

CONSTRUCT COMPENDIUM



BRANDON NORRIS & RICHIE ROOT



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The Complete Guide to All Things Mechanical and Constructed

by Brandon Norris & Richie Root



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CHAPTER 1: RACES

ASCENDED

Though they were not born in the same bodies or in the same communities, the ascended all share the certainty that they were meant to be more than what they began life as. By undergoing a series of rituals to replace pieces of their anatomy with complex cybernetics, the ascended leave their kin behind, growing closer and closer to each other and to the higher beings they feel in their hearts – or in the clockwork pumps that have replaced their hearts.

MECHANICALLY ENHANCED

Ascended physically resemble their birth race, though a careful observer will notice a metal joint in the crook of the elbow, an eyeball that scans rapidly left to right, a fist inlaid with powerful steel or other mechanical enhancements that have been added to the ascended's body. Ascended age and mature as their unaugmented kin do, though the strain their surgical enhancements put on their bodies usually give them a life expectancy around half that of other members of their race. Ascended often find that other people of the world treat them with suspicion or even sometimes outright hostility, especially members of their former race.

INSCRUTABLE DIVINITY

An ascended is born when a member of one of the other races of the world is called by hundreds of divine voices, singing into the mortal's heart in unison and drawing them to undergo the transformation into an ascended. Once the transformation is complete, the ascended is able to hear the voices of their huge pantheon of mechanical gods whenever the deities speak, but they are unable to understand the divine beings' language. The ascended continue augmenting and replacing their bodies



throughout their lives in the hopes that bringing their bodies closer to mechanical perfection will someday grant them an understanding of the proclamations of their gods, giving them a clear view of the reason for their changed existence and a direct link to the divine powers.

A PAINFUL TRANSFORMATION

When a person hears the call of the gods leading them to become an ascended, they are given a clear vision of a ritual that they must undertake. In preparation for the ritual, the person spends weeks feverishly creating a complex clockwork heart in accordance with a design that they can see clearly in their mind. Once the organ has been created, the person communes with the mechanical pantheon of the ascended, tapping into divine power to keep themselves alive and conscious as they remove their own heart and install the mechanical replacement. When they finish the ritual, those who survive become ascended, leaving their families behind and traveling to a community of their fellow upgraded beings where they can continue to augment and enhance their bodies in search of perfection.

SCHOLARS AND EVANGELISTS

Ascended tend to live in cloisters, small communities where they can spend their days contemplating their connection to the gods and providing for each other's needs. These communities are well organized and caring, with each member playing a role in ensuring that every possible need is exactly provided for and that no one is left behind. Ascended will often leave their communities for brief periods of time to travel and trade, looking wherever they go for people of all types who feel the call of the mechanical gods in their hearts, or who might be interested in hearing the good word. When one of the ascended goes traveling, their neighbors work together to split their duties while they are away, making sure that the work is completed and the perfectly calibrated machine of their cloister can move forward without interruption.

ASCENDED NAMES

When they undergo their transformation, ascended leave their clan or family names behind. They keep their first name, or adopt a nickname that has sentimental value to them as a permanent name. During the transformation, a single member of the ascendeds' pantheon appears in a vision and assigns the new ascended a three digit number that they immediately feel an innate connection to. The ascended take this number as their surname. The ascended do not know the significance of the numbers, though religious scholars suspect it is the name of the particular member of the pantheon who chose that person to become ascended.

Male Names: Wellby, Roscoe, Krag, John, Quarion, Aleswiller, Sharnash, Namfoodle, Henk, Big Al

Female Names: Yevelda, Ellywick, Aunty, Raiann, Elise, Mockingbird, Helja, Felosial, Xanaphia, Honor, Alianne

Surnames: 017, 983, 515, 666, 367, 420, 645, 123, 867, 800, 943

ASCENDED TRAITS

Your ascended character has a set of characteristics that they derive from their original bodies, as well as from their mechanical augmentations.

Ability Score Increase. Your Intelligence score increases by 1.

Age. Ascended reach physical maturity at the same time as members of their original race, though their lifespan is typically around half as long, due to the stress put on them by their augmentation surgeries.

Alignment. The call of their gods, who seem to follow a strictly mechanized hierarchy, tends to draw ascended toward lawful alignments. Chaotic ascended are often ostracized from their communities for not falling in line. Good and evil are relative concepts for ascended, as the inscrutable nature of their gods means that they aren't always sure which way is right or wrong.

Size. Ascended retain the size of their original race.

Speed. Ascended retain the walking speed of their original race.

Darkvision. Eye augmentations have granted you the ability to see in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Biosurgeon. The complex surgery required for your transformation has given you insight into the inner workings of the body. You have proficiency in the Medicine skill.

Reinforced Organs. When you are hit with a critical hit, you may use your reaction to force the attacker to reroll the die, taking the second outcome. Once you have used this ability, you may not do so again until you complete a long rest.

Mortal Tongues. You have spent your life trying to decipher the messages from the gods that sound in your mind, so mortal languages are a cinch by comparison. It takes you half the time required to learn a new language during downtime.

Languages. You can speak, read and write Common and one other language that was

spoken by your original race (or a language of your choice if your original race did not speak a language other than Common).

Subrace. All ascended were originally members of one of the other races of the world. You have advantage on Charisma (Deception) checks made to pass as a member of your original race. Choose one of these subraces:

ASCENDED DWARF

Your clan almost certainly was outraged by your transformation, but the call of the gods drew you to become an ascended dwarf, infusing your body with the metals you once drew from the earth.

Ability Score Increase. Your Constitution score increases by 2.

Metalcunning. Whenever you make an Intelligence (History) check related to the origin of metalwork, you are considered proficient in the History skill and add double your proficiency to the check, instead of your normal proficiency bonus.

Fortified Toughness. Whenever you complete a long rest, you gain a number of temporary hit points equal to your level.

ASCENDED ELF

A life that spans hundreds of years seemed unlivable unless you could spend it in the body you were called to. Your long life and keen senses means you will have plenty of time to reach the mechanical perfection that will allow you to communicate with your gods.

Ability Score Increase. Your Dexterity score increases by 2.

Perfected Senses. Your eyes have been augmented so that you can see invisible creatures and creatures who are on the Ethereal Plane.

Redundant Systems. You have advantage on saving throws to avoid being blinded or deafened.

ASCENDED HALFLING

Your family was probably sad to see you go, but a new life with new mechanical friends sounded like too good an adventure for a young halfling to pass up.

Ability Score Increase. Your Dexterity score increases by 2.

Luck is Simply a Pattern. You have tapped into the order of things and see the variables that make up what some call luck. Before you roll an attack roll, saving throw or ability check, call out a number between 1 and 20. If the number rolled on the die is the same as the number you called, you gain advantage on the next attack roll, saving throw or ability check you make.

Not Programmed to Fear. When you are frightened, you may spend your bonus action on your turn to attempt a DC 16 Constitution saving throw, ending the effect that has frightened you on a successful saving throw. You may do this even if you are not allowed to take an action on your turn.

ASCENDED HUMAN

Humanity is so varied and adaptable that your transformation into an augmented probably didn't even cause that much of a commotion. Though you have left your humanity behind, you still retain the ambition and versatility of your former kin.

Ability Score Increase. You may increase two different ability scores of your choice by 1.

Programmed Versatility. You have proficiency in your choice of either medium armor or shields. In addition, you may choose one simple or martial weapon to gain proficiency in. You learn one cantrip from any spell list, and you may choose either Wisdom, Intelligence or Charisma as your spellcasting ability for this cantrip.

ASCENDED DRAGONBORN

Though your body is now partly inorganic, you still retain the pride you held in your draconic heritage. Your heart may have been replaced, but it still pumps dragon's blood through your veins.

Ability Score Increase. Your Charisma and Strength scores each increase by 1.

Expel Draconic Runoff. The dragon's blood that still courses through your system sometimes mixes with your augmentations in

ways you can control. As an action, you may exhale the fumes created by this dangerous mixture in a 15 foot cone. Each creature in the exhalation must succeed on a Constitution saving throw with a DC equal to 8 + your Intelligence modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level and 5d6 at 16th level.

When you use this ability, you may designate its damage type as either acid, cold, fire, lightning or poison. Once you have used this ability, you can't use it again until you complete a short or long rest.



ASCENDED GNOME

Unlike the other races, gnomes celebrate when one of their own becomes ascended, seeing the transformation as a technological marvel that can lead to impossible discoveries. You retain your thirst for knowledge as you begin your journey as an ascended.

Ability Score Increase. Your Constitution and Intelligence scores each increase by 1.

Speak with Mechanical Beings.

Through gestures and interfaces, you can communicate simple ideas with constructs, even those that have no language. These constructs will often be incapable of expressing much, though they can relay simple information without bias.

Automated Cunning. You have advantage on saving throws against all spells, abilities and effects cast by or through magic items such as wands, staves, glyphs or other wondrous items.

Tinker's Heritage. You gain proficiency with your choice of two sets of artisan's tools.

ASCENDED HALF-ELF

Your life before your transformation was split between two worlds, but by adding a mechanized layer to yourself you are now part of a single community: the ascended. You maintain the versatility of your heritage, but have learned to modify it to suit your needs.

Ability Score Increase. Your Charisma score increases by 2.

Adjustable Versatility. You gain proficiency in two skills or tools of your choice. Whenever you finish a long rest, you may reassign one of these proficiency bonuses to a different skill or tool.

ASCENDED HALF-ORC

You have spent your life torn between two worlds, neither of which accepted you. The life of the ascended must have been extremely enticing: a world where you truly belonged with your brothers and sisters. The cold logic of the machinery inside you can never fully suppress the orcish rage that dwells within you, though.

Ability Score Increase. Your Strength and Constitution scores each increase by 1.

Resist Obsolescence. When you are reduced to 0 hit points, you do not fall to the ground unconscious. You must make death saving throws on your turn as normal, but you may still move and take your full turn as normal while you do so. While in this state, damage

from attacks does not grant failures on death saving throws. Additionally, if you score a critical hit with a weapon attack while at 0 hit points, you immediately regain hit points equal to your Intelligence modifier.

ASCENDED TIEFLING

The fiendish blood in your veins boils against the mechanisms inside you, but you have learned to let your two halves work in tandem, granting you mechanical precision as well as the gifts of your devilish ancestors.

Ability Score Increase. Your Intelligence and Charisma scores each increase by 1.

Infernally Assimilated. You have managed to harness the innate magic of your tiefling heritage, using it as you please instead of as the devils dictate. You know the *thaumaturgy* cantrip, as well as one 1st-level spell of your choice from the wizard spell list, which you may cast once per day without using a spell slot. Intelligence is your spellcasting ability for these spells.

Firewall. You may use your bonus action to grant a creature you can see within 30 feet of you resistance to fire damage until the end of your next turn.

KEMLING

Kemlings are a race animated through alchemy, a fact easily seen in their patchwork features. They were created only a few hundred years ago by Archmage Ida Fleshweaver, and their recent appearance in the world means that most civilizations aren't yet sure what to make of them. Kemlings are most at home in large cities where their hard-working nature and adaptability are valued, and where people are more tolerant of difference. As a group, kemlings possess keen alchemical instincts, a passion for new experiences and a burning desire to prove their people's place in the world.



HARDY AND ADAPTABLE

The alchemically created flesh that makes up a kemling is crisscrossed with the scars of their assembly, something which some others find disconcerting. They are between 6 and 7 feet tall, with a stocky body between 200 and 275 pounds. Kemlings have no gender, and new kemlings are assembled fully grown out of raw materials in a secret method known only to other kemlings. No one yet knows how long a kemling can live; indeed many of the original batch created by Archmage Fleshweaver are still living, having celebrated their 248th year.

Once a year, kemlings must replenish the expensive alchemical reagents that animate their form. Their skin and hair colors vary greatly, running the gamut from standard human coloration to hues of blue, red or purple. It is not unusual for a single kemling to have multiple distinct skin or hair tones on different parts of their body. Kemlings prefer their clothing to be sturdy in construction and enjoy wearing bright and often clashing patterns to accentuate their unusual coloring.

INQUISITIVE AND WILLFUL

This unique physiology of kemlings allows them to adjust their physical or personality traits using an alchemical ritual. This ability leads many kemlings to look at life as an opportunity to experience a great many careers and outlooks as a method of discovering their truest or ideal self. This changeability of self also means that most kemlings are very tolerant to shifting circumstances and they tend to look at misfortune as a set of challenges to overcome.

Kemlings often seek out new people and new friends to further expand their experience and to find out what they like. Kemlings are not violent by nature and are much more likely to weather petty insults than rise to them. Their long life has taught them that nothing remains terrible for too long. Their vagabond nature makes it much more likely that a harassed group of kemlings will move somewhere friendlier than stay where they aren't wanted. However, when threatened by

violence, kemlings fight back with a collective determination, using their superior stamina and alchemical weapons to wear down their enemies through attrition.

CITY-DWELLING ENCLAVES

Most kemlings are drawn to urban areas, relishing the variety of experiences inherent in living amongst many different people. They tend to live communally, in large households of 10 to 30 kemlings with similar outlooks, careers or interests. All kemlings in the enclave are expected to pull their own weight, each contributing to the upkeep and chores. Enclaves vary depending on who lives there, but all are run in a democratic manner. Kemlings who can't come to consensus in their enclave often will move to one that more suits them.

Young kemlings frequently do short term piecework such as mining, portering or guard duty to earn money, though they often switch jobs every year or so to keep up their search for their ideal self. Older kemlings often settle down in one city and decide on a career, many of them choosing the alchemy, tailoring, or leatherworking professions. Kemlings have a natural alchemical talent imparted by their creator and many are quite skilled transmuters and creators of magic items.

JOURNEY OF SELF DISCOVERY

Kemlings are often drawn to wandering in early life. Around every bend is a new chance to discover a new way of looking at life; over every hill is a new challenge to test their abilities against. Many kemling trade caravans travel the roads in search of adventure, profit, and new experiences. Some are driven to improve their natural magical and alchemical leanings, always on the hunt for rare ingredients and new unknown spells. Others wish to help those in need, seeing the alleviation of the suffering of others as a reward unto itself.

Because of their unusual physical nature, kemlings are no strangers to mistrust or derision. This leads some kemlings to support other groups or races who are oppressed by

those in power. Kemlings often attempt to mediate conflicts between people, trying to bring groups together for a peaceful solution or helping to get those who are threatened out of harm's way.

KEMLING NAMES

A kemling's name is two parts: a first name of their choosing and a second name indicating the enclave in which the kemling lives. This means that a kemling's name is liable to change many times during their long lives, with adventuring kemlings often identifying their adventuring group as their enclave.

First Names: Abi, Ada, Alu, Azo, Edo, Eba, Eku, Evi, Idu, Ika, Iro, Ixo, Iza, Obu, Odo, Oli, Ora, Otu, Ovi, Oxo, Uda, Una, Upi, Uta, Uwo, Uxi, Uzo

Enclave Names: of Ada's Caravan, of the Bloody Blades Mercenaries, of the Coven of Pillars, of Dancing Squall Inn, of Evi's Philosophy Institute, of Fleshweaver Keep, of IronSmelt, of Ivy Court, Of Jesters Rest, Of Mountain Leather Collective, Of Porter's Hall, of Painted Hill Cloister, of Potion Tower, of the Riptide, of Ulfgar's Companions, Of Welldiggers Manse

KEMLING TRAITS

Your kemling character has a variety of natural abilities, the result of their strange physiology.

Ability Score Increase. Your Constitution increases by 2.

Age. Kemlings are fully grown when they are assembled and can theoretically live indefinitely.

Alignment. Kemlings have a tendency toward chaotic alignments, reflecting their seeking of new experiences and ways of looking at life. Their natural altruism leads many toward a good alignment.

Size. Kemlings are larger than humans, but not overly so. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Mechanical Being. For all purposes, you

are considered a humanoid and a construct.

Natural Alchemist. You gain proficiency with alchemist's tools. Whenever you craft alchemical items or potions, you make twice as much progress as normal for a day of work.

Hardy Constitution. You have advantage on saving throws against poison and disease, and you have resistance against poison damage.

Alchemical Body. You have no need to eat or drink. You can gain the benefits of a long rest by resting for 4 hours.

Humour Adjustment. During character creation, increase an ability score of your choice by 1. During a long rest, you may complete an alchemical ritual, consuming 50gp in the process, which allows you to remove this ability score bonus and instead increase a different ability score of your choice by 1.

Tools As Weapons. You have proficiency with greataxes, mauls, and war picks.

Languages. You can speak, read, and write Common and another language of your choice.





ROGUE MODRON

Modrons are creatures of absolute law who live in perfect order on the plane of Mechanus in service of their leader, Primus. Every so often, a modron breaks free of the hierarchy, severing its connection to the rest of its kind. These individuals are called rogue modrons, and they face a difficult life of adjusting to existence outside of the Great Machine they once mindlessly served.

UPGRADEABLE DRONES

A modron begins life as a monodrone, a small, wimpy construct with limited capabilities and small, malformed wings. As time goes by, the monodrone's body is upgraded to that of a duodrone, a three-armed tridrone, a soaring quadrone, and finally a mighty pentadrone, gaining new abilities and advanced modes of movement as its body changes. These changes occur suddenly, surprising even the modron as mechanical arms and wings sprout from its body.

The modron's body is created from various otherworldly metals and their innards are a complex working of gears and clockwork that borders on the incomprehensible. Every part of a modron speaks to their divine creation, having been crafted to fit the infallible mold set by their god Primus in a way that no mortal can ever fully understand.

FLAW IN THE MACHINE

The vast majority of modrons are bound to the Great Machine, a perfect construct on the plane of Mechanus that keeps the plane's machinations working in exact order. For these law-bound modrons, their every move is orchestrated and planned in advance, eliminating all semblance of free will. Rogue modrons who have broken away from the system still feel a longing for some sense of order, often organizing in small conclaves and working together to ensure that all members' needs are met, while still maintaining their treasured individualism and free will. These communal modrons treasure their friends and companions, forming lifelong bonds that they consider the closest thing to family.

Some modrons broke away from the Great Machine not out of a desire for individualism, but out of a hatred of order. These rogue modrons often lean as heavily as they can toward chaos, living violent, solitary and unpredictable lives. Modrons who follow this path are often hunted down by the forces of Mechanus, having drawn attention to themselves with their actions. If they are ever captured, they face death or an even worse fate: forced reintegration into the Great Machine.

