

## Mechanic (*Artificer*)

Mechanic Artificers have dedicated themselves to a particular project, one they devote their journeys as Artificers towards. Many of the more advanced Mechanics work towards creating life artificially, while the general Mechanic focuses on a less complicated project. The most common project (which says very little, as Mechanics are very rare in and of themselves) is the M.A.T.T.—a vehicle that a Mechanic will continue working on throughout their life, always seeking to improve it. Short for Mechanized Assault and Transportation Tool, each M.A.T.T. is unique to its Mechanic, although most share the same basic design principles—protect the Mechanic and assist in endeavors they would normally find difficult or tedious. A new M.A.T.T. is typically as lifeless as a cart or a boat, but it is heavily mechanized in order to be a useful tool; over time, it is given some basic intelligence and programmed to handle a variety of commands, becoming an even more useful tool. Each Mechanic designs their M.A.T.T. to look and work how they want it to—whether it is a human-shaped exo-suit, a mechanized carriage with armor plating, or a (mostly) floating ball of whirling blades and spindly, stabilizing legs; its design is yours alone..

### Tool Proficiency

At 3rd level, you gain proficiency with smith's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Additionally, you can add twice your proficiency bonus to any ability check you make that is related to vehicles, as you have studied the intricate details of even obscure vehicles in your quest to create and improve one for yourself.

### Mechanized Assault and Transportation Tool

At 3rd level, after countless hours tinkering with your project, your Mechanized Assault and Transportation Tool has come online. It lacks autonomy and can only be operated by a rider who must first synchronize with the M.A.T.T. as an action and must maintain concentration on the connection, as though it were a spell, for as long as the two are synced. A creature can only qualify to sync with the M.A.T.T. if it is capable of speaking at least one language that the M.A.T.T. can understand, has an intelligence of at least 4, and is considered friendly to the Mechanic who created it. Approval can be given or taken away as a reaction; an approved creature can sync with the M.A.T.T., regardless of if it meets the qualifications normally; friendly creatures are assumed to have approval, unless otherwise noted by the Mechanic. When a synced operator loses approval or is removed from the vehicle, the sync between the two is broken. A M.A.T.T. can only have one synced operator at a time; a synced operator can desync at any time, no action required.

A M.A.T.T. counts as both a vehicle and a construct; any effect or feature pertaining to either will have an effect on it. The M.A.T.T. also cannot concentrate on any effects.

A synced operator occupies the same space as the M.A.T.T. and has three-quarters cover. The operator can switch between using their own senses and using the senses of the M.A.T.T. as a bonus action; when viewing through the senses of the M.A.T.T., an operator sees through darkness in shades of black and white. When the M.A.T.T. takes damage, the synced operator receives half of that damage, rounded down, as the M.A.T.T. is attuned to your nature. It obeys the commands of its synced operator. A synced operator can apply a bonus equal to your Intelligence modifier to any ability check or saving throw.

against effects that force the target to change location. See this creature's game statistics in the Mechanized Assault and Transportation Tool stat block, which uses your proficiency bonus (PB) and Intelligence modifier in several places. You determine the vehicle's appearance entirely, although it must rely on the ground for transportation; your choice has no effect on its game statistics and cannot give it a flying or swimming speed. The M.A.T.T. has disadvantage on stealth checks.

In combat, the M.A.T.T. shares your initiative count, unless another creature is synced to it; when the M.A.T.T. is synced to an operator, it shares its operator's initiative instead. It takes its turn at the same time as its operator—without an operator, it cannot take actions, reactions, or move. When synced, an operator is considered grappled by the M.A.T.T. and moves with it. A synced operator can communicate telepathically with the M.A.T.T. to command it. The operator assumes control of the M.A.T.T. and can use any features in its stat block that are operable; actions require the operator to use their action, reactions require the operator's reaction, and so on. The M.A.T.T. can also utilize any of the normal actions given to players, such as the Dodge Action. If the operator becomes incapacitated, the M.A.T.T. is considered unconscious, and the sync is broken with its operator. Syncing with an operator removes the M.A.T.T.'s unconscious condition.

If the M.A.T.T. is synced with the Mechanic who created it, it shares any buffs—including damage buffs—with its operator; the M.A.T.T. can receive any buff applied to its operator, and the operator can receive buffs applied to the vehicle. For buffs that require weapon attacks, the M.A.T.T. counts as a simple melee weapon with no weapon traits and a cost of 0 gp; Slam and Magic Cannon are considered weapon attacks for the purposes of features and spells, like *haste*. This transference does not work for temporary hit points, and any buffs on both targets end for both if one of the targets loses their buff or if the sync is broken. If the M.A.T.T. is synced with anyone other than its Mechanic, it does not share its buffs with its operator, nor does its Mechanic benefit.

If the *mending* spell is cast on it, it regains 1d6 + the caster's Intelligence modifier hit points. You can also expend a spell slot and use your smith's tools to restore hit points as an action as long as you are within 5 feet; it receives 1d8 + your Intelligence modifier hit points, plus an additional 1d8 hit points for each level of the slot expended. If it reaches 0 hit points, it does not make death saving throws—it is considered dead. Restoring hit points returns the M.A.T.T. to life, with its current hit points set to however many hit points it regained.

