



IRON KINGDOMS®

# MYSTERIES OF THE MAIDEN

CYRISSIST OPTIONS  
FOR REQUIEM



## THE MAIDEN'S SERVANTS

In the years since Henge Hold, the Convergence of Cyriss has spread out, with several temple facilities becoming their own, self-governing bodies. Locations like the Temple of the Incomplete Axiom in northern Cygnar or the Great Dome of the Channels in Five Fingers have even gone so far as to reach out to the local governments. It is better, they believe, to allay any suspicions than to have their neighbors believe they intend to continue the violent path the larger Convergence previously followed.

They are not always welcomed with open arms. The Convergence was rightly seen by many as a dangerous organization, one that believed their service to the Maiden of Gears justified the means of their actions, and there are still those who bear bitter resentment of them. It was not so long ago that the clicking advance of a clockwork legion was the preamble to bloody conflict. It is not uncommon for those temples that reveal themselves to face violence, not from a nation's military but from the citizens who suffered losses to the cult's metal hands.

## CONVERGENCE WARCasters

Warcasters have always been a vital component of the Convergence of Cyriss and all of its splintered sects, as the faith eschews the false intelligence of conventional warjacks and its vectors can only operate under the direct command of a warcaster, and those vectors are critical for the defense of their temple facilities.

### CONVERGENCE WARCASTER FEATURES

#### Warcaster

##### Level

##### Features

1st	Expanded Spell List, Bonus Proficiency, Induct Focus, Vector Bond
6th	Focus Manipulation: Overshadow
10th	Focus Manipulation: Vector Attack
14th	Field Marshal: Celestial Harmony
18th	The Ticking Clock

Fortunately, many who manifest the warcaster talent are drawn to worship of the Clockwork Goddess, giving the sect and its offshoots access to warcasters far out of proportion to its numbers. Others have been recruited by cabals of specially trained priests operating among the fringe cults of Cyriss. On very rare occasions, a warcaster from the larger population is approached for recruitment, though the priests are careful to select only those not yet aware of their abilities and unaffiliated with any nation's military.

The sect spares nothing in training its warcasters. The role they fulfill is of critical importance, so this training is extensive and prolonged. Recruits must meticulously study the Nine Harmonics and the command of vectors, their highest priority being to attain mastery of the interface node. Sufficiently devout recruits are encouraged to join the clergy, where they may rise to positions of leadership, while others serve as soldiers and engineers instead.

Warcasters begin their time within the sect as soldiers of flesh and blood, but many eventually realize machine transcendence to live out their days commanding clockwork vessels. Fortunately, the warcaster talent survives the soul transfer intact, and some warcasters claim that being free of a mortal body grants them increased clarity of thought and special sympathy with the interface node.

## EXPANDED SPELL LIST

This subclass lets you choose from an expanded list of spells when you learn a warcaster spell. The following spells are added to the warcaster spell list for you. The names of new spells are set in bold.

## CONVERGENCE WARCASTER EXPANDED SPELLS

Spell Level	Spells
1st	<b>electrical charge, guiding bolt</b>
2nd	<b>dissolution bolt, magnetic hold</b>
3rd	<b>shrapnel swarm, tongues</b>
4th	<b>fabricate, reconstruction</b>
5th	<b>gear bombardment, razor wall</b>

## BONUS PROFICIENCIES

At 1st level, you gain proficiency with a mechanik's toolkit.

## INDUCT FOCUS

At 1st level, when one of your bonded vectors in your control range spends focus you allocated to it, you can choose another of your bonded vectors within 30 feet of it. The chosen vector gains that focus.

## VECTOR BOND

When you choose this tradition at 1st level, you refine your ability to bond with vectors. You can choose to replace your bond with a mechanikal weapon with a vector bond instead, which works as described in the Steamjack Bond feature.

Bonding with that vector does not count toward the total number of items to which you can be attuned. When you gain a level in this class, you can choose a new vector to

bond to. If you do so, the bond with your previously bonded vector is severed.

