**Steam Heirloom (The Mad Cap)**

**Steam Powered Ideas**

Over the course of a long rest with the Mad Cap in your possession, it fills your mind with half completed ideas for various inventions. Roll 2d20 on the **Inventions** table and choose one of the resulting **Ideas** to keep for the day. Do this 3 times. These are the Ideas for inventions you have for the day. You lose these ideas after a long rest.

When you are ready to finish and implement one of your ideas, you may use an action to channel the power of the Mad Cap and choose an Idea to make your Inventive Vision. When you do so, roll a d4 and look at the corresponding Implementation on the Inventions table. While in the grip of an Inventive Vision, the Mad Cap won’t let you rest or focus on any other inventions until your vision is actualized. You may not take a short or long rest or begin a new Inventive Vision without abandoning your current vision altogether, losing that idea for the day.

Building an invention requires an amount of **parts** equal to the final result of the **Implementation** roll and **5 minutes per part used** to construct the device. If the invention casts a spell, you may increase the spell’s level by increasing the required number of parts by 1 part per spell level, up to a maximum spell level of 4. You may also choose to use additional parts to have greater control over the **Final Outcome** of the device as described below. Others cannot help you build your invention.

The combination of the Mad Cap’s bizarre and unpredictable ideas and the chaotic circumstances of your invention’s creation may result in the final product varying from the original, half-baked idea. After spending the required construction time working on the invention, roll on the **Final Outcome** table to see what last minute quirks crept into the design. For every 2 extra **parts** you spent making the Invention, you may reroll the result of the **Final Outcome** table. You must keep the final result. Unless stated otherwise, the invention is between 1-3 ft. on any side and 5-20 lbs.

The invention lasts for 1 hour after it is finished before it falls apart and becomes a useless pile of parts. If the device’s description states that it casts a spell, and that spell requires concentration, the device’s user must maintain concentration. Spell saves have a DC 13 and spell attacks have a +5 bonus to the attack roll.

**Gathering Parts**

When you are gripped by an inventive vision, the Mad Cap allows you to see ordinary objects as potential parts. While in the midst of a vision, you may spend 10 minutes to make an Investigation (Int) check to look for parts in your surroundings. Compare the result rolled to the Parts Table below to determine how many useful parts bundles you find.

If you are in a barren environment where useful parts would be scarce, the DM may have you roll with disadvantage or even disallow the roll altogether. If you are in an area such as a workshop where parts would be plentiful, or you use up 25gp worth of tinker’s materials, the DM may allow you to roll with advantage.

Others cannot help you gather parts. The Mad Cap contains an extradimensional space that may be used to store parts until they are used or until the Inventive Vision wears off, at which point they are ejected from the top of the hat into a space within 5ft. of you and become useless.

|  |  |
| --- | --- |
| **Part Bundles Table** | |
| **DC** | **Number of Part Bundles Found** |
| 10 | 1 |
| 15 | 2 |
| 20 | 3 |
| 25 | 4 |
| 30 | 5 |