Over the course of a short rest, you can use your smith's tools to repair your M.A.T.T. and still benefit from the effects of a short rest. The M.A.T.T. can regain a number of hit points equal to half its hit point maximum in this way. During a long rest, you can spend some of your time repairing the M.A.T.T.; its hit points are replenished to full at the end of the rest. You can still benefit from a long rest during this process, as you are used to staying up, working on your vehicle. Any time you work on or repair your M.A.T.T., you may make alterations to the design. If you die or travel to a different plane of existence, the M.A.T.T. ceases to function after one minute, as your essence is required for it to function. If you return during this minute, the M.A.T.T. continues to function; if you do not, it drops to 0 hit points and remains at 0 until you return and restore hit points to it yourself.

## ***M.A.T.T. 1.0***

*3rd-level Mechanic feature*

## MECHANIZED ASSAULT AND TRANSPORTATION TOOL

*Large construct*

**Armor Class** 10 + PB + your Intelligence modifier (natural armor)

**Hit Points** your Intelligence modifier + five times your artificer level

**Speed** 30 ft.

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

**Saving Throws** STR +3 plus PB, CON +3 plus PB

**Skills** Athletics +3 plus PB, Intimidation +3 plus PB

**Damage Immunities** poison, psychic

**Condition Immunities** charmed, exhaustion, poisoned, frightened

**Senses** darkvision 60 ft., passive Perception 10 + your Intelligence modifier

**Languages** understands the languages you speak, but cannot speak

**Carrying Capacity** can carry up to 500 pounds and push, pull, or drag up to 1000

**Challenge** 1/2 your Artificer level, rounded up

**Proficiency Bonus (PB)** equals your bonus

**Idle.** The M.A.T.T. can't take actions, reactions, or move without directions from a synced operator.

**Magic-Infused Nature.** The M.A.T.T. utilizes its synced operator's magic in order to function at its full potential. If the operator does not have the Spellcasting or Pact Magic features and can cast no spells of any level, or if the M.A.T.T. is in an *antimagic field* or is targeted by *dispel magic* or a similar effect, its movement speed is reduced to 15 ft. and it cannot use its Magic Cannon ability.

**Magic Cannon.** The M.A.T.T. can channel the synced operator's magic into a ranged attack as an action. When you do so, you can expend a spell slot of at least 1st level to increase the damage. For every level of spell slot consumed, you may add a d8 to the damage roll (1 d8 for a 1st level slot, 2d8 for 2nd, and so on). Spell slots above 5th level do not confer additional damage dice, but they can still be expended to confer 5th-level damage.

### Actions

**Slam.** *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target you can see. *Hit:* 1d8 + 3 + your Intelligence modifier bludgeoning damage.

**Magic Cannon.** *Ranged Weapon Attack:* your spell attack modifier to hit, reach 30/60 ft., one target you can see. *Hit:* 1d4 + your Intelligence Modifier + 1d8 (per level of expended slot) force damage.

### Reaction

**Opportunity Attack.** The M.A.T.T. can make a Slam attack in response to a fleeing enemy before they leave its reach.

## MECHANIZED ASSAULT AND TRANSPORTATION TOOL

*Large construct*

**Armor Class** 10 + PB + your Intelligence modifier (natural armor)

**Hit Points** your Intelligence modifier + five times your artificer level

**Speed** 30 ft.

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

**Saving Throws** STR +3 plus PB, CON +3 plus PB

**Skills** **Athletics** +3 plus PB, **Intimidation** +3 plus PB

**Damage Immunities** poison, psychic

**Condition Immunities** **charmed**, **exhaustion**, **poisoned**, **frightened**

**Senses** **darkvision** 60 ft., passive Perception 10 + your Intelligence modifier

**Languages** understands the languages you speak, but cannot speak

**Carrying Capacity** can carry up to 500 pounds and push, pull, or drag up to 1000

**Challenge** 1/2 your Artificer level, rounded up

**Proficiency Bonus (PB)** equals your proficiency bonus

**Idle.** The M.A.T.T. can't take actions, reactions, or move without directions from a synced operator.

**Magic-Infused Nature.** The M.A.T.T. utilizes its synced operator's magic in order to function at its full potential. If the operator does not have the Spellcasting or Pact Magic features and can cast no spells of any level, or if the M.A.T.T. is in an **antimagic field** or is targeted by **dispel magic** or a similar effect, its movement speed is reduced to 15 ft. and it cannot use its Magic Cannon ability.

**Magic Cannon.** The M.A.T.T. can channel the synced operator's magic into a ranged attack as an action. When you do so, you can expend a spell slot of at least 1st level to increase the damage. For every level of spell slot consumed, you may add a d8 to the damage roll (1d8 for a 1st level slot, 2d8 for 2nd, and so on). Spell slots above 5th level do not confer additional damage dice, but they can still be expended to confer 5th-level damage.

### Actions

**Slam.** *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target you can see. *Hit:* 1d8 + 3 + your Intelligence modifier bludgeoning damage.

**Magic Cannon.** *Ranged Weapon Attack:* your spell attack modifier to hit, reach 30/60 ft., one target you can see. *Hit:* 1d4 + your Intelligence Modifier + 1d8 (per level of expended slot) force damage.

### Reaction

**Opportunity Attack.** The M.A.T.T. can make a Slam attack in response to a fleeing enemy before they leave its reach.

## Magical Improvements

At 5th level, you gain access to a storage bag, similar to a *bag of holding*. As an action, you can shrink your M.A.T.T. into the bag; the M.A.T.T. is the only thing that can be placed inside the bag, and it cannot be used to store anything else. In a space where there is enough room for your M.A.T.T., you can use an action to retrieve the vehicle from your bag, expanding it to full size again. If the bag is destroyed or misplaced, you can recreate it over a short or long rest, provided you have a non-magical bag to convert into your storage bag; if the bag has your M.A.T.T. in it and is destroyed in a location the M.A.T.T. is too large for, it stays within the bag. Replacing your bag destroys the previous one and summons your M.A.T.T. at its current hit points into the bag, regardless of where you or your M.A.T.T. are.