## FOCUS MANIPULATION: OVERSHADOW

At 6th level, you gain the ability to extend your control of the battlefield. During your turn, you can spend focus to increase your control range until the end of your next turn. Your control range increases by 10 feet per focus spent.

## FOCUS MANIPULATION: VECTOR ATTACK

Starting at 10th level, a bonded vector in your control range can spend 1 allocated focus point to attack twice instead of once whenever it takes the Attack action on its turn.

## FIELD MARSHAL: CELESTIAL HARMONY

At 14th level, you become able to use the induction nodes of your vectors to extend the reach of your spells. For 1 focus, each of your bonded vectors in your control range become channelers for your spells until the start of your next turn.

## THE TICKING CLOCK

At 18th level, every piece of your battlegroup becomes a cog in the complex machine that is your battlefield presence.

Vectors in your battlegroup gain 1 Convergent action. A Convergent action option can be used only at the end of another battlegroup vector's turn, and that vector cannot use Focus Manipulation. A vector regains its spent Convergent action at the start of its turn. To use a Convergent action, a vector must be in your control range.

A vector's Convergent action options are:

- *Attack.* The vector takes the Attack action.
- *Defend.* The vector takes the Dodge action.
- *Move.* The vector moves up to its speed.

## CLOCKWORK TRANSCENDENCE

One of the greatest miracles brought about by the Convergence is the ability to transfer the soul of a worshipper into an essence chamber, which can then power a mechanized body referred to as a clockwork vessel. This is seen as a sacred process and forms the afterlife for the most devoted worshippers of Cyriss. This knowledge was once exclusive to the Convergence of Cyriss, but in the aftermath of its fracture, it has been continued among the independent temples.

All those who are awakened aspire to become clockwork vessels, and nearly all can expect to achieve this state eventually. The priesthood insists it is to the betterment of the soul to live as long as possible before being transformed.

In most temples, clockwork members outnumber the living. They continue to contribute to the work of the temples and act as the soldiers of the sects.

It takes time to become accustomed to this mechanikal state, and military training accelerates familiarity. All clockwork vessels have formidable combat capabilities,

wielding advanced weaponry as well as being immune to pain, confident in the knowledge that even the destruction of their bodies is unlikely to be permanent.

## CLOCKWORK VESSELS

Some among the Convergence have had their essences transferred into machine bodies called clockwork vessels. Essence transference represents the best afterlife many in the Convergence can hope for, and they see their transference as bringing them one step closer to the goddess. Those who undergo this process become effectively immortal, no longer subject to the limitations of the flesh. They do not need to eat, breathe, or sleep. However, should the essence chamber ever be destroyed, the soul within will immediately vacate the machine body.

The process of having one's soul transferred into an essence chamber is permanent and results in the death of the physical body. However, transference of the essence chamber into a specific clockwork vessel is not permanent. A character may have the opportunity to have his essence transferred into other vessels. Experienced Convergence members may periodically transfer between different forms as required for work and battle. There are a wide variety of clockwork vessel configurations and customizations, although certain clockwork soldier types share a common form.

A clockwork vessel is powered by an essence chamber containing a soul. Without an essence chamber, a clockwork vessel cannon function and becomes inert. An essence chamber can subsist indefinitely outside of a clockwork vessel, but the soul contained within has no sensory apparatus or ability to move or act.

### GOING THROUGH TRANSCENDENCE

You can create a character in a clockwork vessel, but you might also want to play as a worshipper of Cyrris who grows into their transcendent form. If you choose to do so, replace your character's race with the clockwork vessel.

### CLOCKWORK VESSEL TRAITS

Your clockwork vessel has the following traits.