**Naming Your Invention**

The name in the **Implementation** description provides a suggested name for your invention. If the final product ends up combining multiple effects, the **Prefix/Suffix** column provides suggested ways to modify the invention’s final name.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Inventions** | | | | |
| **d20** | **Idea** | **d4** | **Implementation** | **Prefix/Suffix** |
| **1** | **Flying Device:** Until the device has been used up, its user is under the effects of *Feather Fall.* Maintaining the effects of this device does not require concentration. | **1** | **Bounce Master:** The user is under the effects of a *Jump* spell | **Bouncing** |
| **2** | **Suction Climber:** The user is under the effects of the *Spider Climb*spell. | **Climber** |
| **3** | **Hover Pack:** The device can simulate the effects of the *Levitate* spell for 10 minutes. The duration can be spread across multiple uses | **Hovering** |
| **4** | **Gyroflapper:** The device can simulate the effects of the *Fly* spell for 10 minutes. The duration can be spread across multiple uses | **Flapping** |
| **5** | **Gyrocopter:** The device can simulate the effects of the *Fly* spell for 1 hour. The duration can be spread across multiple uses | **Flying** |
| **6** | **Rocket Pack:** The device can simulate the effects of the *Fly* spell for 1 hour except the fly speed is now 120ft. The duration can be spread across multiple uses | **Rocketing** |
| **2** | **Fire Device:** Until it has been used up, it may be used to cast *Produce Flame* | **1** | **Burninator:** The device casts *Burning Hands* | **Burninating** |
| **2** | **Scorch Master:** The device casts *Scorching Ray* | **Scorching** |
| **3** | **Flame Grenade:** The device casts *Fireball* | **Flame Launching** |
| **4** | **Fire Wall:** The device casts *Wall of Fire* | **Fire Throwing** |
| **5** | **Immolator:** The device casts *Immolation* | **Immolating** |
| **6** | **Hell Raiser 6000:** The device casts *Fire Storm* | **Hell Raising** |
| **3** | **Cold Device:** Until it has been used up, it may be used to cast *Frost Bolt* | **1** | **Ice Blaster:** The device casts *Ice Knife* | **Ice Blasting** |
| **2** | **Snowballer:** The device casts *Snilloc’s Snowball Storm* | **Snowballing** |
| **3** | **Heat Sucker:** The device casts *Vampiric Touch*, except it does cold damage instead of necrotic | **Heat Sucking** |
| **4** | **Instant Blizzard:** The device casts *Ice Storm* | **Frosty** |
| **5** | **Chill Master:** The device casts *Cone of Cold* | **Chilly** |
| **6** | **Freeze Bomb:** The device casts *Freezing Sphere* | **Freezing** |
| **4** | **Lightning Device:** Until it has been used up, it may be used to cast *Shocking Grasp* | **1** | **Zap-O-Tron:** The device casts *Witch Bolt* | **Zapping** |
| **2** | **Spark Thrower:** The device casts *Dragon’s Breath* with the lighting option chosen | **Sparking** |
| **3** | **Auto Lightning Gun:** The device casts *Lightning Bolt* | **Lightning** |
| **4** | **Remote Controlled Tempest:** The device casts *Storm Sphere* | **Storming** |
| **5** | **Mega Lightning Caller:** The device casts *Flame Strike* except the damage types are lighting and thunder. | **Thundering** |
| **6** | **Auto Lightning Party Pack:** The device casts *Chain Lightning* | **Multi-Lighting** |
| **5** | **Stealth Device:** Until it has been used up, its user has proficiency in Stealth | **1** | **Instant Costume:** The device casts *Disguise Self* | **Disguising** |
| **2** | **Personal Cloaking Device:** The device casts *Invisibility* | **Cloaking** |
| **3** | **Portable Quiet Space:** The device casts *Silence* | **Silencing** |
| **4** | **Personal Cloaking Device 2.0:** The device casts *Greater* *Invisibility* | **Super Cloaking** |
| **5** | **Personal Projector Device:** The device casts *Mislead* | **Misleading** |
| **6** | **Buddy Projector Device:** The device casts two instances of *Mislead* which can be maintained at the same time | **Doubly Misleading** |
| **6** | **Melee Weapon Enhancer:** The device may be attached to a melee weapon to provide an upgrade. While attached, the weapon is considered magical | **1** | **Bonk-O-Matic:** The device casts *Thunderous Smite* | **Bonking** |
