

Mythical Classes: **MACHINESMITH**



MYTHICAL CLASSES: MACHINESMITH

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Barely suppressing a cry of joy as her most complex creation yet springs to life, the elven inventor begins ritualistically checking her blueprints, looking for ways to improve the mobius-driven contraption. The automaton wanders across her desk instinctively to stand rank-and-file beside its peers.

Looking over his schematics for the hundredth time, a human engineer dabs solvent along the eighteenth plasma conduit of his sleek new weapon, sensing the power he's unlocked within it. Donning some protective equipment, he kneels down and aims it toward a nearby wall of stones, grinning ecstatically as a beam of intense energy erupts from the contraption's barrel, blasting a chunk of the rocks and scattering dust to the winds.

Kneeling down and peering closely at the floor, a gnome flips on his analyzer and hums to himself in consternation. Tuning his device with a deft hand, he slowly scans the area across numerous frequency spectrums before finding a clue on where best to step next. Switching his invention off, he carefully steps around a large patterned tile on the floor and beckons for his allies to do the same.

Machinesmiths are masters of two worlds, notable and distinguished as a class for their use of both magic and science to invent new and powerful devices. Their understanding of chemistry, engineering, mathematics, and physics allow them to craft the finest inventions, from simple blades to mechanical men, which aid in their research or protect them from harm. When they find their greatworks wanting, however, their mobius-charged prototypes come to the fore—conjuring the elements, crushing their writhing foes, or even disintegrating an enemy entirely.

SCIENTIST SUPREME

Whether engineers of destruction, discovery, or wonder, machinesmiths are all masters of science, drawn to the mysteries of existence like moths to a flame. Though manipulating a greatwork or activating a prototype might seem to require only a simple gesture, the hands of these inimitable creators are attuned to their devices on a subatomic level, their talents honed over numerous days and nights of study.

Machinesmiths are indelibly tied to their greatworks, which determine how many of their abilities work. These are merely a machinesmith's focus, however; their prototypes go a long way in determining the full range of what the class has to offer. They learn new prototypes as they gain experience and can draft new designs into their blueprint book, provided they have unfamiliar schematics on hand—either unearthed from lost technology or from another machinesmith's notes—and enough gold.

MOBIUS CHARGED

Driven by a thirst for knowledge about both the arcane and scientific limitations of reality, machinesmiths live out their existence hand in hand with mechanical wonders that defy common beliefs. Though their inventions require a spark of their essence to operate, these incredible technological achievements lead many machinesmiths to serve as professors or archivists in esteemed universities or on behalf of powerful nations. Machinesmiths often take up arms in militaries—utilizing their incredible intellect to brutal effect on the battlefield—or enter the underworld to become masters of deceit and manipulation.

Even those who become complacent in a research lab or faculty position, however, are wont to ignore the call of power and knowledge promised by the discovery (or re-discovery) of natural wonders, magical phenomena, and scientific anomalies. Most machinesmiths are not naive enough to think that their ideas are truly new, believing that their predecessors mastered forms of technology that many have misinterpreted as purely magical. Unlocking these secrets of the past would mean the dawning of a new age, one primed for the machinesmiths' yearning to understand the world.

CREATING A MACHINESMITH

Creating a machinesmith means establishing motives and history that work to satisfy an insatiable curiosity. What inspired your character to try out science? When did your talent for artificing first emerge? Have you always been adept with machines, or is your technical prowess borne from incessant application? Are you the first machinesmith in your community or did you learn about the craft from an elder scientist?

What prompted you to leave the confines of your laboratory? Did a recent breakthrough inspire you to revisit an oft-explored locale from your youth? Has the recent passing of a colleague left you with a new repository of knowledge to discover and plunder? Maybe you're just ready to take your inventions to the next level, stress-testing them in the field.

QUICK BUILD

You can rapidly design a machinesmith by following a few simple suggestions. Make Intelligence your highest ability score, then either Dexterity or Constitution as your second highest depending on which greatwork you choose to create first. For your background, choose either guild artisan, outlander, or sage. Finally, take the *acid splash* and *mage hand* cantrips, as well as these 1st-level prototypes for your blueprint book: *detect magic*, *grease*, *magic missile*, and *sleep*.

MACHINESMITH

—Mobius Slots per Prototype
Level—

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th
1st	+2	Greatwork, Mobius Channeler, Prototypes, Repair	2	1	—	—	—	—	—
2nd	+2	Crafter, Trapmaster	2	2	—	—	—	—	—
3rd	+2	Crafting Expert, machinesmith talent	2	2	—	—	—	—	—
4th	+2	Ability Score Improvement	3	2	1	—	—	—	—
5th	+3	Greatwork upgrade	3	3	1	—	—	—	—
6th	+3	Machinesmith talent	3	3	2	—	—	—	—
7th	+3	Axiom	3	3	2	1	—	—	—
8th	+3	Ability Score Improvement	3	3	2	1	—	—	—
9th	+4	Machinesmith talent	3	3	3	2	—	—	—
10th	+4	Greatwork upgrade	3	3	3	2	1	—	—
11th	+4	—	4	4	3	2	1	—	—
12th	+4	Ability Score Improvement, machinesmith talent	4	4	3	3	2	—	—
13th	+5	—	4	4	3	3	2	1	—
14th	+5	—	4	4	3	3	3	1	—
15th	+5	Greatwork upgrade, machinesmith talent	4	4	3	3	3	2	—
16th	+5	Ability Score Improvement	4	4	3	3	3	2	1
17th	+6	—	5	4	3	3	3	2	1
18th	+6	Machinesmith talent	5	4	3	3	3	2	2
19th	+6	Ability Score Improvement	5	4	3	3	3	2	2
20th	+6	Greatwork master upgrade	5	4	3	3	3	3	2

CLASS FEATURES

Machinesmiths gain the following class features:

HIT POINTS

Hit Dice: 1d8 per machinesmith level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per machinesmith level after 1st level

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, hand crossbows, heavy crossbows, light crossbows (and firearms when applicable)

Tools: Artisan's tools

Saving Throws: Intelligence, Dexterity

Skills: Choose three from Arcana, Investigation, Medicine, Nature, Perception, and Survival

EQUIPMENT

You start with the following equipment, as well as any gear listed with your background.

- (a) a hand crossbow, (b) a light crossbow, or (c) a heavy crossbow
- (a) a dungeoneer's pack or (b) an explorer's pack
- 20 bolts
- A blueprint book
- A greatwork
- A mobius channeler

PROTOTYPES

Prototypes are tiny devices attuned to your essence, activated by the mobius energy you charge them with. As a researcher of both arcane magic and science, you have a blueprint book containing schematics that show how your incredible devices unlock the power underlying existence. Each day you use mechanical and magical components to build your prototypes, charging them with a bit of mobius energy that dissipates after 24 hours or when you next take a long rest, whichever happens first.