**Age.** Unless their essence chamber is destroyed, someone who has gone through clockwork transcendence is immortal.

**Creature Type.** You are a Construct.

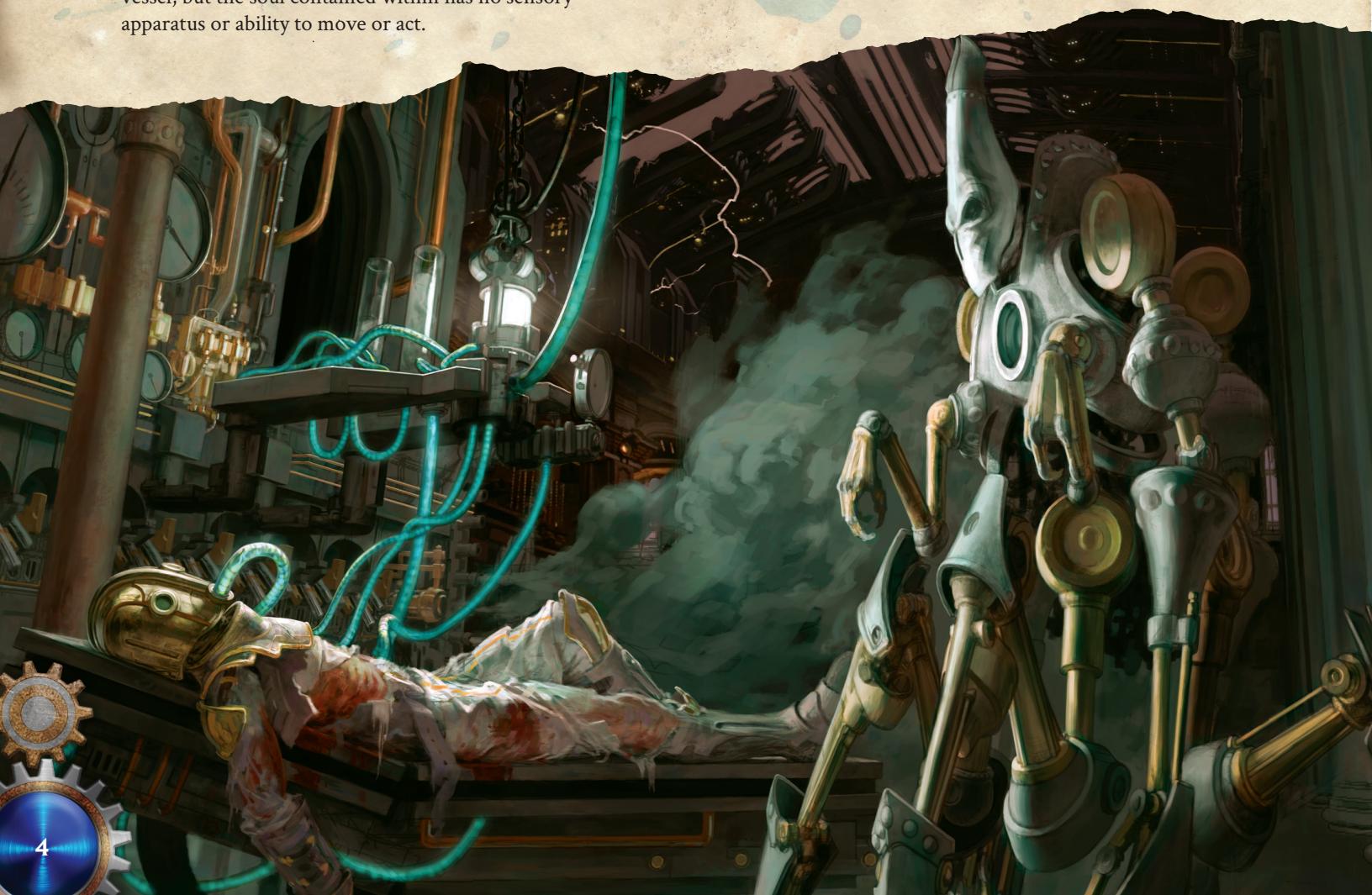
**Size.** Medium.

**Clockwork Transcendence.** If you replace a race with the Clockwork Vessel, you can keep the following elements of that race: any skill proficiencies you gained from it and any speed you gained from it.