Additionally, your M.A.T.T.'s attacks now count as magical for the purpose of overcoming resistances and immunities to nonmagical bludgeoning, piercing, and slashing damage.

Your M.A.T.T. has seen some improvements—it now uses the following stat block, instead of its previous one.

### ***M.A.T.T. 1.5***

You have made some improvements and modifications to your Mechanized Assault and Transportation Tool:

## **MECHANIZED ASSAULT AND TRANSPORTATION TOOL V1.5**

*Large construct*

**Armor Class** 10 + PB + your Intelligence modifier (natural armor)

**Hit Points** your Intelligence modifier + six times your artificer level + your PB

**Speed** 30 ft.

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
18(+4)	14(+2)	18(+4)	5(-3)	5(-3)	5(-3)

**Saving Throws** STR +4 plus PB, CON +4 plus PB

**Skills** Athletics +4 plus PB, Intimidation +4 plus PB

**Damage Immunities** poison, psychic

**Condition Immunities** charmed, exhaustion, poisoned, frightened

**Senses** darkvision 60 ft., passive Perception 10 + your Intelligence modifier

**Languages** understands the languages you speak, but cannot speak

**Carrying Capacity** can carry up to 600 pounds and push, pull, or drag up to 1200

**Challenge** 1/2 your Artificer level, rounded up

**Proficiency Bonus (PB)** equals your bonus

**Idle.** The M.A.T.T. can't take actions, reactions, or move without directions from a synced operator.

**Magic-Infused Nature.** The M.A.T.T. utilizes its synced operator's magic in order to function at its full potential. If the operator does not have the Spellcasting or Pact Magic features and can cast no spells of any level, or if the M.A.T.T. is in an *antimagic field* or is targeted by *dispel magic* or a similar effect, its movement speed is reduced to 15 ft., and it cannot use its Magic Cannon ability.

**Magic Cannon.** The M.A.T.T. can channel the synced operator's magic into a ranged attack as an action. When you do so, you can expend a spell slot of at least 1st level to increase the damage. For every level of spell slot consumed, you may add a d8 to the damage roll (1 d8 for a 1st level slot, 2d8 for 2nd, and so on). Spell slots above 5th level do not confer additional damage dice, but they can still be expended to confer 5th-level damage.

## Actions

**Multiattack.** The M.A.T.T. makes two attacks, consisting of any combination of the Slam, Magic Cannon, and Grappling Hook actions.

**Slam.** *Melee Weapon Attack:* 1 + your spell attack modifier to hit, reach 5 ft., one target you can see. *Hit:* 1d8 + 4 + your Intelligence modifier bludgeoning damage.

**Magic Cannon.** *Ranged Weapon Attack:* your spell attack modifier to hit, reach 60/120 ft., one target you can see. *Hit:* 1d6 + your Intelligence Modifier + 1d8 (per level of expended slot) force damage.

**Grappling Hook.** *Ranged Weapon Attack:* your spell attack modifier to hit, reach 20/30 ft., one target you can see. *Hit:* 1d4 + 2 piercing damage, and the target must make a Strength saving throw (DC 8 + PB + the M.A.T.T.'s strength modifier) or be pulled up to 30 feet towards the M.A.T.T.; a pulled creature is considered grappled and can make a Strength saving throw against your spell save DC to escape as an action on their turn. The M.A.T.T. can only grapple one target with its hook at a time.

## Reaction

**Opportunity Attack.** The M.A.T.T. can make a Slam attack or Grappling Hook attack in response to a fleeing enemy within 5 ft.; a Grappling Hook opportunity attack is made at disadvantage, regardless of the distance.

## MECHANIZED ASSAULT AND TRANSPORTATION

### TOOL V1.5

*Large construct*

**Armor Class** 10 + PB + your Intelligence modifier (natural armor)

**Hit Points** your Intelligence modifier + six times your artificer level + your PB

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	5 (-3)	5 (-3)

**Saving Throws** STR +4 plus PB, CON +4 plus PB

**Skills** **Athletics** +4 plus PB, **Intimidation** +4 plus PB

**Damage Immunities** poison, psychic

**Condition Immunities** **charmed**, **exhaustion**, **poisoned**, **frightened**

**Senses** **darkvision** 60 ft., passive Perception 10 + your Intelligence modifier

**Languages** understands the languages you speak, but cannot speak

**Carrying Capacity** can carry up to 600 pounds and push, pull, or drag up to 1200

**Challenge** 1/2 your Artificer level, rounded up

**Proficiency Bonus (PB)** equals your proficiency bonus

**Idle.** The M.A.T.T. can't take actions, reactions, or move without directions from a synced operator.

**Magic-Infused Nature.** The M.A.T.T. utilizes its synced operator's magic in order to function at its full potential. If the operator does not have the Spellcasting or Pact Magic features and can cast no spells of any level, or if the M.A.T.T.

is in an **antimagic field** or is targeted by **dispel magic** or a similar effect, its movement speed is reduced to 15 ft., and it cannot use its Magic Cannon ability.