SEMBLANCE OF LIFE

Though they possess intelligence and are able to learn and grow, modrons are not truly "alive" in the same sense as mortals. They are machines, and as such they do not age, they do not experience emotions in the same ways as mortals, and they do not truly die. When a modron's "life" ends, the life force that animates it is sent back to Mechanus, where it can be reconstructed into a new modron, maintaining the equilibrium of the plane. A new modron is sent to fill the fallen automaton's place, which can cause quite a bit of confusion for a fallen rogue modron's party when their deceased robot friend suddenly has a different personality and a new body.

Because of this, modrons have a rather carefree view on death and mortality. Their

worst case scenario is being reintegrated into the Great Machine, which they were able to escape once already. Knowing that they can never truly be killed, modrons will march happily into dangerous situations, confident that even if they fall, they'll get another chance to try again.

MODRON NAMES

Coming from a linked collective, modrons generally do not have any need for names. It is difficult for most modrons to comprehend the meaning of self, using pronouns such as “we” or “us” instead of “I.” As such, modrons do not generally keep names, insisting that they simply are what they are. If their companions are determined to give them a nickname they will respond to it, but they do not consider it a true name.

MODRON TRAITS

Your modron character begins life as a simple monodrone, gaining new appendages and characteristics as you grow more powerful.

Ability Score Increase. Your Strength, Dexterity and Constitution scores each increase by 1.

Age. Modrons do not age or die, and their divinely crafted bodies do not wear and tear like most machines.

Alignment. Rogue modrons can lean toward any alignment except lawful neutral, as their whole reason for breaking away was to escape their extremely ordained life. Some modrons lean toward chaos and evil, rebelling against their past, while others tend toward law and good, forming small, tightly knit communities.

Size. Modrons who are in their monodrone phase stand around 5 feet tall and weigh around 140 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Mechanical Being. For all purposes, you are considered a construct.

Axiomatic Mind. You cannot be compelled to act in a manner contrary to your nature. You are immune to the charmed and frightened conditions.



WARFORGED

Modron Weapons. You gain proficiency with javelins and shortbows.

Cog of the Great Machine. Whenever a modron dies, it is replaced by one of a lower rank. This holds true even for rogue modrons. When you die, your body disintegrates, leaving behind your weapons and armor. A new modron is sent to carry on your mission in your place and immediately appears where you fell. This new modron is one level lower than you were at your time of death, having the minimum amount of experience required for that level. Your new body has its own distinct personality, with no knowledge of your friends and experiences. This new rogue modron is otherwise exactly similar to you in all physical characteristics and class levels.

Malformed Wings. You have small wings which allow you to hover, but not fly. You are under the effects of a *feather fall* spell at all times.

Absolute Hierarchy. As you gain experience, your body evolves. When you reach the following levels, you gain the listed abilities and characteristics.

Duodrone: At 5th level, you become a duodrone. You may increase an ability score of your choice by 1.

Tridrone: At 10th level, you become a tridrone. You gain a third arm which may hold weapons, but does not allow you to make any additional attacks. You may treat this arm as a free hand for grappling. Each turn, you may interact with two objects or environmental features without using an action.

Quadrone: At 15th level, you become a quadrone. Your wings strengthen, giving you a fly speed of 30 feet.

Pentadrone: At 20th level, you become a pentadrone. You gain two more arms which may hold weapons, but do not allow you to make any additional attacks. You may treat these arms as free hands for grappling. Each turn, you may interact with four objects or environmental features without using an action.

Languages. You can speak, read and write Common and Modron.

Now that the battles the warforged were created to fight in have ended, the robotic race is in search of a new sense of purpose. Some warforged have used their newfound sense of self-determination to fuel an independent spirit, taking up new and exciting paths in life as they choose, while others have fallen back into a life of servitude, relying on the comfort of a designated leader to keep them focused.



BORN TO SERVE

The warforged were crafted from metal, wood and stone and transmuted with powerful magic to give them intelligence and reason. Each warforged was created with a specific role in mind – large, bulky bodies for soldiers and lithe frames for scouts – but every model was created to be sturdy enough to stand up to prolonged and repeated fights. Their chasses are spare and plain, built for function and not aesthetics, though some have taken to decorating their bodies as a show of self-expression.

The artificers who crafted the warforged sought to make perfect soldiers who could adapt to the chaos of battle, but felt no fear and followed orders without questioning. These creators did not calculate the power of a mind that could learn, and soon the warforged began wondering why they should march onto the battlefield and kill other living beings. With their armies becoming less reliable by the day, the artificers made a hasty peace and ended their wars, leaving the directionless warforged to find their own way in the world.

STUDENTS OF THE WORLD

Finding themselves suddenly without purpose for the first time since their creation, the warforged spend much of their time learning as much as they can about the world around them, with the hope that they will find a spark inside themselves that reveals their true reason for existing. With no need for sleep, the warforged can work through the night, learning new skills and perfecting others. Many warforged become master artisans in many trades over the course of their lives, learning all there is to know about a craft and then moving on to the next.

Warforged were created with extremely basic social skills, only those necessary to find success on the battlefield. Now that they're on their own in the world, many take it upon themselves to travel with folk from other races, filing each interaction away and slowly learning how to behave with other people. Warforged tend to take on quirks and personality traits of their companions, believing that these are the

ways that all folks act.

SERVANTS AND SOLDIERS

It is difficult for warforged to escape the original programming that guided them into battle. As their name says, they are quite literally forged for war. Many warforged have difficulty fitting into society, as their nature is to act as one unit of a well-oiled battalion, not as an individual in a city of other individuals. Many take on jobs as bodyguards or mercenaries, leaning into their basest urges for combat and following orders. Others shy away from their former lives of bloodshed, acting as house servants and apprentices who happily serve their masters.

Some warforged completely reject the idea of servitude, relishing their individuality and refusing to serve any master. These warforged strike out on their own, becoming adventurers or opening their own shops to sell their artisanal goods. Such individualistic warforged often run into trouble with authority, refusing to acknowledge the sovereignty of monarchs and governments.

CHILDREN OF MAN

Warforged are in the rare position among the other races, having been created by mortals and not deities. As such, many of them shun religion entirely, knowing that no god can claim the warforged as their own. Some take up the religions of their friends and companions, learning from clerics and paladins they set out with and converting to the service of their god. These warforged often switch allegiance to their deities often, rarely settling on one god to worship exclusively.

Small groups of warforged have taken up the notion that if they were created by mortals, then perhaps gods could be created as well. These cults are obsessed with crafting giant humanoid machines, hoping that with enough belief and ritual magics, they can create their own god that will serve them, instead of the other way around.

WARFORGED NAMES

Warforged have no surnames, and their given names are not permanent. Each warforged identifies itself by its chosen task or profession, changing names as need be to match their circumstances.

Warforged Names: Tailor, Smith, Watcher, Soldier, Porter, Mayor, Cutter, Bender, Mason, Bodyguard, Farmer, Drifter, Godmaker, Cooper, Hero, Professor

WARFORGED TRAITS

Warforged were crafted with a set of common traits that would aid them on the battlefield.

Ability Score Increase. Your Constitution score increases by 2.

Age. A warforged does not age in the same way that most people do. They do not grow old, but their parts wear down over time and need to be replaced periodically. They do not have a natural death, as long as they are well maintained.

Alignment. Most warforged tend toward lawful alignments, though some reject conformity and servitude altogether and move toward a more chaotic bent. The majority of warforged tend toward good and neutrality, though some who have embraced their natural warlike tendencies can slip into evil.

Size. Warforged average between 5 and 7 feet tall and weigh between 200 and 350 pounds, depending on the materials they are crafted from. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Mechanical Being. For all purposes, you are considered a construct.

Tireless Soldier. Warforged are built for long and repeated battles and do not tire easily. Warforged treat their exhaustion level as one step lower than it is. For example, a warforged with two levels of exhaustion suffers the penalty of one level of exhaustion, and a warforged with one level of exhaustion suffers no penalties.

Living Construct. Warforged are part mortal and part machine. You do not need to eat, drink or breathe. Additionally, you do not need to sleep, though you may only gain the



benefits of a long rest if you restrain yourself to light activity for eight hours.

If you fail three death saving throws, you shut down instead of dying. You may be restored to life with 1 hit point by an artisan who spends a full day working to restore you, a process that costs 300gp.

Forged for War. You were programmed to serve as a soldier, and your hands were crafted to perfectly hold your assigned weapon. Gain proficiency with one martial melee weapon of your choice.

Light Fortification. When you are hit by a critical hit or a sneak attack, roll a d4. On a roll of 4, the attack deals only normal damage.

Working Night and Day. You are able to devote more time to work and learning, since you do not need to sleep. Gain proficiency with two sets of artisan's tools of your choice. When you spend a day crafting, you are able to craft 10gp worth of materials in a full day, or contribute 10gp worth of progress to a project. When you take time to learn new languages or gain proficiency in artisan's tools, it takes you half the time.

Languages. You speak and read Common and one other language of your choice.

Subraces. Warforged were crafted from two different molds to fill different roles: soldiers and scouts.

SOLDIER

Warforged soldiers were designed to stand in the thick of battle, laying waste about them with massive weapons and ignoring the cuts and slashes their enemies deliver. Soldiers have a more difficult time ignoring their lust for battle, as their bulky bodies are ill-suited for more delicate work.

Ability Score Increase. Your Strength score increases by 1.

Reinforced Chassis. Your body is protected by a thick case of metal, wood or stone that cannot be removed. Your AC is 17, and you may never wear armor or add your Dexterity bonus to your AC, though you may wield a shield. Your chassis can be enchanted in the same way that a suit of magical armor could be enchanted to grant it various bonuses and abilities.

Built to Last. You are very sturdily constructed and difficult to damage. Reduce all damage taken from nonmagical bludgeoning, piercing and slashing weapons by 1.

SCOUT

Warforged scouts were created to act as mobile units, gathering information to aid in the coming battles and darting in and out of combat as a mobile infantry unit to back up the soldiers. Smaller and more lithe than other warforged, they often have an easier time adapting to life after the war.

Ability Score Increase. Your Dexterity score increases by 1.

Maneuverable Chassis. Your body is encased in a more flexible material, giving you the freedom to move more easily around the battlefield. You may not wear armor, though you may wield a shield. Your AC is equal to 13 + your Dexterity modifier. Your chassis can be enchanted in the same way that a suit of magical armor could be enchanted to grant it various bonuses and abilities.

Mobile Infantry. You may take the Dash action as a bonus action.



CHAPTER 2:

ARCHETYPES

BARBARIAN

PATH OF THE SCARECROW

In remote communities, barbarians are often called upon to act as guards, scouts and watchers. While some have difficulty quelling their rage long enough to make effective observers, a few discover that they are able to find an inner calm that physically melds them into parts of their surroundings, changing their bodies and allowing them to meditate unnoticed for hours. These barbarians follow the Path of the Scarecrow, named after the inanimate guardians who keep watch over the fields, as well as the nightmarish constructs who suddenly appear out of nowhere to wreak havoc on their prey when least expected.

INNOCUOUS OBJECT

When you begin to follow the Path of the Scarecrow at 3rd level, you are able to slip into a meditative state that changes your physical form to blend in with your surroundings. As an action, you may take the shape of a Small or Medium unliving inanimate object such as a scarecrow, a chair or a book. While in this form, you cannot speak, but you retain your other senses. Your speed is reduced to 5 feet and cannot be increased by any means. If you take the Attack action while in this form, you immediately revert to your physical form, surprising your foes and allowing you to make an additional melee weapon attack as a bonus action. You may also choose to revert to your normal form as a bonus action.

A creature who has reason to believe that you may not be the object you seem to be or who interacts with you while you are in this form may attempt an Intelligence (Investigation) check to determine that you are not what you appear. The DC for this check is 8 + your proficiency bonus + your Charisma modifier.

ENDURING VIGIL

After countless hours keeping a quiet watch under the punishing gaze of the elements, you have learned to block out the pain for as long as necessary. Beginning at 6th level, you may use your reaction to grant yourself resistance to either cold or fire damage. You maintain this resistance until you move at least 5 feet. Once you have used this ability, you may not do so again until you complete a short or long rest.

ATTENTIVE WATCHER

By 10th level, you have trained yourself to notice every important detail, no matter how small. You gain advantage on all Intelligence (Investigation) and Wisdom (Perception) checks.

ELEMENT OF SURPRISE

Nothing is more terrifying to your foes than when a harmless dresser or candlestick suddenly turns into a raging barbarian with violent intent. When you reach 14th level, if you make an attack in the same round that you revert from your Innocuous Object form to your normal form, all hostile creatures within 30 feet of you who can see you must succeed on a Wisdom saving throw or be frightened of you. The DC for this saving throw is 8 + your proficiency bonus + your Charisma modifier. Creatures who fail may attempt their saving throw again at the end of each of their turns, ending the effect on a success. Once you have used this ability, you may not do so again until after the next time you roll initiative.

BARD

COLLEGE OF THE UNPLAYED KEYS

Bards of the College of the Unplayed Keys are the true craftspeople of the musical world. These bards study both the structure of music and the trade of an artificer, combining the two fields to create intricate instruments that are able to play on their own. These self-playing instruments create music that is every bit as beautiful as the voice of a master singer, without the bard having to devote any attention to the playing. These bards create their music in the quiet of their own spaces, storing their art until they bring it out into the world to speak for itself.

BONUS PROFICIENCIES

When you join this College at 3rd level, you gain proficiency with medium armor and shields, as well as with one martial weapon and one musical instrument of your choice.

SELF-PLAYING INSTRUMENT

Additionally at 3rd level, you are able to tinker with an instrument that you are proficient with during a long rest, modifying it to play on its own. You may attach this instrument to your body in some way, allowing it to act as a spellcasting focus without taking up one of your hands.

Your instrument is able to tune into the melodies and rhythms of your spellcasting, allowing you to pick up where you left off if you are interrupted. Whenever you make a saving throw to maintain concentration on a spell, if you are wearing a self-playing instrument, you may use your reaction to spend one use of your Bardic Inspiration, rolling the die and adding the result to your saving throw.

SHEET MUSIC

At 6th level, you can transcribe your spells into simple songs that anyone can read off of specially prepared sheet music. During a long rest, you may transcribe a spell of up to 3rd level into sheet music. This process does not consume a spell slot. The spell may be cast by anyone who possesses the sheet music as if reading it from a scroll, using your spellcasting modifier. The magic that you imbue the sheet music with dissipates after 24 hours, rendering the sheet music nothing more than a simple song.

STORED SONG

When you reach 14th level, you can program your self-playing instrument to play a magical song of your choice. During a long rest, you may cast one spell of 5th level or lower into your instrument, using your spell slots as normal. This stored spell may not have a casting time longer than an action. At any point before your next long rest, you may use your reaction to instruct your instrument to cast this spell, even if you have already cast a spell this turn.

CLERIC

CONSTRUCT DOMAIN

The deities of creation, knowledge, or artifice – including Ptah, Techne, Azuth, Gond, Waukeen, Vulcan, Morodin, Garl Glittergold, Goibhnui and the Ascended pantheon – are often worshipped by those who could benefit from the unfeeling minds and potent abilities of constructs. These gods instruct their clerics in the methods of repair, as well as granting them the ability to make themselves and others more like constructs. Many of these gods instruct their followers to fight against destruction and entropy that would destroy the world slowly, entreating them to restore the order of the universe by eschewing petty mortal infirmities. More strict gods tell their clerics to assist only their own faithful. After all, the rogue modron you help today could be your enemy

tomorrow. No matter their deity's goals, the clerics who adopt this domain can fix anything that gets broken, and grant their allies powerful resistances.

CONSTRUCT DOMAIN SPELLS

Cleric Level Spells

1st	<i>practice dummy, repair construct</i>
3rd	<i>animate steed, clockwork porter</i>
5th	<i>conjure ornithopter, thorn effigy</i>
7th	<i>assume control, shield wall</i>
9th	<i>living statue, mass repair construct</i>

SKILLED CRAFTSMEN

At 1st level, you gain proficiency with your choice of two set of artisan's tools. You also gain proficiency with the Arcana skill. Your proficiency bonus is doubled for any ability check you make that uses those tools or the Arcana skill.

CLARITY OF CONSTRUCTS

When you restore hit points to a creature with a spell of 1st-level or higher, if it is charmed, frightened, paralyzed, petrified, poisoned, or suffering from levels of exhaustion, the creature is able to act as if it is not under that condition equal to a number of rounds equal to the level of the spell. After that many rounds, the condition resumes unless its duration has already expired.

CHANNEL DIVINITY: ARTIFICIAL RESISTANCE

Starting at 2nd level, you can use your Channel Divinity to imbue your allies with the resistance to magic enjoyed by constructs. As an action, you grant one creature within 30 feet of you advantage against all saves against spells or other magical effects for one minute.

SKIN OF IRON

At 6th level, when you or a creature within 30 feet of you takes bludgeoning, piercing, or slashing damage you can use your reaction to alloy your ally's skin, granting them resistance against the damage of that attack. You may use this ability a number of times equal to your Wisdom modifier (minimum of once). You regain all uses of this ability when you complete a short or long rest.

DIVINE STRIKE

At 8th level, your deity grants you the ability to strike with a mechanical force. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

PERFECT BODY

When you reach 17th level, your body and mind become like a construct. You gain immunity to the following conditions and effects: charmed, exhaustion, frightened, paralyzed, petrified, and poisoned.



DRUID

CIRCLE OF THE WARSHAPER

Druids who join the Circle of the Warshaper are obsessed with pushing their bodies to the absolute limit, treating their flesh and bone as a master artificer does metal or clay and shaping it into the perfect form for any given moment. Drawing on the same energy that allows them to transform into wild beasts, these druids morph and evolve their limbs and organs, reconstructing and reforging them as the situation calls for. Supremely adaptable, Warshapers are some of the hardest survivalists to be found out in the wild, though many find themselves equally at home in the heart of a major city.

NATURAL WEAPONS

When you join the Circle of the Warshaper at 2nd level, you are able to use your bonus action to transform your limbs into deadly weapons. You may turn one or both of your hands into any simple or martial melee weapon. If you turn your hands into a weapon that has the two-handed property, you must turn both of your hands into that weapon. If you turn your hands into a weapon that has the versatile property, you must choose to devote one or two hands to the weapon when you use this ability.

