

MAGITECH UPDATE 2

MIDDLE FINGER OF VECNA



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CHAPTER 1: THE NATURE OF MAGITECH

Magitech is the harnessing of magic within technology.

Since the dawn of history, magi have struggled to fathom the rules that govern the Weave. All magic comes from delicate interactions with the Weave. Through equal part experimentation and theory, it is now understood that the Weave follows its own physical principles, albeit complex ones, no different from those of the natural world. An approximation of this understanding has been demonstrated throughout history by the creation of magic items; the rules of magic can be channeled by physical means.

Technology that has grown in tandem with the mastery of magic seeks not to compete with magic, but to harness it. **Magitech** is a catch-all term for technology designed to exploit the natural laws that the Weave obeys, in much the same way that wizards do to craft spells. The simplest and most benign forms of magitech are ever-glowing lanterns which adorn public city streets, though more complex forms, such as wands and powerful magic items, also exist.

CONSTRUCTS

The most prevalent technology in worlds of magitech is the construct. In general, constructs are autonomous technologies which can perform tasks. Physically, constructs can resemble any form which allows them to efficiently accomplish the task for which they are created, but a common form is that of a bipedal humanoid, as this tends to be non-threatening and approachable, while also being incredibly versatile. The intelligence imbued to constructs varies greatly, from those programmed with a simple set of instructions by their creators, to those which have been imbued partial or complete sentience by very powerful magic, in order to accomplish suitably nuanced tasks. Several different and unique tiers of magitech constructs exist.

"DUMB" CONSTRUCTS

Constructs of the lowest tier are simply created for a limited purpose. These are abundant in societies which have embraced the manufacture of constructs, as they fulfill necessary, but extremely simple tasks. Garbage-collection, rope-making, textile creation, and sometimes even harvesting crops fall under the dumb constructs domain.

These constructs are only in rare cases able to respond in a meaningful way when their orders meet the limits of

their programming. They are, however, cheap, plentiful, and simple to build.

"SMART" CONSTRUCTS

A significantly higher tier of constructs often exist in society. Intelligent constructs are sufficiently intelligent that they might convince an untrained individual of their intelligence. Able to competently converse and perform tasks which require some simple problem solving, smart constructs are often tasked with more delicate matters, such as being a butler in a noble house or directing newcomers in a city. Such intelligence is little more than a ruse, however; smart constructs have little sense of self, and their semblance of intelligence may fail when asked to think critically about a problem.

GOLEMS

Golems are among the oldest and most complex of constructs. With only a tiny spark of life from the Elemental Plane of Earth driving them, golems possess only the impetus to move and obey their master. While unable to act or think for itself, golems can execute their commands perfectly and can't be reasoned or tricked with words.

LIVING CONSTRUCTS

A rare breed of constructs are sometimes created in times of dire need. In the world of Eberron, the looming threat of the Last War prompted the creation of the Warforged, a race of sentient, living constructs who have free will, and may functionally live forever. The immense eldritch machines which created the Warforged, the Creation Forges, are immeasurably complex, and are perhaps beyond the understanding of any one being. Warforged are able to think and reason just as a living being would, and even possess emotions.

Living constructs pose a vital question to the residents of Eberron: what is life? Do the Creation Forges really take mundane materials like stone and metal and imbue them with life, or are the Warforged merely a perfect facsimile of living beings? Furthermore, do the Warforged possess souls? What is to occur to them upon their deaths? Such questions should be handled carefully by a Dungeon Master who intends to include the Warforged, or a similar race of living constructs, within their world.

INNOVATIONS

Not all magitech walks or talks. Arguably, the most important innovations in a magitech world are infrastructural; large-scale developments that change the very society that builds them. Immense devices like the Creation Forges change their worlds forever, and a single, massive World Engine can bring even the mightiest city to its knees. These creations influence the way people think about the world, changing the way businesses operate and the politics underlying kingdoms.

AIRSHIPS

Airships are not common in all magitech worlds, but they are a common eventuality. Without exception, airships are a new and largely untested technology, powered by hazardous magic. Airships in Ebberon, for example, still look much like oceangoing vessels, but are replete with control fins and rudders rather than sails. They are powered by a captured fire elemental, which flies in a ring around the ship with extreme speed, propelling the vessel forward. Other types of airships might fly with wings and conjured wind from the Elemental Plane of Air, or they may fly with a powerful and temperamental form of antigravity magic, like an expanded form of the spell *levitate*.

The presence of airships changes the very texture of a fantasy world. With this single addition, geographic obstacles no longer impede the travel of adventurers, long travels through hazardous territory will be unnecessary to reach their goals, and encounters with monsters while traveling will all but disappear. However, it opens an entire vista of three-dimensional airborne combat, and will allow adventurers to focus on the goal, rather than the journey. A Dungeon Master should carefully consider the positive and negative consequences before including Airships in their campaign.

LIGHTNING RAILS

An invention of as much importance as the airship, the lightning rail is a powerful and efficient magitech train native to Eberron, though other magitech settings may have their own variants. It is constructed around the basis of conductor stones, rather than metal rails, and is powered by a contained Elemental.

Shipping tons of freight each day, the lightning rail builds the cities it connects into massive trade hubs, grand intersections for culture and goods. Those who own the rail lines are class of powerful moguls, and have immense political power. For this reason, combined with the affluence once can demonstrate with magitech, these masters of capital stand shoulder-to-shoulder with the noble elite.

In inclusion of lightning rails presents much the same influence as airships on a magitech campaign. It would be wise to carefully weigh the benefits and risks of allowing characters to rapidly transit between major trade cities, before including them in your campaign.





MECHANUS

The plane of ultimate law, Mechanus, has existed as long as the multiverse. Its denizens are the geometrical modrons, who possess a massive hierarchy headed by the perfect embodiment of law, Primus. All commands for all modrons filter down from Primus, and so doing, all modrons work toward perfecting the order of the universe.

This divine plane of Law is the center for all beliefs concerning constructs and their place in the Great Wheel. It follows that constructs are directly connected with Divine Law, as constructs by their nature are driven by physical principles and binary programming. The juncture between Arcane magitech constructs and the infinite powers of the Divine often center around the interplay between Mechanus and the Prime Material plane, and the perceptions people have of it. Many people, including those that erected the first constructs and imbued them with motion, think little of what the gods have to do with magitech, yet others hold that whatever divine significance magitech has, it must filter down from Mechanus.

GEARPRIESTS

The Gearpriests are an order of clerics who devote themselves to the idea of Divine Law, and use constructs in order to pursue that ideal. They interpret this type of ideal divine law as the Universal Gears, a series of machinations handed down from Mechanus itself, which they take it upon themselves to enact. As any Gearpriest will divulge, the Universal Gears are beyond any mere mortal's comprehension, and therefore the actions of the faith may seem mysterious or perhaps even random, but it is doubtless to the true believer that the divine contract is being carried out.

Dungeon Masters may find it beneficial to incorporate the Gearpriests and their relation to Mechanus in order to explore the intersection between Magitech and the Divine. The ultimate goal of the Gearpriests, and the powerful Tech Knights which act as their pawns, is left entirely in the hands of the Dungeon Master, and might underpin some of the greatest mysteries in your campaign.

CHAPTER 2: CLASS OPTIONS

PRIMAL PATHS

Rage burns in every barbarian's heart, a furnace that drives him or her toward greatness. Different barbarians attribute their rage to different sources, however. For some, it is an internal reservoir where pain, grief, and anger are forged into a fury hard as steel. Others see it as a spiritual blessing, a gift of a totem animal.

PATH OF THE DREADNOUGHT

The unstoppable soldiers of wartorn battlegrounds, it is the duty of the dreadnought to break enemy lines and raze entire cities. Each dreadnought wears a magitech helmet, a Berserker Helm, which, once donned, he never removes. Each is specially engineered for him, enchanted to make him fearless and to grant complete control over his terrible rage. The helmet is the locus of his emotion, or lack thereof.

To a Dreadnought, reality is simple: there are friends and enemies, good and evil, law and chaos. The rule above all: never remove your helm.

BERSERKER HELM

Beginning when you select this path at 3rd level, you are fitted with a helmet which regulates your emotion and focuses your anger. Assisted by your helmet, you can summon up rage at will, and end it just as swiftly. You are unable to rage if your helmet is removed. Instead of raging normally, you can rage for a number of rounds equal to your Constitution modifier + your proficiency bonus. These rounds need not be consecutive. You can begin and end your rage as a bonus action. Your rage only ends early only if you fall unconscious or if you choose to end it. After raging for this number of rounds, you must complete a short or long rest before raging again.

