

QUAINT AND CURIOUS

ÆTHEREAL CASLIGHT



A GUIDE TO THE
AGE OF ÆTHER
FOR D&D 5TH EDITION



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STEAM AGE SWORDS & SORCERY

The world is in the throes of a techno-magical revolution. New sciences and ancient arcana have merged, launching a fantastic new age – airships dot the skies, railroads crisscross the land, and great steel vessels rule the high seas. The emerging art of technomancy blurs the line between magic and technology, and most new developments are fundamentally a combination of the arcane and the technological: elemental engines do the work of a hundred beasts ... ethereal telegraphy allows instant communication between distant lands ... industrial-scale alchemy and mass-enchantment make minor magical boons, once reserved for the wealthy and well-connected, available to the common classes. Swords and bows are giving way to mechanical firearms (though adventurers and monster slayers know well that some foes cannot be brought down with bullets alone), and warfare is entering the age of the War Machine. Techo-magical steam tanks and mighty war-golems replace heavy cavalry, while infantrymen carry repeating rifles and tactical explosives into battle.

And as always, social upheaval follows technological revolution ... a new-money aristocracy of magical entrepreneurs and industrial capitalists has emerged, fueling and funding the transformation of society, and becoming fantastically wealthy in the process. Old institutions (churches, noble houses) cling to dwindling wealth and power, struggling to compete for a place in the emerging order of the new age.

The Age of Æther is one possible future of the typical Dungeons & Dragons setting, where modern science and ancient magic have blended at the edges, giving birth to an eldritch-steam-tech revolution. From this revolution, a new age dawns: an age of marvelous innovations and terrible new weapons ... of unprecedented changes and massive upheavals ... of mystery, intrigue, and adventure. Not quite steampunk, not quite swords and sorcery, the Age of Æther is a chance for players to explore a fantastical world, both familiar and new.

This guide is intended to help create characters and adventures in the Age of Æther, with along with core D&D 5th Edition books – the *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, and

(optionally) the *Sword Coast Adventurer's Guide*, *Volo's Guide to Monsters*, and *Xanathar's Guide to Everything*. For players, along with notes on using the standard races and classes, several new class archetypes – and one completely new class (the Engineer) – are included. Also, new backgrounds, feats, skills, equipment, and magic for the Age of Æther. For the DM, it provides a rough sketch of what an Æther Age campaign setting might look like, and a smattering of new monsters, NPCs, and magical items to populate it.



VARIOUS AGES OF ÆTHER

The descriptions and explanations that follow represent only a few possibilities for a fantasy Steam Age setting, based on core D&D mythology. Any fantasy setting could undergo a techno-magical revolution, injecting any or all of the material from this guide into the campaign.

Forgotten Realms. As the default setting for 5th Edition D&D, the lands of Faerûn are perfectly suited to a campaign set in the Æther Age – the airships of Halrua, the gnomes of Lantan, and other elements hint at the techno-magical revolution that could overtake the Realms at any time. Most of the material in this guide assumes a campaign in Faerûn, or a similar “stock D&D” setting such as the World of Greyhawk, so little if any adaptation is required.

Eberron. Although the tone of the Eberron setting is distinct from the Age of Æther, many of the elements are quite similar – magical airships and locomotives, terrible war machines, increasingly common low-level magic, etc. Those elements could be used by themselves to help fill in some of the gaps for Eberron in the 5th Edition (see also *Unearthed Arcana: Eberron*), or the DM could insert more Æther Age technology to give the fantasy noir a bit of steampunk gloss.

Ravenloft. The gothic horror of Ravenloft is a natural fit for a little Victorian-era technology, evoking the spirit of the *Masque of the Red Death* setting, and the various horrific inspirations that brought it into being. Much of the technology here is too overblown for Gothic Earth as written, so the DM must decide whether to pick and choose the “realistic” (or at least plausible) elements of these rules, or go full-steampunk for a *League of Extraordinary Gentlemen* kind of feel.

Dragonlance. Krynn's technological revolution could be sparked when a group of human wizards finally begins to take the gnomes of Mount Nevermind seriously, and works to fix the flaws in gnomish technology with human ingenuity and magic. Depending on what era of play the DM chooses for this revolution, the balance of power could be radically shifted by the new developments – any faction in the various wars of Krynn's history would love to get their hands on this technology, and use it to dominate the battlefield.

Dark Sun. There are a few interesting possibilities for these rules in the harsh and barren lands of Athas. One is for the new technologies of the Æther Age to emerge from the ashes of the old order, bringing prosperity back to the world as modern technology eases the difficulties of life in Athas. Another, perhaps a more natural fit for the tone of Dark Sun, but requiring some “ret-con,” is to put technology and techno-magic at fault for the world's sorry state. Perhaps elemental blight is responsible for the despoiling of Athas's environment, or perhaps the golden age of the past was ended by some kind of techno-magical catastrophe or doomsday weapon. These possibilities lead to an even more *Fallout* or *Mad Max* feel for the setting – a magic-scarred wasteland, dotted with the rusted and decaying hulks of abandoned airships and locomotives.

Planescape. The city of Sigil has the look and feel (and pseudo-Victorian slang) of a proper steampunk setting, without changing anything about how the rules work behind the scenes. The material here could provide an Æther Age overhaul for the setting, though some of the techno-magical explanations might have to be adapted to the new locale – Sigil is a crossroads of the *Outer Planes*, so a fiendish Infernal Combustion Engine is more likely than an elemental one, and Astral Telegraphy might replace the Ethereal.

CREDITS

Logo font: DreamScar, licensed from Sharkshock (<http://www.sharkshock.net/>)

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1. AN AGE OF WONDERS

Although the world of the Æther Age is fundamentally the same place as the standard D&D setting (or not ... see *Various Ages of Æther*, above), there are some important differences that distinguish an Æther Age campaign from an ordinary one. These differences can be seen everywhere, from the background of the setting, to the creatures and challenges the PCs will face, to the equipment and magic they use to overcome those challenges. This chapter presents one possible framework for such a setting, specifically the technological (and techno-magical) background for the new rules and options in the subsequent chapters.

THE SPARK OF REVOLUTION

Most of the changes to the world in the Æther Age can be pinned down to a few key breakthroughs and innovations – combining the methodical processes of the burgeoning sciences, with ancient alchemical formulas, rune-crafting techniques, and other eldritch arts. The results have transformed the face of the world, revolutionizing communication, production, travel, and warfare, and giving birth to an age of wonders both marvelous and terrible.

Although often fundamentally magical – tapping into otherworldly forces or tuning into ethereal signals – most Æther Age technologies can be designed, constructed, operated, and repaired by engineers without any magical abilities. Basic technical training includes just enough arcana to understand the eldritch forces that power modern technology, and to correctly use the tools necessary to work with it. Such technicians can't necessarily construct a machine from scratch – even the most brilliant boiler technician can't build an oceanliner with his own two hands – but given the right parts and tools, they can keep one running, repair a damaged one, and possibly even make functional modifications.

ELEMENTAL ENGINES

The most common source of mechanical power in the Æther Age, whether for vehicles, factories, or other needs, is the elemental steam engine, or just elemental engine – essentially a pressure-sealed and magically warded boiler, into which one or more elementals (see p. 95) are bound. Most of the variety in elemental engines is in the size – from a steam carriage engine

with a single elemental, to a great ship's boiler and pipework, filled with a host of bound spirits, all operate on essentially the same mechanical and metaphysical principles.

Such an engine requires no fuel, as it's powered by the bound elemental, which taps into its native plane to feed itself. It does however produce a dense sooty exhaust (see *Industrial Byproducts*, p. 10), a stew of depleted elemental fumes and airborne particles, which can gather in places where the wind isn't strong enough to disperse it. There it forms cloying smoky fog banks in valleys and narrow streets, staining buildings and landscape alike coal black.

Elemental Hydraulics. Most Æther Age machines use hydraulic systems to transfer mechanical power from the elemental engine to the machine's moving parts. The more complex the machine, the more pipes, pistons, valves, pumps, and pressure gauges it has – all the standard accouterments of Industrial Age technology, often inscribed with runes and glyphs to bind both the enchantments and the elemental spirits which make the machine work.

ETHEREAL CURRENTS

Sages and wizards have long known that the Ethereal Plane overlaps the material world, and that some creatures (including powerful magic-users) can move back and forth between that dim hazy reality and this one. The discovery of currents in the æther, which can be measured from the material plane, gave rise to a number of subsequent discoveries and innovations – including the technologies that allow flying machines and long range communication.

Ethereal Buoyancy. Æther is a kind of anti-ethereal gas, a substance which repels and is repelled by the presence of Ethereal energies, which flows through the Ethereal Plane in great gusts and torrents. This flow is similar to wind on the material plane, and is responsible for creating ethereal currents and cyclones (*Dungeon Master's Guide*, p. 49). By itself, æther has no properties that can be observed in physical reality without using magic, and thus is exceedingly difficult to find there. It can be produced by advanced alchemical processes, however, and bound within a properly-constructed and enchanted container – most often a balloon, blimp, or zeppelin.

The repulsion effect between the æther and the ubiquitous overlap of the Ethereal Plane makes the balloon lighter-than-air in the material world. This “ethereal buoyancy” is the most common means of keeping airships afloat, as it doesn't require any expenditure of power to maintain – as long as the blimp remains mystically and physically sealed, the æther inside will keep the ship aloft.

Ethereal Propellers. Ethereal propellers work essentially like ordinary mechanical propellers, save that the blades are covered in runes that cause them to interact with æther. Such blades can be considerably smaller than they would need to be to generate lift or thrust using mundane aerodynamics, making the whole assembly smaller and easier to power. Ethereal propellers are used for lateral propulsion on most airships; some smaller aircraft, like the common ornithopter (p. 62), also use them for lift.

Ethereal Signals. With the right kinds of transmitters and receivers, a signal can be sent from one location in the material world, traveling through the æther as a wave, and received virtually instantly at another location in the physical plane. Of course, the Ethereal Plane isn't a silent or empty place, but full of the whispers of the dead and echoes of the Inner Planes. This leads to the primary problem of ethereal telegraphy: hearing a specific message through the

din. In the Æther Age, this is accomplished by means of a series of relays, held in place by wooden poles in the material realm, which carry a message reliably to the intended destination, while filtering out the background noise. Viewed from the Ethereal Plane, the relay poles seem to have glowing, crackling wires strung between them, though there are no wires visible in the physical world.

TECHNOMANCY

Ancient as it is, traditional magic often has trouble with modern machines, which are unaffected by many of the most common spells and enchantments. As machines have become both more complex and more common, a branch of magic has inevitably arisen to deal with them. Technomancy is an art in its infancy, particularly when compared to the classical schools of magic – but like the technology that it accompanies, it's becoming more prevalent, powerful, and important by the year.

In essence, technomancy is magic that interacts specifically with machines and technological devices, as opposed to creatures or simple objects. Many technomancy spells have no effect if cast on living creatures; those that do affect creatures will most often affect the target's interactions with machines and technological devices.

SCIENTIFIC THAUMATURGY

The key developments of the Age of Æther are all based on the emergence of experimental science in a world of magic. The ancient scrawled recipes of alchemy have become precisely-measured formulas, the esoteric rites of wizardry codified into thaumaturgical laws and theorems.

Although these new sciences are in their infancy, they are already transforming the world. The impact on individual magic-users has been minimal, apart from the emergence and proliferation of new magical traditions and spells – mages and mystics still learn, prepare, and cast their spells as they always have. The changes wrought to the world have been through the development of enchanted machines and industrial-scale magical processes, putting magic into the hands of ordinary people.

THE FIRES OF INDUSTRY

The techno-magical revolution has brought many new marvels into being, and made commonplace many wonders that were once rare. For adventurers, this means that not only that the weapons and equipment they use to stay alive are products of the new age, but many of the challenges they face will be very different from ages past.

MACHINES AND MANUFACTURING

Many of the most fundamental changes in the Æther Age have come about from the advent of mass production. Although adventurers are unlikely to be involved in the manufacturing industry, they are certain to enjoy the products – abundant potions, enchanted ammo, and other minor magical boons.

Enchanted Machines. Machines in the Æther Age are fundamentally magical, siphoning power from the Elemental Planes and sending signals through the æther. As such, they bear minor enchantments as a part of their basic construction ... however, they can also be enchanted like other objects, to have magical properties or abilities beyond their basic functions – often an effect similar to a techno-magical spell.

For player characters wishing to construct their own enchanted machines, the process uses the standard rules for crafting a magical item (*Dungeon Master's Guide*, pp. 128-129). The construction requires the enchantment of *every component* of the machine, as it is assembled ... this means that there must always be both someone with the proper tool proficiency, and someone with sufficient spell-casting abilities, actively involved in the crafting. This can be one individual, usually a technomancer or tech cleric, or it can be a team of two or more experts working together. To determine the total crafting cost of an enchanted machine, add the market value of a typical machine of that type to the standard creation cost of a magical item of the appropriate rarity (see *Dungeon Master's Guide*, p. 129). Enchanted machines larger than size Small are at least rare; Huge enchanted machines are at least very rare; and Gargantuan ones are legendary.

Mass Enchantment and Industrial Alchemy. One of the most important abilities of enchanted machines is that they can be used to produce minor alchemical substances and enchanted objects. Where magical

crafting has always existed alongside other goods-producing trades, and even the most common potions and talismans were the product of a professional magic-user, the Age of Æther has given birth to magical factories which produce such items on an industrial scale. Exactly as with ordinary factories, each machine performs one discrete task in the enchantment or alchemical process, over and over, as long as it has what it needs to run – a source of power, the crafting materials needed, and some basic (generally repetitive) interaction from factory employees. The end product of such a factory line is a minor magical item: no rarer than uncommon, often single use (potions, ammunition, etc.), and never one that requires attunement.

Machines Making Machines. Key to the rapid spread of Æther Age technology is the ability of machines to make the components needed to build new machines. This allows for the standardization of parts, which in turn makes assembly and repairs vastly easier and more affordable – it becomes a matter of purchasing (or salvaging, stealing, etc.) the right parts, rather than trying create them from scratch.

COMMUNICATION NETWORKS

Once it was established that messages could be reliably transmitted across the æther (rather than just shouted into the void), networks of ethereal relays began appearing to connect large cities. Because such relays have to exist at least partially in the material world, and must be protected from many of the same hazards as railroads, these networks often shadow the rail tracks that connect major travel hubs.

One major result of this is that news spreads much faster than ever before. Where news of war and plague might have taken months, years, or even decades to spread across the land, now even a distant catastrophe or war is likely to be known, if not widely reported in the city newspaper (see p. 63), within a week or less. Because of this, large and widespread organizations – from corporations to empires to secret societies – are easier to maintain and spread than ever before.

Banking. Although banking has been around for ages – usury is old enough to have been explicitly condemned in many ancient holy books – the ethereal communication network has made it easier than ever

to access your wealth from around the world, without having to carry great sacks of gold around with you.

In practice, this means that if you deposit money into a bank, and that bank has local chapters in the places you visit (or working relationships with local banks), you can withdraw some or all of your money from the local bank by wiring (via ethereal telegram) the request to your home bank. Of course, this convenience customarily comes with a fee, usually from 1% to 10% of the amount withdrawn, depending on just how far from home (or civilization) you are.

PLANES, TRAINS, AND AUTOMOBILES

The vehicles of the Æther Age, and the transportation networks they have given rise to, are the most widespread and high profile reflections of the spirit of the age. They have also pushed the “wilderness adventure” to the fringes of the known world – where a trek between cities might once have been an adventure in itself, the question now is whether or not you need to spring for a private cabin, so you can get some rest while you travel.

This isn't to say that the wilderness adventure is no more, nor even that there can't be random encounters during travel. A skyliner or passenger train are sizable “locations” in themselves, where interesting encounters, battles, mysteries, or entire adventures can take place. Even swift travel across the frontier, or through the wilds, can run across the hazards of the

wilderness – orc train-robbers, a gorgon on the tracks, or even a grouchy dragon, tired of the chugging locomotives that keep waking him up. And of course, the party can still pack up and head to the places that remain remote from modern civilization, and untouched by new technologies.

Public and Personal Transportation. Personal transportation hasn't changed quite as much – even in places where steam carriages have become more common than their horse-drawn counterparts, large vehicles tend more often to work as cabs for hire, than as personal transportation. Public rail and trolley systems haven't yet become widespread, so getting from place to place in the city is usually a matter of walking, riding a horse, or hiring a cab. Bicycles and ornithopters are seen in some cities, though neither is well-suited to long distance travel, and both are most popular among urban commuters and recreational riders. Excepting the odd bicycle chase or daring ornithopter escape, they aren't likely to factor heavily into most adventures.

One possibility for adventuring parties with some money to burn, is to purchase (or construct) a vehicle that's large enough to act as a rudimentary base of operations while adventuring. A yacht (flying or seagoing) is an ideal candidate for such a vehicle, particularly for lower-level parties operating on their own. High-level parties, or those working for a powerful organization (e.g., the Royal Navy), might have something more impressive and expensive.

GUNS AND GUNPOWDER

For adventurers and professional warriors, one of the most important Æther Age developments is mass-produced standardized ammunition. This has made the common usage of firearms possible, which in turn has changed the face of combat. The sidearm of choice is now the six-shooter rather than the longsword or rapier; professional soldiers now carry rifles or carbines, instead of longbows or polearms.

Gunpowder is available anywhere that guns are found, in kegs (to make your own ammunition) or as manufactured bullets (usually sold by the dozen). Hard-up adventurers, without access to gun shops or bullet-conjuring magic, might be able to find enough raw materials to produce their own gunpowder, using an alchemist's kit.

INDUSTRIAL BYPRODUCTS

As wondrous as the new technologies of the Æther Age are, they have not come without a price. The unintended, sometimes unforeseen consequences and externalities of elemental and ethereal technologies serve to color the Age of Æther with the familiar palette of the Industrial Age – and to provide the DM with some new challenges to throw at the player characters.

ELEMENTAL EXHAUST

Elemental engines are fueled by tapping directly into the Elemental Planes, and burning the raw mystical stuff of reality to make the engine turn. The smoke from this primordial combustion is a thick, choking black cloud, which billows out of the exhaust pipes of a running engine. In the case of moving vehicles, the cloud is spread enough to be quickly dispersed by the wind; in urban manufacturing districts, where factories covering acres run all day every day, it mixes with the air to give it a brownish tinge and an unhealthy, sooty taste and smell. Rolling clouds of smoky fog gather in the streets and valleys, slowly staining the buildings and landscape.

Smog and Blight. Smog is the common term for the cloying sooty clouds of exhaust smoke, common to heavily industrialized areas, which often behave in the streets very much like thick fog. The mark of the factory district (usually synonymous with the “poor part of town”) is the ubiquitous sooty black stain on everything, left by these drifting banks of smog. Even the clothing and faces of longtime residents takes on the blackened coloring, as the grit wears into fabric and skin. This is commonly referred to as “blight,” and while it certainly isn’t beloved of the people who live in its midst, it’s an accepted reality of the Æther Age.

Light smog is unpleasant to breathe, but has no adverse effects for short-term exposure, beyond lightly obscuring the area (*Player's Handbook*, p. 183), and giving advantage to the Stealth rolls of blighted creatures, smog elementals, shadows, and similar creatures.

Areas of **heavy smog** are still only lightly obscured, though all kinds of vision other than blindsight are limited to 60 feet. Any time a breathing creature undertakes strenuous activity (combat, chase, hard

labor) in heavy smog, or spends more than an hour in such an area, it must make a DC 11 Constitution saving throw. Failure means the creature gains a level of exhaustion. Each additional burst of activity or continuous hour spent in heavy smog forces another saving throw, with a DC cumulatively one higher than the previous save (DC 12 on the second saving throw, DC 13 on the third, etc.); each failure gives the creature another level of exhaustion. Exhaustion levels can never be reduced when resting in any kind of smog.

Boiler Rifts. An elemental engine draws power from the elemental planes, mostly the Planes of Fire and Water. When something goes badly wrong, a rift is often created which allows various creatures of those places to enter the Material Plane, where they often cause trouble – intentionally or otherwise.

Smog Elementals. Sometimes there is enough primordial energy left in an engine's exhaust, that a new elemental spirit takes shape in the smoke and soot. Smoke elementals (p. 95) and smog mephits (p. 106) are among the most common creatures born from this unfortunate process, and most are dangerously mischievous, if not outright hostile to material-world life. These creatures gather and lurk in blighted places, most often concealed within banks of thick smog, and prey upon lone travelers through the choking clouds.

Blighted Creatures. Elemental smog is unhealthy for most living creatures, and while a single day of breathing it probably won't kill anyone, months or years of around-the-clock exposure eventually begin to affect the local flora and fauna – and even the larger and more intelligent creatures who live there. Blighted creatures become more ill-tempered and gaunt, the longer they live within an area of blight, eventually devolving into twisted versions of their former selves – see *Blighted* (p. 83).

Perhaps the most tragic of blighted creatures are those fey whose natural lands have been despoiled by blight-spewing factories or train yards; such creatures almost always develop a burning hatred for all the things they once loved, to rival the most vengeful of undead souls. Heavy blight also tends to draw other unnatural creatures – smog elementals, death dogs, undead, etc.

ETHEREAL SIDE EFFECTS

Although most ordinary people are blissfully unaware of it, the Ethereal Plane underlies everything, everywhere in the material world – invisible, inaudible, completely undetected by most creatures in most situations. But it is far from empty, and many of the creatures in the dim and shadowy corners of that ghostly world are drawn by the mystical energies of ethereal technology. Whether they live in the Border Ethereal, or are lured in from the Deep Ethereal by these strange new devices poking in from the material world and lighting up with chatter, many ethereal creatures can be found lurking around airship yards and telegraph stations. In such places, the border that separates one world from the other has begun to fray from heavy use, and the creatures of the ether can find their way into the land of flesh and blood

Æther Leaks and Implosions. Æther is almost completely undetectable in the material world, and disperses instantly if not kept in a specially-enchanted balloon. When a large amount of æther is released, either steadily (a leak, affecting a line 5 feet wide and up to 20 feet long) or suddenly (an implosion, affecting a sphere that's twice as large as the ruptured æther balloon), the resulting effect in the local Border Ethereal can be dangerous. Spontaneous æther leaks or implosions are rare, but any time an airship takes enough hit point damage to enter the damaged condition (p. 64), a leak begins. If an airship is reduced to 0 hit points, an implosion occurs.

Nearby ethereal beings can sense an æther leak or implosion within their field of vision; on the material plane, the event is only visible as an eerie, otherworldly glow, which seems to come from everywhere and nowhere. If caught in the effect, ethereal creatures are pushed toward the center as if by a *gust of wind* spell (Strength saving throw DC 12 for a leak, 15 for an implosion); those that fail the saving throw are tossed violently into the material world, and generally aren't very happy to be there.

Creatures and objects caught in the material world side of the effect, often including the airship whose æther balloon has just imploded, are either trapped in the local Border Ethereal until they can find a means of escape (50% chance), or hurled through the nearest ethereal curtain (DM's choice, or roll for the curtain's color).

Ethereal Lurkers. Many of the creatures that are drawn to investigate or loiter around ethereal technologies are simply curious. Others want to find a way into the material world, for various reasons of their own, and see that these new technologies may be their best chance yet. And some creatures have come to feed on the others, and whatever mortal beings they might be able to catch.

Voices of the Dead. As is often said, the Ethereal Plane isn't empty by a long shot, and far from silent when listening for messages. It's not uncommon for telegraph stations to receive messages that didn't originate in the Material Plane – overheard snippets of the conversations of spirits, wails of the dearly departed, even deliberate attempts at communication by creatures who have figured out what the new technologies do. If these messages can't be delivered, most are discarded as oddities ... though there are many amateur “spirit telegraph” enthusiasts, who deliberately seek out such transmissions with personal ethereal receivers (p. 80).

JUNK

Perhaps the most mundane byproduct of the Industrial Age is the rise of industrial junk – broken, defective, and otherwise discarded machines, thrown away by the former owners, but not yet salvaged for scrap or rusted to nothing. This junk doesn't pile up in the streets in the nicer parts of town – the street-sweepers and garbage collectors keep it clear – but it certainly clutters the corners of factory districts and train yards, piling up into great rusted mountains in the junkyards that dot the outskirts of industrial cities.

The bane of polite society is its own refuse – but also the boon of scavengers and parasites. Just as many creatures mundane and monstrous take up residence in the sewers and basements of a city, many eke out a niche among the scrap heaps and junk piles as well. Sometimes the spirits of the junk itself awaken (p. 104), either animated by tech mages to do their bidding, or spontaneously spawned from the heaps.

2. RACES

All of the standard PC races in the *Player's Handbook* (and most non-standard races from other official sources, for groups that want them) are fine fits for a campaign in the Age of Æther. Some are ideal for exploring the new elements of an Æther Age campaign, while others provide a more traditional and familiar perspective, to balance the many non-traditional features of such a game.

Proficiencies: Although most skill, tool, and weapon proficiencies are determined by character background and class, various races have certain preferences – they may embrace modern technology, or they may prefer more traditional weapons. For those that choose Æther Age weaponry, see the class descriptions in Chapter 3, and the weapons in Chapter 6, for modern proficiencies. The tendencies listed below are suggestions; the DM has final say. With the DM's permission, a character who forswears the use of modern technology might get to choose a bonus feat; see *Luddite Bonus* (p. ??).

DWARVES

In spite of their often traditional and insular outlook, the dwarves took to the new technologies of the Æther Age almost immediately. Dwarven rune-magic blended seamlessly with human technomancy, and ages-old crafting techniques helped dwarven artisans to produce engines and firearms of legendary quality and reliability. Mass production, on the other hand, has not received a warm reception in dwarf society; they see it as “cheating,” not to mention sacrificing quality for quantity. As is often the case, dwarves tend to be more interested in perfecting their favorite crafts – now to include gunsmithing and steam mechanics – than in developing or inventing new ones.

Proficiencies: With the DM's permission, a dwarf may take proficiency with one kind of engineering tools (clockmaker's, gunsmith's, or mechanic's), in place of the normal racial tool proficiency (*Player's Handbook*, p. 20). Early adopters of firearms, all but the most stubborn and reactionary dwarves will have the Æther Age version of class weapon proficiencies.

ELVES

By reputation, elves disdain the new technologies of the Æther Age – loud, smelly, destructive, and generally inelegant and un-elvish. This reputation isn't entirely fair; elven sages are indeed fascinated with the new sciences and ingenious theories that the humans and other races have devised, even if they don't particularly care for the machines that result from these breakthroughs.

It's more accurate to say that the elves have foreseen, in the all-consuming needs of this new technology, that they will eventually and inevitably come to be at odds with it.

Proficiencies: The majority of elves aren't willing to lay down their swords and bows, and pick up revolvers and rifles – and many say they never will. Regardless of class, elves will almost always take the archaic (original) version of the class's weapon proficiencies, meaning that they don't use firearms. Though many elven sages are intrigued by the new lore called “technology” by the humans, elven engineers, technomancers, and other technological archetypes are exceedingly rare.

Elves are a good candidate for the bonus feat as described under *Luddite Bonus* (p. ??).

THE ELVEN RETREAT

In some settings, the Industrial Age may have prompted the elves, and other naturalistic fey creatures, to retreat to the Feywild rather than remain to watch the industrial smoke and blight spread into their beloved forests and faerie glades. This makes elves (especially wood elves – but not drow) and nature-aspected fey (dryads, sprites, etc.) less common on the whole, though it certainly doesn't prevent players from creating elf characters – as with dragonborn and other exotic races, the rarity and strangeness of an elf can make the character more appealing and fun to play.

HALFLINGS

Inquisitive and resourceful, halflings have quickly adopted the most useful new technologies – and adapted them for their own people, often manufacturing smaller or lighter versions of their favorite modern goods. As a people, they have no special aptitude or aversion for technology or technomancy ... but they do have a long and storied history of living among larger races, and adapting oversized tools and weapons for their own use. Halfling engineers are uncommon but not unheard of, and have a reputation as master jury-riggers, experts at modification and re-purposing.

Proficiencies: Having no special knack for the Technology skill or its related tools, halflings don't often acquire those proficiencies unless they pursue a technical (or techno-magical) vocation. Other than the reclusive feral (“ghostwise”) halflings of the distant wilds, however, most halflings will have the Æther Age version of their class's weapon proficiencies (assuming one is available for their chosen class).



HUMANS

Outside of isolated non-human communities – fortified dwarven strongholds, remote elven glades, rustic halfling villages – humans are generally the majority population in most worlds, and local human culture holds sway in most places. By default, the basic technologies of the Æther Age are products of human science and engineering, and the magical school of Technomancy is most widely practiced among human wizards. Even if elven scholars devised the theory, dwarven engineers perfected the design, and gnomish inventors developed the prototype, it was human entrepreneurs that financed the production, human factories that manufactured it, human railroads that distributed the finished product ... and human industrialists who became unimaginably wealthy in the process. This isn't to say that other races have no entrepreneurs, factories, etc., only that humans have taken more aggressively, prolifically, and successfully to those elements of the new age than anyone else.

Proficiencies: With a bonus feat and skill to reflect the potential for versatility, the Variant Human Traits (*Player's Handbook*, p. 31) are tailor-made for an Æther Age campaign. Humans are by no means required to learn any of the new Æther Age skills or tools, but if they wish and the DM allows, they may trade their bonus skill for a tool proficiency instead.

DRAGONBORN

With no special talent for science or technology, and little taste for the civilization of warm-bloods (but perhaps a little *too much* of a taste for the meat of warm-bloods), the dragonborn are a tad out of place in the Age of Æther. Adventurers tend to be an eccentric lot to begin with, however, so a mysterious draconic sorcerer, a quixotic silver-scaled paladin, or a fierce fire-breathing barbarian could all make entertaining strangers in the strange lands of the Æther Age.

Proficiencies: Nothing other than pride prevents a dragonborn from embracing technology or modern weaponry. They simply tend to view such things as undignified, beneath their noble draconic heritage. Many dragonborn, though certainly not all, disdain modern human firearms, preferring the standard (archaic) version of their class weapon proficiencies. DM willing, this makes them eligible for the bonus feat as described under *Luddite Bonus* (p. ??).

GNOMES

At the far end of the scale from elves, rock gnomes (colloquially, “tinker gnomes”) have embraced the Æther Age more than even the dwarves. Their natural talent for both magic and technology have brought them into the spotlight, with gnomish engineers and inventors highly sought by ambitious entrepreneurs. Forest gnomes have been less enthusiastic on the whole about Æther Age technology, though they aren't generally as techno-phobic as the elves.

Proficiencies: With the DM's permission, a rock gnome may take proficiency with one kind of engineering tools (clockmaker's, gunsmith's, or mechanic's), in place of their racial proficiency with tinker's tools (*Player's Handbook*, p. 37). Rock gnomes will almost certainly have the Æther Age version of their class's weapon proficiencies; forest gnomes can choose either option.

HALF-BLOODS & PLANETOUCHES

Characters of mixed heritage – half-elves, half-orcs, tieflings, and rarer types – don't generally have any strong feelings or tendencies regarding technology. Half-elves are as likely to share their human parents' affinity for modern ideas, as their elven parents' aversion to them. Half-orcs might come from remote wilds, having learned ancient tribal ways, or might

have grown up among humanity and its technology. Otherworldly blood likewise has little impact on technological proficiency or preference.

Proficiencies: Most half-bloods are likely to have the Æther Age version of their class's weapon proficiencies, though those who grew up among their non-human parents may stick with the original/archaic version. Half-elves may (with the DM's permission) choose to trade one of their bonus racial skill proficiencies for a tool proficiency instead.

EXOTIC AND MONSTER PCs

The farther removed a race from human civilization, the less likely they are to have much contact with Æther Age technology. It's up to the DM to decide which non-standard character races are tech-savvy enough to take up technical archetypes or classes; few (if any) have a special aptitude for modern technology. Those that do work with technology must often scavenge or steal what they need, learning their skills piecemeal in lieu of formal training.