If you don't keep any of those elements or choose to be a clockwork vessel at character creation, you are proficient in two skills of your choice.

**Essence Chamber.** Your soul is housed within an essence chamber. This vessel provides your clockwork vessel with power. As long as it is not destroyed, neither are you.

If you are reduced to 0 hit points, you take death saves as normal. If you fail 3 death saves, your essence chamber has been compromised, and your spirit passes on. Otherwise, your essence chamber is intact, and your body can either be repaired or your essence chamber can be placed in a new clockwork vessel. Repairing your body takes 8 hours of work





performed by another character proficient with tinker's tools or a mechanik's toolkit.

Commissioning a new clockwork vessel costs 1,000 gp. If you commission a new vessel, you can choose new upgrades for it appropriate for your level (see Vessel Upgrades).

**Mechanikal Nature.** You have resistance to poison damage and immunity to disease, and you have advantage on saving throws against being paralyzed or poisoned. You don't need to eat, drink, or breathe. You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in an inactive, motionless state, during which you retain consciousness.

**Specialized Design.** You gain one skill proficiency and one tool proficiency of your choice.

**Vessel Upgrades.** Your clockwork body has been altered to allow you to integrate certain upgrades. You choose one upgrade if you are at least 1st level and a second upgrade when you are at least 5th level.

At 1st level, choose one of the following options:

**Auxiliary Manipulator Arm.** This modification adds a smaller mechanical arm to the torso of your clockwork vessel. The manipulator arm can manipulate an object, open or close a door or container, pick up or set down a Tiny object, or wield a weapon that has the light property. Additionally, when you take the Use an Object action, you can interact with one additional item.

**Displacement Field Drive.** Your clockwork vessel has an integral displacement field drive enabling you to float above the ground. Moving through nonmagical difficult terrain doesn't cost you extra movement, and when you fall and aren't incapacitated, you can subtract up to 100 feet from the fall when calculating falling damage.

**Improved Stability.** Your clockwork body has four or more legs for increased stability. You gain immunity to the prone condition.

**Optical Enhancement.** Thanks to your clockwork nature, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

At 5th level, your ability to command a clockwork vessel evolves further, allowing you to integrate new functions. Choose one of the options you didn't take at 1st level or one of the following options:

**Angelic Ascendance.** You gain a flying speed equal to your walking speed.

**Aperture Beam.** When you take the Attack action on your turn, you can replace one of your attacks with a blast of magical energy in a 5-foot wide, 30-foot long line. Each creature in that area must make a Dexterity saving throw ( $DC = 8 + \text{your Constitution modifier} + \text{your proficiency bonus}$ ). On a failed save, the creature takes  $2d10$  radiant damage. On a successful save, it takes half as much damage. This damage increases by  $1d10$  when you reach 11th level ( $3d10$ ) and 17th level ( $4d10$ ).

You can use your aperture beam a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Arcane Field.** When you take damage, you can use the device to expend 1 or more charges and reduce the damage taken by an amount equal to  $1d6$  per each of the charges expended. The device has 5 charges and regains  $1d4+1$  charges at dawn. This damage reduction can't reduce the damage to less than 0.

If the device runs out of charges, it becomes inert until it is recharged. Recharging the device requires 8 hours of meditation.

**Hardened Case.** You gain resistance to bludgeoning, piercing, and slashing damage from weapon attacks that are not magical.

# NEW SPELLS

## DISSOLUTION BOLT

2nd-level evocation

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, R

**Duration:** Instantaneous

A bolt of energy streaks from your outstretched hand to a creature you can see. Make a ranged spell attack against the target. On a hit, the target takes 2d10 force damage. A creature hit by Dissolution Bolt cannot cast or channel spells for one round.

## ELECTRICAL CHARGE

1st-level evocation

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** R

**Duration:** Instantaneous

Electrical energy courses through your flesh. Your next melee attack this turn causes 1d10 extra lightning damage. A construct damaged by the attack this turn must make a Wisdom saving throw or become stunned until the end of its next turn.

