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DRAGONMECH

2nd Age of WALKERS



SWORD & SORCERY

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system

DRAGONMECH™

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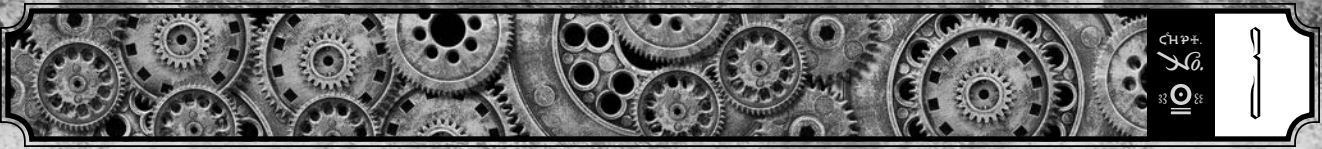
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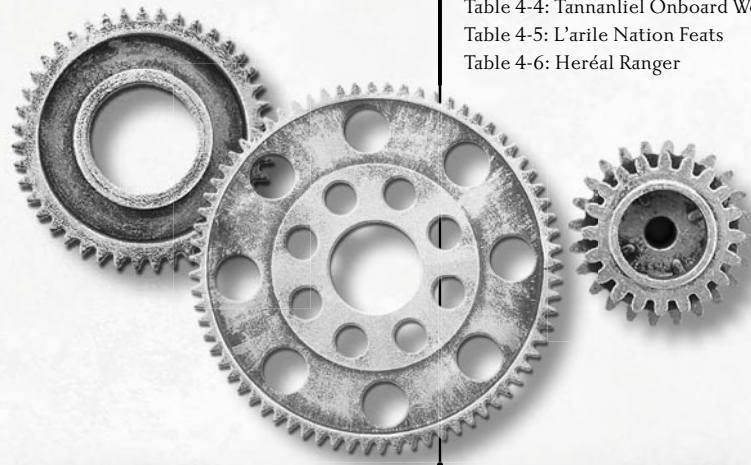
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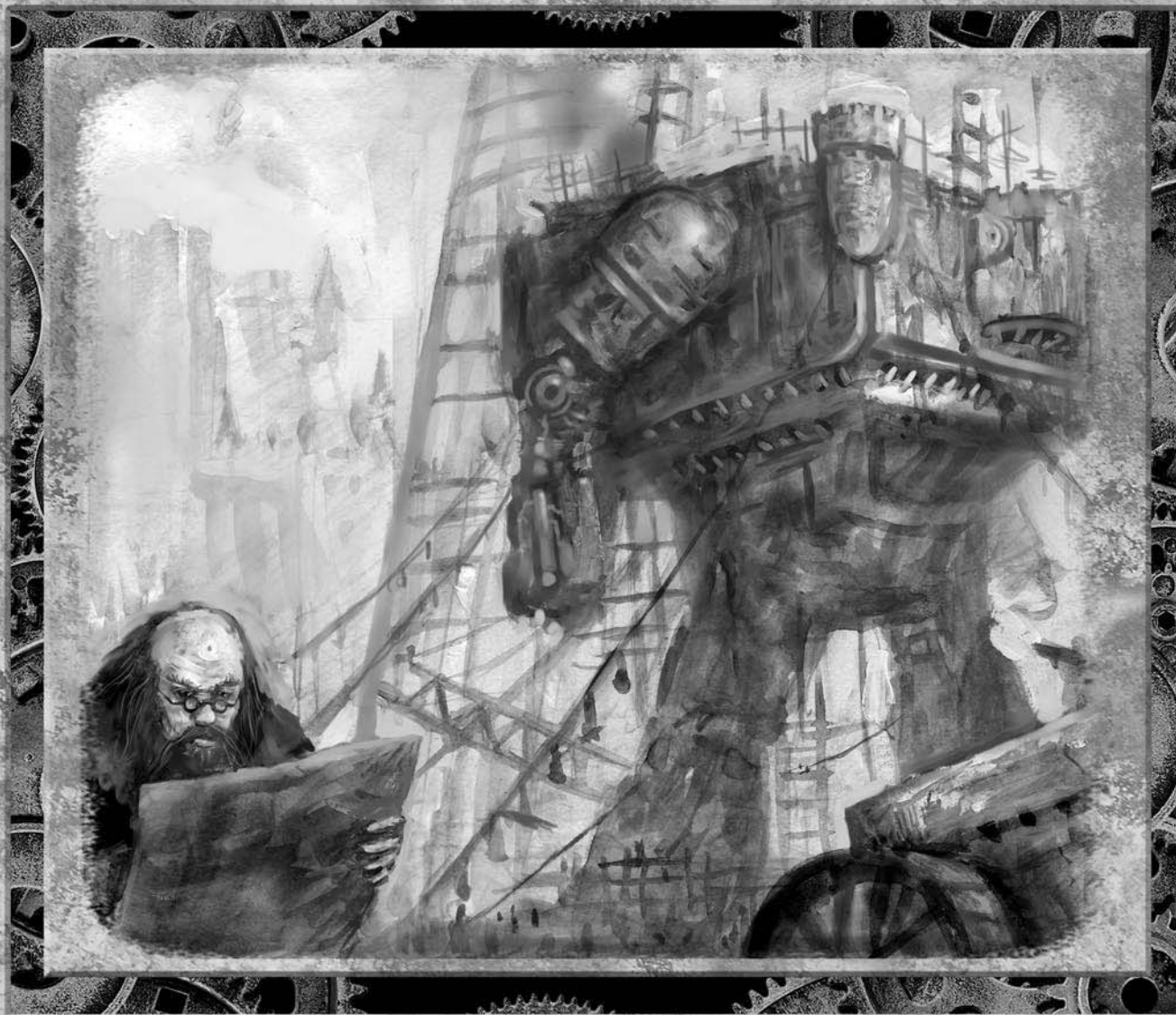
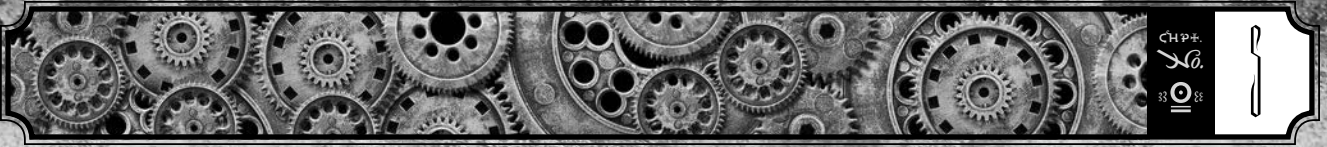


