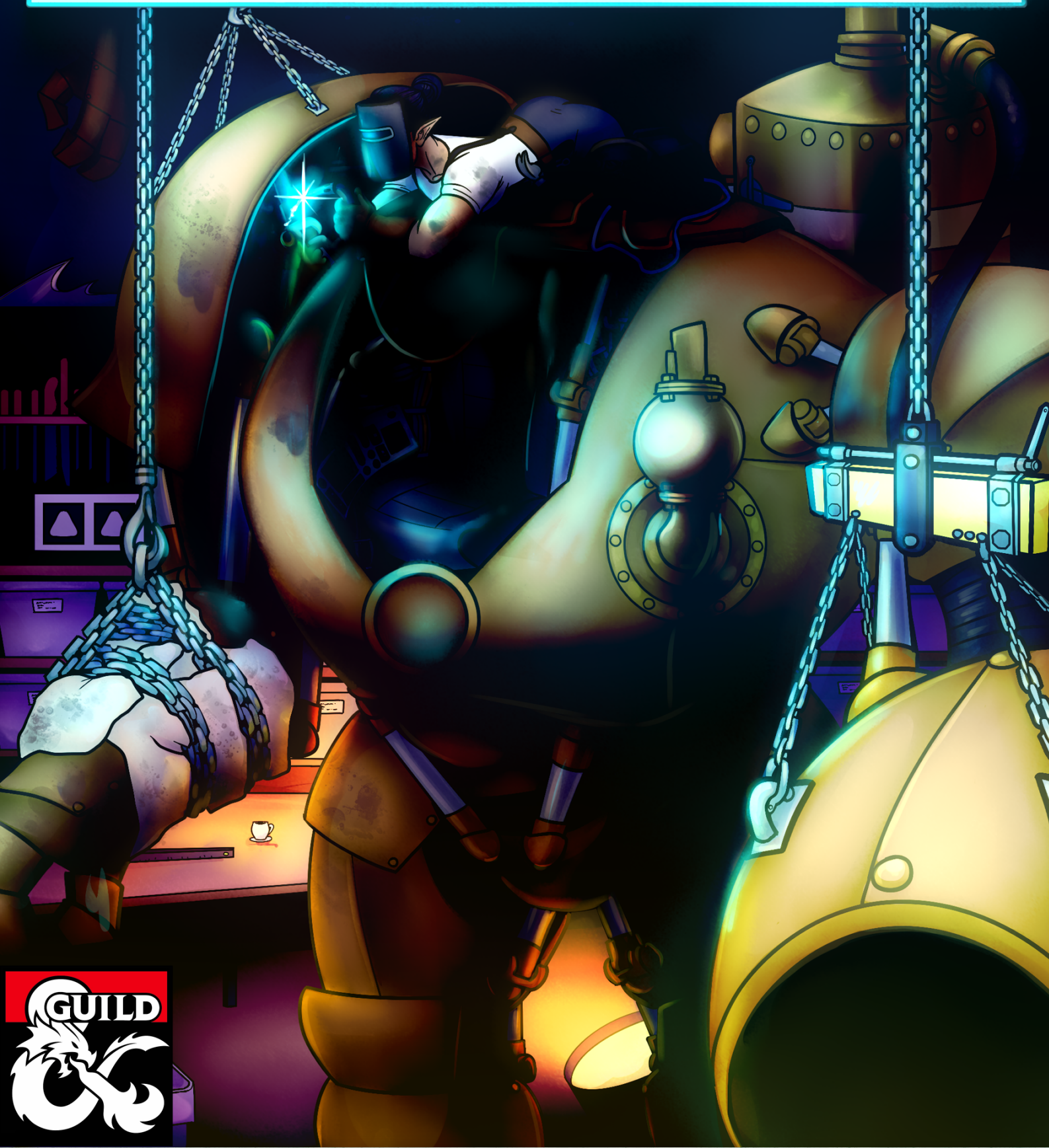


ARTIFICER SPECIALIZATION

MECHANIST



ARTIFICER SPECIALIZATION MECHANIST

As a charging ogre shatters a village's stone wall, it's met by something unexpected on the opposite side of the fortification: a metal warrior, crackling with electricity, which rushes forward to tackle the ogre. Piloting the machine is a gnomish artificer, beaming with pride as her invention holds off the monsters that threaten her home.

