds 'em. We ain't monsters."

"Reassuring," Isolde said dryly and gave the rifle a suspicious look.

The rapacian chuckled. "It's no trick. Take the gun, friend. It's yours. Sorry my men knocked you on the head earlier."

Her hands did not move from her lap. "If I touch that gun, you'll kill me," she said.

The rapacian laughed. It was an evil, humorless sound. His eyes twinkled - yellow and slit, like a serpent's. His smiled, revealing rows of sharp, white fangs. "And why would I do that?"

"You killed the others. The travelers and the folks that lived here."

The bandit rolled his eyes. "That's different," he said. "They were just peasants. They couldn't protect what was theirs. The Dark would've taken 'em all, given time. But you're different, I can see that. You're a survivor. Ormand tells me you shot Blake right in the chest when they found you skulkin' around out back. Is that right?"

The dwarf nodded silently.

"Nice shootin' back there," the rapacian said. "That's the sort of spirit the world needs these days. We ain't monsters. We understand that folks need to defend themselves

- I respect that. That said, I hope you understand why Ormand had to knock you out."

"As long as he understands that my next bullet would have been for him," she said.

Across the room, one of the bandits, a scarred giant of a man, glared at Isolde. He carried Isolde's axe on his belt.

The rapacian laughed. "See?" the bandit replied. "Now we've reached an honest understandin'. You're different. Not like these sheep, bleatin' and panickin' at the first sign of trouble. I bet they thought the Iron Guard would swoop in and save 'em. But you know better. You're the sort that looks after herself. Your weapons ain't new, but they're clean and in good shape. Armor's seen its share of trouble, but it's been well mended. I'm guessin' that old thunder cycle we found outside is yours, too?"

She nodded.

"Beautiful vehicle," he said. "Quiet, too, gettin' so close without us hearin'. You're a thunder scout."

It wasn't a question, but she nodded again.

"Don't wear no uniform or no flags," he said. "Workin' the trail or independent?"

"Independent," she answered. "Research."

The bandit replied with another humorless laugh. "Is that so?" he asked.

She reached for her belt. The bandit leader immediately tensed, hand moving for the pistol at his hip. The dwarf girl froze for several seconds then moved more slowly so he could see she meant no harm. She drew out a dog-eared journal bound in thick cardboard. She leafed through it before folding it open to a certain page and handing it to the rapacian.

"The Beasts of the Charred Peaks," the bandit said, reading out loud with only minor difficulty. "How to Hunt and Survive in the Shadow of Smult - by Isolde Waldorf." The bandit smirked. "That's you, then?"

Isolde nodded.

He peered over his shoulder. "Ormand, looks like you nearly got shot by a celebrity."

The giant's scowl deepened and he went back to looting.

"There've been lots of bandit attacks out here lately," she said. "I was sent to take a look. Find out what I could. Maybe I'd write something that'll help other scouts learn how to avoid trouble."

"See, Miss Waldorf, that's what I'm talkin' about," the bandit said. "You're different. You have a plan that doesn't involve closing your eyes and pretending the world hasn't changed. You deserve to live. Not like these others. That's why I told



Ormand not to hurt you. Well, other than the mace to the head. Again, nothing personal."

"So you're going to give me back my gun, and my cycle, and just let me go?" she asked dubiously.

The bandit shook his head. "Well let's not be greedy," he said. "You shot Blake. You owe us. If you want your gun and your bike, then you need to pay your debt - and join us."

Isolde looked surprised. "You want me to become a bandit?"

"And where do you think bandits come from?" he asked. "Think it over. The Scarlet Horde's a rough lot, but we've got a code. We burn the dead so the Dark don't take 'em. We look out for our own and we don't bow to false kings. You'll make more gold killin' and lootin' with us than you ever did scuttlin' through forests for the thunder trains. Consider it research."

"And if I say no?" she asked.

"We won't stop you," he said. "Go write your stories... Just make sure you spell my name right. Grummit, two m's, one t. Of course, we'll be takin' your gun and your bike to pay off your debt."

"I can just walk away," she replied. "Unarmed, with no vehicle, no supplies, alone in the middle of the Urbanan wilderness, thirty miles from the nearest settlement. That isn't much of an offer."

"Don't blame me, I didn't make the world the way it is," Grummit replied. "I've offered you more a chance than I gave them others. That's due to respect - for a fellow survivor."

Isolde locked eyes with the rapacian squarely, steel grey against reptilian yellow. Behind him, she saw a shadow move against the light of the bonfire outside. It wasn't much - just enough so that she would notice. That changed everything.

"And what if I offer you the same kindness?" Isolde asked. "You and your men turn over your weapons and surrender. I'll bring you back to Brisk Station alive. They'll probably hang you, but you'll get a trial, at least. I promise you won't be killed."

The rapacian sighed. "I know what you're thinkin' but you ain't that fast, girl," he said. "Besides, you know the gun ain't even loaded, right?"

"Is the answer no, then?" she asked.

Grummit laughed. When Isolde said nothing further, his eyes narrowed. "You can't be serious," he said. "Of course the answer's no. You don't exactly cut a threatenin' figure, girl."

Isolde gave a wry grin. "I'm not the one you should be worried about," she said.

The wall behind her suddenly exploded in a cloud of splinters. A massive creature burst into the room; it was far too broad and muscular to be human, like a tiger perched on two legs. The beast's black lips spread wide to bellow a savage roar, displaying pure white fangs the size of daggers.

"Dark's mercy," Ormand cursed. "A ferran."

The creature turned so that his left arm caught the firelight. The flesh gleamed, all burnished steel and powerful. The ferran clutched a mighty warhammer in its enormous steel paw, cutting a trail of swirling steam as he lifted it high.

"Dark's mercy," Grummit corrected. "A ferran golemoid. Kill it!"

The nearest bandit reached for his sword, but not before the ferran pounced a dozen feet and crushed the man's head with his hammer. Grummit rose and drew his pistol, no longer paying attention to Isolde. The dwarf slid beneath the table, whipped a hidden dagger from its sheath in the sole of her boot, and slashed the rapacian's hamstrings. The bandit leader screamed and fell to his knees, his shot going wild. Isolde rolled behind him and seized his gun arm, twisting her weight against him until she felt something snap.

The ferran had crushed a second bandit and had lifted a third by his throat in one massive steel paw. He hadn't noticed Ormand, just at the door, a rifle in hand. Isolde came up on one knee and threw her dagger. The man's throat bloomed red and he staggered backwards out the door then crumpled on the ground near the bonfire.

"Thank you," the ferran said. He strode toward her and offered a metallic paw to help Isolde to her feet.

"Whatever, Hesh," Isolde said with a grin. She ignored his help and rose to her feet on her own, dusting off her clothing as she strode over to Ormand's body and retrieved her axe. "You took your time showing up. I was getting worried."

"You were worried?" he said with a snarl. "How do you think I felt when you left me behind?"

"I move quicker alone," Isolde said. "When I saw the smoke I thought... I thought maybe I could get here in time to save Vaymon and the others." She looked around the ruined inn and sighed sadly.

Hesh's savage features relaxed. He put one heavy paw on her shoulder. "You could have died, Isolde," he said softly.

"Nah," she said with a dismissive chuckle. "What if I told you that I planned to get myself captured so they'd take me to the Scarlet Horde's main camp?"

"I would say that such forethought and planning are extremely out of character," he said.

"Shut up," the dwarf said, grinning at him.

Grummit looked up from where he lay on the floor, face smeared with blood. "Is it too late... to surrender?" he asked, hissing in pain as he clutched his injured legs.

"Of course not," Isolde said. "We ain't monsters, et cetera." She glanced up at the massive, half-golemoid ferran beside her. "Besides, there's a bigger bounty if we bring you in alive."

"Do you want your book back?" the bandit offered.

"Keep it," Isolde said. "Where you're going, you'll need the reading material."

STEAM AND STEEL

Welcome to *The Iron Guard Field Guide*, the first in a Kyoudai Games' Class Guides series for *Thunderscape: the World of Aden*. The book currently in your hands (or, just as likely, on your screen) explores two of the new character classes introduced in the Thunderscape Campaign Setting: Thunder Scout and Golemoid. While each of the nine new classes introduced in our campaign book reflect some unique aspect of Aden, perhaps none of them are as unique to the setting as these two classes.

Thunder Scouts like Isolde Waldorf represent Aden's struggle against the Darkfall. They are tough scrappers who combine magic, high-tech vehicles, and their own wits to make their way in a strange and hostile world.

Meanwhile, golemoids like Hesh Dargo embody just how much that world has changed. Though once normal men and women, golemoids have become bizarre fusions of living flesh and arcane machinery. While no two golemoids are the same, all of them bear scars. All of them have traded some bit of their humanity for power, and all live in the terrifying shadow of the Wasting.

While these two classes approach their duties in different ways, they also have a great deal in common. Both thunder scouts and golemoids rely heavily upon Aden's advanced manite technology. Both classes often serve adventuring parties as high-damage frontline combatants. Most importantly - they are both survivors.



GOLEMOIDS

GOLEMOIDS IN ADEN

Role of the Golemoid

In most parties, the role of a golemoid is very straightforward. With high damage and medium armor, they are potent front-line combatants, worthy of a place beside any fighter, barbarian, or paladin.

Steamreavers particularly excel as damage dealers. While a fighter provides more consistent damage over time, a steamreaver can provide a burst of damage in emergencies. These damage spikes are not as potent as a paladin's smite, but are more reliable and applicable to any opponent. But not all golemoids focus on damage. A juggernaut golemoid can use their superior defenses to absorb damage and serve as a defensive line, or use enhanced grappling abilities to neutralize enemy spellcasters. A gunner golemoid need never approach the front lines. Releasing a devastating onslaught from long range, they can focus on mobility over brute strength. A high Dexterity gunner might even eschew heavy armor for lighter equivalents, and use feats, traits, and implants to work a bit of stealth into their repertoire.

With the new golemoid specializations presented in this book, the options become even more diverse. The steamshadow golemoid can serve as an assassin, scouting ahead and neutralizing priority targets before they become a danger to the party. The harrier specialization focuses on extreme mobility, allowing the golemoid to move in and out of combat with devastating speed.

The History of Golemoids

Officially, manite implants are a new development. As recently as ten years ago, golemoids were unheard of, but their technology has undergone extraordinary advancement in a very short time. Most simply accept the most obvious explanation - the Darkfall has proven that necessity is the mother of invention. Golemoids have advanced as quickly as they have due to the necessity of simple survival. Such warriors never existed before the Darkfall because no one was desperate enough to create them.

In truth, such innovation could not have been born from nothing. Mechamages had toyed with the idea of combining living flesh with golem machinery for decades before the Darkfall. The results were invariably unsuccessful, usually resulting in death or madness (followed by death) for all test subjects. By the time of the Darkfall, most civilized nations had quietly outlawed such experiments. Those few mechamages who dared engage in such blasphemous research were shunned by their brethren. And yet, in the shadows and the hidden laboratories of Aden, golemoid technology slowly pushed forward.

Vixil Visheer was a goresaux mechamage of the Celestial College in Aramyst who believed that safe manite implants were possible. His experiments on oxen and monkeys were highly successful, but resulted in his dismissal from the College. He was also later exiled from Yzeem, Arasteen, and Columbey under similar circumstances, forcing him to continue his work in a desolate village at the outer regions of the Rhanate. In retrospect, his exile was perhaps fortunate. If the Celestial

What is the Iron Guard Field Guide?

The name of this class guide, like the others in this series, is a reference to an actual book from the Thunderscape setting. In the world of Aden, the Iron Guard Field Guide is not a single volume, but rather a series of books written by and circulated among various mercenaries and thunder scouts. While it first originated in Urbana, these books can commonly be found anywhere the Thunder Trail roams.

The book's origins are, as its name suggests, tied to Urbana's Iron Guard. These brave soldiers crew and protect the mighty Thunder Trains. The Field Guide began as an official military manual, detailing procedures and codes of behavior for members of the Guard. The book also listed detailed instructions for survival in the wilderness, field medicine, and natural disaster survival as well as standard weaknesses of known nocturnal threats.

As the Iron Guard saw more and more action in the field, they began to realize that such strict rules could not always apply to every situation. Aden is a land filled with wildly different terrains and natural threats and, to make matters even more complicated, the different types of nocturnals seemed almost limitless.

The Iron Guard began to improvise new editions of the guide, adapted by geographical region as well as prominent nocturnal threats of the time. To keep the information in the guide up to date, they began to rely on individuals who knew the land. Mercenaries, in particular thunder scouts, were among the most prolific contributors. In return for their aid, these individuals were allowed access to the finished guides. Soon, the guides also began to include current bounty postings for infamous bandits and nocturnals, as well.

In time, the Iron Guard Field Guide grew far beyond its origins, from a dry manual of military protocols to the preeminent survival guide for all those who travel the Thunder Trail. While an "official" version of the guide is produced annually in Smult and distributed throughout Aden, older editions are still popular and many unofficial knockoffs also exist. Some rare copies even include magic scrolls or other minor enchantments (detailed later in this book). There are many variants of the guide. Some say as many as there are wanderers on the Trail.

College had not cast him out, he might have died in the Darkfall beside so many of his colleagues, his work forever lost.

Sir Pershall of Tellai, an Urbanan knight, was severely wounded during a battle with Rhanate raiders in 1112. He lost his sword arm to the resulting infection, ending his career as a soldier. Visheer boldly entered the Urbanan knight's camp with an offer - he would restore Pershall's arm in return for the freedom to conduct his experiments in Tellai without interference. The knight had his own conditions: if the goresaux's technique failed or caused any harm, he would be put to death by Perhall's soldiers. Confident in his abilities, Visheer agreed.

The next morning, Sir Pershall strode from the surgery tent with the world's first fully functioning golemoid limb. The knight was amazed to find that his mechanical arm did not merely function - it was stronger and more agile than the original. Further, the power cell built into its frame lent its energy to a magical weapon like none the world had seen before - the first magmaxe. After leading his forces to victory, Pershall permitted Visheer to use his techniques to augment any of his wounded soldiers that were willing to volunteer. Few turned down a chance for such power.

Word soon spread of this technological miracle. Lord Urbane invited Vixil Visheer to his court to present his discoveries. A single demonstration was all that was required for the Iron Tyrant to extend Visheer's promise of unrestricted research to the entirety of Urbana. He granted Visheer a lordly title, along with whatever funds the mechamage required to continue his studies. The Iron Tyrant believed that these new golemoids would become the ultimate weapon against the Darkfall, the perfect fusion of mortal cunning and mechanical power.

Following Lord Visheer's great success, mechamages who had been secretly pursuing similar experiments stepped forward throughout the world to present their own discoveries. Though some of Aden's nations were reluctant to embrace this strange new technology, none could deny its usefulness. Soon, golemoid research was permitted (with varying levels of restriction) throughout Aden. In the present day, golemoid warriors can be found in every nation.

Public Perception

Though golemoids are not uncommon, they are also not without controversy. Not long after Urbana began to field golemoid soldiers, the strange malady known as the Wasting reared its head. Some recipients suffered physical and mental deterioration that inevitably consumed them, even if their manite implants were removed. Sir Pershall himself began to show such symptoms only two years after his augmentation. He was killed in battle against nocturnals before he could fall to the Wasting. Some would say Pershall was fortunate, while a handful wonder if his death was engineered by Visheer, or even Urbane himself, so that the master mechamage could escape the knight's wrath.

While the Wasting is a death sentence for most golemoids, some face an even darker fate. These few become deranged monsters, animated corpses dragged along by their mechanical implants. These tragic creatures are known as the Wasted, and exist for no purpose but to destroy.

Some critics of golemization believe it is no coincidence that this technology was unknown before the Darkfall. Perhaps the strange magic that allows such fusion of man and machine was never discovered before because it did not exist before, and that it was the Darkfall itself which allowed the creation of golemoids.

There is no conclusive evidence to support such statements. Mechamages are quick to point out that this is still a young technology, and that they have become a great deal more adept at prolonging the lives of golemoids in recent years. Further, time and time again golemoid warriors have proven themselves to be deadly enemies of the nocturnals. What possible reason could the Darkfall have to create such a deadly foe?

Even so, a nagging doubt remains. For all their power, to become a golemoid is to risk madness and death. For many, it is a sacrifice they are willing to make.

Golemoids Throughout Aden

Aramyst

The nation of Aramyst is in shambles, with no true government or military to speak of. However, it is also the former home to the Celestial College. Though most of the College's wizards are dead, several mechamages of considerable skill yet remain. Some of these mages take advantage of the lack of government oversight to perform controversial experiments that would not be allowed in other nations. These experiments occasionally result in powerful new advancements in golemoid technology. Those seeking cheap augmentation with minimum questions might find it in Aramyst, if they know where to look.

Unfortunately, such reckless experimentation carries great risk. These bold new procedures fail as often as they succeed. As a result, Aramyst is also home to many ravaged, hidden laboratories haunted by murderous Wasted.

Arasteen

The people of Arasteen are distrustful of golemoids on general principle. The fusion of man and golem is seen as unnatural at best. As a result, golemoid augmentation is extremely restricted and strictly policed by the Knights of the Radiant Order. While golemoid augmentation for reasons of prosthesis or to save a life is permitted, unnecessary augmentation is illegal.

Anyone performing such operations must obtain an expensive license (250 gold crests per year) and face extensive scrutiny, as well as regular inspections, from the Knights of the Radiant Order. Licenses are viewed as a privilege, not a right. The Radiant Order can (and will) revoke them at any time if a surgeon engages in any suspicious behavior.

It is not illegal to possess or receive manite implants in Arasteen, only to perform mechamagical surgery. A handful of stubborn, black market mechamages thus make a modest profit offering their services from the back of mobile surgery wagons. Even so, most of those who desire golemoid augmentation find it cheaper, safer, and less of a hassle just to travel south to Urbana for a reputable surgeon.

Those with visible implants, especially those that are not of a purely prosthetic nature, carry some amount of stigma in Arastinian society. Golemoids can expect to be met with distrust, especially from Knights of the Radiant Order, and may occasionally be asked to take their business elsewhere by those wishing to avoid the trouble they represent.

Carraway

While fiercely traditional, the Carrawans are also an extremely pragmatic people. As such, their opinions on golemoids are mixed. While many perceive golemoids as unnatural creatures, they cannot deny their combat prowess and usefulness as a weapon against the Darkfall. As a result, golemoid augmentation is strictly regulated. Implants are restricted purely to the military. Those who volunteer for augmentation are denied unless they have suffered crippling injuries and have no other option. Even then, such procedures are only approved for those of sound mind and proven loyalty to Carraway. Carrawan golemoids that have retired from military service often have their combat implants replaced with prosthetic equivalents.

Foreigners with obvious golemoid implants are grudgingly tolerated in Carraway, but they can expect any travel papers and permits they carry to undergo unusually keen scrutiny. Such golemoids are advised to remain on their best behavior, and can expect to face the same restrictions and suspicion as any obviously armed individual.

By Carraway law, any golemoids who display advanced symptoms of the Wasting are immediately detained, sedated, and put to a merciful death.

The High Steppes

The barbarian steppes respect strength above all else, and the strength of a golemoid is undeniable. As a result, such creatures are regarded with fear and awe in these lands (even if some may resent them for

“cheating” by relying on unnatural augmentations). Life is short and brutal on the steppes, so even the Wasting doesn’t seem like such a terribly high price for strength.

While customs vary by tribe and settlement, most of the High Steppes place little to no regulation on golemoid augmentation. However, good luck finding a mechamagic with the skill and facilities to do so. A handful of talented mages operate out of the Wicked City, but most of the steppes are simply too primitive to offer such services.

Ionara

Given their distance from continental Aden, Ionara has been spared much of the Darkfall’s wrath. This has given them the luxury to observe the development of golemoid technology from a cautious distance. Golemoids are powerful, but they are also relatively expensive to create. As a result, the presence of a golemoid bodyguard is seen as a status symbol among Ionara’s ultra-wealthy elite. Volunteers are not difficult to find, as even a life as a less-than-human pet for a noble is more promising than a life of crushing labor in the diamond mines.

Those who begin to succumb to the Wasting face the same fate as most Ionaran criminals - exile. Some such unfortunate souls find a place among the snowmads.

Kyan

Given their strong connection to the natural world, the Kyanites regard golemoid augmentation with extreme suspicion. While it is not illegal, it is so deeply frowned upon that most Kyanite mechamages

find it easier to focus their talents in other areas. While there are some golemoids among the Kyanite military, they do not rely upon such augmented troops as other nations do.

Le’Ciel

The Concordance stands apart from most of Aden, isolated and well content with that isolation. Golemoids are a rarity in this secluded land. The Voices are aware of the existence of such magic. A few Magisters are capable of creating manite implants, but do so sparingly. This aspect of mechamagic is viewed as too new and dangerous to be fully trusted. The Voices are content to let the rest of Aden discover whether or not golemoids are truly safe before relying on them too heavily.

The metalheart bards, who first originated in Le’Ciel, are an exception to this general rule.

Misland Republics

As most of the islands have few mechamages, golemoids are rare in the Republics. Augmented travelers are met with the same wary suspicion that the Mislanders hold for all outsiders, perhaps a bit more, given that they are essentially living weapons.

The province of Strangemount relies heavily on mechamagic and is the exception to this rule. Members of the military frequently receive manite implants, and all elite soldiers are golemoids. Golemoid augmentation is viewed as a sign of an individual’s willingness to sacrifice one’s humanity for the good of the province. Golemoids enjoy celebrity status and superior treatment within the province.