| **2** | **Attachable Brander:** The device casts*Branding Smite* | **Branding** |
| **3** | **Energy Infuser:** The device casts *Elemental Weapon* | **Infusing** |
| **4** | **Bewildering Basher:** *Staggering Smite* | **Bewildering** |
| **5** | **Baddy-B-Gone:** *Banishing Smite* | **Banishing** |
| **6** | **Destruct-O-Matic:** Upon making a successful melee attack, the device’s user may use a bonus action to cast *Destructive Wave* | **Destructive** |
| **7** | **Construct:** The device is a construct you’ve designed. If the construct is based on a spell that would summon a non-construct creature, that creature is instead a construct with the Construct Nature\* property. If this invention would be combined with another effect, the construct may use that effect | **1** | **Lil’ Helper:** You may deploy the construct to cast *Tiny Servant* as an action. The servant lasts 1 hour and can communicate what it sees and hears to you telepathically while within 120 feet of you. | **Should use Prefix/Suffix of Other Device** |
| **2** | **Clockwork Companion:** You may deploy the construct to cast *Summon Bestial Spirit.* (Note: This is a UA spell) | **Should use Prefix/Suffix of Other Device** |
| **3** | **Steam Powered Zoo:** You may deploy the construct to cast *Conjure Animals.* | **Should use Prefix/Suffix of Other Device** |
| **4** | **Big Bug Bot:** You may deploy the construct to cast *Giant Insect* without requiring an insect to target with the spell. You may choose any insect described in the spell’s description. | **Should use Prefix/Suffix of Other Device** |
| **5** | **Do It Yourself Friend Maker:** You may deploy the construct to cast *Animate Objects*. | **Should use Prefix/Suffix of Other Device** |
| **6** | **Mecha-Beast:** You may deploy the construct to cast *Conjure Fey.* | **Should use Prefix/Suffix of Other Device** |
| **8** | **Spying and Telepathy Device:** Until the device has been used up, its user has advantage on perception checks | **1** | **Night Goggle Party Pack:** You make four sets of goggles that give their wearers Darkvision out to 60 ft. for an hour. | **Nightvision** |
| **2** | **Brain Antenna:** The device casts *Detect Thoughts* | **Mind Reading** |
| **3** | **Invisa-Sentry:** The device casts *Clairvoyance* | **Sentry** |
| **4** | **Spy Drone:** The device casts *Arcane Eye* | **Spy** |
| **5** | **Thought Sharing Hats:** When the device is used, it creates up to eight hats that last for an hour.Individuals wearing the hats are under the effects of *Rary’s Telepathic Bond* | **Thought Sharing** |
| **6** | **Reality Glasses:** While wearing these glasses, the user is under the effects of the *True Seeing* spell | **True Seeing** |
| **9** | **Shielding Device**: Until the device has been used up, its user has a +1 bonus to AC | **1** | **Instant Body Guard:** The device casts *Shield* | **Body Guarding** |
| **2** | **Light Distorter:** The device casts *Blur* | **Light Distorting** |
| **3** | **Instant Buddy Guard:** The device casts *Shield* except it may target another creature within 30ft. of the user | **Buddy Guarding** |
| **4** | **Tuff Stuff:** The device casts*Stoneskin* | **Tough** |
| **5** | **Repulsion Shield/Armor:** This device has 4 charges and can be built into a shield or armor. While wearing or holding the item, the user can use a reaction immediately after being hit by a melee attack to expend 1 of the devices charges and push the attack up to 15 feet away. | **Repulsion** |
| **6** | **Elemental Guard:** The device casts *Primordial Ward* | **Guardian** |
| **10** | **Projectiles and Grenade Devices:** | **1** | **Point Blank Boom Blaster:** The device casts *Thunderwave* | **Booming** |
| **2** | **Sonic Grenade:** The device casts*Shatter* | **Sonic** |
| **3** | **Instant Firing Squad:** The device casts*Conjure Barrage*. Choose the type of weapon or ammunition when creating the device | **Barraging** |
| **4** | **Energy Lobber**: The device casts *Minute Meteors* except the meteors are launched from the device and the damage type may be changed to acid, cold, fire, or lighting with each meteor | **Lobbing** |
| **5** | **Instant Ammo Storm:** The device casts*Conjure Volley*. Choose the type of weapon or ammunition when creating the device | **Volleying** |