Under rubble, smoke and creaking mizzium, a crew of Izzet technicians suddenly see Ravnica's daylight, as a huge, multi-limbed contraption crawls through the collapsed laboratory, pistons of its arms straining as its goblin artificer pilot makes a desperate effort to free the trapped scientists. With the last of them free, the pilot flips a switch and is launched to safety on an ejector seat before their construct is crushed by the rubble. As the pilot watches their invention crushed by the rubble, inspiration strikes, and they immediately begin planning improvements for their next design.

In the skies above Khorvaire, an embattled airship crew spot a glint in the distance: a flying humanoid form. The experimental House Lyrandar Battle suit's half-elven artificer pilot dives toward the airship, their battle suit nimbly flying loops around the airship's attackers, then unleashing a hail of magical artillery to drive off the threat.

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ARTIFICER SPECIALIZATION: MECHANIST

This option is available as an alternative specializations to choose when you reach 3rd level.

MECHANIST

A mechanist is an armorer of sorts, though very different to the common blacksmith. Combining engineering, animating magic, and smithing, a mechanist creates a mechanical construct that they can pilot into battle. There may be many mechanists, but no two battle suits are the same, each designed with a unique appearance and an array of different elements, from lighting cannons, to multiple stabilizing legs, to powered flight.

TOOL PROFICIENCY

When you adopt this specialization 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.

ARTIFICER SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Mechanist Spells table. These spells count as artificer spells, but they don't count against the number of artificer spells you prepare.

MECHANIST SPELLS

Artificer Level	Spell
3rd	magic missile, unseen servant
5th	branding smite, locate object
9th	protection from energy, fireball
13th	fabricate, fire shield
17th	antilife shell, conjure volley

BATTLE SUIT

When you adopt this specialization at 3rd level, you craft the first prototype of your mechanical battle suit. You determine your battle suit's appearance, be it a 4-legged drivable beast, bipedal humanoid-shaped machine, or crawling tin can on crab-like legs - this choice has no effect on its game statistics. Regardless of its appearance, your battle suit has the following rules:

PILOTING YOUR BATTLE SUIT

It takes an action to enter or exit your battle suit. When piloting your battle suit, you can expend a spell slot of any level to power it, for one hour per level of the spell slot expended. While the battle suit is not powered, it can only maintain basic functions, and the only thing it can do is follow you at half its normal movement speed.

Inside your battle suit, you have three-quarters cover against attacks and other effects outside the battle suit. While piloting your battle suit, you can use your action to use the battle suit's movement, and take any of the battle suit's actions, or have the battle suit make any normally-available combat action, for example grappling. When your battle suit makes an attack or ability check, you add your proficiency bonus to the suit's Strength or Dexterity modifier.

Your battle suit starts with a basic primary weapon, which you can choose an appearance for, and decide whether it deals bludgeoning, piercing or slashing damage. Weapons that deal bludgeoning damage could be mechanical fists, or the battle suit simply slamming against the target. Piercing weapons could be retractable spikes, or mining tools like auto-picks or drills. Slashing damage could be dealt by claws, bladed weapons, or spinning saws.

Basic Attack. *Melee Weapon Attack:* + (your battle suit's Strength modifier + your proficiency bonus) to hit, reach 5 ft., one target. *Hit:* The target takes 2d6 damage of the chosen type + your battle suit's Strength modifier.

DAMAGE AND REPAIRS

While you take a short rest, any creature proficient in Smith's Tools can expend a hit die to repair your battle suit, provided it has access to smith's tools. For each hit die expended, restore hit points to your battle suit equal to that hit die + the Intelligence modifier of the creature repairing it. If the creature doing the repairs knows the *mending* cantrip, add its proficiency bonus to the roll.

When your battle suit is reduced to zero hit points, it is damaged beyond function. It takes one week of work with smith's tools to repair or rebuild a functional battle suit.

STRUCTURE POINTS

Your battle suit has a number of structure points equal to your artificer level, which can be used to add upgrades to its design. You can attach upgrades with this total number of structure points. You can install one upgrade, and remove any number of upgrades, over a long rest, provided you have access to smith's tools, at a cost of 50 gp per the number of structure points of the new upgrade. The list of upgrades is shown at the end of this subclass's description.