**Magic Cannon.** The M.A.T.T. can channel the synced operator's magic into a ranged attack as an action. When you do so, you can expend a spell slot of at least 1st level to increase the damage. For every level of spell slot consumed, you may add a d8 to the damage roll (1d8 for a 1st level slot, 2d8 for 2nd, and so on). Spell slots above 5th level do not confer additional damage dice, but they can still be expended to confer 5th-level damage.

### Actions

**Multiattack.** The M.A.T.T. makes two attacks, consisting of any combination of the Slam, Magic Cannon, and Grappling Hook actions.

**Slam.** *Melee Weapon Attack:* 1 + your spell attack modifier to hit, reach 5 ft., one target you can see. *Hit:* 1d8 + 4 + your Intelligence modifier bludgeoning damage.

**Magic Cannon.** *Ranged Weapon Attack:* your spell attack modifier to hit, reach 60/120 ft., one target you can see. *Hit:* 1d6 + your Intelligence Modifier + 1d8 (per level of expended slot) force damage.

**Grappling Hook.** *Ranged Weapon Attack:* your spell attack modifier to hit, reach 20/30 ft., one target you can see. *Hit:* 1d4 + 2 piercing damage, and the target must make a Strength saving throw (DC 8 + PB + the M.A.T.T.'s strength modifier) or be pulled up to 30 feet towards the M.A.T.T.; a pulled creature is considered **grappled** and can make a Strength saving throw against your spell save DC to escape as an action on their turn. The M.A.T.T. can only grapple one target with its hook at a time.

### Reaction

**Opportunity Attack.** The M.A.T.T. can make a Slam attack or Grappling Hook attack in response to a fleeing enemy within 5 ft.; a Grappling Hook opportunity attack is made at disadvantage, regardless of the distance.

## M.A.T.T. Overhaul

At 9th level, you have made a series of improvements to your M.A.T.T., primarily involving a variety of new tools and options for use and some upgrades to its core statistics. You now use the following stat block, instead of the previous ones.

## M.A.T.T. 2.0

You have made some significant improvements and additions to your Mechanized Assault and Transportation Tool:

### MECHANIZED ASSAULT AND TRANSPORTATION TOOL V2.0

*Large construct*

**Armor Class** 10 + PB + your Intelligence modifier (natural armor)

**Hit Points** your Intelligence modifier + seven times your artificer level + your PB

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	16(+3)	20(+5)	6(-2)	6(-2)	6(-2)

**Saving Throws** STR +6 plus PB, CON +5 plus PB

**Skills** Athletics +6 plus PB, Intimidation +6 plus PB

**Damage Immunities** poison, psychic

**Condition Immunities** charmed, exhaustion, poisoned, frightened

**Senses** darkvision 90 ft., passive Perception 10 + your Intelligence modifier

**Languages** understands the languages you speak, but cannot speak

**Carrying Capacity** can carry up to 700 pounds and push, pull, or drag up to 1400

**Challenge** 2/3 your Artificer level, rounded up

**Proficiency Bonus (PB)** equals your bonus

**Idle.** The M.A.T.T. can't take actions, reactions, or move without directions from a synced operator.

**Magic-Infused Nature.** The M.A.T.T. utilizes its synced operator's magic in order to function at its full potential. If the operator does not have the Spellcasting or Pact Magic features and can cast no spells of any level, or if the M.A.T.T. is in an *antimagic field* or is targeted by *dispel magic* or a similar effect, its movement speed is reduced to 15 ft., and it cannot use its Magic Cannon ability.

**Transformative Resistance.** The M.A.T.T. and its synced operator have advantage on saving throws against magic that would alter the form of one or both creatures against their will. This advantage is only granted while the M.A.T.T. is synced with an operator.

**Magic Cannon.** The M.A.T.T. can channel the synced operator's magic into a ranged attack as an action. When you do so, you can expend a spell slot of at least 1st level to increase the damage. For every level of spell slot consumed, you may add a d8 to the damage roll (1 d8 for a 1st level slot, 2d8 for 2nd, and so on). Spell slots above 5th level do not confer additional damage dice, but they can still be expended to confer 5th-level damage.



## Actions

**Multiattack.** The M.A.T.T. makes two attacks, consisting of any combination of the Slam, Magic Cannon, Grappling Hook, Net, and Grease Bomb actions.

**Slam.** *Melee Weapon Attack:* 2 + your spell attack modifier to hit, reach 5 ft., one target you can see. *Hit:* 1d8 + 6 + your Intelligence modifier bludgeoning damage.

**Magic Cannon.** *Ranged Weapon Attack:* 1 + your spell attack modifier to hit, reach 60/120 ft., one target you can see. *Hit:* 1d6 + your Intelligence Modifier + 1d8 (per level of expended slot) force damage.

**Grappling Hook.** *Ranged Weapon Attack:* 1 + your spell attack modifier to hit, reach 30/60 ft., one target you can see. *Hit:* 1d4 + 3 piercing damage, and the target must make a Strength saving throw (DC 8 + PB + the M.A.T.T.'s strength modifier) or be pulled up to 60 feet towards the M.A.T.T.; a pulled creature is considered grappled and can make a Strength saving throw against your spell save DC to escape as an action on their turn. The M.A.T.T. can only grapple one target with its hook at a time.

**Net.** *Ranged Weapon Attack:* your spell attack modifier to hit, reach 20/30 ft., one target you can see. *Hit:* A target hit by the net is considered restrained. As an action on their turn, a target restrained in this way can use their action to remove the net by making a strength check against your spell save or by dealing 10 slashing damage to the net (attacks against the net automatically hit).