Except where noted, using a prototype is identical to casting a spell, and prototypes have the statistics of their corresponding spells. A machinesmith can activate wands and other magic items that refer to a spell list, treating prototypes as spells when determining what the machinesmith is qualified to use.

CANTRIPS

At 1st level, you learn two cantrips of your choice from the machinist prototype list. You learn additional prototype cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Machinesmith table. You must be wielding or wearing your mobius channeler in order to cast a cantrip.

BLUEPRINT BOOK

At 1st level, you gain a blueprint book containing the plans for four 1st-level prototypes of your choice.

YOUR BLUEPRINT BOOK

The prototypes that you add to your blueprint book as you gain levels reflect your study into the interactions of arcane power and science, as well as the intellectual summits you reach on your quest to understand the boundaries and laws of existence. You may find other prototypes during your adventures; reverse-engineering fallen golems, studying ancient devices from forgotten civilizations, and being inspired by the thrill of exploration could lead to new designs.

Copying a Prototype into a Blueprint Book. When you find a prototype of 1st level or higher, you can add it to your blueprint book if it is of a level for which you have mobius slots.

Copying a prototype into your blueprint book involves reproducing the basic form of the prototype, then deciphering the unique notations and schematic flourishes of the machinesmith who designed it. You must practice building the prototype until you understand the sounds or gestures required to properly charge it with mobius energy, then transcribe the prototype's designs into your blueprint book using your own form of scientific notation.

For each level of the prototype, the process costs 50 gp and takes 2 hours. The cost represents the material components consumed in experimentation and rigorous scientific testing, as well as any mundane costs in recording the information. Once you have spent this money and time, you become able to prepare the new prototype as you would your other prototypes.

Replacing a Blueprint Book. You can copy prototypes from your blueprint book into other books—like a backup blueprint book. This is like copying a prototype into your blueprint book, but easier and faster, as you do not need to decipher notation or perform rigorous experiments. For every level of the prototype, the process costs 1 gp and takes 1 hour.

Should you lose your blueprint book, you can transcribe all of the prototypes you have prepared into a new blueprint book, though adding any other prototypes must be done so in the normal fashion. It is extremely common for machinesmiths to keep multiple editions of their blueprint books in many different places.

A Blueprint Book's Appearance. Your compilation of distinctive prototype schematics is particular to you, the notations, citations, and margin notes all indicative of your approach to scientific research. Blueprint books are sometimes grand affairs—lavish leather tomes clasped with gold and platinum—but many are dusty old pages bound together with wire, or fantastically bound by magnetic strips and scribed on unknown parchment.

PREPARING AND CASTING PROTOTYPES

The Machinesmith table shows how many mobius slots you have to utilize your prototypes of each level. To use a prototype, you must spend a slot of the prototype's level or higher. All spent mobius slots are regained when you finish a long rest.

You prepare the list of prototypes that are available for you to cast. When doing so, choose a number of prototypes from your blueprint book equal to your Intelligence modifier + your machinesmith level (minimum of one). The prototypes must be of a level for which you have mobius slots.

For example, a 6th-level machinesmith has three 1st-level and two 2nd-level mobius slots. With an Intelligence score of 16, your list of prepared prototypes can include up to five prototypes of 1st or 2nd level, in any combination, chosen from your blueprint book. If you prepare the 1st-level prototype *burning hands*, you can cast it by spending a 1st-level or a 2nd-level mobius slot. Casting the prototype doesn't remove it from your list of prepared prototypes.

After finishing a long rest, you can change your list of prepared prototypes. Preparing this new list requires

time spent studying your blueprint book to memorize the precise gestures and nuanced control adjustments needed to correctly deploy a prototype: at least 1 minute per prototype level for each prototype on your list.

PROTOTYPE ABILITY

Your Intelligence score partly determines how many prototypes you can list at once; the intense calculations, rote memorization, and scientific acumen demanded by your craft make a keen intellect a necessity. You use your Intelligence score whenever a prototype refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a machinesmith spell you cast and when making an attack roll with one.

Prototype save DC = 8 + your proficiency bonus + your Intelligence modifier

Prototype attack modifier = your proficiency bonus + your Intelligence modifier

SCIENTIFIC DEMONSTRATIONS

You are able to utilize prototypes that emulate ritual spellcasting. You do not need to have the prototype prepared.

PROTOTYPE FOCUS

Your prototypes automatically function as an arcane focus for prototypes that requires them.

LEARNING PROTOTYPES OF 1ST LEVEL AND HIGHER

At every new machinesmith level, you may add a prototype of your choice to your blueprint book. Each prototype must be of a level for which you have mobius slots, as shown on the Machinesmith table. As your character gains experience and travels across the world, you may find other prototypes that you can add to your blueprint book, as described in the “Your Blueprint Book” sidebar.

GREATWORK

You’ve designed and built an artifice called a greatwork that personifies your technological talents, empowered by a mobius core holding your entrapped magical essence (an analyzer, constructor, mechanus, or mobius weapon). At 5th, 10th, 15th, and 20th level, you improve your greatwork with upgrades; when upgrading a greatwork, you may re-sign all of its upgrades.

Only you know the intricacies of your device—which you are constantly tinkering with and improving during your spare time—and only you can operate it. If your greatwork is destroyed, you must start over, working uninterrupted for 8 hours, plus an uninterrupted increment of 8 hours for each upgrade the greatwork has. If you find yourself removed far from your greatwork for a day or longer, perhaps because it has been stolen, you may sever your connection to its mobius core to render the device inert.

MOBIUS CHANNELER

Your toolbox includes an unusual device of your own making, an invention that responds only to your touch. No other creatures are able to manipulate your mobius channeler outside of its mundane function—which may take the form of a club, light shield, or any magic item slot on your body—and you cannot cast cantrips without wielding or wearing your mobius channeler.

These contraptions are as diverse as their creators. One machinesmith’s mobius channeler might be a utility belt filled with various gadgets, another’s might be a multitool, and another’s still could be an articulated, highly customizable shoulder harness festooned with manipulators. Whenever you learn a new cantrip, you



may reconfigure your mobius channeler to access it by spending 1 hour.

REPAIR

You are able to fix broken items with a mere touch. By spending an action, you repair 1d4 damage to a construct or object. At every odd level after 1st level, you repair +1d4 damage (to a maximum of 10d4 at 19th level). You can use this ability a number of times equal to your Intelligence modifier, after which you must finish a long rest to regain these uses.

CRAFTER

At 2nd level, you develop a preternatural talent when using artisan’s tools to craft items. When crafting items you receive double your proficiency bonus. You are able to craft items up to a total market value of 10 gp per day, spending half the market value in gp in raw materials. For items costing more than 10 gp, you make progress every day in increments of 10 gp until you reach its market value. For example, an item with a market value of 1,500 gp would take you 150 days to craft.

TRAPMASTER

At 2nd level, you gain your proficiency bonus from using thieves’ tools even when you do not have them at hand. If you have thieves’ tools, you gain double your proficiency bonus when using them.

