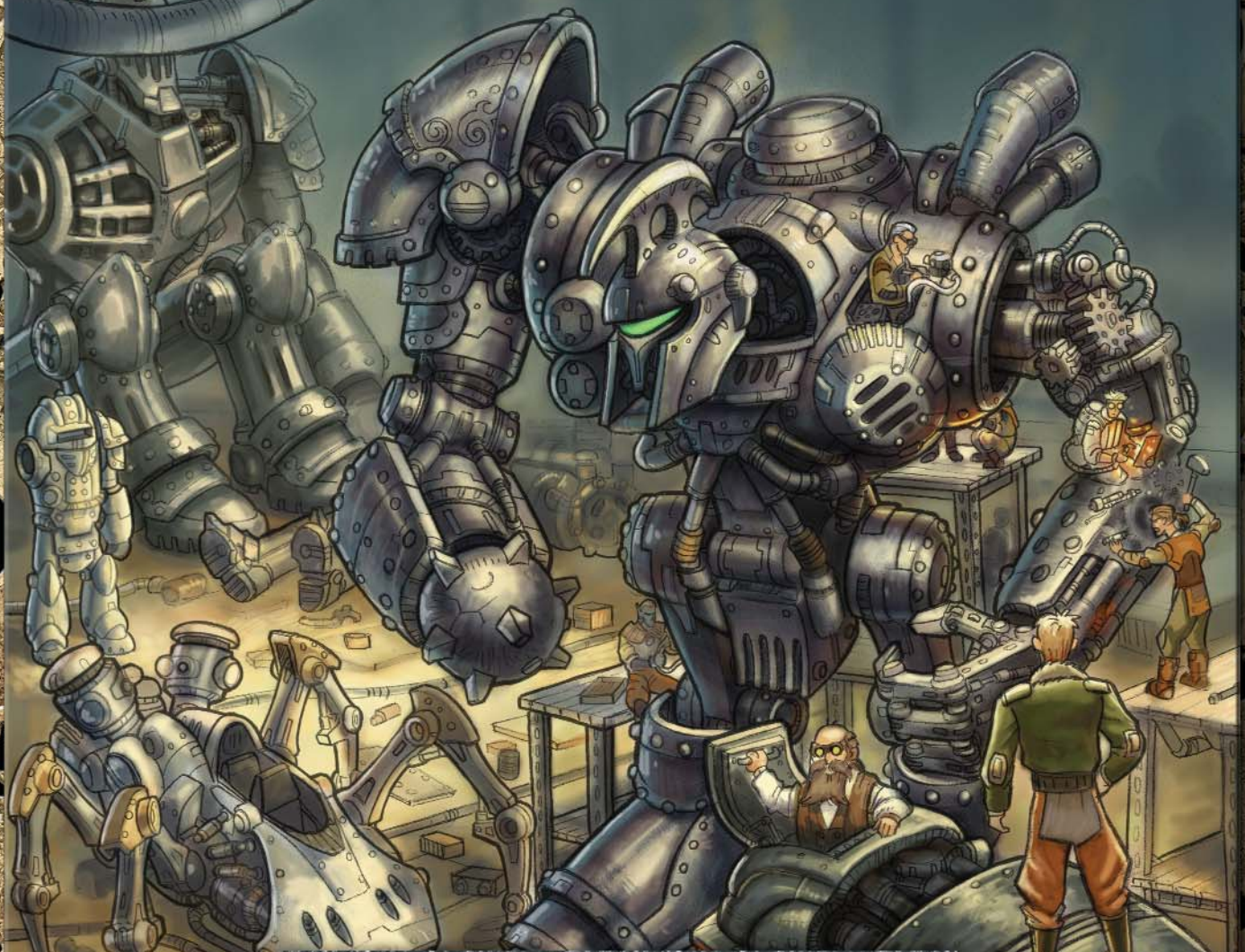


DRAGONMECH

MECH MANUAL



SWORD & SORCERY



DRAGONMECH

MECH MANUAL

Mechs for Enemies and Allies

Survival in DragonMech requires a hard metal shell powered by a loud engine. But it's not enough to beat the other mechs: you also have to survive wizards throwing fireballs! This is the definitive guide to the smoke-belching steampunk mechs, nimble clockwork lancers, slave-driven galley-riders, magical elven tree-walkers, and grotesque necromechs that every mech jockey has to be prepared to pilot - or fight.

A New Kind of Fantasy Warrior

This "monster manual of mechs" provides players with new options and DMs with new enemies. There are more than 50 new mechs, plus new monsters, gear, and NPCs. In non-DragonMech fantasy worlds, the mechs can be used as deadly constructs or animated golems.