The Rhanate

There is no particular stigma against golemoids in the Rhanate. So long as they behave themselves and keep out of trouble, the augmented are typically treated no differently than anyone else. As success is often a matter of resourcefulness and personal accomplishment in this harsh land, the great power golemization offers is seen as a boon.

The exception to this rule, as usual, is the Wasting. Golemoids who show advanced symptoms are cast into the desert without food, water, or supplies and left to die.

Urbana

As the creators of golemoid technology and preeminent masters of mechamagic, Urbana embraces golemoids as no other nation does. Golemoid augmentation is readily available for those citizens who can afford it, though the most skilled mechamages and most advanced implants are reserved for the military.

Those who cannot afford augmentation can enlist in the army and volunteer for it. If deemed to be suitable candidates, they will be outfitted with as many implants as they can safely endure in return for an appropriate commitment of service. Whether or not one is considered a suitable candidate depends, in large part, upon one’s loyalty to Lord Urbane and the Shadow Army.

Urbanan golemoids are seen as heroes, bold pioneers willing to embrace the march of technology in the most intimate way possible. Lord Urbane himself boasts several manite implants, including a golemoid eye to replace one recently lost in a failed assassination attempt.

Vanora

Mechamagic does not have a strong presence in Vanora; manite implants are largely regarded as a foreign curiosity. As golemoids are rare, most judge each individual on their own merits rather than by coarse generalizations. That being said, Vanorans are naturally distrustful of outsiders - and golemoids are no exception.

Yzeem

In the merchant ports of Yzeem, mechamagic is as much a commodity as anything else. Manite implants are bought and sold there, and golemoid mercenaries can almost always find employment. The Yzeemites regulate such commerce as they would any dangerous weap-

The Salvagers

Golemoids are known for their power, but even the mightiest juggernaut would be wise to be wary of the Salvagers. This mysterious order of black marketeers operates throughout Aden, though they are most active in Yzeem, the Rhanate, and Urbana. Led by a cadre of mechamages, they offer quick and discreet golemization. They operate unimpeded even in lands such as Carraway where golemization is heavily regulated. They are generally not the cheapest option, but they ask no questions and seem to be everywhere.

How do they do it? Simple. They save on production by acquiring used implants.

Normally, a manite implant dies with its host and is rendered irrevocably useless. Through a secret process known only to the Salvagers, they have learned a means by which they can purify implants recovered from dead golemoids. To keep their supply lines running, the Salvagers maintain a network of bandit gangs and criminal organizations throughout Aden. These merciless thugs acquire dead golemoids for the Salvagers, and the Salvagers pay them well. Many of these minions forego payment, instead entering a contract of servitude in return for golemization.

Anyone who would dare deal with the Salvagers is encouraged to be extremely cautious. Contrary to all logic, the way for a golemoid to protect himself is to become a customer. Clients who pay on time and keep their mouth shut are supplied with a token bearing the Salvagers’ seal as proof of purchase. The Salvagers’ thugs are instructed to spare the life of any golemoid who carries such a token. (For the most part they do, though sometimes there are “accidents.”) For those who fail to pay their debts or report Salvager activity to the authorities, of course, such protection is revoked. Anyone who crosses these butchers is likely to end up as tomorrow’s chop shop merchandise.

The Salvagers’ symbol is a blood red gearspanner crossed with a blood red bone on a black field.

(In campaigns where golemoid salvage is already possible, the Salvagers are merely a powerful organization that has more or less cornered the market on it.)



onry, but bear no particular animosity toward golemoids so long as they remember their place - as merchandise.

In Yzeem's pirate nations, powerful creatures such as golemoids can always carve out a place - but not without risk. Manite implants are extremely valuable, after all. A golemoid pirate is well advised to watch their back lest they find themselves dismembered for resale by former comrades. The Salvagers have a strong presence here.

Among the farmers and nomads of inland Yzeem, golemoids are creatures of legend. The few augmented beings that visit these lands can expect to meet equal measures of fear and awe.

GOLEMOID MECHANICS

Manite Implants

The following manite implants can be selected by any member of the golemoid class, as well as any other archetype that allows manite implants.

Minor Implants

- **Adrenaline Booster** - Valves on this implant control the flow of released adrenaline, helping the golemoid to master the fight or flight reflex. After rolling initiative, the golemoid can spend a steam point as a free action to re-roll their initiative. This may only be done once per initiative roll, and you must keep the second result, even if it is worse.
- **Automated Breakfall Jets** - The steam vents in the foot of the golemoid are enhanced for greater control and bouts of thrust. As an immediate reaction, the golemoid can spend a steam point to grant themselves the effects of the feather fall spell for a full round.
- **Cantrip** - This small manite rod is infused with the power of a single cantrip that can be cast once per day. Usually this implant is placed in the end of a finger since it requires willful motion to activate. The caster level for this cantrip is determined by the golemoid's class level. Any applicable save DC is equal to 10 + the golemoid's Constitution modifier.
- **Distraction Module** - The golemoid's voicebox is modified to generate a subsonic frequency that renders a target unfocused. As a move action, the golemoid may force a target within 30 feet to make a Will save or suffer a -4 penalty to Perception and Sense Motive checks for one minute. This effect is not obvious and does not reveal the golemoid if they are hidden.
- **Equilibrium Disruptor** - An implant in the golemoid's palm generates subsonic vibrations that induce brief bursts of vertigo on contact. The golemoid can spend a steam point as a standard action and make a

Rust

The presence of the oil regulator poses an interesting question - are golemoids affected by rust monsters and other such elements that corrode or effect metal?

Unfortunately, the answer is yes. Such effects will damage golemoids as if they were creatures composed of ferrous metals. However, when attacking the golemoid with such an effect, they must decide whether or not they wish to target the golemoid's equipment or the golemoid themselves.

In the case of integrated armor, rusting the golemoid's armor will not damage the golemoid themselves, though it may render their armor useless until it is repaired or replaced.

melee touch attack. On a hit, the target must make a Fortitude save or be sickened for one round. If you have a free hand when attacking with a light or one-handed melee weapon, you may activate this implant as a free action if the attack hits.

• **Faervun Ocular Implant** - This implant allows greater visual acuity at range, and enhanced depth perception. The effective range of the Point Blank Shot feat and any precision damage effects are increased by 10 feet. Additionally, Perception DC's are increased by +1 per 15 feet, rather than the normal +1 per 10 feet.

• **Firestarter Digit** - One of the golemoid's fingers contains a tiny flame projector. As a standard action, the golemoid can ignite the digit, doing one point of fire damage and igniting Fine-sized flammable objects with a touch. Larger objects may catch on fire if exposed to the firestarter digit for sufficient periods of time, at the GM's discretion.

• **Grapnel Launcher** - The golemoid can launch a grappling hook attached to 50 feet of silk rope from their wrist or shoulder. Unlike a normal grappling hook, the grapnel launcher has a range increment of 30 feet. If the grappling hook is not caught on any objects, the golemoid may reel it in as a swift action.

• **Internal Heat Control** - An intricate valve system linked to a thermometer uses the golemoids steam to regulate their core temperature, granting the effect of Endure Elements.

• **Isomorphic Identifier** - This disc transmits a faint mechemagical signal that can be recognized by certain manite engines. These vehicles cannot be activated except in the presence of someone with the appropriate isomorphic identifier. The identifier can be activated or deactivated as a free action, preventing the engine from being activated without the user's consent (deactivating it will not deactivate a powered engine). The identifier can be attuned to up to six vehicles at a time. Attuning the identifier to a new engine requires six hours of maintenance, during which the engine must be active. The user need not perform this maintenance themselves, but they must be present. A successful DC 30 Disable Device check can bypass the implant's effect, allowing the engine to be activated.

• **Oil Regulator** - This implant regularly spreads a coat of oil over the golemoid's metallic housings. This prevents corrosion and rust from forming due to exposure (such as from sea water or sand filled air), and grants a +2 equipment bonus to saves versus rust effects. This effect protects the golemoid as well as their personal equipment.

• **Phoenix Stabilizer** - This implant usually takes the form of a silver cube set in an intricate latticework of fine copper wires. It is designed to preserve the golemoid's life in an emergency. The golemoid can charge the stabilizer by spending a steam point as a standard action. When the golemoid drops below zero hit points, the charge is released, and this device stabilizes them.

• **Shock Struts** - High tensile steel coils support and brace the golemoid's body, absorbing minor impacts. The user gains DR 5 versus nonlethal damage.

• **Vox Changer** - The golemoid's voice box has been augmented with artificial sound generators. Spending a steam point as a free action, the golemoid can alter the tone and pitch of their voice for one minute per level. This can be used for a myriad of purposes, including mimicking a voice the golemoid has heard before (granting a +5 circumstance bonus to Bluff and Disguise when using the voice is a factor), or to alter the pitch and tone of one's voice as to make it more pleasant (granting a +5 circumstance bonus to Diplomacy checks and Perform checks that involve singing or speaking).

Basic Implants

• **Filter Vents** - These exhaust vents are placed both on the front and back of the golemoid. By spending a steam point as a swift action, the golemoid covers themselves with a thin sheen of condensed steam that filters out harmful particles in the air. This cloud lasts for a number of rounds equal to the golemoid's Constitution modifier, and effectively makes the golemoid immune to harmful gas effects while it is active.

• **Focuser** - As a move action, the golemoid may spend a steam point to cure themselves of the following conditions: fatigued, shaken, or sickened.

● **Howler** - When activated, an amplifier focuses the golemoid's voice into an offensive weapon. By spending a steam point as a standard action, the golemoid can project their voice in a 10 foot radius burst. All other creatures in this area suffer 1d4 sonic damage per level (maximum 5d4) with a Fortitude save for half damage.

● **Iron Corium** - The golemoid's skeletal structure is reinforced with a thin leafing of alchemically treated iron. This provides DR 1 / -. This damage resistance stacks with damage resistance from other sources.

● **Lexicanum** - This implant consists of a finely etched mithril scroll infused with knowledge of many common subjects. By spending a steam point, the golemoid can access the information recorded within to make an untrained Knowledge check. If the golemoid is trained in the appropriate Knowledge skill, they instead roll two dice, keeping the better result.

● **Manite Stunner** - The golemoid can spend a steam point as a move action to charge their next unarmed attack, natural attack, touch attack, or slam attack with electrical energy. This charge is held in the same manner as a touch spell, until discharged. The target must succeed at a Fortitude save or be stunned for one round.

● **Mentiorum** - Delicate receivers are implanted just inside the eyes and ears, enhancing one's ability to discern miniscule changes in facial mannerism and vocal pitch. These augments allow an individual to have a better grasp on whether a subject is telling the truth or not. They may add their Constitution modifier (as well as their Wisdom modifier) to Sense Motive skill checks. By spending a steam point as a free action, they can increase the sensitivity of the implants to discern if a statement is true or false. The target is allowed a Will save to resist this effect, producing a random result. Due to the unreliable nature of this device's lie detection, most governments do not recognize its validity in legal matters or criminal investigations.

● **Noctutron** - The existence of this implant is an enigma. No one remembers who first invented this implant, and all attempts to create similar implants for other types of creatures have failed. Some theorize that such implants are a natural progression of the golemoid's evolution into a new form of life, an evolutionary response to the greatest malady that these creatures face - the necrotic power of the Wasting.

Commonly used by golemoid soldiers in Carraway, this implant appears as a dark manite fused skull cap or dark metal nodes at the temples. This implant infuses the user's attacks with positive energy, granting an insight bonus to the golemoid's attacks against undead creatures equal to their Constitution modifier.

● **Phoenix Booster** - A more powerful version of the phoenix stabilizer implant, this device consists of a shimmering golden cube set with silver wires. The phoenix booster repairs the golemoid upon sustaining critical damage. The golemoid can charge the booster by spending up to three steam points as a standard action. While charged, the golemoid's total steam reserve is reduced by this amount (they cannot recover these steam points). When the golemoid drops to zero or fewer hit points, the charge is released, healing the golemoid by 1d6 hit points per steam point spent.

● **Polyinduction Energy Damper** - This silver-sheened implant absorbs elemental energy. Select an elemental type when this implant is first installed - fire, ice, cold, electricity or acid. This implant grants Resistance 5 against that energy type. This implant may be chosen multiple times. Each time this implant is selected, choose a different elemental type.

● **Retractable Claws** - These metallic claws can be extended or retracted by spending a steam point as a move action. While extended, they grant a pair of secondary natural claw attacks that deal 1d4 slashing and piercing damage (1d3 damage for small creatures) and otherwise follow the normal rules for natural attacks. While retracted, the claws are unnoticeable.

● **Spellspike** - A more advanced version of the cantrod, the spellspike can hold the magic of one spell in reserve. The device can hold one spell of up to 3rd level. If the golemoid cannot cast spells, they must rely upon another caster to supply the spell. The device then functions as a wand made by the caster, cast at the caster's level, and which can be activated only by the golemoid. Once used, the spellspike must have another spell cast into it before it can be used again.



Advanced Implants

• **Advanced Focuser** - As a move action, the golemoid may spend a steam point to cure themselves of the following conditions: dazed, exhausted, frightened, nauseated, or staggered. They may take this action even if the relevant condition would prevent them from doing so.

• **Alchemical Reinforcement** - The user's implants have been transmuted into a magically toughened, non-metallic material similar to dense stone, crystal, or even bone. The golemoid is no longer affected by effects that specifically target metal creatures or objects. (This includes integrated armor and the golemoid's specialty steamreaver weapon, if any.)

• **Eldritch Manipulator** - When affected by a spell that has a longer duration than instantaneous, the golemoid may spend a steam point as a free action to increase the duration by the spell's original duration. This has no effect on permanent or instantaneous spells, and only extends effects on the golemoid (so a spell that affects multiple targets such as haste would expire normally for all other targets).

• **Hypnotic Eyes** - The golemoid's eyes can emit patterns of light that make a target's mind pliable. By spending one steam point, the golemoid may cast suggestion as a spell-like ability, with a caster level equal to their golemoid level. A target who recognizes this effect may avoid it as if it were a gaze attack.

• **Phoenix Regenerator** - This powerful implant consists of a shining mithral cube set with semiprecious gems and surrounded by golden wires. The golemoid must first charge the regenerator with a fraction of their life force as a standard action, spending up to four steam points. While charged, the golemoid's total steam reserve is reduced by this amount (they cannot recover these steam points). If the golemoid dies while the implant is charged, they are automatically targeted with a raise dead spell one hour later. The golemoid returns to life with a number of hit points equal to the steam points they used to charge the implant times their Constitution modifier. The golemoid gains no negative levels for returning to life in this manner.

• **Ring Socket** - A small recess allows manite connector cables to flow from the implant to the body. A ring can be latched inside the recess, allowing the implant user to make use of an additional ring. This implant can be selected multiple times, but no more than once per six levels. Typical locations for the sockets include the chest, shoulder, and forehead.

• **Telescoping Limbs** - The golemoid's limbs are designed to telescope with the help of powerful pistons. By spending a steam point as a swift action, the golemoid's melee attacks increase their reach by five feet for one round.

Superior Implants

• **Manite Shocker** - A pair of great caged coils protrude from the golemoid's back, allowing the golemoid to expel a powerful electrical charge. As a standard action, you can spend a steam point to release a burst of crackling energy, dealing 10d4 electric damage in a 30 foot radius and stunning any creatures who take damage for one round. A successful Reflex save reduces the damage by half and negates the stun effect.

• **The Phoenix Engine** - This extraordinary implant consists of a pulsing manite cube set with precious gems and surrounded by mithral wires. It grants the golemoid the ultimate protection against death. The golemoid must first charge the engine with a fraction of their life force as a standard action, spending any number of steam points. While charged, the golemoid's total steam reserve is reduced by this amount (they cannot recover these steam points). If the golemoid dies while the implant is charged, they are automatically targeted with a resurrection spell up to a day later, springing back to life wherever the majority of their remains can be found. The golemoid returns to life with a number of hit points equal to the steam points used to charge the implant times their Constitution modifier, and with no steam points. The golemoid gains no negative levels for returning to life in this manner.

Upon returning to life, the golemoid's body releases a cloud of explosive steam, dealing 10d6 fire damage in a 10 foot radius. Affected creatures are entitled to a Reflex save for half damage.

The golemoid is dimly aware of the immediate surroundings while they are dead. They are aware if there are any creatures around them and if these are friend, foe, or unknown, as well as the general status of the surrounding environment - thus they can wait until a safe time to restore themselves.

• **The Reggora Mandate** - Reeking of a strong necromantic aura, this internal implant transforms and warps the flesh of the user into something almost unliving. An extreme measure, to say the least, this device came about from those who wished to explore the region of the Burning Coast, where the flames only consume living flesh.

The golemoid can spend five steam points as a standard action to undergo a radical physical transformation. Their flesh becomes pallid and cold as their body is suffused with necromantic power until the next time the golemoid recovers their steam reserve. While the implant's power is in effect, the golemoid is healed by negative energy, and damaged by positive energy. They become immune to non-lethal damage, ability drain, and energy drain. This artificial undeath also grants immunity to death effects, disease, paralysis, poison, sleep effects, and stunning. For the purposes of spell effects and abilities that affect undead, the golemoid counts as intelligent undead of Hit Dice equal to their level.

Any diseases contracted before the mandate was used still remain, they merely cease to affect the golemoid in this artificial undead state.

Golemoids with this implant are advised to use it with caution, as an individual transformed by the Reggora Mandate might easily be mistaken for one of the Wasted.

Golemoid Specializations

The following specializations are now available to golemoids in addition to the steamreaver, gunner, and juggernaut specializations presented in the Thunderscape Campaign Setting.

The Steamshadow

The steamshadow is a different breed of golemoid. Where steamreavers and juggernauts charge into combat, steamshadows are more subtle. These master infiltrators focus on the arts of disguise, misdirection, and assassination.

• **Basic Combat Specialization:** A steamshadow's specialized training grants Stealth and Disguise as class skills. In addition, the steamshadow is equipped with an Illusion Matrix implant which can be used to hide their mechemagical nature. By spending one steam point, the golemoid can cast disguise self as a spell-like ability with a caster level equal to their golemoid level. If they merely use this effect to hide their golemoid implants, the duration is one hour per level rather than the standard duration.

Finally, the golemoid's body is customized for absolute flexibility and precision. The golemoid may add their Dexterity modifier to damage rolls when attacking with a single light or one-handed weapon. The golemoid may not add this bonus when wielding a one-handed weapon in two hands. Any armor check penalty the golemoid suffers is subtracted from this bonus.

• **Improved Combat Specialization:** The golemoid's Illusion Matrix can now help them vanish entirely. They may spend a steam point when making a Stealth check to hide even when being observed. Also, the golemoid's flexible body can contort and compress in ways a normal humanoid body could not. The golemoid may squeeze into a space as small as ¼ their normal space, and suffers no penalties while squeezing into a space smaller than their size. The golemoid may also use this ability to be considered one size smaller for the purposes of the Stealth skill. Finally, the damage bonus from the basic steamshadow combat specialization increases to one and a half times the golemoid's Dexterity bonus.

Steamshadows and Class Skills

If a player of a 1st level golemoid states the intention to take the steamshadow combat specialization, the GM may wish to give them Disguise and Stealth as class skills at level 1 so that they can begin playing the sort of character they want to play right from the start. When making this allowance, remind the player that when they reach 2nd level, they must choose steamshadow as their first golemoid specialization.

• **Ultimate Combat Specialization:** The steamshadow's precision strikes are unparalleled. When the golemoid attacks a flat-footed target, they automatically score a critical threat on a hit. The critical threat must be confirmed normally. In addition, the golemoid's Illusion Matrix can now project an image of the golemoid while cloaking them from sight. By spending a steam point, the steamshadow may cast mislead as a spell-like ability with a caster level equal to their golemoid level. Finally, the damage bonus from the basic steamshadow combat specialization increases again, to a total of twice the golemoid's Dexterity bonus.

The Harrier

These elite golemoid troops are masters of battlefield misdirection. Using an array of high-powered harrier steamjets, they can move around the battlefield with tremendous speed. They can also use these jets to create clouds of swirling steam to plague and confound the enemy.

• **Basic Combat Specialization:** The golemoid's inherent ability to make any Acrobatics check to jump as if from a running start does not cost a steam point for the harrier golemoid. The harrier may spend a steam point at the beginning of their turn as a free action to activate their harrier steamjets. Until the beginning of their next turn, the harrier's speed is increased by 10 and they no longer provoke attacks of opportunity for moving through threatened squares. If the harrier moves at least half speed while their steamjets are active, they gain a +2 bonus to attack and damage rolls for the rest of their turn.

• **Improved Combat Specialization:** At this level, the harrier golemoid can leave a trail of choking steam in their wake. While their steamjets are active, the golemoid can choose to fill any or all squares that they move through with a cloud of thick, choking steam. This steam is functionally identical to either a stinking cloud or fog cloud (the golemoid chooses the effect when used), though it persists only until the end of the harrier's next turn. As a standard action, the harrier may spin in place and fill all adjacent squares with this steam cloud. The harrier is immune to the effects of their own steam clouds, allowing them to breathe and see normally. Further, the harrier gains a +2 dodge bonus to AC while the jets are active.

• **Ultimate Combat Specialization:** The golemoid can direct a powerful shockwave through the use of their harrier jumpets. While their jumpets are active, the golemoid can use this effect to perform one of the two following actions per round:

Thunderdash - the golemoid moves double their movement as a full round action. Select a number of creatures up to their Constitution modifier that are adjacent at any point during their movement. All of these enemies are subject to a trip attack with a +4 circumstance bonus. This trip provokes no attack of opportunity. If the maneuver fails, the harrier may not be tripped in return.

Lightning Charge - the golemoid may move up to their speed as a swift action.