BATTLE SUIT

large vehicle

Creature Capacity 1 medium creature

Cargo Capacity 100lbs

Armor Class 15

Hit Points equal the battle suit's Constitution modifier + your Intelligence modifier + eight times your level in the Artificer class.

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
* (*)	10 (0)	* (*)	0	0	0

Damage Immunities poison, psychic

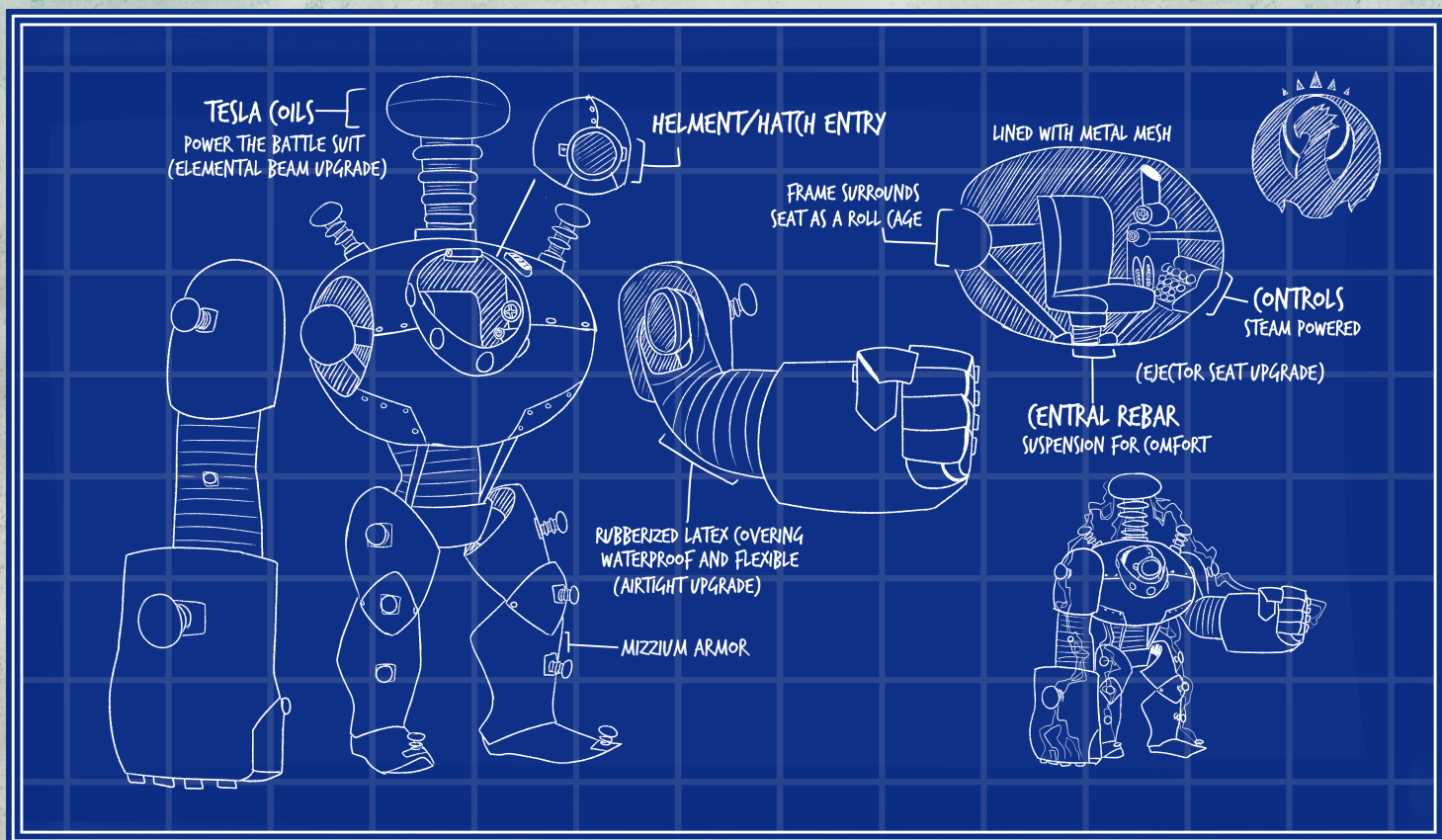
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious

Artificer's Handiwork. Your battle suit's Strength and Constitution scores are equal to your Intelligence score.