**Grease Bomb (Recharge 5-6).** The M.A.T.T. launches a blob of grease towards a spot on the ground within 30 feet. The grease covers a circle on the ground with a radius of 15 feet, making the area difficult terrain. When the grease lands on the ground, any creature within the radius must succeed on a Dexterity saving throw against your spell save DC or be knocked prone, and any creature who enters the area or ends its turn there must also succeed on a Dexterity saving throw or be knocked prone. The grease disappears after one minute. If the grease is set on fire, any creature that starts its turn in or enters into the area takes 2d6 fire damage.

**Elemental Blast (Recharge 5-6, PB/Day).** The M.A.T.T. fires an elemental blast; you pick the type when you make the attack, but you can pick a different type whenever you make this attack. A creature within the area must make a Dexterity saving throw against your spell save DC or take 8d6 damage of the appropriate type; a creature who succeeds on the roll takes only half damage. You have the following choices available to you:

**Acid:** The M.A.T.T. targets a point up to 40 feet away and launches a ball of acid that explodes and deals acid damage to creatures within 20 feet of the point.

**Fire:** The M.A.T.T. deals fire damage in a 25-foot cone in front of it. Flammable objects within the area that are not worn or carried catch fire.

**Lightning:** The M.A.T.T. deals lightning damage in a line that is 120 feet long and 5 feet wide. Flammable objects within the area that are not worn or carried catch fire.

## Bonus Action

**Empowered Strike (PB/Day).** The M.A.T.T. can charge up energy and unleash it in a single attack. When you use this bonus action, you can only use your action for one of the following choices:

*Empowered Slam:* The M.A.T.T. gathers energy for a few moments and uses it to slam an enemy you can see within 5 ft. at maximum strength. *Melee weapon attack:* 2 + your spell attack modifier to hit. *Hit:* 4d8 + 24 bludgeoning damage, and the target must make a Strength saving throw (DC 8 + PB + the M.A.T.T.'s Strength modifier); on a fail, they are knocked prone.

*Empowered Magic Cannon:* The M.A.T.T. gathers energy into its Magic Cannon and aims it at a point within 90 feet. Any creature within 20 feet of that point must make a Dexterity saving throw against your spell save DC or take 8d10 force damage; on a success, they take only half damage. The Cannon cannot be overcharged with a spell slot for this attack.

## **Reaction**

**Opportunity Attack.** The M.A.T.T. can make a Slam attack or a Grappling Hook attack in response to a fleeing enemy within 5 ft.; a Grappling Hook opportunity attack is made at disadvantage, regardless of the distance.

## MECHANIZED ASSAULT AND TRANSPORTATION

### TOOL V2.0

*Large construct*

**Armor Class** 10 + PB + your Intelligence modifier (natural armor)

**Hit Points** your Intelligence modifier + seven times your artificer level + your PB

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	6 (-2)	6 (-2)	6 (-2)

**Saving Throws** STR +6 plus PB, CON +5 plus PB

**Skills** *Athletics* +6 plus PB, *Intimidation* +6 plus PB

**Damage Immunities** poison, psychic

**Condition Immunities** *charmed*, *exhaustion*, *poisoned*, *frightened*

**Senses** *darkvision* 90 ft., passive Perception 10 + your Intelligence modifier

**Languages** understands the languages you speak, but cannot speak

**Carrying Capacity** can carry up to 700 pounds and push, pull, or drag up to 1400

**Challenge** 2/3 your Artificer level, rounded up

**Proficiency Bonus (PB)** equals your proficiency bonus

**Idle.** The M.A.T.T. can't take actions, reactions, or move without directions from a synced operator.

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**Magic Cannon.** The M.A.T.T. can channel the synced operator's magic into a ranged attack as an action. When you do so, you can expend a spell slot of at least 1st level to increase the damage. For every level of spell slot consumed, you may add a d8 to the damage roll (1d8 for a 1st level slot, 2d8 for 2nd, and so on). Spell slots above 5th level do not confer additional damage dice, but they can still be expended to confer 5th-level damage.

### Actions

**Multiattack.** The M.A.T.T. makes two attacks, consisting of any combination of the Slam, Magic Cannon, Grappling Hook, Net, and Grease Bomb actions.

**Slam.** *Melee Weapon Attack:* 2 + your spell attack modifier to hit, reach 5 ft., one target you can see. *Hit:* 1d8 + 6 + your Intelligence modifier bludgeoning damage.

**Magic Cannon.** *Ranged Weapon Attack:* 1 + your spell attack modifier to hit, reach 60/120 ft., one target you can see. *Hit:* 1d6 + your Intelligence Modifier + 1d8 (per level of expended slot) force damage.

**Grappling Hook.** *Ranged Weapon Attack:* 1 + your spell attack modifier to hit, reach 30/60 ft., one target you can

see. *Hit:* 1d4 + 3 piercing damage, and the target must make a Strength saving throw (DC 8 + PB + the M.A.T.T.'s strength modifier) or be pulled up to 60 feet towards the M.A.T.T.; a pulled creature is considered *grappled* and can make a Strength saving throw against your spell save DC to escape as an action on their turn. The M.A.T.T. can only grapple one target with its hook at a time.