While your hands are in this state, you may not hold any items or wield a shield in them. A transformed hand is never considered free, though you may use them to fulfill the somatic requirements of a spell. You are proficient with your Natural Weapons, and you may use your Wisdom modifier instead of Strength or Dexterity for the attack and damage rolls of melee attacks using these weapons.

WILD STRIKES

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Additionally, attacks with your Natural Weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

MUTABLE BODY

At 10th level, you are able to morph and modify your body, performing extreme transformations to help you complete any task. As an action, you may expend one use of your Wild Shape ability to gain one of the following benefits:

- Your size becomes either Tiny or Huge.
- You may change your appearance to be identical to one Large or smaller humanoid you can see.
- You grow an additional limb that is the perfect tool for one task, granting you advantage on your choice of either Strength, Dexterity or Constitution ability checks.
- Attacks made with your Natural Weapons have an additional 5 feet of reach.

This benefit lasts for the same duration as your Wild Shape ability.

SHIFTING ORGANS

When you reach 14th level you are able to control your body inside and out, shifting and transforming your organs to protect yourself. When you are hit with a critical hit from a weapon attack, you may use your reaction to immediately force the attacker to reroll the attack, using the second result. Additionally, you are immune to poison and disease.

FIGHTER

BLADESPEAKER

All fighters train and drill with their weapons of choice, seeking to master their armaments and fully understand their use. Some scholars of war take a different approach, seeking to commune with the spirits and the souls of their weapons and armor, the very essence of the thing that drives it. These Bladespeakers are able to commune with their weapons, sending them off to do the fighter's bidding, turning weapons, shields and armor into valuable allies on the battlefield. Though these fighters are colloquially referred to as Bladespeakers, they are able to commune with all sorts of weapons and other instruments of war.

DANCING WEAPON

When you become a Bladespeaker at 3rd level, you learn to commune with your weapons, sending them out to fight on your behalf. As a bonus action, you may imbue a melee weapon you are holding with a limited sentience, allowing it to float off the ground. On your turn, you may move the dancing weapon up to 15 feet and you may use your bonus action to strike out at a foe that is within 5 feet of the dancing weapon. You may not add any bonuses (including your proficiency bonus) to the attack or damage roll of this weapon. If the weapon is magical, this attack does not gain any of the weapon's magical properties.

The weapon has an armor class equal to 10 + your proficiency bonus + your Intelligence modifier. If it takes damage from an attack or a spell, it is knocked to the ground and the force that animated it dissipates. You can only have one weapon animated at a time; if you animate a second weapon, the first falls to the ground and loses this ability.

BATTLE SPIRIT

At 7th level, you are able to converse directly with a weapon that you have animated with your Dancing Weapon ability. While animated, your

weapon can hear and see anyone within 15 feet of it, and can follow your commands to the best of its ability. If it moves further than 200 feet from you, the magic animating it dissipates and it drops to the ground.

Any weapon you have animated is able to speak to you verbally, though only you can hear it. Work with your DM to determine the weapon's personality. Each weapon is a distinct individual with its own desires and needs, though it will follow your commands to the best of its ability.

VENGEFUL ARMOR

When you reach 10th level, you are able to call out to your opponent's armor and clothing, convincing the spirits within them to strike back at their wearer. You may grapple foes up to 15 feet away, though you must still have a free hand to do so.

PRECISE CONTROL

By 15th level, you have honed your control over your animated armaments so that you may line up your blows to hit a foe in their weakest spots. You may add your Intelligence modifier to the attack and damage rolls of your Dancing Weapon.

DANCING SHIELD

At 18th level, your mind is able to focus on two battle spirits at once. As an action, you may animate a shield to circle around you, protecting you from blows. While this shield is active, you gain a +1 shield bonus added to your AC, even if you are already wielding a shield. If you animate a magic shield, you do not gain any of the shield's magical properties.

If you are hit with a critical hit while the shield is active, the shield absorbs most of the force of the blow, turning it into a regular hit. After it does so, the shield drops to the ground and loses its animating force. Once a shield has absorbed a critical hit, you may not animate another shield until you have completed a short or long rest.



MONK

WAY OF THE ETERNAL SPAR

Not all monks train in solitude or lock themselves away from all contact to meditate and find inner peace. Some monks seek out the joy of fighting back to back with a trusted companion, finding enlightenment in the effortless flow of teamwork that comes from a lifetime spent sparring with the same partner. When such a close partner dies, it can leave a ragged hole in the discipline required to maintain monastic training. An order of monks who follow the Way of the Eternal Spar have developed a way to focus their ki to create a construct that possesses the fighting spirit of their fallen companion, ensuring that the monk will never again have to fight alone.

KI CONSTRUCT

When you choose this Way at 3rd level, you learn to use your ki to give incorporeal form to the fighting spirit of a fallen comrade who you fought and trained with, perhaps a master, a student, a spouse or an adventuring companion. As a bonus action, you may spend 1 ki to summon your Ki Construct in an unoccupied space within 5 feet of you. The Ki Construct cannot be damaged or moved, nor can it affect others.

As long as you are within 5 feet of your Ki Construct, you have advantage on melee weapon attacks. You must maintain concentration on your Ki Construct, as if it were a spell. Your Ki Construct will vanish if your concentration is broken, if you summon a new one, or if you fail a weapon attack roll.

LIVING BOND

At 6th level, your bond with your living adventuring companions has grown deep and joyful, giving you a thrill when you fight back to back. When an ally within 5 feet of you deals damage to an enemy, you may use your reaction to gain temporary hit points equal to twice your monk level. Once you have used this ability, you may not do so again until you finish a short rest.

EYES OF THE FALLEN

Beginning at 11th level, your connection to your fallen companion deepens. As an action, you may take direct control of your Ki Construct. Your senses are transferred to the construct and you can no longer sense the world around your comatose body. You may move the construct as if you were moving, and you retain your ability scores and skill proficiencies. You may not attack while you possess the construct. You may speak while you possess the construct, but the voice that comes out is the voice of your fallen companion, not yours.

You may choose to end your possession of your construct as a bonus action. When you end the effect and return to your body, you may also choose to spend 3 ki points to teleport your body to your Ki Construct's location.

FRIENDSHIP BEYOND DEATH

When you reach 17th level, the spirit of your companion is so strengthened by their pride in your prowess and courage that they are able to strike at your foes from beyond the grave, just as if you were still fighting together. When you use the Attack action, your Ki Construct can make one unarmed attack against a creature within 5 feet of it. This attack uses your ability scores, damage and proficiencies, as if you were making the strike yourself.



PALADIN

OATH OF UNIVERSAL ORDER

The Oath of Universal order is based around emulating inevitables, powerful lawful constructs that police the universe. Paladins of this type are sometimes known as the grey guard, cosmic balancers, or pejoratively as high-horsers. Paladins who swear this oath admire Inevitables as the pinnacle of law, irrespective of moral concerns. They see the universe as a system that needs to be kept in balance, lest it shake itself apart and destroy all creation. While

they believe in justice and the letter of the law, they are less worried about how those ideals are enforced, leading some to be inflexible or cruel. They dress simply, their clothing and kit is tidy and orderly: often their shields or armor are emblazoned with balanced scales, symmetrical geometric patterns, or accurate representations of an Inevitable.

TENETS OF UNIVERSAL ORDER

Uphold Law. Contracts, oaths, and laws are the foundation of an orderly universe. I will not allow an oath breaker to go unpunished.

Uphold Judgments. Punishment for breaking the law deters other from breaking the law. I will not allow a fugitive to escape justice.

Uphold Mortality. Death is the inevitable result of life. I will not allow beings to cheat death indefinitely through unnatural means.

Uphold Natural Order. Every creature and force in the universe has its rightful place. I will not allow creatures to linger too long out of their home plane, nor allow the borders between the planes to be weakened or destroyed.

UNIVERSAL ORDER SPELLS

Paladin Level Spells

3rd	<i>armor of Agathys, artificial organs</i>
5th	<i>mirror image, suggestion</i>
9th	<i>nondetection, vampiric touch</i>
13th	<i>compulsion, locate creature</i>
17th	<i>banishing smite, geas</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Lawful Aegis. As an action, you may imbue yourself with the defenses of an inevitable, using your Channel Divinity. For the next 1 minute, you have resistance to damage from creatures of chaotic alignment. You also have advantage on saving throws against the spells or abilities of creatures of chaotic alignment.

Upbraid Enemies. As an action, you

present your holy symbol and speak a scolding speech, using your Channel Divinity. All enemies within 30 feet of you must make a Wisdom saving throw. Celestials, elementals, and fiends have disadvantage on this saving throw. Any creature that fails its saving throw is chastised for 1 minute and may not make an attack that does not include you as a target. On a successful save, the targeted creature may make attacks against any target it chooses, but for the next minute it has disadvantage on any attack that does not include you as a target.

AURA OF MORTALITY

Starting at 7th level, enemies within 10 feet of you have any damage immunities reduced to damage resistance.

At 18th level, the range of this aura increases to 30 feet.

STENTORIAN DRONING

At 15th level, the booming and self-righteous nature of your voice drives your admonished enemies mad. A creature who has failed their saving throw against your Upbraid Enemies ability has disadvantage on attack rolls against you for the duration of the ability.

INEVITABLE FORM

At 20th level, you can assume the form of an inevitable. Your skin takes on a metallic sheen, and soft ticking can be heard coming from within your body.

Using your action, you undergo a transformation. For 1 hour, you gain the following benefits:

- You gain true sight out to 120 feet.
- You can automatically tell whether a creature is lying or telling the truth.
- If you do damage with a melee attack, you may use your reaction to regain hit points equal to your Charisma modifier, minimum 1.

Once you use this feature, you can't use it again until you finish a long rest.

RANGER

GREEN STAR ADEPT

Once in a generation, a portended comet known as the Green Star streaks across the night skies, an event which many people across the world see as a sign of great or terrible events to come. A few individuals have become transfixed by the coming of the Green Star, tracking its journey and following along wherever it appears in the hopes that they will come across glowing green chunks of starmetal that fall from the traveler. Those who ingest this starmetal feel their bodies begin to change as they fuse with the arcane essence, turning them into emerald juggernauts who can withstand the deadliest blows.



NATURAL ATTACK

When you begin your transformation into a Green Star Adept at 3rd level, your flesh begins to harden to the consistency of stone and crystal. Once per turn, when you hit a creature with a weapon attack, you may use your bonus action to make an additional attack against the same creature with your massive fists or a powerful kick. You may add your Strength modifier and your proficiency bonus to the attack roll, dealing 1d8 bludgeoning damage on a hit.

ALLOYED SKIN

At 7th level, your toughened skin is able to glance off blows that would fell a lesser being. When you take bludgeoning, piercing or slashing damage from a nonmagical weapon, reduce it by an amount equal to your proficiency bonus.

STARMETAL RIGOR

When you reach 11th level, your transformation kicks into overdrive as your skin turns green and your features take on a crystalline sheen. Your Strength and Constitution scores are increased by 2, and your maximum for each of these scores increases to 22. Additionally, you no longer need to eat, breathe or sleep, though you must still rest and engage in only light activity for 8 hours to gain the benefit of a long rest.

EMERALD PERFECTION

At 15th level, your transformation completes as your body fully bonds itself to the starmetal. You resemble a perfectly sculpted statue of yourself. Your creature type changes to construct. You are immune to poison damage and being poisoned, as well as being charmed, frightened, stunned and paralyzed. You are immune to any effects that magically age you, and you will never die of old age. You have advantage on death saving throws.

ROGUE

IDOLATER

Most rogues are superstitious, carrying all sorts of luck charms on their person. Those who become idolaters take this hoarding of petty talismans to another level entirely. Through force of belief, they turn idols they construct into potent magical totems that can ward them from harm or distract their enemies. Idolaters are often at the center of the most dangerous situations, confident that their charms will turn arrows aside and that an enemy's charge will turn into an unfortunate tumble. Idolaters count among their ranks hardened highwaymen, pious enforcers of gods of trickery or fate, and many rogues who are as reliant on luck as they are on skill.

IDOL MAKER

When you become an idolater at 3rd level, you gain the ability to create idols. You gain proficiency in the Religion skill, as well as one set of artisan's tools that you use to craft small idols. Creating an idol takes an hour and requires you to craft a small figure out of any easily workable material.

During a long rest, you may bond with as many idols as you have on your person, though you may never bond with more than one idol with the same name. The bond remains until you begin your next long rest. As long as it is on your person, a bonded idol will intercede on your behalf the first time its triggering condition is met, either helping you or hindering your enemy. You have no control over whether or not your idol triggers when its conditions have been met; it intercedes on its own volition. Once an idol has been triggered, it will not do so again until you complete a bond with it again.

TRIFLING IDOLS

Additionally at 3rd level, you learn to create all of the idols listed below. You may be bonded with as many Trifling Idols as you like, though you may only bond to one of each type of idol.

Pepper Box. A small brooch with a hinged lid that spits irritating dust into the face of attackers. This idol is triggered when an enemy makes a melee weapon attack against you, and grants the attacker disadvantage on the attack.

Catch Charm. A small shield emblem hung from twine around your neck that swings into the path of missiles. This idol is triggered when you are successfully hit by a ranged weapon attack. When this idol intercedes, the triggering attacker does not roll damage, instead dealing the minimum amount of damage possible to roll for that attack.

Resistance Torc. A neck band adorned with mountains that keeps you safe from the elements. When you bond with this idol during a long rest, choose one of the following damage types: fire, acid, cold, thunder, lightning, or poison. The idol is triggered when you take damage of that type. Reduce the damage of that attack by an amount equal to your rogue level.

Warning Dove. A small stickpin whose end is carved into a dove that softly coos when you are danger. The idol is triggered when you are surprised by an enemy. When the idol intercedes, you are no longer surprised by the enemy and may take your turn in the first round of combat as normal.

MIDDLING IDOLS

At 9th level, you learn to create all of the idols listed below. During a long rest, you may bond with up to two Middling Idols of your choice, both of which must be different types.

Caught Breath. A small carved bottle shaped like a cloud that helps you regain your breath. This idol is triggered when you begin to drown or are exposed to an environment in which you cannot breathe. For the next minute, your head is surrounded by a bubble of air and you may breathe normally.

Lucid Buckle. A clasp carved with the image of a chest closed with a brain-shaped lock that keeps your mind from being altered. This idol is triggered when you fail a saving throw against a spell or effect that would charm or frighten you. Reroll the failed check and take the result of the second roll.

Pick Me Up. A large brooch with a goat embossed on it that jerks you upright when you start to fall. This idol is triggered when you fail an Acrobatics or Athletics check. Reroll the failed check, and take the result of the second roll.

Power Through Pouch. A small jar from which emanates the smell of lemons and strong tea that keeps you from getting tired. This idol is triggered when an effect would give you a level of exhaustion, and it reduces the number of levels of exhaustion you would take from the effect by 1.

Sweet Speech Bracelet. A bracelet with bees and fruits embossed on it. This idol is triggered when you fail a Persuasion or Deception check. Reroll the failed check and take the result of the second roll.

FREQUENT INTERVENTION

When you reach 13th level, you may renew your bond with your Trifling Idols by keeping them near you during a short rest, allowing them to intercede on your behalf again. Additionally, when one of your idols intercedes, gain temporary hit points equal to your Wisdom modifier.

POWERFUL IDOLS

At 17th level, you learn to create all of the idols listed below. During a long rest, you may bond with up to two Powerful Idols of your choice, both of which must be different.

Blood Stone. A small carved rod with a leech on one end and an anatomically correct heart on the other that will heal you when you are dying. When you bond with this idol, you may choose to lose a number of hit points up to an amount equal to your rouge level, storing them in the idol. This hit point damage cannot be reduced in any way. This idol is triggered when you are reduced to zero hit points. The triggered idol immediately heals you for an amount equal to the number of hit points stored in the idol + your Wisdom modifier.

Shelled Maiden. This small figurine of a woman's upper body protruding from a

snail's shell defends you from magic. This idol is triggered when you are successfully hit by a spell attack roll. The damage you take from the attack is reduced by 1d10 + Your wisdom modifier + your rogue level. If this reduces the damage to 0, the spell instead ricochets back at its caster, checking the same attack roll against their AC and dealing damage as normal if it hits.

Stumbling Block. A cube carved with a laughing mouth on each face which makes your enemies trip over themselves. This idol is triggered when a hostile creature moves within 5 feet. The enemy is rendered prone and their movement speed is reduced to 0 until the beginning of their next turn.

Weasel Out. A ring engraved with a broken chain that keeps you from being trapped. This idol is triggered when you are grappled, paralyzed, or restrained by a spell or magic effect. The effect is immediately removed and the idol casts a **freedom of movement** spell on you that lasts until the end of your next turn.

SORCERER

ESSENCE-INFUSED

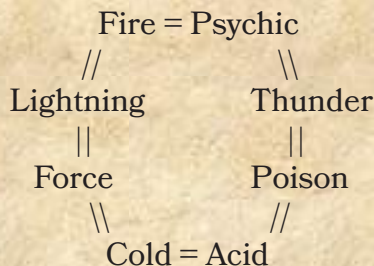
In many ways, a sorcerer is an extremely lucky individual: through the sheer luck of being born into a bloodline that holds great power, they are able to tap into magical forces that others could only dream of obtaining. A few clever folks have managed to find a shortcut to this power, infusing themselves with the pure magical essence that is normally used to summon dangerous creatures or animate golems. These Essence-Infused are able to tap into the magical energy that lies within them, barely in control as it warps and drives their bodies and minds to new heights. Over time, this essence fuses with their mortal form, until their life energy and their magical energy are effectively one and the same.

ARCANE OVERDRIVE

Beginning at 1st level, when you cast a spell of 1st level or higher, the magical energy that lives inside you recoils, sending a tingle through your body and increasing your movement speed by 5 feet for every level of the spell slot used. This movement speed bonus lasts until the beginning of your next turn.

ESSENCE FLOW

By 6th level, you have been able to gain a sense of the rhythm of the essence that fuels your power, learning ways to alter the elements of the spells you are casting to maximize the amount of essence that you impart into them. When you cast a spell that deals damage, mark your place on the following chart, according to which type of damage the spell dealt.



If you cast a spell that moves you to the damage type exactly one space clockwise of where you previously were on the chart, you may add your Charisma modifier to one damage roll of that spell.

Additionally, you may use your bonus action and spend 1 sorcery point to place yourself anywhere along the chart, as if you had previously cast a spell of that damage type.

