



WARFORGED VARIANTS

Warforged belong to a unique category of construct, the **Living Construct**. Such creatures not only act and think as do the other species that constitute civilization's masses, but are even said to have a soul.

While some might take umbrage to the use of ensouled entities as tools of war and dangerous labour, the less scrupulous are quick to ascertain its value. **Living Constructs** have souls to empower, bargain with, and draw upon for certain kinds of spellcasting. The theologically inclined would go so far as to say it makes them tend towards a more moral outlook than other Constructs, but there is very little evidence of that.

HOW WORKSHOP WARFORGED VARY

Workshop Warforged are based off Eberron: Rising from the Last War's Warforged.

Simply apply the following changes to the ERLW Warforged and you're ready to get building:

Do not gain +1 AC from Integrated Protection, but gain an otherwise identical feature named "Constructed Body."

Do not gain +1 to Any attribute, as your **Core** will provide a +1 attribute bonus instead.

Gain an integral version of the tool you choose to gain proficiency in through **Specialized Design**, which you may produce or stow at any time as a Bonus Action.



INTEGRATED OPTIONS

The plating, internals, and exoskeletal accoutrements of a Warforged can be custom fit in a variety of ways. The nuance of producing a Living Construct means only one of the following options may be taken (most Warforged, intended as shock troops and rushed out during the war, received Integrated Protection):

INTEGRATED PROTECTION

+1 AC, you are reinforced with sturdy plating. Gain shield proficiency. You gain an integral shield. You may draw or sheath it as a Bonus Action. This shield is stored in a specially made cavity or external sheath that is a part of your living construct body, taking up no additional encumbrance. If they are destroyed, you reconstitute it after a Long Rest. After using this feature, you must consume enough metal and wood to replace their mass before using it again.

INTEGRAL STEALTH PLATING

After rolling a Dexterity (Stealth) check, you may substitute the d20 roll for a 10. Once you use this feature you cannot use it again until you finish a short or long rest.

INTEGRAL WEAPONRY

Gain proficiency in any two martial weapons. You gain integral versions of them. These integral weapons are stored in and attached to your arms, and you may draw or sheath one or both as a Bonus Action. These weapons are stored in specially made cavities or bolted on external sheaths that are part of your living construct body, taking up no additional encumbrance. If they are destroyed, you reconstitute them after a Long Rest. After using this feature, you must consume enough metal and wood to replace their mass before using it again. If they require ammo, you gain an integral container that can store up to 10 shots per weapon.

INTEGRATED OPTICS

Gain 60ft of Darkvision. Gain an integrated spyglass (PHB, 153).

INTEGRATED TELECRYSTALS

You can speak telepathically to any creature you can see, provided the creature is within a number of feet of you equal to 10 times your level. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

When you're using this trait to speak telepathically to a creature, you can use your action to give that creature the ability to speak telepathically with you for 1 hour or until you end this effect as an action. To use this ability, the creature must be able to see you and must be within this trait's range. You can give this ability to only one creature at a time; giving it to a creature takes it away from another creature who has it.



CORE OPTIONS

The Warforged's Core is an esoterically quintessential part of their soul. It grows and develops alongside them. Thus, certain features only reveal themselves after a significant period of growth and adjustment for the Warforged in their new body. A Warforged may only ever have one Core, and if it is removed, they are dead, and their soul leaves with the Core.

At 5th level, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

DARKWOOD CORE

+1 Dexterity.

You may gain Advantage on a Dexterity saving throw, such as traps and spells. Once you've used this ability, you may not use it again until you have taken a short or long rest. When you reach 5th level, you gain +5ft to your walking speed.

MITHRIL CORE

+1 Dexterity.

You no longer take Disadvantage on Dexterity (Stealth) checks from medium armour.

When you reach 5th level, you may add a d4 to your Strength (Athletics) and Dexterity (Acrobatics) checks.

RIEDRAN CRYSTAL CORE

+1 Intelligence.

You know the Mage Hand cantrip.

When you reach 3rd level, you can cast the Shield spell once per day; you must finish a long rest in order to cast the spell again using this trait.

When you reach 5th level, you can also cast the Enhance Ability spell once per day; you must finish a long rest in order to cast the spell again using this trait.

Intelligence is your spellcasting ability for these spells.

EQUIPOISED MOONBLOOD CORE:

+1 Intelligence.

Gain resistance to radiant damage.

When you reach 5th level, you may unpoise your core as a bonus action. Every creature within 15ft of you gains Disadvantage on attacks against you as liquid light bleeds out of you, covering the area in bright light and shedding dim light out to 30ft. Once you've used this ability you cannot use it again until taking a short or long rest.

ADAMANTINE CORE

+1 Strength.

You can use your reaction to reduce damage taken by 1d8 + Cond mod. Once you've used this ability you cannot use it again until taking a short or long rest.



BRONZEWOOD CORE

+1 Strength.

You gain Advantage on Dexterity (Stealth) rolls in woodland environments.

When you reach 5th level, you may use your reaction upon being struck in melee by a creature within 5ft of you to sprout a Bronzewood spike that attacks as a versatile weapon you are proficient with. It deals 1d8 + Str / Dex magical piercing on a hit. Once you've used this ability you cannot use it again until taking a short or long rest.

ELDRITCH WHORLWOOD AMBER CORE

+1 Wisdom.

You may gain Advantage on a saving throw against a spell or spell like effect. Once you've used this ability, you may not use it again until you have taken a short or long rest.

At 5th level, you may expend a hit die during a Short or Long rest to return an item you are attuned to 1d4 charged (up to item's max).

DEEP CRYSTAL CORE

+1 Wisdom.

When someone communicates telepathically within a number of feet of you equal to 10 times your level, your core vibrates slightly.

When you reach 5th level, you may use your bonus action to wreath a melee weapon you are wielding in psionic force. The next melee attack you make on that turn deals an additional 2d6 force damage. Once you've used this ability you cannot use it again until taking a short or long rest.

GLAMERCORE

+1 Charisma.

You know the Minor Illusion cantrip.

When you reach 3rd level, you can cast the Disguise Self spell once per day; you must finish a long rest in order to cast this spell again using this trait.

When you reach 5th level, you can also cast the Mirror Image spell once per day; you must finish a long rest in order to cast the spell again using this trait.

Charisma is your spellcasting ability for these spells.

VOX CYLINDER CORE

+1 Charisma.

When you use the Help action to assist a Persuasion, Deception, or Insight check, roll a d4 and add it to the check's result.

When you reach 5th level, your Vox Cylinder Core feature's die increases to a d6.