## MAGNETIC HOLD

2nd-level transmutation

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, R

**Duration:** Concentration, up to 1 minute

You bind a creature with waves of magnetic force. The creature must make a Dexterity saving throw or suffer -2 AC and have its movement speed reduced to half. A construct creature makes this saving throw with disadvantage.

## RAZOR WALL

5th-level conjuration

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, R

**Duration:** Concentration, up to 1 minute

You create a wall of razor-sharp metal blades. The wall appears within range on a solid surface. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

Any creature attempting to move through the wall must succeed on a Dexterity saving throw or take 6d8 slashing damage. A creature can also use its action to make a Strength check against your spell save DC. On a success, the creature is able to push through the wall and take half-damage from the blades. A creature that ends its turn within 5 feet of the wall takes 2d8 slashing damage.

The wall provides three-quarters cover to creatures behind it, including yourself, and blocks line of sight. The wall cannot be easily destroyed and has an AC of 20 and 100 hit points.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for every level above 5th. Additionally, the wall gains an additional 20 hit points and its AC increases by 2 for each level above 5th.

## RECONSTRUCTION

4th-level transmutation

**Casting Time:** 1 action

**Range:** Self

**Components:** S, R

**Duration:** Instantaneous

Each construct creature in your control area regains 4d6 hit points.

## SHRAPNEL SWARM

3rd-level evocation

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** R

**Duration:** Instantaneous

You summon a whirling cloud of shrapnel in a 20-foot diameter, 20-foot tall cylinder centered on a point you can see within range. Each creature in the area must make a Dexterity saving throw, taking 4d6 piercing damage on a failed save or half as much damage on a successful one.



# NEW MECHANIKA

## AMBIENT ACCUMULATOR

The ambient accumulator is a special capacitor widely used by the Convergence of Cyriss. These accumulators are charged by the ambient energies given off by the temples of Cyriss. Within a 1 mile radius of a temple, these power sources are close to inexhaustible. Should an ambient accumulator lose its charge, it will be fully recharged after five hours of exposure to the ambient energy of a temple of Cyriss.

**Power Output:** 4

**Charges:** 16 (recharges after 5 hours within the confines of a Cyriss temple)

**Lifespan:** Inexhaustible within the confines of a Cyriss temple, 1 week outside of a temple



## CHARGED SPEAR

**Weapon (spear)**

**Rune Points 4, Capacitor (Ambient Accumulator)**

This short, two-pronged metal spear is a mechanikal weapon designed to deliver a nasty shock with every strike.

While it is charged, the spear requires 4 charges from



## TUNING STAFF

**Weapon (staff)**

**Rune Points 4, Capacitor (Ambient Accumulator)**

This complex mechanikal staff incorporates a suite of tools driven by an arcane motor powered by an ambient accumulator. The tip of the staff is set with an industrial torch capable of unleashing torrents of fire.



Capacitor	Crafting Time	Cost	Weight
Ambient Accumulator	2 weeks	175 gp	2 lb.

## DEDICATED MECHANIKA

Item	Cost	Weight
Charged Spear	785 gp	5 lb.
Tuning Kit	735 gp	12 lb.
Tuning Staff	1485 gp	6 lb.



its capacitor for 1 minute of operation. A creature hit by the spear takes an extra 1d8 lightning damage while it is operational. If the attack is a critical hit, a creature without immunity to lightning damage is also pushed 10 feet directly away and knocked prone.

## TUNING KIT

**Rune Points 1, Capacitor (Ambient Accumulator)**

This complex mechanikal device incorporates all the tools an optifex is likely to need to carry out his work. Its arcane motor drives a variety of saws, clamps, drills, and cutters. The tuning kit even has a small accumulator-powered torch for spot repairs. This torch is not strong enough to be used effectively as a weapon. This device is powered by an ambient accumulator.