CRAFTING EXPERT

At 3rd level, you learn how to craft magic items of common and uncommon quality. At 9th level, you learn how to craft magic items of rare quality. At 15th level, you learn how to craft magic items of very rare quality. At 20th level, you learn how to craft magic items of legendary quality.

MACHINESMITH TALENT

At 3rd level and every third level afterward, you learn a technological innovation called a machinesmith talent. These machinesmith talents come in the form of gadgets, specialized greatwork upgrades (listed under each type of greatwork), and techniques. Machinesmith tricks that call for an attack roll or saving throw DC are treated as though they were your prototypes.

Gadgets are tangible items that fall between a greatwork and a prototype. Generally they are only usable a certain number of times between rests and may require some form of fuel. Only you know the peculiarities of how your gadgets function, preventing others from using them. Unless otherwise noted all gadgets are Tiny items with AC 10 (when not being held); hardness 5 and 10 hit points. If a gadget is lost or destroyed you may spend 100 gold and 8 hours of work to rebuild it. Unless otherwise noted, a gadget does not require attunement to function.

AXIOM

At 7th level, you may take an action to focus antithetical magical energy through your mobius channeler to create an effect identical to *dispel magic*. Doing so suspends your mobius channeler's ability to cast one randomly determined cantrip until you are able to repair the device during a short rest. You can "lose" any prepared prototype of a mobius slot of 4th-level or higher to increase the effective level of the *dispel magic* effect to the level of the expended mobius slot.

MACHINESMITH PROTOTYPE LIST

CANTRIPS

Acid Splash, Chill Touch, Dancing Lights, Eldritch Blast, Fire Bolt, Light, Mage Hand, Mending, Message, Prestidigitation, Produce Flame, Ray of Frost, Resistance, Sacred Flame, Shillelagh, Shocking Grasp, True Strike

1ST

Alarm, Burning Hands, Charm Person, Chromatic Orb, Color Spray, Comprehend Languages, Detect Magic, Disguise Self, Expeditious Retreat, False Life, Feather Fall, Fog Cloud, Grease, Guardian Drone, Identify, Illusory Script, Jump, Longstrider, Mage Armor, Magic Missile,

Magnify Vision, Protection from Evil, Protection from Good, Shield, Silent Image, Sleep, Hideous Laughter, Floating Disk, Transcribe, Unseen Servant

2ND

Animated Shieldbearer, Arcane Lock, Blindness/Deafness, Blade Drone, Blur, Continual Flame, Curative Construct, Darkness, Darkvision, Detect Thoughts, Flame Blade, Flaming Sphere, Gust of Wind, Heat Metal, Hold Person, Invisibility, Knock, Levitate, Locate Object, Magic Mouth, Magic Weapon, Acid Arrow, Mirror Image, Program Feat, Ray of Enfeeblement, Scorching Ray, See Invisibility, Shatter, Spider Climb, Web

3RD

Animated Swordsman, Clusterbomb, Daylight, Dispel Magic, Fear, Fireball, Flaming Bolt, Fly, Gaseous Form, Haste, Tiny Hut, Leashed Shackles, Lightning Bolt, Major Image, Master Key, Sending, Slow, Stinking Cloud, Water Breathing, Water Walk

4TH

Blight, Confusion, Control Water, Dimension Door, Black Tentacles, Fabricate, Fire Shield, Greater Invisibility, Hallucinatory Terrain, Hunter Seeker Drones, Ice Storm, Secret Chest, Locate Creature, Resilient Sphere, Phantasmal Killer, Polymorph, Stone Shape, Stoneskin, Wall of Fire

5TH

Animate Objects, Cloudkill, Cone of Cold, Contact Other Plane, Dominate Person, Electroshock Coil, Hold Monster, Passwall, Pocket Army, Telekinesis, Wall of Force

6TH

Antimagic Field, Blade Barrier, Chain Lightning, Control Weather, Disintegrate, Eyebite, Flesh to Stone, Globe of Invulnerability, Move Earth, True Seeing, Wall of Ice

ANALYZER GREATWORK

Machinesmiths that obsess over their surroundings and prize knowledge above all else build an analyzer, a device that communicates audio and visual information to them.

This Tiny greatwork (AC 15, 12 hp) holds a number of charges equal to 1/2 your machinesmith level + Intelligence modifier. To activate an analyzer ability that spends a charge, you must take an action, and spells cast by an analyzer do not require any components. Analyzers regain all of their charges when you finish a long rest. Analyzers take up your eye slots.

The analyzer grants you the following: darkvision 60 feet (no charges), advantage on Intelligence (Arcana) checks (one charge for 10 minutes), and the ability to cast *detect disease*, *detect evil*, *detect good*, *detect magic*, *detect poison* and *true strike* (one charge each).

At 5th level, the analyzer grants your proficiency bonus to you on all Intelligence skill checks and the ability to cast *detect thoughts*, *find traps*, and *identify* (one charge each).

At 10th level, the analyzer grants you the scent ability (no charges) and the ability to cast *clairvoyance* and *see invisibility* (one charge each).

At 15th level, the analyzer increases your darkvision to 120 feet (no charges) and grants the ability to cast *scrying* and *tongues* (one charge each).

At 20th level, the analyzer grants you tremorsense 80 feet (no charges) and the ability to cast *find the path* and *foresight* (two charges each).

Machinesmiths with an analyzer greatwork can choose any of the following machinesmith talents:

Arcane Analyzer. You install a module for spell analysis and arcane energy capture into your analyzer and mobius channeler, making the greatwork capable of capturing spells. You may use the axiom ability but create a *counterspell* effect instead of creating a *dispel magic* effect. Any successfully countered spell is stored in your analyzer for 24 hours or until you cast it, which requires no components or charges.

You must be at least 9th level to select this machinesmith talent.

Chance Optimizer. You design and implement a complex probability matrix into your analyzer. By spending 2 charges as a bonus action or reaction, you gain advantage on your next attack roll, skill check, or saving throw.

You must be at least 12th level to select this machinesmith talent.

Constant Function. You attune your mobius core to express its energies in very specific ways so you might utilize some of its abilities more efficiently. One of the analyzer's abilities that requires spending one charge to function no longer requires any charges.

You must be at least 6th level to select this machinesmith talent.

Extra Charges. You improve the distribution of power from your mobius core, making the entire greatwork more efficient. The analyzer can hold three more charges.

Motion Analyzer. You program your analyzer to evaluate foes and locate weaknesses, providing information on the best way to bypass an enemy's defenses. By spending one charge to study a creature you can see, you gain a bonus to damage equal to your proficiency bonus against that creature and gain advantage on attack rolls against that creature. These bonuses last for a number of rounds equal to your Intelligence modifier.

Motion Analyzer Improvement. You miniaturize the motion analyzer and streamline its controls, making the ability usable as a bonus action. You must possess the

motion analyzer machinesmith talent and be at least 9th level to select this machinesmith talent.