At 20th level, you can rage for any number of rounds.

FEARLESS

At 6th level, you are immune to being charmed or frightened.

UNSTOPPABLE CHARGE

Beginning at 10th level, when you use your action to Dash, you can use a bonus action to make one melee weapon attack or to shove a creature.

If you move at least 10 feet in a straight line immediately before taking this bonus action, you have advantage on this attack roll.

FOCUSED RAGE

At 14th level, you can focus your rage into an unstoppable fury against 1 target. When you enter a rage, you can select 1 creature that you can see within 60 feet against whom your attacks deal twice the normal amount of rage damage.

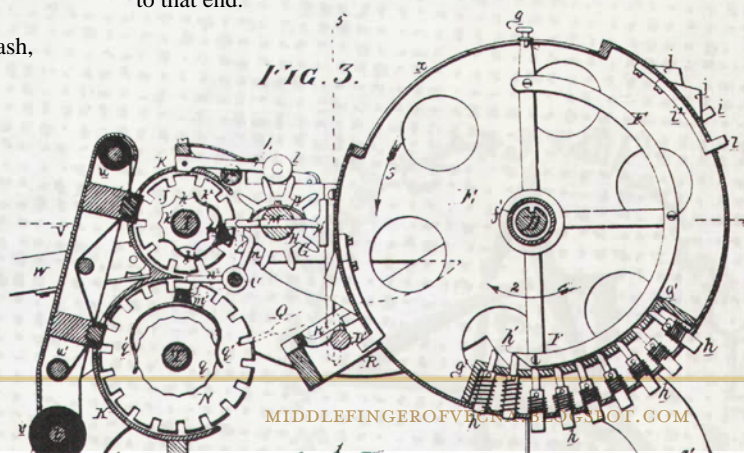
DIVINE DOMAINS

In a pantheon, every deity has influence over different aspects of mortal life and civilization, called a deity's domain. All the domains over which a deity has influence are called the deity's portfolio. For example, the portfolio of the Greek god Apollo includes the domains of Knowledge, Life, and Light. As a cleric, you choose one aspect of your deity's portfolio to emphasize, and you are granted powers related to that domain. Your choice might correspond to a particular sect dedicated to your deity. Apollo, for example, could be worshiped in one region as Phoebus ("radiant") Apollo, emphasizing his influence over the Light domain, and in a different place as Apollo Acesius ("healing"), emphasizing his association with the Life domain. Alternatively, your choice of domain could simply be a matter of personal preference, the aspect of the deity that appeals to you most.

Each domain's description gives examples of deities who have influence over that domain. Gods are included from the worlds of the Forgotten Realms, Greyhawk, Dragonlance, and Eberron campaign settings, as well as from the Celtic, Greek, Norse, and Egyptian pantheons of antiquity.

GEAR DOMAIN

Clerics who venerate the gods of machines - such as Primus, the One and Prime - are rare and secretive, promoting a divine idea of Order called the Gears of the Universe. It's not clear which events align with the Gears and which run counter to them, but Gearpriests employ constructs and magitech alike to see the Gears realized, employing the efforts of Tech Knights whenever possible to that end.



GEAR DOMAIN SPELLS

Cleric Level	Spells
1st	<i>guiding bolt, thunderwave</i>
3rd	<i>heat metal, invisibility</i>
5th	<i>protection from energy, lightning bolt</i>
7th	<i>dimension door, fabricate</i>
9th	<i>animate objects, creation</i>

TURN MACHINES

Beginning when you choose this domain at 1st level, your Turn Undead Channel Divinity and Destroy Undead features can target constructs in addition to undead.

REPAIR

At 1st level, any spell you cast that restores hit points affects constructs as it would living creatures.

CHANNEL DIVINITY: ARMOR LOCK

Beginning at 2nd level, as an action on your turn you can expend your Channel Divinity to magnetically lock a construct, suit of metal armor, or machine of any type within 30 feet of yourself for 1 minute. If this target provides no resistance, such as an unoccupied cart, the object ceases all function and any moving components become immobile. If this target would provide resistance, such as an animate construct or an occupied suit of armor, the target must make a Strength saving throw, if possible, or be rendered immobile: incapacitated and unable to move. If applicable, the target may repeat this saving throw at the end of each of its turns to end this effect early.

INHIBIT CONSTRUCT

By 6th level, when a construct attacks you, it must make an Intelligence saving throw. On a failed save, it's attack misses. A creature that succeeds this save is immune to this effect for 24 hours.

COMPEL CONSTRUCT

At 6th level, you gain the ability to influence constructs. You can cast the spell *command* at will, targeting only creatures with the construct type. A creature that succeeds a save against this spell is immune to this effect for 24 hours.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 lightning damage to the target. When you reach 14th level, the extra damage increases to 2d8.

ANTITECH FIELD

At 17th level, you can produce a field which disables technology. As an action, all technology driven by magic, including magitech armor and upgrades, within 10 feet of you fails. Constructs must make a Wisdom saving throw or be considered paralyzed for 1 minute. This field lasts for 1 minute while you concentrate on the effect. After using this ability, you cannot do so again until you complete a long rest.

AWAKEN CONSTRUCT

At 17th level, in a ritual requiring 1 hour of focus, you can awaken a humanoid-shaped construct to humanlike sentience. This ability does not work on constructs that are constructs only temporarily (such as objects affected by an *animate objects* spell).

The target construct's Intelligence, Wisdom, and Charisma scores become 10, if they are lower. The construct gains a true neutral alignment and this alignment may change by the circumstances the awakened construct finds in life. The awakened construct acts independently and may choose not to align with you if it so desires.



SACRED OATHS

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the paladin's training. Some characters with this class don't consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin's heart.

OATH OF THREE LAWS

The Oath of the Three Laws is the only sacred oath taken posthumously. Paladins gravely injured are taken to the temple of the Gearpriests and offered the Choice: refuse the Oath and perish, or take it and become a Tech Knight. Those that accept have their minds transferred into a modified suit of magitech armor, filled with ticking clockwork, and live out the generations in command of a body of steel that is not their own.

LAWS OF ROBOTICS

Because you control the form of a machine, you need to obey some of the machine's laws. Failing to do so will not cause you to fall from paladinhood, but will instead deactivate you temporarily. If you break one of the Laws of Robotics, you can neither move nor take actions for 1d4 rounds.

First Law. You may not harm an innocent sentient creature. You may not, through inaction, allow a sentient creature to come to harm.

Second Law. You must obey the orders given by the Gearpriests, except where such orders would conflict with the First Law.

Third Law. You must protect your own existence as long as such protection does not conflict with the First or Second Laws.



OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>false life, thunderwave</i>
5th	<i>heat metal, spider climb</i>
9th	<i>protection from energy, lightning bolt</i>
13th	<i>dimension door, stoneskin</i>
17th	<i>animate objects, wall of force</i>

CONSTRUCT

Tech Knights are not born; they are created. If you suffer no catastrophe and are not offered the Choice, at 3rd level you must consult the Gearpriests to give up your organic body for a mechanical one in order to take this oath. You forfeit all benefits from your race except for known languages and ability score increases.

You are a construct, and do not need to eat, sleep, drink, or breathe. You do, however, still require the duration of a long rest each day to re-calibrate and perform minor repairs. Additionally, you are immune to necrotic and poison damage, you are immune to being poisoned, and magic can't put you to sleep. You are affected by effects which effect humanoids as well as those that effect constructs.

Finally, your body is already armored, and you cannot wear additional armor, though you may wield a shield. Your Armor Class equals 14 + your Dexterity modifier.

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following Channel Divinity option.

Emulate Upgrade. Your body is constructed from a transmutive material which can pattern after Magitech Upgrades. You may select 1 Magitech Upgrade for which you meet the prerequisites. You must expend your Channel Divinity when you complete a short or long rest in order to activate this upgrade, and you may change your upgrade selection at that time.

You are always considered to be wearing magitech armor and your magitech level is equal to your paladin level. Upgrades that cast a spell require no verbal or somatic components. If an Upgrade calls for a saving throw, it uses your Spell Save DC.

You may select an additional Magitech Upgrade at 11th level (2 upgrades), and at 20th level (3 upgrades.) These upgrades may be used as prerequisites for others.