| **6** | **Stun Bomb**: The device is a throwable grenade that can target a space within 30ft. of the user. All creatures within a 10ft. radius of the area it was through are subjected to the effects of *Power Word Stun* | **Stunning** |
| **11** | **Wind Device:** Until it has been used up, it may be used to cast *Gust* | **1** | **E-Z Breeze:** The device casts *Warding Wind* | **Breezy** |
| **2** | **Gust-O-Matic:** The device casts *Gust of Wind* | **Gusting** |
| **3** | **Instant B-*AIR*-ier:** The device casts *Wind Wall* | **Windy** |
| **4** | **Vacuum Fan:** When the device is used, choose a point within 30ft. to deploy the device. All creatures in a 30ft. radius must pass a strength saving throw or be pulled 15ft. towards the device, pushed 15ft. away from the device, or blown 30ft. up into the air. Ranged attacks made through this area have disadvantage. You may maintain concentration to maintain this effect and use a bonus action each round to change the direction | **Vacuuming** |
| **5** | **Draft Master:** The device casts *Control Winds* | **Drafting** |
| **6** | **Super Cyclone:** The device casts *Whirlwind* | **Whirling** |
| **12** | **Steam Device:** | **1** | **Speedy Sauna:** The device casts *Fog Cloud* | **Foggy** |
| **2** | **Steam Gun:** When this device is used, it makes a spell attack to fire a blast of steam at a target within 30ft. If the target is hit, it takes 4d8 fire damage and is blinded for one round. If you miss, it takes half as much damage and is not blinded. You may increase this device’s power in the same way you increase the spell level of other devices. For each extra level, increase the damage by 1d8. | **Steamy** |
| **3** | **Instant Vapor Wall:** The device casts *Wall of Sand* except the wall is made of steam | **Vapor** |
| **4** | **Noxious Steam Bomb:** The device casts *Stinking* Cloud, but does not require concentration to maintain | **Noxious** |
| **5** | **Sulfuric Steam Spitter:** The device casts *Cloudkill* | **Sulfuric** |
| **6** | **Super-Heated Steam Spitter:** The device casts *Incendiary Cloud* but the spell does 8d8 fire damage to creatures on failed saves | **Incendiary** |
| **13** | **Hypnotizing Device:** Until the device has been used up, its user has advantage on Persuasion checks | **1** | **Mr. Personality:** The device casts*Charm Person* | **Charming** |
| **2** | **Woo Master:** The device casts*Enthrall* | **Enthralling** |
| **3** | **Brain Boggler:** The device casts*Hypnotic Pattern* | **Hypnotizing** |
| **4** | **Mr. BIG Personality:** The device casts*Charm Monster* | **Super Charming** |
| **5** | **Neurolizer:** The device casts *Modify Memory* | **Neurolizing** |
| **6** | **Mr. Cult Personality:** The device casts *Mass Suggestion* | **Mass Charming** |
| **14** | **Aquatic Device:** Until it has been used up, it may be used to cast *Shape Water*, can breathe normally underwater, and has a swim equal to their move speed | **1** | **Water Whip:** The user may use a bonus action to use this device to summon a long, rubbery whip of pure water that shoves and pulls a creature within 30ft. The create must make a Dexterity saving throw. On a failed save it takes 2d10 bludgeoning damage and the user can either knock it prone or pull it 25ft. closer. On a successful save, the creature takes half as much damage and isn’t pulled or knocked prone. You may increase this device’s power in the same way you increase the spell level of other devices. For each extra level, increase the damage by 1d10. | **Water Whipping** |
| **2** | **Hydro Cannon:** The user of this device may be used as an action to create a jet of water in a line that is 30 ft. long and 5ft. wide. Each creature in the line must make a Strength saving throw or take 2d8 bludgeoning damage. Each target that fails the throw can be moved by the user to any unoccupied space touching the line. You may increase this device’s power in the same way you increase the spell level of other devices. For each extra level, increase the damage by 1d8. | **Hydro** |
| **3** | **Beach Buster 3000:** The device casts *Tidal Wave* | **Beach Busting** |
| **4** | **Wave Maestro:** The device casts*Control Water* | **Water Bending** |