Designed for use with DragonMech, The Mech Manual includes:

- ♦ 59 new mechs from all known areas of the DragonMech world: the major factions of dwarves, elves, orcs, and undead, as well as races that are only just now beginning to experiment with mechs, such as drow, derro, and aboleths.
- ♦ A dozen new monsters for your DragonMech game.
- ♦ Endless adventure ideas, whether based on the stories behind the new mechs or the unique NPCs who pilot them.



Requires the use of the Dungeons & Dragons[®] Player's Handbook, published by Wizards of the Coast[®], Inc. This product utilizes updated material from the v3.5 revisions.

Sword & Sorcery books are published under the Open Gaming License and are 100% compatible with v3.5 rules and the d20 System.

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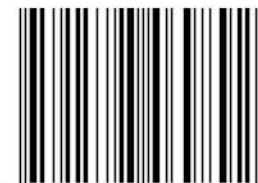


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MECH MANUAL

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MATT'S THANKS: MY THANKS TO EVERYONE WHO WAITED FOR ME TO FINISH WRITING THIS SO THEY COULD SEE ME AGAIN (ASSUMING SUCH PEOPLE EXIST). ALSO, THANKS TO THE CANADIAN BRASS FOR THEIR ALBUM "SUPER HITS," EXCEPT FOR TRACK 2, WHICH WAS THE SOUNDTRACK FOR MOST OF MY MECHS.

Wes's THANKS: TO MY FRIENDS, OLD AND NEW, WHO WILL ALWAYS BE MY GREATEST SOURCES OF BOTH INSPIRATION AND DISTRACTION. THANKS.



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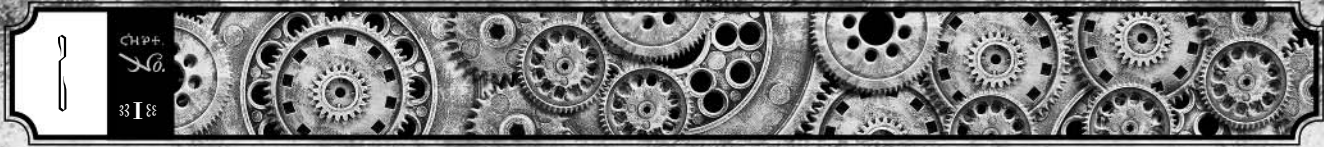
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CONTENTS

NEW MECHS

Stenian Confederacy Mechs

Borukdatar	4
Crag Strider	7
Earth Breaker	7
Fell Hammer	8
Iron Choir	8
Judge	11
Steam Blade	12
Tunnel Warden	13
War Smith	14

Legion Mechs

Chimera	16
Defender (a.k.a. Tindertwig)	18
Falcon (unique)	19
Fist of Valor	21
Humanity's Vengeance	22
Just Retribution	23
Paladin	24
Vortex	25

Irontooth Clan Mechs

Ashigaru	26
Ch'i'rin	30
Kabuto	30
Kappa	31
Kusari	32
Oni	33
Sensei	35
Shurikien	36
Wakizashi	37

Elven Mechs

Aeron's Ally	39
Dark Dryad	40
Groveshadow (unique +2 mech)	42
Icicle	43
Jeweltree (unique)	45
Memory	47

Orc Mechs

Dire Armor	51
Gnasher	55
Gore Dog	56
Ol' Chief One Eye	57
Org XIII	59
Terror Tower	60
Warchief's Armor	62

Undead Mechs

Charnel	64
Dreadwand	64
Haunted Jurgen (unique)	65
Turning Undead Mechs	67
Sharlorn, The Necropolis (unique)	67

Unique and Unusual Mechs

Avenging Blade (unique)	68
Brine Worm	77
Cathedral (unique)	79
Deep Spider	80
Earthblood the Mighty (unique)	81
Home, formerly Hornet (unique)	84
Lactroectus, the	84
Razid	86
Sand Strider	87
Shrine of Oon	90
Steel Warlord	91
Sylvan Revenger	92
Thundercloud	94
Underbreather	96
	98
	99

NEW EQUIPMENT

New Weapons	101
New Magic Items	106

MONSTERS

Cogling Crawler	108
Cogling Crawler Swarm	110
Demon, Hellborg	110
Devil, Goiem (Grime Devil)	111
Devil, Haireisthai (Heretic Devil)	112
Ferrous Cube	113
Giant, Lunar	114
Oil Nymph	115
Scalded (Template)	117
Skelth	118
Stygian Horror	119
Ygapmpo	121
Ygapmpo Devourer	122

NEW RULES

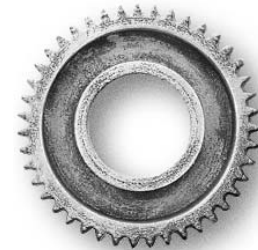
New Spells	124
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LEGAL INFORMATION

OPEN GAME LICENSE Version 1.0a	125
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TABLES