The tuning kit functions as both a set of tinker's tools and a mechanik's toolkit. You can expend 1 charge from the tuning kit's capacitor and use a bonus action to cast *mending* or 4 charges from the capacitor and use an action to restore 2d8 hit points to a construct or object within 5 feet.

This mechanikal staff provides you with the following benefits:

- You can use an action and expend 2 charges from its capacitor to cast either *burning hands* or *heat metal*.
- You can use an action and expend 4 charges from its capacitor to restore 2d8 hit points to a construct or object within 5 feet.

# VECTORS

Refined over countless iterations and centuries of labor, the vectors developed by the Convergence of Cyriss are lethal marvels. While superficially similar to warjacks of the Iron Kingdoms, vectors lack the relative intelligence granted by a cortex. The Eighth Harmonic forbids the construction of machines with such a false consciousness, prompting the sect to develop an ingenious device: the interface node. This specially designed node in each vector allows the warcaster to infuse the masterwork machine with their personal skill, battle experience, and tactics. A vector is purely a clockwork extension of a warcaster's will, driven only by the needs of the warcaster who controls it.

Lacking the ability to process information independently, a vector cannot function without the direct attention of a warcaster. Without this attention, a vector becomes inert, like a watch with its springs wound down. This limits the sect's ability to use vectors in smaller engagements and in the defense of secondary structures, causing it to rely more heavily on other resources to fill those roles.

Vectors are highly mobile and versatile weapon platforms, each equipped with a displacement field generator that partially negates its considerable weight. Vectors move across a battlefield on multiple legs, and this displacement field grants them additional stability.

Vectors do not rely on crude fuel like the warjacks of the Iron Kingdoms. Instead, a vector draws power from a complex infrastructure put in place by worshippers of the Maiden of Gears. Based on the collection of geomantic energy, the sect's temple facilities broadcast a voltaic field of alternating current that can extend for miles. A vector within this field can operate continuously, and even beyond a temple's range its capacitors drain slowly, giving a vector a prolonged operational lifespan relative to a traditional 'jack.

Though this voltaic energy powers a vector's motive system and major weapons, the vectors utilize simpler power sources for many other applications. The complex weapon systems employed by many vectors, for instance, rely on potential energy stored in simple coils and springs.

## CONSTRUCTING VECTORS AND SERVITORS

Vectors and servitors are not common and are almost never available for sale. They were constructed in the temples of Cyriss by devoted priests or in the workshops of independent Cyrissists.

For the purpose of crafting times, use the following costs to determine the time and resources needed to manufacture vectors and servitors.

**Servitors:** 100 gp

**Galvanizer Chassis:** 5,500 gp

**Inverter Chassis:** 9,000 gp

## INTERFACE NODE

Vectors do not have a cortex and do not burn coal. In place of a cortex, vectors have an interface node that allows them to become an extension of a Cyrissist warcaster's will. Because they do not have a cortex, vectors lack artificial intelligence and never possess personality quirks. The interface node functions identically to a cortex for the purposes of allocating and spending focus. An interface node can be assigned 3 focus points.

Because an interface node is not a cortex, vectors are immune to effects that cause a warjack to suffer damage directly to its cortex or that require a warjack to have a functional cortex.

Vectors do not have the ability to process information on their own and cannot operate without the direct attention of a warcaster. Unless a vector is within the control range of its bonded warcaster, it is inert and cannot take actions.

The vector's proficiency bonus is equal to the proficiency bonus of its bonded warcaster.

Additionally, vectors never develop imprints or gain proficiencies.



## GALVANIZER CHASSIS

**Height/Weight:** 7'4" / 1.9 tons

**Initial Service Date:** 339 AR

The Galvanizer is the Convergence's main light vector chassis. Its variants include the Diffuser and Mitigator, each with a unique weapon system.