| **5** | **Super Swirler:** The device casts*Maelstrom* | **Swirling** |
| **6** | **Coast Crusher 6000:** The device casts *Tsunami* but the spell uses d8s for damage instead of d10s | **Coast Crushing** |
| **15** | **Speed Boost/Teleportation Device:** Until it has been used up, its users move speed is increased by 5ft. | **1** | **Speed Zoomer:** The device casts*Expeditious Retreat* | **Zooming** |
| **2** | **Warp Hopper:** The device casts*Misty Step* | **Hopping** |
| **3** | **Phony Pony:** The device casts*Phantom Steed* except the horse is a construct with the Construct Nature\* property. | **Pony** |
| **4** | **Reality Folder:** The device casts*Dimension Door* | **Dimension** |
| **5** | **Phase Jumper:** The device casts*Far Step* | **Phase Jumping** |
| **6** | **Retrace Teleporter:** When you activate this device, it marks your current location. For the next hour, you may use an action to teleport yourself and up to five willing creatures to the marked location | **Teleporting** |
| **16** | **Restraining Device:** Until it has been used up, this device can be used as a set of manacles | **1** | **Mega Net Launcher:** The device casts*Entangle* | **Entangling** |
| **2** | **Web-O-Matic:** The device casts*Web* | **Webbing** |
| **3** | **Iron Noodle:** The device casts*Grasping Vine* | **Grasping** |
| **4** | **Iron Noodle Party:** The device casts*Black Tentacles* | **Multi-Grasping** |
| **5** | **Timeout Bubble:** The device casts*Watery Sphere* except the sphere is made of pure force energy | **Timeout** |
| **6** | **Tractor Beam:** The device casts*Telekinesis* | **Telekinetic** |
| **17** | **Force Manipulation Device:** Until it has been used up, its user can cast *Mage Hand* | **1** | **Mystic Ballistics:** The device casts*Magic Missile* | **Mystic** |
| **2** | **Automated Armament:** The device casts*Spiritual Weapon* | **Weapon Deploying** |
| **3** | **Pressure Blaster:** The device casts*Pulse Wave* | **Pressurizing** |
| **4** | **Micro Singularity:** The device casts*Gravity Sinkhole* | **Gravity** |
| **5** | **Handy Helper 5000:** The device casts*Bigby’s Hand* | **Handy** |
| **6** | **Mr. Death Ray:** The device casts*Disintegrate* | **Disintegrating** |
| **18** | **Illusionary Device:** Until it has been used up, its user can cast *Minor Illusion* | **1** | **Portable Projector:** The device casts*Silent Image* | **Projecting** |
| **2** | **Portable Projector Pair:** The device casts*Silent Image* but creates up to two images | **Paired Projecting** |
| **3** | **Holo-Buddy:** The device casts*Major Image* | **Holo-** |
| **4** | **Holo-Buddies:** The device casts*Major Image* but creates up to two images | **Double Holo-** |
| **5** | **Instant Costume Party:** The device casts*Seeming* but with a duration of 1 hour, and at any point during the duration the user can use an action to change the appearance of one creature under the effect of the spell | **Seeming** |
| **6** | **Reality Substituter:** The device casts*Programmed Illusion* | **Illusion Casting** |
| **19** | **Enhancing Devices:** These are all wearable devices that target the wearer | **1** | **Confidence Enhancing Hat:** The device casts*Heroism* | **Of Heroism** |
| **2** | **Ability Amplifier:** The device casts*Enhance Ability* | **Enhancing** |
| **3** | **Size Adjusting Belt:** The device casts*Enlarge/Reduce* | **Size Changing** |
| **4** | **Escape Boots:** The device casts*Freedom of Movement* | **Of Escaping** |
| **5** | **Competence Booster:** The device casts*Skill Empowerment* | **Of Competence** |
| **6** | **Battle Suit:** The device casts*Tenser’s Transformation* | **Battle** |
| **20** | **Radiant and Chemical Devices:** Until it has been used up, its user can cast *Acid Splash* | **1** | **Dissolve-O-Matic:** The device casts*Acid Stream* | **Dissolving** |
| **2** | **Acid Blaster:** The device casts*Acid Arrow* | **Acidic** |
| **3** | **Mr. Radiation:** The device casts*Sickening Radiance* | **Radiant** |
| **4** | **Lob Blob Bomb:** The device casts*Vitriolic Sphere* | **Vitriolic** |
| **5** | **Star Grenade:** The device casts*Flame Strike* | **Celestial** |
| **6** | **Solar Cannon:** The device casts*Sunbeam* | **Solar** |