Steamreaver Weapons

The following new weapons are available for use by steamreaver golemoids.

• **Aci-Drill:** The aci-drill is a massive pick cloaked in a cloud of acidic vapor. When the great weapon is swung, acid condenses on the pick's head just before impact, causing terrible dissolving wounds. When a golemoid channels energy into the weapon, tiny jets cause the head of the pick to spin, dispersing a small cloud of corrosive spray as the pick's head drives home.

Passive: Half the drill's damage counts as acid damage. This weapon deals double damage against objects.

Steam Ability : You may spend a steam point as a swift action on your turn to cause the aci-drill's head to become bathed in acid and spin wildly upon impact. Until your next turn, any foe hit by the aci-drill suffers an additional 1d4 acid damage. Unless neutralized, the acid does an additional 2 damage per round for the next three rounds.

• **Bilge Dagger:** This gruesome weapon features a broad, serrated blade attached to a small pump housed in the blade's hilt. When the dagger strikes a living target, it springs to life and draws as much blood as it can out of the target.

Passive: Any target struck by the bilge dagger takes 1 bleed damage.

Steam Ability: You may spend a steam point as a swift action on your turn to increase the weapon's bleed damage to 1d6. Until the beginning of your next turn, the weapon's base threat range is doubled (15-20 rather than 18-20) against bleeding targets. Multiple effects that increase a weapon's threat range don't stack.

Special: A pair of bilge daggers can be powered by a single steamreaver cell, allowing a golemoid to potentially dual-wield these weapons.

• **Cyclone Mace:** The flanges on the cyclone mace's head pulse as it spins, striking the target with a barrage of quick-hitting impacts. A cyclone mace's massive head hides a complex network of gears, pistons, and cogs that animate the weapon. When activated, they can kick up bursts of wind that can unbalance or even knock down opponents.

Originally written off as an inferior weapon due to its lower damage potential, the mace proved its worth in the hands of dwarven golemoid Gillium Steelmane. In 1118, Steelmane rushed into action when a corrupted used its dark gifts to incite a worker revolt in Golem Crag. Steelmane used his cyclone mace to subdue large groups of rioters without permanent injury.

Steamreaver Weapons

Exotic Weapons	Cost	Dam. (S)	Dam. (M)	Critical	Range	Weight	Type	Special
Light Weapons								
Bilge Dagger	375 gp	1d3	1d4	18-20	10 ft.	2 lb.	P/S	steamreaver
Piston Gauntlets (pair)	350 gp	1d3	1d4	X2	-	3 lb.	B	steamreaver
One-Handed Melee Weapons								
Aci-drill	400 gp	1d8	1d10	X4	-	10 lb.	P	steamreaver
Cyclone Mace	400 gp	1d6	1d8	X3	-	12 lb.	B	steamreaver, trip
Two-Handed Melee Weapons								
Dragoon Lance	425 gp	1d8	1d10	X3	-	15 lb.	P	steamreaver

Steamreaver Upgrades

The steamreaver's improved combat specialization, as introduced with the golemoid character class in the Thunderscape Campaign Setting, causes a steamreaver's specialty weapon to inflict damage as a weapon one size larger. Because the three steamreaver weapons introduced in that book have very similar damage dice, their damage increases are equally similar. The new steamreaver weapons introduced in this book, however, complicate matters somewhat. If you choose one of these new weapons as your specialty weapon, use the following table to determine their damage increase when you take steamreaver's improved combat specialization.

Weapon Type	New Weapons	
	Improved Damage (Small)	Improved Damage (Medium)
Aci-Drill	1d10	2d8
Bilge Dagger	1d4	1d6
Cyclone Mace	1d8	2d6
Dragoon Lance	1d10	2d8
Piston Gauntlets	1d4	1d6

Passive: The cyclone mace suffers no penalty to attack rolls when dealing nonlethal damage. The mace receives a +2 circumstance bonus to attack rolls when dealing nonlethal damage.

Steam Ability: You may spend a steam point as a swift action on your turn. Until the beginning of your next turn, any time you successfully deal nonlethal damage to a target using the mace, you may make a free trip maneuver against that target. This trip does not provoke attacks of opportunity.

• **Dragoon Lance:** This weapon was first crafted for Grell the Redeemed, a shining knight of Arasteen, to aid the paladin on his quest to hunt down the corrupted members of his former bandit gang. The lance is a spear with a two and a half foot triangular head and a five foot reinforced handle. Three steam jets mounted in the head of the spear enhance the range, power, and agility of the lance's attacks.

When thrust at an opponent, the jets guide the spear's head through the air, allowing the golemoid to subtly change its course with minimum effort. These attacks often catch opponents by surprise as they move to compensate for an evasive enemy. But the true power of the lance lay in focusing its steam energy into a single penetrating attack that can bypass many creatures' innate resilience.

Like a normal lance, the dragoon lance deals double damage when wielded from the back of a charging mount. While mounted, you may wield a dragoon lance in one hand.

Passive: The intuitive balancing jets of the dragoon lance allows it to be thrust more rapidly than its size would normally allow. A powered dragoon lance allows you to make an extra attack of opportunity per round.

Steam Ability: You may spend a steam point as a swift action on your turn. Until the beginning of your next turn, the weapon's reach is increased by five feet and the damage reduction of any opponent you attack with it is reduced by 5.

• **Piston Gauntlets:** These massive steel gloves are built around spring-loaded pistons. As gauntlets, these weapons allow the wielder to hold other objects or weapons at the same time. An attack with a piston gauntlet is considered an armed attack. Piston gauntlets cannot be disarmed.

To be fully effective, a golemoid must prime the piston gauntlets by pounding his fists together (a move action). An enchanted piston gauntlet shares any enchantments it bears with its mate, so long as both are worn by the same individual.

Passive: When the gauntlets are primed, the golemoid gains a +2 circumstance bonus to damage when attacking with them.

Steam Ability: If the gauntlets are primed, you may spend a steam point when you attack a target. If the attack hits, the stricken foe must make a Fortitude save or become dazed and flat-footed until the beginning of your next turn. The gauntlets must be primed again before this ability can be used again.

GOLEMOID 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.

Hesh Dargoh

Hesh was born in a small ferran ghetto just outside the walls of Smult. When the Darkfall came to Smult, it manifested as a swarm of fiery demons that descended from the Charred Peaks. He was the only resident of his neighborhood to make it inside the city walls alive. Since that day, he was forced to survive as best he could. He worked as a gopher in the manite mines for a while, but as soon as he was old and strong enough, he set out on his own to find work as a mercenary.

He had been hired to protect one of the many caravans that follow in the wake of the Thunder Trains, when bandits attacked. He still doesn't know whether the cannon that took his left arm and severely damaged his body belonged to his own side or to the enemy. Hesh only remembers waking up



days later in an Iron Guard surgeon's tent with half of his body replaced by manite implants.

Given the terrible tragedies that he has endured, Hesh has a surprisingly positive outlook on life. He doesn't fear the Wasting. He doesn't regret that he'll never have a normal life - he never had one before. He views his golemoid implants as a blessing. They have allowed him to prosper in a world where many simply perish. They have granted him the strength to protect those who cannot protect themselves.

Though he operates mostly in Urbana, he has mixed feelings about his homeland. He has many friends among the Iron Guard, but he has also witnessed the Shadow Army's callous disregard for the common folk. He is old enough to remember Columbey, but he also remembers how his poor family was treated in the slums of Smult. His experiences have left him generally suspicious of those in authority, and only fully willing to trust in proven friends.

Dargoh finds it something of a relief whenever his adventures take him beyond the ruined landscapes of his homeland, though somehow he always finds himself inexorably drawn back. Urbana needs him. Despite all its flaws, there is no other place where he truly feels at home.

Hesh Dargoh (low-level)

Male ferran predator (tiger) golemoid 1

CG Medium humanoid (ferran)

Init +1; **Senses** low-light vision; **Perception** +5

Defense

AC 18, **touch** 11, **flat-footed** 17 (+5 armor, +1 Dex, +2 natural)

hp 13 (1d10+3)

Fort +4, **Ref** +1, **Will** +1

Offense

Speed 30 ft.

Melee earthbreaker +5 (2d6+6), bite +0 (1d6+2)

Ranged pistol +1 (1d8+2) or rifle +2 (1d10+1)

Manite Implants (Steam Points: 3)

Minor Implants Momentum Manipulator (spend Steam to change direction when charging), Skill Booster (+2 to Survival skill)

Basic Implants Fortified Flesh (+1 natural armor)

Statistics

Str 18, **Dex** 12, **Con** 14, **Int** 10, **Wis** 12, **Cha** 11

Base Atk +1; **CMB** +5; **CMD** 16

Feats Power Attack

Traits Implanted (additional manite implant), Resilient (+1 to Fortitude saves)

Skills (*Armor Check Penalty: -4), Acrobatics*: 1 (+0), Climb*: 1 (+4), Perception: 1 (+5), Survival: 1 (+7)

Languages Western Common

Racial Abilities Bite attack (1d6 damage), Predatory Mobility - 40 ft. movement speed, Low-Light Vision, Leathery Hide (+1 natural armor), Scent

Class Abilities Steam Mastery (can spend steam for various effects), True Golemoid

Favored Class Bonus hit points (+1)

Weapons and Armor earthbreaker, pistol, rifle, 10 heavy pistol ammunition, 20 standard rifle ammunition, scale mail

Miscellaneous Equipment backpack, bedroll, waterskin, 50 feet of hemp rope

Wealth 4 gp, 2 sp

Hesh Dargoh (mid-level)

Male ferran predator (tiger) golemoid 6

CG Medium humanoid (ferran)

Init +1; **Senses** low-light vision; **Perception** +10

Defense

AC 20, **touch** 11, **flat-footed** 19 (+7 armor, +1 Dex, +2 natural)

hp 58 (6d10+18)

Fort +7, **Ref** +3, **Will** +3

Offense

Speed 45 ft.

Melee thunderhammer +13/+8 (1d12+8), bite +6 (1d6+2)

Ranged masterwork +8 (1d8+2) or masterwork rifle +8 (1d10+1)

Manite Implants (Steam Points: 10)

Minor Implants Chest Spikes, Climbing Hooks (double climbing speed), Integrated Scabbard (thunderhammer), Iron Grip (+10 vs. disarm), Momentum Manipulator (spend Steam to change direction when charging), Skill Booster (+2 to Survival skill)

Basic Implants Fortified Flesh (+1 natural armor), Integrated Armor (reduced penalties with integrated armor, +4 Intimidate), Manite Buffering System (spend steam to gain 5 + Con mod temp hp), Manite Speed Boost (+5 movement, +10 for one round or 20 for charge/run for spending steam point)

Advanced Implants Blazing Thrusters (can spend steam to gain 120 movement in any direction for one turn and leave a fire trail)

Statistics

Str 21, **Dex** 12, **Con** 14, **Int** 10, **Wis** 12, **Cha** 11

Base Atk +6; **CMB** +11; **CMD** 22

Feats Power Attack, Exotic Weapon Proficiency (thunderhammer), Furious Focus, Weapon Focus (thunderhammer), Extra Steam

Traits Implanted (additional manite implant), Resilient (+1 to Fortitude saves)

Skills (*Armor Check Penalty: 0), Acrobatics*: 6 (+10), Climb*: 2 (+10), Intimidate: 2 (+9), Perception: 6 (+10), Survival: 6 (+12), Swim*: 2 (+10)

Languages Western Common

Racial Abilities Bite attack (1d6 damage), Predatory Mobility - 40 ft. movement speed, Low-Light Vision, Leathery Hide (+1 natural armor), Scent

Class Abilities Steam Mastery (can spend steam for various effects), True Golemoid, Basic Combat Specialization: Steamreaver, Interchangeable Parts (minor, basic)

Favored Class Bonus hit points (+6)

Ability Score Increases Strength (4th level)

Weapons and Armor +1 thunderhammer, masterwork pistol, masterwork rifle, spiked gauntlet, 20 heavy pistol ammunition, 20 standard rifle ammunition, integrated +1 breastplate

Other Magic Items 2 potions of cure moderate wounds, belt of giant strength +2

Miscellaneous Equipment backpack, bedroll, waterskin, 50 feet of hemp rope, grappling hook, climbing kit, flint and steel, 1 week's trail rations, small tent

Wealth 401 gp, 2 sp

Hesh Dargoh (high-level)

Male ferran predator (tiger) golemoid 12

CG Medium humanoid (ferran)

Init +5; **Senses** low-light vision; **Perception** +10

Defense

AC 25, **touch** 13, **flat-footed** 24 (+9 armor, +1 Dex, +4 natural, +2 deflection)

hp 148 (12d10+72)

Fort +15, **Ref** +8, **Will** +8

Offense

Speed 45 ft.

Melee thunderhammer +23/+18/+13 (3d6+13), bite +14 (1d6+3)

Ranged masterwork +14 (1d8+2) or masterwork rifle +14 (1d10+1)

Manite Implants (Steam Points: 16)

Minor Implants Chest Spikes, Climbing Hooks (double climbing speed), Integrated Scabbard (thunderhammer), Iron Grip (+10 vs. disarm), Momentum Manipulator (spend steam to change direction when charging), Automated Breakfall Jets (spend steam for breakfall), Skill Booster (+2 to Survival skill)

Basic Implants Focuser (spend steam to negate fatigue, shaken, sickened), Fortified Flesh (+1 natural armor), Integrated Armor (reduced penalties with integrated armor, +4 Intimidate), Iron Corium (Dr 1/-), Manite Injector (can use prepared potion as a free action), Manite Speed Boost (+5 movement, +10 for one round or 20 for charge/run for spending steam point)

Advanced Implants Blazing Thrusters (can spend steam to gain 120 movement in any direction for one turn and leave a fire trail), Combustion Breath (can spend steam point to exhale fire breath for 10d6 damage), Manite Girding System (can spend steam point to gain 10 + double his Con modifier in temp hp), Telescoping Limbs (spend steam point to increase reach)

Superior Implants Manite Proximity Sensors (can spend steam point to gain 30 foot blindsight)

Statistics

Str 25, **Dex** 12, **Con** 18, **Int** 10, **Wis** 12, **Cha** 11

Base Atk +12; **CMB** +19; **CMD** 30

Feats Power Attack, Exotic Weapon Proficiency (thunderhammer), Furious Focus, Weapon Focus (thunderhammer), Extra Steam, Toughness, Thunder Reckoning, Improved Critical (thunderhammer), Critical Focus, Improved Initiative

Traits Implanted (additional manite implant), Resilient (+1 to Fortitude saves)

Skills (*Armor Check Penalty: 0), Acrobatics*: 12 (+16), Climb*: 4 (+14), Intimidate: 4 (+11), Perception: 12 (+16), Survival: 12 (+18), Swim*: 4 (+14)

Languages Western Common

Racial Abilities Bite attack (1d6 damage), Predatory Mobility - 40 ft. movement speed, Low-Light Vision, Leathery Hide (+1 natural armor), Scent

Class Abilities Steam Mastery (can spend steam for various effects), True Golemoid, Basic Combat Specialization: Steamreaver, Improved Combat Specialization: Steamreaver (steamreaver weapon inflicts damage as if one size larger), Interchangeable Parts (minor, basic)

Favored Class Bonus hit points (+12)

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

Weapons and Armor +3 thunderhammer, masterwork pistol, masterwork rifle, masterwork spiked gauntlet, 20 heavy pistol ammunition, 20 standard rifle ammunition, integrated +3 breastplate

Other Magic Items 3 potions of cure serious wounds, 2 potions of enlarge person, belt of physical might (Str and Con) +4, cloak of resistance +3, ring of protection +2, amulet of natural armor +2, bag of holding II

Miscellaneous Equipment backpack, bedroll, waterskin, 50 feet of hemp rope, grappling hook, climbing kit, flint and steel, 1 week's trail rations, small tent

Wealth 721 gp, 6 sp, 3 cp

Satsobek

In her youth, Satsobek dreamed of becoming a great hero. All the most famous rapacians in her tribe had distinguished themselves as members of Yzeem's mighty navy, and so she enlisted as soon as she was able. She soon distinguished herself in battle against the pirates of Rook's Roost, but her career would be short-lived. During a fierce storm, Satsobek was crushed beneath a broken mast. The healers told her that she would never walk again.

When the Veiled Council rose to power following the Darkfall, they knew that this was only the first step in what would be an ongoing war to protect Balaquim from the pirate kings' control. They had embarked upon a secret war for the soul of their homeland, and such a war would require a new sort of soldier.

Satsobek was one of many approached in secret by the council, loyal soldiers who were offered the chance to serve again through the wonder of golemization. Eager to return to the fight, she agreed. Her implants were not of the traditional variety - rather than a hulking, brutish warrior Satsobek became a steamshadow. With her new abilities, she had become a master of disguise, stealth, and espionage. Bolstered by the Veiled Council's gifts, she sailed directly into the heart of the pirate nations.

For months, she has operated in secret from within the rogue city of Rook's Roost, monitoring enemy activities and reporting their movements to the Veiled Council. She occasionally engages in missions of sabotage or even assassination against the pirate fleet. Thus far, her unique abilities have allowed her to evade detection, but the pirates are becoming wary. Rumor spreads of a "Veiled Shadow," an agent of the Council without face or form, a specter who stalks the dark alleys of Rook's Roost and strikes down all who stand against the Council.

It isn't the fame she dreamed of as a hatchling, but it will do.

Satsobek (low-level)

Female rapacian golemoid 1

CG Medium humanoid (reptilian)

Init +4; **Senses** low-light vision; **Perception** +6

Defense

AC 18, **touch** 14, **flat-footed** 14 (+3 armor, +4 Dex, +1 natural)

hp 12 (1d10+2)

Fort +4, **Ref** +4, **Will** +0

Offense

Speed 30 ft.

Melee ripfangs +5 (1d6+1)

Ranged pistol +5 (1d8+1)

Manite Implants (Steam Points: 3)

Minor Implants Body Compartment (hide small items), Skill Booster (+2 Perception)

Basic Implants Threat Analysis Matrix (bonus to find/disable traps)

Statistics

Str 13, **Dex** 18, **Con** 14, **Int** 12, **Wis** 10, **Cha** 12

Base Atk +1; **CMB** +2; **CMD** 16

Feats Weapon Finesse

Traits Folk Magic (unseen servant 1/day), Ghost (reduced stealth penalties when moving)

Skills (*Armor Check Penalty: -1), *Acrobatics 1 (+7), *Disable Device 1 (+5), Disguise 1 (+5), Perception 1 (+6), *Stealth 1 (+7), *Swim 1 (+4)

Languages Eastern Common, Rapacian, Sylfanic

Racial Abilities Bite attack (1d6 damage), Scaly Hide (+1 natural armor)

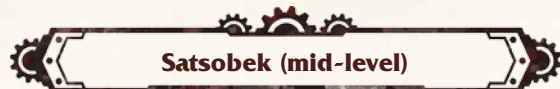
Class Abilities Steam Mastery (can spend steam for various effects), True Golemoid

Favored Class Bonus skill points (+1)

Weapons and Armor ripfangs, pistol, 20 standard pistol rifle ammunition, dagger, studded leather

Miscellaneous Equipment bedroll, waterskin, 50 feet of hemp rope, grappling hook, flint and steel, disguise kit, 1 week's trail rations, small tent

Wealth 26 gp, 12 sp



Female rapacian golemoid 6

CG Medium humanoid (reptilian)

Init +9; **Senses** low-light vision; **Perception** +16

Defense

AC 23, **touch** 16, **flat-footed** 18 (+4 armor, +2 shield, +5 Dex, +1 deflection, +1 natural)

hp 52 (6d10+12)

Fort +8, **Ref** +8, **Will** +3

Offense

Speed 30 ft.

Melee +1 ripfangs +13 (1d6+7)

Ranged masterwork pistol +12 (1d8+6)

Manite Implants (Steam Points: 10)

Minor Implants Body Compartment (hide small items), Equilibrium Disruptor (spend steam to sicken target), Internal Toolkit (thieves' tools), Skill Booster (+2 Perception), Vox Changer (spend steam to disguise voice)

Basic Implants Basic Detachable Sensor (remote monitoring device), Manite Stunner (spend steam to stun via unarmed attack), Threat Analysis Matrix (bonus to find/disable traps), Wall Walker (spend steam point to climb walls)

Advanced Implants Hypnotic Eyes (spend steam to use suggestion)

Statistics

Str 13, **Dex** 21, **Con** 14, **Int** 12, **Wis** 10, **Cha** 12

Base Atk +6; **CMB** +7; **CMD** 22

Feats Weapon Finesse, Extra Steam, Improved Initiative, Weapon Focus (ripfangs)

Traits Folk Magic (unseen servant 1/day), Ghost (reduced stealth penalties when moving)

Skills (*Armor Check Penalty: -0), *Acrobatics 6 (+14), *Climb 3 (+7), *Disable Device 6 (+15), Disguise 6 (+10), Perception 6 (+16), *Stealth 6 (+14), *Swim 3 (+7)

Languages Eastern Common, Rapacian, Sylfanic

Racial Abilities Bite attack (1d6 damage), Scaly Hide (+1 natural armor)

Class Abilities Steam Mastery (can spend steam for various effects), True Golemoid, Basic Combat Specialization: Steamshadow, Interchangeable Parts (minor, basic)

Favored Class Bonus skill points (+6)

Ability Score Increases Dexterity (4th level)

Weapons and Armor +1 ripfangs, masterwork pistol, 20 standard pistol rifle ammunition, dagger, +1 studded leather, +1 buckler

Other Magic Items belt of incredible dexterity +2, cloak of resistance +1, eyes of the eagle, ring of protection +1

Miscellaneous Equipment bedroll, waterskin, 50 feet of silk rope, grappling hook, flint and steel, disguise kit, 1 week's trail rations, small tent

Wealth 126 gp, 12 sp



Female rapacian golemoid 12

CG Medium humanoid (reptilian)

Init +12; **Senses** darkvision 60 ft., low-light vision; **Perception** +22

Defense

AC 32, **touch** 20, **flat-footed** 24 (+4 armor, +4 shield, +8 Dex, +2 deflection, +4 natural)

hp 112 (12d10+36)

Fort +13, **Ref** +14, **Will** +8

Offense

Speed 30 ft., swim 30 ft.