Proficiencies: Although not required, many characters of exotic and monster races will take their class's standard/archaic weapon proficiencies, and thus will not be proficient with firearms. Just as the DM decides whether or not to allow such races for player characters in the first place, he must also decide whether or not to allow them to learn and use Æther Age skills and weaponry.

LUDDITE BONUS

Firearms are popular because they are simply more effective weapons – deadlier, easier to use, effective at range, etc. Giving all this up to play a character whose concept forbids guns in a gun-slinging world is to embrace a considerable disadvantage in the name of staying true to concept. At the DM's option, characters who choose to completely forswear use of modern Æther Age technology may be allowed a bonus feat at character creation. Ideally, this will be a racial feat (*Xanathar's Guide to Everything*, pp. 73-75), but DMs lacking that resource may allow other reasonable choices (see below for suggestions).

This applies to elves and druids by default, as well as to barbarians, dragonborn, monks, or others who vow never to use firearms. It isn't enough to simply start play with archaic weapon proficiencies and no Æther age skill, tool, or vehicle proficiencies; the character must be committed to retaining that ignorance and ineptitude. Acquiring any Æther Age proficiency immediately nullifies the bonus feat. Instead of or addition to racial feats, PCs who decide on this option can choose from the following bonus feats at creation:

Elves. All elves can choose from Alert or Sharpshooter. High elves may also choose Keen Mind; wood elves may choose Mobile; and dark elves may choose Skulker.

Dragonborn. Choose from Durable, Elemental Adept (same energy type as breath weapon), or Tough.

Barbarians. Choose from Durable, Savage Attacker, or Tough.

Druids. Choose from Healer, Elemental Adept, or Resilient.

Monks. Choose from Athlete, Grappler, or Mobile.

CONSTRUCTS AS PCs

By default, the magical constructs of the Age of Æther are barely *sentient*, much less *sapient*. None of the new techno-magical constructs presented in the monster section of this guide are suitable for player characters, as the assumptions about how they function make it difficult to balance such a character with other common races. The usual compromise, a “living construct” such as the warforged of Eberron, leaves little of the mechanical nature of such a character intact.

All that said, the following race could be used to fill such a role – in theory, the reliance on (and vulnerability to) tech-magic and technical skills, along with the other drawbacks of being a big clanking robot, should balance the many boons granted by its mechanical nature. Even so, the DM is strongly encouraged to exercise discretion when deciding whether or not to allow PC tin men.

TIN MAN

You are a humanoid techno-magical construct, imbued with intelligence by powerful magic or spontaneous singularity. You aren't “alive” per se, but animated by magic and machinery – and many creatures will thus treat you as a machine, and not a living being.

Ability Score Adjustment. Strength and Constitution scores both increase by 2. Wisdom and Charisma scores both *decrease* by 1, and at the DM's option, may be limited to no higher than 10 or 11 for a starting character.

Age. Even with routine maintenance, tin men wear out at a rate comparable to human aging. They are “physically mature” upon construction, never going through a childhood or maturation process – they are robots. Depending on what brought about an individual tin man's self-awareness, a PC could begin play having just been “switched on” after construction, or as an old discarded mechanical warrior that “woke up” in the scrap heap.

Alignment. Constructs are typically unaligned by default, and tin men begin their existence as neutral. They may or may not remain that way, as their experiences mold their new personality.

Size. By default, tin men are Medium, with a build roughly like a human, but generally thicker and *much* heavier – double the weight of a human of the same height. With the DM's permission, a particular model could be dwarf-sized, gnome-sized, etc., with the height and *twice* the weight of the equivalent-sized race.

Speed. Base walking speed is 30 feet, or 25 feet if Small.

Color Blindness. The optical sensors which give you sight can't discern color, only shades of gray.

Darkvision. Your optical sensors don't rely exclusively on visible light, so you can see in the darkness within 60 feet as if it were dim light, and dim light at the same range as if it were bright. As always, you don't see colors, but shades of gray.

Maladroit. Although you may be quick and well-coordinated in combat and athletics, you move like a machine, which is loud and awkward in many social situations. Lacking fully-developed emotions or instincts, you likewise have trouble understanding the finer intricacies of social interaction. You simply look and act artificial – even if you are a beautifully-constructed machine, it is clear to anyone who sees or hears you, that you aren't a living creature. You can certainly make friends, and they may treat you like a person, but many NPCs will not. As a result, you have disadvantage on all Charisma-based rolls and skills, as well as on Wisdom-based rolls that rely on empathy or intuition, such as Animal Handling, Insight, and Medicine.

Natural Armor. Your body is made of metal, and thus harder to damage than an unarmored creature – but this also makes you clunkier than a natural creature. Your AC is equal to 10 + your Constitution modifier + your proficiency bonus. Your Dexterity modifier has no effect on your Armor Class, and you always have disadvantage on Dexterity (Stealth) rolls, exactly as if you were wearing heavy armor. You can't wear any kind of armor at all, unless the DM allows layering armor (p. 50), in which case you can wear a suit of light armor for a +1 to your base AC.

TIN MAN, CONT.

Techno-Magical Construct. You have all of the characteristics of a techno-magical construct (p. 82) – you are unaffected by any spell or effect that specifically targets living creatures, their bodies or their minds. You likewise can't benefit from magical items that affects living creatures, including potions of any kind (you're unable to drink or consume them). You are instead subject to spells and effects which target objects and machines, including many of the new technomancy spells in Chapter 7. As a result, you can't be healed by medicine or healing magic, and you don't recover hit points by resting. However, you can be repaired – or even repair yourself, provided you have the right tools, parts, proficiencies, and aren't incapacitated. You don't require air, food, drink, or sleep, and you are immune to poison and psychic damage, as well as to being charmed, exhausted, frightened, paralyzed, petrified, or poisoned. However, you can be damaged or broken as can other objects; see *Damage and Repairs to Objects* (p. 64).

See the boxed discussion of techno-magical constructs, at the beginning of the monster appendix, for details; it's up to the DM to decide which characteristics do and don't apply. Perhaps your awakening has left you vulnerable to psychic damage and mental magics, or your hydraulic systems are delicate enough that you *can* be poisoned.

Languages. You can speak, read, and write Common, and if your creator used another language as its racial tongue, you can speak, read, and write that as well.



200 D. & A. Triple-expansion machine for Dr. Hancock's Polar kit "Pam."

3. CLASSES

Adventuring archetypes in the Age of Æther fall generally along the same lines as a standard game, with a few additions and caveats. Some classes have new archetypes available, many of which make use of the new rules for the engineer class (see Chapter 4) and/or the new spells of the school of technomancy (see Chapter 7).

Proficiencies: The Æther Age includes many new weapons, tools, and skills. Most classes may opt for a variant version of their weapon proficiency list, which trades some less common archaic weapons for Æther Age firearms. Classes who have proficiency with all simple and/or martial weapons can use the new lists in Chapter 6, instead of those in the *Player's Handbook*, if they choose the Æther Age option.

A character who doesn't use firearms, for whatever reason (often based on racial preferences), can choose instead to keep the standard ("archaic") version of class weapon proficiencies, as listed in the *Player's Handbook*. Characters who choose a technological class archetypes (i.e. most of the new paths in this guide) can't select archaic weapons, but most other characters at least have the option. This decision is made at character creation, and can't be changed – though characters may still acquire new weapon proficiencies in play, using the usual means (e.g., feats or multi-classing).

BARBARIANS

As the years go by, barbarians hailing from places untouched by modern civilization are a rarer and rarer sight, particularly in industrialized areas. Those that do make their way to civilized lands tend to make a living by combat – monster slayers, muscle for hire, or even pit fighters – and so are more common in the places where warriors gather.

Proficiencies: Barbarians are among the more likely classes to choose archaic weapons over Æther Age firearms – but this is by no means universal. Once they see the deadly effectiveness of "boom-sticks," many tribes take readily to them, and begin aggressively trading (and raiding) for guns and ammunition.

STARTING EQUIPMENT, ÆTHER AGE

If you select Æther Age weapon proficiencies, you start with the following equipment, instead of that listed in the *Player's Handbook*:

- (a) a rifle and bandoleer with 24 bullets or (b) a heavy shotgun and bandoleer with 24 shells
- (a) a greataxe, (b) a greatsword, or (c) any melee weapon with which you are proficient
- An explorer's pack, a handaxe, and a dagger

PATH OF THE STREET FIGHTER

The urban jungle can be just as deadly as any remote wilderness, and its dangers have given rise to a new kind of barbarian. Forged in the struggle for life on the mean streets of a large (usually human) city, those who take up this path were often orphans and street rats, who learned to survive by their wits, their fists, and their sheer stubborn determination. They are ferocious warriors who learned every move they know by getting hit with it in a street fight, able to dish out a beating as well as take one and keep swinging. The street thug background (p. 47) is custom made for a street fighter.

SPIRIT OF THE STREETS

Upon choosing this path at 3rd level, you acquire proficiency in the Streetwise skill if you didn't have it – if you did, you add *double* your proficiency bonus to Wisdom (Streetwise) rolls.

STREET FIGHTING

Also at 3rd level, you gain proficiency with improvised weapons, as well as improved unarmed fighting abilities. Your unarmed strikes inflict damage equal to the martial arts damage of a monk of equal level (*Player's Handbook*, p. 77); this damage also applies when you are wielding suitable improvised street weapons (heavy chains, lamp posts, railroad ties, etc), but never to simple or martial weapons other than clubs. Unlike monks, you can't use your Dexterity modifier in place of Strength for unarmed attacks, though your rage damage bonus applies normally to your unarmed strikes and improvised weapon attacks.

FANCY FOOTWORK

At 6th level, you may choose one of the defensive street-fighting techniques below.

Juggernaut: While raging, you have advantage on all rolls to resist being knocked down, stunned, grappled, magically slowed or held, or otherwise impeded in your movement.

Kickboxer: Each time you rage, you gain 1d6 ki points, which you can spend to make a Patient Defense or Step of the Wind (as the monk abilities). Unspent ki points vanish when your rage ends.

Pugilist. While you are raging, all attacks of opportunity against you are at disadvantage, and any enemy who you have hit with an unarmed attack cannot take an attack opportunity against you at all.

FISTS OF FURY

Beginning at 10th level, your unarmed strikes count as magical for the purpose of overcoming resistance or immunity to non-magical weapons.

CHAMPION OF THE STREETS

At 14th level, you may choose one of the offensive street-fighting techniques below. You *don't* have to choose the same style as you did at 6th level.

Juggernaut: While raging, if you move at least 20 feet in a straight line toward a Large or smaller creature before attacking that creature, you have advantage on all melee attacks against it until the end of your turn. If any of your attacks hit, the creature must make a Strength saving throw (DC 8 + your STR bonus + your proficiency bonus) or be knocked prone.

Kickboxer: When you rage, you gain 1d6 ki points, which you can spend to make a Flurry of Blows or Stunning Strike (as the monk abilities). If you chose Kickboxer at 6th level as well as 14th, you roll 2d6 for ki points gained, and can spend them on any of the monk abilities from either level. All unspent ki points vanish when your rage ends.

Pugilist: While raging, on any turn in which you hit an enemy with at least one unarmed strike, you can make one bonus unarmed attack against the same target on your turn.



BARDS

Music never dies, people will always yearn for entertainment, and the enchanting arts of the bard have at least as much a place in the Age of Æther as any time before. Wandering performer, silver-tongued huckster, or cunning spy – bards can be found wherever there are stories to be told.

Proficiencies: Simple weapons, plus heavy revolvers, rapiers, saddle guns, and shortswords. Though some eccentric bards prefer archaic weapons (“how can I play a Knight of Olde on stage, if I can't swing a longsword?”), most take pragmatism over purism and learn to shoot. Bards can choose their starting skills from any available in the campaign, including the new skills in Chapter 5.

STARTING EQUIPMENT, ÆTHER AGE

If you select Æther Age weapon proficiencies, you start with the following equipment, instead of that listed in the *Player's Handbook*:

- (a) a heavy or light revolver and gunbelt with 24 bullets or (b) a light shotgun and bandoleer with 24 shells
- (a) a rapier, (b) a shortsword, or (c) any melee weapon with which you are proficient
- (a) a diplomat's pack or (b) an entertainer's pack
- (a) any musical instrument or (b) a tool kit with which you are proficient
- A leather jacket (leather armor) and a dagger

COLLEGE OF SECRETS

While most bards cheerfully announce their vocation to the world (often in song), students of the College of Secrets work best when no one knows who they really are. Masters of spycraft and infiltration, they specialize in learning the secrets of others. Some secrets they sell, others they hide away for future use; the most cunning spy-masters hoard secrets like dragons pile up gold, using each when it's most advantageous to do so. Many are members of such clandestine societies as the Harpers or the Zhentarim, though they can just as often be found in the employ of a national government or other political organization (or several, in the case of double and triple agents). Most bards who intend to study this college choose the detective or spy background (pp. 45-46), for the basic skills of gathering and keeping secrets.

SPY-CRAFT

When you join the College of Secrets at 3rd level, you acquire three new skill or tool proficiencies, chosen from Deception, Insight, Investigation, Perception, Persuasion, Stealth, disguise kit, forgery kit, or thieves' tools.

ACCOMPLICE

Also starting at 3rd level, you can expend one use of Bardic Inspiration to confer one of your magical abilities upon a willing creature. The granted ability can be any spell with a range of “self” which you are capable of casting, or it can be the Borrowed Guise or Shadow Walk abilities below, if you are of sufficient level to use them. You must touch the accomplice in order to confer the ability; doing so expends the ability or spell slot normally, as well as one use of your Bardic Inspiration. Once activated, the effect functions exactly as if the accomplice had cast or used it on himself, and lasts for the normal duration, or until either you or they choose to end the effect.

BORROWED GUISE

Starting at 6th level, you can create a nearly perfect magical disguise for yourself by “borrowing” someone else's appearance. The process takes a full minute, and you must have a piece of the subject's clothing, hair, or another personal affect, which is consumed by the magic. You can change your height, weight, voice, hair, complexion, even apparent race, though your statistics don't change. You can only mimic creatures of the same general size and shape (Medium humanoids for most PC races), as for the *change appearance* option of the *alter self* spell (*Player's Handbook*, p. 212). You gain illusory clothing and equipment appropriate to the disguise, as for the *disguise self* spell (*Player's Handbook*, p. 233), though in reality you retain your own armor, weapons, etc., hidden beneath the disguise.

The disguise will convince casual observers automatically, and even active attempts to disbelieve the illusion (as for *disguise self*) are made at disadvantage – unless the creature has been given some reason to suspect that you aren't who you appear to be. It lasts for up to ten minutes per bard level, or until you dismiss it as a free action. Once a creature has made a successful ability check to see through it (either Investigation or Perception can do the trick),

Quaint & Curious - Æthereal Gaslight

that disguise no longer fools that creature – though a new disguise affects them normally.

Once you have used this ability, you cannot use it again until after you complete a short or long rest.

SHADOW WALK

Beginning at 14th level, you gain the ability to transform yourself into a two-dimensional shadow, sliding silently across the wall or floor. The transformation requires an action, after which you gain the following characteristics and abilities:

- Resistance to all kinds of damage, except for necrotic, poison (both of which you are immune to), psychic (which affects you normally), and radiant (to which you are vulnerable).
- Immunity to any condition which affects your physical body – exhaustion, grappled, paralyzed, petrified, poisoned, prone, or restrained. If you were affected by one of these conditions before you changed, it vanishes during the transformation; if it was exhaustion, paralyzed, petrified, or poisoned, it returns when you revert to normal flesh-and-blood form.
- Speed of 40 ft., and the ability to pass under doors and through impossibly narrow openings – any

crack or space that a large sheet of paper could slide through without getting stuck.

- While in dim light or darkness, you get advantage on all Dexterity (Stealth) rolls, and an additional +2 to Stealth. As long as you remain in the shadows, you can take a Hide action as a bonus action on your turn, to melt into the gloom.
- Darkvision out to 60 feet, or your existing darkvision improves by 60 ft.

Your clothing and equipment are absorbed during the transformation; you can't use them while transformed, and don't gain any benefits of having or wearing them (including armor), but they re-appear automatically when you end the effect. You can't interact with the physical world while in shadow form – you're unable to pick up or set down objects, make any kind of attack, cast spells or use other abilities. If you speak, it sounds like an eerie whisper, inaudible beyond a feet away.

The transformation lasts for up to 1 hour per bard level, or until you choose to end it as a free action. Once you use this ability, you cannot use it again until after you have completed a long rest.

CLERICS

The many gods still maintain their churches and clergy in the world, and familiar faiths can be found across the land. Their mortal servants, those who aren't high enough in the ecclesiastic hierarchy to be tied up in liturgical duties and politics, often travel the world to save souls, battle enemies of the faith, or spread the influence of their sect.

Proficiencies: Simple weapons. The choice between modern guns and old world weaponry varies between sects; bitter disagreements arise even amongst a single church's faithful, over whether the gods intended mortals to shoot each other, instead of stabbing or clubbing each other. Most individual clerics may choose either option, regardless of deity or domain, though the DM may rule otherwise in specific cases. Clerics who choose the Technology Domain *must* select Æther Age weapon proficiencies.

STARTING EQUIPMENT, ÆTHER AGE

If you select Æther Age weapon proficiencies, you start with the following equipment instead of that listed in the *Player's Handbook*:

- (a) a light revolver and gunbelt with 24 bullets or (b) a light shotgun and bandoleer with 24 shells
- (a) an armored waistcoat *or* plated field jacket, or (b) a regular field jacket *or* heavy longcoat, and a second gun and ammo chosen from above
- (a) a mace, (b) a quarterstaff, or (c) any melee weapon with which you are proficient
- A holy symbol and a priest's pack

TECHNOLOGY DOMAIN

Churches of the gods of artifice have generally been small, seldom involved in great cosmic struggles of Light vs Darkness, and frequently overlooked by everyone other than their unassuming clergy and scattered faithful. That was, until the Age of Æther brought them into the spotlight, and they became centers for learning about the many new kinds of artifice that are springing up everywhere. Most churches of technology are closer to engineering universities than traditional faiths, with great inventors and scientists given a position analogous to "saints." Still, clerics of the gods of technology tap into divine power to produce miracles and wonders, just as other clerics do. Many tech-clerics have backgrounds as inventors or technicians (pp. 46-47).

TECHNOLOGY DOMAIN SPELLS

CLERIC

LEVEL SPELLS

1st	<i>inflict damage*</i> , <i>repair damage*</i>
3rd	<i>conjure vehicle*</i> , <i>haywire*</i>
5th	<i>breakdown ward*</i> , <i>control machine*</i>
7th	<i>breakdown*</i> , <i>speak with machines*</i>
9th	<i>animate objects</i> , <i>circle of ruin*</i>

* new spell in Chapter 7

MORE TECH SPELLS?

With the DM's permission, a cleric who chooses the Technology domain may give up access to spells from the standard cleric list, in exchange for additional technomancy spells, one for one. Each added technomancy spell permanently becomes a cleric spell for that character; in exchange, the character permanently gives up the ability to prepare or cast one spell from the normal cleric spell list, which must be of equal or higher level than the added technomancy spell. Added technomancy spells may be chosen from the new spells in Chapter 7, or from the Tech Adept spell list at the beginning of that chapter.

TECH PRIEST

When you choose this domain at 1st level, you gain proficiency in the Technology skill, as well as in one kind of engineering tool kit of your choice (clockmaker's tools, gunsmith's tools, or mechanic's tools). If you already have the Technology skill (from your background or race), you may choose an additional engineering tool proficiency instead.

You also learn either *charm machine* or *mending* (your choice), which counts as a cleric cantrip for you, but doesn't count against your cantrips known. The cantrip that you don't choose is added to the list of cleric cantrips you may learn at 1st or later levels.

CHANNEL DIVINITY: MIRACULOUS REPAIRS

Starting at 2nd level, you can use your Channel Divinity to instantly (though temporarily) bring a broken machine or mechanical device back to full functioning, as long as it is generally whole and intact in spite of any damage (i.e., not ruined). As an action,

you present your holy symbol and select a (non-sentient, inanimate) machine within 30 feet of you, which is no larger than size category Medium. The device returns to full working order, with mystical material appearing to seal cracks and replace broken parts. If it was missing hit points, it gains temporary hit points equal to five times your cleric level. It can still be damaged by further attacks, losing temporary hit points first, and returning to broken condition if reduced to 0 hit points. Otherwise, the repairs last for up to one hour per cleric level, before fading and returning the device to its true state.

Your ability improves as you gain cleric levels – at 6th level, you can affect objects of up to Large size; at 12th level, you can affect objects up to Huge; and at 17th level, you can affect objects of *any* size.

CHANNEL DIVINITY: SPIRIT OF NECESSITY

Starting at 6th level, you can use your Channel Divinity to create *one* of the following, ex nihilo, by taking an action and presenting your holy symbol above the location you want your creation to appear. Objects created in this way disappear after one hour per cleric level.

- An ordinary, non-magical tool-kit with which you are proficient.
- Parts for a repair job that you are currently attempting (see p. 65), worth up to 5 gp equivalent per cleric level. Repairs made with the created parts are permanent, and don't disappear at the end of the effect's duration.
- Regular, non-magical ammunition for a crossbow, firearm, or other mechanical projectile-launcher with which you are proficient or have immediate physical access to. You produce shots equal to five times your cleric level.

DIVINE GADGETRY

Upon reaching 8th level, you acquire a gadget loadout (weighing 20 lbs.; see p 32), and you may choose two gadgets from the list below. You are automatically proficient with them as necessary, and use them as if you were an engineer of your cleric level, though you gain no other abilities or features of the engineer class. For gadgets which require charges, you instead expend a use of Channel Divinity to power them.

When you reach 13th level, you may choose a third gadget, and at 18th level, you may choose a fourth. Whenever you gain a cleric level, you may replace one of your gadgets with another from the list.

You may choose from the following gadgets: flame blade, shock coil, flame gun, frost ray, lightning gun, arcing bolt, fire blast, freezing blast, supercharged capacitor, superheated igniter. See gadget descriptions beginning on p. 40.

SOUL OF THE MACHINE

Beginning at 17th level, you can imbue (non-sentient, inanimate) machines with a temporary semblance of life, and they will obey your commands (to the best of their capabilities). You can use your action to cast *animate objects*, choosing up to 20 mechanical devices (including vehicles, weapons, tools, etc.) within 120 feet of you; larger objects count as more than one, per the spell description. You don't need to maintain concentration; animated machines are active until reduced to 0 hit points, or until 1 minute has elapsed. Otherwise, the effect is identical to the *animate objects* spell.

Alternatively, you may use this ability (and an action) to animate nearby piles of junk, as if you had cast the *animate junk* spell (p. 68). The junk spirits (p. 104) are created as if you had used a 9th-level spell slot, though no spell slot is expended.

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

DRUIDS

Perhaps even more than barbarians, druids have found themselves pushed to the margins of Æther Age society. Some remain in settled lands to watch over the development of civilization, in the hopes of encouraging harmony with nature, or at least of countering the corruption that festers within the walls of so many cities, and the blight that spills from factory smokestacks.

Proficiencies: As did the elves, druids have almost universally turned up their noses at the loud and stinky new weapons that humanity has unleashed on the world. Much as druids will not wear armor of metal, they refuse to make use of firearms. Thus, all druid characters use the class's standard weapon proficiency list (*Player's Handbook*, pp. 45 & 65), as well as the standard starting equipment list. Further, without specific exception by the DM, they may *never* acquire proficiency with any kind of Æther Age firearm, tool, or vehicle.

CIRCLE OF THE CITY

As the spread of humanity and their technology has continued to spread ever faster, and its byproducts gotten ever more toxic, some druids have recognized the need to walk among this new technology. This new strain of "urban druid" seeks to understand modern civilization and technology, in hopes of finding a way to curb or redirect its worst externalities. Although they seldom resort to overt violence or vandalism, they have picked up a few magical tricks that allow them to throw the occasional monkey wrench in the works. Druids of the city are often mistaken for street preachers and indigent madmen, and at they can seem to be either – often ministering to the poor, particularly those affected by industrial blight, and preaching against the dangers of unrestrained technology.

URBAN WILDERNESS

When you choose this circle at 2nd level, you gain proficiency in the Streetwise skill. If you already have the skill, you gain double your normal proficiency bonus when using it.

MISFIRE

Also starting at 2nd level, you can cause a nearby gun to misfire with a glance. Once per turn as a Reaction, when a creature that you can see within 60 feet of you makes a firearm attack (against you or not), you can give the attacker disadvantage on the roll. If the attack fails, the gun simply doesn't go off, as if it were a dud round; the ammunition is wasted.

You can do this a number of times equal to your Wisdom modifier (minimum once). You regain all expended uses when you finish a long rest.

CIRCLE SPELLS

Your connection to the city allows you to cast certain spells, which are always druid spells for you, even if they don't appear on the druid spell list. Once you gain access to a circle spell (two each at 3rd, 5th, 7th, and 9th level), you always have it prepared, and it doesn't count against the number of spells you may prepare each day.

CIRCLE OF THE CITY SPELLS

DRUID

LEVEL CIRCLE SPELLS

3rd	<i>haywire*</i> , <i>purify air*</i>
5th	<i>animate junk*</i> , <i>tongues</i>
7th	<i>breakdown*</i> , <i>locate creature</i>
9th	<i>circle of ruin*</i> , <i>greater restoration</i>

* new spell in Chapter 7

WILD SWARM

Starting at 6th level, you can use Wild Shape to assume the form of a swarm of rats or ravens (*Monster Manual*, p. 339). Your body and equipment seems to "crumble" into squeaking rats or squaking birds, which all move with one mind (yours). The form otherwise works as for an ordinary use of Wild Shape – you use the stats for a normal swarms of rats or ravens, and return to your normal form upon reaching 0 hit points, or the duration expires. If the animals are attacked, you can survive as long as even a single animal escapes destruction.

When the last animal is reduce to 0 hit points, you return to your natural form (taking any excess damage from the final rat or raven's death), exactly as for ordinary Wild Shape. As long as at least two animals survive, they can't be more than 15 feet away from

one another, so you can't just send one rat off to hide while you fight. However, when the swarm is nearing destruction, you can have a single animal flee the fight. On the turn when the swarm is reduced to 0 hit points, you instead become an ordinary rat or raven, with 1 hit point. You can take a normal turn immediately, in which you can move normally, and may Dash, Disengage, Dodge, or use an action to revert to your normal form.

Upon reaching 10th level, you can become a Large swarm of rats or ravens, using the stats of the normal (Medium-sized) swarms, but with double the hit points (48 hp), and doing twice the listed damage (4d6, or 2d6 with less than half hit points). A Large swarm can move into the spaces of multiple creatures that are all within 10 feet of each other, and gets one attack against each creature that shares a space with the swarm.

STURDY CONSTITUTION

Beginning at 10th level, your time fighting blight has given you a preternatural tolerance to pollution and toxins. You are immune to poison (condition and damage), as well as all effects of blight, smoke, smog, spells like *cloudkill* and *stinking cloud*, green dragon breath, and similar breathing hazards.

CLEANSING TOUCH

When you reach 14th level, you can cleanse a creature of all impurities, diseases, pollutants, and toxins with a touch. As an action, you instantly end all effects and conditions caused by disease, poison, pollution, blight, or smog. Any levels of exhaustion lost to any of those maladies are also recovered. Although no hit points are restored instantly, any restrictions on healing or hit point recovery caused by those maladies is lifted.

You can do this a number of times equal to your Wisdom modifier (minimum once). You regain all expended uses when you finish a long rest.

FIGHTERS

Even if technology is rapidly transforming the way it works, warfare is no less common in the Age of Æther than any other time in the world's tumultuous history. War requires warriors, and the fighter is the consummate warrior, the pinnacle of skill-at-arms and battlefield prowess.

Proficiencies: Simple and martial weapons. Most professional warriors use the most effective weapons that they can get their hands on, and in the Æther Age, that generally means guns. Barring quixotic personal or racial preferences, most fighters will use the Æther Age simple and martial weapon lists in Chapter 6. If the DM allows the new skills from Chapter 5 in the campaign, fighters may add Dungeoneer and Streetwise to their choices for starting skill proficiencies.

STARTING EQUIPMENT, ÆTHER AGE

If you select Æther Age weapon proficiencies, you start with the following equipment instead of that listed in the *Player's Handbook*:

- (a) a plated field jacket, or (b) a regular field jacket or heavy longcoat, and a light shotgun and bandoleer with 24 shells
- (a) a rifle and bandoleer with 24 bullets or (b) two heavy or light revolvers and a gunbelt with 24 bullets
- (a) a battleaxe, (b) a longsword, or (c) any melee weapon with which you are proficient
- (a) a dungeoneer's pack or (b) an explorer's pack

FIGHTING STYLES

The benefits of the Archery and Two-Weapon Fighting styles apply normally to relevant firearms, making them popular choices for gun-toting warriors. Both are available to any character allowed to choose a fighting style.

GRENADIER (MARTIAL ARCHETYPE)

The Grenadier is the ultimate Æther Age soldier, a dedicated warrior who masters the latest technology in order to use it to its fullest potential on the battlefield. Part armorer, part commando, and an expert in all kinds of firearms, explosives, and the technologies of war. A fighter who intends to choose this archetype *must* have proficiency in all simple and martial firearms, and so can't choose to be proficient with archaic weapons instead of modern ones. The sailor and soldier backgrounds are both suitable for Grenadiers.

TECHNICAL TRAINING

Upon choosing this archetype at 3rd level, you gain proficiency with gunsmith's tools. You can also use alchemist's supplies as if you were proficient in them, but only to make gunpowder and explosives. Finally, you may choose one Æther Age vehicle proficiency (air, land, or water).

COMMANDO TRAINING

Also at 3rd level, your firearm attacks (pistol, rifle, shotgun) score a critical hit on a roll of 19-20. Additionally, any time you throw a hand grenade, flask (acid, alchemist's fire, holy water), or similar object, you double the normal range of such an attack.

BATTLEFIELD GADGETRY

Upon reaching 7th level, you acquire a gadget loadout (weighing 20 lbs.; see p 32), and you may choose two gadgets from the list below. You are automatically proficient with them as necessary, and you use them as if you were an engineer of your fighter level, though you gain no other abilities or features of the engineer class. You must meet any minimum level requirements for individual gadgets, with your fighter level standing in for engineer level.

You can choose a third gadget when you reach 12th level, and fourth when you reach 17th. Whenever you gain a fighter level, you can swap out one gadget with another that you qualify for.

You may choose from the following gadgets: machine gun (11th level), ballistic screen, belt fed ammo (11th level), gravity adjustment belt, headlamp, low-light goggles, magnetic field harness, or parachute system. See gadget descriptions beginning on p. 40.

FIELD ARMORER

At 10th level, you gain the following abilities:

- When repairing or modifying firearms (only), you gain all the advantages of the engineer's Quick Fix and Reconfigure class abilities (p. 34).
- With the right materials and tools, you can spend a short rest producing ammo. If you have access to gunpowder (or the means to make it), a supply of scrap metal, and a gunsmith's toolkit, you can create bullets equal to three times your fighter level. The bullets can be for any kind of gun (or combination of guns) that you have access to. There is no roll to use this ability, and you can use it as often as you have the time for a short rest and the materials for a stack of ammo.

DEAD EYE

Beginning at 15th level, your firearm attacks score a critical hit on a roll of 18-20.

TECHNICAL SUPERIORITY

Starting at 18th level, you have mastered modern weaponry and technology to such a degree that you gain the following abilities:

- You acquire proficiency in the exotic firearms from Chapter 6, as well as all kinds of military Æther Age vehicles, and any others that the DM deems to be military weapons.
- You can treat all simple and martial firearms as one-handed weapons.
- When using the rules for bracing a longarm (p. 54), you can still take half your regular movement on the same turn that you make attacks with a braced weapon.

