

MEDIAeval FANCASY MECHS POWERED BY STEAM, MAGIC, OR THE LABOR OF A THOUSAND SEAVES

# DRAGONMECH

## STEAM WARRIORS



SWORD & SORCERY

3RD  
AGE



# STEAM WARRIORS

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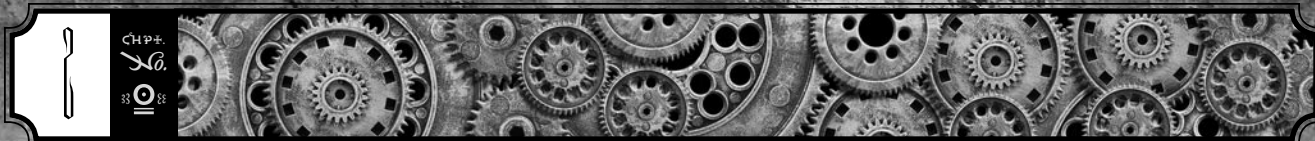
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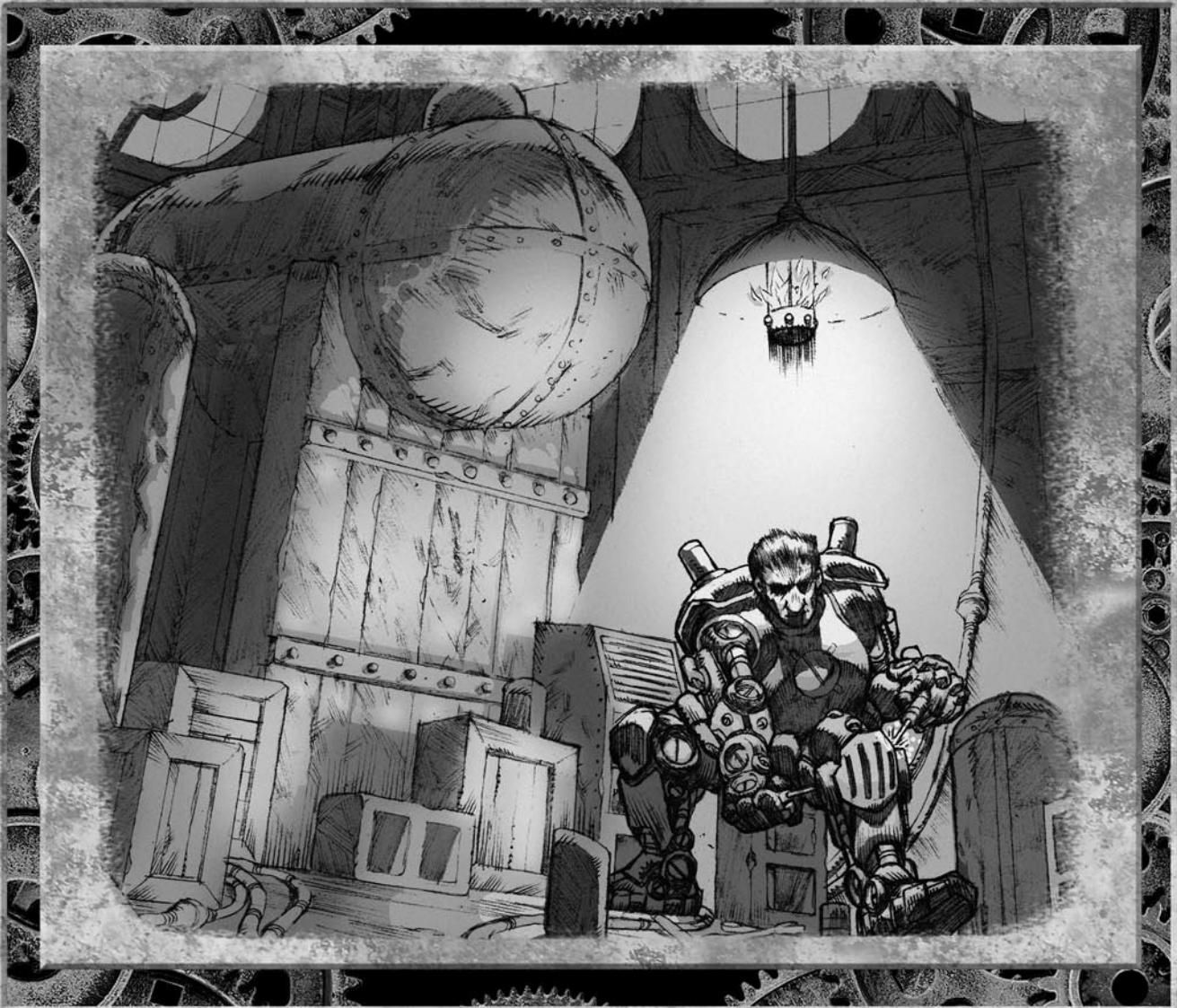


PLATE 1 *The quintessential steam warrior is the steamborg: half man, half machine.*



# INTRODUCTION

## WHAT IS THIS BOOK?

IT'S THE ULTIMATE GUIDE FOR COGLAYERS, STEAMBORGs, MECH JOCKEYS, GEARWRIGHTS, AND ANYONE ELSE WHO WANTS TO SURVIVE AND THRIVE IN THE SECOND AGE OF WALKERS. BETWEEN THESE COVERS YOU'LL FIND THE TOOLS AND TRICKS THAT SEPARATE THE SKILLED FROM THE SCRAP. WHETHER YOU'RE A PLAYER OR A GAME MASTER, STEAM WARRIORS HAS WHAT YOU NEED TO BRING THE WORLD OF DRAGONMECH TO STEAM-POWERED, PISTON-PULSING LIFE.