Melee +3 ripfangs +24 (1d6+12)

Ranged masterwork pistol +21 (1d8+9)

Manite Implants (Steam Points: 19)

Minor Implants Body Compartment (hide small items), Equilibrium Disruptor (spend steam to sicken target), Grapple Launcher, Internal Toolkit (thieves' tools), Skill Booster (+2 Perception), Vox Changer (spend steam to disguise voice)

Basic Implants Fortified Flesh (+1 natural armor), Manite Stunner (spend steam to stun via unarmed attack), Polyinduction Energy Damper (fire resistance 5), Threat Analysis Matrix (bonus to find/disable traps), Wall Walker (spend steam point to climb walls)

Advanced Implants Advanced Detachable Sensor (mobile remote monitoring device), Advanced Resistance Generator (Will), Enhanced Night Vision (darkvision), Hypnotic Eyes (spend steam to use suggestion), Underwater Adaptation (can breathe underwater, gains swim speed)

Superior Implants Spell Resistance (SR 25)

Statistics

Str 13, **Dex** 27, **Con** 16, **Int** 12, **Wis** 10, **Cha** 12

Base Atk +12; **CMB** +13; **CMD** 31

Feats Weapon Finesse, Extra Steam (X2), Improved Initiative, Weapon Focus (ripfangs), Shadow Mirrors, Power Attack, Improved Critical (ripfangs), Manite Blood

Traits Folk Magic (unseen servant 1/day), Ghost (reduced stealth penalties when moving)

Skills (*Armor Check Penalty: -0), *Acrobatics 12 (+23), *Climb 6 (+10), *Disable Device 12 (+24), Disguise 12 (+16), Perception 12 (+22), *Stealth 12 (+23), *Swim 6 (+10)

Languages Eastern Common, Rapacian, Sylfanic

Racial Abilities Bite attack (1d6 damage), Scaly Hide (+1 natural armor)

Class Abilities Steam Mastery (can spend steam for various effects), True Golemoid, Basic Combat Specialization: Steamshadow, Interchangeable Parts (minor, basic), Improved Combat Specialization: Steamshadow

Favored Class Bonus skill points (+12)

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

Weapons and Armor +3 ripfangs, masterwork pistol, 20 standard pistol rifle ammunition, dagger, +3 padded armor, +3 buckler

Other Magic Items belt of incredible dexterity +6, cloak of resistance +2, eyes of the eagle, ring of protection +2, amulet of natural armor +2, ioun stone (pink rhomboid, +2 Con)

Miscellaneous Equipment bedroll, waterskin, 50 feet of silk rope, grappling hook, flint and steel, disguise kit, 1 week's trail rations, small tent

Wealth 315 gp, 6 sp





THUNDER SCOUTS

THUNDER SCOUTS IN ADEN

Role of the Thunder Scout

Of all the basic classes, the thunder scout compares most easily to a ranger. Both classes are self-reliant survivalists with a heavy emphasis on skill use. Both are adept skirmishers, potentially capable of engaging the enemy both in melee and at range. A ranger differs in that they never hunt alone - by design they are expected to either rely upon an animal companion or use their hunter's bond to strengthen their allies. In comparison, a thunder scout can rely only upon themselves and their vehicle.

While frailer than rangers, a thunder scout can use their class abilities to share damage with their vehicle. This makes a thunder scout a deceptively tough nut to crack when in their element. While they boast a small selection of spells, a thunder scout's arcane arsenal pales beside that of a wizard or mechamagic. Most thunder scout spells don't have dramatic or obvious effects; they merely enhance the scout or the vehicle.

Where a thunder scout truly shines is mobility. In an open area with room to move, a thunder scout is difficult to beat. In this regard, they are similar to cavaliers. Like a cavalier separated from their mount, a scout deprived of their vehicle will suffer somewhat but is still quite a formidable opponent.

One unique advantage a thunder scout can bring to the table is transportation. Most thunder scout vehicles can easily accommodate not only the scout, but several party members as well. Some advanced and superior level vehicles even serve as mobile command centers for the entire party, though even a humble steamwagon increases the party's range and mobility considerably.

Ultimately, a thunder scout's choice of vehicles will define their place in the party. Will they speed across the plains on a nimble thunder cycle? Will they dominate the seas from the wheel of a mighty squall? Will they command the skies from the bridge of an elegant dirigible? The choice is yours.

The History of Thunder Scouts

Prior to the Darkfall, the nations of Aden maintained an extensive trade network with one another. The Peace of the Rose had brought great prosperity, and each had come to depend on the others for essential goods and services. Through this system, the lands not only flourished, but maintained an enduring peace. Aden developed a network of primitive railroad systems, primarily in Urbana and Le'Ciel. Solitary scouts, equipped with early mechamagic vehicles, plotted the routes of these trains. They were nicknamed the Thunder Scouts, after the cacophonous noise their vehicles produced.

When the Darkfall came, and creatures of nightmare began to openly prowl the lands, Aden's prosperity abruptly ended. Overland trade became exceedingly dangerous. The railroads were abandoned. Even trade by sea was not completely safe from nocturnal predations. Trade by air or through the use of magic was so rare that it was unreliable on a global scale.

During this time, the thunder scouts saw it as their duty to keep the people of Aden connected. These brave men and women continued staging forays into the haunted wilderness, transporting much needed weapons and supplies to survivors. It was by no means trade as it used to be - but it was something. Perhaps, in the end, it was enough, as the heroic deeds of these thunder scouts bought time for the people to find a better solution.



Urbana provided that solution in the form of four massive mechatanical land vehicles. These juggernauts would be outfitted with high-tech weaponry and manned by the Iron Guard, some of the finest soldiers in Aden. This new breed of train did not require tracks. They could carry large amounts of supplies and cargo and were virtually unstoppable even to the most powerful nocturnals.

But these trains were not perfect. These powerful vehicles could easily become mired in difficult terrain, leaving them vulnerable to ambush. Urbana required brave souls to go forth into the haunted wilderness and chart a path for these vehicles to follow. The thunder scouts took this as their duty, charting a route through the wasteland even as they continued to unite the people. The Thunder Trains - and the Thunder Trails that they would follow - were named in their honor.

Most of these original scouts became members of the Urbanan military, highly trained survivalists equipped with the most advanced mechatanical vehicles and advanced Urbanan weaponry. While no true mages, these individuals received enough magical training to keep their vehicles in operation while alone on the trail. Their missions often required them to operate alone in the wild for months at a time.

The dawn of the Thunder Trains immediately improved life throughout Aden. Even for those who could not afford to ride the trains, merely traveling in their wake increased the odds of a caravan's survival a hundredfold. Trade returned to Aden.

For many communities that had been isolated by the Darkfall for months (or even years), the thunder scouts were the first sign that they were not alone in the world. They were viewed as heroes, saviors riding out of the darkness and striking down the nocturnals. They became romanticized, legendary figures. They became symbols of hope.

In time, others began to follow their example. Thunder scouts not officially affiliated with the Urbanan government began to patrol the lands. Some operated as bounty hunters and lawmen. Others were just opportunistic adventurers. Whatever their origins, the age of the thunder scout had begun, and they quickly became pivotal figures in Aden's culture as well as in its struggle against the Darkfall. In the present day, most of Aden's thunder scouts are independents, emulating the image of the original Urbanan scouts but with no connection to the Urbanan military.

Though the Thunder Trail is well established in the present day, a small number of officially sanctioned Urbanan thunder scouts remain. These scouts regularly patrol the Thunder Trail to ensure that they are still fit for travel. When a Thunder Trail becomes impassable due to flooding, avalanche, nocturnal infestation, or other disaster, it is their duty to chart a new route. Thunder scouts also act as heralds for the Thunder Trains, patrolling the road just ahead to keep a sharp eye out for any dangers, and to inform any civilized settlements that the trains will soon arrive.

Public Perception

For most people of Aden, the thunder scouts are beloved figures. Common folk look up to them. Children want to grow up to be them. A thunder scout rolling into a small town will commonly become a subject of curiosity, desire, and envy.

Romanticized fictional accounts of thunder scouts are quite popular, particularly in Urbana, Arasteen, and Carraway. The most popular of these is the Ballad of Jeremy Jerome, the saga of an elven thunder scout who blazed a trail from Mekanus to Tanto and had many legendary adventures along the way. The Iron Guard Field Guide also commonly collects such tales. Even lonely thunder scouts enjoy reading stories of their brethren, fictionalized or no. The idealized image of the thunder scout that these tales have created has even influenced Aden's fashion - thunder scout goggles and boots are a popular accessory even among the pampered nobility, and every rebellious youth dreams of owning a thunder cycle.

A thunder scout on the road can generally expect kindness and hospitality as long as they behave, and most thunder scouts are wise enough not to abuse this trust. There are exceptions, of course. Some thunder

Thunder Runes

In the wild, the ability to communicate despite one's isolation is vital. As most true thunder scouts possess moderate magical abilities, they frequently use magic to maintain such a lifeline. While spells such as sending or telepathic bond are beyond their capabilities, they have learned to make do with the tools they have available. The iconic thunder flare spell (described in Chapter 8 of the Thunderscape Campaign Setting) is the most common and well-known example. Thunder runes are a more subtle form of scout communication.

Thunder runes are a crude, secret language devised by thunder scouts. These runes are frequently left behind on trees, trail markers, stones, or other natural landmarks. While not a complete language, thunder runes communicate simple messages useful for other travelers, such as "danger here," "fresh water," "rough terrain ahead" and the like. Such runes can even note the presence of bandits, common nocturnal creatures, and game animals.

These runes are usually placed using the arcane mark spell, known to most thunder scouts. As arcane marks can be invisible, a scout can leave warnings without worry that they will be discovered. It is in a thunder scout's best interests, upon arriving in an unknown area, to scan any prominent landmarks using detect magic just in case any other thunder scouts have left an invisible warning behind. Even when not invisible, thunder runes are designed to be relatively subtle and unobtrusive. Most observers would discount them as abstract designs, if they notice them at all.

As a general rule, noticing visible thunder runes requires a Perception check vs. DC 15 for a character who is actively examining an area. Noticing invisible runes is, surprisingly, much easier. As long as a character is using detect magic to scan an area, any thunder runes glow brightly to their sight and are immediately noticeable.

Thunder runes are not a true language capable of complex or abstract concepts. Thunder scouts do not go out of their way, as druids do, to keep these runes secret. Thus thunder runes do not require any skill point investment to learn. If a character could reasonably have had time and opportunity to learn thunder runes, assume that they know them.


Examples of characters who would know thunder runes

- 1) Any thunder scout.
- 2) Any member (or former member) of the Iron Guard.
- 3) Anyone with an extensive wilderness survival background.
- 4) Merchants, mercenaries, or others who are likely to have extensively traveled the Thunder Trail.
- 5) Anyone skilled in Linguistics.

Most copies of the Iron Guard Field Guide feature a rudimentary primer on thunder runes in the back. Someone with a copy of the Guide can use it to attempt to decipher runes - this requires up to five minutes of study and an Intelligence check vs. DC 10.

scouts fall far from the example set in fiction, operating as bandits and highwaymen. In areas plagued by such individuals, a thunder scout can expect to be met with suspicion or hostility until they put things right by dealing with the offending individual (a good adventure hook for wandering thunder scout characters).

An unspoken ethos exists among thunder scouts, sometimes referred to as the Code of the Trail. Simply put, a thunder scout recognizes that they are never alone so long as others share and protect the Thunder Trail. In the interest of mutual survival, scouts are thus generally courteous to one another. They will often share their camp without ques-



tion, or at least offer directions and share a few supplies when needed. Some even go so far as to leave caches of ammunition and food for one another, well-hidden but marked with thunder runes.



Thunder Scouts Throughout Aden

The public's conception of thunder scouts varies wildly from nation to nation. Not surprisingly, this often depends upon how heavily the given nation relies upon the Thunder Trail for survival, as well as that nation's relations with Urbana and feelings toward mechatmagic.

Aramyst

Outside of a few scattered settlements, this tortured land has no military or law enforcement to speak of. For those in the wasteland, the Code of the Trail is the closest thing they have to law. A brotherhood of thunder scouts have recently begun to operate out of Refuge, led by a former Knight of the Radiant Order named Jennis Arai. Arai and her scouts have taken it upon themselves to bring relief to the survivors of Aramyst, ranging across the land in mechatmagical vehicles, hunting bandits and nocturnals alike. Thanks to their example, the romantic image of the heroic thunder scout is alive and well in this fallen nation.

Arasteen

Given that thunder scouts are traditionally associated with Urbana, it is no surprise that they are not quite as beloved among their neighbors to the north. Most Arastinians, particularly servants of the Radiant Order, view the stereotypical image of the heroic thunder scout as little more than Urbanan propaganda. As the Radiant Order is a strong presence here, the common folk are also not as likely to look to wandering scouts for protection. A thunder scout in Arasteen is more likely to find suspicion than admiration - at least until they prove themselves worthy of respect.

Carraway


Among the people of Carraway, tales of dashing thunder scout heroes are very popular. While the rulers of Carraway appreciate this distraction, many feel that the image of a wandering loner who answers to no one is not a positive example, nor is it particularly conducive to survival in a land as harsh as Carraway. As a result, Carrawan Watchmen and Arbiters are quite standoffish toward thunder scouts, and usually assume them to be opportunists and vagabonds.

High Steppes

The High Steppes has little industry to speak of, so thunder scout vehicles are rare and difficult to maintain. Those few thunder scouts who make their home here often find positions of influence and power - sometimes even becoming tribal leaders.

The northern barbarians do not buy into the romanticized thunder scout image, though they find such stories quite amusing. More than one naïve scout has assumed the steppes tribes would treat them with respectful courtesy, only to lose their thunder cycle and their life.

Ionara



As one of a handful of nations isolated from continental Aden, Ionara has never been visited by the Thunder Trains. Strangely, this has only made the thunder scout mythos even stronger in this frozen land. The idea of bold, solitary warriors brave enough to challenge nocturnal, bandit, and nature in equal measure has struck a chord among the Ionarans. Ionaran nobles are ready to pay premium salaries to experienced thunder scouts willing to travel north to serve in their employ. They have even begun to utilize similarly trained individuals to monitor the movements of the snowmads, survivalists outfitted with vehicles (such as the Snow Hare, featured elsewhere in this book) designed to endure Ionara's harsh temperatures. This group of specialists colloquially refers to themselves as the Tundra Scouts.

Kyan

The choking jungles of Kyan make travel quite difficult for all but the hardest thunder scouts. Urbanan scouts working on the Thunder Trail utilize specialized vehicles such as scuttlers to navigate the harsh environment. They also work alongside Kyanite entomancers to clear an area large enough for the Thunder Trains to travel. Outside of this, thunder scouts are a rarity in Kyan outside the occasional curious adventurer.

Le'Ciel

Le'Ciel is perhaps the most isolated of Aden's nations, both physically and philosophically. As such, they do not share the rest of the world's fascination with thunder scouts. A few Urbanan vehicles have recently been imported and the Magisters have even begun to design their own, but true thunder scouts are almost unheard of in Le'Ciel.

Misland Republics

Though the Thunder Trail has never reached the Republics, tales of thunder scouts have filtered into the islands from their Yzeemite neighbors. The mechatmages and steamwrights of Strangemount have enabled a new breed of thunder scouts - self-reliant sailors equipped with versatile aquatic vehicles. These seafaring scouts make a name for themselves in the isles as explorers and privateers.

The Rhanate

Vehicles capable of crossing the Sundered Desert are a lifeline in the Rhanate. As thunder scout vehicles are sturdier than most, their image as heroes and saviors is strong in these lands. Thunder scout fashion is particularly popular here. Swaggering youths who emulate their thunder scout idols are often derisively referred to as "Jeromeys" after the legendary fictional thunder scout, Jeremy Jerome.

Urbana

The legend and the reality of the thunder scout were both born in Urbana. Without thunder scouts, the Thunder Trains would have failed and the nation would have starved. Thunder scouts who have served in the Iron Guard are honored and respected even by the elite nobility, and many have been promoted to Urbana's legendary Order of Steel.

Freelance thunder scouts are another story. Scouts who operate outside the military (or even worse, who accept military training and quit to work on their own) are often looked down upon as opportunistic poseurs, at least by the nobility and military. The common folk of Urbana usually make little distinction; a thunder scout is a thunder scout.

Vanora

Vanora relies heavily on trade with Urbana, and as such its people have a deep appreciation for all the good the thunder scouts have done. An Iron Guard thunder scout is a well-trained soldier performing an important duty, and thus worthy of respect. At the same time, freelance or independent thunder scouts are regarded as ronin - wanderers who, while deserving of some grudging admiration, are assumed to be dangerous vagabonds until they prove worthy of the respect their more honorable brothers and sisters have earned.

Yzeem

Trade is the lifeblood of Yzeem. Though Yzeem's naval might is unparalleled, they also rely heavily on land trade, and such trade would be impossible without thunder scouts. The idealized image of the thunder scout is thus alive and well here. A freelance thunder scout can usually find a job working for one of the many merchant houses as a courier, messenger, or caravan guard. Less scrupulous thunder scouts will also find that their resourcefulness and combat savvy makes for an exceptional pirate.

THUNDER SCOUT MECHANICS

Scout Techniques

The following techniques expand the scout technique options as presented in the *Thunderscape Campaign Setting*. Unlike the original scout techniques, many of these techniques require other scout techniques, class levels, or class abilities.

- **Book Learning(Ex)** - When the thunder scout takes this technique, they pick a spell from the meamage spell list of a level they can cast that is not also on the thunder scout spell list. This spell is added to the thunder scout's spellbook, and they may prepare and cast it as if it were on the thunder scout spell list. The thunder scout may take this technique more than once, but no more than once per level of spells that they can cast.

- **Catch Me If You Can (Ex)** - When the thunder scout makes an Acrobatics check to avoid provoking an attack of opportunity for moving out of a threatened square, they may add their thunder scout level to the roll. If the thunder scout successfully avoids provoking an attack of opportunity with Acrobatics, they gain a +1 bonus to their next attack roll against the creature they avoided provoking the attack of opportunity from.

- **Duke of Danger (Ex)** - The thunder scout may increase the speeding value of a vehicle they pilot by half its value for the purposes of the Jump vehicle maneuver. In addition, if the thunder scout's vehicle suffers collision damage from a jump, the damage dealt is as if the vehicle were one size smaller.

- **Fast and Furious (Ex)** - If the thunder scout hits with a charge attack after moving at least 30 feet (including while in a vehicle or mounted), add ½ of their thunder scout level to the weapon damage roll.

- **Greased Lightning (Ex)** - As a swift action once per day, the thunder scout may gain a move action that can only be used to move. The thunder scout may take this technique more than once, but no more than one additional time per six thunder scout levels. Each additional time the technique is taken, the thunder scout gains an additional use of the technique per day.

Requirement: Scout's Mobility.

- **Iron Tracker (Ex)** - The thunder scout may roll Survival checks to follow tracks twice and take the preferred result. The thunder scout also gains Endurance as a bonus feat.

- **Killing Fields (Ex)** - The thunder scout gains a +2 competence bonus to attack rolls and weapon damage rolls when fighting in their favored terrain.

Requirement: Favored Terrain (from technique or class ability).

- **The Land That I Love (Ex)** - The thunder scout may designate a number of allies equal to their Intelligence modifier and one of their favored terrains. As long as the designated allies are within 60 feet of the thunder scout, they gain the same bonuses in the designated terrain that the thunder scout does.

Requirement: Favored Terrain (from technique or class ability).

- **On a Dime (Ex)** - When taking the charge, run, or rush action, the thunder scout may change direction once.

- **The Quick and the Dead (Ex)** - When the thunder scout attacks a flat-footed target, they may add their thunder scout level to the weapon damage rolls of their first attack each round.

- **Shoot First (Ex)** - If the thunder scout has a one-handed firearm that could be drawn with the Quick Draw feat, they may draw it and make a single ranged attack against a target within the weapon's first range increment when they roll initiative. Using Shoot First is a free action.

Requirement: Quick Draw and 8th level thunder scout.

- **Trailblazer (Ex)** - By spending a move action, the thunder scout grants themself and all allies within 30 feet the ability to ignore difficult terrain until the start of the scout's next turn.

Requirement: 12th level thunder scout.

- **Wrecker (Ex)** - Whenever the thunder scout deals damage to a vehicle, they may reduce its hardness by ½ their thunder scout level, and add their Intelligence modifier to their damage rolls.

- **Zig-Zag (Ex)** - When taking the charge, run, or rush action, the thunder scout may change direction up to a number of times equal to their Dexterity modifier.

Requirement: On A Dime.