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| **Final Outcome** | | |
| **d20** | **Unpredictable Outcome** | **Effect** |
| 1 | Wait, what were we making again? | Reroll the Initial Idea and Implementation |
| 2 | Eh, good enough | Treat the Implementation as though you rolled 2 lower (Min 1) |
| 3 | Careful. I think it’s leaking | The invention’s user takes (1d6 \* The Result of the Implementation Roll) force damage when using the invention. If the invention deals damage, the user takes damage of that type instead **Prefix: Leaky** |
| 4 | Should it be glowing like that? | The invention explodes one round after it has expended all its uses. It casts *Fireball* centered on itself at a level equal to 3+the Implementation Roll. If the Invention deals damage of a type other than fire, the fireball deals that damage type. **Prefix: Unstable** |
| 5 | And it fits right in your pocket! | The device can be collapsed down to the size of a pocket watch and back to normal size using an object action and weighs half a pound. **Prefix: Pocket Sized** |
| 6 | Turns out its actually much better at this! | Treat your current Implementation as though you rolled 2 less (minimum 1). Roll a new Initial Idea and Implementation. The invention can serve both functions |
| 7 | That’s not quite what we had in mind. . . | Reroll the Implementation |
| 8 | And it makes toast! | The Invention provides a day’s worth of food and drink |
| 9 | Maybe that was a little too much oil | The Invention constantly drips out oil and other lubricants. Whenever the item is used, its user becomes covered in a greasy substance that lasts for an hour. The grease gives advantage on checks to escape grapples and vulnerability to fire damage. The item can be used to cast *Grease*. **Prefix: Greasy** |
| 10 | Well that was boring | No additional effect |
| 11 | We slapped a little something extra on there | Roll a new Initial Idea and Implementation but subtract 2 from the Implementation roll (Minimum 1). The invention can serve both functions |
| 12 | She’s got a little more juice in her | If the Invention would be used up, add a new Implementation that is 2 less on the Implementation table than the original Implementation (Minimum 1). The invention now has that functionality and lasts another hour |
| 13 | They’ll never see this one coming | The Invention can be deployed as a trap. While it is a trap, it is approximately 1 cubic foot in size and can be hidden until a creature comes within 5 feet of it. The DCs to spot and disarm it are equal to the Mad Cap’s spell save DC. If the effect has a range of self, it targets the creature that trigged it. If the effect requires concentration to maintain, either you or someone you specify with range of the trap may maintain concentration on it after the effect triggers. **Suffix: Trap** |
| 14 | A special delivery for the special people in your life | The Invention takes of the form of a device no larger than 1 cubic foot and has wings and a fly speed of 60ft. You may use an action to give the Invention instructions to fly to a location you specify and instructions on how it should deploy its effect when it reaches that location. If the effect requires concentration to maintain, either you or someone you specify with range of the targeted area may maintain concentration on it after the effect triggers. **Suffix: -O-Gram** |
| 15 | This isn’t even its final form! | If the Invention would be used up, add a new Implementation that is 2 more on the Implementation table than the original Implementation (Maximum 6). The invention now has that functionality and lasts another hour |
| 16 | Now that’s efficiency! | The item can be used a second time **Prefix: Reusable** |
| 17 | Nothing like that quick draw action | If the device requires an action to use, it now requires a bonus action. If it requires a bonus action, it can be used as a free action **Prefix: Ergonomic** |
| 18 | THE POWER! Mwuhahaha! | Treat the Implementation as though you rolled 2 higher (Max 6) |
| 19 | We didn’t settle for “Good Enough” | Roll an additional Implementation, the invention can serve both functions |
| 20 | How has no one ever thought of this before?! | Roll an additional Initial Idea and Implementation, the invention can serve both functions |