Spell Copier. By spending two charges and taking a full turn of actions to scan a scroll, you may copy it into the analyzer's data bank. This erases the scroll. By taking an action and spending a number of charges equal to the spell level of the scroll, you may activate its effects as if you had cast the spell. You can only store one scroll in the analyzer at a time; scanning a new scroll erases the prior.

You must be at least 9th level to select this machinesmith talent.

CONSTRUCTOR GREATWORK

Machinesmiths with a hankering for manipulating the world around them invent small manufacturing devices known as constructors. These incredible contraptions forge, sculpt, and craft wondrous tools—from mundane items to powerful magic weapons—providing the adventuring machinesmith with just the right tool at the right time.

A constructor takes up your belt or hands slot and holds a number of charges equal to your proficiency bonus + Intelligence modifier. By taking a full turn of actions and spending a charge, you can create a simple item made of glass, clay, wood, stone, or soft, non-precious metal or alloy (such as brass, bronze, copper, or tin). No raw materials are required; as energy from the mobius core synthesizes them by transmogrifying nearby matter, usually gasses.

A constructor cannot produce items that weigh more than 5 pounds plus 1 pound per machinesmith level, cannot produce items with complex chemical components or moving parts (such as a crossbow or firearm), and must create items small enough for you to carry or hold in your hands. Weapons created by a constructor break when used during an attack roll of a natural 1. Items created by the constructor dissipate into nothingness after a number of minutes equal to your machinesmith level.

At 5th level, the constructor can create iron or steel, and items produced by the greatwork may be slightly more complex, requiring more than one component: for example, a wooden piercing weapon with a steel point, such as an arrow or spear. By spending twice as many charges as normal, you may create a +1 *weapon*.

At 10th level, the constructor can create mithral as well as complex mechanical items, such as crossbows, firearms, pocket watches, and small steam engines. Any chemical components for these items must be provided normally. Nonmagical items created using the constructor last for 1 hour per machinesmith level.

At 15th level, the constructor can create adamantine and make +3 *weapons* that last for 1 minute per

machinesmith level before dissipating. By spending double the normal number of charges required, you can produce nonmagical items with the constructor that last indefinitely. Charges spent in this way remain lost until the item is destroyed or dismissed by you (requiring an action).

At 20th level, the constructor creates +5 *weapons* and can produce objects of any complexity. By spending three times the normal amount of charges, you can make an item produced by the constructor that lasts indefinitely. Charges spent in this way remain lost until the magic weapon is destroyed or dismissed by you (requiring an action).

Machinesmiths with a constructor greatwork may choose the following machinesmith talent:

Mass Assembly. When making a nonmagical item, you can produce a number of them up to your Intelligence modifier, so long as their combined weight does not exceed the constructor's weight limit.

You must be at least 6th level to select this machinesmith talent.

MECHANUS GREATWORK

Machinesmiths often seek to emulate life through science and magic, crafting tireless automatons to help them in their unending search for knowledge. Some of these creatures are intricate clockwork, driven by steam pistons or brimming with electricity, but they all share some abilities and limitations.

When you gain this greatwork, you choose one beast or humanoid of CR 1/4 or lower. In addition to gaining your proficiency bonus to AC, attack rolls, damage rolls, and any saving throws or skills it is proficient in, the creature gains the construct type, cannot be exhausted, fatigued, or poisoned (through conditions or damage), and does not require air, drink, food, or sleep. The creature has no Intelligence score and follows your instructions unflinchingly. At 3rd level and every odd level thereafter, the mechanus increases its hit points by half of your average increase in hit points (5 + Constitution modifier).

At 5th level, you can communicate with your mechanus telepathically. You may improve the mechanus to emulate any beast or humanoid of CR 1 or lower. If its CR is 1/4 or lower, the mechanus increases the bonuses granted by your proficiency bonus by 50%.

At 10th level, you may improve the mechanus to emulate any creature of CR 2 or lower. If the CR of the mechanus is 1 or lower, it increases the bonuses granted by your proficiency bonus by 50%; if its CR is 1/2 or lower, it doubles the bonuses granted by your proficiency bonus.

At 15th level, you may improve the mechanus to emulate any creature of CR 4 or lower. If the CR of

the mechanus is 2 or lower, it increases the bonuses granted by your proficiency bonus by 50%; if its CR is 1 or lower, it doubles the bonuses granted by your proficiency bonus; if its CR is 1/2 or lower, it increases the bonuses granted by your proficiency bonus by 250%.

At 20th level, you may increase the mechanus's Intelligence score to 10, though it still always acts according to your intentions. In addition, you may improve the mechanus to emulate any creature of CR 8 or lower. If the CR of the mechanus is 4 or lower, the mechanus increases the bonuses granted by your proficiency bonus by 50%; if its CR is 2 or lower, it doubles the bonuses granted by your proficiency bonus; if its CR is 1 or lower, it increases the bonuses granted by your proficiency bonus by 250%; if its CR is 1/2 or lower, it triples the bonuses granted by your proficiency bonus.

Machinesmiths with a mechanus greatwork can choose the following machinesmith talents:

Drone Carrier. You install small bays into the mechanus, useful for launching drones and other small devices. You can load a single prototype with "drone" in its name into the mechanus. The mechanus can take an action and a bonus action launching a stored prototype, using your spell attack bonus and saving throw DCs.

You must be at least 6th level to select this machinesmith talent.

Feral Intelligence. You install a rudimentary sentience into the mechanus, increasing its Intelligence score to 2 and granting it proficiency in any two skills. At 20th level, you may replace this machinesmith talent with any other machinesmith talent.

Mobius Reactor. Optimizing the power output from the mechanus's mobius core, you enable the greatwork to project protective fields of energy. As a bonus action, the mechanus can impose disadvantage on attacks made against it or gain resistance to either bludgeoning, piercing, or slashing damage; the chosen effect persists for a number of rounds equal to your Intelligence modifier. Once this ability is used, the mechanus cannot use it again until you finish a short rest.

Overdrive. You alter the mobius core to output more energy than normal, granting it advantage on attack rolls for a number of rounds equal to your Intelligence modifier. Once this ability is used, the mechanus cannot use it again until you finish a short rest.

Self Healing Automaton. You augment the mechanus with some of your own mending abilities, allowing the greatwork to use your repair ability on command as a bonus action. The mechanus's uses of repair spend your uses of the ability.

You must be at least 9th level to select this machinesmith talent.

Spiked Automaton. You install long, wicked spikes all around the mechanus's body. When a creature hits the mechanus with a melee attack or grapples the mechanus, it takes 1d4 piercing damage. When you take this talent, you may choose to change the type of damage that your mechanus's attacks deal to piercing and increase your damage by +2.

You must be at least 9th level to select this machinesmith talent.

Venomous Strikes. You install a hollow tank inside of the mechanus's weapons, be they claw, fang, or blade. This tank can be filled with one dose of any injury poison. When dealing damage to a creature with this melee attack, the mechanus can take a bonus action to inject the contents of the tank into the creature.