MONKS

Monks have always been something of an oddity in the lands of the West, in many ways “in the world, but not of it.” This, of course, makes them a natural fit for the adventuring community, which has always been made up of unusual types.

Proficiencies: Simple weapons, plus shortswords. (Optionally: choose any one martial melee weapon in place of shortsword, including heavy or two-handed weapons; this kind of weapon acts for you as a monk weapon for all purposes). Monks have honed their arts with weapons of the old world, and thus are proficient with archaic weapons rather than Æther Age ones, and always use the starting equipment from the *Player's Handbook*. Unlike druids, they can choose to acquire proficiency in firearms later, though many tend to find guns to be distasteful. A gun can never be a monk weapon for purposes of any ki, martial arts, or other ability.

PALADINS

Though sometimes seen as eccentric and fanatical, paladins are still an important part of the fabric of society in the Age of Æther. Most are affiliated with some faith or military order, though there are still those lone quixotic crusaders who wander the land, righting wrongs and defending the defenseless.

Proficiencies: Simple and martial weapons. Like clerics, paladins are often swayed by traditions of their faith (“Champions of Tyr have been fighting with longswords for thousands of years!”), but like fighters and rangers, they need to use the best weapons available in order to prevail. For those who hunt demons, undead, and other beings which might shrug off bullets like raindrops, archaic weapons often win out ... for those who hunt humanoid criminals, likely to be armed with guns of their own, Æther Age weapons are preferable. Individual paladins can choose either option at creation, unless their faith, oath, or order has chosen for them.

STARTING EQUIPMENT, ÆTHER AGE

If you select Æther Age weapon proficiencies, you start with the following equipment instead of that listed in the *Player's Handbook*:

- (a) a plated field jacket, or (b) a regular field jacket *or* heavy longcoat, and a light shotgun and bandoleer with 24 shells
- (a) a rifle and bandoleer with 24 bullets or (b) two heavy or light revolvers and a gunbelt with 24 bullets
- (a) a longsword, (b) a warhammer, or (c) any melee weapon with which you are proficient
- (a) a priest's pack or (b) an explorer's pack
- A holy symbol

RANGERS

Always lurking around the fringes of civilization, wandering the wilds, rangers fulfill essentially the same role that they always have: venturing into the places that civilized people fear to tread. Some are traditional protectors of the wild, some are bounty hunters or frontier lawmen, others work as scouts for railroad or mining companies.

Proficiencies: Simple and martial weapons.

Rangers are practical folks as a rule, and wood elves notwithstanding, guns are just too useful to a woodsman or survivalist to ignore. Excepting those races and peoples who have refused to pick up guns, rangers most often choose proficiency in Æther Age weapons. If the DM allows the new skills from Chapter 5 in the campaign, rangers can add Dungeoneer to their choices for starting skill proficiencies.

STARTING EQUIPMENT, ÆTHER AGE

If you select Æther Age weapon proficiencies, you start with the following equipment instead of that listed in the *Player's Handbook*:

- (a) a plated field jacket, or (b) a regular field jacket *or* heavy longcoat, and a light shotgun and bandoleer with 24 shells
- (a) a rifle and bandoleer with 24 bullets or (b) two heavy or light revolvers and a gunbelt with 24 bullets
- (a) a longsword, (b) two shortswords, or (c) any melee weapon with which you are proficient
- (a) a dungeoneer's pack or (b) an explorer's pack

ROGUES

The criminal underworld thrives in the Age of Æther, as much as at any time in history. Rogues are thick as flies in the shadows of the cities, doing the dirty deeds that polite society frowns on, but all too often pays handsomely for.

Proficiencies: Simple weapons, plus heavy revolvers, rapiers, saddle guns, and shortswords. Rogues have never shied away from technology, always choosing to use the tools that get the job done. That includes the tools of violence, and guns have upped the ante in that department. Barring racial preferences, most rogues will prefer Æther Age weapon proficiencies. If the DM allows the new skills from Chapter 5 in the campaign, rogues may add Dungeoneer and Streetwise to their choices for starting skill proficiencies.

STARTING EQUIPMENT, ÆTHER AGE

If you select Æther Age weapon proficiencies, you start with the following equipment instead of that listed in the *Player's Handbook*:

- (a) a heavy or light revolver and gunbelt with 24 bullets or (b) a saddle gun and bandoleer with 24 bullets
- (a) a rapier, (b) a shortsword, or (c) any melee weapon with which you are proficient
- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- A leather jacket (leather armor), two daggers, and thieves' tools

TRAP-MAKER (ROGUISH ARCHETYPE)

While thieves and assassins focus on stealth and infiltration to achieve their goals, the trap-maker specializes in the other end of the rogue's spectrum of abilities – traps and counter-intrusion. As they develop this expertise, it extends to include similar technologies: clockwork and spring-loaded devices, often with a deadly trick built in. Trap-makers may have a criminal background, but they may just as likely have a background as inventors or technicians (see pp. 46-47).

TRAP TINKERING

When you choose this archetype at 3rd level, you acquire proficiency in the Technology skill, as well as with clockmaker's tools. If you already have either proficiency from your race or background, you can select an additional engineering tool proficiency (gunsmith's or mechanic's tools) instead, for each one that you already have.

Additionally, even if you lack the Arcana skill, you can interact with magical traps as if you were proficient in it, including attempts to detect, disarm, set, or salvage them. If you do have the Arcana skill, you may add double your proficiency bonus when using it to interact with magical traps.

MECHANICAL ACCOMPLICES

Also at 3rd level, you acquire a gadget loadout (weighing 20 lbs.; see p. 33), and you may choose one gadget from the engineer's Clockwork Menagerie (Auxiliary Gadgets) list (p. 43). You use it as if you were an engineer of your rogue level, though you gain no other abilities or features of the engineer class. You must meet the minimum level requirements for the gadget, with your rogue level standing in for engineer level. You may use it once, and then you must complete a long or short rest before using it again.

You can choose a second gadget when you reach 7th level, a third at 12th level, and a fourth at 16th level. Whenever you gain a rogue level, you can swap out one gadget with another that you qualify for. Starting when you choose your second gadget at 7th level, all of your gadgets share two “charges” – you can use any two of them once each, or one of them twice, before you require a short or long rest to reset the lot of them.

TRAP-SETTER

Beginning at 9th level, you can create impromptu traps to leave behind, so that enemies might fall prey to them as they try to track or sneak up on you. This takes 10 minutes, and you must provide the means that the trap uses to damage enemies – a gun, a sword, a flask of alchemist's fire, etc. – as well as designating the conditions that trigger it (an ankle-level tripwire, a rigged door handle, etc). The DM will determine whether what you are trying to do is possible; you can lay bear traps or string tripwires, but you can't set up a Rolling Stone Sphere o' Doom in 10 minutes. Setting

up a trap requires no roll; at your option, there can be a way for you and your comrades to temporarily disable it, for example to pass through a door you have trapped without triggering it.

The trap you create has an attack bonus equal to your proficiency bonus if it attacks only the creature that triggered it, or a Dexterity saving throw DC equal to 10 + your proficiency bonus if it creates an area effect that can damage multiple creatures. The damage it inflicts on victims is based on the weapon you use, with no modifiers for Strength or Dexterity. The DC to spot or disable the trap is also equal to 10 + your proficiency bonus. If the trap is triggered, it expends any ammunition the attack uses, and the trap is no longer active until you reset and reload it. If it doesn't go off, you can recover the parts to use again, requiring 10 minutes and no ability checks.

SALVAGE TRAP

Starting at 13th level, you can attempt to salvage parts from certain traps that you disarm. The DC to salvage a trap is three higher than the DC to disarm it, and the time required is doubled. A failed salvage attempt triggers the trap; you and anyone in range can make a saving throw as applicable. The DM determines which traps have salvageable parts, and what parts can be obtained. You can take poison dart launchers with you, for instance, and magical traps might yield a small gem enchanted with the trap's effect ... but spike-lined pits or giant falling stone blocks don't often have any useful parts.

You can use the parts that you salvage in one of two ways. First, if the DM rules that a trap can be used to make an attack, you can attempt to use it in combat – launch the poison darts or hurl the gem from the fireball trap at an enemy. In this case, you take the Use an Object action, and make an attack roll (including Dexterity modifier and proficiency bonus) to get the payload on target. If the trap typically allows a saving throw, the victim(s) may roll against the normal DC. This consumes the trap parts, whether or not your attack hits.

You can also attempt to set the trap in a new location, using the Trap-Setter ability. You set it up as if it were a trap of your creation, but the attack bonus, saving throw DC, and damage inflicted are all the same as the original trap. If a successfully reset trap is triggered, the parts are expended; if it isn't triggered, you can take it down and re-use it again.

MASTER OF TRAPS

Upon reaching 17th level, you have mastered the art and science of laying traps. You gain the following abilities:

- You always have advantage on all rolls involving traps – saving throws to avoid effects, attacks rolls to trigger intentionally on enemies, ability checks to detect, disable, salvage, or set, and so on. Your passive Perception score to spot traps is increased by 5.
- You cut the time it takes to search for, set, disarm, or salvage traps in half.
- Traps that you set have +2 to attacks rolls, or their saving throw DC is increased by 2.

SORCERERS

Ancient bloodlines of magical power generally tend to disdain modern technology, even if they might enjoy its fruits. Sorcerers in general don't think about tech much more than it takes to purchase a train ticket, or decide to carry a revolver in case they run out of magic in the thick of things. Thus far, sorcerers haven't picked up on the secrets of technomancy ... most are unconcerned, considering it to be a new and passing fad, in the shadow of their ancient powers.

Proficiencies: Daggers, darts, light revolvers, light shotguns, and quarterstaves. Arcanists in general don't have a lot of time to put into the study of weapons, and sorcerers in particular are often confident that their magic will be more effective than any technological trinket. Individual sorcerers decide for themselves whether or not they need to pack additional heat.

STARTING EQUIPMENT, ÆTHER AGE

If you select Æther Age weapon proficiencies, you start with the following equipment instead of that listed in the *Player's Handbook*:

- (a) a light revolver and gunbelt with 24 bullets or (b) any weapon with which you are proficient
- (a) a component pouch or (b) an arcane focus
- (a) a dungeoneer's pack or (b) an explorer's pack
- Two daggers

WARLOCKS

Do date, there are no ancient primal spirits of the otherworlds who imbue their warlocks with the power of technology. The dark arts of the warlock remain eldritch and esoteric, generally far removed from the modern sciences that fuel the technological revolution.

Proficiencies: Simple weapons. Like other arcanists, most warlocks generally rely more on offensive magic than on weapons. When they do focus on a weapon, it's usually by way of the Pact of the Blade – which only works on a melee weapon. Thus, the choice between Æther Age or archaic weapons is largely individual for warlocks.

STARTING EQUIPMENT, ÆTHER AGE

If you select Æther Age weapon proficiencies, you start with the following equipment instead of that listed in the *Player's Handbook*:

- (a) a light revolver and gunbelt with 24 bullets or (b) any weapon with which you are proficient
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) a dungeoneer's pack
- A heavy longcoat and two daggers

WIZARDS

Among arcane magic-users, wizards alone have embraced – in fact fueled – the growth of the arts of technomancy. While many of the ancient schools of magic have yet to fully integrate the new secrets, more and more modern wizardly universities are opening entire departments dedicated to research and development of the emerging field.

Proficiencies: Daggers, darts, light revolvers, light shotguns, and quarterstaves. As with most arcanists, weapons are generally an afterthought for wizards, a last resort after they have no more magic to hurl. Some wizards are traditionalists, studying archaic weapons alongside ancient magics; others, particularly technomancers, prefer the latest Æther Age firepower for such desperate situations as running out of spells to cast. Wizards spend most of their starting money on their spellbooks, leaving little for fancy shootin' irons. All wizards therefor use the starting equipment from the *Player's Handbook*.

TECHNOMANCY TRADITION

Although still a minority in the wizardly community, the mages who study the young arts of technomancy are a growing force for change and innovation. These wizards learn the basics of mundane technology, along with the cutting edge of techno-mystical theories and techniques. A technomancer is as likely to have a background as an inventor (p. 46) as a sage.

TECHNICAL FUNDAMENTALS

When you choose this tradition at 2nd level, you gain proficiency in the Technology skill, as well as in one kind of engineering tool kit (clockmaker's, gunsmith's, or mechanic's) of your choice. If you already have the Technology skill, you may choose an additional engineering tool proficiency.

TECHNOMANCY SAVANT

Also beginning at 2nd level, the new technomancy spells in Chapter 7 – and any other spells the DM classifies as techno-magic, possibly including the non-wizard spells on the Tech Adept spell list (p. 67) – count as wizard spells for you. Any time you can add a free wizard spell to your spellbook, you may choose from among the spells in that chapter, provided that you have a spell slot of the specified spell's level. When copying discovered technomancy spells into your spellbook, the gold and time you must spend are halved.

You also learn the *charm machine* or *mending cantrip* at this time (your choice), or if you already know both, you learn another wizard cantrip of your choice.

ELDRITCH TOOLS

When you reach 6th level, you no longer have to carry tools to make standard repairs – you conjure an eldritch set whenever you need them. You can only conjure tools that you're proficient with; the tools are clearly unnatural (vaguely translucent and glowing), and vanish instantly if anyone else tries to use them. They magically assist you in your work, just the right tool always appearing in your hand as you need it, bending to give you the leverage you need, and so on. They give you advantage on any rolls that you must make with them, and cut the time needed for repairs as for the engineer's Quick Fix ability (p. 34).

TECHNO-KINESIS

Starting at 10th level, by focusing your will on a machine or mechanical device, you can operate it without having to be in physical contact. You must take a Use an Object action, and stare intently at a device within 5 feet per wizard level of you, to make the device do something that it could do if you were holding it, or sitting at the controls. For example, you could apply the brakes or the throttle on an Æther Age vehicle, you could cause a revolver to open and eject all its bullets as if to reload, and so on. If the device is under the control of another creature, that creature can make a Dexterity-based tool or vehicle proficiency check, against your normal spell DC, to shake off the effect and retain control. You can use this ability a number of times equal to your Intelligence modifier, and a short or long rest replenishes all expended uses.

DURABLE DWEOMER

Upon reaching 14th level, any technomancy spell you cast has double its normal duration, and any attempt to dispel or otherwise disrupt the effects of your technomancy spells is made at a disadvantage.

4. THE ENGINEER

A brilliant but eccentric inventor experiments with the latest technology in his lab, combining ancient alchemical secrets with modern scientific principles, in search of a techno-magical breakthrough.

Bullets whiz by and fire magic scorches the air, as a field technician's steady hands repair the damage to a steam tank's main cannon – the enemy closing in, until he shouts an “All clear!” to his teammates, and they quickly lock and load to return fire.

A hulking suit of powered armor lurches forward with a groan of pistons and hiss of pressure valves, and the gnome within cranks the ignition for his flamethrower as he approaches the mass of goblins preparing to set upon his township.

Engineers are the masters of Æther Age technology, whether pushing the envelope of the latest innovations, or keeping the engines running that power the industrial world. Their gadgets serve as sword, shield, and spellbook in one. Not only can their comrades rely on them to keep guns and engines alike in proper working order, they know the engineer can stand side-by-side with them in battle, employing the cutting edge of technology against their common foes.

MIND OF METAL AND WHEELS

The engineer is a product of his time and place – he is a fundamental part of the techno-magical revolution that defines the Æther Age. As warlocks and wizards delve into the arcane and the occult, engineers must study the arts and sciences that underpin the new technologies which have taken root in the world. Their “spellbooks” are filled with schematics and scribbled technical notes, trial logs for prototypes-under-development, and arcane alchemical formulas.

The engineer's core ability is to work with Æther Age technology – repair, adapt, even construct devices, vehicles, weapons, etc. In practice, this most often takes the form of an engineer's gadgets: unique personal equipment that allows the engineer to accomplish various feats and effects. Some gadgets create effects resembling spells, others are weapons, defensive systems, or mechanical “pets.” Of course, military or adventuring engineers expect to employ their advanced weaponry in “practical field conditions” (i.e. combat), and so are proficient with most or all of the weapons that they invent or repair.

CUTTING EDGE

Whereas arcanists study spells as ancient as writing, and holy men chant prayers taught to humanity before history began, many of the technologies that the engineer employs didn't exist 100, 50, or even 10 years ago. Even as airships and repeating firearms come into common use, the engineer tinkers with prototypes and experimental innovations.

Because of the technical expertise and custom fine-tuning required to effectively use such gadgetry, only the engineer himself can activate them – much like a warlock's invocations, an engineer's gadgets function for him alone, and can not be stolen and deployed against him, as a regular weapon could. They can, however, be taken from him when he's captured, etc.; see *Gadget Loadout* (p. 33).

CREATING AN ENGINEER

When creating an engineer, think about his technical background – did he learn his trade from a prestigious university, an apprenticeship to a mad inventor, or through his own curious tinkering with pilfered and salvaged technology? What kinds of machines or devices does he specialize in, what kinds is he most familiar with, what kinds is he most interested in?

Although his gadgets can get him through most “classic adventuring” scenarios and challenges, and his skills with repairing firearms and the like make him indispensable in an Æther Age adventuring party, an engineer really comes into his own in a campaign that heavily features technology as a part of the background. If the DM is planning such a campaign, work with him to determine what choices you can make during creation, to optimize your engineer's usefulness – both for the party, and for the DM's planned challenges and quests.

QUICK BUILD

To build an engineer quickly, follow these steps. First, Intelligence should be your highest ability score, then Dexterity (or Strength, if you plan to choose the Iron Brute engineering specialty). Second, choose either the inventor or technician background (see Chapter 5). Third, choose the *buzz-blade* and *flame gun* weapon gadgets, and the *head-lamp* auxiliary gadget.

CLASS FEATURES

As an engineer, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per engineer level.

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

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution mod per engineer level after 1st.

PROFICIENCIES

Armor: Light armor, medium armor.

Weapons: Simple weapons, martial firearms and grenades. An engineer is always proficient with his own gadgets.

Tools: Gunsmith's tools, and choose one from alchemist's supplies, clockmaker's tools, or mechanic's tools.

Saving Throws: Dexterity, Intelligence.

Skills: Choose two skills from Arcana, Perception, Sleight of Hand, Streetwise, and Technology. An engineer *must* begin play with proficiency in the Technology skill, whether from background, race, or class.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a heavy or light revolver and gunbelt with 24 bullets or (b) a saddle gun and bandoleer with 24 bullets
- (a) a handaxe, (b) a light hammer, or (c) any simple melee weapon
- (a) a dungeoneer's pack or (b) a scholar's pack
- Your gadget loadout (p. 33), a heavy longcoat (or workshop apron), and one tool kit of a type with which you are proficient

STARTING WEALTH

If using starting wealth instead of starting equipment (*Player's Handbook*, p. 143), an engineer begins with (4d4 x 10) gp.

THE ENGINEER

LEVEL	PROF BONUS	CLASS FEATURES	WEAPON GADGETS	AUX GADGETS	CHARGES	EFFECT LEVEL
1st	+2	Gadgets, Expertise, Tech Jargon	2	1	1	1st
2nd	+2	Quick Fix	2	1	2	1st
3rd	+2	Engineering Specialty	2	2	2	2nd
4th	+2	Ability Score Improvement	3	2	2	2nd
5th	+3	Rummage (1/day)	3	3	2	3rd
6th	+3	Expertise, Reconfigure	3	3	2	3rd
7th	+3	Engineering specialty upgrade	3	4	2	4th
8th	+3	Ability Score Improvement	3	4	2	4th
9th	+4	Rummage (2/day)	3	5	2	5th
10th	+4	Engineering specialty upgrade	4	5	3	5th
11th	+4	Reliable Talent	4	5	3	6th
12th	+4	Ability Score Improvement	4	6	3	6th
13th	+5	Swift Kick	4	6	3	7th
14th	+5	Engineering specialty upgrade	4	6	3	7th
15th	+5	Rummage (3/day)	4	7	3	8th
16th	+5	Ability Score Improvement	4	7	3	8th
17th	+6	Engineering specialty upgrade	4	7	4	9th
18th	+6	-	4	8	4	9th
19th	+6	Ability Score Improvement	4	8	4	9th
20th	+6	Perfected Craft	4	8	4	9th

GADGETS

In addition to your ordinary equipment, you have a number of sophisticated weapons, defensive systems, and other useful devices which you carry with you on adventures. You cannot loan these devices out to allies, nor can they be stolen and used against you – they function only for you. They are, in effect, technomagical items which only you can use; they can be rendered inoperable if you are cut off from the eldritch forces of the universe, such as if you enter a dead magic area or *antimagic field*. If you are the target of a *dispel magic* or similar effect, each active spell-like function of a gadget is treated as if it were a normal spell. If *dispel magic* is directed at a specific gadget in your possession, the DC is 10 + your Gadget Effect Level, and a success renders the gadget inoperable until you can spend a short or long rest repairing it.

At 1st level, you choose two weapon gadgets and one auxiliary gadget. You acquire additional gadgets as you gain engineer levels, per the Weapon Gadgets and Aux Gadgets column of the Engineer table. Whenever you gain a level of engineer, you can replace one of your existing gadgets with another gadget for which you meet all requirements.

WEAPON GADGETS

Weapon gadgets are those that provide you with an attack, whether melee or ranged. They generally do not use charges (see below), but can be used as often as needed. Some do use other kinds of ammunition, as noted in the description. You choose two weapon gadgets at 1st level (usually, though not necessarily, one melee and one ranged), and you gain additional weapons as you increase in engineer level, per the Weapon Gadgets column of the Engineer table. Each weapon also inflicts increased damage as you gain levels and upgrade its capabilities, as listed.

AUXILIARY GADGETS

All gadgets other than weapons (and a few that *are* weapons, but require charges or special conditions to use) are considered *auxiliary gadgets*. Most provide you with some kind of extraordinary capability, often mimicking the effects of a particular spell. Some auxiliary gadgets can be used at will, while the more powerful ones require the expenditure of charges (see below). This is specified with the gadget descriptions at the end of the chapter.

You choose one auxiliary gadget from the Defensive and Movement list at 1st level, and acquire additional auxiliary gadgets as you gain engineer level, per the Auxiliary Gadgets column of the Engineer table. Once you have chosen an Engineering Specialty at 3rd level, you can also choose gadgets from the list corresponding to your chosen specialty. Some gadgets acquire upgraded capabilities when you reach higher levels, as noted in their descriptions.

CHARGES

Some powerful gadgets require an expenditure of energy or resources so great that you can only use them a few times before having to take the time to “reset” or reload them. Such devices require the expenditure of charges, representing the resources you have on-hand to activate them. The Charges column on the Engineer table indicates how many times you can activate these gadgets. You begin play with a single charge, and gain more as you rise in engineer level. Each charge can be used to activate one of your charge-consuming gadgets, one time; all of your gadgets draw from the same “pool” of charges, and you need not designate beforehand which gadgets you intend to activate. You regain all expended charges when you finish a short or long rest.

EFFECT LEVEL

For gadgets that mimic spell effects, the Effect Level column of the Engineer table shows the equivalent level of spell slot for the effect. For example, a 10th level engineer shooting a fire blast from his flame gun creates a *fireball* as if cast using a 5th level spell slot.

GADGET LOADOUT

You require a loadout of special supplies to keep your gadgets working – special ammo, spare parts, lubricants, etc. If you lose access to this loadout (for instance, if you're captured and disarmed, or carousing in town), you can't use your gadgets. Your gadget loadout weighs 40 lb., and you must carry it with you any time you intend to make use of your gadgets. It costs you nothing, and you replenish it from salvaged parts in the field, and your workshop during downtime. It doesn't contain any ordinary equipment, ammo, or parts for anything but your own gadgets – but see the Rummage ability, below.

EXPERTISE

At 1st level, choose one of clockmaker's tools, gunsmith's tools, or mechanic's tools, with which you are proficient. When using that kind of tool *or* the Technology skill, your proficiency bonus is doubled for ability checks.

At 6th level, you can choose two more kinds of artisan's or engineering tools with which you are proficient to gain the benefits of this feature.

TECH JARGON

You can communicate with another engineer about technical matters in a way that others find incomprehensible, but which is much more efficient than ordinary speech. You must share a spoken language with the other engineer, and be able to converse freely. You can communicate complicated technical ideas in half the time it would take normally, while uninitiated bystanders hear a stream of technobabble. You can easily understand schematics and technical notes, regardless of language.

QUICK FIX

Starting at 2nd level, you can accomplish repair operations in considerably less time than most people. When determining the time required to repair a damaged or broken object, use the next-smaller size category on the Object Repair Table (p. 66). For values of "10% crafting" or "20% crafting," cut the final repair time in half. You have advantage on rolls to salvage for parts, or to patch a device.

ENGINEERING SPECIALTY

At 3rd level, you decide upon a more specific focus for your technical research and development. Choose one of the following specialties; your specialty grants abilities at 3rd, 7th, 10th, 14th, and 17th level.

Clockwork Menagerie. You build mechanical constructs large and small, and send them forth to do your bidding.

Iron Brute. You construct a suit of powered combat armor for yourself, and spend your time tinkering and improving this great battle behemoth.

Tech Adept. You begin the study of technomancy, an emerging branch of wizardry that interacts with sophisticated technology.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can choose either to improve a single ability score by 2, improve two ability scores by 1 each (no higher than 20 in any case), *or* if your DM allows, choose a single feat.

RUMMAGE

Beginning at 5th level, you can rummage through your gadget loadout to find ordinary equipment, or parts for repairs on such. This takes you 1d10 minutes, and allows you to perform one of the tasks below. Once you have used this ability, you can't use it again until you complete a long rest. When you reach 9th level, you can attempt two rummages per day; at 15th level, you may attempt three.

- Attempt a salvage roll (p. 65) for repairs that you are currently attempting.
- Construct or discover a piece of non-magical adventuring gear (from the *Player's Handbook* or Chapter 6 of this guide), worth no more than 5 gp x your engineer level.

RECONFIGURE

Starting at 6th level, you can quickly re-purpose a mechanical device to accomplish a different but related task. For instance, you could turn a steam engine into a steam cannon, or a cuckoo clock into a walking wind-up toy. Adding attacks or modes of movement generally requires that you have parts to support the addition – if you have a hand grenade, for instance, you could build it into your cuckoo-clock-walker, to create a harmless-looking but deadly walking time bomb. The time it takes to re-purpose a device is the same as it would normally take you to repair a broken device of the same type as the *new* device, with the benefits of the Quick Fix ability.

RELIABLE TALENT

Beginning at 11th level, your steady hand and battle-tested technical skills have improved to the point that you seldom fail. When making any ability check involving the Technology skill, any kind of tool with which you are proficient, or any other technical task that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

SWIFT KICK

Starting at 13th level, you can attempt basic repairs of a machine that's broken but not completely ruined, by knocking it into working order. Depending on the size of the machine, this might be a light thump, a hammer-fisted slam, or the eponymous swift kick. Make an ability check as if you were attempting to patch the device (see p. 65); success means that the device is returned to working order with a single hit point, though it's still in damaged condition. Once you have attempted this ability, you can't use it again until you complete a short or long rest.

PERFECTED CRAFT

Upon reaching 20th level, you have become so skilled at the production of technological devices, that you can craft new equipment at a much faster rate than others. When using the crafting rules (*Player's Handbook*, p. 187), you contribute 10 gp worth of effort per day instead of 5. You also reduce the cost of materials to 30% of the full market value of the object you're crafting, provided that you do at least half of the work yourself.

ENGINEERING SPECIALTIES

Although there are as many kinds of technical experts as there are distinct technologies, the kinds of engineers that take to a life of adventure tend to have a few specific areas of expertise. Your chosen engineering specialty determines what kinds of gadgets you prefer to use in your adventuring career – or if you prefer the arts of technomancy.

CLOCKWORK MENAGERIE

The focus of your tinkering is on the creation of mechanical automata, each capable of performing one or more useful tasks at your command. Your creations are often powered by minor elemental spirits, like a golem, but their bodies are made up of complex machinery – each part engraved with the runes and glyphs to bind the spirit, and give it control of its new body. You command them through a techno-mystical controller in your gadget loadout, which you use to transmit directions, and monitor the status of your constructs.

CLOCKWORK GADGETEER

When you choose this specialty at 3rd level, you become proficient with clockmaker's tools if you weren't already. If you're already proficient with them, you may choose another tool proficiency from the engineer class options, above.

You also add the gadgets from the Clockwork Menagerie list (p. 43) to the auxiliary gadgets that you may choose from, any time you gain a new gadget or trade one of your existing gadgets for a new one.

CLOCKWORK FAMILIAR

Also at 3rd level, you complete work on a Tiny mechanical servitor, about the size of an arcane magic-user's familiar. The servitor often has the general appearance of some kind of small animal or miniature humanoid, but it is clearly a mechanical construct and not a natural beast. Use the stats for a *clockwork familiar* (p. 93).

The familiar acts on your turn, following your most recent instructions to the best of its abilities; you can issue new instructions on your turn as a bonus action, as long as you are within 100 feet of the familiar. It doesn't emote or communicate with you beyond its

general status (undamaged, light damage, heavy damage, broken) and the status of its latest task (underway, completed, abandoned, or impossible), but as long as it's within 100 feet, you always know these things about it. You can peek through its senses as for the *find familiar* spell (*Player's Handbook*, p. 240), using clunky goggles, provided it's within range. If you give it a task which takes it out of range, you know only which direction it's in, and whether or not it has been destroyed, until it gets back into range.

The familiar has no initiative or decision-making powers of its own, so you must provide it with clear and specific instructions as to what you want it to do. It can't communicate with anyone but you (though it can deliver letters for you, etc.), nor follow any directions requiring independent judgment or initiative; encountering such a situation will cause it to sit motionless until given an instruction it understands, or return to you after an hour or more elapses. You can program it with basic sequences of tasks, enabling it to perform more complex services with a single command ("messenger," "scout," "spy," etc.). If it gets lost and can't hear your instructions, it will seek you out by moving toward you as directly as possible, changing direction only to try to get around obstacles or avoid hostile creatures.

You can switch your familiar off and stow it along with your other gear (it weighs 10 lb.), if it's in the same space as you at the start of your turn. Deploying it or putting it away requires a Use an Object action, after which the familiar either appears in your space, or disappears from your space into your pack. It can act normally on the turn it was deployed.

If reduced to 0 hit points, the familiar is broken, though you can attempt repairs normally (p. 65). If a familiar is totally destroyed or lost, you can build a replacement with a week of downtime. You may not have more than one clockwork familiar at the same time; if you build a second while you still have the first, the original becomes inactive as the elemental spirit moves to the new mechanical body you have built.

MECHANICAL WARRIOR

Upon reaching 7th level, you finish constructing a Medium-sized mechanical servitor, which is capable of aiding you in combat and other rudimentary adventuring tasks. The construct has a generally humanoid appearance, but is clearly artificial and mechanical. Use the stats for a *mechanical warrior* (p. 94), but add your proficiency bonus to the construct's AC, attack rolls (but not damage), and Strength and Constitution saving throws. Its maximum hit points are equal to the number in the stat block, or four times your engineer level, whichever is higher.

Communication and control of the construct are identical to the clockwork familiar above, save that you can't use your headset to look through the warrior's senses. A mechanical warrior can be switched off and carried as gear, though it weighs 200 lb, and takes a full minute to pack or unpack. You can have both a clockwork familiar and a mechanical warrior, but you can't have more than one of either.

AUTOMATON GADGETRY

By 10th level, your technical mastery is such that you can build a gadget into one of your automata. The gadget must be chosen from the lists of Weapon, Defensive and Movement, or Iron Brute Gadgets (the latter only for a mechanical warrior), and you must meet all other listed requirements. If the gadget requires a charge to activate, the automaton can use the ability once, before you must reset the gadget over a short or long rest.