SYNCHRONIZED ENERGY

At 14th level, your entire body hums with magical energy, which calls out to other sources of power and seeks to join with it. You are able to maintain control of this vibrating energy, using it to draw yourself to other magic users. When someone you can see within 60 feet casts a spell, you may use your reaction to teleport to a space within 5 feet of them.

COMPLETE INFUSION

When you reach 18th level, your body has completely joined with the arcane energy within you, making them one and the same. Whenever you use your Flexible Casting ability to convert spell slots to sorcery points or vice versa, you regain a number of hit points equal to the level of the spell slot created or the number of sorcery points created.



WIZARD

SCHOOL OF

TRANSMOGRIFICATION

Many wizards learn a fair bit about manipulating objects to suit their needs, perhaps picking up some knowledge in the school of transmutation or dabbling in the animation of golems. A select few wizards choose to become Transmogrifiers, an elite group of wizards who specialize in animating objects to act as their servants, guards and friends. These wizards are rarely seen without some manner of animated object, perhaps a flying sword, a suit of animated armor, or even an entire living room worth of furniture marching happily down the road.

WANDERING TRINKET

When you join the School of Transmogrification at 3rd level, you begin to develop an affinity for manipulating objects. As a bonus action, you may command a Small or smaller unattended inanimate object within 30 feet of you that you can see to move up to 15 feet.

ANIMATED COMPANION

At 6th level, you learn the *find familiar* spell if you do not already know it. When you cast *find familiar*, you may choose to summon a flying sword (*Monster Manual*) instead. If you summon this familiar, its material costs are changed to a sword or other weapon. This sword can communicate telepathically with you and follows your orders as best as it is able to.

DEMATERIALIZER

Beginning at 10th level, when you deal damage to a construct or an inanimate object, you are able to destabilize the materials that give it life, dealing extra damage of the same type equal to your wizard level. This damage cannot be reduced or mitigated in any way. Once you have

used this ability, you may not do so again until you complete a long rest.

HORDE OF OBJECTS

When you reach 14th level, you learn the *animate objects* spell if you do not already know it. After you cast the *animate objects* spell, you may cause one of the Medium or smaller objects affected by the spell to grow one size category larger for the duration of the spell. Additionally, when you are concentrating on *animate objects*, you may add your proficiency bonus to Constitution checks made to concentrate on the spell.

WARLOCK

OTHERWORLDLY PATRON: THE ARTIFICIAL

You have made a pact with some form of powerful artificial intelligence, a manufactured or mechanical presence who uses logic and precision to bring the universe into order. This being's desire to properly arrange all things to make rational sense of existence is clear, though no mortal can understand the far-reaching implications of what exactly this "order" entails. Beings of this sort include Primus, the god of the modrons and ruler of the plane of Mechanus, as well as some extremely powerful golems and other constructs who have broken free of their captivity.

ARTIFICIAL EXPANDED SPELLS

Spell Level Spells

1st	<i>identify, practice dummy</i>
2nd	<i>calm emotions, hold person</i>
3rd	<i>dispel magic, mangling machinery</i>
4th	<i>hold monster, shield wall</i>
5th	<i>animate objects, mass repair constructs</i>



PACT BOON

Each Pact Boon option produces a special creature or an object that reflects The Artificial.

Pact of the Chain. Your familiar takes on a blank, mechanical gaze and robotic movements. You may choose a flying sword as your familiar.

Pact of the Blade. Your weapon is comprised of whirring cogs and other mechanisms. The weapon may be steam powered or have many articulated joints.

Pact of the Tome. Your Book of Shadows is very plain, resembling nothing more than a standard instruction manual. The pages are filled with technical diagrams and clear instructions on spellcasting.

REORDER

When you make your pact with The Artificial at 1st level, you gain the ability to move your

allies around the battlefield until everything is in the perfect order. As an action, you may teleport one willing creature that is within 30 feet of you to a space within 5 feet of a second creature who is also within 30 feet of you. You may use this ability a number of times equal to your Charisma modifier (minimum of once). You regain all uses of this ability after completing a long rest.

ELIMINATE OUTLIER

Starting at 6th level, when a creature lands a critical hit on you or an ally within 10 feet of you, you may use your reaction to force them to reroll the attack, using the second die as their result. Once you have used this feature, you may not do so again until you have completed a short or long rest.

ARTIFICIAL NATURE

Beginning at 10th level, your body begins taking on aspects of your artificial patron as you are assimilated into the mechanisms of order. You no longer need to eat, drink or breathe and you have advantage on saving throws to avoid being charmed or frightened.

UPLINK

When you reach 14th level, you are able to connect the minds of your enemies directly into the vast, maddening mind of mechanical perfection. As an action, you may link a creature within 30 feet of you to The Artificial. If the target fails an Intelligence saving throw (DC is equal to your spell save DC), they take 2d10 psychic damage and are stunned.

The creature may attempt the same saving throw at the beginning of each of their subsequent turns. On a failure, they remain stunned and take an additional 2d10 psychic damage. On a success, the effect ends and they are able to take their turn as normal. Once you have used this ability, you may not do so again until you have completed a long rest.

CHAPTER 3: FEATS

AUGMENTED EYES

You have replaced or enhanced your eyes with mechanical augmentations, gaining the following benefits.

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain darkvision and are able to see perfectly in nonmagical darkness out to 60 feet.
- You can see invisible creatures.

CONSTRUCT SLAYER

You have practiced techniques useful in melee combat against constructs, gaining the following benefits:

- If a construct within 5 feet of you makes a melee attack you may use your reaction to give yourself a +2 bonus to AC against that construct until the beginning of your next turn.
- Attacks you make against a construct treat any damage immunity as damage resistance instead.
- You have advantage on all Intelligence (Arcana or History) checks related to constructs.

ENHANCED COMPANION

After a significant amount of coaxing, you have convinced your familiar to allow a major procedure, mechanically augmenting it to provide it more combat capability. You gain the following effects:

- Your Charisma score increases by 1, to a maximum of 20.
- When a creature that you have summoned using the *find familiar* spell hits an enemy with an attack, you may use your reaction to add your Charisma modifier to the attack's damage.

FORTIFIED PLATING

You protect the vulnerable parts of your body with a sheet of surgically installed fortified plating, turning aside even the most perfectly aimed strikes. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you are hit by a critical hit or a sneak attack, roll a d4. On a roll of 4, the attack does not deal its extra damage.

HEAVY FORTIFICATION

Prerequisite: Medium Fortification

The alloyed plating that grants you protection from critical hits and sneak attacks has been perfected. Critical hits and sneak attacks against you never deal extra damage.

MAESTER ARTIFICER

Prerequisite: Proficiency with one set of artisan's tools

Hard work and magical talent have brought you to the pinnacle of the art of creating constructs. You gain the following benefits:

- Increase your Intelligence Score by 1, to a maximum of 20.
- When creating a construct, you pay only half of the material costs indicated.
- The construction and animation of constructs take you half the usual time.

MEDIUM FORTIFICATION

Prerequisite: Warforged or Fortified Plating

The plating that gives you your resistance to critical hits and sneak attacks has been improved. When you are hit by a critical hit or a sneak attack, roll a d4. On a roll of 3 or 4, the attack does not deal its extra damage.

SIEGING WRATH

Prerequisite: Strength 13 or higher.

You know how to leverage your strength to batter down doors, break open chests and destroy any obstacle that stands in your path. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- When you attack a nonliving, inanimate object, you deal double damage on a successful hit.

CHAPTER 4: SPELLS

This chapter describes spells related to constructs. The chapter begins with the spell lists of the spellcasting classes. The remainder contains the descriptions and effects of spells in alphabetical order by name of the spell.

BARD SPELLS

CANTRIPS (0 LEVEL)

Aggravate Object

1ST LEVEL

Artificial Organs
Practice Dummy
Repair

2ND LEVEL

Clockwork Porter
Horriying Mannequin

3RD LEVEL

Pocket Jester
Clockwork Porter

5TH LEVEL

Mass Repair

6TH LEVEL

Living Statue

CLERIC SPELLS

1ST LEVEL

Artificial Organs
Repair

4TH LEVEL

Shield Wall

5TH LEVEL

Mass Repair

DRUID SPELLS

1ST LEVEL

Artificial Organs

3RD LEVEL

Thorn Effigy

6TH LEVEL

Living Statue

PALADIN SPELLS

1ST LEVEL

Practice Dummy

2ND LEVEL

Animate Steed

3RD LEVEL

Chain Bondsman
Conjure Ornithopter

4TH LEVEL

Shield Wall

RANGER SPELLS

1ST LEVEL

Artificial Organs

3RD LEVEL

Thorn Effigy

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Aggravate Object

1ST LEVEL

Practice Dummy
Repair

2ND LEVEL

Clockwork Porter
Horrifying Mannequin

3RD LEVEL

Chain Bondsman
Mangling Machinery

5TH LEVEL

Mass Repair

6TH LEVEL

Assume Control
Living Statue

9TH LEVEL

Precision Barrage

WARLOCK SPELLS

2ND LEVEL

Horrifying Mannequin

3RD LEVEL

Chain Bondsman
Mangling Machinery

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Aggravate Object

1ST LEVEL

Practice Dummy
Repair

2ND LEVEL

Animate Steed
Clockwork Porter
Horrifying Mannequin

3RD LEVEL

Conjure Ornithopter
Chain Bondsman
Mangling Machinery
Pocket Jester

4TH LEVEL

Shield Wall

5TH LEVEL

Mass Repair

6TH LEVEL

Assume Control
Living Statue

9TH LEVEL

Precision Barrage



SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

AGGRAVATE OBJECT

Transmutation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You imbue a small unattended inanimate object with a brief burst of sentience and anger, causing it to lash out at a creature. Make a ranged spell attack against the creature the object lashes out at. On a hit, the target takes 1d10 force damage. You may move the object that made the attack up to 5 feet if you so choose.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

ANIMATE STEED

2nd-level transmutation

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (a table, sawhorse, sofa or other inanimate object with legs and a platform that can hold a rider)

Duration: Instantaneous

You imbue a piece of furniture or other object with mobility and a limited sentience, transmuting it into an animated steed (Chapter 6). The steed is able to understand your physical and verbal commands, responding to you as a well trained warhorse would.

Your steed serves you as a mount both in combat and out, and it is a loyal and trusty bodyguard. When you are targeted with a spell that requires an attack roll while you are riding your steed or it is within 5 feet of you, your steed may shift its body to cover you, giving the attacker disadvantage on their attack roll. You may dismiss your steed as an action, causing it to crumble into rubble. You may only be bonded

to a single animated steed. If you recast the spell, you may animate a new steed, causing your former steed to instantly crumble into rubble.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you may animate one additional steed and choose a creature you can see to bond the steed to. The steed will respond to its selected rider's commands and act in all ways as if that creature were the caster of the spell. You may animate a total of three steeds if you use a 6th level or higher spell slot, or four steeds if you use an 8th level or higher spell slot.

ARTIFICIAL ORGANS

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a sculpted clay heart)

Duration: 8 hours

You imbue a friendly creature's organs with a limited artificial intelligence, granting them the ability to shift and move to avoid devastating blows. If the affected creature is hit with a critical hit from a weapon or spell attack, they may use their reaction to cause the attacker to immediately reroll the attack, forcing them to use the second result. Once they have done so, the spell ends.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, you may affect an additional creature for each spell slot above 1st.

ASSUME CONTROL

6th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to forcibly assume control of a construct that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting

it, it has advantage on the saving throw. Even if your target is immune to the charmed condition, it can be charmed by this spell.

While the target is charmed, you have a telepathic link with it, as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. If the creature completes its orders and does not receive further directions from you, it defends and preserves itself to the best of its ability. You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your reaction as well.

Each time the charmed creature takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends. If the spell expires due to the caster losing concentration due to damage or a condition, the creature goes berserk, ignoring all commands given by anyone, past or present, and becoming immune to any spell, ability or condition that would cause it to lose control of its actions. While berserk, the creature will attack the nearest creature every turn until there are no creatures remaining nearby or it is destroyed or deactivated.

At Higher Levels. When you cast this spell using a 7th-level spell slot, the duration is concentration, up to 10 minutes. When you use an 8th-level spell slot, the duration is concentration, up to 1 hour. When you use a 9th-level spell slot, the duration is concentration, up to 8 hours.

CHAIN BONDSMAN

3rd-level illusion

Casting Time: 1 action

Range: Self (30 foot radius)

Components: V, S, M (a small cotton doll wrapped in tiny chains)

Duration: Concentration, up to 1 minute

This spell creates a semi-real human sized effigy wrapped in iron chains at a point within range. The effigy has an AC of 16 and 20 hit points, and if it is destroyed the spell ends. At the end of your turn, the effigy attempts to wrap the closest enemy within 30 feet in chains. The target must succeed on a Strength saving throw or be restrained until the end of your next turn. While restrained by the effigy, the target takes 2d6 bludgeoning damage at the end of each of its turns. A creature restrained by the effigy or one that can touch the creature can use its action to make a Strength (Athletics) check against your spell save DC to attempt to free the restrained creature, freeing them on a successful roll.



CLOCKWORK PORTER

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small clockwork doll worth 75 gp; 1 cp per hour of use)

Duration: Up to 8 hours

You transmute a small mechanized doll into a clockwork porter (Chapter 6) who will act as your servant and companion. The porter remains active for a number of hours equal to the number of cp inserted into the slot on the doll during casting, up to eight hours. You can order the clockwork porter to stow or retrieve an item from its rucksack as a bonus action on your turn. If the porter is within 5 feet of you when ordered, it can hand you the item as part of the bonus action, allowing you to access an item without having to take the Use an Object action.

The porter will refuse to put anything into its bag that would bring it above its 1000 lb. carrying capacity. The porter will follow your instructions to the best of its ability, following you anywhere a normal person could walk without much effort. The porter will not follow you through obviously hazardous areas, attempting to walk around any such areas. If the porter is incapable of finding a safe path, it will stop and wait for instruction. When the spell ends the porter empties the contents of its bag wherever it is standing and reverts to its doll form. If it drops to 0 hit points, the clockwork porter is destroyed along with everything in its rucksack, disappearing in a flash of smoke.

CONJURE ORNITHOPTER

3rd-level conjuration

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a wooden dowel, a scrap of paper, and a bit of paste)

Duration: Concentration, up to 4 hours

You summon an ornithopter (Chapter 6) that will carry you into the skies at your will. You and three other passengers can board this construct

and use it to fly overland. If at any point in the flight a source does enough damage to bring the ornithopter to 0 hit points or if the spell's duration ends while it is flying, it crashes and all those inside suffer falling damage as normal for a fall from that height.

At Higher Levels. When you cast his spell using a spell slot of 5th level or higher, you may summon a war ornithopter (Chapter 6) instead.

HORRIFYING MANNEQUIN

2nd-level illusion

Casting Time: 1 action

Range: 30 foot radius

Components: V, S, M (a small felt doll with a few drops of blood in its stuffing)

Duration: Concentration, up to 1 minute

This spell creates a semi-real human sized mannequin whose lifeless eyes weep blood at a point within range. The dummy has an AC of 14 and 18 hit points, and if it is destroyed the spell ends. At the end of your turn, the mannequin turns its hideous gaze upon the nearest hostile creature within 30 feet. The targeted creature must succeed on a Wisdom saving throw or be frightened for the duration of the spell. If the closest creature is already frightened, the mannequin will target the next closest hostile creature. If a creature that is frightened ends its turn in a location where it doesn't have line of sight of the mannequin or if it closes its eyes for the entirety of its turn to block out the mannequin, the spell ends.

LIVING STATUE

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (adamantine powder worth 1,000 gp, which the spell consumes)

Duration: Concentration, up to 8 hours

You transform yourself into a living statue, turning your body, equipment, and clothing into stone. This spell does not affect the function of your equipment or magic items. While the spell



is in effect, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. You have advantage on saving throws against spells and other magical effects. For the duration of the spell you do not require air, food, or drink. Additionally, while you remain motionless you are indistinguishable from an inanimate statue.

MANGLING MACHINERY

3rd-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (several small gears)

Duration: Concentration, up to 1 minute

You transmute the surface of a 10-foot square on the ground that you can see within range into a mess of whirling machinery. For the duration of the spell, the machinery turns the ground into difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 2d6 bludgeoning damage and be grappled, taking only half damage on a successful saving throw. A creature that starts its turn in the area who is already grappled by the machinery automatically takes 2d6 bludgeoning damage. A creature grappled by the machinery can use its action to make a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC, ending the grappled condition on a success.

MASS REPAIR

5th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A burst of repairing energy emanates out from a point of your choice within range. Choose up to six constructs in a 30-foot-radius sphere centered on that point. Each target regains hit points equal to 3d10+ your spellcasting ability modifier. This spell has no effect on creatures

who are not constructs.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the healing increases by 1d10 for each slot level above 6th.

POCKET JESTER

3rd-level illusion

Casting Time: 1 action

Range: 30 foot radius

Components: V, S, M (a small cotton doll covered in multicolored silk patches wearing several bells on its head, several tiny tarts)

Duration: Concentration, up to 1 minute

This spell creates a semi-real human sized dummy dressed in motley at a point within range that attempts to blind your opponents with pies. The dummy has an AC of 15 and has 20 hit points. If the jester is destroyed, the spell ends. At the end of your turn, the dummy attempts to throw a pie at the closest hostile creature within 30 feet who is not already blinded. The target must succeed on a Dexterity saving throw or be blinded for 1d4 rounds.

PRACTICE DUMMY

1st-level illusion

Casting Time: 1 action

Range: Self (30 foot radius)

Components: V, S, M (a small cotton doll)

Duration: Concentration, up to 1 minute

This spell creates a semi-real human sized dummy armed with a wooden sword and shield at a point within range. The dummy has an AC of 13 and 15 hit points, and if it is destroyed the spell ends. At the end of your turn, the dummy lashes out at the closest hostile creature who is not prone within 30 feet. The targeted creature must succeed on a Dexterity saving throw or be knocked prone.

PRECISION BARRAGE

9th-level divination

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small metal tube that emits a thin line of red light)

Duration: Instantaneous

You flash a small red light, illuminating several tactical locations near you and activating the targeting sensors of a hulking warform (Chapter 6) somewhere in the world. Within moments, a high pitched scream fills the air as three flaming projectiles fly through the air, bursting through any obstacle to reach their targets and exploding on impact, decimating anyone nearby.