**Diffuser.** The Diffuser is equipped with a Ripspike launcher.

**Galvanizer.** The Galvanizer is equipped with a circular saw and field repair array.

**Mitigator.** The Mitigator is equipped with a razor bola weapon system.



## GALVANIZER CHASSIS

Large construct, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 42 (5d10 + 15)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	17 (+3)	0 (-5)	0 (-5)	0 (-5)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison, psychic

**Condition Immunities** charmed, frightened, paralyzed, petrified, poisoned, prone, unconscious

**Senses** blindsight 60 ft., passive Perception 10

**Languages** —

**Challenge** —

## INVERTER CHASSIS

**Height/Weight:** 11' 8" / 9.2 tons

**Initial Service Date:** 402 AR

The obsessive engineers of the Convergence have adapted the Inverter heavy vector chassis to fulfill many different battlefield roles. Its variants include the Cipher and Monitor.

## INVERTER CHASSIS

Large construct (vector), unaligned

**Armor Class** 18 (natural armor)

**Hit Points** 84 (8d10 + 40)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	0 (-5)	0 (-5)	0 (-5)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison, psychic

**Condition Immunities** charmed, frightened, paralyzed, petrified, poisoned, prone, unconscious

**Senses** darkvision 60 ft., passive Perception 5

**Languages** —

**Challenge** —

**Ambient Accumulator.** While it is within 1 mile of a Cyrris facility, a galvanizer is immune to exhaustion. Beyond the facility, it gains a level of exhaustion at the end of every 24-hour period. A galvanizer removes one level of exhaustion for every hour spent in a Cyrris facility.

**Heavy Metal.** The vector's attacks are magical for the purpose of overcoming resistances and immunity to nonmagical attacks for steamjacks, colossals, and warbeasts.

**Puppeteered.** A vector has no mind of its own. When it is not in the control range of a bonded warcaster, a vector is incapacitated. When under a warcaster's control, the vector uses its warcaster's ability modifier for Intelligence, Wisdom, and Charisma in place of its own, and uses its warcaster's proficiency bonus.

### ACTIONS

**Multiattack.** The vector makes as many attacks as you are able to.

**Slam.** Melee Weapon Attack: 2 + Proficiency Bonus to hit, reach 10 ft., one target. Hit: 18 (1d8 + 2) bludgeoning damage.

**Cipher.** The Cipher is equipped with a servipod mortar and dual piston spikes.

**Inverter.** The Inverter is equipped with a macropummeler and meteor hammer.

**Monitor.** The Monitor is equipped with an ellipsaw flinger and optical array.

**Ambient Accumulator.** While it is within 1 mile of a Cyrris facility, a vector is immune to exhaustion. Beyond the facility, it gains a level of exhaustion at the end of every 24-hour period. A vector removes one level of exhaustion for every hour spent in a Cyrris facility.

**Heavy Metal.** The vector's attacks are magical for the purpose of overcoming resistances and immunity to nonmagical attacks for steamjacks, colossals, and warbeasts.

**Puppeteered.** A vector has no mind of its own. When it is not in the control range of a bonded warcaster, a vector is incapacitated. When under a warcaster's control, the vector uses its warcaster's ability modifier for Intelligence, Wisdom, and Charisma in place of its own, and uses its warcaster's proficiency bonus.

### ACTIONS

**Multiattack.** The vector makes as many attacks as you are able to.

**Slam.** Melee Weapon Attack: 5 + Proficiency Bonus to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.

# VECTOR WEAPONS

**Circular Saw.** This is a rotating saw designed to cut through iron and steel.

**Ellipsaw Flinger.** This weapon hurls spinning saw blades at tremendous speed. Each blade is able to alter its axis of rotation in flight due to a customized series of internal accelerator wheels, enabling the blades to strike targets at all angles of vulnerability.

**Macropummeler.** An undeniably brutal weapon, the macropummeler hits with staggering impact that sends targets tumbling. After a strike, heavy gears slowly reset the weapon to deliver another ferocious blow. When you use an action, bonus action, or reaction to attack with a macropummeler, you can make only one attack regardless of the number of attacks you can normally make.

**Meteor Hammer.** A meteor hammer is a heavy weight attached to a carefully constructed flexible linkage, able to bring down devastating blows on a target.