Upon reaching 15th level, you can add a gadget to the other automaton, or a second gadget to the previously enhanced automaton.

EXPANDED MENAGERIE

Beginning at 14th level, you have one extra charge for your gadgets, added to the number for your level on the Engineer table. At 18th level, this increases to two extra charges. These charges are expended and recovered as for the normal charges granted by your engineer level.

SUPERIOR MACHINERY

When you achieve 17th level, your mastery in the creation of mechanical automata is unmatched. Your clockwork familiar increases its Dexterity and

Constitution by 4 each, and your mechanical companion increases its Strength and Constitution by 4 each. Re-figure their hit points based on their new Constitution values and the listed hit dice. Both also increase their Armor Class by 1.

IRON BRUTE

You tinker with a suit of state-of-the-art powered armor for use in your adventures. Your armor is a size larger than you (Large for a Medium engineer, Medium for a Small one), with an engine to power it, and hydraulics and gears to lift the weight of the armor as well as enhance your own strength. The arms feature mount-points for your favorite weapons, and as you increase your engineer level and tinker with your creation, you add more potent defensive and offensive features.

IRON GADGETEER

When you select this specialty at 3rd level, you gain proficiency with mechanic's tools. If you're already proficient with them, you may choose another tool proficiency from the engineer class options, above.

You also add the gadgets from the Iron Brute list to the auxiliary gadgets that you may choose from, any time you gain a new gadget or trade one of your existing gadgets for a new one.

POWERED ARMOR

Also at 3rd level, you complete the first prototype of a suit of powered armor. This suit acts as heavy armor, using the stats on p. 51, though you are proficient with it even if you lack Heavy Armor proficiency. While wearing it, you have Armor Class 16 (your Dexterity modifier provides no benefit). As long as the suit has power, its weight doesn't count as encumbrance, and there is no minimum Strength requirement – though it does impose disadvantage on Dexterity (Stealth) rolls. Instead, your Strength is increased by 2 (more at higher levels) while wearing the armor.

You can mount weapons (gadgets or ordinary) to the arms, removing the Heavy property and giving advantage on rolls to resist disarming. It takes a short rest to switch mounted weapons, and as long to don or doff as other heavy armor. If the DM allows layering armor (p. 50), you can wear a single suit of light armor under your powered armor, for a +1 to AC – and the further benefit of having some kind of armor

on when you don't feel like clomping around in your Iron Brute.

If the unit loses power (enters a dead magic area or *antimagic field*, or is successfully targeted with a *dispel magic* spell against DC 10 + your Gadget Effect Level), the armor becomes inert – it still provides the same AC, but it no longer grants a bonus to strength, and its full 100 lb. weight is added to your encumbrance. Like your other gadgets, your armor doesn't work for other users.

As you increase your engineer level, you make various upgrades to your armor, giving it the following improved stats at the levels specified.

IRON BRUTE UPGRADES

ENGINEER LEVEL	STRENGTH INCREASE	ARMOR CLASS	WALKING SPEED
3rd	+2	16	+0 ft
7th	+3	17	+0 ft
10th	+4	18	+5 ft
14th	+5	19	+5 ft
17th	+6	20	+10 ft

TOXIN FILTERS

Starting at 7th level, you have filtered your powered armor against airborne and other toxins. As long as you are wearing your armor, you have advantage on all saving throws against inhaled and contact poisons, including spells such as *stinking cloud*, *cloudkill*, green dragon breath, etc. You also have resistance to poison damage from these sources, as long as you have your armor on.

ENERGY SHIELDING

When you reach 10th level, your armor gives you resistance to one of the following kinds of damage, chosen when you gain this ability: acid, cold, fire, force, lightning, or thunder. You can choose to change the kind of damage that you are protected from, whenever you complete a short or long rest.

Upon reaching 14th level, any time you change your energy shielding, you may choose two of the above damage types to shield yourself from.

DAMAGE CONTROL

At 14th level, you finish an overhaul of your armor which helps to dissipate and absorb damage when you are hit. While wearing your armor, you have resistance to all bludgeoning, piercing, and slashing damage.

HEAVY WEAPON MOUNT

Beginning at 17th level, your powered armor is strong enough to mount one of the exotic firearms in Chapter 6, even if your Strength isn't sufficient. This weapon takes up one of your weapon gadget slots, and benefits from any relevant weapon enhancements. You also gain proficiency with such weapons at this level.

TECH ADEPT

You have taken up the emerging study of machine-magic, blending your technical expertise with the arcane arts. Unlike wizards of the technomancy school, your mundane technical skills form the basis of your abilities, enhanced by your wizardly dabbling. The spells that you learn focus on interacting with technology.

ARCANE GADGETEER

When you select this specialty at 3rd level, you gain proficiency with alchemist's supplies. If you're already proficient with them, you may choose another tool proficiency from the engineer class options, above.

SPELLCASTING

Also beginning at 3rd level, you can learn and cast spells from a specialized list (see Chapter 7).

Cantrips. You learn the *charm machine* and *mending* cantrips, and one more of your choice from the tech adept spell list. You learn an additional cantrip from the list when you reach 10th level.

Spell Slots. Use the Eldritch Knight Spellcasting table (*Player's Handbook*, p. 75) to determine the number of spell slots that you have to cast your known spells of 1st level and higher. You abide by all the normal spellcasting rules, and regain all expended spell slots after a long rest.

Spells Known of 1st-Level and Higher. You learn three 1st-level spells from the tech adept list in Chapter 7. Use the Spells Known column of the Eldritch Knight Spellcasting table to determine when you learn new spells from the tech adept spell list; you can only learn spells of a level for which you have at least one spell slot. Whenever you gain an engineer level, you may replace one of your known spells with another from the tech adept list, provided you have a spell slot of that level. Your gadget loadout acts as your arcane focus and/or component pouch.

Spellcasting Ability. Intelligence is the spellcasting ability for your tech adept spells. Your Intelligence modifier helps determine the saving throw DC and attack roll modifier, exactly as for an eldritch knight.

RANGED ENGINEERING

Starting at 7th level, you can focus your tech magic on devices that you can't reach physically. Any tech adept cantrip or spell you cast which normally has a range of "touch," gains a range of 30 feet, as long as the target is a non-living object or machine. This range increases to 60 feet when you reach 14th level.

AWAKEN MACHINES

Upon reaching 10th level, you can cast *animate objects* or *animate junk* without expending a spell slot. The spell takes effect as if cast using a spell slot equal to your Effect Level. Once you have used this ability, you can't use it again until after you have completed a short or long rest.

RANGED SWIFT KICK

Beginning at 14th level, you can use your Swift Kick engineer ability at a range of up to 60 feet, provided that you can see the device you are trying to kick. You do not gain additional uses of the ability, only increased range.

MACHINE WHISPERER

Starting when you reach 17th level, you are always under the effects of a *speak with machines* spell (p. 76), without ever expending a spell slot or needing components.

GADGETS

If a gadget lists any prerequisites, you must meet them before you can acquire that gadget. Any time you gain a level in the class that gave you the ability to choose gadgets, you may exchange a gadget that you have for another for which you qualify.

You can use your gadgets as long as you have unrestricted access to your gadget loadout (p. 33); if you are captured and disarmed, or otherwise give up your equipment, this includes your gadgets. Gadgets that create effects which simulate spells don't require the normal material components, but only access to your loadout. Any time they allow a saving throw, the DC is (8 + your Dex mod + your proficiency bonus).

Upgrades: Some gadgets gain additional or improved features when you reach certain levels in the class that granted you the gadget. These are listed as upgrades, under the gadget description.

WEAPON GADGETS, MELEE

These gadgets are swung or thrust in the same manner as other melee weapons. What makes them gadgets is the nature of the business end – whirling saw-blades, crackling blades of flame, or humming shock coils. They don't consume charges or have limited uses, but can be used as long as you have your gadget loadout.

BUZZ-BLADE

An axe-like weapon with a spinning toothed blade in place of the axe head, wielded in two hands like a greataxe, but never considered heavy for the engineer who built it. If you choose the Iron Brute engineering specialty, you can wield the blade with one hand when mounted to your powered armor. In any case, a hit inflicts 1d10 slashing damage.

Upgrades: Damage increases based on your level: 2d6 when you reach 5th level; 2d8 when you reach 11th level; and 2d10 when you reach 17th level.

FLAME BLADE

Prerequisite: 5th level

A one-handed device which projects a tightly-focused “blade” of hissing fire, like a sword-length blowtorch. The device is connected by hose to a backpack tank, which provides alchemical fuel. The blade inflicts 2d6 fire damage on a hit, and the attack and damage

modifiers *always* come from your Dexterity score rather than Strength. The flames ignite flammable object which aren't in the possession of a creature.

Upgrades: Damage increases as you gain levels; 2d8 when you reach 11th level; and 2d10 when you reach 17th level.

HYDRAULIC HAMMER

A hammer-like weapon with a pressure-triggered hydraulic piston to increase impact, wielded in two hands like a maul, but never considered heavy for the engineer who built it. If you choose the Iron Brute engineering specialty, you can wield the hammer with one hand when mounted to your powered armor. A hit inflicts 1d10 bludgeoning damage.

Upgrades: Damage increases based on your level: 2d6 when you reach 5th level; 2d8 when you reach 11th level; and 2d10 when you reach 17th level.

SHOCK COIL

A tightly-coiled bundle of wires at the end of a short prod, the whole thing about the size of a mace or cudgel, but usually thrust instead of swung. If the wires make contact with a creature, they administer a powerful shock, inflicting 1d8 lightning damage to the victim. This requires a normal melee attack, but the attack and damage modifiers *always* come from your Dexterity score rather than Strength. A creature who takes damage from a shock coil can't take reactions until the start of its next turn.

Upgrades: Damage increases based on your level: 1d10 when you reach 5th level; 2d6 when you reach 11th level; and 2d8 when you reach 17th level.

WEAPON GADGETS, RANGED

Most of these gadgets are unmistakably gun-like in appearance and function, though clearly not ordinary guns – hoses, dials, switches, and coils protrude at odd angles. Energy weapons don't require charges or fuel, only that you have access to your gadget loadout, though the machine gun does require the appropriate kind of bullets. All of them are two-handed weapons; you add your Dexterity modifier and proficiency bonus to your attack rolls with ranged weapon gadgets, but not to damage.

CHAIN WHIP

A length of chain lashes out at a target up to 30 feet away, inflicting 1d6 bludgeoning damage on a hit, and if you desire, pulling a Large or smaller creature up to 10 feet closer to you.

Upgrades: Damage increases to 2d6 when you reach 5th level, 3d6 when you reach 11th level, and 4d6 when you reach 17th level.

FLAME GUN

Launches a small ball of flame at enemies; effects are as for the *fire bolt* cantrip.

FROST RAY

Projects an icy beam of heat-sapping energy; effects are as for the *ray of frost* cantrip.

LIGHTNING GUN

Prerequisite: 5th level

Creates an electrical arc directed at the target, which has a range of 60 feet, and inflicts 2d8 lightning damage on a hit. A creature who takes damage from a lightning gun can't take reactions until the start of its next turn.

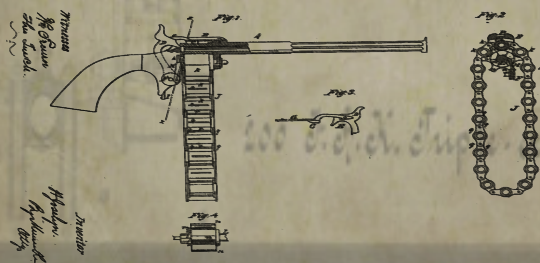
Upgrades: Damage increases to 3d8 when you reach 11th level, and 4d8 at 17th level.

MACHINE GUN

Prerequisite: 11th level

A firearm modified for automatic fire, including a vastly increased ammo capacity. Use the stats for a saddle gun, but double damage when using auto fire (4d8 piecing damage for a failed saving throw, normal range 150), but add the *auto fire* property (p. 54), and increase the weapon's shots to 50. Unlike the exotic firearms from Chapter 6, you can select single shot or auto fire; auto fire expends 10 shots.

Upgrades: When you reach 17th level, you upgrade your machine gun to fire full-sized rifle bullets (4d10 on failed save, normal range 200).



AUX GADGETS: WEAPON ENHANCEMENTS

These auxiliary gadgets affect the function of one or more weapon gadgets, which you must have in order to benefit from the enhancement.

ARCING BOLT

Prerequisite: Lightning gun gadget, 5th level

You can use your lightning gun to cast the *lightning arrow* spell, by expending 1 of your gadget charges.

Upgrades: When you reach 11th level, you can choose to cast *chain lightning* instead when you activate this gadget.

BELT-FED AMMO

Prerequisite: Machine gun gadget, 11th level

Your machine gun no longer has a "shots" statistic; it doesn't require reloading as long as you have ammo for it.

CHAIN-SWORD

Prerequisite: Buzz-blade gadget, 5th level

Your buzz-blade gadget scores a critical hit on a natural attack roll of 19-20.

Upgrades: When you reach 15th level, your buzz-blade scores a critical hit on a natural attack roll of 18-20.

FIERY BLAST

Prerequisite: Flame gun gadget, 5th level

You can use your flame gun to cast the *fireball* spell, by expending 1 of your gadget charges.

FREEZING BLAST

Prerequisite: Frost ray gadget, 9th level

You can use your frost ray to cast the *cone of cold* spell, by expending 1 of your gadget charges.

SPRING-BLADE

Prerequisite: Buzz-blade gadget

Your buzz-blade gains the *reach* weapon property.

SUPERCHARGED CAPACITOR

Prerequisites: Lightning gun or shock coil gadget

Your lightning gun and/or shock coil gadgets get +1 to damage per die.

SUPERHEATED IGNITER

Prerequisites: Flame blade or flame gun gadget

Your flame blade and/or flame gun gadgets get +1 to damage per die.

TARGETING SYSTEM

You gain the ability to cast the *true strike* cantrip at will.

Upgrades: Beginning at 9th level, any time you use your action to activate this gadget, you can make an attack with one of your weapon gadgets as a bonus action at the end of your turn.

AUX GADGETS: DEFENSIVE AND UTILITY

These auxiliary gadgets provide you with capabilities other than attacks – primarily defenses, movement, and vision-related abilities.

BALLISTIC SCREEN

Prerequisite: 5th level

You can cast *protection from bullets* (p. 74) on yourself, by expending one of your gadget charges.

ELDRITCH NEGATION FIELD

Prerequisite: 15th level

You can cast *antimagic field* on yourself, by expending one of your gadget charges.

ENERGY SCREEN

Prerequisite: 5th level

You can cast *protection from energy* on yourself, by expending one of your gadget charges.

GRAVITY ADJUSTMENT BELT

Prerequisite: 9th level

You can cast *levitate* on yourself at will, without expending a charge.

HEAD-LAMP

A device of yours, most often a helmet-mounted lamp, can produce a *continual flame* spell on command.

LOW-LIGHT GOGGLES

Your goggles grant you darkvision out to 60 feet, or if you have it already, your range increases by 60 feet.

MAGNETIC FIELD HARNESS

You can cast *mage armor* on yourself at will, without expending a charge.

PARACHUTE SYSTEM

You can cast *feather fall* on yourself at will, without expending a charge.

TANGLER GUN

You can launch a blob of sticky goo which explodes into an effect identical to the *web* spell, by expending one of your gadget charges.

TRACER ROUND

You can fire a white-hot glowing projectile at an enemy, creating an effect identical to the *guiding bolt* spell, by expending one of your gadget charges.

VISUAL DISTORTION FIELD

Prerequisite: 3rd level

You can create a bubble of light-bending magnetic waves around you, with an effect identical to a *blur* spell, by expending one of your gadget charges.

AUX GADGETS: CLOCKWORK MENAGERIE

These gadgets are only available to engineers who have chosen the Clockwork Menagerie engineering specialty. They focus on small single-purpose mechanical servitors, which can be deployed to create various effects.

FIREFLY

Prerequisite: 13th level

As an action on your turn, you can expend 1 gadget charge and release a large mechanical firefly, whose abdomen is a glowing glass sphere. It flies (speed 80 feet) to a point you have designated that is within 150 feet of you. When it reaches the designated point, it lands (or hovers, if there isn't a place to land) and waits for one of three things to happen. First, you can command it to detonate as a free action at any time, as long as you are within 150 feet of it. Second, you can instruct it to wait any amount of time up to 10 minutes, at the end of which it detonates. Third, if anyone makes a successful attack against the firefly (AC 16), including to grab it or swat it out of the air, it detonates – regardless of whether any damage is actually inflicted. When the firefly detonates, it creates a 20-foot-radius sphere of flame, inflicting 12d6 fire damage to all creatures caught in the area of effect. A successful Dexterity saving throw halves this damage.

Upgrades: If your gadget effect level is 8th, damage is 13d6; if it's 9th, damage is 14d6.

BOMBFLY

A generous DM may allow a clockwork engineer to swap out the firefly gadget's standard payload with some kind of eldritch grenade (p. 79) or similar item that he has on hand, or another area effect that could be useful to deliver at a distance and on command. If this is allowed, the engineer need only spend a short or long rest tinkering with the firefly and the grenade. Once the modification is made, it takes another short or long rest to switch it again.

INTRUSION PREVENTION

Prerequisite: 5th level

You can expend 1 gadget charge and spend 5 minutes setting up a perimeter around an area no larger than 20 feet radius or 30 feet square, usually a small room or campsite. Once the perimeter is up, whenever a Tiny or larger creature enters the area, an alarm sounds, and the creature must succeed at a Dexterity saving throw or take 2d4 piercing damage from small traps that you set as part of the perimeter. In the case of multiple intruders, there are traps equal to two times your gadget Effect Level, and each intruder triggers one on the way in, until there are none left.

Upgrades: When you reach 11th level, the traps inflict 3d4 piercing damage each; at 17th level, they inflict 4d4 piercing each.

SPY-FLY

Prerequisite: 7th level

As an action on your turn, you can expend 1 gadget charge and release a large fly with a glass lens in place of a head. Although obviously mechanical if examined, it appears to casual observation to be a normal (if big) housefly; it has a Stealth score of +6, and AC 15 if attacked (a single point of damage is enough to destroy it). It flies according to your directions, at a speed of 40 feet, and has darkvision out to 60 feet. You can switch your vision to see through its lens, as for a clockwork familiar (p. 36). The fly lasts for an hour or until destroyed, whereupon it falls apart.

SLICING SWARM

As an action on your turn, you can expend 1 gadget charge and release a swarm of small, sharp, flying whirligigs, which fill an area as for the *cloud of daggers* spell. They last for 1 minute, or until one or more area effects inflict at least 20 points of damage (of any kind) in the same area they inhabit, whereupon they crumble into bits of junk.

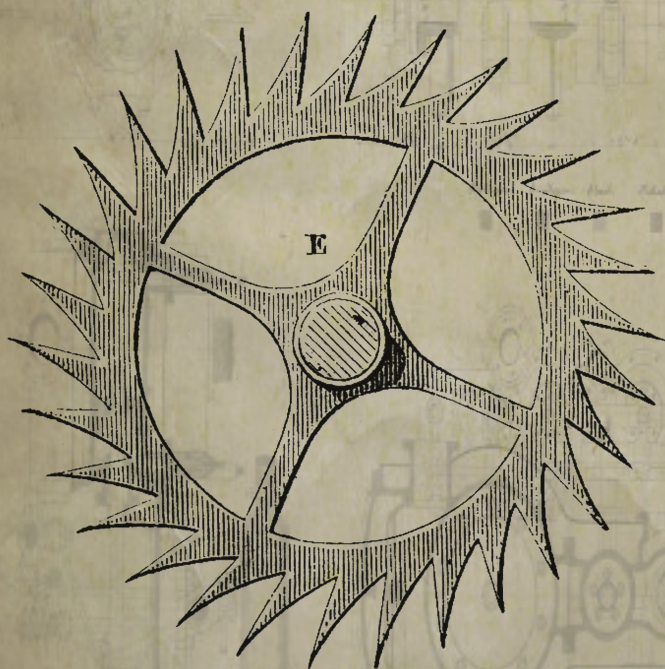
Upgrades: The swarm's resilience increases as your gadget effect level increases; they have 10 hit points times your effect level, but can only be damaged by area effects. When you reach 11th level, the flying blades can create an effect equivalent to the *blade barrier* spell instead if you choose.

TRAP-SPRINGERS

Prerequisite: 5th level

As an action on your turn, you can expend 1 gadget charge and release a swarm of small mechanical bugs, which scour the way ahead for traps. They skitter and bounce down the hall, searching for pressure plates, trip wires, false floors, trap doors, etc., triggering all magical and mechanical traps within their area of effect. One-shot traps are expended and therefore disabled; traps which reset themselves or have multiple shots are merely revealed to those who can see their effects.

The area that the bugs search is based on your gadget effect level: a single hall or room up to 20 feet square times effect level, or equivalent area. Many of the bugs will perish in the process of triggering traps, the rest fall apart at the end of their frantic search, which takes 30 seconds.



AUX GADGETS: IRON BRUTE

These gadgets are only available to engineers who have chosen the Iron Brute engineering specialty. They focus on enhancements and added capabilities for your powered armor, and can only be used while you are wearing it.

ENERGY AURA

Prerequisite: 7th level

You can cast *fire shield* on yourself, by expending one of your gadget charges.

HYDRAULIC EXOSKELETON

Prerequisite: 9th level

You can cast *enhance ability (bull's strength)* on yourself at will, without expending a charge.

NOXIOUS EXHAUST

Prerequisite: 5th level

You can cast *stinking cloud*, by expending one of your gadget charges.

OIL-SLICK SYSTEM

Prerequisite: 7th level

You can cast *grease* at will, without expending a charge.

SPRING-ASSIST LEGS

You can cast *jump* on yourself at will, without expending a charge.

STRIDE EXTENDERS

You can cast *longstrider* on yourself at will, without expending a charge.

MULTICLASS ENGINEER

If the DM allows multiclassing (*Player's Handbook*, p. 163), the multiclass engineer has the following characteristics.

Prerequisite: Intelligence 13

Proficiencies: Light armor, simple weapons (Æther Age), Technology skill, and choose one tool proficiency from the class list

5. BACKGROUNDS, FEATS, AND SKILLS

The traits in this chapter are particular to the rules and archetypes of the Æther Age, and are available at the DM's discretion.

BACKGROUNDS

These new backgrounds are most appropriate for the new Æther Age archetypes in Chapter 3.

DETECTIVE

You worked as a police inspector, private consulting detective, or perhaps a paranormal investigator. As a result, you have honed your powers of observation and deduction, and trained with the tools of gathering evidence in criminal investigations. This is generally an urban vocation, and you're likely to have spent time rubbing shoulders with cops and crooks alike in your day.

Skill Proficiencies: Investigation, Insight

Tool Proficiencies: Detective's kit

Equipment: Detective's kit, common clothes, a pouch containing 15 gp

FEATURE: FRIEND ON THE FORCE

You have a contact in a local law enforcement organization – the Constabulary, the City Watch, etc. This contact can help you in matters that involve criminal investigations, though he won't as a rule break any laws or regulations that might get him in trouble. He might be able to get you out of minor legal trouble, as long as you play nice while in custody, and don't press your luck too often.

If you're actually *on* the force, this person represents someone outside your normal chain of command, a “friend in records” or “ex-partner from downtown” who's willing to give you an unofficial hand on cases you're working.

SUGGESTED CHARACTERISTICS

Often gruff and cynical, sometimes cold and analytic, generally observant and insightful ... and almost always inquisitive, methodical, and obsessive when it comes to an open investigation. If desired, use the characteristics for the soldier background (*Player's Handbook*, p. 140).

DOCTOR

You were a professional physician or surgeon, practicing the modern arts of medicine. You might have been a field medic in the army, worked at a hospital in a large city, or taken up with an eccentric consulting detective who draws you into adventures whenever he's engaged to solve a mysterious death or crime. Whatever the case, your companions will no doubt appreciate your skills when things go badly.

Skill Proficiencies: Medicine, Persuasion

Tool Proficiencies: Doctor's bag

Equipment: Doctor's bag, upper-class clothes, a pouch containing 15 gp

FEATURE: PHYSICIAN'S WORD

People who know that you're a doctor will take your word very seriously, particularly in matters of illness and health. But even more generally, if you identify yourself convincingly as a doctor and speak authoritatively, it's easy to get many folks to go along with what you say – even if it's nonsense. You have advantage on Deception or Persuasion rolls where being a doctor makes you seem like an authority, even if you really aren't.

SUGGESTED CHARACTERISTICS

Doctors run a broad spectrum of personality types – from the folksy country doctor who knows every patient personally, to the coldly analytic surgeon whose macabre theories cross into ethical nightmares when he begins experimentation on live subjects. The characteristics of the sage background (*Player's Handbook*, p. 138) can fill in the details.



GAMBLER

Professional or habitual, you've made a living at gambling – and all too often, conning, bluffing, and hustling. You're a natural read of body language, with a stone cold poker face of your own, and you know every game from Amnian Five-Card to Zhentish billiards.

Skill Proficiencies: Deception, Insight

Tool Proficiencies: All kinds of gaming sets

Languages: One of your choice

Equipment: One kind of gaming set, upper-class clothes, a pouch containing 10 gp

FEATURE: LUCKY STIFF

Whether by natural luck or something else, you excel at games of chance. Any time you're using a gaming set with which you're proficient (all kinds in the *Player's Handbook*, and any other that the DM rules you know), you have advantage on all rolls – including Deception for bluffing, Insight for reading bluffs, Sleight of Hand for outright cheating, etc.

SUGGESTED CHARACTERISTICS

Gamblers are the very picture of footloose and fancy free. Often drifters, outrunning old debts and spurned lovers, always seeking the Big Score – whatever that may be. Adventuring might equally for the gambler be thrill-seeking or treasure-hunting, but seldom anything like “crusading for justice.” If desired, use the characteristics for the charlatan or criminal background (*Player's Handbook*, pp. 128-129).

INVENTOR

You worked at the forefront of technical innovation, whether as a researcher at an engineering school or as a lone entrepreneur (or crackpot) with your own workshop. You spent your days designing prototypes and carrying out experiments, or just as likely, assisting professors and senior scientists in such tasks. Now, whether to fund your latest project or to test your newest invention, you have emerged from your workshop in search of adventure.

Skill Proficiencies: Arcana, Technology

Tool Proficiencies: Alchemist's supplies

Equipment: Alchemist's supplies, a technical notebook, a set of work clothes, a pouch containing 10 gp

FEATURE: FRINGE ASSOCIATIONS

In the course of your research and development on the cutting edge of science and technology, you have made contacts and acquaintances in all manner of strange places. From the university workshops of esteemed academic friends to the black markets of stolen prototypes and forbidden tech, you have a network of associations that can help you to track down obscure technical treatises and rare components – and incidentally, to fence or otherwise dispose of tech that was obtained by less than legal means. You have advantage on Arcana rolls to research obscure metaphysical theories, Technology rolls to track down rare prototypes, and similar tasks. You can also use Arcana or Technology in place of other skills when trying to negotiate the purchase or sale of such goods.

SUGGESTED CHARACTERISTICS

Traditionally eccentric, inventors have a reputation as brilliant but often socially awkward. Their general preoccupation with their work tends to be off-putting to folks who don't share their obsession, and making matters worse, many are habitually reclusive. If desired, you can use the characteristics for a sage (*Player's Handbook*, p. 138) to flesh out your inventor's personality.

SPY (VARIANT)

You might work for a government, a secret society, or a criminal syndicate, but your trade is in secrets and lies. You specialize in infiltration and intelligence gathering, which you use in the service of your employer – or perhaps several employers, pitting one against another, ultimately in service to no one but yourself.

Skill Proficiencies: Deception, Investigation

Tool Proficiencies: Disguise kit, forgery kit

Equipment: Disguise kit, a set of forged credentials, a set of ordinary clothes, a pouch containing 15 gp

FEATURE: FALSE IDENTITY

As for the charlatan background (*Player's Handbook*, p. 128), you have a fully-documented second identity, which you can use in pursuit of espionage, adventure, or crime.

SUGGESTED CHARACTERISTICS

Habitually secretive, but paradoxically genial, the “average spy” (if such a thing exists) is a study in contradictions. When under cover, everything a spy says is a lie at some level, so deception is second nature. If desired, use the characteristics for the charlatan background.

STREET THUG

You grew up in the bad part of town, and took your lumps on the mean streets. You've learned to navigate those mean streets as a native, with survival skills no less impressive than the most rugged outlander. Even in a strange city, you know the ins and outs of the urban jungle and its seedier elements.

Weapon Proficiency: Club

Skill Proficiencies: Intimidate, Streetwise

Tool Proficiencies: One kind of gaming set

Equipment: Poor clothes, a pouch containing 10 gp

FEATURE: STREET CRED

In any city you've lived in for more than a year, you have a reputation among the dregs and droogs. The specifics of this rep depend on your exploits and interactions – from “ruthless bastard, but good as his word” to “always sticks up for the little guy” – but they tend to give you the edge in dealing with the denizens of the street. You have advantage on Intimidate rolls to get information from a snitch, Streetwise rolls to track down a black market connection, and similar interactions with the seedy underbelly.

SUGGESTED CHARACTERISTICS

Street thugs universally have a gruff and imposing demeanor, the open question is whether that conceals a heart of gold or a cold blooded killer. Generally more likely to pepper their language with salty slang than three-syllable words, even the smartest tend to have lower-class accents and manners, which set them apart from “ladies and gentlemen of culture.” If desired, use the characteristics for the criminal background (*Player's Handbook*, pp. 129).

TECHNICIAN

You were a technical professional, who produced, sold, and/or repaired some kind of Æther Age technology for a living. You might have been a private businessman, or you may have worked for a large technological concern, a wealthy industrialist, or even a national military. Your technical skills come not from some musty treatise or ivory tower laboratory, but from experience in the world, working with machines day in and day out. For whatever reason, you have decided to strike out on your own, and ply your considerable skills to adventuring.

Skill Proficiencies: Perception, Technology.

Tool Proficiencies: Choose one of clockmaker's tools, gunsmith's tools, or mechanic's tools.

Equipment: A tool-kit of the kind that you are proficient with, a set of work clothes, a pouch containing 10 gp.

FEATURE: PROFESSIONAL CONTACTS

You have a professional reputation in any place that you have done significant work as an engineer, mechanic, or technician. You're acquainted with various people in the community through your work, including customers, colleagues, co-workers, and rivals. The details of your relationships and past interactions are a matter to work out with the DM, but assuming that you plied your trade honestly and in good faith, your reputation and associations are generally positive. Particularly if you maintain some kind of business even in the midst of your adventures, you're generally seen as a respectable member of the community. You have working relationships with the merchants and craftsmen who sell the parts you need, with individuals and businesses who have contracted your services before, and so on. Any time you're conducting repairs or attempting to craft goods appropriate to your profession, you can reduce all associated costs by 5%.

SUGGESTED CHARACTERISTICS

Technicians share the methodical and obsessive nature of the inventor, and some of the social awkwardness, though they tend to be a little more worldly than their reclusive counterparts. If desired, use the characteristics for a Guild Artisan (*Player's Handbook*, p. 133).

FEATS

If the DM allows feats, most of those in the *Player's Handbook* (pp. 165-170) are well suited for an Æther Age campaign. In particular, Sharpshooter is useful for gun-fighters, while Skilled and Weapon Master allow any character to gain proficiency in the new skills, tools, and weapons from this guide.

The following new feats are specific to Æther Age rules and gear.