When you cast this spell, choose three five foot wide spaces within range. At the end of your turn, missiles crash down on those three locations. Every creature within 5 feet of the targeted areas must succeed on a Dexterity saving throw or take 7d6 fire damage and 7d6 bludgeoning damage, taking half damage on a successful saving throw. A creature can only take damage from one missile, even if they are hit by more than one.

The missiles will burst through walls and ceilings, smashing through up to 50 feet of solid material to reach their target. The area within 5 feet of where each missile hits is considered difficult terrain indefinitely, unless it is cleared away with considerable effort.



REPAIR

1st-level evocation

Casting Time: 1 action

Range: touch

Components: V, S

Duration: Instantaneous

A construct you touch regains a number of hit points equal to 1d10 + your spellcasting ability modifier. This spell has no effect on creatures who are not constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d10 for each slot level above 1st.

SHIELD WALL

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a miniature silver shield)

Duration: Concentration, up to 1 minute

You create a loose line of animated shields on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick. The wall lasts for the duration. When the wall appears, each creature within its area is pushed to one side of the wall (your choice). On casting the spell, you select which side of the wall is the offensive side and which is the defensive side.

The offensive side of the wall will attempt to push away any creature who approaches within 5 feet of that side of the wall, requiring them to succeed on a Strength saving throw or take 3d6 bludgeoning damage and be pushed 10 feet directly away from the wall. A creature who succeeds on the saving throw takes half damage and is not moved. Any creature on the offensive side of the wall attacking a target on the defensive side of the wall with ranged or melee weapons has disadvantage on that attack.

The defensive side of the wall grants all those standing within 5 feet of it advantage on Dexterity saving throws as long as the originator of the effect is on the other side of the wall.

THORN EFFIGY

3rd-level illusion

Casting Time: 1 action

Range: Self (30 foot radius)

Components: V, S, M (a small effigy woven out of briars or rose vines)

Duration: Concentration, up to 1 minute

This spell creates a semi-real human sized effigy made of thorn covered vines at a point within range. The effigy has an AC of 13, 30 hit points and is vulnerable to fire damage. If the effigy is destroyed, the spell ends. At the end of your turn, the effigy lashes vines at the closest hostile creature within 30 feet that is not grappled by it. The target must succeed on a Strength saving throw or be grappled by the effigy for the duration of the spell. On its turn, the target can use its action to make a Strength (Athletics) or Dexterity (Acrobatics) saving throw, ending the grapple on a success. If a creature is grappled by the effigy at the start of its turn, it takes 1d8 piercing damage.



CHAPTER 5:

MAGIC ITEMS

BODYGUARD

Armor (medium, or heavy), rare (requires attunement)

A suit of armor with heavy padding and reinforced joints. The shoulder guard of the armor is fashioned into a realistic face of a stern and grizzled man. While wearing this armor, if you fail a dexterity saving throw, reroll it and take the second result. If the second roll is a success, the face on the shoulder of the armor shouts out a warning before jerking the wearer forcefully to the ground, rendering the wearer prone.

BOOTS OF HURLING

Wondrous item, rare

A pair of dinged up steel and silver boots with small nozzles facing backwards from the heels. Small gouts of steam hiss from these nozzles at random times. At the beginning of your turn during combat, roll a d20 and consult the following table

1: The boots blast you 60 feet in a random direction. Unless you are already flying, the boots will not choose up or down. If your movement is stopped before going the full 60 feet you fall prone at the foot of the obstacle and both you and the obstacle take 3d6 bludgeoning damage.

2-5: The boots expel huge gouts of steam in a 10 foot radius spread centered on you, making the area heavily obscured. The cloud lasts until the beginning of your next turn.

5-11: Nothing happens.

11-19: The boots hurl you toward the closest hostile creature, depositing you 5 feet away from them. If you make a melee weapon attack against that creature this turn, the inertia of the quick burst grants you advantage on your first attack roll against them.

20: The boots rocket you toward the closest enemy, depositing you within 5 feet of them and pivoting to shoot gouts of flame at your foes. The first time you hit with a weapon attack this turn, it deals an additional 2d6 fire damage.

EYES OF MECHNA

Wondrous item, artifact (requires attunement)

A set of mithril goggles that look like two stylized eyes with square pupils made of ruby serving as the lenses. This item was first created by a group of powerful ascended mages looking to improve on the eye of Vecna. While wearing the headband you gain the following benefits:

- You have true sight out to 60 feet.
- You can use an bonus action to see as if you were wearing a *ring of x-ray vision*. You can end this effect as bonus action.

The eye has 9 charges. You can use an action and expend 1 or more charges to cast one of the following spells (save DC 19) from it: *arcane eye* (2 charges), *assume control* (4 charges), *conjure elemental* [gear elementals only] (3 charges), *foresight* (5 charges), or *mangling machinery* (1 charge). The goggles regain 1d4+5 expended charges daily at dawn. Each time you cast a spell from the goggles, roll a d20. On a roll of 1, you immediately transform into an ascended (Chapter 1) version of your current race.

Blessings of the Pantheon. If you are an ascended and are attuned to the goggles, you gain the following benefits

- When you are hit with a critical hit, you may ignore it. Once you have used this ability you, may not do so again until you complete a short rest.
- You can read any language.

FROG SPEAR

Weapon (any two handed or versatile piercing weapon), rare (requires attunement)

A spear or polearm made entirely of brass, whose spearhead juts out from a stylized frog's mouth. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When attuned to this weapon it automatically extends and retracts itself, increasing the reach of your attacks by 5 feet. If there is an insectoid creature within your reach when you attack, the frog spear will redirect your attack to that creature.

GRASPING SHIELD

Armor(shield), rare (requires attunement)

A steel shield with a pair of muscular silver arms carved on the front. When a melee attack against you misses, you may use your reaction to order the shield to reach out its arms and grab your foe. The attacker must succeed on a DC 15 Strength or Dexterity saving throw (target's choice) or be grappled. If the shield grapples a target, it automatically detaches from your arm and holds on to the target. A target grappled by the shield can use its action to make a DC 15 Strength or Dexterity check (target's choice.) On a success, the creature is no longer grappled by the shield, which falls the ground and becomes inanimate. If a creature is grappled by the shield at the beginning of your turn, it takes $1d8 + 2$ bludgeoning damage.

The shield has AC 22 and 25 hit points. If the shield is reduced to 0 hit points, it is destroyed. If the shield reverts to its inanimate state before losing all its hit points, it regains all of them the next time it animates.

GRIMOIRE OF ARTIFICE

Wondrous item, very rare

This tome contains information and incantations necessary to make a particular animated vehicle. The DM chooses the type or determines it randomly. To decipher and use the manual, you must be a spellcaster with at least two 5th-level spell slots. A creature that can't

use a *grimoire of artifice* who attempts to read it takes 6d6 psychic damage.

d20	Vehicle	Time	Cost
1-4	Horseless Carriage	30 days	30,000gp
5-10	Roving Cutter	30 days	35,000gp
11-16	Ornithopter	40 days	50,000gp
18-19	War Ornithopter	80 days	80,000gp
20	Hulking Warform	365 days	1,000,000gp

To create a vehicle, you must spend the time shown on the table, working without interruption with the grimoire at hand and resting no more than 8 hours per day. You must also pay the specified cost to purchase supplies.

Once you finish creating the vehicle, the grimoire folds itself up into a tiny coin-sized chip. Once the chip is inserted into the appropriate slot on the vehicle, it becomes animated. The vehicle is under your control, and it understands and obeys your spoken commands. See Chapter 6 for its game statistics.

MANUAL OF GOLEMS, CHAPTER 2

Wondrous item, very rare

This tome functions in the same way as a *manual of golems* (*Dungeon Master's Guide*). See Chapter 6 for the golems' game statistics.

d20	Golem	Time	Cost
1-6	Stained Glass	50 days	25,000 gp
7-11	Furniture	40 days	35,000 gp
12-17	Gear Elemental	60 days	50,000 gp
18-20	Ooze Core	100 days	90,000 gp

POTION OF HUMOR ADJUSTMENT

Potion, uncommon

A small vial filled with a roiling liquid that changes quickly between colors and consistencies. Any person other than a kemling who drinks the potion takes 4d6 poison damage and must succeed on a DC 14 constitution saving throw or be poisoned for one hour. A kemling that drinks the potion may perform a humour adjustment as described in their racial abilities, except that they may do so even if they are not undergoing a long rest.

This potion is so reactive that even kemlings cannot use them too frequently. If a kemling attempts to drink a second of these potions before a long rest, it has no beneficial effects, they take 4d6 poison damage and they must succeed on a DC 14 Constitution saving throw or be poisoned for one hour.

SNOOPING PARROT

Wondrous item, uncommon (requires attunement)

A fist sized bloodstone carving of a parrot that reports back on what it hears. As an action, you may activate the item. For the next 3 hours the parrot unerringly records all of what is said within 60 feet of it. You may, as an action, touch the parrot and have all that it has recorded during this period transferred to your mind. Transferring such a volume of information is physically taxing, and you must succeed on a DC 13 Constitution saving throw or take one level of exhaustion. Once the parrot has been activated, it cannot be activated again for 1d3 days. The parrot stores the sounds it has recorded indefinitely, but when it is reactivated it erases its last recording.

SWORD-BREAKER BLADE

Weapon (shortsword or dagger), very rare (requires attunement)

A small single-edged blade, with several slots cut out on the blunted side. This magic weapon has three charges. If you are targeted by a

melee weapon attack, the blade casts the *shield* spell on you. The blade regains 1d3 expended charges when you finish a long rest.

If you are wielding a *sword-breaker blade* and you do not make an attack with it, you gain a +2 shield bonus to AC until the start of your next turn. This bonus does not stack with the bonus provided by a shield. If a creature makes a melee weapon attack against you with a nonmagical weapon while you have the *sword-breaker blade's* AC bonus active and they roll a 1 on the attack roll, their weapon catches on your blade's slotted edge and shatters.

VAMPIRE CALTROPS

Wondrous Item, uncommon

A pouch full of caltrops covered in runes that slows and harms your enemies. When the caltrops are on your person, you can use an action to release the *vampire caltrops* from their pouch, covering a five foot square within 30 feet that you choose. The caltrops remain active for 1 minute, and at the end of the duration they reappear back in their pouch. The caltrops are identical to normal caltrops as described in the players handbook with the following exceptions:

- A creature moving through the caltrops area cannot avoid the caltrops effect by moving at half speed. They must make a dexterity saving throw whenever they move through the square covered by the *vampire caltrops*, or if they start their turn there.
- Once a creature steps on them, the *vampire caltrops* remain embedded in the creature's feet, dealing 2 necrotic damage each round as they drink blood from the creature. The affected creature may take an action on their turn to remove the caltrop and stop this continuing damage.
- As long as they remain active, you may use your bonus action to order the caltrops to move 5 feet in any direction.

Once you have used the caltrops, you may not do so again until you complete a long rest.

CHAPTER 6:

BESTIARY

ANIMATED OBJECTS

Animated objects are created through various technological and magical means to follow the commands of their creators. Some animated objects have simple personas and limited means of communication, but all of them will use their narrow intelligence to follow their master's orders to the best of their ability. For more information about animated objects, reference their entry in the *Monster Manual*.

Constructed Nature. An animated object doesn't require air, food, drink or sleep. The magic that animates an object is dispelled when the construct drops to 0 hit points. An animated object reduced to 0 hit points becomes inanimate and is too damaged to be of much use or value to anyone.

ANIMATED DRESSER

The ultimate in home décor and home defense, many wealthy merchants and nobles commission an animated dresser to keep their bedrooms safe and give them and their families a proper place to hide in case of a home invasion.

AUTOMATED FORGE

An automated forge is a large, immobile and expensive construct, but creating a device to do the sweaty and miserable work of refining metals is a massive boon to any mage who is fond of crafting. The automated forge is the centerpiece of a fully autonomous smithy, often surrounded by living bellows and flying blacksmith hammers, all working in unison on some project. Anyone who gets in the way of the forge's assigned task is liable to have a crucible of molten metal poured on them for their interference.

FLYING SMITH'S HAMMER

A sturdy blacksmith's hammer is sometimes enchanted by a wizard in order to create nails, horseshoes, and other simple metalwork that they can't be bothered to make themselves. Often one component in a fully autonomous smithy, the hammer can work tirelessly, shaping metal and hammering out imperfections. A flying blacksmith's hammer can also be an unrelenting foe if ordered into combat, walloping trespassers with an iron head that is still glowing red hot from the forge.

LIVING BELLOWES

A wizard sometimes enchants a bellows to work on its own, so that they can focus on working the metal for magic items without worrying at the forge. The bellows can unceasingly work as part of fully autonomous smithy, keeping the coals hot for days without input from its creator. When threatened, a living bellows blows plumes of ashy air into its opponents' faces, opening the way for sturdier animated objects to do the real damage.

SELF-PROPELLED ARROW

A self-propelled arrow darts through the battlefield, loosed from the hands of its creator. While it has no intelligence of its own, it can create havoc in its enemy's ranks as it plunges recklessly from soldier to soldier.

WANDERING WHEEL

Animated through some magical or mechanical means, these semi-sentient wagon wheels are able to work together in groups of four to move a wagon at high speeds without any need for horsepower.

ANIMATED DRESSER

Large construct, unaligned

Armor Class 13

Hit Points 80 (8d10+16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
5(+2)	10(+0)	15(+2)	1(-5)	5(-3)	1(-5)

Damage Vulnerabilities fire

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages –

Challenge 1 (200 XP)

Antimagic Susceptibility. The dresser is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the dresser must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the dresser remains motionless, it is indistinguishable from a normal dresser.

Slam Shut. At the beginning of its turn, the dresser attempts to close all of its doors, if any are being held open, and may attempt to escape a grapple.

Drawers. Three medium sized creatures may fit inside the dresser at any time. These creatures share a space with the dresser and are considered to be squeezing. Characters inside the dresser may break free of the dresser if they win a contested Strength check.

When the dresser is attacked, the attacker should specify which drawer they are attacking: top, middle or bottom. If the attack hits and there is a creature inside the specified drawer, the dresser is treated as having resistance to the attack and the creature inside that drawer takes half the damage of the attack.

If the dresser is targeted with an area attack and fails its saving throw, all creatures inside take half the damage of the attack.

ACTIONS

Multiattack. The dresser makes three melee attacks with its door slams or one with its hanger blast.

Door Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) bludgeoning damage.

Hanger Blast. Ranged Weapon Attack: +3 to hit, reach 30 ft., one target. Hit: 8 (1d12 + 2) piercing damage.

AUTOMATED FORGE

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 54 (6d10+24)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	1(-5)	18(+4)	1(-5)	5(-3)	1(-5)

Saving Throws Con +5

Damage Resistance piercing and slashing from nonmagical weapons.

Damage Immunities fire, poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft (blind beyond this radius), passive Perception 7

Languages –

Challenge 2 (450 XP)

Antimagic Susceptibility. The forge is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the forge must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the forge isn't engaging in blacksmithing, it is indistinguishable from a normal forge.

ACTIONS

Crucible. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+3) bludgeoning, plus 12 (2d8+4) fire damage.

Embers. *Ranged Weapon Attack:* +4 to hit, range 20/40 ft., one target. *Hit:* 3 (1d4+1) fire damage.

FLYING SMITH'S HAMMER

Small construct, unaligned

Armor Class 16 (natural armor)

Hit Points 20 (5d6+5)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14(+2)	13(+1)	12(+1)	1(-5)	5(-3)	1(-5)

Saving Throws Dex +2

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft (blind beyond this radius), passive Perception 7

Languages –

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The hammer is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the hammer must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the hammer remains motionless and isn't flying or engaging in blacksmithing, it is indistinguishable from a normal hammer.

ACTIONS

Hammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage, plus 3 (1d6) fire damage.

LIVING BELLOWS

Small construct, unaligned

Armor Class 13

Hit Points 9 (3d6)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10(+0)	16(+3)	10(+0)	1(-5)	5(-3)	1(-5)

Saving Throws Dex +3

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft (blind beyond this radius), passive Perception 7

Languages –

Challenge 1/8 (25 XP)

Antimagic Susceptibility. The hammer is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the hammer must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the bellows remains motionless and isn't flying or engaging in blacksmithing, it is indistinguishable from a normal bellows.

ACTIONS

Ashy Gust. *Ranged Weapon Attack:* +3 to hit, range 10 ft., one target. *Hit:* Target must succeed on a DC 11 Constitution against poison. On a failed save, the creature takes 1d4 fire damage and spends their action on their next turn coughing and choking on ash.

SELF-PROPELLED ARROW

Tiny construct, unaligned

Armor Class 15

Hit Points 10 (4d4 + 0)

Speed fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	15(+2)	11(+0)	1(-5)	5(-3)	1(-5)

Saving Throws Dex +3

Damage Vulnerabilities fire

Damage Immunity poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 7

Languages –

Challenge 1/8 (25 XP)

Antimagic Susceptibility. The arrow is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the arrow must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the arrow remains motionless and isn't flying, it is indistinguishable from a normal arrow.

Momentum. The self-propelled arrow moves too quickly to counterattack as it zips past. Opportunity attacks against it are always made with disadvantage.

ACTIONS

Pierce. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. The arrow cannot use its Pierce attack unless it has moved at least 30 feet in a straight line toward the target on its turn.

WANDERING WHEEL

Small construct, unaligned

Armor Class 13

Hit Points 22 (4d6+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	10(+0)	14(+2)	1(-5)	5(-3)	1(-5)

Damage Vulnerabilities fire

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages –

Challenge 1/8 (25 XP)

Antimagic Susceptibility. The wheel is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the wheel must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the wheel remains motionless, it is indistinguishable from a normal wheel.

Rolling Charge. If the wheel hits a creature with an attack after it moves at least 10 feet, the target must succeed on a DC 11 Strength check or be knocked prone.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage.

ANIMATED STEED

An object that is under the effects of the *animate steed* spell, created from a table, sawhorse, sofa or other inanimate object with legs and a platform for riding, the animated steed is loyal to its rider and is able to follow their physical and verbal commands. Though it may seem strange to see a paladin charging into battle while wobbling upright on the back of a loping dinner table, the animated steed is a true companion who knows no fear.