New Thunder Scout Spells

Hazard Zone

School evocation; **Level** thunder scout 2

Casting Time 1 standard action

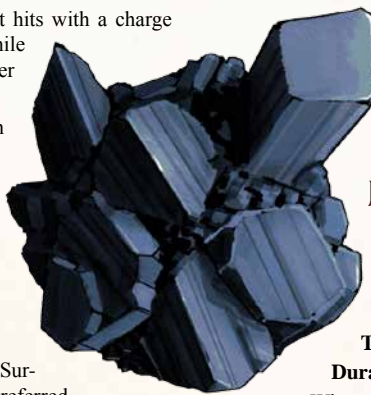
Components V, S, M (a broken gauge)

Range Touch

Target your signature vehicle

Duration 1 minute per level

When you cast this spell, your vehicle gains a threatened area as if it were a tall creature of its size. This is two squares for a Large vehicle, three squares for a Huge vehicle and so on. When a creature provokes an attack of opportunity from your vehicle, you may perform the attack using your attack bonus. On a hit, this initiates a collision between your vehicle and the provoking creature. Your vehicle is considered to be moving at half its speed, or its speeding threshold (your choice) for this attack. This uses up one of your attacks of opportunity for the round.



Jerome's Command

School transmutation; **Level** thunder scout 0

Casting Time 1 standard action

Components V, S

Range Medium (100 ft. + 10 ft./level)

Target your signature vehicle

Duration instant

When you cast this spell you perform one of these actions (as per *Thunderscape Campaign Setting*, pages 205-206) on your signature vehicle: Ignition, Lock/Unlock Hatch, or Shut Down.

Retrofit

School transmutation; **Level** thunder scout 1

Casting Time 1 standard action

Components V, S, F (a tool kit)

Range Touch

Target your signature vehicle

Duration 1 minute

In a whirlwind of magic, you replace one bonus feature on the targeted vehicle with another bonus feature for the duration of the spell. The new bonus feature must be legal for the targeted vehicle. If you replace the Sidecar feature, any passengers or objects that were in the sidecar are immediately ejected from the vehicle. A passenger ejected from the vehicle may attempt to grab and ride the outside of the vehicle per the rules for "enter a moving vehicle" (*Thunderscape Campaign Setting*, page 205).

Retrofit, Greater

School transmutation; **Level** thunder scout 3

Casting Time 1 standard action

Components V, S, F (a tool kit)

Range Touch

Target your signature vehicle

Duration 1 minute per level

This spell functions as retrofit, except you may replace all bonus features on the targeted vehicle.

Retrofit, True

School transmutation; **Level** thunder scout 4

Casting Time 1 standard action

Components V, S, F (a tool kit)

Range Touch

Target your signature vehicle

Duration 1 minute per level

This spell functions like retrofit, except you may replace all bonus features on the targeted vehicle and may also change the vehicle to a different type of vehicle. The new vehicle type must be of the same tier (Basic, Advanced or Superior) as the original vehicle, and if the vehicle changes size categories, you must eject cargo and/or passengers until the inside of the vehicle is no longer overcrowded. Passengers ejected from the vehicle may attempt to grab and ride the outside of the vehicle per the rules for "enter a moving vehicle" (*Thunderscape Campaign Setting*, page 205). If you use this spell to transform a flying vehicle into a non-flying vehicle above a target, refer to the rules for falling objects (Chapter 13, *Pathfinder Core Rulebook*) to determine the damage dealt.

Rubber Ride

School transmutation; **Level** thunder scout 3

Casting Time 1 standard action

Components V, S, M (a rubber band)

Range Touch

Target one Vehicle

Duration 1 minute per level

Thunder scouts are often inconvenienced by not being able to take their favorite ride along when the action moves indoors or underground. When this spell is cast, the targeted vehicle gains the ability to squeeze into any space as small as $\frac{1}{4}$ of its normal space, with all the normal penalties of squeezing. Passengers of the vehicle are affected by this spell and feel a strange compressing sensation while the vehicle is squeezing. Anyone attempting to enter the vehicle while it is affected by this spell is not compressed, and must be able to fit in the vehicle at its new size. Anyone who exits the vehicle during the duration of this spell immediately reverts to their normal size, or is constrained as per the rules described in the enlarge person spell (see Chapter Nine, *Pathfinder Core Rulebook*).

Shadow Caravan

School illusion (shadow); **Level** thunder scout 4

Casting Time 1 standard action

Components V, S

Range Medium (100 ft. + 10 ft./level)

Duration 10 minutes per level

Effect one shadowy vehicle per two levels

Saving Throw Will disbelief (if interacted with); **Spell Resistance** yes

This spell functions as shadow ride, except you create multiple vehicles and they may be up to Gargantuan size. For each vehicle beyond the first, you may designate one creature in range to act as a pilot. If that individual is not considered pilot trained, they are considered pilot trained when driving their designated vehicle. Only the designated pilot can drive a shadow caravan vehicle.

Shadow Ride

School illusion (shadow); **Level** thunder scout 2, Sorcerer/Wizard

Casting Time 1 standard action

Components V, S

Range Medium

Duration 10 minutes per level

Effect one shadowy vehicle

Saving Throw Will disbelief (if interacted with); **Spell Resistance** yes

Drawing on material from the mysterious Outer Darkness (or the Plane of Shadow in non-Aden campaigns), you create a single vehicle of size Large or smaller. The Shadow Ride has 20% of the hitpoints and hardness of a normal vehicle of its type, but is otherwise identical to a normal vehicle. It deals full damage to intelligent creatures and any vehicle they operate unless they succeed on a Will save to disbelieve the illusion (for vehicles, use the pilot's Will). In this case the Shadow Ride deals 20% damage and non-damaging abilities have only a 20% chance to succeed. The Shadow Ride can carry passengers and cargo, but only you may pilot it.

VEHICLES AND FEATURES

While everyone knows the basic vehicles that are available across Aden, the following sections are somewhat rarer. Most of these fulfill a specific purpose, are highly regionalized, or are simply new designs that have not become widely used as of yet. Most examples of these vehicles will be found in the hands of exceptional pilots - such as a player character thunder scout. All of the following are legal choices for a thunder scout's signature vehicle.

Basic Vehicles

Mekanus Loader

Mekanus loaders trace their ancestry back to the beginning of the Age of Thunder. Teams of men cost money, and with nations transporting heavy materials and machinery, the idea of one man doing the work of ten birthed the concept of the loader suit. A large exoskeleton frames the workings of this vehicle, in which the pilot is strapped into a standing cockpit. Leg motions move the vehicle's legs, and arm rods with control panels handle the rest of the loader's movements.

The Mekanus loader is the standard design, the 7th iteration since the original configuration. Designed for labor, several variations have been known to pop up in adventuring circles, as well as occasional military application (though this is rare, due to its limited speed). The modular design allows for reinforced armor, shielding over the cockpit, and even upgraded weaponry.

Large Manite-Powered Vehicle

Caster Level 5th

AC 16 (+4 armor, +3 Dex, -1 size)

Hit Points 20 (1d10+15)

Speed 20 ft.

Space 10 ft. X 10 ft.

Strength 16

CMB +4

Crew Stations pilot

Cover partial

Speeding 10 ft.

Dexterity 16

CMD 17

Maximum Weapons 1

Engine Type basic

Standard Features

Armor (light): The vehicle gains a +4 armor bonus to AC.

Increased Hauling: This vehicle is designed to be a cargo vehicle, and can carry twice the normal weight for a vehicle of its size and strength before becoming encumbered.

Secured Harness: This vehicle features a secured harnesses that protects its crew from impact and prevents them from falling out of the vehicle. Removing or securing the harness requires a full round action (though the harness can be cut with a slashing weapon as a move action).

Standard Weapons: gunner tripod

Special

Exo-suit: This single user vehicle is designed with arms and legs. It can make use of these limbs in the same way any humanoid creature, but requires pilot training to operate as per a standard vehicle. The clamps at the end can operate tools or use weapons normally as if the vehicle were a Large creature, and function as if wielded by the pilot. Weapons held in this way do not count towards the vehicles maximum weapon limit. The loader cannot carry passengers other than the pilot.

Modular: This suit is designed to be modified easily for various tasks and missions. Either of the hands may be replaced with a ram (siege, spiked, or standard), or may be replaced with a light cannon (if a light cannon is chosen, it also comes with a reloader that can store 10 shots). If a hand is replaced, it can no longer wield normal weapons in that hand.

Snow Hare

In the wintry lands of Ionara, most thunder scouts trade their thunder cycles for the regional variant known as a snow hare. While the frame is skinnier than a thunder cycle, the wider treads spread out for maximum weight displacement. This small change allows for greater speed along powdery snow, and ease of turning on ice.

Large Manite-Powered Vehicle

Caster Level 5th

AC 16 (+4 armor, +3 Dex, -1 size)

Hit Points 20 (1d10+15)

Speed 50 ft.

Speeding 25 ft.

Space 5 ft. X 10 ft.

Strength 12

Dexterity 17

CMB +2

CMD 15

Crew Stations pilot

Maximum Weapons 1

Cover zero

Engine Type basic

Standard Features

Armor (light): The vehicle gains a +4 armor bonus to AC.

High Speed: The vehicle moves 8 times its normal speed when performing the rush action.

Maneuverable: Vehicles with the maneuverable feature may change direction any number of times per turn, by any amount. Prerequisite: 5th level.

Standard Weapons: alchemy drop, pilot ram

Special

Constructed to be used in extreme cold conditions, in order to conserve cost and construction time snow hares are outfitted with a minor version of the traditional tempered hull feature. Snow hares ignore environmental conditions for extreme cold and ice, and suffer only half any frost damage. The nature of the plating offers some protection to the pilots, who benefit from a +2 circumstance bonus to saves made against similar conditions and damage.

The treads and steering are also unique. Each tread is covered with tiny spikes, almost like miniature teeth or claws giving each track added grip. The steering being controlled from the back, typically where most

Building Vehicles

Vehicle	Craft DC	Time Required	Craft Interval
Mekanus Loader	15	1 week	1 day
Snow Hare	15	1 week	1 day
Subterrene	30	2 months	1 week
Dirigible*	35	4 months	2 weeks
Tsunami*	35	4 months	2 weeks
Wagon of Wonders**	40	5 months	2 weeks

*Building this vehicle is impossible without a crew of at least 6 mechanics.

** Construction of the internal "tower" or "castle" is what requires the majority of the time. The interior must be constructed separately and then moved into the interdimensional space as part of the construction. If the vehicle is destroyed, the interior construction is permanently lost to the planes (though other contents and passengers are ejected).

of the sliding occurs, compliments the added grip very well. The degree of control in snow and on ice this offers is unparalleled. Snow hares ignore all difficult terrain effects for movement from cold, ice, or winter conditions.

Snow hares can be used in other environmental conditions, but their true strength lies in the snowy regions of Ionara. When not in use on its designed terrain (snow and ice), its speed is reduced by 15, it cannot charge or rush, and it is never considered to be speeding.

Advanced Vehicles

Wagon of Wonders

A modern miracle invented by Goliath Goldacre, the wagon of wonders is based after the famous goreaux's personal transportation. This beautiful mechemagical creation uses extradimensional storage to seemingly achieve the impossible. Word has traveled far about the wagon of wonders, and several ingenious builders and cunning scouts have cobbled together personal copies of Goldacre's masterpiece.

Huge Manite-Powered Vehicle

Caster Level 10th

AC 16 (+8 armor, +0 Dex, -2 size)

Hit Points 70 (10d10+15)

Speed 30 ft.

Speeding 15 ft.

Space 20 ft. X 20 ft.

Strength 16

Dexterity 10

CMB +5

CMD 15 (23 vs. trip)

Crew Stations pilot

Maximum Weapons 0

Cover partial (pilot), total (extradimensional storage)

Engine Type advanced

Standard Features

Air Generator: This mechemagical system constantly fills the vehicle's storage compartment with a fresh supply of air. So long as the doors are closed, the interior of the vehicle's storage compartment is protected from any harmful gases and vapors.

All-Terrain: This vehicle can ignore up to 2 squares of difficult terrain per turn, moving over them as if they were normal terrain.

Armor (medium): The vehicle gains a +8 armor bonus to AC. A vehicle with medium armor can only rush at 4 times its normal speed (6 times if the high speed feature is chosen).

Fortified (light): A lightly fortified vehicle has a hardness of 5 against all physical attacks. Against sunder maneuvers, the vehicle's hardness is increased by 5 and its hit points are increased by 10.

Gravity Pistons: As a standard action, the pilot can activate these pistons to upright the vehicle.

Stability: The vehicle has a low center of gravity, making it difficult to capsize. It gains a +8 CMD bonus against trip attacks.

Standard Weapons: none

Special

Goldacre's wagon resembles a slightly larger steamwagon with bigger wheels and a completely enclosed rear section. The rear door of the wagon opens to form a ramp for ease of entry and exit from the storage compartment. Instead of walking into a normal storage compartment, a person boarding the wagon instead enters an extradimensional space roughly 4000 cubic feet in size, about the size of a house or a small tower. The specific layout of the interior is determined when the wagon is constructed and does not change.

As long as the rear door is closed, the interior of the wagon is a completely sealed environment. Fresh air is constantly supplied via mechemagical devices. Light is provided by ever burning torches and lamps. If the wagon is destroyed, all occupants and contents of the wagon are immediately expelled into the surrounding area.

Bags of holding and magical items or effects that rely on extradimensional spaces do not function within a wagon of wonders. Teleportation does not function within a wagon of wonders. A person attempting to teleport into the wagon will merely arrive at the back door.

Passengers within the storage compartment cannot see, affect, or be affected by the outside world as long as the rear door is closed. They also do not take collision damage and are unaffected by the vehicle's movement. When the door is open, the occupants can interact with and are affected by the outside world normally.

Dirigible

Fast on the heels of the Wind Weaver, the skies become a little more crowded with the introduction of the dirigible. While the reaver is fast, maneuverable, and exclusive; the dirigible came about as a more affordable means of long distance air travel. A long, giant, gas-filled balloon comprises the majority of the vehicle's bulk. Great armor plates cover most of its facing. Tubes and cables link the balloon with a lower gondola containing the engines and crew compartments. Most dirigibles are owned by the Steamwright Guild, who have constructed reception towers in several major cities for the floating vessels to dock.

The guild hopes these direct flight paths will entice travelers with safe, speedy option for both travel and trade. The Guild charges a premium for such services, of course, and travel by dirigible is extremely expensive. Recently, several enterprising thunder scouts have begun to construct their own dirigibles in an attempt to break into this lucrative new business.

Colossal Manite-Powered Vehicle

Caster Level 10th

AC 8 (+8 armor, -2 Dex, -8 size)

Hit Points 84 (8d10+40)

Speed fly 60 ft. (good) Speeding fly 15 ft (good).

Space 25 ft. X 50 ft. (gondola) / 105 ft. X 230 ft. (rigid balloon)

Strength 20 Dexterity 6

CMB +13 CMD 21

Crew Stations: pilot, 2 gunners Maximum Weapons: 2

Cover: improved total Engine Type: advanced

Standard Features

Armor (medium): The vehicle gains a +8 armor bonus to AC. A vehicle with medium armor can only rush at 4 times its normal speed (6 times if the high speed feature is chosen).

Increased Hauling: This vehicle is designed to be a cargo vehicle, and can carry twice the normal weight for a vehicle of its size and strength before becoming encumbered.

Quiet: The vehicle's engine noise has been muffled. When in use, the engine imposes half the normal Stealth penalties due to sound.

Smooth Ride: This vehicle is designed to absorb shock and discomfort that might otherwise disturb its passengers. All concentration checks to cast spells despite vigorous or violent motion gain a +4 bonus when riding inside the vehicle, and any penalties due to movement for all ranged attacks made from the vehicle are reduced by 2.

Standard Weapons: 2 light cannons

Special

Dirigibles are not designed for heavy combat (their cannons are generally used as defensive weapons) and suffer from a number of weaknesses.

Vulnerability (Fire): This vehicle makes use of highly combustible gases, making it susceptible to fire based attacks. It takes half again as much damage from fire and suffers a -4 penalty to any saves against fire effects.

Catastrophe: Once this vehicle gains the broken condition, it begins to leak the flammable gases it uses to maintain flight. All fire based attacks deal an additional +2d6 fire damage to the vehicle and to any occupants (vehicle damage is further susceptible to the vehicle's vulnerability). The dirigible also begins to drift slowly to the ground, losing 60 feet of altitude per round. After six rounds of this effect, the dirigible loses its ability to fly completely and plummets to the ground. The thunder scout's expert handling class ability does not negate this effect of the broken condition.

Nonflammable

This special bonus feature is available only to dirigibles. This feature replaces the highly combustible gas normally found in such vehicles with a rarer, non-flammable equivalent. If chosen, the dirigible loses the Vulnerability (Fire) special feature and the Catastrophe feature no longer causes additional fire damage. Dirigibles with this feature will, however, still gradually lose their ability to fly when they have the broken condition. This counts as two bonus features.

Subterrene

"Mole machines," as they are more commonly known, are rather rare outside of the mountainous regions of the Rhanate and Urbana. Their design takes the form of their namesake, a tubular body with a long pointy snout. Piloting these contraptions requires either a co-pilot or a great degree of skill.

Once it was difficult to try and locate manite, but with mole machines working their way through the mountains themselves, not only is it easier to take those capable of finding the ore closer to the source, but the churned earth left behind the machine gives excavators an easy way to work with.

Gargantuan Manite-Powered Vehicle

Caster Level 10th

AC 9 (+4 armor, -1 Dex, -4 size)

Hit Points 58 (5d10+30)

Speed 15 ft. Speeding N/A

Space 20 ft. X 40 ft.

Strength 20 Dexterity 8

CMB +9 CMD 18 (+26 vs. trip)

Crew Stations pilot, co-pilot Maximum Weapons zero

Cover total Engine Type advanced

Standard Features

Armor (light): The vehicle gains a +4 armor bonus to AC.

Fortified (light): A lightly fortified vehicle has a hardness of 5 against all physical attacks. Against sunder maneuvers, the vehicle's hardness is increased by 5 and its hit points are increased by 10.

Tunneler

This special bonus feature is available only to subterrenes. The pilot may elect to allow the mole machine to leave a temporary passable tunnel behind the vehicle. The tunnel remains open only for a short time before it collapses. Per each 50 foot section of tunnel, there is a cumulative 5% chance per minute that the tunnel will collapse. Once a section of tunnel collapses, any adjacent sections now have a cumulative 20% chance per round of collapsing (added to the original chance). This chance of collapse is negated if the tunnel is properly fortified and braced. A subterrene tunnel counts as difficult terrain, though this can also be negated with extensive labor.

Gravity Pistons: As a standard action, the pilot can activate these pistons to upright the vehicle.

Stability: The vehicle has a low center of gravity, making it difficult to upend. It gains a +8 CMD bonus against trip attempts.

Standard Weapons: none

Special

A subterrene has six entry hatches (one for each compartment), all featuring a good quality lock (DC 30).

The head of the vehicle is mounted with a large drill that has three rotating bits. Channels in the drill head lead through the chassis and deposit debris behind the vehicle. Using the drill requires a standard action from both the pilot and co-pilot. The drill damages an area equal to its surface (20 feet tall, 20 feet wide, 15 feet deep) and adjacent to the vehicle's facing each round. The drill deals 10d6 piercing damage, ignoring 10 points of hardness. Creatures that are not helpless can easily move out of the way of the drill (as if avoiding an overrun maneuver; there are no feats that make the drill unavoidable). Should the creature be in a space with the drill or vehicle, then they move to the closest spot outside that area.

Divination magic powered by the vehicle's engine allows the pilot and co-pilot to maneuver the vehicle underground. The pilot and co-pilot are aware of distances traveled in all three directions, effectively granting tremorsense with a range of 60 feet. This tremorsense is negated if the vehicle is driven by a single pilot, or if either pilot is incapacitated.

Air Generator: This mechemagical system constantly fills the vehicle with a fresh supply of air. So long as the doors are closed, the interior of the vehicle is protected from any harmful gases and vapors.

Superior Vehicle

Tsunami

Based out of the port in Mekanus, this scourge of the seas makes its home in Urbana. Feeling a need to combat the Darkfall from the waves, and a desire to protect the waters around his kingdom, the Iron Tyrant ordered the construction of a sword of the seas, a swift steam-powered, manite fueled war machine that could help dominate the Green Sea and beyond.

The Tsunami is an ironclad gunboat, a marvel of naval warfare. Capable of steaming more leagues in a day than the fastest sailing vessel, the huge paddle-wheels on either side never tire. An underwater screw also aids propulsion and serves as emergency propulsion should the main wheels become damaged. The main deck sports the primary guns, as well as the main captain's cabin for controlling the ship. The deck below contains ports for the crew to fire from, and the decks below that are for crew and cargo.

Many of the nations of Aden have bargained for some of these frightening vessels to also secure their coasts. Though Mekanus normally guards its secrets jealously, it has been surprisingly willing to part with these seafaring juggernauts - for a price. Given Urbana's uncharacteris-

tic willingness to share this technology, it leaves many wondering if the Iron Tyrant has an even greater naval weapon in reserve.

Gargantuan Manite-Powered Vehicle

Caster Level 15th

AC 24 (+12 armor, +6 Dex, -4 size)

Hit Points 129 (18d10+30)

Speed 80 ft. (water movement only)

Speeding 40 ft.

Space: 30 ft. X 50 ft.

Strength 24

Dexterity 22

CMB +11

CMD 27 (35 vs. trip)

Crew Stations pilot, co-pilot, 10 gunners

Maximum Weapons 8

Cover partial (on deck); improved total (below deck); total (below deck engine, storage, and cabins)

Engine Type perpetual

Standard Features

Advanced Pumps: If the vehicle is taking on water, these pumps allow a crew member to remove 2d4 squares of water per round when pumping out water.