Magitech Upgrades

Magitech Upgrades, first presented in the Magitech Hero martial archetype, can be found in Appendix A.

AURA OF LAW

At 7th level, you and all friendly creatures within 10 feet of you have advantage on Concentration checks.

At 18th level, the range of this aura increases to 30 feet.

ARMOR FORTIFICATION

At 11th level, you can select an armor fortification from below. This selection cannot be changed once made.

Energy Deflection. You have resistance to lightning damage.

Maneuverable Fibers. Your base movement speed increases by 5 feet.

Reinforced Fibers. Your Armor Class increases by 1.

CONSTRUCT SENSE UPGRADE

At 15th level, select a construct sense upgrade from below. This selection cannot be changed once made.

Auravision. As a bonus action on your turn, you can cast *detect magic* without expending a spell slot. After using this ability, you must complete a short or long rest before using it again.

All-Frequency Scan. As a bonus action on your turn, you can gain truesight until the beginning of your next turn. After using this ability, you must complete a short or long rest before using it again.

Darkvision. You gain darkvision with a range of 120 feet.

Thermal Vision. Even in heavily obscured conditions, you can see the location of creatures within 30 feet that aren't constructs or undead. However, you cannot discern distinguishing details of these creatures, nor can you see what they are carrying.

GOLEM RESISTANCE

Beginning at 20th level, as an action on your turn, you or one willing creature within your reach becomes immune to a spell of your choice for 1 hour. After using this ability, you cannot do so again until you finish a short or long rest.

RANGER ARCHETYPES

The ideal of the ranger can have many expressions.

PURSUER

Magitech is powerful, unwieldy, and dangerous. When a Heart of the Machine goes rampant, or a construct goes rogue, the ordinary town guard is often ill-equipped to handle the ensuing disaster. It's for these reasons that a Pursuer is called. You are no mere hunter, however. The tools of your trade include special magitech weapons, and you often must use exceptional investigation skills to track your quarry.

MAGITECH SCANNER

Starting when you select this archetype at 3rd level, you gain a handheld scanner which can detect the aura of magitech devices. As an action, you can detect the unique aura of each magitech device or construct within 30 feet, and you can determine whether or not a unique construct or device has been present in the area within the last hour.

The device can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

LASER PISTOL

At 3rd level, you gain a special rechargeable laser pistol. You have proficiency with this weapon. This laser pistol does not have the reload property, but instead has 5 charges, 1 of which is expended when you fire it. The pistol regains 1d4+1 expended charges daily at dawn. Due to overheating, you may only fire your laser pistol once when you take the Attack action on your turn.

If your laser pistol is ever lost or destroyed, you can build a new one by expending 100 gp worth of materials over 24 hours of work.

At 7th level, you expand the battery, which increases the pistol's charges to 10, recovering 1d10 charges daily. At 11th level, you solve the overheating problem, allowing you to fire your laser pistol more than once each turn.

DODGE ROLL

Beginning at 7th level, you can expend 20 feet of your movement to move 10 feet without provoking Opportunity Attacks.

POWER CONVERSION

At 11th level, as a bonus action, you can expend a number of spell slots to regain 1 charge for every 2 spell levels of the spells expended of a magic item you are holding. You may not restore the charges of a legendary magic item or an artifact using this feature.

ENERGETIC BODY ARMOR

By 15th level, you wear an advanced shielding system which protects you from harm. Your shield grants you resistance to one of the following damage types of your choice: cold, fire, lightning, necrotic, or radiant. You can change this selection as a bonus action.

Futuristic Weapon: Laser Pistol

The laser pistol, as described in the Firearms section of the *Dungeon Master's Guide*, has the following statistics:

Weapon	Cost	Damage	Weight	Properties
Laser Pistol	—	3d6 radiant	2 lb.	Ammunition (range 40/120)

OTHERWORLDLY PATRONS

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

THE ENHANCED

The path to power often lies across a mire of hardship and strife. For many, that can mean years of hard study and practice; for some, it can mean deals with people or entities that man was not meant to deal with. For a small few, though, their power is thrust upon them, often against their own wishes. It is from this small group of individuals that the Enhanced pull their ranks.

The Enhanced are warlocks with a peculiar patron, that of one of the whirring, clicking entities of Mechanus. In most cases, an enhanced is a righteous, law-abiding individual who suffers some form of ignominious or horrific near death; the servants of Mechanus collect the poor soul, craft him a new, powerful body, and bestow upon him great power. Rarely, they will offer a sprig of divine inspiration to one who has lost all hope, and that inspiration allows the chosen one to craft the means to change his life.

Whatever the case may be, the Enhanced are uniformly odd and alien when viewed by common folk, seeming to share much more in common with golems than man.

ENHANCED EXPANDED SPELLS

Spell Level	Spells
1st	<i>magic missile, shield</i>
2nd	<i>enhance ability, scorching ray</i>
3rd	<i>haste, lightning bolt</i>
4th	<i>fabricate, locate creature</i>
5th	<i>destruction wave, wall of force</i>

SUMMON ARMOR

At 1st level, you gain the ability to summon a suit of armor. As a bonus action, this armor appears on your person, fitted and ready to go. You are proficient with this armor, it has no strength requirement, and you suffer no drawbacks from sleeping in this armor. It always appears as a full-body suit of heavy, fully-sealed plate armor made of some alien

material, but its ability to protect you grows as your warlock level grows.

You may dismiss your armor as a bonus action. You may summon any version of your armor for which you meet the level prerequisite. Should you obtain suit of magical armor, you may integrate its abilities into your armor plating; doing so requires a ritual that requires 8 hours, after which your armor plating gains the magical enchantment. You may only integrate one magical suit of armor at a time, and you must still attune to it, if required.

ARMOR PLATING

Warlock Level	Armor Class (AC)	Type
1st	14 + Dex modifier (max 2)	Medium
5th	15 + Dex modifier (max 2)	Medium
7th	16	Heavy
9th	18	Heavy

PROBABILITY MATRIX

At 6th level, your mental capacity receives a profound upgrade. Following a short or long rest, select either Intelligence or Wisdom based skills. You add half your proficiency bonus to all skills of that type that you are not proficient in until you again a short or long rest.

Additionally, your benefactors offer you the chance to augment your intelligence at the cost of your emotions. Upon reaching 6th level, you may swap your Intelligence score and your Charisma score; this process takes 24 hours, and is permanent. Should you choose this, your pact magic, invocations, and all other warlock features that utilize Charisma now instead use Intelligence instead.

ABLATIVE COATING

At 10th level, your armor begins to generate a field of ablative energy. Following a short or long rest, select two of Radiant, Lightning, or Force damage. While you are wearing your armor plating, you gain resistance to the chosen damage type until you use this ability again.

OMNI-CANNON

At 14th level, you unlock the full power of your enhanced frame. As an action, you may fire a massive blast of energy in a 10-foot wide 120-foot long line. Each creature in this area must make a Dexterity saving throw. On a failed save, the creature takes 5d10 Radiant and 5d10 force damage, or half as much on a successful one. After using this ability, you must take a short or long rest before you can do so again.

NEW PACT BOON

Your otherworldly patron bestows a gift upon you for your loyal service.

PACT OF THE ARM

You gain a special spell focus that fuses to your one of or both of your arms: A magical gauntlet, a pair of palm-mounted focusing crystals, an arm-mounted crossbow, whatever it may be. Whichever form it takes, its function is to focus your spell attacks, granting them additional power.

Any time you make a ranged spell attack, it gains a +2 to attack roll. Your Arm focus does not inhibit your normal use of that hand or arm, but that hand must be free in order to use your focus. Additionally, you gain one cantrip that uses a ranged spell attack from any class list.

NEW INVOCATIONS

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites.

ENERGETIC BLAST

Prerequisite: 7th level, Pact of the Arm feature

You may focus powerful elemental energies through your Arm Focus, charging your eldritch blast. When you cast eldritch blast, you may choose for it to deal Radiant, Lightning, Fire, or Force damage.

FOCUSED BLAST

Prerequisite: 9th level, Pact of the Arm feature, eldritch blast cantrip

You can divert additional energy into your Arm when you focus your *eldritch blast* on a single opponent. If all of your beams target a single creature when you cast *eldritch blast*, you may use your bonus action to create one additional beam targeted at this creature.