MOBIUS WEAPON GREATWORK

Machinesmiths with a penchant for destruction enter battle with powerful weapons of their own design, capable of obliterating targets or manipulating potent energies to devastating effect. These weapons can take the shape of complex rods, high-powered crossbows, firearms, swords or axes made entirely of energy, or even more exotic and strange devices. Regardless of the shape it takes, all mobius weapons generally function in the same way.

At 1st level, you must choose the weapon used as the base for your mobius weapon, and in doing so you gain proficiency with that weapon. Fitting the mobius core to the armament requires an uninterrupted hour of work. A lost or stolen mobius weapon is replaced in the same way as any other greatwork.

The statistics of a mobius weapon match those of its base weapon (including any magical bonuses), grants your proficiency bonus to damage, and holds a number of charges equal to your Intelligence modifier + 1/2 your machinesmith level. By spending a charge as a bonus action, you can gain gains one of the following benefits: advantage on a single attack roll, reroll any damage dice with a result of 1, or increase the damage of an attack by +1d4.

At 5th level, you can spend a charge to gain another attack in a round, reroll any damage dice with a result of 1 or 2, or increase the damage of an attack by +1d6.

At 10th level, you can spend two charges as a bonus action, but cannot choose a given option more than once in the same round.

At 15th level, you can spend two charges to gain two additional attacks in a round, reroll any damage dice with a result of 1 to 3, or increase the damage of an attack by +1d8.

At 20th level, you can spend three charges as a bonus action to maximize a weapon's damage dice roll or increase the damage of an attack by +1d10.

Machinesmiths with a mobius weapon greatwork can choose the following machinesmith talents:

Energy Weapon Augmentation. By spending two charges as an action, you wreathe the mobius weapon in energy that changes the damage it deals to either acid, cold, fire, lightning, psychic, or thunder damage for a number of minutes equal to your machinesmith level.

You must be at least 6th level to select this talent.

Explosive Ammunition Augmentation. By spending a charge as a bonus action, you infuse the next piece of ammunition in your ranged mobius weapon with explosive energy. If your next attack hits, it deals normal damage to the target and minimum damage to all creatures and objects within 10 feet of the target. This augmentation can only be applied to ranged mobius weapons.

You must be at least 6th level to select this talent.

Impact Hammer. Whenever you strike a critical hit with the mobius weapon, you can spend a charge as a reaction to emit a concussive burst into the target. The target must succeed on a Constitution saving throw or be stunned for 1d4 rounds. This augmentation can only be applied to mobius weapons that deal bludgeoning damage.

You must be at least 6th level to select this talent.

Proficiency Enhancer. You install a calculations matrix into your mobius weapon, prompting it to follow your mental commands. When making attack rolls with the mobius weapon, you may use your spell attack bonus. By selecting this machinesmith talent a second time, you add your Intelligence modifier to damage rather than your Strength or Dexterity modifier.

GADGET MACHINESMITH TALENTS

Automatic Fighter. This small clockwork device often resembles an armored knight or terrible demon wielding a melee weapon. By taking an action, you can deploy the automatic fighter in any adjacent unoccupied square; activating the automatic fighter requires a bonus action. Once activated, the automatic fighter makes one attack against every creature within its reach, using your spell attack bonus and dealing 1d8 + your proficiency bonus of slashing damage. It weighs 50 pounds, has an AC of 19 and 20 hit points, and counts as an object for the purposes of spells and effects.

The automatic fighter is stationary and continues to attack until you deactivate it by taking an action. Each round that it is active, the automatic fighter consumes half a flask of oil as fuel. The automatic fighter can hold



up to 10 flasks worth of oil at a time. You must be at least 9th level to select this machinesmith talent.

Brass Earthworm. When at rest, the brass earthworm appears to be a heavy brass cylinder roughly the size of a small log. When activated with an action and bonus action, the earthworm can be set to a specific mode and dropped on the ground, where it expands to a flexible tube lined with treads and a large drill head that completes one of the following projects in 30 seconds.

- **Moat.** The brass earthworm rushes in circles around you, up to 40 feet away but no less than 10 feet away, creating a circular moat that is 10 feet deep.
- **Trench.** The brass earthworm rushes back and forth in the direction it is set, creating a ditch roughly 30 feet long and 10 feet deep.
- **Tunnel.** The brass earthworm burrows 100 feet in the direction it is set, leaving a tunnel behind it, 3 feet in diameter.

The brass earthworm requires 2 flasks of oil to power its engine for one run, and refueling it takes two rounds of taking an action and bonus action. If used in combat, the brass earthworm has a burrow speed of 20 feet and cannot attack. The brass earthworm weighs 50 pounds, and it has an AC of 15 and 15 hit points.

Crossbow Turret. You create a swivel-mounted tripod gadget that can automatically load, aim, and fire a hand crossbow. This is a Small clockwork device (AC 9, 15 hp, visual senses as a human) that weighs 30 pounds, attached to a magazine able to hold up to twenty bolts. Deploying a crossbow turret (into an adjacent, unoccupied square of flat, solid ground with no obstructions) requires an action, and calibrating it to fire at a target requires a bonus action.

Once calibrated, a crossbow turret immediately starts firing at its designated target once per round, using your spell attack bonus. The crossbow turret continues firing at a target until it is outside line of sight or goes completely still for more than one full round; when it returns to line of sight or moves, the crossbow turret resumes firing.

A crossbow turret can remain active for one minute before it must be rewound, requiring an action to turn a hand crank.

You must be 6th level to select this machinesmith talent. At 9th level you may take this machinesmith talent a second time to build a second crossbow turret, increasing each device's AC to 13, hp to 20, and magazine capacity to 25 bolts, and equipping light crossbows to the crossbow turrets. At 12th level, you may take this machinesmith talent a third time to build a third crossbow turret, increasing each device's AC to 17, hp to 25, and magazine capacity to 30 bolts, and equipping heavy crossbows to the crossbow turrets.

Filth Gatherer. You create a Small fifty-pound clockwork gadget (AC 13, 20 hp) with a jug that has a

tap on one side, a hose on the other, and an iron crank above it. Taking an action and a bonus action operating the crank sucks up to a gallon of liquid into the hose, through filters, chemical separators, and complex mechanisms that separate impurities into a contained compartment on the side, leaving drinkable water inside the jug. Any gathered dirt or waste—including poison and diseases—can be used as a poison coating that causes victims to contract the poisoned condition until they take a long rest (in which they do not heal naturally, though they may use Hit Dice to regain hit points). If the water contained another disease or poison, the coating also causes this original effect.