ANIMATED STEED

Large construct, unaligned

Armor Class 11

Hit Points 22 (3d10 + 6)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	15(+2)	7(-2)	1(-5)	1(-5)

Saving Throws Str +6, Con +4

Damage Vulnerabilities fire

Damage Immunities poison, psychic

Condition Immunities blinded,, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages –

Challenge 1/2 (100)

Antimagic Susceptibility. The steed is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the steed must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

AUTOMATON

Rubble. When the animated steed is killed, while its rider remains in the same space as the steed's remains, the rider is granted cover from all melee and ranged attacks. This bonus is lost when the rider leaves the area and is not regained if they reenter the area.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

The height of artificial intelligence, automatons are created to serve as semi-mindless infantry, guards and companions. Many creators will produce automatons to be sold to the highest bidder, though no buying party can ever truly be sure of the automaton's allegiance. Unthinking, unflinching and unyielding, the automaton is built to complete every assigned task with a 100 percent success rate.

Constructed Nature. As constructs, automatons don't require air, sustenance, or sleep.



AUTOMATON

Medium construct, unaligned

Armor Class 13

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	10(+0)	14(+2)	8(-1)	10(-0)	5(-3)

Skills Perception +4

Senses passive Perception 12

Languages Common

Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The automaton makes two attacks with its fists.

Fist. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Reboot (Recharge 6). The automaton may shut down all unnecessary programs for one turn in order to repair itself. The automaton regains 2d8 hit points.

AUTONOMOUS VEHICLES

Arcanists are often more confident in their own spellcasting abilities than they are in the abilities or competence of hired hands. Many a mage has created fanciful constructs to carry them around the world in safety and comfort. Such constructs are often built for the comfort of their riders, and some are even capable of defending their masters from anyone who would harm them. To create an autonomous vehicle, one requires a *grimoire of artifice* (Chapter 5). The comprehensive illustrations and instructions in the grimoire detail the process for creating an autonomous vehicle of a particular type.

Bound Elemental Spirits. The construction of an autonomous vehicle begins with the building of its body, requiring great command of the craft of metalworking, woodcarving or tinkering. Sometimes the autonomous vehicle's creator is a master of the art, but they also may contract master craftsmen to do the work for them (or resign themselves to their own shoddy work, if necessary). After the vehicle's body work is complete, the creator instills an elemental spirit into it. Unlike golems, the spirit of the autonomous vehicle comes from a plane that corresponds to its intended terrain: the Elemental Plane of Air for aircraft, the Elemental Plane of Water for watercraft, and the Elemental Plane of Earth for land vehicles. This spirit has no memory, personality, or history. It simply allows the vehicle to pilot itself and respond to commands. The process of creation and instilling binds the spirit into the vehicle and subjects it to the will of the creator.

Enduring Mounts. Autonomous vehicles can perform their duties long after the death of their creator, continuing to follow their orders as long as they are not destroyed. Some autonomous vehicles are created with a special trinket or key that allows the possessor of the item to control the autonomous vehicle. Such vehicles are often passed down as family heirlooms, serving the descendants of the mage for generations to come.

Blind Obedience. When its master is on hand to command it, an autonomous vehicle performs flawlessly. If it is left without instructions or its master is incapacitated, it continues to follow its last orders to the best of its ability. When it can't fulfill its orders, an autonomous vehicle might react violently, or stop where it is and wait for further instructions. An autonomous vehicle with conflicting instructions sometimes alternates between them. An autonomous vehicle can't think or act for itself. Though it understands its commands, it has no grasp of language beyond that understanding, and can't be reasoned with.

Constructed Nature. As constructs, autonomous vehicles don't require air, sustenance, or sleep.



HORSELESS CARRIAGE

Large construct, unaligned

Armor Class 12 (natural armor)

Hit Points 117 (13d10+45)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	10(+0)	20(+5)	1(-5)	2(-4)	1(-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses darkvision 90 ft, passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 4 (1100xp)

Built Tough. A horseless carriage has a carrying capacity of 2000 pounds.

Protected Interior. Any passenger riding inside the cab of the horseless carriage is provided full cover from attacks that originate from outside the carriage. Once the horseless carriage is at half health, it loses this ability until it is repaired to above half health.

Immutable Form. The carriage is immune to any spell or effect that would alter its form.

ACTIONS

Slam. *Melee Weapon Attack:* +5, reach 5 ft., one target. *Hit:* 17 (4d6+5) bludgeoning damage. If the target is Medium size or smaller it must succeed on a DC 14 Strength check or be rendered prone.

Burst of Speed (Recharge 6). The horseless carriage's move speed is tripled until the end of its turn. The horseless carriage may only use this action while on a road or other flat, unobstructed surface.

HORSELESS CARRIAGE

A horseless carriage is a self-powered version of a typical noble's carriage. Their physical appearance varies from creator to creator, but most have a well appointed cabin with seating for four, as well as a driver's bench on the front of the carriage for whomever is giving the carriage directions. Limited areas for the storage of baggage are available on the top of the carriage or in a trunk affixed to its back end. As horseless carriages are created almost exclusively for very wealthy, most are extremely well made and intricate affairs with silk pillows, glass windows, and intricate chassis. Springs that limit the jostling of its occupants are common. Since horseless carriages are also magically reinforced, they can put up with much more punishment than their mundane counterparts, providing some protection for those inside its cabin... and none for the servants riding atop it.

HULKING WARFORM

Seeing the massive metal carapace of a hulking warform clearing a hill is often all that is needed to force an entrenched army into a terrified retreat. Thundering across the battlefield on six sturdy articulated legs, this steel leviathan looks something like a cross between an elephant and a heavily armored beetle. These constructs are most often employed in massive battles or sieges, laying waste to walls and warriors alike. While ponderously slow, very little can stop the trundling advance of a hulking warform, as it can stomp over moats, trenches, or other obstructions with ease. The hulking warform is also fitted with a large armored howdah that can fit six passengers. This allows a group of experienced soldiers to ride into the fray in relative safety, raining arrows or magic down on enemy troops from a fortified position.

HULKING WARFORM

Gargantuan construct, unaligned

Armor Class 20 (natural armor)

Hit Points 380 (20d20 + 180)

Speed 20 ft., Climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
25(+7)	10(+0)	28(+9)	10(+0)	10(-0)	10(+0)

Skills Athletics +14

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft, passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 17 (18,000 XP)

Immutable Form. The warform is immune to any spell or effect that would alter its form.

Armored Howdah. Any passenger riding the hulking warform has full cover from ranged attacks that originate from outside the warform, as well as advantage on Dexterity saving throws made against spells or abilities that effect an area.

Six Legged Monstrosity. The hulking warform has advantages on Strength and Dexterity saving throws made against effects that would knock it prone.

Siege Engine. All attacks by the hulking warform do double damage against objects or creatures primarily composed of wood or stone.

ACTIONS

Multiattack. The hulking warform makes two attacks: one with its smasher and one with its reaper.

Smasher. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 31 (4d12 +7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Constitution saving throw or be stunned for 1 round.

Reaper. The hulking warform swings its giant claw arm in a 15-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 17 (2d10 + 7) slashing damage on a failed save, or half damage on a successful one.

Ballista Flurry (Recharge 5-6). The hulking warform fires a hail of ballista bolts in a 120 foot line that is 10 feet wide. Each creature in that area must succeed on a DC 18 Dexterity saving throw or take 50 (10d10) piercing damage. A creature that succeeds on its saving throw takes half damage.

ORNITHOPTER

An ornithopter is an animated collection of light wood, vellum or paper that is pasted together and assembled into a winged construct.

The appearance of ornithopters vary widely depending on who built or summoned it, but they always include a set of moving wings and a cramped cabin about ten feet square. The internal cabin of an ornithopter is bare bones and exposed to the elements, typically comprised of little more than a few wooden benches that its passengers can store some gear under. Ornithopters are typically one of the first large projects aspiring construct builders test their magical abilities on, and as such they are notoriously shoddy and easy to shoot out of the sky.

ROVING CUTTER

A roving cutter is a small wooden boat animated through magic for the purposes defending coastal compounds, naval patrol duty or the hunting of large sea creatures. Their physical appearance varies depending on who crafted this magical construct, but all cutters are 15 feet long , 10 feet wide, have a ten foot draught and can hold six sailors on the deck at a time. All roving cutters also have methods of propelling themselves across the waves. Most cutters are outfitted with automated oars or propellers, and many are mounted with sturdy harpoon guns that can pull in whales and ships.

The wood that makes up these vessels is magically reinforced, and only sustained attacks can cause them to sink below the waves. Some even contain a cramped area below decks that allows those commanding the ship to store supplies and hang a few hammocks for the sailors aboard to rest. Limited storage space, and the fact that most roving cutters are designed to patrol coastlines or harbors, means that these craft are not ideal for extended sea journeys. While most roving cutters are constructed for the navies of powerful kingdoms, roving cutters are sometimes created by nautically minded wizards, or arcanelly talented privateers.

ORNITHOPTER

Large construct, unaligned

Armor Class 11 (natural armor)

Hit Points 30 (10d6)

Speed 10 ft, fly 45 ft

STR	DEX	CON	INT	WIS	CHA
14(+2)	14(+2)	10(+0)	6(-2)	6(-2)	6(-2)

Saving Throws Dexterity +8

Skills Acrobatics +6

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft, passive Perception 10

Languages understands the languages of its creator or summoner but can't speak

Challenge 0 (10xp)

Passenger Plane. The ornithopter is made to carry up to four passengers and has a carrying capacity of 540 pounds.

Immutable Form. The ornithopter is immune to any spell or effect that would alter its form.

ACTIONS

None

ROVING CUTTER

Huge construct, unaligned

Armor Class 15 (natural armor)

Hit Points 106 (12d10+40)

Speed swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	18(+4)	1(-5)	3(-4)	1(-5)

Skills Athletics +8

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses darkvision 240 ft, passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 6 (2300xp)

Cargo Vessel. The roving cutter can hold up to six passengers at a time, and has a carrying capacity of 1500 pounds.

Immutable Form. The roving cutter is immune to any spell or effect that would alter its form.

ACTIONS

Multiattack. The animated rowboat makes one harpoon attack, and two oar slam attacks.

Harpoon. *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* 13 (3d6+4) piercing damage. If the target is Huge or smaller, it is grappled. The grappled creature may automatically escape the grapple by using their action to yank the harpoon out of their body, taking 13 (3d6+4) piercing damage if they choose to do so. If a creature succeeds on a DC 15 Wisdom (Medicine) check before removing the harpoon, they take half damage from yanking the harpoon out.

If a creature remains grappled at the end of the roving cutter's turn, they must succeed on a DC 15 Strength check or be pulled 20 feet directly toward the cutter. While a creature is grappled by the harpoon, the cutter may not make additional harpoon attacks.

Oar Slam. *Melee Weapon Attack:* +7, reach 5 ft., one target. *Hit:* 16 (2d12+4) bludgeoning damage.



WAR ORNITHOPTER

Huge construct, unaligned

Armor Class 15 (natural armor)

Hit Points 80 (10d10+30)

Speed 10 ft, fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	16(+3)	16(+3)	10(+0)	10(+0)	10(+0)

Saving Throws Dexterity +10

Skills Acrobatics +8

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 240 ft, passive Perception 10

Languages understands the languages of its creator or summoner but can't speak

Challenge 4 (1100xp)

Passenger Plane. The war ornithopter is made to carry up to six passengers and has a carrying capacity of 800 pounds.

Immutable Form. The war ornithopter is immune to any spell or effect that would alter its form.

Bolt Reservoir. The war ornithopter has a reservoir of 33 bolts. After expending these bolts, it must be reloaded or lose the ability to attack with its mounted crossbow. To reload the reservoir, a person must have sufficient bolts and use their action to make a DC 14 Dexterity (Sleight of Hand) check. On a success, the reservoir is reloaded and the crossbow resumes functionality. On a failure, the person must continue to use their action each turn for another 1d6 rounds before the reservoir is refilled and the crossbow can resume firing.

ACTIONS

Multiattack. The war ornithopter makes three attacks with its mounted repeater crossbow.

Mounted Repeater Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 8 (1d10+3) piercing damage.

WAR ORNITHOPTER

A war ornithopter is a construct composed of wood and sturdy leather that is capable of steady flight. The appearance of war ornithopters varies widely depending on who built or summoned it, but it always includes a set of moving wings and a small cabin of about fifteen feet square. The belly of war ornithopter is lightly armored, usually with chain mail, boiled leather, or small mithril plates. Since they are often used for scouting or light combat

duty, war ornithopters are equipped with automated repeater crossbows. The internal cabin is spare but functional, fitted with cushioned wicker chairs or other light seating with straps to keep riders from falling out during evasive maneuvers. Small compartments are built into the chassis for storing luggage or additional ammunition. The cabin is most often outfitted with a glass canopy that can be opened to allow the riders to fire ranged weapons during aerial battles.

CLOCKWORK PORTER

The clanking form of a clockwork porter can often be seen trailing behind groups of adventurers seeking to haul lots of loot back home. The clockwork porter is a roughly human sized construct of iron and copper, its visible innards composed of spinning gears, pendulums and springs. On its back it carries a small steel backpack that, when opened, exposes a colorful portal to an extradimensional space, into which the clockwork porter can stow a truly staggering number of items. Many a party of unwary warriors has lost all their hard-earned treasure when they failed to protect the clockwork porter from harm.



CLOCKWORK PORTER

Medium construct, unaligned

Armor Class 13 (natural armor)

Hit Points 32 (4d10 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	10(+0)	16(+3)	10(+0)	10(+0)	10(+0)

Skills Athletics +7

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft, passive Perception 10

Languages understands the languages of its summoner but can't speak

Challenge 0 (5 XP)

Immutable Form. The porter is immune to any spell or effect that would alter its form.

Bottomless Rucksack. The porter can carry up to 1000 pounds in an extradimensional space accessed through its rucksack. The space can fit any item that would fit through a 3-foot square hole. If the clockwork porter is destroyed, all items in this extradimensional space are lost, unless some means can be found to magically access them.

ACTIONS

Cower. The porter takes the dodge action.

DOLL SWARM

Medium swarm of tiny constructs, neutral evil

Armor Class 14

Hit Points 50 (10d8+10)

Speed 30 ft., climb 15 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

8(-2) 18(+4) 12(+1) 10(+0) 14(+2) 2(-4)

Skills Intimidation +4

Damage Immunities poison, psychic

Damage Resistances piercing, slashing

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 12

Languages understands the languages of its creator but can't speak

Challenge 4 (1100xp)

False Appearance. While the doll swarm is not moving it is indistinguishable from a normal collection of terrifying dolls.

Immutable Form. The doll swarm is immune to any spell or effect that would alter its form.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny doll. The swarm regains hit points at the rate of one per hour.

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, range 0 ft., one creature in the swarm's space. *Hit:* 12 (4d6) slashing damage, or 6 (2d6) slashing damage if the swarm has half or fewer of its hit points remaining or fewer.

Frightful Presence. Each creature of the doll swarm's choice within 30 feet of the swarm and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the doll swarm's Frightful Presence for the next 24 hours.

DOLL SWARM

A doll swarm is a horrifying collection of animated porcelain dolls with tiny grasping claws. The appearance of the dolls varies depending on who created it, though dolls with the appearance of clowns or children are the most common. The ritual that creates the doll swarm requires child sacrifice, and thus is only practiced by the incredibly evil. Necromancers find them especially useful to bolster the typical undead guardians, as the doll swarm is both immune from turning, and better able to follow orders due to higher intelligence.

Childlike Spirits. The spirits that inhabit the dolls retain their childish qualities, and they tend to frolic and play when not obeying direct orders. Adventurers who happen across a doll swarm that is not being directly ordered to oppose them might be able to soothe the swarm by engaging in some fun activity or game. Some of the spirits are too far gone, tainted by necromantic energy, and the only game they want to play is murder.

GEAR ELEMENTAL

Large elemental, lawful neutral

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 36)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	13(+1)	18(+4)	10(+0)	10(+0)	4(-3)

Skills Perception +5

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses true sight 60 ft., passive Perception 10

Languages Modron

Challenge 5 (1800 XP)

Mechanus Glide. The elemental can burrow through the gears that make up Mechanus at twice its normal speed without disturbing the plane's machinations.

Gummed Up Gears. If the elemental takes damage from ranged weapons or any other attack that would reasonably interfere with a clockwork device, its inner workings are gummed up momentarily; it may not Multiattack until the beginning of its next turn.

ACTIONS

Multiattack. The elemental makes two slam attacks. If the gear elemental is grappling a creature, it can also use its gear grind once.

Slam. Melee Weapon Attack: +7 to hit, reach 10 feet., one target. **Hit:** 14 (2d8+4). The target is grappled (escape DC 13) if it is a Large or smaller creature. The elemental may have only one creature grappled at a time.

Gear Grind. One creature grappled by the gear elemental must succeed on a DC 13 Dexterity saving throw or be tangled in the whirring gears that make up its body, taking 3d6 +4 bludgeoning damage.

GEAR ELEMENTAL

A gear elemental is a ticking monstrosity of spinning clockwork in a roughly bipedal shape. They prefer to sift through the gears of Mechanus, only surfacing to crush non-native interlopers who sully the order of the plane with their presence. A gear elemental is a force for order, and when summoned to the Material Plane they take great pleasure in shaping their surroundings into more orderly forms, something which is often fatal to any flora or fauna they encounter. Their natural lawful bent makes them smarter than the average elemental, better able to understand more complex orders, and even collaborate with other gear elementals to utilize elementary tactics to overcome more powerful foes.



GOLEMS

Golems are massive creatures, cobbled together from various unliving materials and given some semblance of sentience through magical or technological means. These unthinking, unfeeling constructs follow their master's orders blindly, endeavoring for centuries if necessary to complete their tasks. More than just a hunk of metal, stone or flesh, each golem is a masterpiece, a culmination of a life's work by a master arcanist or artificer that will outlast its creator and carry on their will long after they are gone.

To create a golem, one should seek out a *manual of golems* (Chapter 5 or the *Dungeon Master's Guide*). The instructions and illustrations in the manual show the process for creating a golem of a particular type. A would-be maester can also follow the guidelines presented in Chapter 7 to create their own custom golems. For more information on golems, reference their entry in the Monster Manual.

Constructed Nature. A golem doesn't require air, food, drink or sleep.