PLATE 1 Parilus, one of three Master Gearwrights. The strength of his vision changed the world.



THE SECOND AGE OF WALKERS

ONE HUNDRED YEARS AGO, THE LUNAR RAINS BEGAN. METEORS SCORCHED THE EARTH, LUNAR DRAGONS DEVoured SURFACE DWELLERS, AND CENTURIES OF CIVILIZATION CRUMBLed. YET ONE VOICE MADE ITSELF HEARD IN THIS TIME OF CHAOS, AND THAT VOICE BROUGHT FORTH THE IDEA OF THE MECH. THE VOICE WAS THAT OF PARILUS, ONE OF THREE MASTER GEARWRIGHTS, AND THE STRENGTH OF HIS VISION CHANGED THE WORLD. NOW MECHS WALK THE LAND, AND THE AGE OF WALKERS IS AT HAND.

Yet this is not the first Age of Walkers. The ancient library of the Gearwrights, known as the Master Repository, speaks of an earlier age. Before the lunar rain, before the dawn of the elves, before even the age of magic, mechs walked the land. This first age of walkers ended abruptly, sending the Gearwrights into seclusion, but no one knows for sure what happened.

Now a new age has dawned on Highpoint, and the Gearwrights are active once more. The Second Age of Walkers is at hand! Mechs walk the land, sheltering refugees and battling monsters. The dwarven steam-mechs belch black smoke from charred smokestacks, thundering across their rocky domain at a furious pace. The human nomads of the Legion strive to catch up, uniting for the first time in centuries to build their own mechs. The chaotic Irontooth Clans raid where they can and trade where they can't, "acquiring" mechs of all kinds through means both legitimate and not. And the elves of the northern forests watch the antics of the short-lived races and learn from them, developing magically animated walkers whose arcane capabilities make them seemingly unstoppable.

This book is an indispensable guide to the new face of the DragonMech world. For the first time, it takes a detailed look at the four major mechdoms: the ordered Stenian Confederacy, the expansionist Legion, the unpredictable Irontooth Clans, and the arcane L'arile Nation.

The Stenian Confederacy is marked primarily by law, order, and a strong military. Some see its imposition of martial law as too much order; others welcome the security it brings. Every citizen of the Stenian Confederacy is effectively an extension of the armed forces, and no examination of the Confederacy could be complete without a thorough look at its military. The five city-mechs of the Confederacy are also described, including a detailed look at Durgan-lok, the world's first city-mech. Also important is the Gearwrights Guild, which

is so strongly affiliated with the Stenian Confederacy that many consider it a second branch of the government.