Folded Horse. This two-wheeled, forty-pound contraption folds into a cube roughly the size of a Small foot stool for easy carrying and packing. Unfolding a folded horse with a full turn of actions transforms the gadget into a Medium clockwork mount (AC 14, 30 hp) with a single seat for a Medium or Small rider. The folded horse has a speed of 60 feet over flat terrain and 30 feet over rough or hilly terrain, and its carrying capacity is 500 pounds. To keep the horse active, you must have one hand on the device at all times; otherwise, it stops in place and the rider must make a DC 15 Dexterity save to avoid being thrown off. One flask of oil fuels the folded horse to operate for a half hour.

You must be at least 9th level to select this machinesmith talent. A magnetic grapples gadget requires attunement.

Pneumatic Launcher. This gadget looks like a large-barreled, two-handed musket with a complex firing mechanism. Any object able to fit down the barrel, roughly six inches in diameter, can be loaded into the pneumatic launcher by taking an action. Compressed air stored inside a brass tank on the gadget's underside powers this invention; each tank of pressurized air weighs 5 pounds and holds enough charge for 10 shots. Recharging an emptied tank requires operating a hand crank for 10 minutes to pressurize the air within.

When used to make a ranged attack, the pneumatic launcher fires the loaded object with incredible force at a range increment of 40 feet. On a hit, the pneumatic launcher deals 1d6 bludgeoning damage as well as any other effects caused by the chosen ammunition (GM's discretion).

Fragile objects used as ammunition—such as glass shards, flasks, pottery, marbles, or even kitchen utensils—shatter upon launching, spraying a 15-foot cone of jagged shards from the weapon that deals 1d6 slashing damage; a Dexterity saving throw against your spell save DC halves this damage.

This gadget can be selected as a base for a mobius weapon, in which case the mobius core keeps the air tank pressurized forever, never needing to be recharged.

Rampage Armor. This complex, bulky suit of plate is distinguished by the hydraulic pistons and meshing

gears visible in its joints as well as the sizable shoulder-mounted engine wrapping around its back. Donning rampage armor takes half an hour and requires the help of at least one other creature. Once inside the rampage armor, and then activating it by taking an action, you may move freely so long as the armor has enough fuel to function. Active rampage armor has the same statistics as plate armor, but increases your Strength to 18, and doubles your carrying capacity.

Rampage armor requires one flask of alchemist's fire per hour of use. If the rampage armor is not donned properly or runs out of fuel, the wearer gains the paralyzed condition until it is removed, taking 10 minutes, or the gadget is refueled.

Rampage armor requires attunement. This gadget can be selected as a base for a mobius armor, in which case the mobius core powers the rampage armor, eliminating the need for fuel.

You must be at least 6th level to select this machinesmith talent. At 12th level, you may take this machinesmith talent a second time to increase the rampage armor's Strength to 22 and give the armor the ability to attack as a bonus action when you make a melee attack.

Razor Saw. This oil-powered ten-pound circular saw (AC 7, 20 hp) tears down doors and slices through wooden obstacles. Once activated with a bonus action, a razor saw can be used as a weapon that deals 1d12 slashing damage; against wooden objects, this damage doubles and a critical hit with it deals twice as much additional damage. While running, the razor saw imposes disadvantage on your Perception and Stealth checks. Attempting to cut through stone or metal, whether it succeeds or fails, dulls the razor saw's blade, requiring 50 gp and an hour of work by you before it functions correctly again. A razor saw can run for 10 minutes before it needs refueling with 5 flasks of oil; these minutes need not be consecutive.

This gadget can be selected as a base for a mobius weapon, in which case the mobius core powers the razor saw, eliminating the need for fuel.

At 9th level, you may take this machinesmith talent a second time to equip the razor saw with an adamantite-edged blade. This improved razor saw deals double damage against all objects, three times as much additional damage on a critical hit, and counts as a magical weapon.

Spare Hand. This long eight-pound clockwork arm (AC 15, 12 hp) is strapped to your chest; with a bonus action, it can hold items, wield shields, and retrieve stored items. It can operate for up to 1 hour at a time, and can be rewound with 2 hours of cranking.

The spare hand gadget requires attunement.

Utility Tool. You build an all-purpose tool capable of performing various functions. By taking a full turn of actions manipulating your utility tool, you can attempt to change the gadget's form and function to replicate

any mundane item by making an Intelligence (Crafting) check against DC 5 + the replicated item's value in gold pieces. Failing on this check causes the utility tool to malfunction, rendering it broken until it is repaired, requiring a working period equal to the duration of a short rest. Re-adjusting the utility tool, whether back to its original form or into another replicated item, requires a full turn of actions.

TECHNIQUE MACHINESMITH TALENTS

Absorb Spell. When using the axiom ability, if you would completely dispel a spell effect, you instead absorb the spell's magic to let you reconstruct a single spent prototype of the absorbed spell's level or lower.

You must be at least 9th level to select this machinesmith talent.

Explosives Expert. When you use a prototype, magic item, or gadget that deals damage in a radius, you may impose disadvantage on saving throws made by creatures resisting it. After using this ability, you must finish a short rest before you can use it again. At 10th level, you may use this ability twice before requiring a short rest.

You must be at least 6th level to select this machinesmith talent.

Eye for Danger. You become accustomed to the sudden and often explosive hazards of operating mechanical devices, giving them a second sense for danger. You gain advantage on all initiative checks. Also, when you would not be able to act during a surprise round but any present ally would, you gain one action during the surprise round.

Forge Fighter. You can use crafting tools (such as hammers, screwdrivers, and wrenches) as improvised weapons, gaining your proficiency bonus to both attack rolls and damage.

Hardening Technique. You unlock special techniques that increase the durability of all mundane items, gadgets, and magic items you create, increasing each object's AC by +2 and its hit points by +5.

Heavy Hauler. Accustomed to carrying heavy machinery and tools, you treat your Strength score as 6 points higher when determining carrying capacity.

Mechanical Mindset. Constantly working with logic, mechanical objects, and rationality have honed your subconscious ability to coldly rationalize, granting steely resolve when the time comes for it. You can grant yourself advantage on a Wisdom, Intelligence, or Charisma saving throw; you cannot use this ability again until you finish a short rest.

Mobius Detonator. Your greatwork is rigged to explode. By taking an action, you detonate the mobius

core, producing a conflagration of energy that deals 1d8 force damage per machinesmith level in a 20-foot radius. The greatwork is destroyed and must be rebuilt as normal.

Mobius Smite. As an action, you can channel your repair ability through a melee or ranged attack against a construct to deal +1 damage for every 1d4 damage that the ability would heal. If you have the repair flesh machinesmith talent, you can deal this additional damage to living creatures as well. Activating this ability spends one use of repair.

Multidisciplined Crafter. Your nuanced understanding of construction can be applied to many facets of life, granting you an unlikely knack at overcoming any given challenge or obstacle. As a bonus action, you may gain your proficiency bonus to any ability check. After using this ability a number of times equal to your Intelligence modifier, you can't use it again until you finish a long rest.

Reinfuse Prototype. As a bonus action, you may re-infuse mobius energy into one of your prototypes before it ends or is dismissed, spending a number of uses of the repair ability equal to the prototype's level.