CUSTOM GIZMO

Prerequisite: Not an engineer, or any other class/archetype which gains gadgets as a feature

Somehow you have acquired a useful gadget, customized and adapted for you by a tech-savvy acquaintance. You may choose a single gadget from the engineer's Melee Weapon, Ranged Weapon, or Defensive and Utility Gadget lists. Your character level must be at least high enough to meet any listed prerequisites; you can't choose a gadget that has another gadget as a prerequisite. You are proficient with your gadget; if it normally requires a gadget charge to activate, you may use it once, and then you must complete a short or long rest before you can use it again. If the gadget has upgrades available at higher levels, it gains them when your character level reaches the listed values.

POWERED ARMOR PROFICIENCY

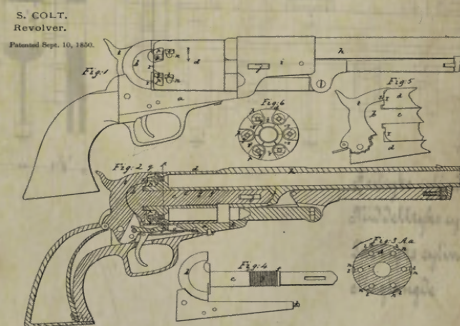
If the DM allows a non-engineer character to use powered armor (pp. 51), the character must take the Custom Gizmo feat for the armor. In this case, taking the feat does *not* provide the armor ... you must loot, purchase, or otherwise acquire it by your own devices. The armor does *not* benefit from any of the normal improvements that an Iron Brute's armor gains at higher levels, though the DM may allow you to use additional feats to improve it.

GUNSLINGER

Prerequisites: Proficient with light or heavy revolvers

You have honed your reflexes in dusty frontier towns or rough waterfront bars, any place where disputes are settled with hot lead fired from the hip. You gain a number of advantages when using pistols with which you are proficient.

- You gain a +1 bonus to attack rolls with all pistols and revolvers with which you are proficient.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your attack rolls with a pistol.
- As long as you're not holding anything else, you can draw or stow one or two pistols in hip holsters as a free action.
- As long as you have a loaded pistol in a hip holster, you gain +2 on initiative rolls.



PHOTOGRAPHER

You've studied the art and science of photography.

- Increase your Intelligence *or* Wisdom score (your choice) by 1, to a maximum of 20.
- You gain proficiency with normal and spy cameras (p. 58). If you are already proficient with it, you add double your proficiency bonus to checks you make with it.
- In addition to taking and developing pictures, you know how to alter and fake them in the development process, as well as how to spot such chicanery in other photographs. You can make an Intelligence-based tool proficiency check to remove elements from a photograph, or add elements from another; or a Wisdom-based check to catch such alterations in a photograph you're examining.

RIFLEMAN

Prerequisite: Proficient with rifles, saddle guns, or shotguns

You're practiced with longarms of all kinds, whether from military training or game hunting. You can fire from shoulder or hip, but your weapon of choice is best when you brace and aim. You gain the following benefits when using a longarm with which you are proficient.

- You gain a +1 bonus to attack rolls with longarms, or +2 when they are braced.
- When you score a critical hit or reduce a creature to 0 hp with a longarm attack, you can make a bonus attack on your turn, with the same longarm, against another target who is in a line with you and the original target. This attack does not expend additional ammo; it's a through-and-through shot, with the original bullet.
- If you use an action to aim a braced longarm at a specific target, you gain advantage on all attacks with that gun on that target, until (a) you lose sight of the target, the target leaves your weapon's range, or goes behind total cover; or (b) you move, aim or fire at another target, or take any action other than aiming or firing that longarm at that target.

TRANSPORTER

You've learned how to drive, helm, and pilot most modern vehicles.

- You gain proficiency in all Æther Age air, land, and water vehicles.
- When piloting a vehicle with which you are proficient, you may add twice your proficiency bonus to Strength and Dexterity saving throws you roll for the vehicle (see p. 60).
- When piloting a vehicle with which you are proficient, any time you take a Dash, Disengage, or Dodge action using the vehicle, you may make one bonus Attack on your turn. The attack must be made with a one-handed weapon; if it's a melee attack, your vehicle must pass within your weapon's reach of the target. If it's a ranged attack, the target must be roughly in front of you, more in the direction that your vehicle is moving than behind you. In either case, you must be able to see the target, and have a window or porthole to attack through.

SKILLS

The new skills below are generally relevant to an Æther Age campaign, though they can easily be used in other campaigns that focus on technology, city adventuring, or dungeon-plunging.

INTELLIGENCE

Academic and rigorous intellectual pursuits fall under the umbrella of the Intelligence score.

Technology. Intelligence (Technology) checks can be used to recall or analyze technological principles and practices, examine and evaluate technical devices and systems, decipher schematics, etc. This skill also covers modern scientific and techno-mystical theories as they relate to practical technology, picking up where the ancient lore of Arcana leaves off.

WISDOM

Instinct and intuition are the province of the Wisdom score, needed to survive the dangers of the city and dungeon alike.

Dungeoneer. Wisdom (Dungeoneer) checks are used in any place where a Survival check might be useful – avoiding dangers, finding safe shelter, reading the markings or trails of denizens, etc. – but the character is in caves, dungeons, or the Underdark. Most underground natives have this skill instead of Survival.

Streetwise. Wisdom (Streetwise) checks replace Survival in the city – identifying dangerous areas or gang turf, finding lodging (or a safe place to squat), and navigating the various hazards of urban life. City dwellers, from street folk to beat cops to taxi coach drivers, rely on this skill to stay alive on the mean streets.

6. EQUIPMENT

Adventurers and explorers will want the highest-quality and most advanced gear that they can get their hands on. The Æther Age equipment in this chapter is available in any city that the DM deems to be large enough. All equipment from the *Player's Handbook* is likewise widely available, at the listed costs – unless updated by the material here (as in the case of some Adventuring Gear, p. 57) or the DM.

STARTING EQUIPMENT

Starting wealth and equipment are handled exactly as for an ordinary game, save that characters who select the Æther Age version of their class weapon proficiencies may purchase their starting equipment from this chapter. Characters who have the standard/archaic weapon proficiencies (either by choice, racial preference, or because their class has no modern option) are stuck with the weapons from the *Player's Handbook*; at the DM's option, such characters may also be prohibited from starting play with other Æther Age equipment from this chapter, though they may still acquire such items normally as the game progresses.

ARMOR

Little has changed about personal armor over the centuries, save for the steady progress of materials and techniques used in its manufacture. All of the standard armor types from the *Player's Handbook* are

available normally in the Age of Æther, joined by a few advanced options made possible by modern technology. Excepting Powered Armor (p. 51), the new armor types below are included in the standard armor proficiencies.

LIGHT ARMOR

Light armor in the Æther Age is most often that which can be worn with ordinary clothes, and without drawing unwanted attention in civilized areas. At the DM's option, the light armor from the *Player's Handbook* may also be fashioned in such a way as to appear as ordinary clothing – a leather jacket, a tailored suit or uniform with padded armor stitched in, and so on. This doesn't change any of the properties of the armor, other than any addition costs for fine materials or skilled tailors involved in its crafting.

Armored Waistcoat. Light overlapping plates and/or very finely woven mail are sewn into the lining of a waistcoat, jacket, or bodice, so that they can be worn with ordinary clothes, without being visible. Such armor usually only covers the torso and back, and can be located in a search of the wearer's person.

Heavy Longcoat. A leather duster, trenchcoat, or possibly a heavy workshop smock, usually at least knee-length. Although this garment is obvious to casual observation, it may be considered normal attire in circumstances that warrant it – a heavy engineer's apron while working, a longcoat in wintertime, etc.

LAYERING ARMOR

"I want to wear a heavy longcoat over my brigandine armor, and I have an armored waistcoat on under all that ... what's my AC?"

With the advent of light armor that can be worn as (or under) clothing, players aren't out of line to ask about layering armor. Given the deadliness of firearms (especially at lower levels), and the reduced role of shields in Æther Age combat (see *Bullets and Shields*, p. 51), it isn't unreasonable to allow it – within limits.

The quick and dirty rule is that a single suit of light armor can be worn with another suit of any kind, and the resulting AC is +1 over the better AC of the two armor types. (More than two layers slow the wearer down enough to cancel any further benefits.) The layers should make sense ... an armored waistcoat or suit of padded armor can be worn under most medium or heavy armor, and a heavy longcoat can be worn over just about anything other than powered armor.

The wearer suffers from any drawbacks of either suit (Dex mod cap, Stealth disadvantage, etc.), and must carry the combined weight of both. Magical armor grants all of its normal benefits when layered, though if both suits grant a magical bonus to AC, use only the higher value.

MEDIUM ARMOR

Modern armoring techniques have made available new kinds of armor that are lighter and more mobile than old world designs, while offering the same or greater protection ... all at a steep cost, of course.

Field Jacket. A heavy trenchcoat of reinforced leather, common battle dress for rank and file infantrymen. Small metal strips can be riveted on for added protection, but they clank then the wearer moves.

Cuirass. Interlocking steel plates riveted between layers of cloth and leather allow for greater flexibility and greater protection at the same time. Sometimes called a heavy field jacket, and widely used by professional soldiers who can afford it, a modern cuirass covers the same areas as a breastplate, plus often the throat, waist, and pelvis. It weighs about the same as a breastplate, but offers better protection.

Brigandine. Based on the same layered plate-and-fabric construction as a cuirass, but covering more of the body. Weighs about as much as half plate, but provides more protection of joints and vulnerable spots. Common among military officers who anticipate being the thick of battle.

HEAVY ARMOR

Still the pinnacle of personal protection, heavy armor is bulkier, noisier, and more costly than lesser types. It's generally the province of those seasoned professional warriors who can afford it.

Advanced Plate. Using the most advanced armoring techniques, the entire body is covered with overlapping and articulated plates. Weighs less, protects more – and costs *a lot* more – than old fashioned plate armor.

Powered Armor. An oversized suit of armor fitted with an elemental engine and a system of hydraulics, to enhance the wearer's Strength. Far too expensive to build and maintain for most militaries, even the basic model (listed) of these loud and bulky suits are as rare as moderately-powerful magical items. They are seen most often in use by eccentric inventors (who greatly embellish on the basic model), and exceptionally wealthy mercenary or military units – who often like the imposing image of powered armor, as much as the armor itself. See pp. 37-38 for additional rules on powered armor; if the DM allows non-engineers to wear it, they must acquire proficiency via feat (p. 48).

BULLETS AND SHIELDS

Shields don't show up much in the Æther Age, even in the hands of professional warriors and adventurers. This is at least in part because bullets are difficult to block with a shield – they move too fast for you to bring a shield around after the attack has been made. The best you can hope for is that simply holding the shield has provided you with some extra cover.

At the DM's option, this can be reflected by cutting the AC bonus from shields in half against firearm attacks, including any magical bonuses from an enchanted shield. In most cases, this will simply mean that creatures whose AC reflects the use of a shield have -1 to AC against firearms.

ÆTHER AGE ARMOR

ARMOR	COST	AC	STRENGTH	STEALTH	WEIGHT
Light Armor					
Armored Waistcoat	75 gp	12 + Dex modifier	--	--	8 lb.
Heavy Longcoat	50 gp	12 + Dex modifier	--	--	10 lb.
Medium Armor					
Field Jacket	55 gp	13 + Dex mod (max 2)	--	--	15 lb.
Field Jacket, Plated	75 gp	14 + Dex mod (max 2)	--	Disadvantage	25 lb.
Cuirass	900 gp	15 + Dex mod (max 2)	--	--	20 lb.
Brigandine	1,500 gp	16 + Dex mod (max 2)	--	Disadvantage	40 lb.
Heavy Armor					
Powered Armor	5,000 gp	16	Str +2	Disadvantage	(100 lb.)
Advanced Plate	3,000 gp	19	Str 13	Disadvantage	55 lb.

WEAPONS

Perhaps one of the most immediate changes to the lives of adventurers is the availability of deadly new weapons, which have changed the face of combat in the Age of Æther. Both deadlier than a sword and easier to use, the gun is quickly becoming the weapon of choice throughout the civilized world (and beyond). Although the weapons of the ancient world still see use, particularly among those who expect to face bulletproof monsters (p. 82), many less-common weapons have faded from use in civilized lands.

WEAPON PROFICIENCY

Weapon proficiencies function exactly as they do in any other campaign, save that the weapons covered by each kind of proficiency are different in the Æther Age. Most character classes may choose between the new Æther Age weapon lists below, and the standard/archaic lists from the *Player's Handbook*. Once this choice is made at character creation, it cannot be changed, although most characters may acquire proficiency with new weapons in play (e.g. by multi-classing, or taking the Weapon Master feat).

SIMPLE WEAPONS (ÆTHER AGE)

In addition to the simple firearms in the Æther Age Weapons table, Æther Age simple weapon proficiency includes the following weapons from the *Player's Handbook*: clubs, daggers, greatclub, handaxes, light hammers, maces, quarterstaves, and darts.

MARTIAL WEAPONS (ÆTHER AGE)

Along with the grenades and martial firearms in the Æther Age Weapons tables below, Æther Age martial weapon proficiency includes the following weapons from the *Player's Handbook*: battleaxes, greataxes, greatswords, javelins, longswords, mauls, morningstars, rapiers, scimitars, shortwords, spears (including bayonets), warhammers, light crossbows, and shortbows.

ARCHAIC AND EXOTIC WEAPONS

Any weapon from the *Player's Handbook* that doesn't appear in either the simple or martial weapons lists above has fallen from common use. This means it's harder to obtain, and may be rarer in many treasure

finds (though delving into ancient monster-haunted ruins is a good way to find surviving specimens). This doesn't stop some warriors, particularly those who come from distant lands or secluded monasteries, from learning their use.

FIREARMS

Æther Age firearms use the same rules as other such weapons (*Dungeon Master's Guide*, pp. 267-268), with a few options and additions as noted below.

Noise. Firearms are *loud*! Gunfire is likely to bring nearby authorities, onlookers, monsters, or whoever is around to investigate – the more gunfire, the more likely (and probably hostile) the response. The DM may decide that even a single shot triggers nearby or random encounters in the area; certainly in a town or city, it will attract attention. This can lead to encounters with the local law, street gangs, or others who don't appreciate gunfights in their neighborhood.

Firearms in Melee. Firing guns in melee has the same problems as any ranged attack in close combat (*Player's Handbook*, p. 195), but pistol-whipping or rifle-butting an enemy is a normal melee attack. Such an attack inflicts 1d4 bludgeoning damage for a pistol (done with one hand), or 1d6 with a longarm (requires two hands). If you're proficient with a firearm, you're also proficient when using it in this way.

Bayonets. A rifle can be affixed with a specially-fitted dagger that protrudes from beneath the barrel. With fixed bayonet, a rifle can be used in melee as a two-handed spear, inflicting 1d8 piercing damage. It can't be effectively thrown, nor wielded in one hand. A bayonet costs 3 gp, and has stats identical to a dagger when not affixed to a rifle. Dwarven soldiers often have a special bayonet that allows the rifle to be used as a battleaxe (in two hands), inflicting 1d10 slashing damage. Unlike a regular bayonet, the axe blade can't be removed; it adds 10 gp to the cost of the rifle, and 3 lbs to its weight.

Dart Guns. A dart gun isn't a true firearm, but uses some kind of spring-loaded or pressurized air mechanism to launch specially-designed darts, which can be loaded to deliver poison (*Dungeon Master's Guide*, pp. 257-258). Dart guns aren't loud like actual firearm. Note that regular (thrown) darts can't be shot from a dart gun, and gun darts can't be thrown.

Derringers. Small pistols made to escape detection when stowed, derringers impose disadvantage on Perception and other rolls to find them hidden on the owner's person.

Silver and Magic Bullets. Particularly if using the rules for bulletproof monsters (p. 82), adventurers and monster slayers will want a way for their guns to harm creatures that are normally impervious. Silver bullets use the same rules as silver weapons (*Player's Handbook*, p. 148), and bullets can be enchanted exactly as other types of ammunition can (*Dungeon Master's Guide*, pp. 150 & 152). See Chapter 7 for some kinds of magic bullets.

EXOTIC FIREARMS

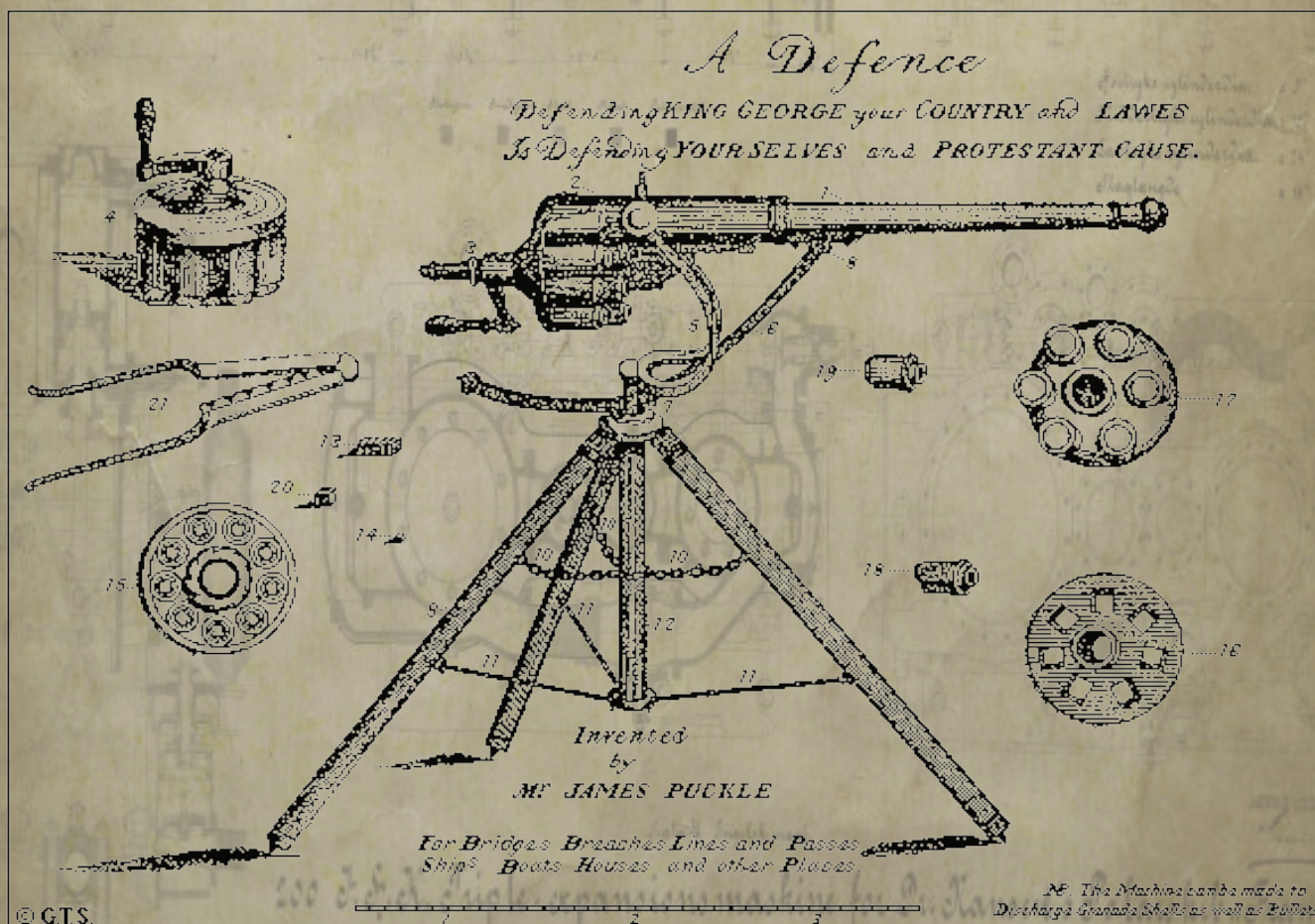
Some experimental or heavy firearms are rare enough that even professional warriors don't commonly train in their use. A character wanting proficiency in any of the following weapons must acquire it through a feat like Weapon Master, or a class feature.

Dragon Rifle. Although more likely to enrage than kill a full-grown dragon, the so-called dragon rifle is

the ultimate in big-game firepower. Too heavy for all but the strongest riflemen to fire from the shoulder, it's most often aimed and fired from a prone (i.e. braced) position, ideally far enough away that a target who survives the first shot can't get to you before you can reload and fire a second.

Machine Guns. Using a rotating multi-barrel mechanism, machine guns spray an area with bullets. Most often mounted – on a vehicle, in a bunker, etc. – they are more commonly seen on the battlefield than in the hands of adventurers. Fed with a long belt of bullets rather than a magazine, they use the rules for burst fire rather than making individual attacks.

Alchemical Siphon. Using a sprayer connected by hose to a tank full of some kind of harmful alchemical (or chemical) substance, this weapon projects damage of the appropriate kind over an area. The most common substances are acid, alchemist's fire, poison, and an intensely cold fluid often called “frostbite.” Each individual siphon is specially designed to hold and spray one kind of alchemical weapon, and cannot be used with other kinds.



WEAPON PROPERTIES

Firearms have several new properties, as well as some old standards from the *Player's Handbook*.

Ammunition. All firearms have the Ammunition property. Each kind of gun has its own ammunition, which can't be used with any other kind of firearm. All kinds of ammo for simple and martial firearms cost 1 gp/12 bullets, weighing 2 lbs. Unlike arrows and crossbow bolts, used firearm ammunition cannot be recovered or reused after battle – though spent shell-casings can be collected, for -10% on crafting costs when making the same kind of ammo.

For area weapons, shots are carried and used as belts or tanks; the Shots statistic reflects the number of times the weapon can be used to fire a burst, before a new belt or tank must be connected. Each full reload (not each shot) for such a weapon costs 20 gp and weighs 20 lbs; reloading always takes a full turn action.

Auto Fire. Certain exotic firearms don't make a single attack against a specific target, but instead fill an area with bullets, fire, or other damaging effects. The attack affects a 10 ft. square area, inflicting the listed damage on creature caught within the area if they fail a Dexterity saving throw (DC 8 + attacker's Dex modifier + attacker's proficiency bonus), or half if they succeed.

Most Æther Age machine guns aren't capable of firing single shots, only of auto fire. The number of shots listed in the table indicates how many *bursts* each weapon can fire before needing a reload. Using burst fire isn't a normal Attack action, but more like casting a spell; no matter how many extra attacks a character is normally entitled to, only one burst can be fired on a given turn, and the shooter can't make any other attacks that turn.

Double-barrel. A breach-loading firearm (usually a shotgun) with two parallel barrels. The barrels can be fired separately, each requiring an Attack action, at the same target or different ones. They can also be fired at the same time, expending both shots, and allowing an immediate and identical bonus attack with the weapon, against the same target as the original attack.

Light. Like other light weapons, light firearms are ideal for dual-weapon attacks. This includes most

pistols, though a heavy revolver is considered light only for characters with Strength of 13 or higher.

Longarm. Longarms are two-handed firearms, which can be shot from the hip or shoulder (a normal ranged attack), or they can be *braced*. Bracing doesn't require an action, but instead effectively replaces your movement for that turn. You can't do it if you've moved already this turn, and you can't move on a turn in which you braced your weapon. Bracing removes the Heavy property if the weapon has it, and also cancels the disadvantage on attacks between normal and long range. You remain braced until you move; once you take a move on your turn, you are no longer braced until you spend a turn bracing again.

Mount. Mounted firearms are specialized or vehicular weapons, too large for an ordinary person to carry around or wield effectively in combat. They must *always* be braced to be capable of making attacks, and most are mounted permanently to a combat vehicle (hence the name of this property). If a Strength value is listed, characters with a Strength equal or higher than the listed value *can* wield it without bracing (though they gain the regular benefits of bracing if they do). For such a character, the weapon loses the mount property, and gains the heavy and longarm properties.

Range. All firearms are ranged weapons, with the ranges listed in the table.

Shots. All firearms have the reload property (see *Dungeon Master's Guide*, p. 267), requiring an action or bonus action (wielder's choice) to reload with the proper kind of ammunition, after making the number of shots listed in the table.

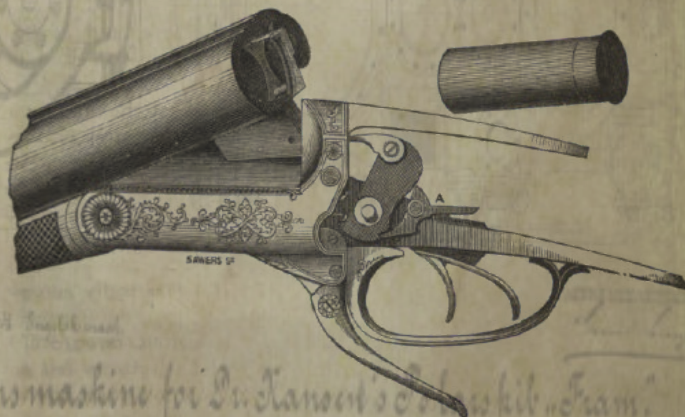


Fig. 239.—Needham's Hammerless Gun.

ÆTHER AGE WEAPONS – GUNS

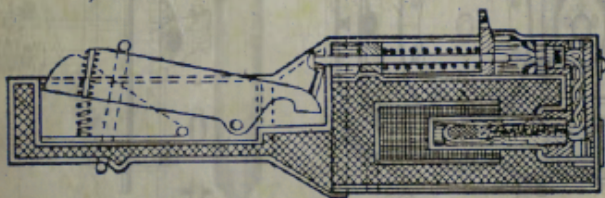
NAME	COST	DAMAGE	WEIGHT	RANGE	SHOTS	PROPERTIES
Simple Firearms						
Dart Gun	10 gp	1d4 piercing	1 lb.	40/120	4	Light
Derringer	15 gp	2d4 piercing	1 lb.	50/200	2	Double-barrel, light
Revolver, Light	25 gp	2d6 piercing	2 lb.	80/240	6	Light
Shotgun, Light	30 gp	3d4 piercing	5 lb.	50/100	2	Double-barrel, longarm
Martial Firearms						
Revolver, Heavy	40 gp	2d8 piercing	3 lb.	100/300	6	(Light, Str 13+)
Rifle	75 gp	2d10 piercing	7 lb.	200/800	6	Heavy, longarm
Saddle Gun	60 gp	2d8 piercing	6 lb.	150/600	6	Longarm
Shotgun, Heavy	60 gp	4d4 piercing	7 lb.	100/200	2	Double-barrel, heavy, longarm
Exotic Firearms						
Dragon Rifle	750 gp	6d12 piercing	50 lb.	400/1200	1	Mount (Str 16)
Machine Carbine	1500 gp	5d6 piercing	60 lb.	80	4	Auto fire, mount (Str 16)
Machine Gun	3000 gp	5d8 piercing	120 lb.	100	6	Auto fire, mount (Str 20)
Alchemical Siphon	3000 gp	5d6 acid, cold, fire, or poison	120 lb.	40	6	Auto fire, mount (Str 20)

ÆTHER AGE WEAPONS – GRENADES

NAME	COST	DAMAGE	WEIGHT	RANGE	AREA	PROPERTIES
Dynamite, stick	10 gp	3d6 bludgeon	1 lb.	60	5 ft	Dex save DC 12
Dynamite, bundle	50 gp	10d6 bludgeon	5 lb.	60	15 ft	Dex save DC 15
Grenade	20 gp	5d6 bludgeon	1 lb.	60	20 ft	Dex save DC 15
Grenade, fire	20 gp	5d6 fire	1 lb.	60	20 ft	Dex save DC 15
Grenade, smoke	20 gp	--	1 lb.	60	20 ft	Darkness
Powder keg (240 bullets)	50 gp	7d6 fire	20 lb.	-	10 ft	Dex save DC 12

BOMBS AND GRENADES

Æther Age explosives function as others do (*Dungeon Master's Guide*, pp. 267-268), with the following additional options.



Käsigranaatti v:n 1914 mallia

Fuses. Dynamite and powder kegs are detonated by fuse, which can be cut to whatever length is desired, usually long enough to burn for 1-5 rounds (6-30 seconds) before detonation. If you have a source of ignition (match, lit cigar, *ignition* cantrip, etc.), lighting the fuse is a bonus action.

Time Bombs. Any kind of explosive can be set on a timed trigger, with a clock counting down to the detonation, up to 12 hours after being set. Add 10 gp to the cost.

ADVENTURING GEAR

Adventurers tend to need the same kinds of gear they always have – ropes, crowbars, light sources, containers to carry loot, and so on. All of the gear from the *Player's Handbook* can still be found, as well as the following. Where existing items are shown with new prices in the table below, the prices are the result of advances in technology and availability.

Alarm Clock. A table clock fitted with a bell, which can be set to go off when the clock reaches a specific time, within 12 hours of being set.

Bandoleer. A leather chest belt with a row of small loops, made to carry up to 24 bullets for easy access.

Breathing Mask. A padded cloth mask that fits over the nose and mouth. Wearing it obscures your facial features (disadvantage on others' rolls to identify you), and gives advantage on Constitution saving throws against inhaled hazards, such as smog (p. 10), *stinking cloud* spells, troglodyte stench, etc.

Compass. Indicates magnetic north, giving advantage on Wisdom (Dungeoneer, Streetwise, or Survival) rolls to navigate.

Field Glasses. Like a spyglass, but adjustable to magnify view by two to five times.

Flare Gun. Fires a brightly-burning projectile up to 200 feet. Can be fired into the air as a signal, or fired into a dark area to provide temporary illumination. As a light source, the flare casts bright light in a 15-foot radius and dim light for another 30 feet, but only lasts 1d4 rounds (6-24 seconds) before burning out. As a weapon, it uses the stats of a derringer, but carries only a single shot (it's *not* double-barreled), and inflicts 2d4 fire damage on a hit. Flare reloads cost and weigh the same as bullets.

Grapnel Gun. Fires a grappling hook up to 100 feet, which trails (silk) rope from a spool. Takes a full minute of cranking to re-spool the rope and reset the launch mechanism. If fired directly at a creature, a hit inflicts 1d4 bludgeoning damage, and Medium or smaller creatures must make a DC 12 Strength saving throw to avoid being knocked over.

Gun Belt. A belt made specifically for one or two hip holsters, each for a light or heavy revolver. Includes looped slots for 24 bullets, as a bandoleer.

Holster, Shoulder. A holster for a light or heavy revolver, worn on a special rig that hangs under the armpit. If the whole rig is worn under a jacket, Perception rolls to spot the gun visually are made at disadvantage. Any competent body search will find the weapon, however.

Matches. Waterproof, strike-anywhere, creates a tiny fire that lasts for 12 seconds (2 rounds). The fire isn't large enough to cause damage, but can ignite one flammable object (candle, lamp, campfire kindling, etc.) within reach per round. Pack of 20 matches.

Pocket Watch. Tells time and fits handily in a pocket. More expensive ones can be status symbols.



Strongbox. Small metal chest (4 cubic feet / 100 pounds of gear) that locks to protect the contents. The standard lock is DC 15 to pick; the box is AC 19 and has 16 hit points. The truly paranoid might add a trap.

Telescope. A much larger version of a spyglass, which magnifies the view by 10 to 100 times.

Trick Cane, Hollow. What looks like an ordinary gentleman's walking cane can be unscrewed to reveal a hollow core, which can be used to store anything that can fit into a 1-inch wide by 3-foot long cylinder. Such things won't be found in a search unless the searcher has a reason to check the cane.

Trick Cane, Weapon. A trick cane fitted with a dagger, rapier, or derringer pistol. Requires an action or bonus action (wielder's choice) to convert from a cane to a weapon or vice versa. You buy this as part of the weapon, adding 10 gp to its cost.

MINOR MARVELS

Although powerful enchanted objects remain as rare as the arch-wizards and legendary beings who forge and ensorcel them, lesser magical and techno-magical devices are becoming more and more common. At the DM's option, common and uncommon magic items that don't require attunement might be found in the shops or markets of a large enough city; the most common are listed in the Æther Age Adventuring Gear table. Prices will vary by availability.