Bulky. The battle suit has disadvantage on Dexterity (Stealth) checks.

Action Stations

Helm (Requires 1 Crew and Grants Three-Quarters Cover) Control the battle suit.



ARCANE CHARGE

When you reach 5th level, you work out how to channel the magic of artifice into the attacks of your battle suit. Your battle suit's weapon attacks are magical. Additionally, you treat your battle suit as an arcane focus. Spells cast through your battle suit treat the suit as the spell's point of origin rather than you, including spells that would affect attacks that you make, which instead affect attacks made by your battle suit.

MECHANISED MASTERY

When you reach 9th level, you have mastered fighting from inside a machine of your own creation. Your battle suit can attack twice, instead of once, whenever you take the Attack action on your turn using the battle suit. Additionally, While piloting a battle suit, you can take any of the following bonus actions on your turn:

- **Field repair** - Expend a hit die to restore hit points to the battle suit equal to 1d8 + your Intelligence modifier.
- **More levers and buttons!** - Make a melee weapon attack with the battle suit.
- **Un-jam** - Expend a spell slot of 1st level or higher to make one of your weapons automatically recharge in your next turn.

SECONDARY MODEL

Upon reaching 15th Level, you have spent so much time assembling, disassembling, retrofitting or otherwise altering your battle suit that you have more than enough spare parts to assemble a second battle suit. You have done exactly that, storing it within a pocket dimension to be deployed at a whim.

While not in your battle suit, you can spend an action to summon the secondary battle suit, which forms around you, placing you in the helm. This battle suit is a copy of your current suit's configuration, albeit at its maximum hit point total, and with any weapon upgrades recharged.

Summoning the secondary battle suit immediately deactivates your other currently deployed battle suit, placing it within the pocket dimension.

Once you have summoned your secondary battle suit, it remains until you dismiss it as an action. Doing so returns it to its pocket dimension, and deposits your original battle suit into an empty space within 30 feet of you. Once you have dismissed your secondary suit, you cannot summon it again until you complete a long rest.

UPGRADES

One mechanist's battle suit could have hundreds of variations to another's. Aside from appearance, the main unique parts of a battle suit are its varied combination of upgrades, which can include weapons, defenses, mobility improvements, or other more outlandish ideas.

Some of the more powerful and tricky-to-build upgrades have a level prerequisite, meaning you must have a certain level in the artificer class to add them to your battle suit. Upgrades are also listed with the maximum number of that upgrade that can be installed on a battle suit at the same time.

ITEM INTEGRATION

(1 structure point, max. 2)

You have installed a weapon into your battle suit. You install a weapon, wand, staff or shield into your battle suit. Other types of item can be installed at the DM's discretion, such as a Mizzium mortar or Pyroconverger for a game set on Ravnica. Whilst it is being piloted, your battle suit can make attacks with or use the item as if it were holding it, using your intelligence modifier for the attack and damage rolls. In addition, your battle suit cannot be disarmed of that item unless reduced to zero hit points. You can have a maximum of 2 integrated items, both of which can be wielded in the same turn.

ACUTE ARTICULATION APPARATUS

(2 structure points, max. 1)

With strengthened limbs, improved mobility or a more humanoid frame, your battle suit is capable of tasks that most similar machines lack the dexterity for. Your battle suit gains a bonus to Strength (Athletics) and Dexterity (Acrobatics) checks equal to double your proficiency bonus.

AIRTIGHT

(3 structure points, max. 1, *Prerequisite: level 7*)

Using rubber, arcane shielding or careful fitting, you have sealed the cockpit of your battle suit from the outside world, and any threats that can't penetrate its armor. While inside the battle suit, creatures have full cover and are immune to acid, cold, fire, poison, and thunder damage originating from outside the battle suit. In Eberron, this may also mean that your suit is resistant to the magical contamination of the Mournland. The enclosed air supply lasts for 2 hours, after which the battle suit must be opened to fresh air, or creatures inside start to suffocate. The enclosed nature of your battle suit means that while inside it, you can't make attacks against targets outside of the battle suit, or cast spells on targets outside of the battle suit.

