

THE IMMORTAL INTERLINK

LOCOMOTIVE BREWS

WHAT'S INCLUDED

This document comes with 3 pieces of homebrew; 1 Subclass and 2 magic items. In order of appearance in this document these include.

- **The Ticketmaster Sorcerer:** A sorcerous origin for those who are descended from the planar ticketmasters of the Immortal Interlink. Give out the tickets your allies require to arrive safe and sound!
- **The Machinemaster's Compass:** A compass to aid in seeking out and repairing malfunctioning tech.
- **The Celestial Diplomat's Badge:** A badge granted to a god's most devout to aid in their journeys on the Interlink on quests of diplomacy.

As with all my releases, the following lore is just a recommendation! Based upon the lore of my setting Surya. Feel free to adapt these concepts to fit your own needs.

NOTE

This month does have one piece less than usual. This is because I wanted to create a subclass for each class available, including the Artificer. However, the Artificer is not in the SRD, so I've separated that piece into its own article and released it free on my Patreon. Check out /AwkwardDM to get your hands on it.

THE IMMORTAL INTERLINK

The celestial realms of Surya have long been isolated, each Divine Domain a bastion unto itself. But with the discovery of an ancient Halfling's invention, the heavens are abuzz with new possibilities.

DUAL ADVENT

PRE-DIVERGENCE: MACEY PERFIRE

In an era long before the cataclysmic Divergence*, Halfling King Macey Perfire channelled arcane wonders into the realm of transportation. His creation: an intricate system where enchanted jewels, imbued with the essence of elevation, would propel enchanted carriages along stone pathways. However, the grandeur of this arcane rail was eclipsed by its astronomical cost, relegating Macey's invention to the annals of obscurity.

POST-DIVERGENCE:

ALCRYN IVYWOOD

The winds of change blew once more in 1009 PD when Alcryn Ivywood, the visionary founder of the town of Ivywood, envisioned a world connected by mechanical marvels. Steam, combustion, and sheer determination culminated in a prototype rail system. Yet, fate had other plans. The untimely demise of Ivywood in 1012 PD halted this dream, leaving Surya in anticipation of a revolution.

THE CONSTRUCTION

The heavens stirred in 150 PD when Macey Perfire's arcane legacy was unearthed by a celestial militia. The implications were profound. The Divine Domains, once siloed bastions, saw the potential of a united front. The edict was clear: construct the Immortal Interlink.

Spanning three centuries, celestial artisans and divine engineers wove a network of rails connecting the vast expanse of the Divine Domains. Today, the Immortal Interlink stands as a testament to cooperation, innovation, and the indomitable spirit of the celestials. Around this nexus, vibrant hubs and junctions have sprouted, becoming melting pots of celestial culture and conduits of divine diplomacy.

THE ATLAS OF THE IMMORTAL

The Immortal Interlink, vast and intricate, required a guide—a celestial cartography that charts not just the known, but the unknown. Enter the Atlas of the Immortal, the definitive guide to the railways of the heavens.

Yet, this Atlas holds deeper secrets. Encoded within its arcane pages are clandestine routes, pathways leading to the secluded sanctuaries nestled between the realms. Unlike the main rails, these concealed tracks cannot be accessed through mere traversal. Adventurers must take a leap of faith, freefalling from specific points on the defined rails. Only by embracing this void can they find themselves landing on these hidden pathways, leading to destinations whispered about in hushed celestial corridors.

To the unseasoned traveller, these leaps might seem perilous, the destinations uncertain. But those in the know, trusted acolytes and celestial navigators, see it as a rite, a test of faith and devotion.

At every major interchange, arcane replicas of the Atlas stand as sentinels, guiding both the novice and the veteran. These replicas offer a semblance of the original's grandeur, ensuring that all who traverse the Immortal Interlink can do so with purpose and direction.

*The Divergence refers to the event in which the continent of Negresh was split down the middle by a mountain range, conjured by the sacrifice of the 8 King of Negresh**

SUBCLASS

TICKET MASTER SORCERER

The original Ticketmasters, anointed guardians of the Immortal Interlink, ensured its safety from those who sought to exploit it. As these ancient sentinels faded into legend, their descendants emerged, bearing both their power and duty. The Ticketmaster sorcerers, bound by ancient oaths, still heed the call of the Interlink, preserving its legacy and purpose.