Armor (heavy): The vehicle gains a +12 armor bonus to AC. A vehicle with heavy armor can only rush at 4 times its normal speed (6 times if the high speed feature is chosen).

Fortified (heavy): A heavily fortified vehicle has a hardness of 10 against all physical attacks. Against sunder maneuvers, the vehicle's hardness is increased by 10 and its hit points are increased by 30.

Hardened Chassis: The vehicle is designed to execute ram attacks and halves all collision damage when performing a ram attack. This stacks with the effects of the impact resistant feature; the Tsunami's occupants take only one quarter the normal collision damage when performing a ram attack. A hardened chassis does not affect other forms of collision damage (including damage taken when rammed by another vehicle).

Impact Resistant: The interior cabin of the vehicle is braced against collision. All occupants take half damage from collisions.

Stability: The vehicle has a low center of gravity, making it difficult to capsize. It gains a +8 CMD bonus against trip attacks.

Standard Weapons: extended ram, 2 gunner tripods, 4 light cannons, 2 storm cannons

Special

When turning, this vehicle can only change its direction by 45 degrees, and is always considered to be speeding for the purposes of the Brake pilot option. This vehicle cannot rush.

Rotary Siege Mounts: On the top deck of the ship, the siege weapon emplacements are worked gears that allow the crew to pivot the weapons mounted there. This swivel action takes 4 rounds of crew actions to orientate the weapon 45 degrees from its primary facing. These mounts can only be moved 45 degrees in either direction from their primary facing.

Co-Pilots and Signature Vehicles

Though it isn't much of an issue for most vehicles, the Subterrene's unique nature requires a clarification regarding the piloting of signature vehicles. Under normal circumstances, a vehicle loses its signature vehicle status if piloted by anyone other than the thunder scout for an extended period.

Any vehicle with a co-pilot station negates this drawback, on one condition: the thunder scout who owns the signature vehicle must man the pilot station. (They don't need to be actually piloting the vehicle, just manning the station.)

Vehicles

Purchased vehicles come with standard features only. While their weapons and engines can be replaced, or various parts of the vehicle enchanted, adding or removing features cannot be done without the aid of one of the classes designed to specialize in doing so (thunder scout, steamwright, or mechamage).

Many of these vehicles are prohibitively expensive, and purposefully so, as they are quite rare outside of the possession of a thunder scout, steamwright, or mechamage. Dawnbringers and Wind Reavers are particularly rare, as their price suggests. Even if one has the money available, they can be extremely difficult to obtain.

Vehicle	Cost
Dawnbringer	100,000 gp
Dirigible	80,000 gp
Dragon Glider	25,000 gp
Mekanus Loader	800 gp
Scuttler	15,000 gp
Sea Star	2,000 gp
Snow Hare	1,000 gp
Squall	20,000 gp
Steamwagon	1,000 gp
Subterrene	20,000 gp
Thunder Cycle	1,500 gp
Tsunami	130,000 gp
Wagon of Wonders	35,000 gp
Wind Weaver	125,000 gp

New Vehicle Features

• **Jump Pistons** - This vehicle features pneumatic pistons designed to give it added elevation in a jump. The vehicle is always considered to have a sufficient ramp when performing the Jump vehicle maneuver. Its speeding value is considered 20 higher than normal for the purposes of distance traveled in a jump, to a maximum of the vehicle's speed.

• **Lasting Maintenance** - A powerful advantage for thunder scouts who can't afford to stop, or those with multiple vehicles. The thunder scout need only perform daily maintenance upon it once a week (rather than once a day) to retain use of the vehicle's bonus features.

• **Parachute** - This vehicle features a parachute to ameliorate sudden drops. If the vehicle begins falling, the parachute can be deployed as an immediate action, affecting the vehicle as per the spell feather fall. The parachute can be automatically retracted upon landing, which takes one full round. The parachute can be attacked. A vehicle parachute has 16 AC and 20 hit points. If the parachute is destroyed, the vehicle will fall. A parachute is only effective if deployed from a height of at least 100 feet.

• **Perfectly-Tuned Engine** - The pilot can now alter the vehicle's speeding threshold, anywhere from 10 feet to the vehicle's maximum speed, as a swift action once per turn. A vehicle that began its turn speeding is still considered to be speeding. This feature costs two feature slots. Prerequisite: 10th level

• **Speedy Maintenance** - A necessary modification for the thunder scout on the go, this signature vehicle requires only ten minutes of daily maintenance to retain use of its bonus features.

• **Superior Materials** - The vehicle has been reinforced with toughened materials, allowing it to sustain more damage. It gains +3 hit points, or +1 hit point per hit die, whichever is greater.

• **Surrogate Pilot** - The vehicle has been customized for use by another individual. Select one other person, who must be present when this feature is installed. That individual can now pilot the vehicle for any amount of time without negating the vehicle's status as a thunder scout signature vehicle.

• **Ultra-light Frame** - This vehicle is made of materials that are incredibly strong for their weight, such as mithral, darkwood, and the like. Reduce the vehicle's weight by half. The vehicle is also considered one size smaller (to a minimum of Large) for the purposes of the Jump vehicle maneuver.

New Vehicle Maneuver

• **Jump** - Mechamagical engines are so powerful that even land and sea-based vehicles can briefly take to the air to clear gaps and avoid obstacles. As a move action, a vehicle with the speeding condition may perform a jump. A jumping vehicle may travel up to its speeding value in distance when it makes a jump, and begins to fall if it does not land at the end of the jump.

At the end of a successful jump, the pilot of the jumping vehicle must make a reflex save (DC 15 + 1 per 5 feet traveled in the Jump) or the vehicle and its inhabitants suffer collision damage as if they collided with an object the vehicle's size. Lack of a ramp (any sufficient incline, GM's discretion) and the size of the vehicle can impact the distance a vehicle travels in a jump, among other factors. See Table: Vehicle Jump Modifiers for examples.

Vehicle Jump Modifiers

Effect	Modifier
No ramp	Reduce distance traveled by half.
Vehicle's size category	Reduce distance traveled by one half per size category above Large. (Huge vehicles jump ½ distance, Gargantuan ¼, etc.)
Vehicle performed a Rush action the round before the Jump	Double the distance traveled.
Vehicle strikes an object while jumping.	Resolve collision damage as normal. If the struck object is destroyed, resolve the jump as normal. If it is not, the jump ends and the vehicle begins to fall.

THUNDER SCOUT NPCs

Lucius "Finder" DeNiels

As the firstborn son of Aledaxter and Marjoram DeNiels, two of the most prestigious professors at Aramyst's Celestial College, Lucius was born to high expectations. As he came of age, he quickly failed to meet them. Lucius bore little talent for the magical arts, at least by his parents' standards. Though admitted to the college as a legacy, he quickly proved himself too unfocused and inattentive for a scholar's life.

Expelled from the college, his parents arranged for him to at least make his living as a member of the maintenance staff. He worked as a tinker, repairing odds and ends around the college and generally making sure things operated smoothly. To his surprise, he found that he enjoyed a simple life of manual labor much more than the legacy his parents forced upon him. He took pride in his work, and excelled at it.

It was by random chance that Lucius was away from the college, obtaining a rare alembic from one of his father's colleagues in Carraway, when the Darkfall came. From the docks of Tabal, he could see his homeland burning. He immediately sold his father's treasure to buy the fastest steamwagon he could find and hurried home to help his people.

Though he was too late to save the college, Lucius' arrived just in time to rescue a group of refugees fleeing from a pack of nocturnals. As soon as he saw them safely to the Carraway border, he returned. Again and again, he returned. Over the next several months, he carried out a countless series of daredevil missions into the burning lands of Aramyst, saving anyone he could. The survivors of Aramyst have begun to call him "Finder" for his uncanny ability to locate and rescue his countrymen. DeNiels rejects the nickname - he knows too well that he often arrives too late to help, finding nothing but the dead. Despite his wishes, the nickname has stuck. He can always expect a hero's welcome when he arrives in Refuge - though he never stays for long before heading back into the wasteland.

DeNiels soldiers on tirelessly, refusing to lose hope. For those seeking to venture into these forsaken lands, there is no more reliable guide than Finder DeNiels.

Lucius "Finder" DeNiels (low-level)

Male half-elf thunder scout 1

NG Medium humanoid (elf, human)

Init +2; **Senses** low-light vision, **Perception** +6

Defense

AC 17, **touch** 12, **flat-footed** 15 (+5 armor, +2 Dex)

hp 13 (1d8+5)

Fort +4, **Ref** +4, **Will** +0

Offense

Speed 20 ft.

Melee lance +4 (1d8+4)

Ranged sling +3 (1d4+3)

Thunder Scout Spells Prepared

0-Level - everheat rune

Statistics

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

Base Atk +1; **CMB** +4; **CMD** 16

Feats Skill Focus (Survival), Toughness

Traits Ghost (stealth penalties for moving reduced by 3), Folk magic (cure light wounds - 3/day)

Skills (*Armor Check Penalty: -4), *Disable Device 1 (+2), Knowledge (arcana) 1 (+6), Knowledge (engineering) 1 (+6), Knowledge (geography) 1 (+6), Knowledge (nature) 1 (+6), Perception 1 (+6), *Stealth 1 (+2), Survival 1 (+7), Use Magic Device 1 (+4)

Languages Eastern Common, Sylfanic, Fundamental, Lowland

Racial Abilities Elf Blood, Elven Immunities (+2 vs. enchantments), Keen Senses (+2 to Perception)

Class Abilities Pilot Training (redirect attacks to himself or vehicle), Signature Vehicle

Favored Class Bonus skill points (+1)

Weapons and Armor lance, morningstar, sling, 10 sling bullets, dagger, scale mail

Miscellaneous Equipment backpack, bedroll, engineer's toolkit, tent, 50 feet of hemp rope, assorted survival gear, spellbook (contains all 0-level thunder scout spells, plus silent running and repair vehicle)

Wealth 12 sp

Lucius' Signature Vehicle – Steamwagon

Huge Manite-Powered Vehicle

Caster Level 5th

AC 16 (+8 armor, -2 size), **touch** 8, **flat-footed** 16

Hit Points 36 (3d10+20)

Speed 50 ft.

Speeding: 20 ft.

Space 15 ft. X 20 ft.

Strength 16

Dexterity 10

CMB +5

CMD 15 (+8 vs. trip)

Maximum Weapons 4

Cover partial

Engine Type basic

Bonus Features Quiet (½ normal stealth penalties)

Lucius "Finder" DeNiels (mid-level)

Male half-elf thunder scout (lone rider) 6

NG Medium humanoid (elf, human)

Init +2; **Senses** low-light vision, **Perception** +16

Defense

AC 19, **touch** 13, **flat-footed** 17 (+6 armor, +2 Dex, +1 deflection)

hp 51 (6d8+18)

Fort +8, **Ref** +8, **Will** +3

Offense

Speed 30 ft.

Melee +1 lance +10/+5 (1d8+5)

Ranged masterwork pistol +9 (1d10+1)

Scout Techniques

Hardheaded (ignore 10 points of collision damage), Arcane Knight (ignore spell failure in medium armor), Share Spells

Thunder Scout Spells Prepared

0-Level - detect magic, everheat rune, thunder flare

1st level - resist energy, silent running

Statistics

Str 17, **Dex** 14, **Con** 14, **Int** 14, **Wis** 10, **Cha** 10

Base Atk +6; **CMB** +9; **CMD** 21

Feats Skill Focus (Survival), Toughness, Improved Ram, Greater Ram, Technical Mind, Mobility

Traits Ghost (stealth penalties for moving reduced by 3), Folk magic (cure light wounds - 3/day)

Skills (*Armor Check Penalty: -1), *Disable Device 6 (+12), Knowledge (arcana) 6 (+11), Knowledge (engineering) 6 (+13), Knowledge (geography) 6 (+11), Knowledge (nature) 6 (+11), Perception 6 (+16), *Stealth 6 (+10), Survival 6 (+12), Use Magic Device 6 (+9)

Languages Eastern Common, Sylfanic, Fundamental, Lowland

Racial Abilities Elf Blood, Elven Immunities (+2 vs. enchantments), Keen Senses (+2 to Perception)

Class Abilities

Pilot Training (redirect attacks to himself or vehicle), Signature Vehicle, Scout's Mobility (+2 attack/damage if he has moved more than 30 feet)

Favored Class Bonus skill points (+6)

Ability Score Increases Strength (4th level)

Weapons and Armor +1 lance, masterwork greatsword, masterwork pistol, 20 standard pistol ammunition, dagger, mithral breastplate

Other Magic Items cloak of resistance +1, eyes of the eagle, ring of protection +1, wand of cure light wounds (50 charges)

Miscellaneous Equipment backpack, bedroll, large tent, masterwork engineer's toolkit, masterwork thieves' tools, Urbanan spyglass, 50 feet of silk rope, climbing kit, assorted survival gear, spellbook (contains all 0-level thunder scout spells, plus hide from undead, resist energy, silent running and repair vehicle)

Wealth 136 gp

Lucius' Signature Vehicle – Steamwagon

Huge Manite-Powered Vehicle

Caster Level 5th

AC 21 (+9 armor, +4 dodge, -2 size), **touch** 12, **flat-footed** 17

Hit Points 47 (5d10+20)

Speed 50 ft.

Speeding: 20 ft.

Space 15 ft. X 20 ft.

Strength 16

Dexterity 10

CMB +5

CMD 15 (+8 vs. trip)

Maximum Weapons 4

Cover partial

Engine Type basic

Bonus Features

Quiet (½ normal stealth penalties), hardened chassis (halves collision damage when ramming), illuminators (vehicle can project light), secured harnesses (crew and passengers are secured)

Special Qualities

evasion, +1 armor enhancement, pilot ram, 2 gunner tripods



Male half-elf thunder scout (lone rider) 12

NG Medium humanoid (elf, human)

Init +2; **Senses** low-light vision, **Perception** +22

Defense

AC 25, **touch** 14, **flat-footed** 23 (+9 armor, +2 Dex, +2 deflection, +2 natural)

hp 99 (12d8+36)

Fort +12, **Ref** +14, **Will** +6

Offense

Speed 30 ft.

Melee +3 lance +22/+17/+12 (1d8+12)

Ranged masterwork pistol +15 (1d10+1)

Scout Techniques

Hardheaded (ignore 10 points of collision damage), Arcane Knight (ignore spell failure in medium armor), Share Spells (signature vehicle can be targeted with spells), Ramming Speed (vehicle rams are more effective), Steamjouster (no penalties for melee attack from signature vehicle), Trailblazer (grants himself and allies immunity to difficult terrain as a move)

Thunder Scout Spells Prepared

0-Level - arcane mark, detect magic, everheat rune, thunder flare

1st level - hide from undead, resist energy, silent running

2nd level - invisibility (X2), protection from energy

3rd level - darkvision, see invisibility

Statistics

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

Base Atk +12; **CMB** +18; **CMD** 30

Feats Skill Focus (Survival), Toughness, Improved Ram, Greater Ram, Technical Mind, Mobility, Gearhead, Power Attack, Weapon Focus (lance), Furious Focus, Lightning Reflexes

Traits Ghost (stealth penalties for moving reduced by 3), Folk magic (cure light wounds - 3/day)

Skills (*Armor Check Penalty: -1), *Disable Device 12 (+19), Knowledge (arcana) 12 (+17), Knowledge (engineering) 12 (+17), Knowledge (geography) 12 (+17), Knowledge (nature) 12 (+17), Perception 12 (+22), *Stealth 12 (+16), Survival 12 (+18), Use Magic Device 12 (+15)

Languages Eastern Common, Sylfanic, Fundamental, Lowland

Racial Abilities Elf Blood, Elven Immunities (+2 vs. enchantments), Keen Senses (+2 to Perception)

Class Abilities Pilot Training (redirect attacks to himself or vehicle), Signature Vehicle, Scout's Mobility (+2 attack/damage if she has moved more than 30 feet), Expert Handling (no penalties for broken vehicle), Improved Signature Vehicle

Favored Class Bonus skill points (+12)

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

Weapons and Armor +3 lance, masterwork greatsword, masterwork pistol, 20 standard pistol ammunition, dagger, +3 mithral breastplate

Other Magic Items cloak of resistance +2, belt of giant strength +6, eyes of the eagle, metamagic rod (lesser extend), amulet of natural armor +2, ring of protection +2, wand of cure light wounds (50 charges), rod of security

Miscellaneous Equipment backpack, bedroll, large tent, masterwork engineer's toolkit, masterwork thieves' tools, Urbanan spyglass, 50 feet of silk rope, climbing kit, assorted survival gear, spellbook (contains all 0-level thunder scout spells, plus comprehend languages, darkvision, feather fall, hide from undead, invisibility, misdirection, protection from energy, repair vehicle, resist energy, scrying, see invisibility, and silent running)

Wealth: 200 gp, 34 sp

Lucius' Signature Vehicle – Steamwagon

Huge Manite-Powered Vehicle

Caster Level 10th

AC 27 (+11 armor, +8 dodge, -2 size), **touch** 16, **flat-footed** 19

Hit Points 75 (10d10+20)

Speed 70 ft.

Speeding 20 ft.

Space 15 ft. X 20 ft.

Strength 16

Dexterity 10

CMB +5

CMD 15 (+8 vs. trip)

Maximum Weapons 4

Cover partial

Engine Type basic

Bonus Features

Quiet (½ normal stealth penalties), Hardened Chassis (halves collision damage when ramming), Illuminators (vehicle can project light), Secured Harnesses (crew and passengers are secured), Tempered Hull (½ damage from energy), Impact Resistant (passengers take ½ collision damage), Light Fortification (hardness 5 vs. attacks)

Special Qualities

evasion, advanced engine, +3 armor enhancement, pilot ram, 4 gunner tripods

Isolde Waldorf

Isolde grew up on the mean streets of Rook's Roost, home of Yzeem's pirate kings. She was raised by her uncle, a bitter little man who did his best to keep his head down and try not to attract attention from the vicious thugs that ruled the city. Isolde was different. She had a quick, curious mind and swiftly grew bored with doing the same thing for too long. She had neither the temperament nor the desire to become a fishmonger like her uncle. She wanted something more.

When the pirates of Rook's Roost returned from their wanderings, they often returned with all manner of technological and mechemagical machines. The most valuable of these were sold or put to use. Oftentimes, however, these treasures were badly damaged. Rather than bother to repair devices that they could barely comprehend, the pirates merely discarded them on the docks or dumped them in the sea - where Isolde snatched them up.

The young dwarf found she had a knack for repairing these mysterious items. She began to refurbish and sell her discoveries for a profit - enough profit that she paid a traveling mechemage to teach her the basics of arcane lore. Though not a true mage, she learned enough to aid her in repairing mechemagical salvage.

While Isolde made a modest fortune, she was still unhappy, and felt trapped in the bleak city. She was bored again. Then the Darkfall came, and things got interesting. With the rise of the thunder scouts, Isolde saw her opportunity. She used her savings to cobble together a functioning thunder cycle and set out into the wilderness, leaving Yzeem far behind. With her technical skills and innate resourcefulness, she quickly found employment with the Iron Guard, and earned a reputation as one of the most reliable scouts in Aden.

In time, of course, she got bored again and began a new path - as an adventurer. Although she can be a bit of a mercenary, Isolde is generally a good person. She tries to help the people of Aden when possible, though she's often more motivated when there's a profit in it. She has put her skills to use fighting pirates, bandits, and even the Darkfall at times, and has earned something of a reputation as a hero of the people throughout Yzeem, Urbana, and Carraway.

While she may be a wanderer who claims no loyalty to any particular nation, Isolde is always quick to point out that she's no thief - though she isn't against a bit of "salvage" if she finds something no one seems to be using.

Isolde Waldorf (low-level)

Female dwarf thunder scout 1

CG Medium humanoid (dwarf)

Init +3 (+5 if mounted); **Senses** darkvision 60 ft., **Perception** +5

Defense

AC 16, **touch** 13, **flat-footed** 13 (+3 armor, +3 Dex)

hp 10 (1d8+2)

Fort +3, **Ref** +6, **Will** +1

Offense

Speed 20 ft.

Melee longsword +2 (1d8+1)

Ranged rifle +4 (1d10+1)

Thunder Scout Spells Prepared

0-Level - everheat rune

Statistics

Str 12, **Dex** 16, **Con** 13, **Int** 14, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** +1; **CMD** 14 (18 vs. bull rush/trip)

Feats Rapid Reload (rifle)

Traits Natural Pilot (+2 initiative when combat begins while piloting), Deft Dodger (+1 Reflex saves)

Skills (*Armor Check Penalty: -1), Craft (machinery) 1 (+6), *Disable Device 1 (+5), Knowledge (engineering) 1 (+6), Knowledge (geography) 1 (+6), Knowledge (local) 1 (+6), Perception 1 (+5), Spellcraft 1 (+6), *Stealth 1 (+6), Survival 1 (+5)

Languages Earthtongue, Eastern Common, Sylfanic, Western Common

Racial Abilities Defensive Training (+4 dodge vs. giants), Hardy (+2 vs. poison/magic), Stability (+4 CMD vs. bull rush/trip), Greed (+2 to appraise precious gems/metals), Stonecunning (+2 Perception vs. unusual stonework), Dwarven Weapon Familiarity, Hatred (+1 attack vs. orcs and goblinoids)

Class Abilities Pilot Training (redirect attacks to herself or vehicle), Signature Vehicle



Favored Class Bonus hit points (+1)

Weapons and Armor rifle, longsword, dagger, studded leather, 20 rifle ammunition (standard)

Miscellaneous Equipment backpack, belt pouch, bedroll, driving goggles, waterskin, engineer's toolkit, spellbook (contains all 0-level thunder scout spells, plus alarm and repair vehicle), thieves' tools, 50 feet hemp rope and grapple, assorted survival gear

Wealth 2 gp, 3 cp

Isolde's Signature Vehicle – Thunder Cycle

Large Manite-Powered Vehicle

Caster Level 5th

AC 16 (+4 armor, +3 Dexterity, -1 size), **touch** 12, **flat-footed** 13

Hit Points 26 (2d10+15)

Speed 70 ft. **Speeding** 30 ft.