**Net.** *Ranged Weapon Attack:* your spell attack modifier to hit, reach 20/30 ft., one target you can see. *Hit:* A target hit by the net is considered restrained. As an action on their turn, a target restrained in this way can use their action to remove the net by making a strength check against your spell save or by dealing 10 slashing damage to the net (attacks against the net automatically hit).

**Grease Bomb (Recharge 5-6).** The M.A.T.T. launches a blob of grease towards a spot on the ground within 30 feet. The grease covers a circle on the ground with a radius of 15 feet, making the area difficult terrain. When the grease lands on the ground, any creature within the radius must succeed on a Dexterity saving throw against your spell save DC or be knocked *prone*, and any creature who enters the area or ends its turn there must also succeed on a Dexterity saving throw or be knocked *prone*. The grease disappears after one minute. If the grease is set on fire, any creature that starts its turn in or enters into the area takes 2d6 fire damage.

**Elemental Blast (Recharge 5-6, PB/Day).** The M.A.T.T. fires an elemental blast; you pick the type when you make the attack, but you can pick a different type whenever you make this attack. A creature within the area must make a Dexterity saving throw against your spell save DC or take 8d6 damage of the appropriate type; a creature who succeeds on the roll takes only half damage. You have the following choices available to you:

**Acid:** The M.A.T.T. targets a point up to 40 feet away and launches a ball of acid that explodes and deals acid damage to creatures within 20 feet of the point.

**Fire:** The M.A.T.T. deals fire damage in a 25-foot cone in front of it. Flammable objects within the area that are not worn or carried catch fire.

**Lightning:** The M.A.T.T. deals lightning damage in a line that is 120 feet long and 5 feet wide. Flammable objects within the area that are not worn or carried catch fire.

### Bonus Action

**Empowered Strike (PB/Day).** The M.A.T.T. can charge up energy and unleash it in a single attack. When you use this bonus action, you can only use your action for one of the following choices:

**Empowered Slam:** The M.A.T.T. gathers energy for a few moments and uses it to slam an enemy you can see within 5 ft. at maximum strength. *Melee weapon attack:* 2 + your spell attack modifier to hit. *Hit:* 4d8 + 24 bludgeoning damage, and the target must make a Strength saving throw (DC 8 + PB + the M.A.T.T.'s Strength modifier); on a fail, they are knocked *prone*.

**Empowered Magic Cannon:** The M.A.T.T. gathers energy into its Magic Cannon and aims it at a point within 90 feet. Any creature within 20 feet of that point must make a Dexterity saving throw against your spell save DC or take 8d10 force damage; on a success, they take only half damage. The Cannon cannot be overcharged with a spell slot for this attack.

### Reaction

**Opportunity Attack.** The M.A.T.T. can make a Slam attack or a Grappling Hook attack in response to a fleeing enemy within 5 ft.; a Grappling Hook opportunity attack is made at disadvantage, regardless of the distance.

## M.A.T.T. Supreme

At 15th level, you have nearly perfected your design; your M.A.T.T. gains several significant improvements or modifications. Any choice you make in the design of this constructed vehicle can be adjusted over a long rest. The M.A.T.T. can be made airtight and can generate air for its occupants for up to 24 hours. A Medium M.A.T.T. can only hold one occupant of size Medium or smaller. A Huge M.A.T.T. has its reach increased by 5 feet for melee attacks. Use the stat block in the below feature in place of any previous ones.

### *M.A.T.T. 3.0*

You have reached a new pinnacle alongside your Mechanized Assault and Transportation Tool:

### **SUPREME MECHANIZED ASSAULT AND TRANSPORTATION TOOL**

*Medium, Large, or Huge construct*

**Armor Class** 10 + PB + your Intelligence modifier (natural armor)

**Hit Points** your Intelligence modifier + eight times your artificer level + your PB

**Speed** 30 ft. walking, 30 ft. climb/burrow/swim/fly (pick one)

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
24(+7)	18(+4)	22(+6)	8(-1)	8(-1)	8(-1)

**Saving Throws** STR +7 plus PB, CON +6 plus PB

**Skills** Athletics +7 plus PB, Intimidation +7 plus PB

**Damage Immunities** poison, psychic

**Condition Immunities** charmed, exhaustion, poisoned, frightened

**Senses** darkvision 90 ft., passive Perception 10 + your Intelligence modifier

**Languages** understands the languages you speak, but cannot speak

**Carrying Capacity** Large: carry: 750, push/pull: 1500. Medium: 1/2 Large. Huge: 2 x Large

**Challenge** 2/3 your Artificer level, rounded up

**Proficiency Bonus (PB)** equals your bonus

**Idle.** The M.A.T.T. can't take actions, reactions, or move without directions from a synced operator. However, a M.A.T.T. that is synced with an operator maintains a sync by itself for 1 minute if its operator is rendered incapacitated or moves to another plane of existence; it does its best to operate as its operator would want. This autonomy can only be used once per long rest.

**Magic-Infused Nature.** The M.A.T.T. utilizes its synced operator's magic in order to function at its full potential. If the operator does not have the Spellcasting or Pact Magic features and can cast no spells of any level, or if the M.A.T.T. is in an *antimagic field* or is targeted by *dispel magic* or a similar effect, its movement speed is reduced to 15 ft., and it cannot use its Magic Cannon ability.

**Transformative Resistance.** The M.A.T.T. and its synced operator have advantage on saving throws against magic that would alter the form of one or both creatures against their will. This advantage only is granted while the M.A.T.T. is synced with an operator.