TICKETBOOK

You possess a magical ticket book, a relic from the Ticket masters of old. This book holds tickets with connections to various destinations along the Immortal Interlink.

Beginning at 3rd level when you choose this subclass, you gain access to the following tickets:

- **Issued Ticket:** As an action, you can issue a ticket to one creature within 5 feet of you. The next time that creature attempts to teleport, or travel to another plane within the next 8 hours, they instead arrive at a destination of your choice

- determined when you issue the ticket. This destination must be within the restrictions of the spell the creature casts. For instance, if you designate a location that is further than 30 feet from the target and they cast *misty step*, they would instead go to their intended destination.

- **Transfer Ticket:** As a reaction, when you see a creature within 30 feet of you begin to teleport or travel to another plane, you can present a transfer ticket. The creature must make a Wisdom Saving throw equal to your spell save DC or instead have its location changed to a location within 30 feet of its original position of your choosing.
- **Express Pass:** As a bonus action, you can present an express pass ticket, granting you or a creature you touch the ability to move without provoking opportunity attacks until the end of their next turn.

You can use each ticket one time. The tickets reappear in your Ticket Book after completing a long rest.

TICKET VALIDATION

Starting at 6th level, when you see an ally within 30 feet of you casting a spell, you can use your reaction and expend sorcery points up to a maximum of 5 to "punch their ticket". The spell they cast is treated as if it were cast using a spell slot of its original level plus the number of sorcery points you expended. This increased level only affects the determination of the spell's level for the purposes of *dispel magic* and *counterspell*. You can do so a number of times equal to half your proficiency bonus rounded down. You regain all uses of this ability upon completing a long rest.

TIMETABLE ADJUSTMENT

As the chaos of battle begins, you subtly manipulate the schedule of events, delaying or hastening a creature's turn. Beginning at 14th level, when combat starts, you can use your reaction to choose one creature and adjust its position in the initiative order. You can move the creature's position up or down a number of places equal to your Charisma modifier (minimum of 1). Once you use this feature, you can't do so again until you finish a long rest.

CONDUCTOR'S FINAL CALL

Beginning at 18th level you can, as an action, summon the ethereal form of the celestial train to barrel through the battlefield. Each creature in a 60-foot long, 10-foot wide line originating from you must make a Dexterity saving throw against your spell save DC. On a failed save, a creature takes

10d10 force damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. The spectral train then disappears. Once you use this feature, you can't do so again until you finish a long rest.

MAGIC ITEMS

MACHINEMASTER'S COMPASS

Wondrous item, rare

Fashioned by the visionary Alcryn Ivywood, this ornate compass is made of polished bronze and inlaid with intricate gold patterns. The compass is made of blue-tinged steel and appears to float in an oil-filled chamber.

The compass always points towards the nearest construct or mechanical device within 1,000 feet. If there are multiple devices, the needle vibrates and points in the direction of the largest device.

Additionally, as an action, the wielder can focus on the compass to detect malfunctioning or sabotaged machinery within a 30-foot radius. This ability reveals any traps, defects, or intentional tampering in the machinery.

CELESTIAL DIPLOMAT'S BADGE

Wondrous item, very rare (requires attunement)

This badge, crafted from radiant gold and adorned with symbols of unity and cooperation, is bestowed upon celestial diplomats serving the deities. As they travel the Immortal Interlink, seeking to build bridges between divine domains, this badge aids them in their diplomatic endeavors.

Voice of Understanding. The bearer can use the badge to cast the *tongues* spell at will, without expending a spell slot. However, this ability only allows them to speak and understand the languages of creatures with the Celestial, Fiend, Fey, or Construct types.

Blessing of Peace. If the bearer hasn't engaged in combat in the last 24 hours, they gain a +10 bonus to Charisma (Persuasion) checks. During this period of peace, they also do not provoke attacks of opportunity from any creature.