You must be at least 9th level to select this machinesmith talent.

Repair Flesh. You learn to use the repair ability on living creatures, though it only restores half as many hit points as normal.

Scavenge Core. You design a hardened mobius core for a greatwork, imbuing it with magical energies that can isolate its power. When the greatwork is destroyed or dismantled, you can scavenge the mobius core and install into a new greatwork.

User-Friendly Gadget. You can alter one of your gadgets, making it work for another creature. By taking an action attuning your mobius energy, you designate one gadget in your possession and one creature within 100 feet. The chosen creature becomes able to operate the gadget as if they were you for a number of hours equal to your machinesmith level, utilizing your relevant spell attack bonus and saving throw DCs.

You must be at least 6th level to select this machinesmith talent.

NEW MACHINESMITH PROTOTYPES

ANIMATED SHIELDBEARER

2nd-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a light or heavy shield)

Duration: 1 minute

You produce a Tiny humanoid or spider-like construct (AC 14, 15 hp), which attaches itself to the back of the shield and skitters toward the target to occupy the same square. This construct has a speed of 30 feet and counts as an object for the purposes of effects and spells. Once it enters the target's space, it protects the target as best it can. As long as the construct is in the same square as the target, it provides its shield bonus to the target's AC. When the target moves, the construct attempts to move with it, though it cannot fly or swim.

ANIMATED SWORDSMAN

3rd-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a one-handed melee weapon)

Duration: 1 minute

You produce a Tiny humanoid or spider-like construct (AC 17, 20 hp), which attaches itself to the hilt of the weapon and skitters toward a square adjacent to the target. This construct has a speed of 30 feet and counts as an object for the purposes of effects and spells. The animated swordsman attacks every round using your spell attack bonus, dealing the weapon's damage plus your Intelligence modifier. When the target moves, the construct attempts to move with it, though it cannot fly or swim, until the target moves out of range or is successfully killed; at this point, the animated swordsman returns to you and can be designated to attack a new target with an action.

BLADE DRONE

2nd-level transmutation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a small clockwork device shaped like an axle surrounded by three to five scythe-like blades)

Duration: 6 rounds

You animate a tiny rotary blade drone that takes flight from your fist, heading toward a target while slashing and tearing with terrible speed. The drone attacks each round during your turn, using your spell attack bonus, dealing slashing damage equal to 1d10 + your proficiency bonus. Blade drones cannot flank and do not benefit from your spells, combat actions, or feats. If the target moves beyond the range of the spell, the drone returns to you; as long as the blade drone is active, you may redirect it to a different target within range as a bonus action.

The blade drone may be targeted by spells and mundane attacks; it has an AC of 16 and 10 hit points plus 1 hit point per caster level. The blade drone is immune to critical hits and considered an object for the purposes of spells and effects.

CLUSTER BOMB

3rd-level transmutation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (alchemist's fire worth 20 gp)

Duration: instantaneous

You hurl a charged alchemist's fire that explodes into a shower of smaller bombs on impact, each dealing 3d6 fire damage plus an additional damage equal to your Intelligence modifier. The first bomb targets a specific square, but the other two bounce off 15 feet in random directions, determined by rolling 1d8. A successful Dexterity saving throw halves the damage dealt by one bomb.

At Higher Levels. When you cast this spell using a 6th-level spell slot, the bombs deal an additional +3d6 force and +3d6 thunder damage. Any creature that fails its Dexterity saving throw is deafened for 1d4 minutes (no save) and stunned for 1d4 rounds (Constitution saving throw negates).

CURATIVE CONSTRUCT

2nd-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a tiny humanoid construct)

Duration: 1 hour

You animate a Tiny humanoid construct (AC 16, 12 hp) that provides emergency medical assistance. The construct skitters toward the target at a speed of 30 feet and, once it occupies the same space as the target, provides one of three benefits: provides advantage on saving throws against disease and poison, stabilizes a dying target, or administers a magical potion with which you equipped the construct when you commanded it to move (equipping the construct with a potion is a bonus action). Changing the curative construct's benefits requires an action and designating a new target requires a bonus action. A potion carried by a curative construct cannot be removed without destroying the curative construct, which has a 50% chance of destroying the potion. When the target moves, the construct attempts to move with it, though it cannot fly or swim, until the target moves out of range or is dead, at which point it returns to you.

ELECTROSHOCK COIL

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (coil of copper wire)

Duration: 10 minutes

You wrap a charged copper wire around the base of a blade or the metal headpiece of a weapon, sending a powerful current of looping electricity through it. The weapon now deals +3d6 lightning damage, and on a critical hit, the target must make a Dexterity saving throw or be stunned for 2d4 rounds.

FLAMING BOLT

3rd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (up to 10 pieces of ammunition)

Duration: 1 minute

You imbue powerful heat into a set of arrows, bolts, or bullets. While this spell's effects are active, on a hit the ammunition deals additional fire damage equal to your proficiency bonus. Once fired, whether the projectile hits or misses, its magic is gone.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, increase the bonus damage from your proficiency bonus to +1 for every additional spell level spent.

GUARDIAN DRONE

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a small clockwork device shaped like a bird or other flying creature)

Duration: 1 minute

You animate a Tiny mechanical guardian to aid and protect you in combat. Upon summoning the drone, you choose whether it appears in defensive or offensive mode. Switching modes or the guardian drone's target requires a bonus action. A guardian drone has an AC of 16, 4 hp, and counts as an object for the purposes of spells and effects.

When in offensive mode, the guardian drone harasses and distracts an adjacent enemy, chosen by you as a bonus action, granting you advantage on melee attacks against that target. When in defensive mode, the guardian drone harries the attacks of an adjacent enemy, imposing disadvantage when they target you.

HUNTER SEEKER DRONES

4th-level transmutation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (three small clockwork devices shaped like an axle surrounded by three to five scythe-like blades)

Duration: 1 minute

This spell functions as *Blade Drone* except as noted here. This spell summons three separate blade drones, and each can target a different enemy. When you cast the spell, you may designate one of these three effects to apply to all three blade drones:

- Each drone is invisible as if affected by a *Greater Invisibility* spell.
- Each blade drone can be commanded to explode with a bonus action, dealing 5d6 slashing and fire damage to creatures and objects in adjacent squares (a successful Dexterity saving throw halves this damage). This destroys the blade drone.

- Each blade drone deals force damage instead of slashing damage.

LEASHED SHACKLES

3rd-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: 10 minutes

You work shackles of pure force that bind the target's limbs (a Dexterity saving throw negates), anchoring to a chosen structure, such as the floor, within 30 feet of the target. The target is restrained and cannot move more than 30 feet from this anchor point. Though the shackles cannot be attacked, they may be dispelled. If the anchor point is damaged or destroyed, the target remains restrained but is free to move away from the anchor point.