POTIONS, OILS, AND OINTMENTS

POTION	COST
<i>Animal friendship</i>	25 gp
<i>Climbing</i>	10 gp
<i>Growth</i>	50 gp
<i>Healing</i>	10 gp
<i>Healing, greater</i>	50 gp
<i>Resistance</i>	50 gp
<i>Water breathing</i>	25 gp

ÆTHER AGE ADVENTURING GEAR

ITEM	COST	WEIGHT	ITEM	COST	WEIGHT
Alarm Clock	10 gp	1 lb.	<i>Goggles of night</i> †	150 gp	1 lb.
<i>Bag of holding</i> †	100 gp	1 lb.	Grapnel gun	25 gp	5 lb.
Bandoleer	2 gp	1 lb.	Gun belt	5 gp	2 lb.
Breathing mask	10 gp	--	Holster, shoulder	5 gp	2 lb.
Compass	25 gp	--	<i>Immovable rod</i> †	50 gp	2 lb.
<i>Driftglobe</i> †	25 gp	1 lb.	Magnifying glass	5 gp	--
<i>Elemental breather</i> *	250 gp	1 lb.	Pocket watch	20 gp	--
<i>Ethereal compass</i> *	250 gp	--	<i>Rope of climbing</i> †	150 gp	5 lb.
<i>Ethereal goggles</i> *	500 gp	1 lb.	<i>Sending stones</i> †	200 gp	--
<i>Ethereal receiver</i> *	250 gp	5 lb.	<i>Spirit camera</i> *	250 gp	10 lb.
<i>Eyes of minute seeing</i> †	150 gp	1 lb.	Spyglass	10 gp	1 lb.
Field glasses	50 gp	2 lb.	Strongbox	50 gp	25 lb.
Flare gun	20 gp	1 lb.	Telescope	500 gp	10 lb.
<i>Gem of brightness</i> †	150 gp	--	Trick cane, hollow	10 gp	3 lb.

* New magic item from Chapter 7, pp. 78-81.

† Magic item from the *Dungeon Master's Guide*, pp. 150-214.



TOOLS

Most of the tools from the *Player's Handbook* (p. 154) are still in common use, and are available at the listed costs. Except where noted, the tools below function like other tools in the hands of a proficient user.

Alchemist's Supplies. Alchemy is essential to many modern technologies, covering much of what would be considered “chemistry” in a non-magical world. For adventurers, some of the most important alchemical products are gunpowder and explosives, each of which can be manufactured with an alchemist's kit and the proper ingredients, using the standard crafting rules.

Camera. Boxy contraption with a lens on one side, and a viewfinder and shutter mechanism on the other. Takes 10 pictures with a single roll of film, which must be developed in order to view the pictures. Ability checks are needed to take *good* pictures – Intelligence-based rolls to get pictures which capture important information, Wisdom-based rolls to take aesthetically pleasing photographs. Development requires a darkroom equipped with the proper chemicals, costing 1 gp per roll as a professional service in town, or 1 sp per roll for the chemicals if you have your own darkroom. Replacement film is 1 gp per roll. Proficiency in the camera includes skill with darkrooms and development.

Detective's Kit. A collection of tools for the detection and analysis of clues, including magnifying glass, powders and compounds to help detect residues and trace evidence, and so on. The kit gives advantage to Investigation skill checks to find clues, and allows a

proficient user to roll an Intelligence-based tool check to conduct forensic analysis of the evidence collected. Proper use of the kit can help not only to find answers that aren't obvious to unassisted investigation, but to prepare the evidence for use in legal proceedings.

Doctor's Bag. A modern field kit for the practice of the Medicine skill – sterile bandages, scalpels, stethoscope, etc. A doctor's bag can function as a healer's kit, and gives advantage to normal uses of the Medicine skill. Combined with the Medicine skill, proficiency with the doctor's bag allows you to attempt to treat lingering diseases, poisons, or other health maladies that don't simply result in lost hit points (ability drain, wounding effects, etc.), or otherwise go away automatically. Roll an Intelligence-based tool check against a DC equal to the effect's normal saving throw DC, over the course of a long rest. If you succeed, your patient has advantage on any future ability checks or saving throws to resist the effects of the malady; you can treat two patients per long rest. You can also conduct postmortem examinations (Intelligence-based roll to determine cause and circumstances of death), and similar tasks.

Spy Camera. Like a regular camera above, but smaller and easier to hide. Investigation and Perception checks to find a spy camera on someone's person are at disadvantage. Spy cameras use different film than regular cameras; a roll of spy camera film can only take 5 pictures, and costs 10 gp to purchase or develop. Spy cameras do not require separate proficiency, but are included with regular cameras.

FORENSIC ALCHEMY

In the Age of Æther, alchemy is a science, or rather the practical application of a number of emerging sciences. In addition to producing various chemical and alchemical substances, the theories and principles of alchemy can be used to conduct scientific experiments and analyses.

However, when it comes to *applied* science, the supplies in a standard alchemist's set aren't always the right ones for the job. Forensic analysis is the province of the detective's kit (for crime scene evidence and the like), and occasionally the doctor's bag (for diagnosis, autopsies, etc.); an alchemist's kit can be used to analyze alchemical substances, but doesn't include the right tools to conduct the kind of forensic analysis that is coming into fashion among Æther Age law enforcement.

ENGINEERING TOOLS

The following tools are needed to repair or modify Æther Age devices. They aren't sufficient by themselves to craft modern devices; crafting requires a full workshop (see below). Like artisan's tools, each kind of engineering tool requires its own proficiency.

Clockmaker's Tools. Repair small, fine machinery, such as clockwork, analytic engines, locks, and mechanical traps. Clockmaker's tools can be used as if they were thieves' tools, by a character who is proficient in both kinds of tools.

Gunsmith's Tools. Repair gunpowder weaponry, including handguns, longarms, and heavy artillery. Also used to manufacture bullets, bombs, and grenades.

Mechanic's Tools. Repair hydraulics and steam-driven machinery, such as locomotive engines, airship propellers, powered armor, and war golems.

WORKSHOPS

Any kind of engineering tools (and at the DM's option, artisan's tools that can be used to craft goods) can be bought as a full workshop, at 100 times the normal cost. (Exception: a dark room for film development costs only 10 times the cost of a camera, or 500 gp.) Treat this as building a stronghold (*Dungeon Master's Guide*, p. 128), where a workshop is equivalent to a guildhall.

Crafting any kind of useful equipment (*Player's Handbook*, p. 187) requires access to a workshop of the appropriate kind. Any repairs done in a workshop have advantage on any skill checks required.

ÆTHER AGE TOOLS

TOOL	COST	WEIGHT
Camera	50 gp	10 lb.
Clockmaker's tools	50 gp	10 lb.
Detective's kit	50 gp	8 lb.
Doctor's bag	50 gp	8 lb.
Gunsmith's tools	50 gp	12 lb.
Mechanic's tools	50 gp	15 lb.
Spy camera	500 gp	2 lb.

VEHICLES

Horses are still the most common form of personal transportation in most places, but there are many new kinds of vehicles beginning to spread in the city. Most are prohibitively expensive for common folk (and lower-level adventurers), but are more likely to be found in the hands of wealthy groups and individuals.

Vehicle Proficiency. Proficiency in Æther Age vehicles is completely separate from the vehicles in the *Player's Handbook*. Characters who are allowed to choose a vehicle proficiency can choose from the following options: archaic land (riding animals and drawn carriages), archaic water (rowed or sailing vessels), Æther Age land, Æther Age waterborne, or Æther Age airborne. Æther Age vehicles can't be operated at all by non-proficient users; such attempts can't even get off the ground, so to speak.

Crew. The number of proficient operators required to pilot, maneuver, and/or navigate the vehicle. This assumes Small or Medium sized creatures; Large creatures require one additional passenger space each.

Passengers. The number of Small or Medium-sized creatures, apart from the crew, that can ride comfortably in the vehicle. Large creatures take up two spots each.

Armor Class. Most Æther Age devices and vehicles are made of metal, making them fairly difficult to damage with ordinary attacks. Those with adamantite or mithral hulls will have better than normal Armor Class, but such specimens are as rare as legendary artifacts. If the DM allows targeting of a specific vulnerable point on a larger object, use the normal Object Armor Class of that kind of substance (glass windows, etc).

Hit Points. Use the Æther Age Vehicle tables above for most machines and vehicles. As a rule, military vehicles have more hit points than standard ones. Unusual specimens may have better or worse stats, at the DM's discretion. The listed hit dice are for purposes of collisions (p. 61) and crashes (p. 64).

Ability Scores. Vehicles have abilities scores based mostly on their size (though some variation is possible). These ability scores mostly only come into play if the vehicle is called on to make a saving throw (see below) or some kind of contested roll (a creature trying to stop a locomotive through sheer strength, etc). Constitution also figures into the machine's hit points, though not to any damage it inflicts in collisions or crashes.

VEHICLE ABILITY SCORES

SIZE	STR	DEX	CON
Medium	14 (+2)	14 (+2)	14 (+2)
Large	18 (+4)	10 (+0)	16 (+3)
Huge	26 (+8)	6 (-2)	18 (+4)
Gargantuan	34 (+12)	2 (-4)	20 (+5)

Saving Throws. Large vehicles have a more complicated relationship with saving throws than do ordinary objects. They are still impervious to any effect that causes a saving throw *other* than Strength or Dexterity, but as long as they are moving, they don't necessarily fail all Strength and Dexterity saves. For a moving vehicle, a successful Strength saving throw means that the vehicle had enough momentum and/or power to shrug off the effect, while a successful Dexterity saving throw means that it was traveling fast enough to escape the worst of the effect. A Constitution saving throw may be required by effects like *dispel magic*, *shatter*, or various technomagical spells and effects.

If a character is piloting a vehicle with which he is proficient, he may add his proficiency bonus (but not his own ability score bonuses) to saving throws that the vehicles makes while he's in control and able to maneuver.

Damage Threshold. Large objects tend to be resistant to small amounts of damage, which simply bounce off the hull or chassis. Any attack that inflicts less than the amount listed in the table below, on an object of the size in question, is completely ignored and not subtracted from the object's hit points.

If a *piercing* or *slashing* attack is directed at the balloon of an airship, the damage threshold is halved for that attack.

WAR MACHINES

Military vehicles will generally be outfitted with armor and mounted weaponry. Smaller combat vehicles such as gunboats might be mounted with the exotic firearms from the Æther Age Weapons table (p. 55), while tanks and large naval vessels have mighty cannons that fire exploding shells with effects along the lines of bombs and grenades. See p. 117 for sample combat stats.

MACHINES & VEHICLES IN COMBAT

Vehicles can play many roles in combat, from a platform (fighting atop a speeding train, or on the deck of an airship) to a weapon (ramming a vehicle into creatures or other vehicles). For the most part, this uses the same rules as mounted combat (*Player's Handbook*, p. 198), with the changes noted below.

Contrary to the standard rules for objects (*Dungeon Master's Guide*, p. 246), these rules focus on complex objects such as machines and vehicles, treating them as if they were a single object. Attacks can still be made on specific parts of very large objects, using the ordinary rules (crashing through a window, targeting the engines, etc.) ... it's up to the DM to determine what effect such an attack has on the overall machine or vehicle, and anyone inside.

Passengers. Unless an attack specifically targets the pilot or passengers of a vehicle, it's assumed that all of the damage is taken by the vehicle. Area effects that include the vehicle can damage occupants, but only if they exceed the vehicle's damage threshold, and even then final damage is halved for occupants. If the vehicle makes a saving throw against an effect that allows one, or if it has resistance to the damage type inflicted, the passengers take no damage.

To target a crewman or passenger from the outside, the attacker must be able to see them through a window or the like, and have a ranged attack capable of reaching them. In this case, the target is considered to have three-quarters cover, and the attack is made as if it was at long range, even if it isn't.

Actions. As when riding a trained mount, the driver of a vehicle uses his action to control the vehicle, causing it to take the Dash, Disengage, or Dodge actions, with the normal results. A vehicle can also ram creatures or objects during its movement (see below). Barring magic, vehicles aren't independent, and thus require the driver's constant attention.

Speed. A vehicle seldom reaches its full cruising speed in combat, unless the combat is taking place aboard the vehicle. When a vehicle is involved in a combat with creatures that aren't aboard that vehicle, it has an effective combat speed (in feet per turn) of twice its overland speed (in mph).

Vehicles are less maneuverable than creatures, particularly in combat. A Large or smaller vehicle must take 3/4 of any movement it makes in a single direction (i.e. forward), and the other 1/4 of its movement can only be used to move at a right angle to this, never backwards. Huge vehicles use the same rules, but the proportions are 9/10 and 1/10; or for Gargantuan vehicles, 19/20 and 1/20.

Collisions. When a moving vehicle collides with a creature, object, or another vehicle, both of them take damage. A vehicle or object inflicts bludgeoning damage equal to half its own hit dice, on any creature or object with which it collides. A Large or smaller creature inflicts collision damage equal to the hit dice of a resilient object of the same size (*Dungeon Master's Guide*, p. 247); Huge or Gargantuan creatures are treated as vehicles, inflicting half their own hit dice. Exceptionally massive collisions, such as train wrecks, airship crashes, full-speed head-ons, or diving kamikaze attacks, inflict double, triple, or more damage on all involved. Glancing or lower-speed collisions inflict half damage.

If collision damage results in a vehicle being reduced to 0 hit points, that vehicle and its occupants suffer the effects of a crash (p. 64). If a vehicle survives a collision, the damage doesn't apply to crew or passengers, unless the DM rules that the collision occurred in such a way as to harm some or all of them (e.g. a kamikaze attack on the bridge or engine room).

Ramming. Deliberately colliding with creatures or vehicles in combat requires that the ramming vehicle takes a Dash action, and moves twice its normal speed in a relatively straight line, before entering the same

space as the target. A target capable of Dexterity saving throws can attempt one (DC 10 + ramming driver's proficiency bonus) to try and leap or veer out of the way, and occupants of a crashing vehicle who are within a single turn's movement of an exit can attempt to bail out, with DC 13 Dexterity saves.

Successful saving throws avoid all collision damage, although anyone who bailed out of a moving/crashing vehicle must deal with the consequences of that (usually falling, sometimes explosions; see Crashes, below). The driver can *either* attempt the vehicle's saving throw *or* bail out himself, but not both; if he tries to bails out – successfully or not – the vehicle automatically fails its saving throw.

Falling. Leaping, falling, or being thrown from a moving vehicle can be anywhere from dangerous to deadly, depending on the circumstances. Falling from a water vehicle usually just means falling into the water. Though this may be deadly for various reasons – sharks in the water, pulled under by armor, etc. – the fall itself generally doesn't inflict damage, as long as the water is deep enough to cushion the impact.

For a land vehicle, the danger is mostly running into or landing on some kind of obstacle as you exit the speeding carriage. A successful Dexterity (Acrobatics) roll lands safely (DC 14); a failed roll results in bludgeoning damage equal to one quarter of the vehicle's speed at the time.

Falling from an airborne vessel is generally much more dangerous. For relatively small heights – an ornithopter chase just above the city rooftops – treat the fall as if it were from a land vehicle, but Dexterity (Acrobatics) DC is 16, and damage on a failure is half the vehicle's flying speed. For greater heights, the DM is free to assume that the fall is fatal for any creature that can't fly, teleport, or otherwise save itself. In such cases, it would be sporting to allow a Dexterity save (DC 12 to 15) at the beginning of the fall, to grab onto something and save oneself from certain death.

Æther Age Vehicles – Land

Vehicle	Cost	Speed	Size	Crew	Pass	Cargo	AC	HP (HD)	Damage Thresh.
Civilian									
Bicycle	25 gp	10 mph	Medium	1	1	50 lb.	12	50 (8d8)	--
Steam carriage	500 gp	20 mph	Large	1	5	1/2 t.	14	100 (12d10)	10
Steam cart	350 gp	15 mph	Large	1	1	2 t.	14	100 (12d10)	10
Military									
Steam tank	25,000 gp	15 mph	Huge	3	3	1 t.	20	400 (40d12)	25

ÆTHER AGE VEHICLES – WATERBORNE

VEHICLE	COST	SPEED	SIZE	CREW	PASS	CARGO	AC	HP (HD)	DAMAGE THRESH.
Civilian									
Freighter	10,000 gp	15 mph	Garg.	20	20	2,000 t.	16	400 (24d20)	20
Oceanliner	50,000 gp	15 mph	Garg.	20	60	200 t.	16	400 (24d20)	20
Yacht	5,000 gp	20 mph	Huge	3	6	20 t.	16	200 (20d12)	10
Military									
Frigate	100,000 gp	15 mph	Garg.	20	20	200 t.	18	400 (24d20)	20
Gunboat	25,000 gp	20 mph	Huge	3	3	20 t.	18	300 (28d12)	15
Ironclad	500,000 gp	15 mph	Garg.	60	20	1,000 t.	20	500 (32d20)	25
Submersible	200,000 gp	5 mph	Huge	20	--	20 t.	18	300 (30d12)	15

ÆTHER AGE VEHICLES – AIRBORNE

VEHICLE	COST	SPEED	SIZE	CREW	PASS	CARGO	AC	HP (HD)	DAMAGE THRESH.
Civilian									
Ornithopter	150 gp	15 mph	Large	1	1	50 lb.	13	100 (12d10)	5
Freighter, flying	30,000 gp	20 mph	Garg.	20	20	2,000 t.	15	400 (24d20)	10
Skyliner	150,000 gp	20 mph	Garg.	20	60	200 t.	15	400 (24d20)	20
Yacht, flying	15,000 gp	30 mph	Huge	3	6	20 t.	15	200 (20d12)	5
Military									
Frigate, flying	300,000 gp	20 mph	Garg.	20	20	200 t.	17	400 (24d20)	15
Gunboat, flying	75,000 gp	30 mph	Huge	3	3	20 t.	17	300 (28d12)	10
Ironclad, flying	1.5 mil gp	20 mph	Garg.	60	20	1,000 t.	19	500 (32d20)	20

EXPENSES

Day to day living expenses haven't changed much – use the prices in the *Player's Handbook* (pp. 157-159), for lifestyle expenses, food, drink, lodging, and the services listed there. In modern cities, new services are available, depending on the size of the city.

SERVICES

Professionals of every kind make their skills available, from cheap labor and muscle to esoteric magical and technical expertise. For simplicity, the rates in the *Player's Handbook* (p. 159) should generally be used, with most modern professionals (accountants, 1 assistants, etc.) counting as skilled hirelings.

Highly-educated (or famous) professionals, such as academics or lawyers, may charge double, triple, or more than the listed rates, depending on their professional reputations, as well as the work requested of them. Many will ask for a large retainer when hired, starting at 10 to 50 gp, for the basic services of their profession – a particular research project, legal

representation for a small court case, etc. Larger projects will require larger retainers.

Healing. The vast majority of injuries, diseases, curses, and other maladies are still cured by divine magic, generally for an obligatory donation to the temple – or more often these days, the church-run hospital. Non-magical doctors will often work with magical healers, to help diagnose and treat difficult ailments. Such treatment generally costs around 50 gp, as for the casting of a minor spell.

Repairs. A party who doesn't have a technically-inclined character, or at least no character with the right tools proficiency to fix a particular piece of gear, may need to hire someone to perform repairs on some damaged equipment. To determine the total cost for parts and labor, multiply the normal cost of parts (p. 65) by one and half, and cut the time required to complete them in half.

COMMUNICATIONS AND TRAVEL

Although they often take place in the background of an adventure, advances in communication and travel are likely to have a large impact on how many adventures play out. This is not only because the player characters can travel quickly and safely to distant lands, or dispatch messages across the world and expect a reply within the day – but because virtually *anyone* can. Individuals and armies alike can move with unprecedented speed across land or sea, and information spreads even more rapidly by telegram and newspaper. Those who don't make full and clever use of this new technology risk being outflanked by more modern-thinking enemies.

Airship, Ship, or Train. When booking long-distance passage on an airship, passenger train, or seagoing vessel, you rent either a private cabin, or a bunk/seat in the common area. (On a ship, this is often the steerage deck, hence the term “steerage” for low-cost passage). The DM will decide what consequences this choice has on the safety of the voyage and the security of the party's belongings on any given adventure. If available, luxury cabins promise greater comfort and security, at a much greater cost.

Newspapers. Where the town crier or king's herald might have spread the news of the day in ages past, the advent of printings presses (and resulting skyrocketing of literacy rates) has made the daily news into an industry. For just a copper farthing each day, you can read the headlines from across the city and the realm, or flip to the society pages to see if the latest gossip columns have mentioned any of your recent adventuring hi-jinks!

Postal Service. More cost efficient, and often more

reliable, than hiring a lone messenger to brave the wilds delivering your letter. Pay for the stamp and drop it in the letterbox, and a professional postal service will see it there, through wind and rain, sleet and snow. They are still physically carrying the message from one place to another, so delivery time may be days or weeks. The fee is paid by the letter; additional fees may apply for large packages, overseas or extra-planar delivery, and other special services.

Telegram. Getting a message across the ether is less a matter of the actual distance crossed, than the length of the message transmitted through the relays; most telegrams are the length of a short letter at most. Even though the message is received more or less instantly at the remote telegram station, the intended recipient must still get access to it somehow. Assuming they aren't waiting at the telegraph station, this is usually through the city post or a private messenger, meaning that the recipient will likely get the message within the day.

SERVICES

SERVICE	PAY
Airship, private cabin	2 sp/mile, or 20 gp/day
Airship, steerage	2 cp/mile, or 2 gp/day
Luxury cabin (any)	1+ gp/mile, or 100 gp/day
Newspaper, daily	1 cp
Postal service, city	1 cp/letter
Postal service, distant	1+ sp/letter
Ship, private cabin	1 sp/mile, or 10 gp/day
Ship, steerage	1 cp/mile, or 1 gp/day
Train, coach seating	1 cp/mile, or 1 gp/day
Train, sleeper car	1 sp/mile, or 10 gp/day
Telegram	1 sp/message

CASH MONEY

Actual metal coins are too heavy for most people to haul around in any significant number, making large transactions difficult. As such transactions have become more common, certified bank notes *representing* precious metals (or other vaulted wealth) have come into popular usage as cash. Although almost universally accepted in industrialized cities, cash isn't always recognized as money in foreign lands and exotic locals; thus most adventurers and travelers carry some coin as well.

DAMAGE AND REPAIRS

Things get broken, especially on adventures. The ability to fix them is of utmost importance to the people who rely on their gear to get them through dangerous situations. The following optional rules give the DM an easy way of handling object damage, breakage, repairs, and similar subjects ... they are based on existing object damage rules (*Dungeon Master's Guide*, pp. 246-247), adding a few more options and details, without too much more complexity. They are intended for Æther Age devices, but could work for any situation where damage and/or repairs to some object is important to the adventure.

DAMAGE AND BREAKAGE

When an important object takes damage – say, the airship on which the party rides, or the ornithopter in which the villain is attempting to escape – the DM can choose to keep track of it in two ways. If the attempts to damage an object are being made in combat, determine the object's armor classes and hit points, and resolve them as ordinary attacks.

Alternatively, when the specific amount of damage is less important than the overall result, the DM can simply declare an object to be *damaged* or *broken*. This is generally most useful in the case of crashes, collisions, explosions, and other catastrophes where the object is badly damaged all at once. It's the DM's call whether any particular catastrophe results in the object being merely damaged (but remaining serviceable), or being completely broken.

Damaged. A damaged object is visibly battered, and while it still functions, its performance is noticeably affected by the damage. If using hit points, an object reduced to less than 1/4 of its full hit points is considered damaged for purpose of these rules. A damaged object imposes disadvantage on any roll made to use or control it; further, any natural 1 on such a roll causes the object to go from damaged to broken. A damaged object remains damaged until either it is repaired, or it becomes completely broken.

Broken. Once an object has taken so much damage as to be rendered inoperable, it's broken. If using hit points, an object reduced to 0 hit points or less is broken. A broken object can't be used to do much of anything, unless maybe it's light and wieldy enough to

be a club, or large enough to provide shelter from the elements. If the object was moving at the time it became broken, like a train or airship, it comes to an abrupt stop – or plummets to the ground, *then* comes to an abrupt stop. In either case, the vehicle is likely to be completely ruined by the additional damage, and any cargo or passengers are likely to be damaged in the crash as well (see below). A broken object is completely inoperable until repaired.

Ruined. An object is ruined if it takes so much damage that it couldn't possibly be repaired. If an object takes more than twice its full hit points in damage, it is ruined. This often happens when an airborne or otherwise fast-moving object is broken, and then suffers even more damage in the ensuing crash. It can also be the result of overwhelming damage of other kinds (fell into a lake of hot lava, etc.), or even simply the ravages of time and the elements. The DM might allow recovered pieces of a ruined object to serve as a guide to someone trying to build a duplicate, or if the object was made of some durable or rare material, it might be salvageable if melted down and re-cast or something similar.

Crashes. When a vehicle that is in motion is reduced to 0 hit points, it crashes, and any creature or object within is quite likely to be injured in the impact. This is true for everything from an ornithopter to an airship, though the amount of damage tends to scale up with the size of the vehicle – surviving a bicycle crash is much more likely than surviving a zeppelin crash. When a vehicle is reduced to 0 hit points and/or enters a broken state because of massive trauma, any and all creatures inside take damage equal to the vehicle's full hit dice, of a type based on the kind of crash.

This is usually non-magical bludgeoning and piercing from impact and debris, but possibly also fire damage for engine explosions, force damage for shattered enchantments, etc. Because the damage is made up of multiple types, a creature is only protected if it is resistant (or immune) to *all* of the damage types in the crash. The DM might allow a Dexterity saving throw for creatures that try to fling themselves clear, or a Constitution saving throw for those who brace for impact; a successful save results in half damage.

REPAIRS

Repairing a damaged object to bring it back to full working order uses essentially the same process as crafting a new object (*Player's Handbook*, p. 187). You must first of all have the appropriate kind of tools available, and be proficient in their use. You must also have access to the parts and materials you need to replace damaged components and the like – if you don't, any repairs you complete will be temporary at best. Given these things, you must then simply spend the necessary amount of time to complete the task.

Certain spells and abilities can greatly aid in repairs, if not alleviate the need altogether; the effects of specific spells and powers on repairs are listed with their individual descriptions.

Parts. Lasting repairs require new parts to replace broken ones. This isn't a problem during downtime, with access to specialty shops and other city resources. Simply spend an amount equal to 10% of the full cost for a damaged object, or 20% for a broken object. When conducting field repairs, you have to come about spare parts some other way – you can buy them to bring with you, you can try to salvage parts from similar devices, or you can try to temporarily patch up the device in lieu of either.

Spare Parts. A smart technician will bring the most likely parts needed for field repairs along with the tools to make them. Spare parts are purchased for each kind of tool kit (e.g. clockmaker's, gunsmith's, or mechanic's), and can be used in any repair made with those tools. You simply spend the money up front (e.g. 50 gp worth of gunsmith's spare parts), which goes into a “parts pool” that you pack with your adventuring supplies (all spare parts weigh 1 lb. per 10 gp value). When you need to conduct field repairs, you subtract the cost of the parts from this pool. If you don't have enough money left in the pool to cover a specific repair job, you can't use the parts you have for that job; you must either salvage what you need, do a temporary patch job, or find more spare parts.

Salvaging. If you have access to another device of the same general type and size that you're trying to repair (e.g. a Small firearm to fix another Small firearm), you can attempt to salvage parts from the other device. This requires an Intelligence-based check with the appropriate tools, with DC depending on the size of the device you are trying to repair, as listed in the *Object Repair Table*. Success means that

you were able to salvage the parts you needed to complete the repairs, at the cost of completely ruining the device that you salvaged them from.

With the DM's permission, you can attempt to salvage from a pile of mechanical junk, which is at least as large as the machine you are trying to fix, and is made up most mostly of the same kind of machines. The DC is two higher than normal, and the hit points restored are temporary – as with a damaged device, any natural 1 rolled when using a machine repaired with junk-salvaged parts results in it entering a broken condition.

Patching. If you don't have any spare parts and can't salvage what you need, you can still attempt a temporary patch to bring a broken machine back to life. This requires the same amount of time as repairing a damaged device, but it can only change a device's status from broken to damaged. Like all damaged devices, it imposes disadvantage on all rolls made to use or control it, and any natural 1 reduces it to broken again. Patching has no effect on an object that's merely damaged and not broken.

Time. Repairs on smaller devices tend to be quicker and easier than on larger machines and vehicles. Use the time listed in the *Object Repair Table*; values of “10% crafting” and “20% crafting” refer to the time required to craft an object of the same type, using the “5 gp worth of work per day” rule from the *Player's Handbook* (p. 187) ... so repairing a broken ornithopter with a market value of 150 gp takes 6 days (20% of the 30 days to build one from scratch) for one person working alone. Repair time can be split between workers as for crafting.

Hit Points. Repairing an object restores any lost hit points, and (magically) restoring lost hit points effectively repairs the object. Likewise, a device or machine with fewer than 1/4 of its full hit points is damaged, but can be restored to full working order by “healing” it above that threshold, or by conducting repairs. A patched device is at 1 hit point, and can't be restored above that without magic, or additional repairs with the proper parts.

MAGICAL REPAIRS

The technomancy spells from Chapter 7 and other magical effects that aid in repairs generally have a well-defined impact on those repairs, as listed with the spells and abilities in question. The *mending* cantrip is the exception, which isn't exactly techno-magic per se, but can have a significant impact on minor repairs. The ability to cast *mending* reduces salvage or patch DC by 1, and reduces the cost of needed parts by 1% of the object's normal market value.

OBJECT REPAIR TABLE

SIZE	REPAIR DAMAGED	REPAIR BROKEN	SALVAGE DC	PATCH DC
Tiny (pistol, watch)	10 min.	short rest	12	14
Small (camera, rifle)	short rest	long rest	13	15
Medium (bicycle, ornithopter)	long rest	20% crafting	14	16
Large (powered armor, steam carriage)	10% crafting	20% crafting	15	17
Huge (locomotive engine, steam tank)	10% crafting	20% crafting	16	18
Gargantuan (large airship or naval ship)	10% crafting	20% crafting	17	19

REPAIRING ENCHANTED OBJECTS

Making repairs on a damaged or broken magical item is a more complicated matter, generally requiring a team effort by the experts who do the standard repairs, and the magic-users who repair the enchantments. (Tech adepts, tech clerics, and technomancers can accomplish both tasks, provided that they are proficient in the right tools, and have access to all needed spells and materials for the enchantment in question.) If the party decides to undertake such a task, and the DM allows it, apply the same formula as above – spend 10% of the normal crafting time and money (see *Dungeon Master's Guide*, p. 129) to repair a damaged magic item, or 20% to repair a broken one. All other requirements remain the same as for crafting magical items, including any spell components, which are expended *each day* of the repair process. The minimum level requirements are likewise unchanged, and most enchanted machines are rare, if not very rare or legendary.

7. TECHNO-MAGIC

This chapter presents the most common technomancy spells, and the spell list for the Tech Adept engineer.

TECH ADEPT SPELLS

CANTRIPS

Blade Ward
Charm Machine*
Dancing Lights
Ignition*
Mage Hand
Mending
Message
Prestidigitation

1ST LEVEL

Alarm
All Terrain Vehicle*
Comprehend Languages
Detect Magic
Discern Function*
Floating Disk
Identify
Inflict Damage*
Misfire*
Pilot's Blessing*
Repair Damage*
Shrapnel*

2ND LEVEL

Arcane Lock
Burrowing Bullet*
Conjure Burst*
Conjure Vehicle*
Cordon of Arrows
Endless Magazine*
Find Traps
Gnuman's Reliable Chauffeur*
Haywire*
Heat Metal
Knock
Locate Object
Magic Mouth
Magic Weapon
Shatter
Swift Travel*

3RD LEVEL

Animate Junk*
Breakdown Ward*
Cloak Machine*
Conjure Barrage
Defy Gravity*
Dispel Magic
Glyph of Warding
Gnuman's Comfortable Conveyance*
Lightning Arrow
Machine Jinx*
Protection from Bullets*
Protection from Energy
Thief's Curse*

4TH LEVEL

Breakdown*
Fabricate
Folding Carriage*
Gnuman's Flying Carriage*
Leomund's Secret Chest
Mind of Its Own*
Protect Machine*
Ram Horn*
Speak with Machines*

* New spells from this chapter.