ARCANE DYNAMO

(6 structure points, max. 1)

Your battle suit's design includes a magical channeling system, harvesting energy when it's affected by spells, then turning that energy into power for the suit. When the battle suit is affected by a spell, it collects some of the spell's energy, powering it for an additional hour.

ARCANE SHIELDING

(6 structure points, max. 1, *Prerequisite: level 12*)

Carefully located plating on your battle suit helps deflect magical attacks. On Ravnica, this could be Mizzium, worked into shape to the blueprints of Izzet flectomancers. Your battle suit gains advantage on saves against spells and magical effects.

BURROWER

(4 structure points, max. 1)

Your battle suit has digging capabilities, maybe through huge mole-like forelimbs, or perhaps it's armed with a drill both as its digging apparatus and main weapon. Your battle suit has a burrowing speed equal to its walking speed.

CLIMBER

(3 structure points, max. 1)

You have integrated climbing apparatus into your designs, such as grapnel lines, a spool of giant spider silk, or ape or spider-like limbs. Your battle suit has a climbing speed equal to its walking speed.

DEFENSE PROTOCOLS

(3 structure points, max. 1)

Your battle suit has limited artificial intelligence, allowing it to defend itself against incoming threats. While the battle suit is active but not being piloted (including if the pilot is unconscious), it makes a melee weapon attack at the end of your turn against one creature of your choice which is hostile to you and within its melee range.

DOZER SHIELDS

(3 structure points, max. 1, *Prerequisite: Heavy Armor upgrade, level 5*)

You have installed a huge, interlocking, bulldozer blade on the front or arms of your battle suit, capable of clearing rough terrain at the cost of its ability to grapple. Your battle suit's AC increases by 5. Moving through difficult terrain clears a 10-foot-wide path behind your battle suit, and its basic attack deals double damage to structures. The dozer shields make the suit unable to grapple.

EJECTOR SEAT

(2 structure points, max. 1, max. 2 with Passenger Seat upgrade)

You have designed your battle suit with a failsafe to launch you to safety if it is rendered inoperable. When your battle suit is reduced to zero hit points, you are ejected into an empty space within 10 feet of the battle suit, or an empty space within 20 feet of the battle suit, where you land prone.

ELDRITCH VOLLEY CANNON

(Weapon, 3 structure points, max. 2)

You have equipped your battle suit with a rapid-firing magic weapon, capable of blasting enemies with bolts of arcane force. Your battle suit gains the following weapon, that can be fired as an action while piloting it.

Eldritch Volley Cannon (Recharge 5-6).

Ranged Weapon Attack: +(Your Dexterity Modifier + Proficiency Bonus) to hit, range 120/480ft., one target. *Hit:* 18 (5d6) force damage.

The damage of this weapon increases as your artificer level increases. Increase the damage of this weapon by 3d6 at each of the following artificer levels: 6, 12, 18

ELEMENTAL BEAM

(Weapon, 4 structure points, max. 1)

When installing this upgrade, choose a damage type from acid, cold, fire, lightning or poison as you install it.

Elemental Beam (Recharge 5-6).

A beam of the chosen element forming a line 100 feet long and 5 feet wide blasts out from your battle suit in a direction you choose. Each creature in the line must make a Dexterity saving throw against your spell save DC. A creature takes 4d6 damage of the chosen type on a failed save, or half as much damage on a successful one.

The damage of this weapon increases as your artificer level increases. Increase the damage of this weapon by 2d6 at each of the following artificer levels: 6, 12, 18



Two battle suits from Eberron. The left, built by a mechanist from House Cannith, sports the heavy armor and elemental cone (poison) upgrades, while the right, built by a mechanist from House Lyrandar, features the flight and harpoon upgrades.

ELEMENTAL CONE

(Weapon, 4 structure points, max. 1)

This could be a weapon installed on the battle suit, or a discharge of heat or energy powering it. Perhaps it's a spray of poisonous gas, or a venting of coolant. When installing this upgrade, choose a damage type from acid, cold, fire, lightning or poison as you install it.

Elemental Cone (Recharge 5-6).

A 15-foot cone of the chosen element blasts out from your battle suit in a direction you choose. Each creature in the cone must make a Dexterity saving throw against your spell save DC. A creature takes 4d6 damage of the chosen type on a failed save, or half as much damage on a successful one.