Table 1-1:	
Mechs of the Stenian Confederacy	4
Table 1-2:	
Onboard Weaponry - Stenian Confederacy	5
Table 1-3: Mechs of the Legion	16
Table 1-4:	
Onboard Weaponry - The Legion	17
Table 1-5: Mechs of the Irontooth Clans	27
Table 1-6:	
Onboard Weaponry - Irontooth Clans	28
Table 1-7: Mechs of the Elves	39
Table 1-8: Onboard Weaponry - Elves	40
Table 1-9: Mechs of the Orcs	49
Table 1-10: Onboard Weaponry - Orcs	50
Table 1-11:	
Donning and Removing Mech Armor	53
Table 1-12: Mechs of the Undead	64
Table 1-13: Onboard Weaponry - Undead	65
Table 1-14: Unique and Unusual Mechs	77
Table 1-15: Onboard Weaponry - Unique and Unusual Mechs	77
Table 2-1: New Weapons	101
Table 3-1:	
Monsters by CR and Environment	108
Table 3-2: Scalded Swarm Intelligence	119
Table 4-1: New Feats	124





NEW MECHS

SOMEWHERE UNDER THE LOOMING MOON, AN OLD SELF LOOKS OUT UPON A CHANGED WORLD. WHEN HE WAS YOUNG, THE FORESTS WERE TALL AND MAGIC REIGNED OVER THE LAND. NOW, ONE HUNDRED YEARS LATER, THE FORESTS ARE WASTED STUMPS, AND IT IS STEAM POWER THAT SHAPES THE WORLD. GARGANTUAN WALKERS STOMP ACROSS THE LANDSCAPE, SHAKING THE BRITTLE LEAVES FROM METEOR-SCORCHED TREE TRUNKS. CAVERNOUS CITY-MECHS HOUSE THOUSANDS OF REFUGEES, FENDING OFF MONSTROSITIES FALLING FROM THE SKY. AVENGING HERO-MECHS CHARGE THE LUNAR CREATURES, PUSHING BACK AGAINST THE INVADING MENACE. ONE FEATURE MORE THAN ANY OTHER DEFINES THIS NEW WORLD: MECHS. THE OLD ELF LONGS FOR DAYS GONE BY - BUT THE ONLY SAFE PLACE NOW IS WITHIN THE DENSE SHELL OF A MECH.

This Mech Manual is a guide to the changed world of DragonMech. Within these pages you will find forceful characters, strange magic, alien monsters, fragments of stories untold... and mechs. Dozens of mechs. Mechs that fly overhead or prowl the tunnels below, mechs fighting the lunar menace or running away from danger, mechs that keep traditions alive or that struggle to build a new world. War or peace, the mechs presented here can lead your campaign to new adventure.

Of course, no mech is quite as good as the one you build yourself. With that in mind, a selection of upgrades, options, weapons, and equipment is also presented. From new traits and unusual special abilities to mech-sized magic items, these pages offer a variety of exciting new options.

Several of the mechs are adventures in themselves. The Legion's Falcon is the world's first self-propelled flying machine. Each Iron Choir channels the power of terrestrial gods, and many would kill for the knowledge of its inner workings. The dreaded necropolis Sharlorn

stalks the land, 400 feet of undead mech with a mission as large as itself.

But what would any adventure be without monsters? The Mech Manual also presents a new array of challenges for your DragonMech campaign, whether lunar or terrestrial in origin. The oil nymph and cogling crawler haunt the gear forests, while hellborgs and skelths threaten entire mechs. Lunar giants and ygapmpos drop from the moon above in search of prey, while Stygian horrors crawl up from the depths below. All the while, heretic devils tempt those whose faith has been shaken, and the scalded remains of those killed by the lunar rain reanimate as horrid monsters.

Welcome to the world of DragonMech. The lunar rain threatens from above, the monsters of the underdeep threaten from below, and the only place you're safe is in a mech - but even then, there are other mechs looking to salvage yours for parts. Welcome to the Mech Manual!

STENIAN CONFEDERACY MECHS

An outgrowth of the traditional dwarven stronghold of Duerok mixed with the rising power of the Gearwrights Guild, the Stenian Confederacy is a bastion of law and order in a tumultuous world. The cornerstone of the Confederacy is the alliance of the 5 large city-mechs that make up the bulk of its military.

These city-mechs and the mech fleets hangared within house almost 30,000 souls and together patrol a wide swath of the surface world encompassing almost



200,000 square miles. Including those who still live on the surface, over 300,000 citizens are under the protection of the Stenian Confederacy, the vast majority of them dwarven.

This section presents the mechs of the Stenian Confederacy. These are the direct descendants of Parilus and the technology he bestowed upon the dwarves. As such, most are steam powered and traditional in design - but not all. A few are of dwarven design but not formally under Stenian control, while the rest are routinely found in Stenian military units.

Collectively they comprise some of the most versatile and advanced mechs roaming Highpoint today.