**Awakened**

**Inventive Vision**

* You may now use this feature on the Minor Inventive Vision Table 4 times per day
* You may now use this feature on the Major Inventive Vision Table 2 times per day

**Steam Monkeys**

As part of using the Inventive Vision feature or as an action, you may summon steam monkeys that are capable of helping you construct your inventions. These creatures are described in the stat block below. They require concentration to maintain and last for up to an hour. Steam Monkeys you’ve summoned share your Inventive Vision and may search for parts and construct inventions. You and the Steam Monkeys can work together to speed up the creation of an invention. When multiple individuals are working on an invention, divide its construction time by the number of workers, rounding up to the nearest minute. You may summon up to 5 steam monkeys per day. You regain all monkeys after a long rest.

# Steam Monkey CR 2

*Medium elemental, chaotic neutral*

* **Armor Class**12
* **Hit Points** 91 (14d8+24)
* **Speed**40 ft., climb 40 ft.

**STR**  **DEX CON INT WIS CHA**

10 (+0) 15 (+2) 12 (+1) 16 (+3) 12 (+1) 7 (-2)

* **Skills**Perception +3, Investigation +7, Stealth +4
* **Senses**passive Perception 13
* **Challenge**2 (450 XP)
* ***Avoidance***. If the Steam Monkey is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

## Actions

* ***Steam Blast.*** Ranged *Weapon Attack (Range 30ft):* +4 to hit, reach 10 ft., one target. *Hit:*2d6 + 2(9) fire damage. If the target is a creature, it must succeed on a DC 12 Dexterity saving throw or be blinded for one round.
* **Invisibility.** The steam monkey magically turns [invisible](https://roll20.net/compendium/dnd5e/Conditions#h-Invisible) until it attacks, or until its [Concentration](https://roll20.net/compendium/dnd5e/Spells#h-Concentration) ends (as if concentrating on a spell). Any [equipment](https://roll20.net/compendium/dnd5e/Equipment#h-Equipment) the steam monkey wears or carries is [invisible](https://roll20.net/compendium/dnd5e/Conditions#h-Invisible) with it.

**Exalted**

**Inventive Vision**

* You may now use this feature on the Minor Inventive Vision Table 5 times per day
* You may now use this feature on the Major Inventive Vision Table 3 times per day
* You may now use this feature on the Epic Inventive Vision Table Once per day

**Steam Monkeys**

You may summon 7 steam monkeys per day

**Hold that Thought**

When you use the Inventive Vision feature to make your rolls on an Inventive Vision table, you may delay choosing which result to use and thus delay beginning your Inventive Vision. You may record the results and later use the Mad Cap as an action to choose a result and begin your Inventive Vision as normal. If you complete a short or long rest, or use the Inventive Vision feature again, the recorded numbers are lost.

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| **Epic Inventions** | | |
| **d6** | **Invention** | **Effect** |
| 1 | Giant Construct |  |
| 2 | Elemental Vehicle |  |
| 3 | Arcane Siege Weapon |  |
| 4 | Mini Reality Buster |  |
| 5 | Dimensional Utility Belt |  |
| 6 |  |  |