The damage of this weapon increases as your artificer level increases. Increase the damage of this weapon by 2d6 at each of the following artificer levels: 6, 12, 18

EMERGENCY FORCE FIELD

(4 structure points, max. 1, Prerequisite: level 10)

You've devised a powerful shield projector, set to trigger as a final defense for the battle suit. When your battle suit is reduced to zero hit points, you can choose to use its emergency force field. If you do, it is instead reduced to one hit point, and automatically casts the *Otiluke's resilient sphere* spell on itself, lasting for one minute and without requiring concentration. Once you have used this upgrade, it cannot be used again until the battle suit is fully repaired.

EMERGENCY HEAT VENT

(2 structure points, max. 1)

Your battle suit builds up a lot of heat, and you've worked out the perfect place to release it - right into attackers faces. This could be a belch of flame from a furnace, or a spray of superheated steam. While your battle suit is powered, you can use it to cast the *hellish rebuke* spell at 3rd level as a reaction, without needing components. Once you have cast the spell this way, you can't do so again until another spell slot is expended to power the battle suit.

ENHANCED SCANNERS

(2 structure points, max. 1)

Implementing divination magic in your battle suit's design, you have created a magical targeting system capable of detecting invisible creatures. As an action you can scan the surrounding area, gaining blindsight with a range of 15 feet until the end of your next turn.

FLIGHT

(4 structure points, max. 1, Prerequisite: *Flying Leap upgrade, level 10*)

You have reached a pinnacle of engineering: powered flight. On Ravnica, this could be based on the inclusion of Mizzium rockets, whereas on Eberron, bound air elementals could power the flying elements of your battle suit, much like House Lyrandar's airships. Your battle suit has a flying speed equal to its walking speed, and can hover. This speed can't be used if a battle suit also has the heavy armor upgrade.

FLYING LEAP

(4 structure points, max 1)

Your battle suit can launch briefly into the air before dropping, perhaps propelled by rockets, powerful leg hydraulics or evocation magic. Your battle suit's long jump and high jump are both 30 feet, with or without a running start.

FLOODLIGHTS

(2 structure points, max. 1)

With minimal rerouting of power, your battle suit is equipped with a number of stunningly bright lights. When powered, your battle suit casts bright light in a 60-foot cone and dim light for an additional 60 feet. When a creature makes a melee attack against your battle suit, before it makes an attack roll, you can use your reaction to dazzle it with the floodlights. The target must succeed on a Wisdom saving throw against your spell save DC. On a failed save, the target has disadvantage on attacks it makes against your battle suit until the end of its turn.

HARPOON

(Weapon, 4 structure points, max. 1)

Your battle suit is equipped with a heavy projectile weapon, its barbed ammunition attached to a rope or chain so that it can be reeled in, dragging its target with it.

Harpoon (Recharge 5-6).

Ranged Weapon Attack: +(Your Dexterity Modifier + Proficiency Bonus) to hit, range 120ft., one target. **Hit:** 17 (3d10) piercing damage, and the target must make a Strength saving throw against your spell save DC, being dragged a distance equal to your intelligence score in a straight line towards your battle suit.

The damage of this weapon increases as your artificer level increases. Increase the damage of this weapon by 2d10 at each of the following artificer levels: 6, 12, 18

HEAVY ARMOR

(3 structure points, max. 1)

Coupled with strengthening to bear the extra weight, you have installed heavy armor on your battle suit, though at a small cost to its movement speed. Your battle suit's armor class increases to 18, and its movement speed is reduced by 5 feet.

METEORIC LANDING

(2 structure points, max. 1, *Prerequisites: Shock Absorbers upgrade*)

Your battle suit is built with advanced shock absorbers, which deflect the force from it landing into the area around it, dealing devastating damage to nearby foes and structures. When your battle suit would take falling damage, it takes no damage. All creatures and structures within 20 feet of the battle suit when it lands take force damage equal to the falling damage that the battle suit would have taken, up to a maximum of 10d6.

PASSENGER SEAT

(2 structure points, max. 1)

Your battle suit's Creature Capacity to 2. A creature can use their movement to climb from the helm to the passenger seat or vice versa using 10 feet of their movement. A creature in the passenger seat has three-quarters cover.