CHARGED BLAST

Prerequisite: 12th level, Pact of the Arm feature

You may spend a bonus action to charge energy into your Arm focus. If you do so, the next spell you cast that deals damage deals an additional die of damage to each target or creature affected by the spell.



CHAPTER 3: BACKGROUNDS

Every story has a beginning. Your character's background reveals where you came from, how you became an adventurer, and your place in the world. Your fighter might have been a courageous knight or a grizzled soldier. Your wizard could have been a sage or an artisan. Your rogue might have gotten by as a guild thief or commanded audiences as a jester.

Choosing a background provides you with important story cues about your character's identity. The most important question to ask about your background is what changed? Why did you stop doing whatever your background describes and start adventuring? Where did you get the money to purchase your starting gear, or, if you come from a wealthy background, why don't you have more money? How did you learn the skills of your class? What sets you apart from ordinary people who share your background?

AIRSHIP MASTER

You once helmed the wheel of an airship which ferried either people or cargo between major cities. Having seen it all from the clouds, you are familiar with all major landmarks and cities without consulting maps. You are equally well-versed in the mechanisms powering airships, and are fascinated by the newest models.

Skill Proficiencies: Arcana, Perception

Tool Proficiencies: Navigator's kit, vehicles (air)

Equipment: A navigator's kit, a spyglass, a set of explorer's clothes, and a belt pouch containing 10 gp.

FEATURE: FREE RIDE

One way or another, you can find free fare on an airship if you need it. Whether this means calling in a favor with an associate you once ran deliveries for, or using your knowledge of the nooks and crannies in airships to stowaway for the trip, you can always get into the sky.

SUGGESTED CHARACTERISTICS

Natural explorers and pioneers, airship masters are rarely comfortable in one place, but are fearless when entering the unknown. After having the freedom of commanding an airship of their own, most airship masters are reluctant to go back to following orders



d8 Personality Trait

- 1 I superstitiously perform a small number of rituals before take-off.
- 2 I flew an airship in the royal navy. After raining death from the sky upon so many others, I learned to abhor violence, except when absolutely necessary.
- 3 I become apprehensive if I'm underground for any length of time.
- 4 I can always be found wearing my favorite cloak.
- 5 I regard any place outside of a major city as the middle of nowhere.
- 6 My best trait is my arrogant confidence.
- 7 I am skeptical of anything I can't be shown. I don't take chances on things that aren't certain.
- 8 I collect trinkets from the places I visit.

d6 Ideal

- 1 **Freedom.** I dictate my own destiny. (Chaotic)
- 2 **Exploration.** I live to be the first. (Neutral)
- 3 **Duty.** I travel the world for a greater good. (Good)
- 4 **Greed.** Airships are a very lucrative business. (Neutral)
- 5 **People.** My crew and passengers come above all else (Good)
- 6 **Survival.** I will sacrifice anyone flying with me as long as I can keep flying. (Evil)

d6 Bond

- 1 I once saw a dragon made of crystal flying in the northern mountains - I fly in the hopes of seeing this creature again.
- 2 I seek revenge on the bandits who raided my airship and blew it out of the sky.
- 3 My first mate died when I misjudged the winds and piloted the airship into a terrible storm. I refuse to repeat such a mistake.
- 4 I will visit the four corners of the globe, filling in the blank spaces on maps as I go.
- 5 Someone close to me arranged a mutiny aboard my airship, stranding me in the desert. I seek my old airship and revenge against the mutineers.
- 6 I yearn to explore far off lands and the unmapped areas of the world from the helm of an airship.

d6 Flaw

- 1 I think I'm an expert at everything, even things I've never tried.
- 2 My restless legs tend to wander me into trouble.
- 3 I hold grudges against dozens of people I've met in my travels.
- 4 Whenever I'm in a major city, I tend to gamble my earnings away.
- 5 I have a paralyzing fear of dragons, thanks to a near-death experience in the mountains.
- 6 I would rather leave behind a friend, even all of my friends, rather than be stranded myself.

MECHANIC

Whether or not you were formally trained, mechanical things come second nature to you. When the moving, physical bits of magitech, especially constructs, break down or malfunction, you're called to do the repairs.

You're familiar with the makes and models of perhaps hundreds of models of magitech gear, and carry with you tools to do most types of mundane repairs. Your skills do not go as far as smithing new parts, nor are you trained in enchanting or imbuing mundane constructs with motion, but you are excellent at keeping things running.

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: Tinker's Tools, one type of artisan's tools

Equipment: Tinker's tools, a supply of mundane parts (kept with your tools), a bill of sale for a number of tools, welding goggles, and a belt pouch containing 10 gp.

FEATURE: TRADE RING

Among the streets of the bustling marketplace, you have a small network of vendors from whom you can purchase almost any magitech component, even illegal ones, and often at a marginal discount. This network consists of a tight-knit group of experts and hobbyists, allied in both common interest and trade. Your merchants would never sell you out; so neither should you.

SUGGESTED CHARACTERISTICS

Mechanics spend so much time working on machines, their minds often work quite mechanically. Dedicated mechanics find a great deal of enjoyment in experimenting with and constructing small projects as fits their fancy.

d8 Personality Trait

- 1 I compulsively use long words and jargon, even when inappropriate.
- 2 I am constantly covered in oily splotches and grease. I do not know the definition of formal-wear.
- 3 I never leave home without at least one complete toolkit.
- 4 When I start working on a machine, I whistle the same (incredibly annoying) tune.
- 5 When I buy something, I take it apart to understand how it works and try to put it back together.
- 6 I love a good riddle, but I'm rubbish at understanding jokes.
- 7 I'm fascinated by ancient machines and traps. I copy these designs into my notebook.
- 8 I always have a good anecdote about my dwarven uncle (even if I'm not a dwarf.)

d6 Ideal

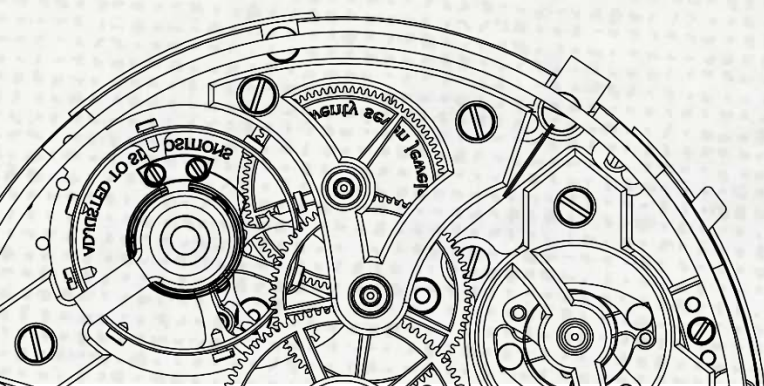
- 1 **Innovation.** Elegant solutions are a thing of beauty (Lawful)
- 2 **Workmanship.** A man's worth can be judged by his skill (Neutral)
- 3 **Experimentation.** I believe in discovery for discovery's sake. (Neutral)
- 4 **Progress.** The way forward lies through advancing technology. (Good)
- 5 **Greed.** I'm only in it for the money. (Evil)
- 6 **Aspiration.** I work hard to be the best there is at my craft. (Any)

d6 Bond

- 1 I am constantly working on a mechanical pet project. It's ambitious, and maybe a little crazy, but I'm constantly shopping around for the parts to make it work.
- 2 Getting a robotic limb installed would be pretty cool.
- 3 I possess the diagram of an ancient device, devised by a civilization long past, and I seek to discover its purpose.
- 4 I want to accrue enough wealth that I can open my own machine shop.
- 5 I owe a great debt to a wealthy noble family due to an accident involving a construct I repaired.
- 6 I seek immortality by means of a new construct body.

d6 Flaw

- 1 Frustration over a broken machine or a tough to solve problem tends to provoke my explosive temper.
- 2 I have trouble breaking information down to make it understandable for other people.
- 3 When I design a new nonlethal trap, I tend to try it out on my companions.
- 4 A bad experience has left me with a crippling fear of very small constructs.
- 5 I am paranoid of constructs rising up and taking over the world.
- 6 I hoard broken and/or damaged magitech components in the hopes that they'll one day be useful.



PROFESSOR

You have spent a number of years teaching in the highest levels of academia. Whether you were teaching the science of engineering lightning rails, the art of crafting spells, or just teaching gym class, you lived a comfortable, and likely intellectual, life.

You can speak at length on your chosen subject, but you may lack common sense in other areas.