NEW SPELL DESCRIPTIONS

The following spells are all considered technomancy spells. They are available as noted to clerics who choose the Technology Domain, engineers who choose the Tech Adept Specialty, wizards who choose the Technomancy Tradition, and other spellcasters who the DM wishes to have power over Æther Age technology.

ALL TERRAIN VEHICLE

1st-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 8 hours

After casting this spell on a land vehicle no more than size Large, the vehicle is able to cross rugged terrain without slowing down its overland speed. The spell has no effect on living creatures.

At Higher Levels. If cast using a 2nd-level slot, the spell can affect vehicles up to Huge; if cast using a 3rd-level or higher slot, it can affect any land vehicle.

ANIMATE JUNK

3rd-level transmutation

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (junk to animate)

Duration: Concentration, up to 1 hour

You call upon the spirits that inhabit one or more old piles of junk (p. 104), which must be within range when you cast the spell. The DM determines how much junk is available, based on where you are – a lot in a junk yard, not much in a nice downtown parlor – though smaller junk piles can combine into one large junk spirit, or a large pile can sprout several smaller spirits. Assuming there's enough junk in range, you may choose to animate one Medium scrap wolf, or six Small clutter goblins.

Junk spirits collapse back into inert piles of junk when reduced to 0 hit point, when the spell ends, or when you dismiss them as a free action. Though essentially mindless, they obey your basic commands, and are non-hostile to you and your allies. Roll initiative once for all the junk spirits, who act at the same time but on their own turn.

At Higher Levels. If cast using a 4th-level spell slot, this spell can summon two more clutter goblins, in addition to either choice above. A 5th-level spell slot can summon two scrap wolves, or one scrap wolf and six clutter goblins. With a 6th-level slot, you can create either a single rusted hulk, or three scrap wolves; a 7th-level or higher slot creates a rusted hulk and four scrap wolves.

BREAKDOWN

4th-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a monkey wrench or other small metal tool)

Duration: Instantaneous

Choose a machine or mechanical device up to size Large that you can see and is within range. The machine suffers an immediate breakdown – sputtering and dying, jamming, or whatever is appropriate to the machine type. If the machine is being controlled by another creature (wielding the gun, driving the steam carriage, etc.), that creature can use its next action to attempt a Dexterity-based proficiency roll to recover the device, against your spell saving throw DC. Success shakes off the effect of the spell, allowing the vehicle or device to resume normal function on the creature's next turn. Failure means the machine is temporarily broken, completely non-functional, and won't function again until someone with the right kind of tools spends a short or long rest working on it.

A techno-magical construct (p. 82) can make a Constitution saving throw to avoid the effect, and another at the beginning of each of its turns to recover.

At Higher Levels. If cast using a 6th-level or higher spell slot, you can affect a Huge machine; if cast using an 8th-level or higher slot, you can affect a Gargantuan machine.

BREAKDOWN WARD

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

Cast this spell and touch a machine, and the machine is protected against breakdown. The first time that the machine would be reduced to 0 hp as the result of taking damage, it drops instead to 1 hp and the spell ends. If the warded machine is instead subjected to an effect that would cause it to become broken (such as the *breakdown* spell, or rolling a natural 1 while damaged), the effect is negated and the ward ends.

BURROWING BULLET

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute or until bullet is fired

This spell is cast on a loaded firearm, either one you are holding or one within your reach as you cast. The next bullet fired from the affected gun carries the effect; if it hits the target, it inflicts normal damage (as a magical bullet), and then begins to burrow. At the beginning of the target creature's next turn, the creature can make a Constitution saving throw ... a success ends the effect and prevents further damage; a failure allows the bullet to inflict its basic damage (without ability modifiers). A *dispel magic* spell can also end the effect; otherwise, the bullet burrows for another turn (total of two), though the creature may attempt another Constitution saving throw at the beginning of its turn to end the effect.

At Higher Levels. If cast using a 3rd-level or higher slot, the bullet burrows for a number of rounds equal to the spell level used, or until ended by a successful saving throw or *dispel magic* effect.

CHARM MACHINE

Enchantment cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 1 minute

Cast on a non-sentient machine no more than size Medium, this spell causes the machine to be well-

disposed toward you. You have advantage on all rolls to operate it (not including attacks) for the duration of the spell, and if you're forced to make a saving throw to avoid something that the machine does, you have advantage on your roll. Constructs or sentient machines of any kind are immune to this cantrip.

When you reach 5th level, you can affect a machine up to Large; when you reach 11th level, you can affect a machine up to Huge. At 18th level and higher, you can charm any size of machine.

CIRCLE OF RUIN

5th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a handful of rusty nuts and bolts)

Duration: Instantaneous

You designate a point within range, and a wave of mystical energy emanates from that spot in a 60-foot-radius sphere. All machines, mechanical devices (including guns), and constructs within the area of effect take 8d6 points of force damage. Animated constructs and moving vehicles can make a Dexterity saving throw to take half damage; devices which are in the possession of a creature use that creature's Dexterity saving throw, and take no damage on a successful save.

At Higher Levels. If cast using a 6th-level or higher slot, the spell inflicts 2d6 additional damage per spell level above 5th.

CLOAK MACHINE

3rd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pair of broken spectacles)

Duration: Concentration, up to 1 hour

Cast upon a machine no bigger than Large, this spell cloaks it from sight as an *invisibility* spell. All cargo and passengers are likewise cloaked as long as they are fully inside the vehicle – though passengers can see each other normally. If the machine collides with any creature or object larger than Tiny, creates an effect which causes damage to any creature or objects, or if any passenger makes an attack or casts a spell on any target outside of the vehicle, the spell ends.

At Higher Levels. If cast using a 5th-level or higher spell slot, you can cloak a Huge machine; if cast using a 7th-level or higher slot, you can cloak any size of machine.

CONJURE BURST

2nd-level conjuration

Casting Time: 1 action

Range: Touch (10 foot cube)

Components: V, S, M (a shot fired from a gun)

Duration: 1 minute or until bullet is fired

Cast on your own gun or the gun of an ally which you can touch, this spell causes the next attack made with the gun to function as auto fire (p. 54), filling a 10 foot cube with gunfire, and forcing each creature within to make a Dexterity saving throw or take the gun's regular damage. Only a single piece of ammunition is expended.

CONJURE VEHICLE

2nd-level conjuration (ritual)

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (a part from the kind of vehicle you wish to conjure)

Duration: Up to 8 hours

By conducting a ritual over a part from some kind of non-military vehicle, you create a fully-functional vehicle of that type – though it appears vaguely rickety, made from mismatched parts. The vehicle can be no greater size than Large, and functions as a normal instance of that type of vehicle.

At Higher Levels. If cast using a 4th-level or higher spell slot, you can conjure a Huge non-military vehicle; if cast using an 6th-level or higher slot, you can conjure a Gargantuan non-military vehicle.

CONTROL MACHINE

4th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You seize control of a machine or vehicle within range. The target can't be more than size Large, and if it's under control or possession of another creature, the creature can make a Dexterity-based proficiency check against your spell save DC to retain control.

Once you gain control, you can direct the machine as if you were operating it using the normal controls. You can do so as a regular or bonus action on your turn; if you don't issue a command on a given turn, the pilot can act normally that round, or a pilotless machine continues with its most recent course of action. At the end of each of its turns, a pilot can attempt a vehicle proficiency check against your spell saving throw DC to seize back control and end the spell.

A techno-magical construct (p. 82) can make a Strength saving throw to resist the effects of this spell; failure means the construct acts like a puppet under your control. At the end of each of its turns, the construct can attempt another Strength saving throw to end the spell.

At Higher Levels. If cast using a 6th-level slot, you can affect machines up to Huge; if cast using a 8th-level or higher slot, you can affect any sized machine.

DEFY GRAVITY

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a dead spider)

Duration: Concentration, up to 1 hour

Cast on a land vehicle no more than size Large, this spell allows the subject vehicle to drive up walls and across ceilings as if they were the ground. All passengers and cargo are contained within the spell's effect, and don't fall out or jostle around while it lasts. The vehicle's speed and other stats remain unchanged.

At Higher Levels. If cast using a 5th-level slot, you can affect land vehicles up to Huge; if cast using a 7th-level or higher slot, you can affect any size of land vehicle.

DISCERN FUNCTION

1st-level divination (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Instantaneous

By taking a full minute to examine and evaluate a machine or technological device that isn't familiar to you, you can learn what it does and how to use it, how to repair it, etc. It can be no larger than Medium, and although it can be an enchanted machine, only the

ordinary functions of the machine are revealed. You don't gain proficiency with it, though you can attempt to use it anyway with no proficiency bonus.

At Higher Levels. If cast using a 2nd-level or higher slot, you can learn the ordinary functions of a Large machine; with a 4th-level or higher slot, a Huge machine; or a 6th-level or higher slot, a machine of any size. If you use a 3rd-level or higher slot, you can also discern the magical properties of an enchanted machine, of up to Large size; with a 6th-level or higher slot, a Huge enchanted machine; or any size of enchanted machine with a 8th-level or higher slot. A 9th-level slot will reveal the technical and magical functions of almost any technological or technomagical device, from a clockwork dragon to a starship to the Machine of Lum the Mad.

ENDLESS MAGAZINE

2nd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a spent shell casing)

Duration: Concentration, up to 1 minute

A simple or martial firearm is given infinite ammo for the duration of the spell. It doesn't need to be reloaded no matter how many times it's fired – though if the conjured bullets are ejected from the weapon, they vanish instantly. The bullets are otherwise ordinary.

At Higher Levels. If cast using a 5th-level or higher spell slot, this spell can be used on an exotic firearm (machine gun); if cast using a 7th-level or higher slot, it can be used on heavy military weaponry such as a tank cannon or naval gun.

FOLDING CARRIAGE

4th-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Up to 8 hours

Upon completion of this spell, the vehicle (or other machine) that you touch, which can be no larger than Large, shrinks and folds up into a small metal box. The box is made of the same material as the vehicle's exterior, and weighs 10 lb. It can't serve any purpose more complex than doorstep until the spell ends, whereupon it returns to normal form, and any creatures standing within the area occupied by the full

size vehicle (including a creature carrying the box when the spell expires) must make a DC 12 Dexterity saving throw or take damage as if from a low-speed collision with the vehicle (p. 61). You can end the spell at will from up to 60 feet away, ideally placing the box in a spot where it won't cause any damage first (unless damage is your goal). Otherwise, you know several minutes before the spell ends, and can sense as the deadline approaches.

At Higher Levels. Cast with a 5th-level slot, you can shrink a Huge machine for up to 8 hours, or a Large or smaller machine for up to 24 hours. A 6th-level slot shrinks a Large or smaller machine until you choose to end the spell. A 7th-level slot will shrink a Gargantuan vehicle for up to 8 hours, a Huge vehicle for up to 24 hours, or a Large or smaller vehicle until you choose to restore it. An 8th-level spell slot shrinks a Gargantuan vehicle for up to 24 hours, or a smaller machine until you choose to end the spell. A 9th-level slot will shrink any size of vehicle, which will stay shrunk until you choose to restore it.

GHOST CARRIAGE

7th-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a toy vehicle covered in cobwebs)

Duration: Up to 8 hours

You ensorcel a Large or smaller vehicle to travel back and forth between the Ethereal Plane and the material world. As long as the spell lasts, you (and other creatures which you designate, who must be proficient in the vehicle) can pilot the vehicle into the local Border Ethereal, or back out again, by moving at least 20 feet in any direction. Any passengers or cargo completely inside vehicle are taken along with it; anything on or partially inside the vehicle is left on the side where it started when the vehicle phases out. If a passenger exits the vehicle while in the Ethereal Plane, they are affected by a limited form of the *etherealness* spell – they exist in the Border Ethereal, as for that spell, and must ride back in the vehicle to return to the material world. If the vehicle leaves before they get back in, they are stranded until you come back to get them, or they find another way out.

When the spell ends, either because the duration elapsed, it was dispelled, or you ended it, the vehicle and all passengers are returned to the material world,

in the same place they are in the Ethereal.

At Higher Levels. Cast with an 8th-level or higher slot, the spell can affect Huge vehicles; with a 9th-level slot, it can affect any size vehicle.

GNUMAN'S COMFORTABLE CONVEYANCE

3rd-level conjuration (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a 2-inch glass sphere with a fancy toy coach, yacht, or airship inside)

Duration: 8 hours

Cast upon a vehicle, this spell creates an extra-dimensional luxury cabin for up to six Medium-sized passengers (Large passengers take up two spots, and larger creatures can't fit) – not including the driver or crew. The vehicle retains its normal outside appearance, with the windows looking in on an apparently empty passenger cabin.

While traveling within, passengers can rest, interact, or look out the windows. They are impervious to attacks or effects from outside the vehicle, though the vehicle itself can be attacked normally. If the vehicle crashes for any reason, they are safely deposited just clear of the wreckage, or at the nearest safe location within 1 mile. Passengers are likewise deposited when the spell ends, unless it is cast again using a spell slot of at least the same level as the original casting.

At Higher Levels. If cast using a 4th-level or higher spell slot, the cabin can accommodate passengers up to twice the spell slot level used.

GNUMAN'S FLYING CARRIAGE

4th-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M

Duration: 8 hours

Cast upon a land or water vehicle up to size Large, this spell imbues the subject with a flying speed equal to twice the vehicle's normal speed. It can be re-cast before the duration runs out, using a spell slot at least as high a level as the original casting. Otherwise, if still aloft when there are 10 minutes remaining, an *alarm* spell goes off throughout the vessel, and again at 5 minutes remaining. At 1 minute, the vehicle begins trying to land, and a *magic mouth* begins

counting down the seconds. If the spell ends while the vehicle is still aloft, it plummets to the ground, and all passengers suffer the effects of a crash (p. 64).

At Higher Levels. Cast with a 6th-level or higher slot, the spell can affect Huge vehicles; with a 8th-level slot, it can affect any size vehicle.

GNUMAN'S RELIABLE CHAUFFEUR

2nd-level conjuration (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a chauffeur's hat)

Duration: 8 hours

When the ritual is completed by setting a chauffeur's hat in the driver's seat, this spell calls into being a magical servitor who will drive the vehicle in question. It must be a vehicle with a single operator (Crew 1), though you need not be proficient yourself. The chauffeur appears to be a heavily-cloaked but otherwise normal driver, who will nod or wave amicably at creatures who try to get its attention, but otherwise ignore them. It drives the vehicle using your proficiency bonus, and can naturally find its way to any place that you know how to reach, assuming the vehicle is capable of reaching that location within the spell's duration. The chauffeur vanishes when the spell expires, though it can be re-cast by expending a spell slot of at least the same level as the original casting.

At Higher Levels. If cast using a 3rd-level or higher slot, the spell creates enough servitors to crew larger vehicles – 3rd level conjures up to three; 4th level, up to 10; 5th level, up to 20; 6th level, up 40; 7th level, up 60; and 8th level or higher, any number.

HAYWIRE

2nd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of haywire)

Duration: Concentration, up to 1 minute

Choose a machine or mechanical device up to size Large that you can see and is within range. The machine immediately enters a damaged state (p. 64), imposing a disadvantage on all rolls to use or control it. Any roll of a natural 1 results in the machine entering the broken state until the spell ends, unless the pilot can make a vehicle proficiency check against your spell saving throw DC. Techno-magical

constructs (p. 82) can make a Constitution saving throw to resist the spell when you cast it, and to resist entering a broken state after rolling a natural 1 on a ability check.

At Higher Levels. If cast using a 4th-level or higher spell slot, you can affect a Huge machine; if cast using an 6th-level or higher slot, you can affect a machine of any size.

IGNITION

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You can generate a burning spark with your touch, sufficient to ignite a flammable object (candle, cigarette, fuse, etc.), start up the boiler on an Æther Age vehicle, set off a bullet, or similar tasks.

INFLECT DAMAGE

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Touch a machine or construct (by making a melee spell attack, if in combat) to inflict 3d10 force damage on the subject.

At Higher Levels. Cast using a 2nd-level or higher slot, this spell inflicts another 1d10 damage per level above 1st.

MACHINE JINX

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a cross-threaded or otherwise damaged bolt)

Duration: Concentration, up to 1 minute

You inflict a terrible curse on a creature that you can see. The victim can attempt a Wisdom saving throw to resist the effect; if it fails, all of the victim's attempts to use technological devices – firearms, Æther Age vehicles, machines of any kind – go awry. Until the spells expires or is ended by a *remove curse* spell, the creature makes all ability and attack rolls with such

devices at a disadvantage, and any roll of a natural 1 in such an attempt results in the machine refusing to work for the victim until the spell ends. Non-jinxed creatures can use the machine normally, but it acts as though it's broken for the victim.

At Higher Levels. If you cast this spell using a 3rd-level slot, the duration is concentration, up to 10 minutes. If you use a 4th-level or higher slot, it no longer requires concentration – a 4th-level slot gives a duration of 8 hours; a 6th-level slot, 24 hours; a 9th-level slot creates a curse that lasts until removed.

MIND OF ITS OWN

4th-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Cast upon a machine of no more than Large size, this spell causes the machine to lurch out of control. If the machine is under a creature's control, the creature must make a Dexterity-based proficiency check to retain control; otherwise, the machine behaves randomly. Vehicles can use the table for the *confusion* spell (*Player's Handbook*, p. 225), with results indicating a melee attack being used instead to ram into anyone in its path (see p. 61). Other machines will randomly activate and deactivate their various functions, as determined by the DM.

A techno-magical construct (p. 82) can make a Strength saving throw to resist the effects of this spell; failure means the construct acts as though under the influence of a *confusion* spell. At the end of each of its turns, the construct can attempt another Strength saving throw to end the spell.

At Higher Levels. If cast using a 6th-level slot, you can affect machines up to Huge; if cast using a 8th-level or higher slot, you can affect any size of machine.

MISFIRE

1st-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a crushed shell casing)

Duration: Up to 1 minute

Cast on a creature you can see within range, this spell causes the next attack that creature makes with a

firearm to be made at a disadvantage. Further, if the attack misses, the creature must make a Constitution saving throw as the shot misfires in its face; failure inflicts the gun's normal damage on the creature, and blinds it until the end of its next turn.

At Higher Levels. If cast using a 2nd-level or higher slot, the spell can target additional creatures, who are all within a 30 foot square area in range.

PHASE VEHICLE

5th-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Up to 1 minute

Cast upon a vehicle up to size Large, which you can see and which is within range, this spell temporarily phases the vehicle into the Ethereal Plane, along with any passengers and cargo. The goal is to avoid some kind of collision or catastrophe, by passing harmlessly through the hazard. If all goes well, this is what happens – the vehicle phases for just long enough to pass through the roadblock, brick wall, or other vehicle, and phases back in once it has safely reached the other side. If the transit takes longer than a minute, however, the vehicle and passengers remain in the Ethereal plane, until they can find a way out.

At Higher Levels. If cast using a 7th-level slot, you can affect vehicles up to Huge; if cast using a 9th-level, you can affect any size of vehicle.

PILOT'S BLESSING

1st-level enchantment (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a piece of clothing typically by a pilot)

Duration: 8 hours

You conduct a ritual over a pair of wind goggles, an aviator's cap, or some other piece of clothing typically worn by the operator of a vehicle. Upon completion, you can give the clothing to a creature, who then gains proficiency in that vehicle type for as long as they wear it, up to 8 hours.

At Higher Levels. If cast using a 3rd-level or higher slot, the spell enchants clothing for one more creature per level above 2nd.

POWER WORD RUIN

9th-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V

Duration: Instantaneous

You intone a word of power which reduces a single machine or techno-magical construct (with up to 250 hit points) to ruins and scrap. If the target is a moving vehicle, it immediately crashes (see p. 64), with the normal consequence for passengers.

PROTECTION FROM BULLETS

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You imbue yourself or the creature you touch with resistance to bullets (see p. 82) for the duration of the spell.

PROTECT MACHINE

4th-level abjuration (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M

Duration: 8 hours

This spell protects one Large or smaller machine, and any passengers or cargo if it's a vehicle, from certain kinds of damage. For the duration of the spell, the machine gains resistance to either: (a) bludgeoning, piercing, and slashing damage, or (b) any two of acid, cold, fire, force, lightning, and thunder damage. While the vehicle has resistance against a form of damage, all crew and passengers inside that vehicle are completely immune to that kind of damage from attacks or effects that originated outside of the vehicle. (Passengers can fight amongst themselves normally.)

At Higher Levels. If cast using a 6th-level spell slot, the spell can protect Huge machines; if cast using an 8th-level slot, it can protect any size of machine.

PURIFY AIR

2nd-level alteration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous; Concentration keeps new pollutants out of the area for up to 1 hour.

This spell magically cleanses the air within a small area, freeing it of pollutants such as blight, smog, dirt, smoke, gas, or even spells such as *stinking cloud* or *cloudkill*. The area affected is a 5-foot radius around the point the caster chooses, up to 30 feet away; the area is purified, and as long as the caster retains concentration on the spell, the air within that area remains clean and breathable in spite of surrounding conditions.

At Higher Levels. If cast using a 4th-level or higher spell slot, the spell affects a 10-foot radius; a 6th-level or higher slot affects a 15-foot radius; and an 8th-level or higher slot affects a 20-foot radius.

RAM HORN

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of ram's horn)

Duration: Concentration, up to 1 minute

Cast upon a vehicle of no more than Large size, this spell sheaths the vehicle in an energy shield. The affected vehicle inflicts bonus damage when ramming (p. 61), adding force damage equal to the vehicle's normal damage for that collision. It also gains resistance to the damage it takes in any collision, and completely protects the passengers and crew from collision damage as long as it has at least 1 hit point.

At Higher Levels. If cast using a 6th-level slot, the spell can affect a Huge vehicle; a 8th-level or higher slot can affect any size of vehicle.

REPAIR DAMAGE

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You lay hands on a machine, vehicle, or other device which has taken hit point damage, and some of the damage magically repairs itself. The machine can't be

completely broken, it must have at least 1 hit point left; it recovers hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on living creatures of any kind, nor undead, extraplanar beings, elementals, etc. It does heal damage to magical constructs as well as mechanical ones.

At Higher Levels. Casting this spell with a 2nd-level or higher slot repairs 1d8 additional hit points for each level above 1st.

RESTORE

7th-level transmutation

Casting Time: 1 hour

Range: Touch

Components: V, S, M (At least 1,000 gp worth of the material of which the machine is made)

Duration: Instantaneous

This ritual rebuilds and restores a machine which has fallen to ruin, including an enchanted machine. The machine can be up to size Large, and although it need not be intact, at least most of its remains must be present. The magic puts the machine back together over the course of the casting time, constructing in time-lapse while you conduct the ritual. At the end of the casting, the machine is whole and functional, with full hit points; if it was enchanted before falling to ruin, the enchantments are restored to normal function.

Cast on a techno-magical construct (p. 82), this spell function as either a *heal* or *resurrection* spell, depending on whether the construct is destroyed or merely damaged.

At Higher Levels. If cast using an 8th-level spell slot, a Huge machine can be restored; if cast using a 9th-level slot, any size of machine.

SHRAPNEL

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute or until bullet is fired

This spell is cast on a loaded firearm, either one you are holding or one within your reach as you cast. The next bullet fired from the affected gun carries the effect; in addition to its normal effect, the bullet explodes for 1d10 piercing damage to the target and

all creatures within 10 feet. Each creature can attempt a Dexterity saving throw for half damage.

At Higher Levels. If cast using a 2nd-level or higher slot, the damage increases by 1d10 per slot level above 1st.

SPEAK WITH MACHINES

4th-level transmutation

Casting Time: 1 action

Range: Self (40-foot radius)

Components: V, S

Duration: 1 hour

You gain the ability to communicate with machines within 40 feet of you. You can ask them questions about their recent memories, though their perspectives are limited to things of immediate interest to a machine of that type. A steam engine won't be able to tell you about any specific passenger, for instance, but could speak about obstructions or unusual encounters on the tracks. While under the effects of the spell, machines are generally well-disposed toward you, giving you advantage on vehicle and machine operation rolls (though not on attacks of any kind). If you attempt salvage or patching in the process of repairs, the DC is reduced by 2.

You can attempt to end the effects of spells like *breakdown*, *control machine*, *haywire*, or *mind of its own*, which are affecting a machine within range. As a bonus action on your turn, roll against the spellcaster's saving throw DC to end the effect. You can only make this attempt once per hostile effect you are trying to end. You can also convince machines working for your enemies to be finicky and unreliable; as a bonus action on your turn, you can cause one machine within range to impose disadvantage on its next operation roll.

SUBMERSIBLE VEHICLE

5th-level transmutation (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a fish bowl)

Duration: 8 hours

When you finish casting this spell on a vehicle, its interior becomes watertight, and it gains a swimming speed equal to half its normal speed. It can submerge and travel underwater, making it invisible from the surface; as long as it isn't destroyed, the interior

remains sealed and the occupants dry. The magic regenerates the air to keep the occupants from asphyxiating, and maintains a tolerable temperature in spite of cold ocean depths.

The spell can be re-cast before it ends, using a spell slot of at least the same level as the original casting, allowing the vehicle to continue its underwater journey. Otherwise, it sounds alarms and tries to surface when the duration is close to expiring, as for *Gnuman's flying carriage*. If the spell expires while the vehicle is underwater, the occupants are no longer protected from the effects of being underwater.

At Higher Levels. If cast using a 7th-level slot, the spell can transform a Huge vehicle; a 9th-level slot can affect any size of vehicle.

SWIFT TRAVEL

2nd-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (an oilcan)

Duration: 8 hours

This spell grants a vehicle (up to Large) twice its normal travel speed – but no effect on combat speed.

At Higher Levels. If cast using a 4th-level or higher slot, the spell can affect a Huge vehicle; a 6th-level or higher slot affects a vehicle of any size.

THIEF'S CURSE

3rd-level abjuration (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a silver needle, hidden in the warded vehicle)

Duration: 24 hours

Cast on a vehicle up to size Large, this spell doesn't take effect unless the vehicle is moved by a creature other than you. In this event, you become aware of the theft, and know the direction and distance to the vehicle at all times while the spell is active, provided it remains on the same plane of existence as you.

Meanwhile, the vehicle itself is stubbornly uncooperative for the thief, traveling at half its normal speed and imposing disadvantage on all rolls to pilot it, until the curse is ended. It will also randomly attempt to disable itself as long as it's being operated by the thief – once per minute of continuous

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operation, or any time the driver rolls a natural 1 on any vehicle proficiency check, the driver must make a Dexterity-based proficiency roll to keep the vehicle from swerving into a ditch, hitting a rock and losing a wheel, etc. This will never result in a full-on collision, but puts the vehicle into a broken condition until the problem is repaired, or you end the spell.

The curse can be ended by a successful *dispel magic* spell, you can end it at will to allow an ally to

operate the vehicle, or it ends naturally if you recover the vehicle.

At Higher Levels. If cast using a 5th-level slot, the spell can affect a Huge vehicle; a 7th-level or higher slot can affect any size of vehicle. In any case, if you cast the spell using a slot one level higher than required (4th-level for a Large vehicle, etc.), the spell will last until you end it or it's dispelled.

NEW MAGIC ITEMS

The following new magical and technological treasures can be found in the Æther Age. At the DM's prerogative, they can be swapped into encounter loot, replacing items of equivalent power and/or value.

ENCHANTED VEHICLES

If desired, the DM may give out enchanted machines, specifically Æther Age vehicles (p. 62) enchanted with one or more of the relevant technomancy spells, as rare and valuable treasure. Such a vehicle is at least as rare as a Figurehead of Wondrous Power (p. 80) bearing the same enchantment – rarer if Huge or Gargantuan.

NEW MAGIC ITEMS, A-Z

Except where noted, the items below conform to the rules for other magic items (*Dungeon Master's Guide*, pp. 135-218).

ALCHEMICAL SHELLS

Weapon (light or heavy shotgun shells), rarity varies

Available only for heavy or light shotguns, this specially-crafted ammunition delivers some kind of alchemical or mystical substance in place of the shell's usual payload (hot lead), changing the damage type inflicted on a hit. The attack is otherwise identical to a standard attack using that gun.

DAMAGE TYPE	RARITY	MARKET PRICE
acid	common	50 gp/12 shells
cold	common	100 gp/12 shells
fire	common	50 gp/12 shells
lightning	uncommon	150 gp/12 shells
necrotic	uncommon	250 gp/12 shells
radiant	uncommon	300 gp/12 shells
poison	common	100 gp/12 shells

BOX OF JUNK

Wondrous item, rare

What appears to be a common junk box, weighing 10 lb. and rattling when shaken, opens to a small extra-dimensional space that's full of spare parts and broken or disassembled mechanical devices. Rummaging through the parts for 1d10 minutes allows you to

choose one of the options below; once you have used the box this way, you can't use it again until after the next sunrise.

- Attempt a salvage roll (p. 65) for repairs that you're currently conducting, assuming that you're proficient with the necessary tools.
- Find a piece of non-magical adventuring gear (from the *Player's Handbook*, or Chapter 6) of your choice, worth no more than 50 gp.

BULLET OF BURROWING

Weapon (any kind of bullet), uncommon

A bullet that has been enchanted with the *burrowing bullet* spell – it inflicts normal damage on a hit, and forces the target to make a DC 12 Constitution saving throw at the beginning of its next turn. Success on the saving throw ends the effect, while failure results in the bullet inflicting its normal damage (no ability modifiers) as it burrows deeper. The creature can attempt another saving throw to end the effect at the beginning of its next turn; otherwise, the bullet burrows again that round, and then the effect ends.

BULLET OF SLAYING

Weapon (any kind of bullet), very rare

A bullet can be ensorcelled to carry an enchantment similar to an *arrow of slaying* (*Dungeon Master's Guide*, p. 152), designed to be lethal to a particular kind of creature. Such a bullet operates exactly like an equivalent arrow, save that the damage inflicted also ignores any kind of resistance or immunity to bullets or piercing damage. Thus, no matter what resistances or immunities the target creature has, it takes full normal damage from the bullet itself, and full damage from the enchantment (or half if it makes the Constitution saving throw).

BULLETPROOF VEST

Wondrous item, rare

An enchanted jacket, waistcoat, or other piece of clothing for the torso, that gives the wearer resistance to bullets (see p. 82). It counts as an article of clothing, worn under armor, and provides no AC bonus.

BULLETS +1, +2, OR +3

Weapon (any kind of bullet), uncommon (+1), rare (+2), or very rare (+3)

As for other magical ammunition (*Dungeon Master's Guide*, p. 150), these bullets grant the listed bonus to hit and damage. If the DM allows, bullets +1 might be available at a market price of 250 gp/12 bullets.

DWARVEN RIFLEMAN'S SHIELD

Armor (shield), uncommon

This isn't actually a magical item, but a piece of dwarven ingenuity. It's a thick iron shield, with a socketed hole front and center. A properly outfitted rifle or saddle gun is set through the hole and bolted in place, such that it can be aimed through a visor in the shield. Thus, when the rifle is aimed, the shield is held directly in front of the wielder, guarding in the direction of the enemy.

This has a few results. While a rifle is affixed to the shield, you can use both at the same time – gaining the shield's AC bonus, while wielding the two-handed rifle. If the weapon wasn't already heavy, it is with the shield attached – add 8 lb. to the weapon's weight. You can brace the longarm normally (p. 54), and gain a +1 to attack rolls made while the gun is braced with the shield. When the gun isn't braced, the shield makes it more awkward to use, imposing a -1 on your attack rolls with it.