FURNITURE GOLEM

A furniture golem is usually created when an inventor is attempting to create a more powerful golem, but runs out of materials midway through. Comprised of tables, machinery, scraps, odds and ends, these odd golems should not be underestimated, as they are able to detach parts of themselves and throw them into the fray as they pound away with their table-like limbs.

OOZE CORE GOLEM

Ooze core golems are a devious variation on typical stone golems, and appear identical to a stone golem carved of a dark black stone such as onyx or jet. Unlike the stone golems they mimic, ooze core golems are a hollow vessel with several black puddings bound inside. Pinholes in the stone outer shell allow some of the corrosive liquid excreted by oozes to leak

out, imbuing each already staggering strike with a caustic acid that can destroy non-magical weapons and armor alike. Many adventurers have gone through the laborious process of acquiring adamantite weapons to combat a stone golem, only to look on in horror as their shiny new weapons are eaten up by the caustic touch of an ooze core golem. To add insult to injury, upon the golems destruction its stone shell shatters and the oozes inside emerge to continue the fight.

STAINED GLASS GOLEM

Artificers who create stained glass golems tend to have an aesthetic flair, as well as a desire for home defense. These beautiful constructs catch the light and send it shimmering in an enchanting and distracting rainbow of colors, keeping their foes blinded as they advance with their colorful and jagged shards of tempered glass. Each stained glass golem is a work of pristine art, and they are often collected by temples and architects to decorate beautiful buildings. Some of these collectors are dismayed to find that the stained glass golem still remembers its master's commands and is never truly dormant.



FURNITURE GOLEM

Large construct, unaligned

Armor Class 13

Hit Points 85 (10d10+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	10(+0)	17(+3)	5(-3)	5(-3)	1(-5)

Skills Stealth +4

Damage Vulnerabilities fire

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages –

Challenge 3 (700 XP)

False Appearance. While the golem is not moving, it is indistinguishable from a room full of everyday furniture. The golem can spread parts of its body through a room, pulling them together when necessary.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Antimagic Susceptibility. The golem is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the golem must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

ACTIONS

Pound. The golem lashes out with its fists at all hostile creatures within 10 feet of it. All hostile creatures in the area must succeed on a Dexterity saving throw or take 10 (2d6 + 3) bludgeoning damage, taking half damage on a successful save.

Throw Furniture. *Ranged Weapon Attack:* +4 to hit, reach 30 feet, one target. *Hit:* 8 (1d10+3) bludgeoning damage.



OOZE CORE GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 180 (20d10 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	9(-1)	18(+4)	4(-4)	11(+0)	1(-5)

Damage Resistances acid, cold, lightning

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., blindsight 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 12(8400 XP)

Immutable Form. The Ooze Golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Corrosive Form. A creature that touches the golem or hits it with a melee attack while within five feet of it takes 8 (2d8) acid damage. Any nonmagical weapon made of

metal or wood that hits the golem corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the golem is destroyed after dealing damage.

Broken Vessel. When the golem is destroyed, its stone shell shatters, disgorging the 2 black puddings that were bound inside. They appear within five feet of where the golem was destroyed and are hostile.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 10 feet., one target. **Hit:** 14 (3d8+6) bludgeoning damage plus 8 (2d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the ac it offers. The armor is destroyed if the penalty reduces its AC to 10.

Slow (Recharge 5-6). The golem targets one or more creatures it can see with 10 feet of it. Each target must make a DC 18 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

STAINED GLASS GOLEM

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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14(+2)	10(+0)	17(+3)	5(-3)	5(-3)	1(-5)
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Damage Vulnerabilities: bludgeoning

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages –

Challenge 2 (450 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

False Appearance. While the golem remains motionless, it is indistinguishable from a stained glass window or piece of art.

Broken Glass. When the stained glass golem is killed, its body is reduced to shards of glass. The area within 5 feet of where the golem died is considered difficult terrain, and the first time anyone moves into or out of the area on their turn, they take 1d8 piercing damage.

ACTIONS

Multiattack. The golem makes two slice attacks using the jagged shards of its body.

Slice. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Dazzle (Recharge 4-6). The stained glass golem may cast the *color spray* spell as a 1st level spell.

INEVITABLES

Inevitables are powerful lawful constructs that come from the plane of Mechanus. They exist for the sole purpose of punishing those who break universal laws. While inevitables do occasionally ally themselves with gods of lawful bent or lawful creatures when it is beneficial, they do not consider themselves beholden to those allies. They will not hesitate to sacrifice or abandon allies if it furthers their mission of stopping a universal law breaker. Inevitables are also not afraid of putting themselves in certain mortal danger if they believe they have a good chance of completing their mission. Despite this they are not suicidal, if they reasonably believe that they would be killed before completing their mission, they retreat and try to find allies or other means to even the odds.

Principled Punishment. Generally speaking, inevitables do not harm those innocent of breaking the universal laws, but those who help or defend lawbreakers from the inevitable are considered fair game. Inevitables are feared across the planes for their tenacity, power, and inability to be swayed by emotional pleas.

Mechanical Magistrates. The beings that are known as inevitables are divided into separate types, each designed to prevent or punish those who break a specific universal law. Each type of inevitable is physically distinct, and each type has a unique set of abilities that help it fulfill its task, however all inevitables share some similar characteristics. They all are clearly artificially constructed beings, made of metal, stone, and clockwork.

Individual Arbiters. All inevitables share an uncompromising personality, a razor sharp focus on punishing lawbreakers and a flat emotionless affect. However, since inevitables are able to think and learn from their experiences, they do develop personality quirks. After 99 years of service, an inevitable is called back to Mechanus for reprogramming. Because of their unimpeachable lawful nature, there are several paladin orders that seek to emulate them, promising to help the inevitables keep the universe in balance.

HARMONKUT

Harmonkuts exist to make sure the barriers between the planes remain intact, and that creatures do not tarry too long on non-native planes. Physically, harmonkuts are seven foot tall humanoids composed entirely of crystal. Their outer crystalline skin is featureless and clear, with a collection of multicolored gemlike crystals flashing under it. In the middle of the creature's forehead, a single glowing ruby red eyespot surveys the world without emotion.

Harbinger of Law. Harmonkuts always announce their presence before attacking, offering the creatures visiting another plane the opportunity to return home in peace or suggesting that spellcasters cease their attempts to open permanent gates to other planes. If the creatures refuse, the harmonkut may attack the offending party, or retreat and enlist the aid of allies. Harmonkuts are the highest in the inevitable hierarchy, and so are able to enlist the aid of other inevitables if the need is great. In combat, harmonkuts prefer to remain out of the fray, firing crystal shards at range or banishing interlopers back to their home planes with powerful spells.

Order of Operations. Harmonkuts are bound to stop the largest planar problems first, issues such as halting a demonic invasion of the Material Plane, stopping a temple from creating an enduring two way gate to Celestia or foiling fey plans to merge the Arboria and Feywild into a single plane are all worthy missions. When such large concerns are not pressing, harmonkuts may target humans who sail the Astral Sea, or devils who have decided to take up residence in the Elemental Plane of Fire. Harmonkuts are known as protectors of the natural order, so people living near a natural planar gateway sometimes hang a set of crystal windchimes near that the portal in the hopes that its chiming will sound enough like a harmonkut to scare the devils away.

KOLYRUT

Kolyruts exist to ensure that all beings across the planes adhere to the contracts they make, whether said agreements are made by word or in writing. If their target broke a written agreement, the kolyrut carries a copy of that contract with them. Physically, Kolyruts are humanoid creatures who each stand exactly six feet tall. They have thick silver skin and gears can be seen spinning through gaps in their carapace. Kolyruts wear togas in bright primary colors, accented with geometric designs, and always carry a blackened steel sword at their hip.

Silver-Tongued Negotiators. The most social of the inevitables, kolyruts are the most likely to attempt to convince their targets to change their behavior through diplomacy. If they are unable to convince the offender to make good on the contract they violated, they will attempt to put the offender under a *gaes* and then turn them in to the wronged party. If they meet too much resistance, kolyruts will retreat and attempt to uncover weaknesses of their target that they can exploit.

All Oaths Are Sacred. Typically, kolyruts only target those who break major contracts: lords breaking oaths of protection to their subjects, fraudulent land grabs, violated peace treaties, and the like. However, if the kolyrut is not currently attempting to correct a major contract breach, they will target smaller broken promises that they hear about: harassing people who fail to buy a promised round of beer, rounding up army deserters or targeting people who cheat on their taxes.

Legendarily Unrelenting. The kolyrut's implacable nature is so feared that "may a kolyrut take me if I am lying" is a common end to many a sworn oath. Kolyruts only target those who willingly violate contracts; those who do so by accident or under the effects of magic are of little interest to them, though they may occasionally merit a stern and terrifying warning.

HARMONKUT

Medium construct, lawful neutral

Armor Class 19 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	22(+6)	18(+4)	18(+4)	16(+3)	14(+2)

Skills Intimidation +8

Damage Immunities poison

Damage Resistance Any damage caused by a creature of chaotic alignment

Condition Immunities charmed, frightened, exhaustion, paralysis, poisoned,

Senses Truesight 90 ft, passive Perception 13

Languages understands and speaks all languages.

Challenge 15 (13000 XP)

Innate Spellcasting. The harmokut's innate spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At Will: *alter self, detect thoughts, detect evil and good*

3/day each: *banishing smite, greater invisibility, locate creature, plane shift, wall of force, wind walk*

1/day each: *banishment, disintegrate, dominate monster, gaes*

Self-Repair Protocols. The harmonkut regains 20 hit points at the start of its turn if it has at least 1 hit point. If the harmonkut takes thunder damage, this trait doesn't function until the end of the harmonkut's next turn.

ACTIONS

Multiattack. The harmonkut makes 2 crystal shard attacks.



Crystal Shard. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one target.
Hit: 14 (2d8 +6) piercing damage plus 20 (5d8) force damage. If the target is not native to the plane it is currently on it must make a DC 18 Constitution saving throw. On a failed save the creature is stunned until the end of its next turn.

LEGENDARY ACTIONS

The harmonkut can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at time and only at the end of another creature's turn. The harmonkut regains spent legendary actions at the start of its turn.

Crystal Shard. The harmonkut makes one crystal shard attack.

Guided Self-Repair (Costs 2 actions). The harmonkut regains 20 hit points.

Cast a Spell (Costs 3 Actions) The harmonkut casts a spell from its list of innate spells. This counts as one of the spell's daily uses.

KOLYARUT

Medium construct, lawful neutral

Armor Class 17 (natural armor)

Hit Points 98 (15d8 + 30)

Speed 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

16(+3) 14(+2) 14(+2) 14(+2) 13(+2) 13(+1)

Skills Persuasion +8

Damage Immunities poison

Damage Resistance Any damage caused by a creature of chaotic alignment

Condition Immunities exhaustion, paralysis, poisoned,

Senses Truesight 30 ft, passive Perception 12

Languages understands and speaks all languages.

Challenge 8 (3900 XP)

Inflexible Mind. The kolyrut has advantage on saving throws against being charmed or frightened, as well as on saving throws against spells of the enchantment school.

Innate Spellcasting. The kolyrut's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At Will: *alter self*

3/day each: *calm emotions*, *locate creature*, *suggestion*, *zone of truth*

1/week each: *geas*, *plane shift* (self only)

ACTIONS

Multiattack. The Kolyrut makes two vampiric sword attacks.

Vampiric Sword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 3) slashing damage plus 12 (4d6) necrotic damage. The kolyrut regains hit points equal to half of the necrotic damage done.

MARUT

Maruts exist to enforce the natural law of the universe that death takes all mortals eventually. Physically, maruts are broad ten foot tall humanoids composed of black marble wearing bronze plate mail. The large steel pistons serving as their muscles audibly hiss from inside their stony form.

Stoic Arbiters. Maruts rarely speak, usually only listing the crimes of their targets before telling them surrender for destruction. Since they often target powerful vampires or liches, maruts sometimes attempt to enlist allies from a local temple when their quarry proves too difficult to take out alone.

Keepers of Life and Death.

Typically, maruts only target those who go to extraordinary measures to cheat death: wizards using powerful magic to extend their

lives, kings ordering the killing all the first born children to avoid a prophesied death, and powerful vampires are all worthy targets for extermination. However, if the marut is not currently attempting to destroy a major breach of mortality, they will target priests who bring masses back from the dead, adventurers who enter the underworld to rescue lost souls, or those who seek to become like constructs in order to shed their mortality. The Marut is so terrifying to necromancers that cemeteries sometimes include their likeness on tombs or gravestones. Maruts only target those who avoid mortality through extreme trickery or magic: creatures who live forever naturally like some intelligent constructs, elementals, or fey creatures are of no interest to them.

MARUT

Large construct, lawful neutral

Armor Class 17 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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20(+5)	12(+1)	19(+4)	16(+3)	14(+2)	9(-1)
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Damage Immunities necrotic, poison,

Damage Resistance Any damage caused by a creature of chaotic alignment

Condition Immunities exhaustion, paralysis, poisoned

Senses Truesight 45 ft, passive Perception 12

Languages understands and speaks all languages.

Challenge 11 (7200 XP)

Inflexible Mind. The marut has advantage on saving throws against being charmed or frightened, as well as on saving throws against spells of the enchantment school.

Innate Spellcasting. The marut's innate spellcasting ability is Intelligence (spell save DC 17, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day each: *dimension door*, *locate creature*, *locate object*, *thunderwave*

1/day each: *plane shift (self only)*, *wall of force*

Self-Repair Protocols. The marut regains 10 hit points at the start of its turn if it has at least 1 hit point. If the marut takes acid damage, this trait doesn't function at the start of the marut's next turn.

ACTIONS

Multiattack. The marut makes one lightning fist and one thunder fist attack.

Lightning Fist. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 +5) bludgeoning damage plus 15 (3d10) lightning damage. The target must succeed on a DC 17 Constitution saving throw or be blinded for 2d6 rounds. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Thunder Fist. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 +5) bludgeoning damage plus 15 (3d10) thunder damage. The target must succeed on a DC 17 Constitution saving throw or be deafened for 2d6 rounds. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



ZELAKHUT

Zelakhuts exist to make sure no creature can escape justice. Physically, zelakhuts look like centaurs carved from gold-veined marble, with huge golden mechanical wings. In battle, cruelly barbed golden chains spring from their hands, entangling fugitives and dragging them into custody. Zelakhuts always give their quarry the chance to surrender peacefully, but are not averse to attacking from ambush if their target has previously refused to come in quietly.

Bane of Fugitives. Typically, zelakhuts target those who have repeatedly escaped justice or who have gone through extreme steps to do so: an organized crime boss who has witnesses killed before they can testify, a confidence trickster who has made a deal with a trickster god to cause all his victims to forget her face or demons who break out of a celestial prison are all worthy targets for a zelakhut to pursue. If no such lofty fugitives are available, the zelakhut will occupy its time tracking down criminals who fake their own death, warlocks who use magic to charm a jury and avoid conviction, or priests who continue to preach after being defrocked.

Paragons of Justice. The zelakhut is so known as an avatar of justice that many judges have a small statue of a zelakhut holding a balanced scale on their daises. Zelakhuts only target fugitives who escape purposefully; those who shipwreck on the way to a penal colony or prisoners who are pardoned are not suitable quarry.

ZELAKHUT

Large construct, lawful neutral

Armor Class 16 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft., fly 40 ft.

STR DEX CON INT WIS CHA

14(+2) 14(+2) 14(+2) 12(+1) 14(+2) 12(+1)

Damage Immunities poison

Damage Resistance Any damage caused by a creature of chaotic alignment

Condition Immunities exhaustion, paralysis, poisoned

Senses Truesight 20 ft, passive Perception 12

Languages understands and speaks all languages.

Challenge 7 (2900 XP)

Equine Body. The zelakhut has advantage on Strength or Dexterity saving throws made against effects that would knock it prone.

Inflexible Mind. The zelakhut has advantage on saving throws against being charmed or frightened, as well as on saving throws against spells of the enchantment school.

Innate Spellcasting. The zelakhut's innate spellcasting ability is Intelligence (spell save DC 15, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day each: *clairvoyance*, *dispel magic*, *repair construct*

1/day each: *hold monster*, *suggestion*, *web*

ACTIONS

Multiattack. The zelakhut makes two hooked chain attacks. The zelakhut can also haul in one target that it hit with one of its hooked chains.

Hooked Chain. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 8 (2d6 +2) bludgeoning damage.

Haul In. *Melee Weapon Attack:* +7 to hit, reach 15 feet., one target. *Hit:* 11 (3d6+2) piercing damage. The target must succeed on a DC 15 Strength or Dexterity saving throw or be rendered prone and be pulled 10 feet directly toward the zelakhut.

ROBOTIC ARM

No one sets out to create a robotic arm, but when the rest of an automaton doesn't work out, the arm is often one of the salvageable parts. While they do not retain the relative intelligence of the automaton, they are able to carry out simple tasks for their masters and are particularly adept at infiltrating the packs and pockets of unsuspecting folks. Interestingly, they often take on a sort of swarm mentality and have been seen travelling in clumps, reacting to each other's movements in a similar manner to fish in a school.

SHOCK SCARAB

The faint clicking of tiny metallic feet and the faint smell of ozone is often the only warning a would-be tomb robber gets before feeling the lighting sting of a shock scarab. Constructed as a theft deterrent for mausoleums of the wealthy, these tiny bug-like automatons scurry about, releasing a sharp crack of electricity when disturbed. On their own, these tiny automatons are of little threat, easily crushed under a heavy boot. However, when swarming in large numbers, their lighting abilities are amplified to levels capable of stopping the heart of a minotaur.

ROBOTIC ARM

Small construct, unaligned

Armor Class 12

Hit Points 4 (1d4 + 2)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	15(+2)	14(+2)	1(-5)	5(-3)	1(-5)

Skills Sleight of Hand +4, Stealth +4

Condition Immunities blinded, charmed, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages –

Challenge 0 (10 XP)

Antimagic Susceptibility. The arm is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the arm must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Immutable Form. The robotic arm is immune to any spell or effect that would alter its form.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

SHOCK SCARAB

Tiny construct, unaligned

Armor Class 13 (natural armor)
Hit Points 1 (1d4 -1)
Speed 20 ft., climb 20 ft., fly 15 ft.

STR	DEX	CON	INT	WIS	CHA
2(-4)	14(+2)	10(+0)	2(-4)	10(+0)	2(-4)

Skills Stealth +3

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses tremorsense 30 ft., passive Perception 10

Languages -

Challenge 0 (10xp)

Immutable Form. The scarab is immune to any spell or effect that would alter its form.