Skill Proficiencies: Arcana, History

Languages: Two of your choice

Equipment: A bottle of black ink, a quill, a small knife, a letter from a dead colleague posing a question you have not yet been able to answer, a set of common clothes, and a belt pouch containing 10 gp.

d6 Why I Left the University

- 1 I haven't; I'm on sabbatical, researching in the field.
- 2 I haven't; classes have been suspended following a disaster at the University that left part of the campus in ruin.
- 3 I resigned following a deep personal tragedy.
- 4 I resigned in disgrace over a scandal with a student.
- 5 I was fired when a rival stole my research and claimed it for himself.
- 6 I was forced into retirement due to old age.

FEATURE: COLLEGIATE CONNECTION

You have at least one professional connection within the University. Whether this individual was

formerly your student, a fellow professor, or the headmaster himself, he or she can provide insight and information into the University, along with a safe place to retire for up to a month, provided that you concede to handling much of their menial paperwork.

SUGGESTED

CHARACTERISTICS

Professors are defined by their scholar pursuits and their connection with the University.

This position is lofty, granting resources to aid in research, but is also isolating. Professors are likely to be erudite, with a number of strange quirks.

d8 Personality Trait

- 1 I know the name of every famous wizard, king, and engineer of the last hundred years.
- 2 I am aloof, and spend much of my time with my face buried in a good book.
- 3 I constantly misplace my small personal possessions. My friends never dare lend me things.
- 4 I can't see my hand in front of me without my spectacles.
- 5 Don't even ask about borrowing my books or scrolls. They're mine.
- 6 No matter where I end up, the first place I locate is the library.
- 7 I am horribly, horribly awkward in social situations.
- 8 Forbidden knowledge mesmerizes me.

d6 Ideal

- 1 **Knowledge.** The path to a better world comes through learning the truth in all things. (Neutral)
- 2 **Excellence.** I seek perfection in all things. (Lawful)
- 3 **Education.** No one should be barred from pursuits of the mind. (Good)
- 4 **Power.** The University's influence is power. (Evil)
- 5 **Rediscovery.** Recovering forgotten knowledge is a noble pursuit. (Neutral)
- 6 **Success.** Sometimes getting to the top requires stepping on a few people. (Evil)

d6 Bond

- 1 I seek an ancient scroll that might illuminate a secret that has perplexed me for decades.
- 2 I seek to make discoveries so profound, I am rocketed to position of headmaster at the University.
- 3 One of my siblings has left a blight on my otherwise unblemished family name. I seek to sort out the truth in this matter.
- 4 Someone had been publishing books and papers under my name, directly undermining my research. I must find this person and restore the integrity of my research.
- 5 I've compiled a list of places and things, which I've only read about, to see in the real world.
- 6 I have a pet theory that I intend to try out in the real world.

d6 Flaw

- 1 I am often so engrossed in thought that I don't hear what others are saying around me.
- 2 I am often condescending to less-educated people, which includes practically everyone.
- 3 I'm convinced of the superiority of my chosen subject, compared to other subjects within the same field.
- 4 I am quite careless with money, and am often in debt.
- 5 I have a number of nervous compulsions and tics, which come out in times of stress.
- 6 I have a habit, (I'm insistent it's not an addiction) to a smoking herb.



CHAPTER 4: TRINKETS

TRINKETS

d100	Trinkets
1-2	A handheld glass tube which, when shook, produces an extremely dim light visible in darkness
3-4	The serial number plate from a discontinued all-purpose construct
5-6	A shipping label, stamped many times, implying the package it applied to traveled by lightning train, airship, and by human courier
7-8	A small clockwork toy of a frog which leaps when wound
9-10	A small replica airship. The model depicted only recently became obsolete
11-12	A burned-out servo engraved with "3942A 2.5dm Pell Mtech"
13-14	Shaded replacement lenses for airman goggles
15-16	A bear tooth forged from solid steel engraved with the number '34'
17-18	The very last page from a Manual of Golems
19-20	A talisman representing one of the Universal Gear, a token of good faith from the Gearpriests
21-22	A marble owl statue whose head always rotates to face its holder
23-24	A carefully folded page detailing several different types of screws, nuts, and bolts
25-26	An airship master's spyglass, which can look directly at the Sun without harming the viewer
27-28	A small, printed children's story about a construct in the far future that learns how to love
29-30	A ring bearing the insignia of a powerful bank.
31-32	A black arrow that whistles in flight
33-34	A seal which etches a coat of arms into metal plate
35-36	A pamphlet of lightning rail arrival and departure times
37-38	A corked vial containing several faintly glowing crystals
39-40	A stranger's small, leather-bound diary. Reading it feels like deja vu
41-42	A girl's silver hairbrush. The back s polished to resemble a mirror
43-44	A feather quill that writes in red ink and never runs out
45-46	The tip of a gorgon's horn
47-48	A lead box, engraved with the number 235. Inside is a small clump of metal that is warm to the touch
49-50	A perfectly shaped apple with a shiny metallic skin. Perhaps it was grown on Mechanus

d100 Trinkets

51-52	A bell enchanted to be silent. In areas of wild magic, the enchantment breaks and the bell rings normally
53-54	A leather pouch containing individual vials containing salts and reagents used in alchemy
55-56	A hat made from owlbear fur and feathers
57-58	A small whittled wooden horse, inscribed with the initials MSH
59-60	A magitech sparker, which can produce a flurry of harmless sparks with the press of a button
61-62	A small glass bottle of perfume shaped like an exotic bird
63-64	A humanoid construct's hand, severed forcefully from the wrist, which still mysteriously twitches every few seconds
65-66	A sliver handheld nut-cracker
67-68	A hand-stitched flag emblazoned with a coat of arms familiar to you
69-70	A bundle of knotted cables and wires
71-72	A wooden mask painted to resemble a warforged
73-74	A magitech auto-hammer, which can drive a nail without being swung
75-76	A tile belonging to a popular strategy game
77-78	A key, whose head is shaped like an apple. It must fit a most bizarre lock
79-80	A bottle enchanted to chill its contents
81-82	A well-used brass fork
83-84	This aromatic pine box is fragrantly enchanted, and smells pleasant, in spite of the fact that it currently contains a mummified human finger
85-86	A wooden cane with an ivory manticores-shaped handle
87-88	A bandolier of black dragonhide
89-90	A lone Gauntlet of Ogre Power. It is powerless without its matching gauntlet
91-92	A necklace consisting of three bottle caps from different beverages on a plain leather cord
93-94	A very fancy hat, worn by noblemen and bankers
95-96	An acorn-sized natural magnet which sticks firmly to metal surfaces
97-98	A simple magitech alarm that rings once every 24 hours
99-00	An ivory wand of unknown purpose which has no charges, and can be charged by no means you have discovered



CHAPTER 5: MAGIC ITEMS

Magic items are gleaned from the hoards of conquered monsters or discovered in long-lost vaults. Such items grant capabilities a character could rarely have otherwise, or they complement their owner's capabilities in wondrous ways.

CLOCKWORK ARMOR

Armor (plate), rare (requires attunement)

This early prototype of powered armor features dozens of exposed, whizzing gears exposed inside a rigid outer frame.

To become attuned to this armor, you must learn to operate the internal controls, requiring 1 hour and a successful DC 14 Intelligence check.

Your Strength score is 19 while you wear this armor, if it was not already higher than 19. Additionally, while wearing it, your base speed increases by 5 feet. This armor has no Strength requirement.

However, the clockwork armor is made from a deeply flawed design; it is dependent on hydraulics and servos that the metals and materials can't quite sustain. Whenever you take more than 5 cold damage on one turn while wearing the armor, the hydraulics freeze and your speed is reduced by half, or is reduced to 0 if you take more than 15 cold damage. This reduction lasts until the armor thaws during a short rest.

The armor is extremely cumbersome, and adds 1000 pounds to your weight. Additionally, the armor requires twice as long to don and doff. You cannot cast spells while in this armor, even if you are proficient with it.

Creatures can attack the armor directly. The armor has an AC of 14 and 50 hit points. If the armor is reduced to 0 HP, you are restrained within your armor until another creature can help you escape, which requires 1 minute of effort. Repairing your armor to its maximum HP and restoring its movement requires repairs over a long rest.

CRAWLING SHIELD

Armor (shield), rare (requires attunement)

This shield, about the size of a buckler, is also a construct with four mechanical legs embedded on the underside.