The Legion is inseparable from its charismatic leader Shar Thizdic, whose exploits against the lunar dragons are legendary. Shar has managed to unite the disparate human tribes of the endless plains for the first time in memory. Now this growing nation is a virtual extension of his will, its populace worshipping him as a god and obeying his every whim. The old human nomads have seen their cultures reshaped, their values altered, and their gods replaced — and they accept it voluntarily thanks to Shar's wiles. His ambitions to rule Highpoint are no secret, and the other powers fear his growing military might. He has two city-mechs finished already, and shows no sign of stopping. But not all is right within the Legion; at least one of the tribes now united under the Legion has a sinister agenda of its own.

The Irontooth Clans are a motley collection of barbarian-monks who have grown out of the oddest of alliances. Bader Irontooth, a dwarven monk who thought he could do a better job than the Stenian Confederacy, inadvertently founded the Clans a century ago when his efforts attracted the loyalty of scofflaws and criminals. Now the Irontooth Clans have expanded to become a force in their own right. Individually, the Clan members are the most capable mech pilots on the planet. They are also the most varied, as the Irontooth Clans range from bloodthirsty raiders to zenlike protectors. They are wild and free in an era marked by increasingly oppressive governments, and many a Stenian or Legion citizen longs for the freedom of the Irontooth — although if they knew the agenda of the mysterious Lost Clan of the Irontooth, they might scuttle back to their secure autocracies.

L'arile Nation, the largest concentration of elves, is a magical society that has finally embraced mechs — and with a vengeance. After the elven archmage Tannan witnessed

the city-mechs of the dwarves and saw their potential, he led a similar project for the elves. Now rising from the smoking ruins of their once-great forest is Tannanliel, the world's first magically powered city-mech. More than 2,000 feet tall and quite probably the single most powerful force on the planet, it has reclaimed wide swaths of the northern forests from the lunar menace. But Tannan's efforts have come with a price, which will soon become only too obvious.

Each of these four powerful forces has already shaped the world of DragonMech and will continue to do so. They are described in the pages that follow according to what format best suits each faction. The Stenian Confederacy is defined by its military, so the military is the focus of its chapter. The military is also important in the Legion, but primarily from the perspective of its relationship to Shar Thizdic and the wild nomad tribes he's managed to unite, so they receive the bulk of attention in the Legion chapter. The Irontooth Clans, on the other hand, are wild and varied. There are more than 50 clans, all of them different, each of them unique. Ten of the most intriguing clans are presented, along with stats for a wide variety of the unusual NPCs who lead them. Finally, the L'arile Nation is presented through the lenses of its wizards, who are its defining characteristic.

The Stenian Confederacy, the Legion, and the L'arile Nation each have one or more completed city-mechs, which make excellent opportunities for adventure. Each of their chapters includes details on, respectively, Durgan-lok, the very first city-mech; Haven, Shar Thizdic's second city-mech and a clear signal of his expansionist intentions; and Tannanliel, the first magically animated city-mech and indisputably the most powerful in the world. The Irontooth Clans lack a city-mech (though one of their clans is pursuing such a project), so their chapter instead focuses on details of the clans themselves, which present a nearly limitless potential for adventure.

You'll find mechs in these pages, of course, along with characters and spells and feats of every kind. This book will also show you how people live in each mechdom. Highpoint is not your typical fantasy world. If you want to live among the natives, it helps to know their ways.

The Second Age of Walkers is a time of unparalleled adventure. Players will find all the material they need to experience it here. GMs will learn the secrets of each mechdom and statistics for important NPCs like Shar Thizdic and Tannan. So stoke the boiler, weave the runes, and start your mech. It's time to explore!

DRAGONMECH

2nd Age of WALKERS

Giant Mechs Walk The Earth

An age of destruction paved the way for the Second Age of Walkers. Life in DragonMech™ depends on the gigantic mechanized walkers that provide safety, shelter, and transportation. Behold a world reshaped by the mech!

A Fantasy World Unlike Any Other

This campaign sourcebook offers the first detailed look at the world of DragonMech™. Learn about the autocratic Stenian Confederacy, the mysterious Irontooth Clans, the ambitious Legion, and the ephemeral L'arile Nation – and find your own answers to the mysteries of the Gearwrights Guild: Was there really a First Age of Walkers before the dawn of magic? This comprehensive sourcebook includes new prestige classes, spells, feats, mechs, and equipment that allow you to personalize characters from the lands of DragonMech!



Requires the use of the *Dungeons & Dragons Player's Handbook*, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision.

Sword & Sorcery books are published under the Open Game License and are 100% compatible with v.3.5 rules and the d20 System.

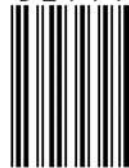
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