PASSENGER TURRET

(Weapon, 1 structure point, max. 1, *Prerequisite: Passenger Seat upgrade, can't have Secondary Pilot upgrade*)

Your battle suit's passenger seat includes a mounted magical energy weapon for the passenger to use. Your battle suit gains the following Action Station:

Passenger Turret (Requires 1 Crew and Grants Three-Quarters Cover). **Ranged Weapon Attack:** +(User's Dexterity Modifier + User's Proficiency Bonus) to hit, range 120/480ft., one target. **Hit:** 3d10 force damage.

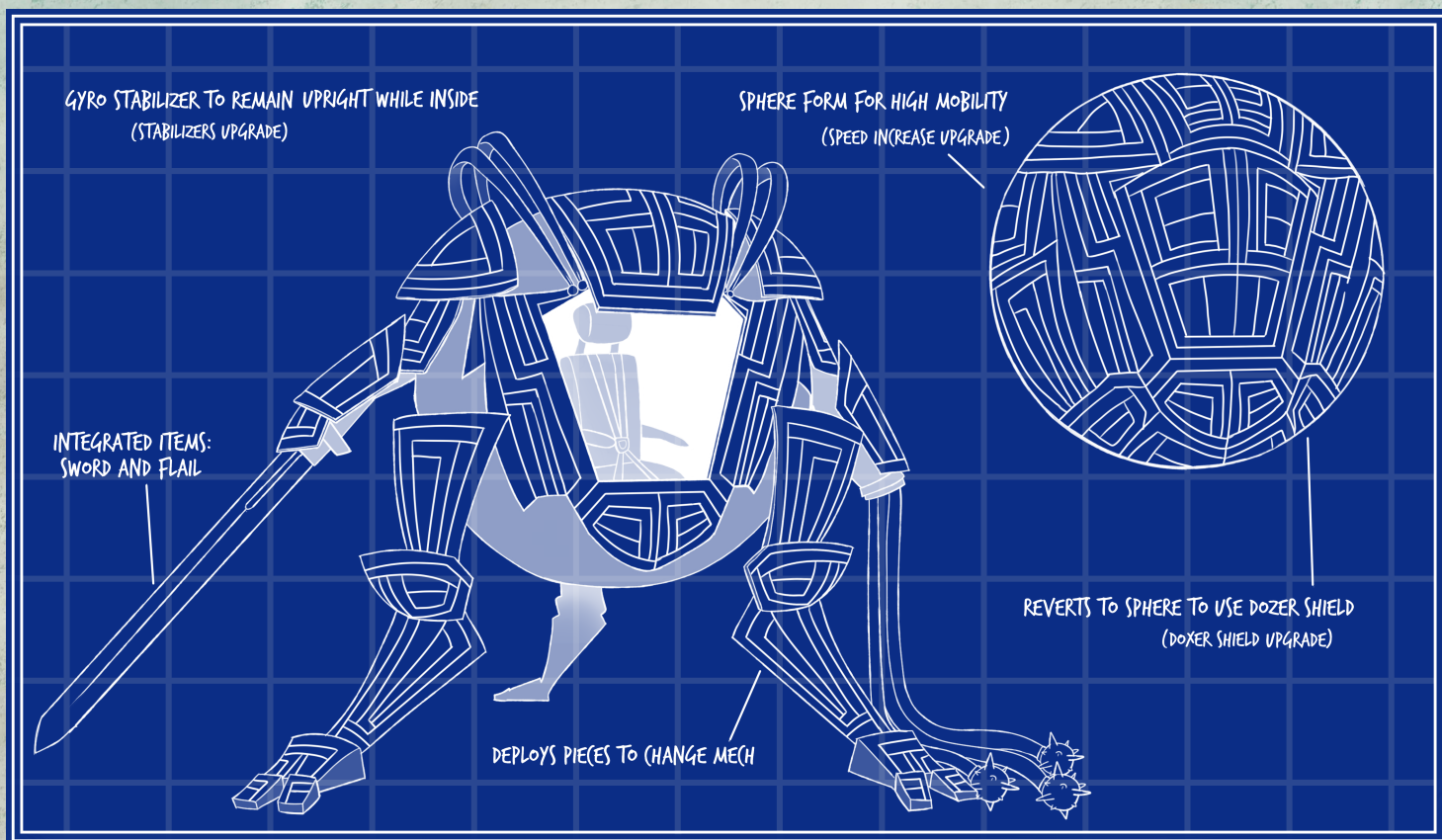
The damage of this weapon increases as your artificer level increases. Increase the damage of this weapon by 2d10 at each of the following artificer levels: 6, 12, 18

PILOT LIFE SUPPORT

(3 structure points, max. 1)

Through preparing stored healing spells, or even a magical defibrillator, your battle suit has failsafe options to keep you alive if badly injured while at the controls. If you are reduced to zero hit points while inside your battle suit, it automatically casts the *spare the dying* cantrip on you.