Once attuned, this shield crawls about your body, deflecting blows as a regular shield, and granting the same bonus to Armor Class, but without requiring a free hand to use. However, the shield's movement will often throw off your balance, and you have disadvantage on Acrobatics checks unless you choose to hold the shield in one hand.

*Clockwork
Armor*



Spell Clock

SORTING BEAST

Wondrous Item, very rare

The sorting beast is a six-legged construct with eyes and antennae at both ends and an array of measuring devices near its center. It has a set of legs on both ends, and either set can manipulate and hold objects up to 30 points in weight.

When activated as an action, the sorting beast sets about collecting and sorting all loose valuable items within 100 feet. It sorts all gold pieces, silver pieces, and copper pieces into neat stacks of 10. For material goods, such as precious stones, the sorting beast can appraise value by weight and quality, before producing sorting the goods appropriately and printing the result on a fine paper strip. The sorting beast continues sorting until finished or deactivated as an action.

Additionally, the sorting beast can cast the spell *identify* on one object you designate each day.

SPELL CLOCK

Wondrous Item, uncommon (single use), very rare (periodic)

A spell clock is a device which stores a single spell cast into it, casting it after a set duration. The clock appears as a square box with a face of enameled pewter with either two or three gold or black hands that show the time remaining until the next spell it contains is released. When operating, a spell clock always produces a loud ticking noise.

Storing a spell in the spell clock and setting the timer requires 1 minute, casting the spell you wish to store, and expending a spell slot and components as normal. The clock can only hold spells of 5th level and lower.

When the spell is cast, it targets the nearest creature, or centers the effect on the spell clock, as appropriate.

There are two varieties of spell clocks. Single Use spell clocks produce the spell once on a delay, and are destroyed, but can accept duration in a number of minutes. Periodic spell clocks produce a spell every hour (or any number of hours) once they are stored, but are destroyed when they are deactivated. Any type of spells clock will be destroyed if it centers a destructive spell, such as *fireball*, on itself.



CHAPTER 6: MONSTERS

CADAVER COLLECTOR

Cadaver collectors are ghastly constructs, layered in thick plates of metal and stone from which protrude a multitude of various spikes, all barbed and covered in gore. Upon these spikes a cadaver collector mounts the corpses it collects for its master, if it still has one. They are massive constructs, standing about 12 feet tall hunched over, and weighing about 4,000 pounds.

Body Gatherers. Cadaver collectors were originally built to serve exactly the purpose their name implies. Those with an interest in collecting the dead would deploy the constructs to bring bodies back from a battlefield. Corpses gathered in this fashion are sometimes used by generals to provide information on an enemy's forces, as well as to fuel magical or medical research. Most often, though, cadaver collectors were dispatched to gather bodies for the creation of undead.



CADAVER COLLECTOR

Huge construct, lawful neutral

Armor Class 18 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	3 (-4)

Damage Immunities: poison

Condition Immunities: charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 10 (3,900 XP)

Magic Resistance. The cadaver collector has advantage on saving throws against spells and other magical effects.

Spiked Armor. At the start of each of its turns, the cadaver collector deals 11 (2d10) piercing damage to any creature grappling it.

ACTIONS

Multiattack. The cadaver collector makes two attacks, one with its fist, and one with its spikes.

Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 5) bludgeoning damage.

Spikes. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 5) piercing damage.

Paralysis Gas (Recharge 5-6). The cadaver collector exhales a 30-foot cone of gas. Each creature in that area must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Abandoned Titans. In times of peace, cadaver collectors usually sit idle, finding out-of-the-way locations near the site of their last great battle to wait for a new master to give them new orders. Others find employment performing their grisly task for masters who are not so discriminating about where corpses are collected. Still others have found, through a certain perverse twist of logic, that if no battle can be found, they can find ways to start a conflict so that bodies become available and they can realize their purpose once more. Some have just ceased to function correctly. With a lack of purpose, they are unable to distinguish between bodies living or dead, and collect each indiscriminately.

Constructed Nature. A cadaver collector doesn't require air, food, drink, or sleep.

CLOCKWORK CONSTRUCTS

Clockwork constructs consist of a vast array of specialized mechanical servants, imbued by their magitech cores with motion and limited reason.

Autonomous. Clockwork constructs are designed to perform a simple task commanded by their master. Often, each construct, or group of like-purposed constructs, signify their master by a command word, and all other creatures are merely neutral agents, which are either ignored or treated with hostility, depending on their commands.

Limited Intelligence. With a limited memory for commands, each type of clockwork construct must perform a specific task, and often fail if a task requires abstraction to accomplish that task. They find it challenging, if not outright impossible, to improvise solutions or deal with paradoxical instructions, so a construct's master should be extremely careful with his commands.

The possibility for greater intelligence in a clockwork construct is not unheard-of, it's merely a matter of sophisticated magic. No less than three distinct doomsday scenarios involve awakening the numerous legions of clockwork constructs with true intelligence, and their subsequent uprising against their living overlords. Each of these is more unlikely than the last, but it does fill a number of people with paranoid dread to consider the possibility.

Immortal Servants. For all intents and purposes, a construct does not age or die. Without regular maintenance, they are likely to fall into disrepair over time, but provided replacement parts and the ability to use them, a construct will never become inactive.

During their operation, they will never meaningfully deviate from their programming, and will always attempt to complete the task to which they are assigned. It is possible that, due to minor malfunctions, this programming can become corrupted, resulting in bizarre behavior or faulty logic in interpreting their orders, but such situations are rare in the short term.



Constructed Nature. A clockwork construct doesn't require air, food, drink, or sleep.

AUTOMATON

Automatons are an expendable, catch-all weapon platform. Lacking arms capable of manipulating objects, and walking on a pair of stubby legs, each automaton is constructed around a simple type of weapon, which takes up the bulk of their form. This design is inexpensive to implement and repair, if marginally inelegant.

Automatons embody "dumb" constructs, lacking the ability to strategize. They instead opt to walk directly toward their target and swing wildly. However, in great numbers this flocking behavior can easily overwhelm unprepared opponents.

CLOCKWORK KNIGHT

The personal bodyguards of noblemen and foot soldiers of many mechamancers, clockwork knights are reasonably competent in battle. They are sleek, bipedal warriors, equipped with an extendable sword embedded in one arm. Each is able to maneuver in combat for a more advantageous position, and press the offensive when their opponent is weak, but this is the extent of their intelligence. They have trouble handling abstraction, and are apt to fall into traps.

Without manually changing their parameters, clockwork knights have difficulty differentiating between hostile and neutral agents after fighting for a course of weeks. For example, if a party of clockwork knights spent a month battling lizardfolk bandits in a swamp, they might inadvertently attack innocent lizardfolk when they return to the city. Thus, a clockwork knight abandoned for decades is likely to find all creatures, including its own master, hostile, and attack on sight.

MECHANICAL SPIDER

Often the scouts and couriers for mechanists and noblemen, mechanical spiders are extremely nimble. Though merely dumb constructs, mechanical spiders are trusted with sensitive deliveries, as each comes equipped with a crude, yet effective, failsafe: when tampered with, mechanical spiders simply explode. The spiders lack offensive capabilities unless modified extensively by a mechamancer and are extremely fragile, but are irreplaceable to those who trust them with their deliveries and confidential information.

Mechanical Spiders are spindly and frail, and rarely sustain more than one hit before requiring repair.

MECHANICAL SPIDER

Small Construct, unaligned

Armor Class 13

Hit Points 3 (1d4 + 1)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	2 (-4)	0 (+0)	4 (-3)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages –

Challenge 0

Death Burst. When a mechanical spider dies, it explodes in a burst of fire. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Spider Climb. The mechanical spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Carry. The spider can pick up and carry or drop a single object weighing no more than 5 pounds.

AUTOMATON (ARBALESTER)

Small Construct, lawful neutral

Armor Class 13 (natural armor)

Hit Points 16 (3d8 + 3)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	2 (-4)	10 (+0)	4 (-3)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages –

Challenge 1/2 (100 XP)

Death Burst. When an automaton dies, it explodes in a burst of fire. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The automaton makes two attacks with its light crossbow.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 2) piercing damage



CLOCKWORK KNIGHT

Medium Construct, unaligned

Armor Class 15 (natural armor)

Hit Points 65 (10d10 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages understands common but can't speak

Challenge 5 (1,800 XP)

Martial Advantage. Once per turn, the clockwork knight can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the clockwork knight that isn't incapacitated.