ACTIONS

Zap. *Ranged Weapon Attack:* +2 to hit, range 15 ft., one target. *Hit:* 2 (1d4) lighting damage.

SHOCK SCARAB SWARM

Medium swarm of tiny constructs, unaligned

Armor Class 13 (natural armor)
Hit Points 40 (8d10)
Speed 20 ft., climb 20 ft., fly 15 ft.

STR	DEX	CON	INT	WIS	CHA
6(-2)	16(+3)	10(+0)	2(-4)	10(+0)	2(-4)

Damage Immunities poison, psychic

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses tremorsense 60 ft., passive Perception 10

Languages -

Challenge 3 (700xp)

Immutable Form. The scarab swarm is immune to any spell or effect that would alter its form.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny scarab. The swarm can regain hit points at the rate of one per hour if they have access to the remains of destroyed shock scarabs, or a sufficient amount of pure metal (1 pound per 5 hit points).

ACTIONS

Shock. *Melee Weapon Attack:* +5 to hit, range 0 ft., one creature in the swarm's space. *Hit:* 18 (6d6) lighting damage, or 9 (3d6) lighting damage if the swarm has half of its hit points or fewer remaining.



CHAPTER 7:

CUSTOM GOLEM CREATION GUIDE

Often created for protection and home security, a golem is a worthwhile investment for wizards and artificers who have secrets and wealth to keep hidden and safe. The basic process for creating a golem is simple, but there are endless variations that can be brought to life by a clever maester who has access to artisan craftspeople, powerful magic and rare ingredients.

This chapter should be used by adventurers to create their own custom golems. Dungeon Masters should use or modify golems in the *Monster Manual* or Chapter 6 of this book, or create them using the monster creation guide outlined in the *Dungeon Master's Guide*.

The process of creating a golem is time consuming and expensive, but a dedicated artificer can follow these steps to create their own personal guardians:

GOLEM CREATION PROCESS

- **Craft the body**
- **Imbue the golem**
- **Animate the golem**

CRAFT THE BODY

Creating a golem that is meant to hold up to home invasion by powerful adventurers or monsters is difficult work that is best attempted by a master craftsperson. When creating a golem's body, one must complete the following steps:

SELECT MATERIALS

Each golem is made from different materials, which grant it additional hit points or other properties that will help it protect its master.

The materials used to create the golem, in addition to its size, determine the cost to create the body, which in turn determines how long the golem's body will take to create. Each type of material grants the finished golem certain benefits, which are added to the base statistics and size of the golem to determine its final hit points, AC and cost.

At the DM's discretion, a golem crafter who is able to procure massive amounts of the chosen material may bypass some or all of the costs of materials. Choose one of the following materials to craft your golem from:

BONE

Hit Point Bonus: +20

AC Bonus: +6

Cost: 38,000

CLAY

Hit Point Bonus: +50

AC Bonus: +2

Cost: 30,000gp

FLESH

Hit Point Bonus: +40

AC Bonus: +1

Cost: 21,000

GLASS

Hit Point Bonus: +20

AC Bonus: +1

Cost: 13,000

IRON

Hit Point Bonus: +80

AC Bonus: +4

Cost: 52,000gp

IRONWOOD

Hit Point Bonus: +60

AC Bonus: +3

Cost: 39,000gp

MITHRIL

Hit Point Bonus: +100

AC Bonus: +5

Cost: 65,000gp

SILVER

Hit Point Bonus: +60

AC Bonus: +2

Cost: 34,000gp

STONE

Hit Point Bonus: +60

AC Bonus: +4

Cost: 44,000gp

WOOD

Hit Point Bonus: +10

AC Bonus: +1

Cost: 9,000gp

DETERMINE SIZE

The larger a golem, the more powerful it becomes, and the more expensive. The material prices listed in the previous section correspond to the price to create the body of a Medium sized golem. For every size category above Medium, double the price of the materials and double the amount of hit points granted to the golem by its materials. For every size category below Medium, halve the price of the materials and halve the amount of hit points granted to the golem by its materials.



DETERMINE BASE STATISTICS

The base statistics for a crafted golem, before any consideration of materials, size and modifications, are listed below. Add any bonuses from size and materials to determine the golem's final base statistics.

Armor Class: 14

Hit Points: 60

Speed: 30 ft.

Ability Scores:

STR 16 (+3)

DEX 10 (+0)

CON 16 (+3)

INT 3 (-4)

WIS 8 (-1)

CHA 1 (-5)

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

DETERMINE ATTACK DAMAGE

The golem may attack twice with its fists as an action, adding 2 + its Strength modifier to the attack roll. On a hit, the golem deals bludgeoning damage according to its size, plus any relevant features from its imbuelement.

Small or Smaller: 1d6 + Strength modifier

Medium: 1d8 + Strength modifier

Large: 2d8 + Strength modifier

Huge or Larger: 3d8 + Strength modifier

MODIFY STATISTICS

During creation, you may add additional materials to increase the base ability scores of the golem. Each point you add to the golem's base ability scores adds 1,500gp to the cost of creation. The golem's ability scores may not be increased above 20, unless otherwise specified.

If the golem's Dexterity modifier is increased above its base levels, its AC increases accordingly. If the golem's Constitution modifier is increased above its base levels, it gains an additional 10hp for each point above its base.

CRAFT THE BODY

Once the characteristics of the golem have been determined, the materials procured and the services paid for, the craftsperson can get to work on actually creating it. First, determine the final cost of the golem by noting the cost of its materials, modifying the material cost based on the size of the golem, and adding any costs incurred by modifying its statistics. Performing construction work on the golem's body requires proficiency in a set of tools appropriate for the materials being used, i.e. mason's tools for a clay golem, smith's tools for an iron golem, etc.

For every day that the craftsperson devotes to working on the body, they must make a DC 16 Dexterity or Intelligence check, adding their proficiency with the appropriate tools to the check. On a success, they contribute 500gp worth of effort to the construction of the golem for that day. On a roll of natural 20, they contribute 1,000gp worth of effort. On a failure, no progress is made. Once the amount of effort contributed has met or exceeded the final cost of the golem, the body is completed and ready to be imbued and animated.

IMBUING THE GOLEM

Once the body of the golem has been created, the frame can be imbued with parts and pieces from slain creatures to grant the golem special properties. These components are grafted into the frame of the golem by artisans and experts, requiring a successful DC 15 check using the listed tools to fully integrate into the frame. If the check to graft the imbue ment onto the golem fails, the component is destroyed. A golem can be imbued with any number of properties, though the maker must hunt down or otherwise procure each item. Only one of each type of imbue ment may be added to a golem. Once the golem has been animated, it may no longer be imbued with additional properties.

An imbue ment may grant additional statistics or abilities, add damage to the golem's fist attacks, give the golem additional actions or various other properties. Add all of the bonuses from imbue ments to the base statistics determined in previous steps. Unless otherwise specified, the DC to save against any abilities granted by an imbue ment is equal to 12 + the golem's Constitution modifier. At the DM's discretion, a component from an unusually powerful specimen of the appropriate type might grant even more powerful benefits than others of its kind.



IMBUEMENTS

AIR ELEMENTAL BREATH

Required Tools: Flute or other wind instrument
Zephyr. A golem that has had the breath of an air elemental blown into its frame by a piper has a fly speed of 20 feet.

ANKHEG MANDIBLE

Required Tools: Smith's tools
Clenched Bite. The mandible of an ankheg has been welded onto the golem's frame, allowing it to replace one of its fist attacks with a bite attack. The bite attack deals the same damage as the golem's basic fist attack (minus imbuelements). If a Large or smaller creature is hit by the bite attack, it is grappled. Until this grapple ends, the golem can bite only the grappled creature and has advantage on attack rolls to do so.

AZER, REMORHAZ OR SALAMANDER BLOOD

Required Tools: Cook's utensils
Heated Blood. The blood of a naturally burning creature has been treated, boiled and inserted into the veins of the golem. A creature that touches the golem or hits it with a melee attack while within 5 feet of it takes damage equal to the golem's Constitution modifier.

BEHOLDER EYESTALK

Required Tools: Herbalism kit
Beholder Blast. As an action, the golem may activate the eyestalk that has been grafted to its frame, casting a random ability as if a beholder had activated one of its eyestalks. Once it has used this ability, it may not do so again for 24 hours. Multiple eyestalks may be grafted to a golem, though only one may be harvested from an individual beholder. Each grafted eyestalk grants an additional use of this ability.

BLINK DOG CLAWS

Required Tools: Cobbler's tools
Rushing Blink (Recharge 5-6). The claws of a blink dog have been grafted to the feet of the golem, allowing the golem to use its action to launch itself briefly into the ethereal plane, reappearing up to 40 feet away. Before or after teleporting, the golem may make one attack with its fists.

BULETTE CLAWS

Required Tools: Smith's tools
Digging Claws. The claws affixed to the golem's fists allow it to quickly dig through the soil, giving it a burrow speed of 20 feet. When the golem makes an attack using its fists, it may choose to strike with its claws, changing the damage type to slashing.

DEVA HEART

Required Tools: Herbalism kit
Celestial Courage. The golem draws upon the power of the High Heavens, adding 4 to its Wisdom score. This imbuelement can raise the golem's Wisdom score above the normal max of 20.

DOPPELGANGER SKIN

Required Tools: Weaver's tools
Mimic Life. The skin of a doppelganger is grafted onto the frame of the golem, allowing it to use its action to change its shape to a Medium or smaller humanoid creature it has seen, or back to its true form. Its statistics, other than its size, are the same in each form. While changing its appearance, the golem gains none of the mannerisms or speech of its shape, and still acts according to its limited intelligence.

DRAGON LUNGS

Required Tools: Herbalism kit
Stolen Breath. The lungs of a dragon have been grafted into the chest of the golem, allowing it to access the dragon's signature breath. Once per day, the golem may use its action to attack with the dragon's breath weapon, mimicking the shape, type and damage of the deceased dragon whose lungs are inside the golem.

DRIDER SILK

Required Tools: Weaver's Tools

Spin Silk. As an action, the golem may shoot out artificially created drider silk to ensnare its foes, as if casting the *web* spell. This ability recharges on a roll of 6.

EARTH ELEMENTAL SEDIMENT

Required Tools: Mason's tools

Bones of the Earth. The sediment from the elemental fuses with the materials that make up the golem's frame, giving it resistance to acid damage, as well as damage from nonmagical slashing and piercing weapons.

FIRE ELEMENTAL EMBERS

Required Tools: Smith's tools

Flame Aura. Any creature who starts their turn within 5 feet of the golem takes fire damage equal to the golem's Constitution modifier. Any flammable objects within 5 feet of the golem that are not being worn or carried burst into flame.

FLUMPH TENDRIL

Required Tools: Leatherworker's tools

Corrosive Fists. The golem's fists are imbued with the lashing tendril of a flumph, adding 1d4 acid damage to its fist attacks. A creature who takes acid damage from a fist attack must succeed on a Constitution saving throw at the end of each of its turns or take 1d4 acid damage, ending the effect on a success. A **lesser restoration** spell cast on the target also ends the recurring acid damage.

GHOST DUST

Required Tools: Calligrapher's supplies

Haunting Runes. Runes have been etched onto the frame of the golem using the dust of a ghost, allowing it to move through other creatures and objects as if they were difficult terrain. The golem takes 5 (1d10) force damage if it ends its turn inside an object.

GIANT OCTOPUS INK

Required Tools: Painter's supplies

Shade of Night. The golem is painted jet black with an ink that has been evolutionarily

perfected to conceal creatures. The golem has advantage on Dexterity (Stealth) checks.

GNOLL HEART

Required Tools: Herbalism kit

Mechanized Rampage. The grafted heart of a gnoll fills the golem with a savage spirit. Whenever the golem reduces a creature to 0 hit points with a melee attack on its turn, the golem can take a bonus action to move up to half its speed and make a fist attack.

HUMAN HEART

Required Tools: Herbalism kit

Human Spirit. The golem is infused with the adaptability of humankind, increasing each of its ability scores by 1 point. This imbue ment may increase the golem's ability scores over the normal maximum of 20.

KENKU'S VOICEBOX

Required Tools: Leatherworker's tools

Voice of the Master. The golem has the mimicry skills of a kenku, and is able to speak with its master's voice.

MIMIC SKIN

Required Tools: Weaver's tools

Camouflage. The golem may use the stitched together skin of a mimic to hide itself in plain sight. As an action, the golem can transform itself into any object that is the same size category. Its statistics are the same in these forms. The golem reverts to its form as a free action, or when it attacks.

MYCONID SPORE SAC

Required Tools: Herbalism kit

Hallucination Spores. As an action, the golem can release spores that cause invaders to hallucinate and lose control. One creature within 5 feet of it must succeed on a Constitution saving throw or be poisoned for 1 minute. A poisoned target is incapacitated while it hallucinates. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

NOTHIC EYE

Required Tools: Herbalism Kit

Linked Insight. The eye of a nothic is grafted into the golem's forehead, granting it strange insights. When a creature first enters an area that the golem is instructed to guard or protect, they must make a Charisma saving throw. On a failure, the golem gleans information about the invader's identity, telepathically transmitting the creature's name to its creator, no matter where they are.

ORC HEART

Required Tools: Herbalism kit

Orcish Rage. As a bonus action, the golem can access the rage that lies in the imbued orc heart and move up to its speed toward a hostile creature that it can see.

OTYUGH FILTH

Required Tools: Alchemist's supplies

Infected Fists. The disgusting filth that makes up an otyugh's lair has been chemically imbued into the golem's fists. Every time it deals damage to a creature with its fists, it infects them with a disease that reduces their maximum hit points by 1 until the disease is cured. The target dies if the disease reduces its hit point maximum to 0.

The diseased creature can make a Constitution saving throw every 24 hours, curing the disease on a success; a *cure disease* or similar spell will also cure the disease.

PIXIE DUST

Required Tools: Calligrapher's supplies

Sylvan Trickery. Magical runes that have been inscribed out of glowing pixie dust onto the frame of the golem allow it to use its action to turn invisible once per day. This invisibility lasts until the golem uses its action, or dismisses the effect as a free action.

REDCAP BOOTS

Required Tools: Cobbler's tools

Murderous Rage. The madness of the redcap infects the golem, causing the normally mindless construct to revel in bloodshed and slaughter. Every time the golem deals damage with an attack from its fists, it regains 1d6 hit points.

SHADOW ESSENCE

Required Tools: Weaver's tools

Dark Shadow. The essence of a shadow has been stitched onto the golem, allowing it to take the Hide action as a bonus action while in dim light or darkness.

SHAMBLING MOUND BRANCHES

Required Tools: Woodcarver's tools

Lightning Absorption. The branches, vines and lichen of a shambling mound can be carved and shaped into a protective shield that covers the golem. When the golem is subjected to lightning damage, it takes no damage and gains a number of hit points equal to the lightning damage dealt.

SLAAD GEM

Required Tools: Jeweler's tools

Regenerative Repairs. The gem of a slaad is grafted into the brain of the golem, allowing it to regenerate 10 hit points at the start of its turn if it has at least 1 hit point.

TREANT BARK

Required Tools: Carpenter's tools

Strength of the Forest. The golem's fists are covered with thick, durable bark from a treant, allowing the golem to deal double damage to objects and structures.

UNICORN HORN

Required Tools: Smith's tools

Shimmering Shield. The horn of a unicorn has been grafted to the golem's head. As a bonus action, the golem may create a magical field around another creature it can see within 60 feet of it, granting that creature a +2 bonus to AC until the end of the golem's next turn.

VAMPIRE DUST

Required Tools: Calligrapher's supplies

Nightborn Runes. Runes are etched onto the golem in night-black vampire dust. Once per day, the golem can use its action to activate these runes, magically summoning 1d4 swarms of bats or rats, provided the sun isn't up. The swarms remain in the area for 1 hour and then disperse.

WATER ELEMENTAL FOAM

Required Tools: Brewer's supplies

Wave Rider. The golem gains a swim speed equal to its Speed.

Surge. As an action, the golem may surge forward 30 feet in a straight line. Any creatures along the golem's path must succeed on a Dexterity saving throw or be knocked 10 feet to either side and fall prone.

WILL-O'-WISP GLOWSTONE

Required Tools: Glassblower's tools

Illuminated Frame. The glowstone of a will-o'-wisp has been extracted, reshaped by a master glassblower and affixed to the golem's frame, allowing it to shed bright light in a radius up to 30 feet. The golem also sheds dim light for an additional distance, the same number of feet as the bright light. The golem may turn off the light or adjust the distance the light is being shed as a bonus action.

YUAN-TI FANG

Required Tools: Poisoner's kit

Fanged Knuckles. The yuan-ti's fang is embedded in the golem's knuckles. Whenever the golem hits a creature with its fists, it deals an additional 1d4 poison damage.

ANIMATE THE GOLEM

Once the golem has been infused with all of the desired imbuelements, it is time to bring the creation to life.

REQUIRED SPELLS

In order to animate the golem, certain spells must be cast on the frame, bringing motion to the body and then imbuing it with a limited sentience. These spells can be provided by anyone who is capable of casting them, and can be cast from a wand, scroll or other magical implement.

First, the frame must have an *animate objects* spell cast upon it, allowing the frame to sit up on its slab and follow the most basic nonverbal commands. The golem is very weak in this state, and is incapacitated. Next, an *awaken* spell must be cast on the golem, granting it a very limited intelligence, an understanding of one language of the caster's choice and the ability to remember and interpret more complicated orders. At this point, the golem will follow any command it is given by anyone that it can understand, to the best of its ability.

MAXIMUM POWER

To bring the golem to its full power, it requires the investment of more magical energy. If a spellcaster casts a spell on the golem while it is in this state, it will absorb a number of spell slots equal to the level of the spell cast. These spells can be cast using scrolls, wands or other magical implements. To reach full power, the golem must absorb 20 spell slots, plus an additional 5 spell slots for every size category larger than Medium. Once the golem reaches maximum power, it is no longer incapacitated.

THE CREATOR'S ORDERS

When the final spell is cast upon the golem to bring it to its maximum power, the golem fully activates and identifies the caster of the final spell as its master. It will follow its master's orders with unflinching loyalty to the best of its ability, never stopping until its task is completed or it is destroyed.