Space 10 ft. X 10 ft.

Strength 12 **Dexterity** 16

CMB +2 **CMD** 15 (+4 vs. trip)

Maximum Weapons 1 **Cover** zero

Engine Type basic

Bonus Features

All-Terrain (ignore 2 squares of difficult terrain per turn)



Female dwarf thunder scout 6

CG Medium humanoid (dwarf)

Init +4 (+6 if mounted); **Senses** darkvision 60 ft., **Perception** +10

Defense

AC 19, **touch** 15, **flat-footed** 14 (+4 armor, +4 Dex, +1 deflection)

hp 45 (6d8+12)

Fort +9, **Ref** +12, **Will** +4

Offense

Speed 30 ft.

Melee masterwork longsword +8/+3 (1d8+1)

Ranged +1 rifle +11/+6 (1d10+1)

Thunder Scout Spells Prepared

0-Level - detect magic, everheat rune, Jerome's command

1st Level - longstrider, retrofit

Scout Techniques

Duke of Danger, Swift as Lightning (+10 speed), Steady Hand (Expert Gunner as bonus feat)

Statistics

Str 12, **Dex** 19, **Con** 13, **Int** 14, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +7; **CMD** 20 (24 vs. bull rush/trip)

Feats Rapid Reload (rifle), Point Blank Shot, Rapid Shot, Mobility, Expert Gunner, Gutshot

Traits Natural Pilot (+2 initiative when combat begins while piloting), Deft Dodger (+1 Reflex saves)

Skills (*Armor Check Penalty: -0), Craft (machinery) 6 (+13), *Disable Device 6 (+13), Knowledge (engineering) 6 (+11), Knowledge (geography) 6 (+11), Knowledge (local) 6 (+11), Perception 6 (+10), Spellcraft 6 (+11), *Stealth 6 (+13), Survival 6 (+10)

Languages Earthtongue, Eastern Common, Sylfanic, Western Common

Racial Abilities Defensive Training (+4 dodge vs. giants), Hardy (+2 vs. poison/magic), Stability (+4 CMD vs. bull rush/trip), Greed (+2 to appraise precious gems/metals), Stonecunning (+2 Perception vs.

unusual stonework), Dwarven Weapon Familiarity, Hatred (+1 attack vs. orcs and goblinoids)

Class Abilities Pilot Training (redirect attacks to herself or vehicle), Signature Vehicle, Scout's Mobility (+2 attack/damage if she has moved more than 30 feet)

Favored Class Bonus hit points (+6)

Ability Score Increases Dexterity (4th level)

Weapons and Armor +1 rifle, masterwork longsword, dagger, +1 studded leather, 20 rifle ammunition (standard)

Other Magic Items eternal pocketwatch, belt of incredible dexterity +2, cloak of resistance +1, ring of protection +1, pearl of power (1st level), wand of repair vehicle (50 charges)

Miscellaneous Equipment backpack, belt pouch, bedroll, small tent, driving goggles, waterskin, masterwork engineer's toolkit, climbing kit, spellbook (contains all 0-level thunder scout spells, plus alarm, longstrider, repair vehicle, and retrofit), masterwork thieves' tools, 50 feet hemp rope and grapple, assorted survival gear

Wealth: 122 gp, 4 sp

Isolde's Signature Vehicle – Thunder Cycle

Large Manite-Powered Vehicle

Caster Level 5th

AC 21 (+5 armor, +3 Dexterity, +4 dodge, -1 size), **touch** 16, **flat-footed** 14

Hit Points 42 (5d10+15)

Speed 80 ft. **Speeding** 30 ft.

Space 10 ft. X 10 ft.

Strength 12 **Dexterity** 16

CMB +2 **CMD** 15 (+4 vs. trip)

Maximum Weapons 1 **Cover** zero

Engine Type basic

Bonus Features

All-Terrain (ignore 2 squares of difficult terrain per turn), Jump Pistons (enhanced jumping), High-Speed (can rush at 8 times speed)

Special Qualities

Evasion, +1 armor enhancement



Female dwarf thunder scout 12

CG Medium humanoid (dwarf)

Init +7 (+9 if mounted); **Senses** darkvision 60 ft., **Perception** +16

Defense

AC 25, **touch** 19, **flat-footed** 17 (+5 armor, +7 Dex, +2 deflection, +1 natural)

hp 97 (12d8+24)

Fort +14, **Ref** +19, **Will** +8

Offense

Speed 40 ft.

Melee masterwork shortsword +20/+15/+10 (1d6+1)

Ranged +3 rifle +23/+18/+13 (1d10+1)

Thunder Scout Spells Prepared

0-Level - arcane mark, detect magic, everheat rune, message

1st Level - alarm, longstrider, pilot's guile

2nd Level - invisibility, locate object

3rd Level - greater retrofit, see invisibility

Scout Techniques

Duke of Danger, Greased Lightning, On a Dime, Swift as Lightning (X2, +20 speed), Steady Hand (Expert Gunner as bonus feat)

Statistics

Str 12, Dex 25, Con 13, Int 14, Wis 12, Cha 10

Base Atk +12; CMB +13; CMD 30 (34 vs. bull rush/trip)

Feats Rapid Reload (rifle), Point Blank Shot, Rapid Shot, Mobility, Expert Gunner, Gutshot, Gearhead, Technical Mind, Too Quick to Catch, Deadly Aim, Weapon Finesse

Traits Natural Pilot (+2 initiative when combat begins while piloting), Deft Dodger (+1 Reflex saves)

Skills (*Armor Check Penalty: -0), Craft (machinery) 12 (+20), *Disable Device 12 (+20), Knowledge (engineering) 12 (+18), Knowledge (geography) 12 (+18), Knowledge (local) 12 (+18), Knowledge (nature) 6 (+12), Linguistics 6 (+12), Perception 12 (+17), Spellcraft 12 (+18), *Stealth 12 (+22), Survival 12 (+17)

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

Racial Abilities Defensive Training (+4 dodge vs. giants), Hardy (+2 vs. poison/magic), Stability (+4 CMD vs. bull rush/trip), Greed (+2 to appraise precious gems/metals), Stonecunning (+2 Perception vs. unusual stonework), Dwarven Weapon Familiarity, Hatred (+1 attack vs. orcs and goblinoids)

Class Abilities Pilot Training (redirect attacks to herself or vehicle), Signature Vehicle, Scout's Mobility (+2 attack/damage if she has moved more than 30 feet), Expert Handling (no penalties for broken vehicle)

Favored Class Bonus hit points (+12)

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

Weapons and Armor +3 rifle, masterwork shortsword, dagger, +3 leather, 20 rifle ammunition (standard)

Other Magic Items eternal pocket watch, belt of incredible dexterity +6, cloak of resistance +3, ring of protection +2, amulet of natural armor +1, headband of vast intelligence +2, handy haversack, pearl of power (1st level), wand of repair vehicle (50 charges)

Miscellaneous Equipment backpack, belt pouch, bedroll, small tent, driving goggles, waterskin, masterwork engineer's toolkit, climbing kit, spellbook (contains all 0-level thunder scout spells, plus alarm, dispel magic, greater retrofit, invisibility, locate object, longstrider, pilot's guile, repair vehicle, retrofit, scrying, see invisibility, tongues, and unseen servant), masterwork thieves' tools, 50 feet silk rope and grapple, assorted survival gear

Wealth 462 gp, 19 sp

Isolde's Signature Vehicle – Thunder Cycle

Large Manite-Powered Vehicle

Caster Level 10th

AC 21 (+5 armor, +3 Dexterity, +8 dodge, -1 size), **touch** 16, **flat-footed** 14

Hit Points 62 (9d10+15)

Speed 100 ft.

Speeding 30 ft.

Space 10 ft. X 10 ft.

Strength 12

CMB +2

Dexterity 16

Maximum Weapons 1

CMD 15 (+4 vs. trip)

Engine Type basic

Cover zero

Bonus Features

All-Terrain (ignore 2 squares of difficult terrain per turn), High-Speed (can rush at 8 times speed), Jump Pistons (enhanced jumping), Light Fortification (hardness 5), Tempered Hull (½ damage from energy), Impact Resistant (occupants take reduced collision damage)

Special Qualities

Evasion, +3 armor enhancement, advanced engine

Note: At this level, Isolde also has access to a subterrene signature vehicle with six bonus features, though she prefers to use her thunder cycle.





APPENDIX

ITEMS

Equipment

• **Ascent Harness** - This upgraded climbing harness is designed around its ascension sprockets and a compact grapple launcher. The user can fire the lightweight, locking hook from any bow or crossbow, up to five range increments away. Once the grappling hook is secured, the ascension sprockets are engaged, assisting the climber in their ascent. The grants its user a +10 equipment bonus to climb checks.

Cost: 250 gp; **Weight** 4 lb.

• **Magna Basket** - Though primarily utilized by miners and merchants, these magnetized backpacks have begun to see use among the occasional adventuring party.

This device consists of a crude looking metal grid with a small boiler attached under its center. Two refined lodestones, or naturally occurring magnets, extend out from the boiler. When powered, the lodestones revolve around the boiler causing the grid to attract objects made of base metals, greatly reducing their weight while within the basket. When not in use, the Magna Basket can be worn on the back with large padded straps. The basket can operate for two hours before its boiler must be refilled with fuel and water. (Alternately, a basic manite steam engine can be installed, allowing the boiler to operate for as long as its everheat rune is powered.) A standard Magna Basket can carry 100 pounds, double that if powered by a manite engine.

Small items (4 pounds or less) can be attached to the Magna Basket as a swift action, medium items (5 to 20 pounds) can be attached as a move action, and large items (21 to 50 pounds) must be secured as a standard action. When active, the Magna Basket halves the weight of all objects composed mostly of ferrous metal, for purposes of encumbrance.

Cost: 100 gp (600 gp with basic manite steam engine); **Weight:** 5 lb.

• **Parachute** - The unstable nature of flying vehicles has given many people good reason to shun their use, until a brave test pilot came up with a way to avoid going down with the ship. The parachute is a reinforced cone of cloth, usually silk, attached to the wearer by several cords and a harness. It can be folded into a tight package when not in use.

When deployed, the parachute instantly unfolds and slows the wearer's fall, granting the equivalent of a feather fall effect, though the user will land as if they had fallen 20 feet. A parachute only becomes effective when opened at a height of at least 100 feet.

A parachute can be attacked; a parachute's AC is equal to 10 + the user's Dexterity modifier and dodge bonuses to AC; it has 20 hit points. If the parachute is destroyed, the user will immediately fall the remaining distance.

Repacking a parachute so that it can be used again requires five minutes of work.

Cost: 150 gp; **Weight:** 6 lb.

Special: A medium size parachute can safely slow the fall of up to 400 pounds of secured material. A large parachute can handle

1200 pounds. For every 100 pounds a parachute is overburdened, the wearer suffers an extra 10 feet of fall. Once the parachute is loaded to double its capacity, it suffers a catastrophic failure and the attached material suffers full fall damage.

Magic Items

Magic Weapon Special Abilities

• Automated

Strong transmutation; CL 15th; Craft Magic Arms and Armor, animate objects; Cost +3 bonus.

This ability may only be applied to a ranged weapon. When mounted in a vehicle's gunner tripod, this weapon links to the mechemagical engine powering the vehicle to activate a powerful enchantment that allows the weapon to fire itself once per round. This ranged attack is made as if the vehicle's pilot was wielding the weapon, using their base attack bonus, Dexterity bonus, and all applicable feats. The weapon cannot reload itself and must be reloaded manually once it is out of ammunition.

• Sonic Boom

Moderate evocation; CL 10th; Craft Magic Arms and Armor, shout; Cost +1 bonus.

This weapon absorbs the inertia of a user's movements and focuses it in a powerful impact. Whenever the wielder of this weapon moves at least 30 feet before attacking, it deals 1d6 bonus sonic damage.

• Stable

Moderate divination; CL 10th; Craft Magic Arms and Armor, true strike; Cost +1 bonus.

This ability may only be applied to a ranged weapon. Subtle divination magics guide the aim of the enchanted weapon to compensate for extreme speed. The penalty for making ranged attacks from a speeding vehicle or a moving mount are reduced by 2 with a stable weapon.

Rods

• Rod of Security

Aura moderate transmutation; CL 10th

Slot none; Price 6000 gp; Weight 5 lb.

This simple magical rod resembles bears long, forked tines on either end. Based on the classic immovable rod, this security device renders any vehicle as safe as can reasonably be expected. When touched to a deactivated mechemagical vehicle and activated by command word, a rod of security renders itself and the entirety of the vehicle virtually immovable. A DC 30 Strength check is needed to move the rod or any part of the vehicle, and this will only move it 10 feet in a single round. In addition, any attempt to move the rod or any part of the vehicle without deactivating the rod first triggers an audible alarm as per the alarm spell.

Unlike the immovable rod, a vehicle affected by a rod of security obeys the laws of gravity normally. The DC to push such a vehicle down a slope or incline is reduced by 10, and doubles the amount by which it can move per round.

Construction: Requirements Craft Rod, levitate, alarm; Cost 3000 gp.

The Vehicle Slot

Several of the additional magic items in this chapter use the newly introduced 'vehicle' magic item slot. This describes an item that must be attached to a mechemagical vehicle to function, drawing on a fraction of power from the vehicle's mechemagical engine to fuel the item's enchantments. A mechemagical vehicle can support up to three vehicle slot items at a time.

Enhancing a vehicle's weapons or armor (as described in Chapter 9 of the Thunderscape Campaign Setting) does not count against these slots.

• Rod of Transportation

Aura major transmutation; CL 16th

Slot none; Price 30,000 gp (plus cost of vehicle); Weight 1 lb.

These black iron rods, six to eight inches in length, are etched with patterns of interlocking gears. When the catch in the middle of the rod's length is found, the halves can be twisted in opposite directions, after which it springs from the user's hands. The rod immediately unfolds into a mechemagical vehicle, a process which takes one full round. Various versions of this rod exist but the most common are ones which become thunder cycles, dragon gliders, and snow hares. A Thunder Scout who acquires a rod of transportation may make it one of their signature vehicles via the normal method.

If the rod is prevented from unfolding due to obstructions or lack of space, it immediately folds back up into its rod form.

Construction: Requirements Craft Rod, Craft Wondrous Item, shrink item; Cost 15,000 gp (the creator must also supply a vehicle of the appropriate type, which is incorporated into the rod)

Wondrous Items

• Elixir of Manite

Aura strong transmutation; CL 10th

Slot none; Price 250 gp (minor implant), 1000 gp (basic implant), 2250 gp (advanced implant), 4,000 gp (superior implant); Weight -

This magical liquid consists of manite filings suspended in viscous, white syrup. Upon drinking the elixir, the manite shards painfully make their way through the user's body and begin displacing living flesh. During this time, the user is nauseated. At the end of one minute, the user takes 1d10 damage and gains a temporary version of one manite implant (the specific implant is determined when the elixir is created). If the user has no steam reserve, they also gain a temporary steam reserve of two steam points. The DC of any implant related effects is 10 + 1/2 the user's level + the user's Constitution modifier. This temporary implant has no effect on the user's manite threshold. A given creature may only have one temporary implant at a time.

After twenty-four hours, the user's living flesh regenerates and rejects the new implant (it will not regenerate body parts that were missing before the elixir was used). The lost implant immediately crumbles into dust.

Construction: Requirements Craft Wondrous Item, Craft Magic Arms and Armor, creator must be able to create the required implant and not just the elixir; Cost 125 gp (minor implant), 500 gp (basic implant), 1,125 gp (advanced implant), 2,000 gp (superior implant)

• Impact Disk

Aura moderate evocation; CL 5th

Slot vehicle; Price 750 gp; Weight 1 lb.

When you're a thunder scout, crashes are a fact of life. Some people are touchy about that kind of thing, which is why mechemages invented impact disks. Once attached to the dash of a vehicle, upon any collision (including a ram attack) the disk bursts into an ablative field of kinetic energy that reduces damage from the collision by 20 to all occupants of the vehicle. After one use, the disk is destroyed.

Construction: Requirements Craft Wondrous Item, feather fall; Cost 375 gp

• Iron Guard Field Guide (enhanced)

Aura moderate transmutation; CL 10th

Slot none; Price 500 gp; Weight 1 lb.

Written for thunder scouts by thunder scouts, certain volumes of this popular almanac are imbued with the secrets of a single scout technique. Only a thunder scout can decipher the magic of the guide, which grants them the included scout technique for 24 hours. Once it has been used, the magic of the field guide is spent, though it still retains its use as an ordinary field guide.

Construction: Requirements Craft Wondrous Item, creator must be a thunder scout and possess the included scout technique; Cost 250 gp

• Jet Boosters

Aura moderate transmutation; CL 7th

Slot vehicle; Price 3,000 gp; Weight 5 lb.

With these mechemagical jets attached to your vehicle, you don't need roads... at least not for a little while. When mounted on any vehicle without a fly speed, the Jet Boosters can be activated once per day to give the vehicle a fly speed (with poor maneuverability) equal to its land or water speed for one round. The vehicle must land at the end of that round or fall. The pilot must use their own Fly skill when operating the vehicle in the air, though these boosters grant a +10 enhancement bonus to that skill if the vehicle is the pilot's Signature Vehicle.

Construction: Requirements Craft Wondrous Item, fly; Cost 1,500 gp

• Liquid Steam

Aura moderate conjuration; CL 5th

Slot none; Price 250 gp; Weight -

This bitter liquid immediately charges the drinker's manite energy reserves. Any user with a steam reserve regains 1d4+1 steam points immediately upon drinking it. Any drinker with no manite implants must make a Fortitude save vs. DC 15 or immediately vomit, rendering them nauseated for 1d4 rounds.

Construction: Requirements Craft Wondrous Item, Craft Magic Arms and Armor, steambreaker; Cost 125 gp

• Pilot's Charm

Aura moderate evocation; CL 9th

Slot vehicle; Price 4,000 gp; Weight -

This item takes many forms, from dice hung from a mirror to figurines representing the Saints of Carraway. Whatever its shape, the charm brings good luck to whoever operates the vehicle. The pilot's charm allows its pilot to reroll one d20 roll, once per day, while piloting (after the die is rolled but before the result is determined). The pilot must use the new result.

Construction: Requirements Craft Wondrous Item, creator must have access to the Luck Domain; Cost 2,000 gp

• Ramming Horns

Aura moderate evocation; CL 12th

Slot vehicle; Price 10,000 gp; Weight 10 lb.

Made from the horns of an aggressive beast such as a ram, rhinoceros, or minotaur, Ramming Horns are both useful and decorative. When mounted on the hood, nose, or prow of a vehicle, that vehicle is considered one size larger for the purpose of performing and resisting combat maneuvers. The vehicle also deals collision and ram damage as if it were one size larger.

Construction: Requirements Craft Wondrous Item, bull's strength, enlarge person; Cost 5,000 gp

• Spitshine

Aura minor transmutation; CL 3rd

Slot none; Price 300 gp; Weight 1/2 lb.

This thick, waxy substance can have even the most battered vehicle looking like new in no time. A single jar will take care of a vehicle large size or smaller, while an additional jar is required for each size category above large. Once rubbed over the vehicle, the Spitshine fixes any and all cosmetic damage, leaving the vehicle looking like it just came off the factory floor. This effect also protects the vehicle from

cosmetic damage for 24 hours - even if it becomes a flaming wreck, it will look like a brand new flaming wreck. This grants anyone piloting the vehicle while the Spitshine is in effect a +2 circumstance bonus on all Charisma-based checks with anyone who would be impressed by a shiny new vehicle. A single jar of Spitshine can only be used once.

Construction: Requirements Craft Wondrous Item, mending, prestidigitation; Cost 150 gp

• Tincture of Mithral

Aura moderate necromancy; CL 5th

Slot none; Price 50 gp; Weight -

Though there is no cure for the Wasting, Tincture of Mithral can help delay the inevitable. Some disreputable mechemages produce this medicine in bulk and sell it discreetly to golemoids in lands such as Carraway and Ionara, where victims of the Wasting are put to death or exiled.

After drinking this syrupy silver liquid, the total impact of the user's manite implants is reduced by 4, thus buying them some time against the advanced effects of the Wasting. The potion's results last for one week. Unfortunately, Tincture of Mithral has its share of negative effects as well. If the user ceases using it for more than a week, symptoms of the Wasting begin to accelerate. For each week that passes, the user's Wasting worsens as if one month has gone by. This effect ceases if the user takes at least one week's worth of Tincture of Mithral again.

Each time this item is used, there is a cumulative 1% chance that the user will begin building a resistance to it, reducing the duration of any further doses by one day, until the tincture inevitably ceases to have any effect at all for that person.

Construction: Requirements Craft Wondrous Item, Craft Magic Arms and Armor, mend construct; Cost 25 gp

CHARACTER OPTIONS

Feats

• Aci-Deluge (Steam)

You can use your aci-drill to unleash a torrent of horrifying acid.