Spell Immunity. The clockwork knight is immune to three spells chosen by its creator. Typical immunities include *fireball*, *heat metal*, and *lightning bolt*.

ACTIONS

Multiattack. The clockwork knight makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 4) slashing damage.

Thunderwave. The clockwork knight can cast *thunderwave* with a spell save DC 15.

Variant: Effigy

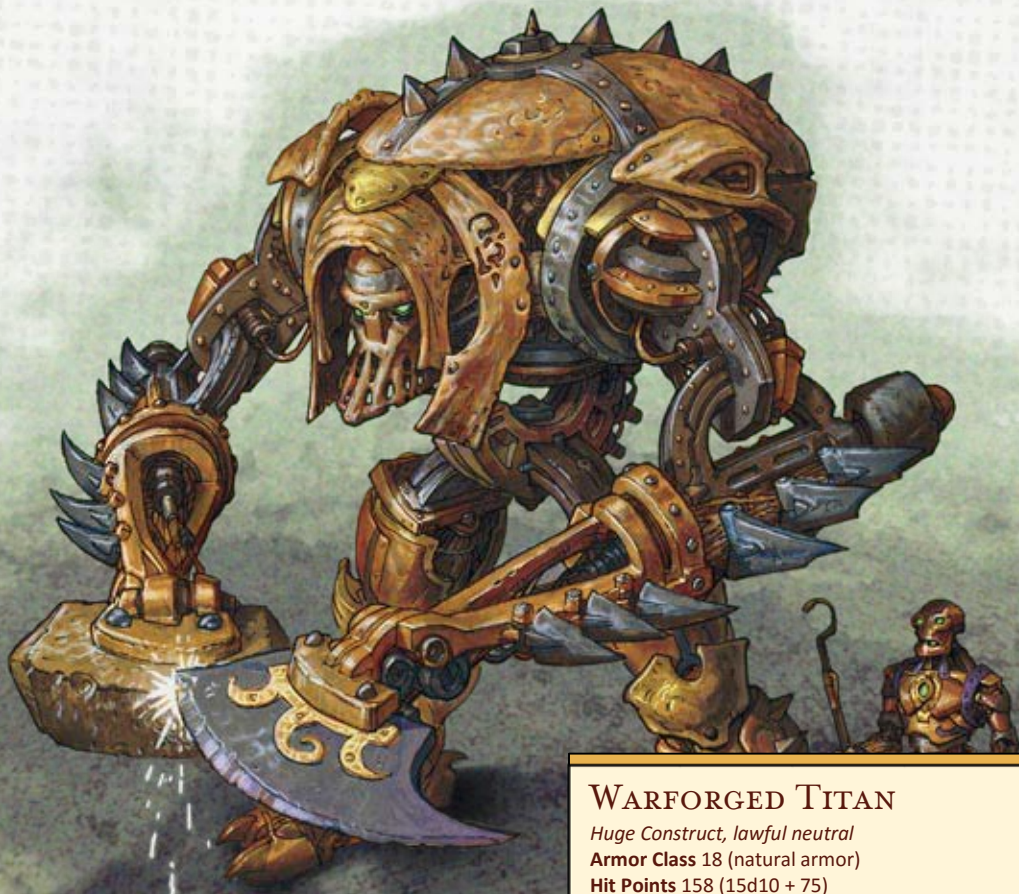
Due to their humanoid builds, clockwork knights are sometimes engineered with a sophisticated humanoid chassis in place of armor. These knights are able to appear as an individual humanoid, rather than a construct. They can perform simple programmed tasks, such as walking a particular route or responding to specific questions with specific phrases.

However, effigies are not perfect representations. They move in vaguely mechanical ways, and possess an uncanny, almost dead, look. To discern that an effigy is not genuine, a creature can use its action to inspect its appearance and must succeed on a DC 16 Intelligence (Investigation) check. This check is made at disadvantage if the effigy is far away, in poorly lit conditions, or otherwise obscured.

An effigy has 14 AC, a challenge rating of 3 (700 XP), and has the following action option in place of the clockwork knight's longsword and multiattack:

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+4) bludgeoning damage.





WARFORGED TITAN

Among the first warforged created during the Last War of Eberron, titans are a small step forward from massive, mindless war golems. Warforged titans are not true living constructs like other warforged; they are barely sentient, with just enough intelligence to follow changing commands in the heat of battle.

Standing 15 feet high, with an immense axe embedded into one arm, and a maul embedded into the other, the destruction a titan can inflict is plainly clear. Unlike the sleek, humanoid warforged that were to follow them, the titans were designed only for battle.

Forerunners of Living Constructs. The warforged titans were an incremental step in the direction of truly living constructs. Command of a successful army requires troops that can follow orders, adapt to changing situations, and learn from their experiences, and the experiences of those around them. Titans perform better in all these areas than golems and other constructs, but fall far short of a living creature, thus necessitating the construction of truly living constructs.

WARFORGED TITAN

Huge Construct, lawful neutral

Armor Class 18 (natural armor)

Hit Points 158 (15d10 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	20 (+5)	7 (-2)	10 (+0)	3 (-4)

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages understands commands given in any language but can't speak

Challenge 13 (10,000 XP)

Concussive Swing. If a warforged titan hits a creature with two attacks on its turns, that target must succeed on a DC 18 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The warforged titan makes three attacks, one with its axe, and two with its maul, or two with his axe and one with his maul.

Axe. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 6) slashing damage.

Maul. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 6) bludgeoning damage.

Line Breakers. Warforged titans are deployed to crush enemy lines and tear through their fortifications. Their thick armor and massive weapons make them ideal to sunder defenses, break down walls, and open a path for infantry.

Constructed Nature. A warforged titan doesn't require air, food, drink, or sleep.

APPENDIX A: MAGITECH UPGRADES

If a magitech upgrade has prerequisites, you must meet them to learn it.

ARMORED MIND

You have advantage on saving throws against being charmed and saving throws against being frightened.

ARMORED STABILITY

While you wear your armor, you have advantage on ability checks and saving throws against being moved or knocked prone, such as from a Shove action or Trip Attack maneuver.

BURROW

While you wear your armor, you gain a burrow speed equal to half your base movement speed.

ENERGY SHIELD

You can cast the spell *shield*. You can use this ability again after taking a short or long rest.

FLAME THROWER

You can fire a stream of flame at your foes as an action. Each creature in a 15-foot cone must make Dexterity saving throw. A creature takes 4d6 fire damage on a failed save, and half as much damage on a successful one. You must complete a short or long rest before using this feature again.

FROST MISSILE

As an action, you may fire a Frost Missile. The missile has a range of 5 feet times your magitech level. Make a ranged attack. If it hits, the missile deals 2d8 points of Cold damage, and the target is can move only half its maximum speed until the beginning of your next turn.

GREAT STRENGTH

Your armor assists you in physical exertion. While you are wearing your armor, increase your Strength score by 1, to a maximum of 20. In addition, your lifting and carrying capacity is doubled.

INTERPOSE

Your armor is so imposing that enemies cannot ignore your presence. Any space that you occupy blocks the line of sight and line of effect of any enemy attack on the same or lower level of elevation as you. Thus this gives objects and creatures total cover from effects that require a straight line of effect through your square. Friendly creatures that are familiar with your presence may target others through your square normally. Enemies on higher elevation than you ignore this effect, as do enemies that are larger than you.

LIGHT BEAMS

As a bonus action, you may fire beams of light from your eyes. The light beams have a range of 5 times your magitech level (max 60 feet). Make a ranged attack. If it hits, it deals 2d4 points of Fire damage. After you use this ability you may not use it again for 1d4+1 rounds.

PLANAR ADAPTION

Choose a plane of existence other than the Material Plane. You may move and act on that plane as if you were a native, and do not take penalties associated with being a non-native to this plane. This upgrade requires DM approval, as the cosmology of various game worlds vary dramatically.



POWER FIST

Your armor has a Power Fist built into one of its arms, which is a one handed melee weapon that deals 1d8 bludgeoning damage, and cannot be disarmed. You are proficient with the Power Fist. You may hold or otherwise manipulate a weapon, shield, or other object on the same arm as your Power Fist, though you may not attack with your Power Fist and use an object or weapon held in that hand on the same turn.