SECONDARY PILOT

(3 structure points, max. 1, *Prerequisite: Passenger Seat upgrade, can't have Passenger Turret upgrade*)

When a creature is mounted in the passenger seat of your battle suit, that creature can pilot the battle suit during its turn. A creature must be attuned to the battle suit to pilot the battle suit.

SELF REPAIR PROTOCOLS

(4 structure points, max. 1, *Prerequisite: level 10*)

Whether through a mechanical self-repair system or a permanent infusion based on the *mending* cantrip, your battle suit can repair itself. The battle suit regains 1d6 hit points at the start of each of your turns.

SHOCK ABSORBERS

(2 structure points, max. 1)

You have integrated heavy-duty pistons into your battle suit. The battle suit reduces any falling damage it takes by an amount equal to five times your artificer level.

SPEED INCREASE

(3 structure points, max. 1)

Through improvements to limbs or other propulsion devices, you've increased your battle suit's speed. Your battle suit's speed is increased by 10 feet.

SPELL-STORING REPOSITORY

(2-10 structure points, max. 2)

An element of your battle suit can store spells, in preparation to unleash them at an opportune time. This repository could be a crackling chamber of energy, a series of linked glowing crystals, or another design entirely.

The battle suit's repository can store up to a number of levels worth of spells equal to the structure points spent on the upgrade at a time.

Any creature can cast a spell, of a level up to the number of structure points spent on this upgrade, into the battle suit's repository by touching the repository as the spell is cast. The spell has no effect, other than to be stored in the battle suit's repository. If the repository can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While piloting the battle suit, you can cast any spell stored in its repository. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the repository is no longer stored in it, freeing up space.

SPIKED ARMOR

(2 structure points, max. 2)

Your battle suit is covered in spikes and barbs. A creature that grapples or is grappled by your battle suit takes 3d4 piercing damage. A creature takes 3d4 piercing damage if it starts its turn grappling or grappled by your battle suit.

STABILIZERS

(2 structure points, max. 1)

Your battle suit has a subsystem to keep it upright, which could be stabilizing thrusters, reusable grapnel lines, or extra legs. Your battle suit can't be pushed or knocked prone.

STEALTH MODIFICATIONS

(3 structure points, max. 1)

Through camouflage paint, illusion and sound dampening magic, you've modified your battle suit to be better suited for stealth. Your battle suit can add your proficiency bonus to Dexterity (Stealth) checks, and no longer has disadvantage on those checks.

SUBMERSIBLE

(3 structure points, max. 1, *Prerequisite: Airtight upgrade*)

Already sealed against water pressure, you've further developed your battle suit for underwater travel with the addition of ballast and flotation tanks, and underwater steering apparatus and propellers. On Eberron, you may instead have bound an air or water elemental to power it in a similar fashion to House Lyrandar's elemental galleons. Your battle suit has a swimming speed equal to its walking speed.

TRACTOR BEAM

(2 structure points, max. 1)

Through telekinetic magic or powerful magnets, you can prevent creatures from breaking free from your battle suit's reach. When a creature would move out of melee range of your battle suit, you can use your reaction to attempt to stop it. The target must make a Strength saving throw against your spell save DC. On a failed save, the target's movement speed is reduced to zero for the rest of its turn.

WEAKNESS ANALYSIS SYSTEM

(2 structure points, max. 1)

Advanced lenses and divination magic work together to create a system for your battle suit to make the best placed attacks against its targets' weakpoints. While your battle suit is powered, you can use it to cast the *hex* spell at 1st level as an action without needing components. You do not need to concentrate on the spell, it lasts for its duration or until the battle suit is no longer powered (whichever comes first). Once you have cast the spell this way, you can't do so again until another spell slot is expended to power the battle suit.