**Piston Spike.** The piston spike is a tempered, conical spike used to pierce armor.

**Razor Bola.** Propelled by a sophisticated hurlon chamber, the razor bola is a high-speed, razor-sharp weapon that envelops targets in a brutal web of steel upon impact. When an attack with the razor bola hits, creatures in the AOE must make a DC 14 Dexterity saving throw or be knocked prone and restrained until the start of the vector's next turn.

**Ripspike Launcher.** The ripspike launcher is a channel-catapult powered by a high-tension spring. Each spike

has tiny fins mounted on it to adjust the spike's trajectory in flight. A ripspike projectile also functions as a beacon, sending targeting data to other vectors, clockwork vessels, and priests to facilitate termination of the target. After being hit by the ripspike, any attack roll against that creature or object has advantage if the attacker can see it, until the start of the vector's next turn.

**Servipod Mortar.** Every shot from a servipod mortar discharges seven miniature servitors that disperse in flight for maximum coverage. Specialized servipods such as blasting servipods tear through lightly armored enemies; lumichem servipods tag enemies with the same chemicals used by attunement servitors; and tunneling servipods burrow into the earth before releasing a charge that ruptures level ground with treacherous sinkholes.

- **Blasting.** This is the default servipod attack.
- **Lumichem.** This attack does no damage, but covers creatures in the AOE in lumichem. All attack rolls against creatures covered in lumichem are made with advantage. A creature can remove lumichem with an action.
- **Tunneling.** This attack does no damage, but the area of the AOE becomes difficult terrain.

**Spring-Spike Fist.** The spring-spike fist is a powerful spring-actuated spike integrated into the Monitor's hand, backed by a counter-recoil mechanism that captures excess force to reseat the weapon after use. Each time a vector attacks with this weapon, it can make another attack against the same target as a bonus action.

## MELEE VECTOR WEAPONS

Weapon	Cost	Damage	Weight	Properties
Circular Saw	75 gp	2d6 slashing	25 lb.	—
Macropummeler	450 gp	3d12 bludgeoning	75 lb.	Special
Meteor Hammer	275 gp	2d10 bludgeoning	50 lb.	Reach
Piston Spike	90 gp	2d10 piercing	30 lb.	—
Spring-Spike Fist	120 gp	2d6 piercing	30 lb.	Special

## RANGED VECTOR WEAPONS

Weapon	Cost	Damage	Weight	Properties
Ellipsaw Flinger	210 gp	2d12 slashing	50 lb.	Ammunition (range 60/240 ft), loading, special
Razor Bola	160 gp	2d8 slashing	50 lb.	AOE (10), ammunition (range 60/240 ft), loading, special
Ripspike Launcher	175 gp	2d8 piercing	50 lb.	Ammunition (range 60/240 ft), loading, special
Servipod Mortar	300 gp	3d10 bludgeoning	65 lb.	AOE (20), ammunition (range 100/300 ft), loading, special

# VECTOR GEAR

**Arcane Repeater.** An arcane repeater is a complex piece of mechanika that extends the reach of a vector's controller. While a warcaster is bonded to a vector with an arcane repeater and is within 30 feet of it, the warcaster's control range increases by 10 feet plus 10 additional feet for each focus currently on it.

**Field Repair Array.** The field repair array allows a vector to restore damaged vectors to fighting condition. The array is strong enough to remove dented plating from a heavy vector yet dexterous enough to delicately handle an injured vessel's essence chamber. As an action, a vector equipped with a field repair array can restore 2d10 hit points to a construct or object within 5 feet.

**Optical Array.** An optical array shuffles rapidly through an assemblage of lenses, each calibrated or alchemically treated to pierce the most sophisticated physical or arcane defense. A vector with an optical array ignores light and heavy obscurement.

VECTOR GEAR		
Item	Cost	Weight
Arcane Repeater	250 gp	5 lb.
Field Repair Array	350 gp	12 lb.
Optical Array	350 gp	—



## LEGAL INFORMATION

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