**Magic Cannon.** The M.A.T.T. can channel the synced operator's magic into a ranged attack as an action. When you do so, you can expend a spell slot of at least 1st level to increase the damage. For every level of spell slot consumed, you may add a d8 to the damage roll (1 d8 for a 1st level slot, 2d8 for 2nd, and so on). Spell slots above 5th level do not confer additional damage dice, but they can still be expended to confer 5th-level damage.

## Actions

**Multiattack.** The M.A.T.T. makes two attacks, consisting of any combination of the Slam, Magic Cannon, Grappling Hook, Net, and Grease Bomb actions.

**Slam.** *Melee Weapon Attack:* 3 + your spell attack modifier to hit, reach 5 ft. (10 ft. if Huge), one target you can see. *Hit:* 1d8 + 7 + your Intelligence modifier bludgeoning damage.

**Magic Cannon.** *Ranged Weapon Attack:* 2 + your spell attack modifier to hit, reach 90/120 ft., one target you can see. *Hit:* 1d6 + your Intelligence Modifier + 1d8 (per level of expended slot) force damage.

**Grappling Hook.** *Ranged Weapon Attack:* 2 + your spell attack modifier to hit, reach 30/60 ft., one target you can see. *Hit:* 1d4 + 4 piercing damage, and the target must make a Strength saving throw (DC 8 + PB + the M.A.T.T.'s strength modifier) or be pulled up to 60 feet towards the M.A.T.T.; a pulled creature is considered grappled and can make a Strength saving throw against your spell save DC to escape as an action on their turn. The M.A.T.T. can only grapple one target with its hook at a time.

**Net.** *Ranged Weapon Attack:* your spell attack modifier to hit, reach 20/30 ft., one target you can see. *Hit:* A target hit by the net is considered restrained. As an action on their turn, a target restrained in this way can use their action to remove the net by making a strength check against your spell save or by dealing 10 slashing damage to the net (attacks against the net automatically hit).

**Grease Bomb (Recharge 5-6).** The M.A.T.T. launches a blob of grease towards a spot on the ground within 30 feet. The grease covers a circle on the ground with a radius of 15 feet, making the area difficult terrain. When the grease lands on the ground, any creature within the radius must succeed on a Dexterity saving throw against your spell save DC or be knocked prone, and any creature who enters the area or ends its turn there must also succeed on a Dexterity saving throw or be knocked prone. The grease disappears after one minute. If the grease is set on fire, any creature that starts its turn in or enters into the area takes 2d6 fire damage.

**Elemental Blast (Recharge 5-6, PB/Day).** The M.A.T.T. fires an elemental blast; you pick the type when you make the attack, but you can pick a different type whenever you make this attack. A creature within the area must make a Dexterity saving throw against your spell save DC or take 8d6 damage of the appropriate type; a creature who succeeds on the roll takes only half damage. You have the following choices available to you:

**Acid:** The M.A.T.T. targets a point up to 60 feet away and launches a ball of acid that explodes and deals acid damage to creatures within 20 feet of the point.

**Fire:** The M.A.T.T. deals fire damage in a 25-foot cone in front of it. Flammable objects within the area that are not worn or carried catch fire.

**Lightning:** The M.A.T.T. deals lightning damage in a line that is 120 feet long and 5 feet wide. Flammable objects within the area that are not worn or carried catch fire.

## **Bonus Action**

**Empowered Strike (PB/Day).** The M.A.T.T. can charge up energy and unleash it in a single attack. When you use this bonus action, you can only use your action for one of the following choices:

*Empowered Slam:* The M.A.T.T. gathers energy for a few moments and uses it to slam an enemy you can see within 5 ft. (10 ft. if Huge) at maximum strength. *Melee weapon attack:* 3 + your spell attack modifier to hit. *Hit:* 4d8 + 35 bludgeoning damage, and the target must make a Strength saving throw (DC 8 + PB + the M.A.T.T.'s Strength modifier); on a fail, they are knocked prone.

*Empowered Magic Cannon:* The M.A.T.T. gathers energy into its Magic Cannon and aims it at a point within 120 feet. Any creature within 20 feet of that point must make a Dexterity saving throw against your spell save DC or take 8d10 force damage; on a success, they take only half damage. The Cannon cannot be overcharged with a spell slot for this attack.

## **Reaction**

**Opportunity Attack.** The M.A.T.T. can make a Slam attack or a Grappling Hook attack in response to a fleeing enemy within 5 ft. (10 ft. if Huge); a Grappling Hook opportunity attack is made at disadvantage, regardless of the distance.

**Legendary (Re)action (PB/Day).** The M.A.T.T. can use a reaction after a hostile creature ends its turn to make an action and move up to its speed. The Multiattack action cannot be used with this reaction, and no recharge ability can replenish during this reaction, although you still expend a usage of those abilities if you take one of those actions.