Prerequisites: Base attack bonus +7, steamreaver combat specialization, Exotic Weapon Proficiency (aci-drill)

Benefit: When wielding a powered aci-drill, you can spend a steam point as a standard action to release a spray of acid. All creatures in a 15 foot cone take acid damage equal to your normal melee attack damage. You may apply the bonus damage from Power Attack to this feat, if you possess both feats. All affected creatures may make a Reflex save (DC equal to 10 + your Strength modifier + 1/2 your level + the aci-drill's enhancement bonus) for half damage.

• Cyclone Ricochet (Steam)

With a cyclone mace in hand, no crowd is too large for you to pacify.

Prerequisites: Base attack bonus +7, steamreaver combat specialization, Exotic Weapon Proficiency (cyclone mace)

Benefit: You may spend a steam point as a standard action to make a single attack at your full base attack bonus against a foe within reach with the cyclone mace. If you hit, you deal damage normally and can make an additional attack (also using your full base attack bonus) against another enemy within reach. As long as these attacks are successful, you may continue to attack enemies within reach. You may not attack any individual foe more than once each time you use this feat. The cyclone mace deals nonlethal damage to all affected targets when using the Cyclone Ricochet feat.

If you choose to replace any of your attacks with combat maneuvers when using this feat, those maneuvers do not provoke attacks of

opportunity. You may use the bull rush combat maneuver in place of a normal attack when using this feat.

• Dragoon's Dive (Steam)

You can make devastating aerial attacks with your dragoon lance.

Prerequisites: Base attack +7, steamreaver combat specialization, Exotic Weapon Proficiency (dragoon lance)

Benefit: As a swift action, you may spend a steam point and gain a fly speed equal to your movement until the end of the turn. If you charge during this turn, you may make an attack of opportunity against any enemy that enters your reach during the charge (other than your target).

You may use this feat only while wielding a dragoon lance. If you drop your lance for any reason, the feat's effects immediately end.

• Exsanguinate (Steam)

You draw strength from the bleed attacks inflicted by your bilge dagger.

Prerequisite: Base attack bonus +7, steamreaver combat specialization, Exotic Weapon Proficiency (bilge dagger)

Benefit: You may spend a steam point as a swift action when wielding a bilge dagger. Until the end of your turn, any bleed effects you cause with bilge daggers do an additional two damage. Additionally, each time you cause a bleed effect with a bilge dagger, you gain 1d6 temporary hit points. Temporary hit points gained during a single use of this feat stack with one another. These temporary hit points last for one hour.

• Implant Focus (Steam)

One of your implants is more difficult for enemies to resist.

Prerequisites: true golemoid class ability

Benefits: Choose one of your manite implants. Increase the save DC of any effects of that implant by 2.

Special: You may gain this feat multiple times. Each time, it applies to a different manite implant. If you lose the manite implant this feat applies to (due to the use of interchangeable parts, for instance), you may apply it to a different implant not already affected by this feat.

You may also apply this feat to a golemoid combat specialization. The DC of any effects related to that combat specialization is increased by 2. If you select the steamreaver combat specialization, this includes any effects that relate to your specialty weapon.

• Pistoneer (Steam)

You are an accomplished steam pugilist, no boxing ring required.

Prerequisites: Base attack bonus +7, steamreaver combat specialization, Exotic Weapon Proficiency (piston gauntlets)

Benefit: You can prime your piston gauntlets as a swift action.

• Shadow Mirrors (Steam)

You use your Illusion Matrix to create shadowy duplicates of yourself.

Prerequisites: Disguise 7 ranks, steamshadow combat specialization

Benefits: By spending a steam point, you may cast mirror image as a spell-like ability with a caster level equal to your golemoid level.

• Steamhead (Steam)

Once you get going, you're difficult to rein in.

Prerequisites: Base attack bonus +7, harrier combat specialization

Benefits: After any turn in which you activate your harrier steamjets and either move at least 80 feet from your starting position, or drop a target to 0 or fewer hit points as the result of an attack, you regain a steam point. You may only regain one steam point per turn in this fashion.

• Steamreaver Armsman (Steam)

You have mastered more than one steamreaver weapon.

Prerequisites: Base attack bonus +5, steamreaver combat specialization

Benefits: Choose one type of steamreaver weapon, other than your specialty weapon. This weapon now also counts as your specialty weapon. You gain proficiency with this weapon as if you selected the Exotic Weapon Proficiency feat.

Special: You may select this feat multiple times. Each time, it applies to a different steamreaver weapon.

Traits

While the following traits are available to all Thunderscape characters, they are of particular interest to thunder scouts and golemoids. 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.)

- **Grease Monkey** - You are naturally adept at tinkering with vehicles. One of your signature vehicles gains an extra bonus feature.
- **Headstrong** - You leap into trouble with seemingly no regard for yourself, but after a lifetime of getting into trouble, you know what you're doing. Your AC penalty when taking the Charge action is reduced by one.
- **Iron Guard Savant** - You have a natural talent for the use of one manite implant. The DC of any effects from this implant is increased by 1. You may apply this ability toward any implant when this trait is chosen, even one you do not currently have.
- **Iron Guard Mechanic** - You are a natural mechanic, at least where your favorite vehicles are concerned. You gain a +2 bonus to all maintenance and repair related skill checks on your Signature Vehicle.
- **Precision Marksman** - You've practiced firing from a moving platform to the point where it has become second nature. Your penalty for making ranged attacks from a speeding vehicle or a moving mount are reduced by 1.
- **Steam-Powered** - You are naturally adept at controlling manite implants. If you have (or gain) a steam reserve, your maximum steam points are increased by 1.
- **Subtle Design** - Your manite implants are designed to be relatively unnoticeable. You do not suffer the normal Disguise penalty for concealing your manite implants. This trait may only be selected by true golemoids.

Archetypes

Iron Scout (Thunder Scout Archetype)

Not everyone who wants to be a thunder scout possesses the magical potential required. But for those with the grit and determination, there's another path: golemization. These Iron Scouts bond with their mechemagical vehicles by resonating with their own manite-infused bodies.

- **Golemoid Pilot (Su)** - The iron scout is considered a true golemoid. Their steam reserve is equal to their Intelligence modifier + 1/2 their class level. They develop more implants just as a golemoid does, as per Table: Shining Knight and Mechanized Ranger Implants (Thunderscape p96). The DC's of any effects imposed by the iron scout's implants are determined by their Intelligence, rather than Constitution and they may use their Intelligence modifier in place of the Constitution modifier for the effects of any manite implant. In addition, the iron scout has an Igniter implant built into their body, which allows them to cast the everheat rune at will, but only to power a mechemagical engine. This ability replaces spellcasting.
- **Man and Machine (Su)** - Over time, the iron scout's mechemagical body and vehicles begin to resonate with each other, becoming more and more a single entity. At 5th level, the iron scout can spend a steam point to operate a Signature Vehicle that they are piloting without hands, up to 30 feet away, for one round. At 10th level, the range of this ability increases to 100 feet. At 15th level, the iron scout no longer needs to spend a steam point to use the ability while they are in physical contact with the vehicle. At 20th level, the iron scout may spend 3 steam points to operate any number of their Signature Vehicles as a full-round action for one round, issuing a single move or standard action command to each vehicle. This replaces bonus feats.

Lone Rider (Thunder Scout Archetype)

While most thunder scouts maintain an array of vehicles, some focus all their love on a single ride. These thunder scouts forsake versatility for a more robust vehicle.

Internal Toolkit

A masterwork instrument qualifies as a masterwork tool for the relevant Perform skill. This means Metalhearts (and indeed, any golemoid) can have masterwork instruments installed in their bodies with the internal toolkit implant. If so inclined, such golemoids can become true one-man bands!

- **Signature Vehicle (Ex)** - This functions as the normal thunder scout class feature, except that the thunder scout does not receive additional vehicles at 7th, 13th, and 19th level. Instead the their signature vehicle gains an additional hit die and a bonus feature at each of these levels.

Metalheart (Bard Archetype)

During the Betrayer War, the bards of Le'Ciel were essential to the revolution. They raised morale, performed dangerous acts of subterfuge, and helped rally the docile slave caste into a true fighting force. The singer Giselle LeMonde rose to such prominence that the Betrayer targeted her personally. Struck down in battle by a vicious barrage of spells, it seemed Giselle would become a martyr to the cause. However, she refused to let her crippled body keep her from the fight. Using manite implants seized from the Betrayer's minions, Giselle's allies brought her back from the brink of death. She returned to the war as Giselle Metalheart and was instrumental in the Betrayer's defeat. Her celebrity status since the war's end has spread across Aden. Many bards in Le'Ciel and beyond have adopted golemization to follow her example. They call themselves Metalhearts.

True Golemoid (Su) - At 1st level, the Metalheart is considered a true golemoid. They also gain a steam reserve equal to 1/2 their class level plus their Charisma modifier. They gain manite implants just as a golemoid does, per Table: Metalheart Implants, below. The save DCs of the implants are equal to 10+1/2 their class level + their Charisma modifier, and they may use the Charisma modifier in place of the Constitution modifier for the effects of any manite implant. This replaces spells, cantrips, and bardic knowledge.

- **Feel The Noise (Su)** - At 1st level, the Metalheart's mechemagical body can resonate with their performances, enhancing them with amplified sound and phantasmagoric light displays. By spending a steam point as a free action, the range of any bardic performance this round is doubled. This replaces fascinate.
- **Bonus Feats** - At 2nd level, the Metalheart gains a bonus feat which must be either a combat or a steam feat. They gain additional bonus feats with the same restrictions at 6th, 10th, 14th, and 18th levels. This replaces versatile performance.
- **Combat Specialization (Ex)** - At 5th level, the Metalheart gains a golemoid combat specialization. They may choose from the steamreaver, steamshadow, and gunner specializations. At 13th level, they gain an improved combat specialization, but can only choose the improved version of the combat specialization chosen at level 6. This replaces lore master.
- **Stoke the Fires (Su)** - At 6th level, the Metalheart can use bardic performance to replenish their steam reserve. For every three rounds spent performing Stoke the Fires, the Metalheart regains one steam point. This replaces suggestion.
- **Smash the System (Sp)** - At 12th level, the Metalheart can use bardic performance and their own mechemagical nature to shatter magic that offends them. By spending 4 rounds of bardic performance as a full round action, the Metalheart can cast greater dispel magic as a spell-like ability using their bard level as the caster level. This replaces soothing performance.
- **Bring Down the House (Sp)** - At 18th level, a Metalheart's mechemagical music can lay their enemies low. As a standard action, they may use bardic performance to cast greater shout as a spell-like ability using their bard level as the caster level. They may also spend a steam point when using this performance to increase the damage by 1 point per die and the save DC by 2.

Metalheart Implants

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

Modular (Golemoid Archetype)

Most golemoids choose to focus on a powerful implant early in their career, such as a steamreaver energy cell, a gunner's integrated firearm, a juggernaut's armor plating, a steamshadow's illusion matrix, or a harrier's steamjets. Others eschew such a narrow path, preferring instead to utilize a greater variety of lesser implants.

• **Manite Adept (Ex)** - A modular golemoid's lack of specialization grants them greater control over their standard implants. At 2nd level, they gain an additional basic and minor implant, as well as 2 additional steam points. Any time they gain access to a new level of implant (advanced or superior), they also gain an additional implant of that type. This replaces basic combat specialization.

• **Bonus Feats (Ex)** - At 3rd, 11th, and 19th level, the modular golemoid must spend their bonus feat on extra steam or manite blood.

• **Modulation (Ex)** - At 5th level, the golemoid gains greater flexibility when evolving and adapting their implants. They can spend steam points as a full round action to replace any one of their implants with another of the same type (minor, basic, advanced, superior). It costs one steam point to replace a minor implant, two steam points to replace a basic implant, three steam points to replace an advanced implant, and five steam points to replace a superior implant. At 13th level, this ability can be activated as a standard action. At 18th level, the golemoid can replace any number of implants when using this ability. This replaces interchangeable parts.

• **Manite Expert (Ex)** - At 9th level, the golemoid gains an additional swift action per round that may only be used to activate manite implants, steam mastery effects, or steam feats. They may not activate the same effect more than once in the same round through the use of this ability. This replaces improved combat specialization.

• **Manite Master (Ex)** - At 17th level, the modular golemoid regains one steam point at the end of any round in which they spend three or more steam points. This replaces ultimate combat specialization.

ROLE-PLAYING TIPS

When creating a golemoid or thunder scout character, there are a number of things you might wish to consider. While making certain that your character is well-constructed and can pull their weight in a party is a fine thing, you should also keep in mind who your character is and where they came from. Creating a character that is truly unique but who also feels like a logical product of the campaign setting can

be a delicate balance. If done properly, such a character is not only fun to play, but can enhance the immersion of other players (and even the Game Master) as your character becomes a part of Aden.

While the following is not meant to be the final word on how to role-play your character, it does present some unique considerations when creating a golemoid or thunder scout in an Aden campaign. When creating your character, you may wish to consider some of the following questions:

• Where were you when the Darkfall happened?

Perhaps the most significant event in Aden's history, the Darkfall, is only ten years past in the game's current timeline. This means that, with rare exceptions (such as ilithix characters) your character personally survived this apocalypse - a fact that unites all citizens of Aden. What was this like for you? Did you personally witness the horrors of the Darkfall or was your home spared the initial assault? Did you survive alone or as part of a group? How did this experience change you?

• Who are you?

This may seem an obvious question for any character's background, but it's an important one. Who is your character? What race are they, and from what nation? Do they have family? Are they still alive or did they perish in the Darkfall? How does your character feel about them? Depending on your background and nation of origin, your status as a golemoid or thunder scout might be regarded very differently. An Urbanan, for example, might be accustomed to respect due to their mechatmagical nature. A Carrawan golemoid, on the other hand, is used to people viewing them as a potentially dangerous monster. (Various nations and their biases are explored elsewhere in this book.) How did the outlook of your countrymen change you?

• What do you believe in?

Is your character religious? If so, how does this affect them? Are they superstitious? Are they respectful of beliefs that don't agree with their own, or are they judgmental and outspoken?

For some thunder scouts, life on the thunder trail and viewing the countless wonders of the world is enough to convince them of a higher power. For others, witnessing the horrors of the Darkfall and the desperate acts of men lost in the wilderness has convinced them otherwise. Still others, with the customary flexibility of a survivor, try to keep an open mind.

If you are golemoid, consider how this has affected your belief. Perhaps your golemization saved your life. In such a case, do you feel you have been given a second chance, or that your new existence has made you an blasphemous abomination?

• What's wrong with you?

To put it simply - characters with flaws are more fun. When creating your character's backstory and personality, try to find a flaw or quirk that makes your character more interesting. This needn't have any mechanical effect (and shouldn't, lest you be tempted to optimize your personality) but simply act as a role-playing tool.

When selecting a quirk, try to avoid disadvantages that aren't really advantages. "I care about other people more than myself," isn't really a disadvantage, nor is "I'm cocky and follow my own rules!" These quirks are so common and generally inherent to the standard image of an adventurer that they don't really stand out or change anything.

On the other hand, always remember to keep fun in mind first - the group's fun as well as your own. Don't purposefully select a character quirk that will disrupt the game or waste everyone's time. Be careful to find the balance between a fun diversion and a constant distraction.

Here are a few examples of possible character class based quirks:

Ashamed (Golemoid): You aren't really comfortable with what you are. Though you're more than willing to use your golemoid implants to make a living, you can't help but feel like they're a little unnatural. You will often take measures to conceal your golemoid nature or avoid revealing it to others unless necessary.

Motorhead (Thunder Scout): You enjoy the company of vehicles more than people, going so far as to name your signature ride and speak to it as if it were a treasured companion. Anyone else who doesn't love machines as much as you do isn't worth your time.

Resigned (Golemoid): You're just a machine now. Any humanity you had is long gone, and now you're just waiting for the Wasting to claim you. Like any machine, you'll dutifully serve your purpose, but you take no joy in it.

Sightseer (Thunder Scout): You want to see everything. Everything. You will almost always take the long way to your destination, even when a shortcut will do. You'll stop in every town to get to know the local people, customs, and cuisine. Life is a journey for you, but as the person that others usually rely on to lead the way, waiting for you to get back to the actual journey can be frustrating.

Superior (Golemoid): You aren't like other mortals anymore, it's true. You're better than they are. Those fleshy fools might think they understand real power, but they don't. A golemoid doesn't wield magic or technology. They are magic and technology. You are one of the first in a new breed of superior life.

Tortured (Thunder Scout): Too many nasty encounters on the trail have made you nervous about going back - but it's the only thing you're

good at. Every time you take a new job, it's a struggle to find new ways to gird up your courage.

• How did you become what you are?

It's not every day that someone becomes a golemoid or thunder scout. Even in Aden, both of these individuals practice highly unusual occupations. So how did you become one? Where did you get your vehicle and training? Did you choose to undergo golemization voluntarily or was it a life-saving operation?

The answers to these questions can obviously vary wildly depending on your nation of origin, the campaign, and the sort of character you want to play, so check with your Game Master first to see if they have any special requirements. If you're stuck for ideas, however, the following tables include several common "starter" origins that you can use for inspiration. For fun, you might even try combining multiple results to see if you can blend them into a truly unique story.

Golemoid Origins

1d10	Description
1	Soldier: You were golemized to serve as a protector of your homeland. Was this process voluntary? Or were your people so desperate for a champion that you were forced into it?
2	Walking Wounded: You were critically injured in battle. Golemization saved your life. Do you embrace your new power, or recoil in horror at the monstrosity you have become?
3	Whimsy: Intrigued by the idea of becoming a golemoid, you spent a small fortune to have yourself augmented on a whim. It really seemed like a good idea at the time.
4	Mystery: Though you recall your life before and after the incident quite clearly, your memories of your transformation are disjointed. You remember only awakening in an unfamiliar place with much of your body replaced by manite implants. Why would anyone do such a thing?
5	Experiment: A disreputable mechamage convinced you to aid them in illegal experiments by undergoing golemization. Now that the deed is done, it's up to you to decide what to do with your life.
6	Debtor: You entered indentured servitude to pay off a crushing debt. Your master took advantage of this by transforming you into a golemoid. Perhaps you have paid off your debt and are now free - or perhaps you escaped and your former master is looking to recover their investment.
7	Dead Man Walking: Golemization saved you from a terrible injury on the battlefield - but that same injury rendered you amnesiac and unrecognizable. No one knows who you were before the battle - or even which side you were fighting on.
8	Sickly: Having struggled with a crippling illness for much of your life, you were revitalized when your withered limbs were replaced by powerful manite implants. Will you become a champion of the weak, or simply forget the past and enjoy this second chance?
9	Revenant: You want revenge. Whether your target is an enemy nation, a particular individual, or the Darkfall itself - you have an axe to grind. You were so driven for vengeance that you gave up your humanity and became a golemoid.
0	Technofetishist: You are obsessed with technology - so obsessed, in fact, that your only natural recourse was to have some of it installed into your body. Do you revel in the glorious hybrid creature you have become? Or do you regret that you have made such a horrible decision?

Thunder Scout Origins

1d10	Description
1	Inheritance: Your vehicle and thunder scout training were an unexpected windfall following the death of a distant relative. You've used what you've learned to strike out as an independent operator. Your family members may be jealous.
2	Discovery: While stranded in the wilderness, you stumbled upon an abandoned vehicle. With a bit of effort, you restored it to working condition and took to life on the trail. A small part of you wonders exactly why the vehicle was there, and if your opportunity was someone else's tragedy.
3	Family Business: You come from a long line of wilderness scouts and explorers; adapting to life as a thunder scout was the obvious next step. The family is watching, and they have high expectations.
4	Thief: You stole your signature vehicle, and perhaps even the tomes from which you gained your initial magical training. Though you're a full-fledged thunder scout, you're always a little worried that your ride's original owner will come looking for you.
5	Prodigy: A naturally talented mechanic, you cobbled your first vehicle together from old wrecks and spare parts. Did you set out for adventure to put your new skills to good use, or were you leaving something terrible behind?
6	Apprentice: You were an apprentice to a mechamage or steamwright. Though you never had any aptitude for their profession, you learned enough to build a vehicle and find work as a thunder scout. Did you leave your master on good terms?
7	Seeker: You lost something very important. This could be a family heirloom or perhaps even a loved one. Only by taking to the road did you see any chance to find what you had lost.
8	Criminal: You once made your living as a bandit or thief. Due to a will to reform (or perhaps just a desire to escape punishment), you have fled your homeland and now keep a low profile living in the wilderness.
9	Employed: You are a former member of a government or organization that employs thunder scouts, such as the Iron Guard. You left on good terms and were allowed to keep your vehicle for your meritorious service. You still have friends among your former order - but they might need favors from time to time.
0	Deserter: You were part of a large organization, but you didn't leave voluntarily. You were cast from their ranks and are now regarded with shame and derision by your former brethren. Was your exile warranted? Do you intend to clear your name or let the past lie?

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The Iron Guard Field Guide

A guide to Golemoids and Thunder Scouts

PUSH THE LIMITS OF FLESH & EXPLORE IN STYLE!

Since the Darkfall, the wilderness of Aden has become a deadly place, where only the hardest and most cunning warriors dare to tread. Golemoids, men and women who have replaced portions of their body with mechamagical weaponry by choice or by necessity, are among the hardest of Aden's people, and the intrepid Thunder Scouts, riding their wondrous vehicles through the wilderness, are certainly among its most cunning. Whenever the nocturnals threaten civilization, the ranks of the golemoids and Thunder Scouts are there to help turn the tide.

The Iron Guard Field Guide is the first in a series of sourcebooks that offer extensive support for the new base classes introduced in *Thunderscape: the World of Aden*. Both the golemoid and Thunder Scout classes receive a wealth of new options, including archetypes, alternate class features, feats, spells, and equipment.

It's time to take back Aden from the Darkfall!



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