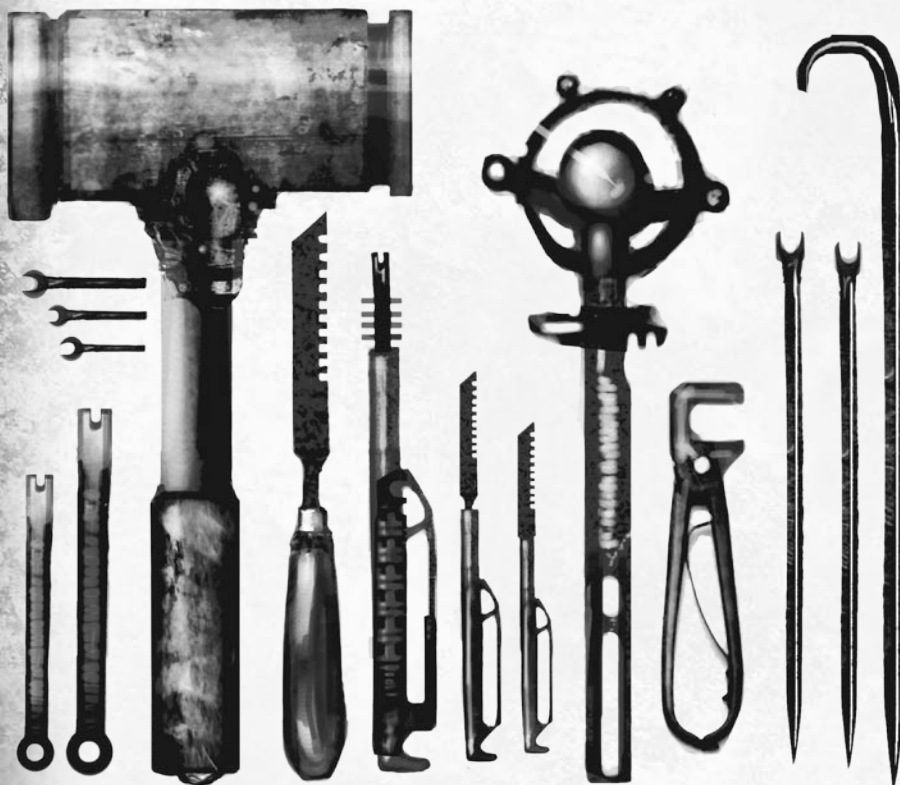
## SO ANYONE CAN USE IT?

Anyone who wants to see steam-driven characters take center stage in an adventure. Steam Warriors gives them the skills they need, the gear they desire, and a host of advancement options. The tongue-tied techie hiding in the back of the party is about to become a thing of the past.

## GOT ANY DETAILS?

Glad you asked. Here's a description of the book, chapter by chapter:

- Feats: More than 50 new feats to help your character overcome the odds.
- Classes: Prestige classes ranging from the versatile Cogmorph to the dangerous Steam Weapon Adept, and from the noble Mech Templar to the vile Lunarborg.
- Equipment: All the weapons, armor, and gear that Highpoint's finest (and craziest) inventors could come up with.
- Steam Powers: Dozens of options that help you get the most bang from your portable steam engine. The smallest steamborg and the mightiest mech will both find something useful here.
- Magic & Psionics: Highpoint's arcane masters haven't been sitting quietly and letting steam render them obsolete.
- The Steam-Driven Life: Three racial descriptions, expanded rules for 7 skills, some optional rules, and a few musings on how steam works in a fantasy world.





# DRAGONMECH

## STEAM WARRIORS

### Swords and Spells Have Nothing on Steam

*Why wield a sword when you can build a metal man to wield it for you? Why waste time learning to cast a fireball when you have a flame-launching clockwork dragon? This character sourcebook unveils the world of the steam warriors, whose fantastic contraptions have reshaped the world of DragonMech™!*

### A Guide for Every Player

This player's guide to coglayers, steamborgs, and mech jockeys expands the range of character options in DragonMech™. In addition to a host of new steam-powered feats, equipment, and prestige classes, it presents details on coglings and the emerging clockwork race of tik'tok, new steam powers, new spells and psionics that interact with steam powers in unique ways, optional rules for redlining steam equipment, and a host of other details that make steam gear real in your campaign.



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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.

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