



# THE MACHINE

## **DEUS EX MACHINA**

Your patron is a powerful construct, an unliving being of indomitable will and single-minded purpose.

### **EXPANDED SPELL LIST**

The Machine lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

#### **THE MACHINE EXPANDED SPELLS**

##### **Spell Level   Spells**

1st	<i>Grease, Identify</i>
2nd	<i>Blur, Heat Metal</i>
3rd	<i>Ashardalon's Stride, Haste</i>
4th	<i>Fabricate, Summon Construct</i>
5th	<i>Animate Objects, Temporal Shunt</i>

### **ELDRITCH INFECTION**

You can use your action to attempt to infect a creature within 30 feet of you with eldritch machinery, supplanting its will with your own. The creature must make a Constitution saving throw against your warlock spell save DC, doing so with disadvantage if it is a construct. On a successful save, it suffers no effect, and you cannot use this feature on it again until you finish a long rest. On a failed save, it takes psychic damage equal to  $1d10 + \text{your warlock level}$  and becomes infected for one minute.

While infected, the target's body is partially transmuted into Eldritch nano machinery. The infected target has its movement speed halved and has disadvantage on saving throws against any warlock spell you cast.

As an action, you can force an infected target to make another Constitution saving throw. On a failed save, the target can't take reactions until the start of your next turn, and you can issue the target a one word command (as described in the *command* spell), which it is compelled to follow on its next turn. If an infected target makes three successful saving throws against being commanded, the infection ends. The infection can also be ended early by any magic that cures disease.

You can successfully infect a creature with this ability a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

### **MECHANISED MIND**

Your patron has taught you to guard your mind with the discipline of a machine. When you make an Intelligence or Wisdom ability check or saving throw, as a reaction you can gain a bonus to that check or saving throw. This bonus equals half your Warlock level rounded down (minimum of 1). You can use this ability after seeing the initial roll but before any of the roll's results occur.

You can't use this feature again until you finish a long rest.

### **ADVANCED ASSIMILATION**

Starting at 6th level, you can expend a use of your Eldritch Infection feature as an action to infect a huge or smaller mechanised object that isn't being worn or carried. When you do, it makes no saving throw and immediately becomes infected until you finish a long rest. While it is infected, you can use a bonus action on each of your turns to issue it a simple task. This could include instructing a watch to tick backwards, an engine to accelerate to full speed, or a portcullis to slam shut. The object attempts to perform and maintain the chosen task until the infection ends, or until you issue it another task.

## ORGANIC INTEGRATION

From level 10, your bodily augmentation has reached a point at which you are more machine than not. You become immune to any spell or effect that would alter your form, you no longer require sleep and magic can't put you to sleep, and you gain resistance to Psychic and Poison damage.

Furthermore, as an action you can channel your machine Patron for 1 minute, bolstering your physicality with their constructed gifts. For the duration you are treated as a Construct for the purposes of spells, you have resistance to bludgeoning, piercing, and slashing damage. As a reaction to an attack, you can increase your AC by 2 against that attack, when you do this your movement speed is halved until the end of your next turn.

You can dismiss this effect as a bonus action, and you can't use this feature again until you finish a short or long rest.

## ELDRITCH THRALL

At 14th level, when a creature fails three saving throws against being commanded by a single use of your Eldritch Infection feature, you can choose to have the infection last indefinitely, until it is cured by Greater Restoration or Heal. While suffering from an indefinite infection, the creature's type changes to construct if it isn't one already. Its Intelligence and Charisma scores become 4 if they are higher, and it loses any ability to cast spells or make use of magic abilities and items. It also loses any Legendary or Lair actions it previously had access to.

A creature infected indefinitely in this manner is friendly to you. As a bonus action on each of your turns, you can issue the creature a simple task, which it does its best to pursue until it is cured of the infection, or until you issue another task. If the task is unclear or you issue it none, it stands in place and awaits instruction. If you subject a new creature to this effect, the previously affected creature is cured of its infection.

A creature is immune to this effect if its challenge rating is greater than half your warlock level (rounded up).

## MACHINE WARLOCK QUIRKS

### D6 Quirks

- 1 You find it difficult to read or convey subtle emotion.
- 2 You always blink at regular intervals.
- 3 Your movements are always methodical and deliberate unless you make an extra effort to appear natural.
- 4 Your face appears unnervingly perfect, similar to a porcelain mask.
- 5 Everything must be ordered, everything must be in place. That book should be in the shelf, that mop should be next to the bucket...
- 6 You bleed a mixture of blood and oil.

Art by [Ben Nicholas](#)