REPEATING CROSSBOW

Your armor has a special repeating hand crossbow built into one of its arms, which is a ranged weapon that deals 1d6 piercing damage, has range 30/120 feet, cannot be disarmed, and possesses the Light weapon property. You are proficient with this weapon. You may hold or otherwise manipulate a weapon, shield, or other object on the same arm as your Repeating Crossbow (including a Power Fist). Your armor contains an extradimensional space which can store up to 100 bolts, and the repeating crossbow automatically loads any stored bolt of your choice automatically requiring no action.

SPEED

Your base speed increases by 10 feet.

SPIDER CLIMB

While you are in your armor, you gain the effects of the spell *spider climb*.

WEBBING

You can cast the spell *web*. You cannot use this feature again until you take a short or long rest.

ARMORED SENSE

Prerequisite: Energy Shield

Your armor gains a limited sentience and may alert you early to threats. You gain darkvision and the effects of *see invisibility* with a range of 30 feet while you wear your armor. You may add double your proficiency bonus to Investigation and Perception checks (including Passive Perception checks.)

DAMAGE REDUCTION

Prerequisite: Energy Shield

You may cast the spell *protection from energy*. You must complete a short or long rest before using this feature again.

DAUNTLESS

Prerequisite: Armored Mind

While you wear your armor, you no longer need to eat or sleep and are immune to magical sleep effects. You are also immune to being poisoned.

PROPULSION

Prerequisite: Speed

While you wear your armor, you gain a fly speed equal to your base movement speed. You may not take the Dash or Disengage actions while flying. Flying for more than 1 minute at a time drains your suit of power, after which you fall and are incapacitated and can't move for 1d4 rounds.

REPULSOR RAYS

Prerequisite: Power Fist

As an action, you can fire a number of rays equal to your proficiency bonus. Make a ranged attack for each ray. These rays each have a range equal to 5 feet times your magitech level. If hit, a creature takes 1d6 plus your Intelligence modifier force damage. In addition, creatures hit by rays must make a Strength saving throw with a DC equal to 5 times the number of rays that hit them. Each creature hit makes only 1 saving throw. On a failed save, a creature is pushed back 10 feet.

STEALTH

Prerequisite: Speed

While you wear your armor, suffer no disadvantage on stealth checks due to it and you may add double your proficiency bonus to Dexterity (Stealth) checks. You may also cast the spell *invisibility*. After using this, you cannot cast invisibility again until you complete a long rest.

TRANSMUTATION

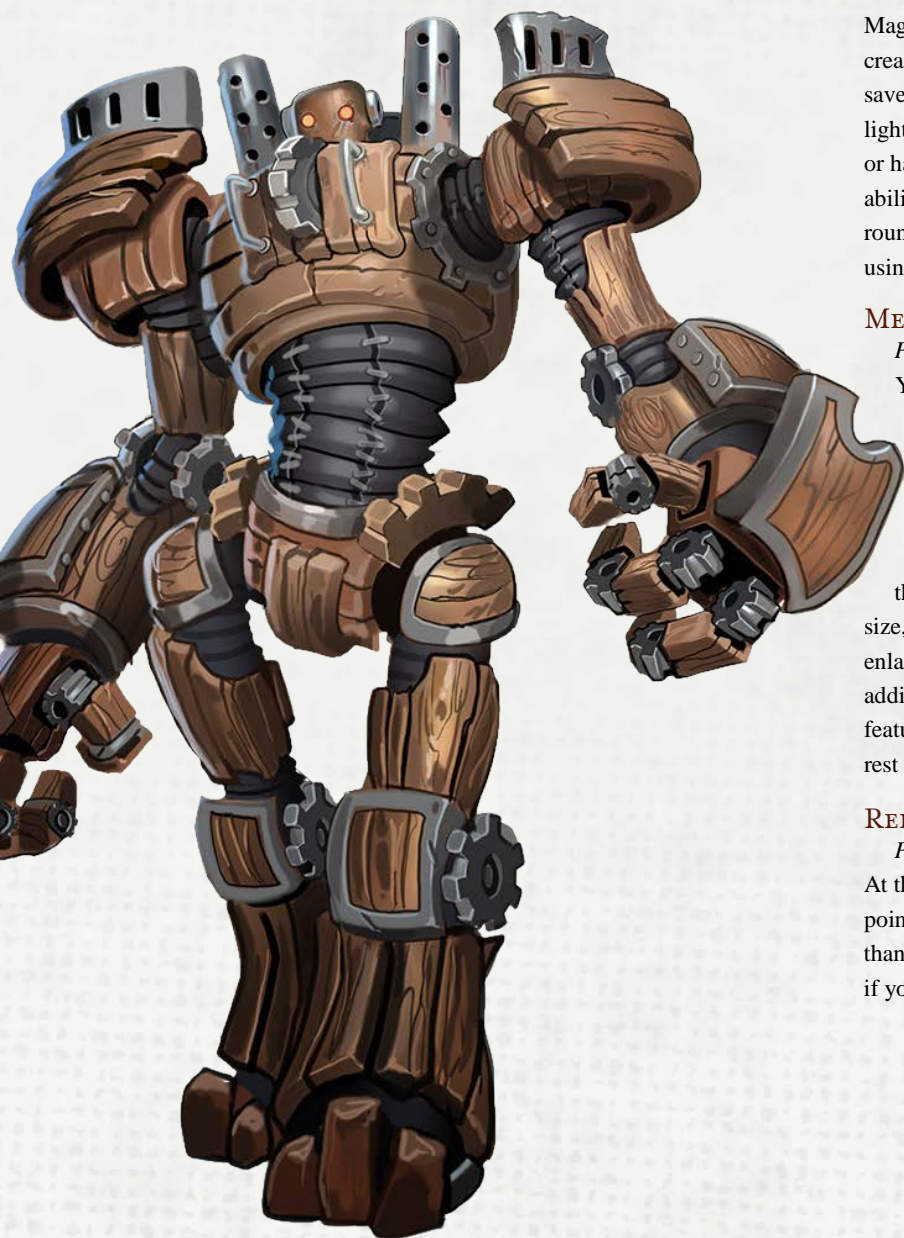
Prerequisite: Power Fist

As an action, you can change the shape and form of your armor to assume the appearance of a normal set of clothing. You can also take an action to Fortify your armor for 1 minute. During this duration, you move at half speed in your armor, and have resistance to Bludgeoning, Piercing, and Slashing damage. After using this, you cannot Fortify your armor again until you complete a long rest.

ARMOR SENTIENCE

Prerequisite: Energy Shield and Armored Sense

Your armor gains a more complete sentience and gains the ability to transfer some of its magical power into spells. Your armor has 6 charges. You can use an action and expend 1 or more charges to cast one of the following spells from it: *lightning bolt* (4 charges), *magic missile* (1 charge), *protection from energy* (2 charges), or *thunderwave* (1 charge). If you expend the armor's last charge, you are incapacitated and can't move for 1d4 rounds, after which the armor regains 1 charge. Your armor regains 1d4 + 2 expended charges daily at dawn.



DIVE ATTACK

Prerequisite: Speed, Propulsion

If you move at least 10 feet downward before making a melee attack against a creature, you have advantage on your first attack against that creature and may add your proficiency bonus to that attack's damage.

EVASION

Prerequisite: Speed and Stealth

You gain the rogue Evasion and Uncanny Dodge features.

EXPLOSIVE ENERGY

Prerequisite: Power Fist, Repulsor Rays

As an action, you can channel all of the energy of your Magitech Armor into an explosive electrical attack. Each creature within a 30 feet of you must make a Dexterity save. On a failed save a creature takes 3d6 points of lightning damage for each point of your proficiency bonus, or half as much on a successful one. After you use this ability you are incapacitated and can't move for 1d4 rounds. You must complete a short or long rest before using this feature again.

MECHA TRANSFORMATION

Prerequisite: Power Fist, Transmutation

Your armor can become a towering machine of war. As an action, for 1 minute, your size triples in all dimensions, and your weight is multiplied by 27. This growth increases your size by two categories—from Medium to Huge, for example. You also has advantage on Strength checks and Strength saving throws. Your weapons do not grow to match your new size, but your Power Fist does. While the Power Fist is enlarged, your attacks with it deal double damage. In addition, your armor is Fortified as per the Transmutation feature while you are enlarged. You must complete a long rest before using this feature again.

REPAIR

Prerequisite: Energy Shield, Damage Reduction

At the beginning of your turn, you heal a number of health points equal to your proficiency bonus if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.