## SUPREME MECHANIZED ASSAULT AND TRANSPORTATION TOOL

Medium, Large, or Huge construct

**Armor Class** 10 + PB + your Intelligence modifier (natural armor)

**Hit Points** your Intelligence modifier + eight times your artificer level + your PB

**Speed** 30 ft. walking, 30 ft. climb/burrow/swim/fly (pick one)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	22 (+6)	8 (-1)	8 (-1)	8 (-1)

**Saving Throws** STR +7 plus PB, CON +6 plus PB

**Skills** *Athletics* +7 plus PB, *Intimidation* +7 plus PB

**Damage Immunities** poison, psychic

**Condition Immunities** *charmed*, *exhaustion*, *poisoned*, *frightened*

**Senses** *darkvision* 90 ft., passive Perception 10 + your Intelligence modifier

**Languages** understands the languages you speak, but cannot speak

**Carrying Capacity** Large: carry: 750, push/pull: 1500. Medium: 1/2 Large. Huge: 2 x Large

**Challenge** 2/3 your Artificer level, rounded up

**Proficiency Bonus (PB)** equals your proficiency bonus

**Idle.** The M.A.T.T. can't take actions, reactions, or move without directions from a synced operator. However, a M.A.T.T. that is synced with an operator maintains a sync by itself for 1 minute if its operator is rendered *incapacitated* or moves to another plane of existence; it does its best to operate as its operator would want. This autonomy can only be used once per long rest.

**Magic-Infused Nature.** The M.A.T.T. utilizes its synced operator's magic in order to function at its full potential. If the operator does not have the Spellcasting or Pact Magic features and can cast no spells of any level, or if the M.A.T.T. is in an *antimagic field* or is targeted by *dispel magic* or a similar effect, its movement speed is reduced to 15 ft., and it cannot use its Magic Cannon ability.

**Transformative Resistance.** The M.A.T.T. and its synced operator have advantage on saving throws against magic that would alter the form of one or both creatures against their will. This advantage only is granted while the M.A.T.T. is synced with an operator.

**Magic Cannon.** The M.A.T.T. can channel the synced operator's magic into a ranged attack as an action. When you do so, you can expend a spell slot of at least 1st level to increase the damage. For every level of spell slot consumed, you may add a d8 to the damage roll (1d8 for a 1st level slot, 2d8 for 2nd, and so on). Spell slots above 5th level do not confer additional damage dice, but they can still be expended to confer 5th-level damage.

### Actions

**Multiattack.** The M.A.T.T. makes two attacks, consisting of any combination of the Slam, Magic Cannon, Grappling Hook, Net, and Grease Bomb actions.

**Slam.** *Melee Weapon Attack:* 3 + your spell attack modifier to hit, reach 5 ft. (10 ft. if Huge), one target you can see. *Hit:* 1d8 + 7 + your Intelligence modifier bludgeoning damage.

**Magic Cannon.** *Ranged Weapon Attack:* 2 + your spell attack modifier to hit, reach 90/120 ft., one target you can see. *Hit:* 1d6 + your Intelligence Modifier + 1d8 (per level of expended slot) force damage.

**Grappling Hook.** *Ranged Weapon Attack:* 2 + your spell attack modifier to hit, reach 30/60 ft., one target you can

see. *Hit:* 1d4 + 4 piercing damage, and the target must make a Strength saving throw (DC 8 + PB + the M.A.T.T.'s strength modifier) or be pulled up to 60 feet towards the M.A.T.T.; a pulled creature is considered *grappled* and can make a Strength saving throw against your spell save DC to escape as an action on their turn. The M.A.T.T. can only grapple one target with its hook at a time.

**Net.** *Ranged Weapon Attack:* your spell attack modifier to hit, reach 20/30 ft., one target you can see. *Hit:* A target hit by the net is considered restrained. As an action on their turn, a target restrained in this way can use their action to remove the net by making a strength check against your spell save or by dealing 10 slashing damage to the net (attacks against the net automatically hit).

**Grease Bomb (Recharge 5-6).** The M.A.T.T. launches a blob of grease towards a spot on the ground within 30 feet. The grease covers a circle on the ground with a radius of 15 feet, making the area difficult terrain. When the grease lands on the ground, any creature within the radius must succeed on a Dexterity saving throw against your spell save DC or be knocked *prone*, and any creature who enters the area or ends its turn there must also succeed on a Dexterity saving throw or be knocked *prone*. The grease disappears after one minute. If the grease is set on fire, any creature that starts its turn in or enters into the area takes 2d6 fire damage.

**Elemental Blast (Recharge 5-6, PB/Day).** The M.A.T.T. fires an elemental blast; you pick the type when you make the attack, but you can pick a different type whenever you make this attack. A creature within the area must make a Dexterity saving throw against your spell save DC or take 8d6 damage of the appropriate type; a creature who succeeds on the roll takes only half damage. You have the following choices available to you:

**Acid:** The M.A.T.T. targets a point up to 60 feet away and launches a ball of acid that explodes and deals acid damage to creatures within 20 feet of the point.

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### Bonus Action

**Empowered Strike (PB/Day).** The M.A.T.T. can charge up energy and unleash it in a single attack. When you use this bonus action, you can only use your action for one of the following choices:

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**Empowered Magic Cannon:** The M.A.T.T. gathers energy into its Magic Cannon and aims it at a point within 120 feet. Any creature within 20 feet of that point must make a Dexterity saving throw against your spell save DC or take 8d10 force damage; on a success, they take only half damage. The Cannon cannot be overcharged with a spell slot for this attack.

### Reaction

**Opportunity Attack.** The M.A.T.T. can make a Slam attack or a Grappling Hook attack in response to a fleeing enemy within 5 ft. (10 ft. if Huge); a Grappling Hook opportunity attack is made at disadvantage, regardless of the distance.

**Legendary (Re)action (PB/Day).** The M.A.T.T. can use a reaction after a hostile creature ends its turn to make an action and move up to its speed. The Multiattack action cannot be used with this reaction, and no recharge ability can replenish during this reaction, although you still expend a usage of those abilities if you take one of those actions.