MAGNIFY VISION

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (magnifying glass)

Duration: 10 minutes

This spells doubles the range of your vision. When spotting things outside of your normal range of vision, you gain advantage on Wisdom (Perception) skill checks.

MASTER KEY

3rd-level evocation

Casting Time: 1 round

Range: Touch

Components: V, S, M (an iron cylinder packed with explosive material)

Duration: 1 minute or until discharged

You attach a small but powerful explosive device to a door, wall, or other object that is Small or larger or part of a larger object (such as the bars of a jail cell window). However, it cannot be attached to creatures. At the end of the spell's duration or when you take a bonus action, the master key explodes, dealing 10d6 bludgeoning and thunder damage to the object. If this damage destroys the object, all creatures and objects in a 15-foot cone behind it take the same amount of bludgeoning and thunder damage as dealt to the destroyed object minus its hit points (a Dexterity saving throw halves this damage).

POCKET ARMY

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a mechanical music box worth at least 1,000 gp)

Duration: 1 minute



This spell causes 1d4 Small clockwork creatures to burst from the mechanical music box (AC 18, 10 hp) and immediately attack the nearest enemy within 60 feet. You may hold the box or leave it on the ground, but the clockwork creatures never stray further than 60 feet from it. They remorselessly attack a foe until it is killed or destroyed, then move on to attack the nearest viable opponent. On every round after the first, the box produces an additional Small clockwork creature. When no opponents are within range, the clockwork creatures wait until one comes in range.

The constructs are Small creatures (AC 14, 15 hp) with a speed of 20 feet. They have a single slam attack made with your spell attack bonus, dealing 1d4+2 bludgeoning damage; the clockwork creatures' weapons count as magical. After the spell ends, the clockwork creatures become a pile of mechanical junk.

PROGRAM FEAT

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a focus)

Duration: 10 minutes

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You grant one feat to a construct that fulfills all of the feat's prerequisites. This feat cannot improve ability scores or grant abilities that require an action or conscious choice to take effect. Though you may still choose such a feat, these advantages do not apply to the construct.

TRANSCRIBE

1st-level conjuration

Casting Time: 1 standard action

Range: 30 feet

Component: V, S, M (one or more pages, scrolls, or tablets)

Duration: 10 minutes

You copy a conversation onto the material components of the spell. A clay tablet, page of parchment, or scroll can hold up to one minute of conversation. If you run out of material components before the conversation being transcribed ends, the spell ends.

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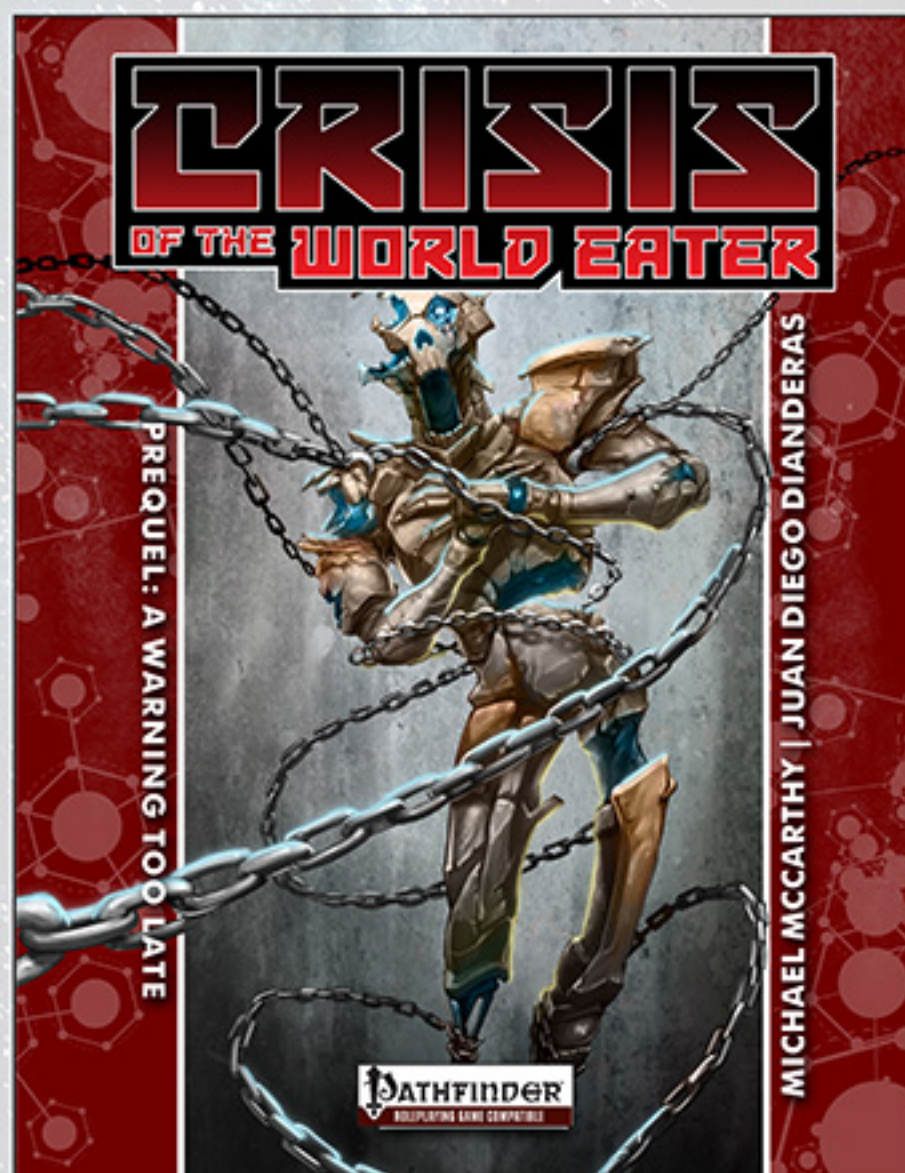
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CRISIS OF THE WORLD EATER CAMPAIGN SERIAL PREQUEL: A WARNING TOO LATE

All across the world, an unexpected psychic broadcast seeps into the mind of every living thing, filling their minds with portents of death and destruction. Tens of thousands of people, especially those attuned to magical forces, are driven to suicide. The Confederated Nations, the world's most bountiful empire, immediately launch an investigation, tracing the broadcast back to the Kray Wasteland. The wasteland is the result of the Kray Comet striking the world just over a century ago, a thousand miles south of the Capitol of the Confederated Nations. Officially, it is too irradiated to enter safely, but facing the possibility of another deadly broadcast, they have little choice.

Instead of a crater, however, the supposed impact site is home to a squat, grey complex. Decades ago, this now-abandoned laboratory was used to endow a dedicated group of warriors with extraordinary abilities. Only three of these super-warriors remain: the powerful Vault, the clever Synapse, and the raging Ozone. Drawn by the same broadcast that killed so many others, they have returned to the Complex. They know what lies at the center - not a meteor, but a powerful entity from another world, who arrived here nearly a century ago with a grave warning.



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