An ordinary dwarven rifleman's shield might be found on the market at 100 gp. For an enchanted dwarven rifleman's shield, add 100 gp to the cost of the standard enchanted shield.

ELDRITCH GRENADES

Weapon (grenade), rarity varies

These enchanted hand grenades cast a specific area spell when primed and thrown. They function like ordinary grenades (p. 55), and can be thrown up to 60 feet, but use the listed parameters for the spell in question when they go off. It's up to the DM which spells are available; any spell with an area that spreads from a point could be useful in the right circumstances. Saving throw DC is 10 + spell level.

SPELL LEVEL	RARITY
1st-2nd (<i>darkness</i> , <i>shatter</i>)	Uncommon
3rd-4th (<i>dispel magic</i> , <i>fireball</i>)	Rare
5th-6th (<i>circle of death</i> , <i>cloudkill</i>)	Very rare

ELEMENTAL BREATHER

Wondrous item, uncommon

A metal-framed breathing mask (p. 56), enchanted to filter out airborne toxins and provide a steady supply of fresh elemental air. When wearing the mask over your nose and mouth, you don't need to breathe outside air, and thus are immune to inhaled hazards such as smog, *stinking cloud* or *cloudkill* spells, etc.

ENDLESS REPEATER

Weapon (any kind of firearm), rare

A firearm enchanted with a permanent version of the *endless magazine* spell, and thus it never runs out of bullets. Ejecting a spent cartridge or live round causes it to vanish as soon as it clatters to the ground, instantly replaced with a fresh bullet in the chamber. No other kind of ammunition can be loaded; unless the gun bears additional enchantments, it fires ordinary bullets, exclusively and endlessly.

If an endless repeater is crafted with additional enchantments, it increases the other enchantment's rarity by one level (rare becomes very rare, etc.).

ETHEREAL COMPASS

Wondrous item, uncommon

This device appears to be a large and elaborate compass, engraved with runes and set with three needles instead of one, which measures minor variations in the flow of æther. Each needle points in the direction of one kind of ethereal phenomenon, if such a phenomenon is present within 1 mile of the compass. There are multiple signals of one type in range, the compass points to the closest one; if there are no signals in range, that needle drifts aimlessly until a signal comes in range.

- The copper needle points in the direction of the largest nearby concentration of æther. This is most often an airship, but if there's been an æther leak or implosion in the last 24 hours, it will point toward that.
- The silver needle points in the direction of the nearest ethereal curtain.
- The gold needle points in the direction of the nearest ethereal creature.

ETHEREAL GOGGLES

Wondrous item, uncommon

A pair of clunky goggles with smoky green lenses, which allow the wearer to see nearby Ethereal creatures and phenomena – though not to interact with them, hear them, etc. While looking through the goggles, you can see anything within 60 feet which is invisible only due to being on the Ethereal Plane, including ghosts, ethereal telegraph wires, and creatures affected by a *blink* or *etherealness* spell or similar effect. Ethereal beings and object appear fuzzy and translucent, and they can tell you can see them.

ETHEREAL RECEIVER

Wondrous item, uncommon

A contraption about the size and shape of a breadbox, with a few dials on the front, and small hole with a squat amplification horn poking slightly out of it. By switching the device on and adjusting the dials, you can attempt to “tune in” nearby Ethereal sounds, including the voices of ghosts or other creatures in the local Border Ethereal – though the sounds will always seem to come from the receiver. They can hear you normally, and while they aren't compelled to answer your questions (much less answer truthfully), they may choose to do so anyway. If used near a dead body, this has an effect similar to a *speak with dead* spell, allowing you to communicate with the corpse.

FIGUREHEAD OF WONDROUS POWER

Wondrous item, rarity varies (requires installation)

If one of these enchanted figureheads is held against the front of a mechanical vehicle of at least size Large, it magically fuses itself to the vehicle, appearing to be an integral (if ornamental) part of it. While it is so attached, the figurehead imbues one or more magical effects on the vehicle, depending on the specific enchantment. The process takes a short (or long) rest, as if attuning a new magical item, but the attunement is to the vehicle rather than a character. The figurehead can be removed over the course of another short or long rest, unless the figurehead is cursed (in which case a *remove curse* spell is required to remove it, exactly as if it were attuned to a creature).

Ancient Mariner (Very Rare). This skeletal figurehead summons a crew from beyond to operate the vessel, who appear as translucent skeletal sailors, airmen, or other appropriate operators of the vehicle

in question. They are harmless, completely ignoring anything other than orders pertaining to the execution of their duties. They can't be attacked (or touched or affected in any way) from the material world; if attacked on the Ethereal plane, they have the stats of undead skeletons, and will defend themselves as best they can until destroyed. Any slain crewmen are replaced at a rate of one per day.

Faerie Nymph (Rare). This alluring figurehead can be used to cast *cloak machine* once on the host vehicle, and then cannot cast it against until after the next sunrise. The spell lasts until the vehicle or its passengers make an attack or cast a spell against a target outside of the vehicle; until the vehicle collides with another vehicle or creature no more than two size categories smaller; or until the pilot or captain ends the spell as a free action.

Guardian Angel (Very Rare). An angelic figurehead watches over the vehicle and its passengers, granting resistance to two of the following kinds of damage: acid, cold, fire, lightning, necrotic, radiant, or thunder. The two kinds of damage can be changed once every 24 hours, and then will remain in effect until changed again, or the figurehead is removed.

Raging Gorgon (Rare). This fearsome figurehead can be used to cast *ram horn* once on the host vehicle, and then cannot cast it against until after the next sunrise. The spell lasts until the vehicle has collided with another vehicle or creature no less than two sizes smaller than itself.

Soaring Pegasus (Rare). The vehicle's overland (or sea) speed is doubled by this majestic figurehead. If it's a land vehicle, it can ignore the effects of rough terrain.

FIREARM +1, +2, OR +3

Weapon (any firearm), uncommon (+1), rare (+2), or very rare (+3)

Like other enchanted weapons, magical firearms give the specified bonus to attack and damage rolls made with the weapon.

GNUMAN'S WONDERFUL TOYS

Wondrous item, rare

These small mechanical contraptions appear to be typical children's wind-up toys, weighing 1 lb. each. If you use an action to wind one up and set it on the ground, it instantly grows into a full-sized device of the kind depicted by the toy. It appears in an empty space within 5 feet of you, provided that there's enough room for the full-sized object. It functions as an ordinary example of the machine, weapon, or construct in question, for a duration specified by the type of toy, until its reduced to 0 hit points, or until you flip a switch on it to deactivate it.

Toy Car. Becomes a steam carriage (p. 62) for up to 8 hours, whereupon it deposits any passengers safely on the ground and returns to toy form. Once activated, it can't be used again until the next sunrise.

Toy Gun. Becomes an endless repeater (p. 79) of one specific type, functioning as an ordinary gun of that type, save that it never needs to be reloaded. It can be used for up to 2 hours, and then not again until 2 days have passed.

Toy Soldier. Becomes a mechanical warrior (p. 94) for up to 2 hours. The construct obeys your verbal commands, or stands motionless if not given any command that it can accomplish. Once used, it can't be used again until 5 days have passed.

MODRON'S TIMEPIECE

Wondrous item, very rare (requires attunement)

A large, elaborate pocket watch, with layers of moving gears visible behind the polished face, of the kind that modron overseers use to coordinate their underlings. It doesn't keep any kind of time that makes sense in the material world, but an attuned owner can study the timepiece intently upon completing a long rest, gaining flashes of insight into the workings of the cosmos. This grants the owner an ability identical to the Portent feature of the Divination wizardly tradition (*Player's Handbook*, p. 116).

SLAYER'S REVOLVER

Wondrous item, legendary (requires attunement)

This unique rune-covered early model heavy revolver can only fire special magical ammunition, crafted exclusively for it. Any other bullet loaded in the weapon is expended without firing, as though it were a dud round. Each round must be crafted as if it were a magical item worth 5,000 gp, requiring both an 11th-level spellcaster and a technician proficient with gunsmith's tools (or one creature that is both of these things) to be present throughout the creation process. These bullets can't be fired from any other weapon; attempting to do so expends the bullet without firing it, as though it were a dud round. No more than six of these special bullets can exist at a time, enough to fully load the revolver. Creating another causes one of the existing bullets to lose its potency, becoming a worthless dud round. When found, the gun is loaded with 1d6-1 bullets.

When one of the specially-crafted bullets is fired from the Slayer's Revolver, the weapon gives a magical +3 bonus to attack and damage rolls. If the attack hits, the bullet acts as if it were a Bullet of Slaying (p. 78), specific to the kind of creature hit, no matter its actual type.

SPIRIT CAMERA

Wondrous item, uncommon

This camera (p. 58) is fitted with the same kind of lens that allows ethereal goggles (p. 80) to see into the nearby Border Ethereal. Pictures taken with it appear slightly green-tinted and out-of-focus; anything (creature, object, etc.) that was in-frame, but invisible due to being ethereal, can be seen as a ghostly translucent figure in the picture. Proficiency with ordinary cameras is required to take and develop pictures with a spirit camera.

UNIVERSAL TOOLKIT

Wondrous item, uncommon (requires attunement)

A large box of technical tools (weighs 15 lb.), which can be reconfigured into any kind of engineering tool kit with which an attuned owner is proficient. Reconfiguring the tools takes 1 minute, and can be done as often as desired; as long as the tools are in a particular form, they function as ordinary tools of that kind. If desired, the DM might allow a universal toolkit to be purchased at a market price of 300 gp.

APPENDIX. ÆTHER AGE MENAGERIE

The new monsters presented below are common to the Age of Æther. Many are Æther Age variants of well-known creatures, others are new or unique to the Industrial Age.

TECHNO-MAGICAL CONSTRUCTS

Many of the new monsters presented here are techno-magical constructs – machines given an artificial semblance of life by a bound spirit, much like a golem. Unless otherwise noted, all creatures of the “Construct” type in this appendix have the following characteristics, in addition to those listed in their individual stat blocks. Many are also resistant or immune to bullets (see *Bulletproof Monsters*, below); this will be noted with the creature's other features.

All techno-magical constructs have the following characteristics:

Antimagic Susceptibility. Techno-magical constructs are incapacitated by any effect that deprives them of the mystical energy which animate them, including entering a magic-dead area or *antimagic field*, until moved outside of the effect. A *dispel magic* spell or similar effect will cause a techno-magical construct to “power down,” effectively paralyzing it for 2 rounds per level of the spell slot used, if it fails a Constitution saving throw against the caster's spell save DC.

Eldritch Machine. Techno-magical constructs don't require air, food, drink, or sleep. They are considered to be objects rather than creatures, for the purposes of magic (including technomancy) and other effects. They are immune to any condition or effect that targets a creature's metabolic or psychological processes – charm, paralysis, poison, sleep, etc. – or which requires any kind of saving throw other than Strength or Dexterity (and certain Constitution saves; see below).

Immutable Form. A techno-magical construct is immune to any spell or effect that would alter its form.

Mechanical Constitution. Although normally immune to physiological effects that require a Constitution saving throw, constructs can be forced to make Constitution saving throws against effects that would interfere with their normal functioning. A *shatter* spell or similar effect has the normal results on constructs caught in the area, and a failure on the Constitution saving throw blinds a construct that relies on a lens or similar apparatus to see.

Unhealing. Constructs can't recover lost hit points by resting, medical treatment, or magical healing, but must be repaired (p. 65) if damaged.

BULLETPROOF MONSTERS

Many monsters are traditionally very hard (if not outright impossible) to kill with bullets alone – golems, slimes, undead, extra-planar entities, and others are often depicted as shrugging off hails of bullets. In order to account for this element in an Æther Age campaign, the DM may choose to add *resistance to bullets* to any creature with one of the following types: Celestial, Construct, Elemental, Fey, Fiend, Ooze, Plant, or Undead. Resistance to bullets cuts all damage from firearms by 75% (i.e. to 1/4 of the calculated value, rounded down). This resistance applies whether from mundane or enchanted bullets, unless the bullets were specially crafted to harm the creature (see below).

Resistance, immunity, or vulnerability to piercing damage (or non-magic weapons) also applies normally to bullet damage. If a creature is resistant to both piercing and bullet damage, always use the better resistance that applies to a given attack. For instance, a creature that's immune to non-magic weapons, resistant to bullets, *and* resistant to piercing damage is takes no damage from non-magic arrows and bullets, 1/2 damage from magic arrows, and 1/4 damage from magic bullets.

Bullets that are specially made to harm the specific kind of monster ignore this rule – such as a *bullet of slaying*, a silver bullet fired at a devil or lycanthrope, and so on. Such bullets overcome damage resistance as would an arrow made with the same enchantment or substance type.

BLIGHTED

In areas of heavy industrial blight (p. 10), native beasts, fey, and plants are often adversely affected by prolonged exposure to the pollution. Such creatures warp and twist into corrupted and malevolent versions of their former selves, often developing a burning hatred for the things they once cherished and protected. Blighted plants can spontaneously animate, gaining the stats of awakened shrubs or trees.

Monstrous Mutations. A blighted creature's appearance is like a charred and wizened version of a standard creature of their type – hair or leaves are patchy and wilted, teeth and nails are brown and jagged, eyes glow sickly yellow or ghastly green. Those with extraordinary abilities, particularly fey, generally retain some version of those abilities – often toxic corruptions of the original. Some mutate further, gaining additional hit dice, improved Armor Class or ability scores, or appropriately noxious characteristics.

Ill-Tempered. Blighted creatures are always evil, but their evil is more like belligerent grouchiness than scheming malevolence. They seldom venture out of their despoiled homes, and although they might not attack intruders on sight, they will begin any encounter with an unfriendly tone. They escalate quickly to open hostility if they become frustrated or annoyed for any reason, and have no compunction against violence or killing. Many enjoy destroying things that remind them of what they once were, though few are ambitious enough to seek such things out.

Blight-Bound. Having adapted so completely to ubiquitous pollution, blighted creatures begin to wither and die if they leave a blighted area. To them, clean air is like heavy smog (p. 10), and unless they are returned to a blighted area (or restored to their pre-blighted incarnation, such as by powerful magic), they will succumb to exhaustion and eventually die.

Blighted creatures generally use the same statistics as an unaffected creature, with the changes and additions below.

Blight Adaptation. Blighted creatures are completely immune to necrotic or poison damage, to being poisoned in any way, and to the effects of smog. They can see normally in light or heavy smog, and have advantage on Dexterity (Stealth) rolls in blighted or smoggy areas.

Feral Temperament. If a blighted creature's Intelligence score was 10 or higher, it drops to 9; their Charisma score is cut in *half*. Their Wisdom score increases by 2.

Toxicity. Blighted creatures who use natural melee attacks (bite, claws, slam, etc.) gain a poison damage rider on those attacks. Tiny and Small creatures add 1 poison damage; Medium creatures add 2 (1d4); Large creatures add 3 (1d6); Huge creatures add 5 (2d4); and Gargantuan creatures add 7 (2d6).

Spellcasting or Innate Spellcasting. Blighted creatures with spellcasting abilities retain those abilities, though their spell lists are altered to favor magic of stench and corruption. If their spellcasting ability was Intelligence or Charisma, it becomes Wisdom instead.

BLIGHTED DRYAD

A dryad whose grove or forest has succumb to blight is wretched and tragic creature – and considerably deadlier than her cousins, particularly if any of the local blighted flora have awakened and joined her.

Medium fey (blighted), neutral evil

Armor Class 11 (16 with *barkskin*)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	9 (-1)	18 (+4)	9 (-1)

Skills Perception +6, Stealth +5

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish, Sylvan

Challenge 2 (450 XP)

Blight Walk. A blighted dryad can't step through healthy living trees as can her healthy sisters, but she can use 10 feet of her movement to vanish into a bank of smog, a large puddle of polluted water, or a blighted tree, and emerge from another such feature within 60 feet of the first. She appears in an unoccupied space within 5 feet of the destination. Both blight features must be large enough for the dryad to pass through, vanish into, etc.

Innate Spellcasting. The dryad's innate spellcasting ability is Wisdom (spell save DC 14). The dryad can cast the following spells, without need for material components:

At will: *poison spray*

3/day each: *entangle*, *ray of sickness*

1/day each: *barkskin*, *spike growth*, *stinking cloud*

Magic Resistance. The dryad has advantage on all saving throws against spells and magic.

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language, though they can sense her corruption, and all but other blighted creatures will fear and shun her.

ACTIONS

Blighted Gaze. The dryad chooses one humanoid or beast that she can see within 30 feet of her. If the target can see her, it must make a DC 14 Wisdom saving throw, or be afflicted with a curse. Until the curse ends, every successful attack by a blighted creature inflicts an extra 1d4 poison damage against the cursed creature. The curse can be ended by a *remove curse* spell, by the dryad (as a free action at will), or a short or long rest. A target who makes its saving throw is immune to that dryad's Blighted Gaze for the next 24 hours. The dryad can curse up to three creatures at a time.

Poison Spray. The dryad casts the *poison spray* cantrip, forcing a creature within 10 feet of it to make a Constitution saving throw (DC 14) or take 13 (2d12) poison damage.

BLIGHTED RAT

Rats live among the waste and pollution of a city, and are among the first creatures to succumb to blight.

Small beast (blighted), neutral evil

Armor Class 12

Hit Points 9 (2d6+2)

Speed 30 ft.

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

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages –

Challenge 1/4 (50 XP)

Keen Smell. Rats have advantage on Wisdom (Perception) rolls that rely on smell.

Pack Tactics. Rats have advantage on attack rolls against a creature if at least one of the rat's (non-incapacitated) allies is within 5 feet of the creature.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage plus 1 poison damage.

BLIGHTED SPRITE

The sprites who inhabit a blighted area lose their goodhearted nature, along with their ability to see into the hearts of others. They gain a malicious streak a mile wide, using their natural abilities to torment non-blighted creatures who invade their homes.

Tiny fey (blighted), neutral evil
Armor Class 15 (leather armor)
Hit Points 5 (2d4)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	9 (-1)	14 (+2)	6 (-3)

Skills Perception +4, Stealth +8
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses passive Perception 14
Languages Common, Elvish, Sylvan
Challenge 1/4 (50 XP)

ACTIONS

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage plus 1 poison damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 1 piercing damage, and the target must make a Constitution saving throw (DC 10), taking 2 (1d4) poison damage and becoming poisoned for 1 minute on a failure. Success halves the poison damage and avoids the poisoned condition.

Invisibility. The sprite becomes invisible, along with all its clothing and gear, until it attacks or loses its concentration.

Spooky Touch. The sprite must be invisible to use this ability, and using it doesn't end the invisibility effect. It sneaks up and touches a creature (no roll, but the sprite must enter the target creature's space); the creature must make a DC 10 Wisdom saving throw or become frightened until the end of its next turn.

BLIGHTED TREE

A tree in a blighted area, which either spontaneously or magically awakened in a really foul mood. Its slam attack is made with twisted and gnarly branches, covered in sticky blight-soot which is smeared and mashed into any wounds it causes.

Huge plant (blighted), neutral evil
Armor Class 13 (natural armor)
Hit Points 59 (7d12+14)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	9 (-1)	12 (+1)	3 (-4)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses passive Perception 11
Challenge 3 (700 XP)

ACTIONS

Gnarly Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6+4) bludgeoning damage plus 5 (2d4) poison damage.

OTHER BLIGHTED CREATURES

Some aberrations and monstrosities (cloakers, death dogs, otyughs, rust monsters, etc.) are drawn to blighted areas, or perhaps are even created as the result of natural creatures succumbing to particularly nasty areas of blight. Oozes might likewise be attracted, or might be created as toxic chemicals mix in blighted cesspools. Creatures that died of blight, or were left to rot in a blighted area, could spontaneously rise again as undead shadows or zombies. All such blight-dwelling creatures are immune to effects of smog at the very least, and can add the blighted features to be right at home in blight.

BLIGHTS

Blights (*Monster Manual*, pp. 31-32) make ideal blighted creatures, and not just because of their name. In the same way that blighted trees can spontaneously awaken, heavily polluted woods can spawn blights. Such creatures instinctively flock to, obey, and protect any blighted fey or large plants in the area.

SWARM OF BLIGHTED RATS

Even nastier and more vicious than their normal counterparts, a swarm of blighted rats can be quite aggressive.

Medium swarm of Tiny beasts (blighted), neutral evil

Armor Class 11

Hit Points 31 (7d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	11 (+0)	2 (-4)	12 (+1)	2 (-4)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities necrotic, poison

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

Senses darkvision 30 ft., passive Perception 11

Languages –

Challenge 1 (200 XP)

Keen Smell. Rats have advantage on Wisdom (Perception) rolls that rely on smell.

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 rat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage plus 2 (1d4) poison damage, or 3 (1d6) piercing damage plus 1 poison damage if the swarm has half its hit points or fewer.

SWARM OF BLIGHTED RAVENS

A swarm of blighted ravens is aggressive and ill-tempered enough to attack small creatures, picking pets clean to the bone in a matter of minutes.

Medium swarm of Tiny beasts (blighted), neutral evil

Armor Class 12

Hit Points 31 (7d8)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	11 (+0)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +5

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities necrotic, poison

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

Senses passive Perception 15

Languages --

Challenge 1 (200 XP)

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 raven. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Beaks. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage plus 2 (1d4) poison damage, or 3 (1d6) piercing damage plus 1 poison damage if the swarm has half its hit points or fewer.

SWARM OF BLIGHTED SPRITES

Normal sprites don't swarm, but a group of at least a dozen blighted sprites sometimes join into a vicious cloud of tiny swords and bows.

Medium swarm of Tiny fey (blighted), neutral evil

Armor Class 15 (leather armor)

Hit Points 36 (8d8)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	10 (+0)	9 (-1)	14 (+2)	6 (-3)

Skills Perception +4, Stealth +8

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities necrotic, poison

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

Senses passive Perception 14

Languages Common, Elvish, Sylvan

Challenge 2 (450 XP)

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 sprite. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Longsword Flurry. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) slashing damage plus 2 (1d4) poison damage, or 3 (1d6) slashing damage plus 1 poison damage if the swarm has half its hit points or fewer.

Shortbow Volley. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 7 (2d6) piercing damage, and the target must make a Constitution saving throw (DC 12), taking 5 (2d4) poison damage and becoming poisoned for 1 minute on a failure. Success halves the poison damage and avoids the poisoned condition.

Invisibility. The swarm becomes invisible, until it attacks or loses its concentration.

Spooky Touch. The swarm must be invisible to use this ability, and using it doesn't end the invisibility effect. It surrounds a creature (no roll, but the swarm must enter the target creature's space); the creature must make a DC 12 Wisdom saving throw or become frightened until the end of its next turn.

BLIGHT DRUID

A druid who has succumbed to blight is as tragic as a blighted fey – a hateful and vicious shadow of his former self. Such wretched creatures often command lesser blighted beasts and fey, allying with more powerful fey and larger blighted creatures.

Medium humanoid (blighted human), neutral evil

Armor Class 16 (barkskin)

Hit Points 65 (10d8+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	18 (+4)	8 (-1)

Skills Perception +7, Stealth +4, Streetwise +7

Damage Resistances non-magical bludgeoning, piercing, and slashing (from *stoneskin*)

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses passive Perception 16

Languages Common, Elvish, Sylvan

Challenge 6 (2,300 XP)

Spellcasting. The druid's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The druid can cast the following spells:

Cantrips (at will): *druidcraft*, *mending*, *poison spray*, *thorn whip*

1st level (4 slots): *entangle*, *inflict wounds*, *ray of sickness*

2nd level (3 slots): *barkskin*, *heat metal*, *spike growth*; *blur*, *scorching ray*

3rd level (3 slots): *call lightning*, *dispel magic*; *gaseous form*, *stinking cloud*

4th level (3 slots): *stoneskin*, *wall of fire*; *blight*, *fire shield*

5th level (2 slots): *contageon*, *insect plague*; *antilife shell*, *cloudkill*

ACTIONS

Blighted Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage plus 2 (1d4) poison damage.

VILLAINOUS OPTION: CIRCLE OF BLIGHT

Like the villainous class options presented in the *Dungeon Master's Guide* (pp. 96-97), the noxious druid who has embraced the circle of blight is usually considered too irredeemably evil to be anything but an antagonist. A blight druid has succumbed to the spreading blight not just in body, but in spirit. Like other blighted creatures, he sinks into a pit of despair, and develops a loathing for all he once sought protect.

A player may choose this option with DM approval, but such a character will be treated like a monster in many places.

CREATURE OF THE CITY

A blight druid gains proficiency in the Streetwise skill, or double proficiency bonus if he has it already.

BLIGHT-TAINTED

Also starting at 2nd level, the druid begins to take on the traits of other blighted creatures. He loses 1 point of Charisma, but gains 1 point of Wisdom (max 20), immunity to the effects of smog, immunity to the poisoned condition, and resistance to necrotic and poison damage. His hands twist into claws, giving him an unarmed attack of (1d4 + Strength mod) slashing damage, plus 1 point of poison damage.

CIRCLE SPELLS

The druid's connection to the blight allows him to cast certain spells, which are always druid spells for him, even if they don't appear on the druid spell list. Once he gains access to a circle spell (two each at 3rd, 5th, 7th, and 9th level), he always has it prepared, and it doesn't count against his prepared spells for the day.

Upon taking this circle at 2nd level, the druid learns the *poison spray* cantrip, which does not count against the number of cantrips he knows. He loses access to *cure wounds* and *healing word* from the druid spells list, but gains access to *inflict wounds* and *ray of sickness* instead, which act as druid spells for him.

WILD SWARM

Starting at 6th level, the blight druid can use the Wild Swarm ability, identical to the Circle of the City (p. 23), except that he becomes a swarm of *blighted* rats or ravens, using the stats above.

BLIGHT-CONSUMED

Upon reaching 10th level, the druid again loses 1 point of Charisma and gains 1 point of Wisdom. He also gains complete immunity to disease, poison, airborne hazards (smoke, smog, spells like *cloudkill* and *stinking cloud*, green dragon breath, etc.), as well as necrotic damage. His claws twist farther, and his unarmed damage increases to (1d6 + Strength mod) slashing damage, plus 1d4 poison damage. He also gains the permanent effects of a *barkskin* spell – he can never have below AC 16, regardless of armor worn.

BLIGHTED TOUCH

Beginning at 14th level, the druid can afflict a creature with blight by touching it. The druid doesn't have to make an attack roll, but must be within reach of the creature. The victim must make a Constitution saving throw (DC = 8 + druid's Wisdom mod + proficiency bonus); failure results in the creature taking 21 (6d6) points of poison damage, gaining a level of exhaustion, and becoming poisoned until cured (as by a *lesser restoration* spell) or completing a long rest. Success on the saving throw means the creature takes half damage, and isn't affected by the exhaustion or poisoned condition.

The druid can do this a number of times equal to his Wisdom modifier (minimum once), and regains all expended uses upon finishing a long rest.

CIRCLE OF BLIGHT SPELLS

DRUID LEVEL	CIRCLE SPELLS
3rd	<i>blur</i> , <i>scorching ray</i>
5th	<i>gaseous form</i> , <i>stinking cloud</i>
7th	<i>blight</i> , <i>fire shield</i>
9th	<i>antilife shell</i> , <i>cloudkill</i>

CLOCKWORK HORROR

Originally from somewhere *else* – perhaps some mad modron's science project, or the servitors of a lost race of tyrannical technomancers – clockwork horrors are techno-magical constructs which resemble large mechanical spiders.

Self-Replicating Machines. There is no question that clockwork horrors are machines, and not living creatures, though there has been no documented successful attempt to communicate with them. They are also unquestionably intelligent – given a pile of scrap metal, a single copper horror can construct another copper horror in a matter of hours. Each one will then begin construction of another, and another, and so on. Soon there is a colony that will grow as quickly as the copper horrors can get access to new building materials.

Hive Mind. Clockwork horrors communicate with each other using some kind of coded ethereal signal, which all other horrors within 1 mile can hear, but no other being can understand. This allows them to coordinate and plan as if they were one, directed by the smartest horror present. Thus, the arrival or construction of an electrum horror drastically increases the deadliness of a clockwork horror hive. Individuals have no sense of self or self-preservation, and thus no fear other than concern for the hive. However, each has an assigned role, and horrors that aren't assigned to fight will try to escape rather than be destroyed.

Tireless Conquerors. Although they've never sent any kind of communication to signal their intent, there can be little mistake that clockwork horrors have one overriding goal: make more clockwork horrors, using any and all metal available. This puts them at odds with any creature who is using that metal for something else, and such conflicts will always end in violence – the coppers will keep trying to strip and salvage all metal they can find, and the silvers will attack any creature that tries to stop them. They are ruthless, calculating, endlessly patient, and utterly devoid of emotion or concern for any other creatures.

All clockwork horrors have the following characteristics, in addition to those of other techno-magical constructs (p. 82).

Coded Communications. Clockwork horrors communicate with each other using an encrypted ethereal signal that can't be perceived by any creature whose perceptions don't extend to the Ethereal Plane. Those that can perceive the signal are aware only of a string of pulses, much like an ethereal telegraph, but one that uses no known language or code.

Magic Resistance. Clockwork horrors have advantage on saving throws vs. spells and magical effects to which they aren't completely immune. This cancels the normal disadvantage on a Constitution saving throw against the *shatter* spell, which horrors make without advantage or disadvantage.

100 C.C.K. Triple-expansion machine for Dr. Xanox's Polaw kit "Fram."

COPPER HORROR

The common worker horror looks like a squat mechanical spider made of assorted scrap metal, usually copper, tin, and steel. It's about the size of a smallish dog, with four spider-like legs extending from its abdomen, two stubby tool-arms below its head, and a large multifaceted glass eye in front. It ignores any creature that doesn't interfere with its presently assigned task (by default, "find more metal and build more horrors"), flees if attacked, and generally only fights if cornered or commanded by a superior horror.

Small construct (techno-magical), lawful evil

Armor Class 15 (natural armor)

Hit Points 18 (4d6+4)

Speed 20 ft., climb 20 ft.

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

Damage Resistances bludgeoning, slashing, and piercing damage from non-magical weapons

Damage Immunities electricity, poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages can communicate with each other, and understand but not speak Common

Challenge 1/2 (100 XP)

Tool Proficiency. All copper horrors are fitted with some kind of tool, depending on their assigned task – repairs, salvage, mining, and so on. These tools are incidentally what the horror uses for defense, but they are intended for the completion of the copper horror's task.

Repair Clockwork Horrors. Regardless of the tools they are outfitted with, all copper horrors have the tools to repair themselves and other clockwork horrors. If a copper horror is aware of a damaged clockwork horror (including itself), it will focus on repairing it, and continue until there are no damaged horrors around. A functional copper horror can restore itself or another clockwork horror to full hit points with a short rest, or repair a broken horror with a long rest.

Construct Clockwork Horrors. If given time and the necessary materials – metal and sand, for the basic models – a copper horror can construct additional clockwork horrors. The constructed horrors depend on the kind of metal available; "copper" and "silver" horrors can be constructed from scrap metal, while more advanced models require a source of precious metals to build the techno-magical logic centers that imbue them with greater intelligence. Construction takes 2 hours per hit die of the horror being built; each copper will usually work on a separate build, though they can cut construction time by cooperating – divide the time by the number of copper horrors working together on a particular build. Typically, a lone copper horror will begin by constructing additional coppers, and each of the newly constructed coppers will immediately set to work building copper or silver horrors, about half and half. Once there are enough silvers to defend the coppers, and secure a source of precious metals, they will construct an electrum horror to direct the new colony.

ACTIONS

Tool. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 4 (1d6+1) bludgeoning, piercing, or slashing damage (depending on the type of tool).

ELECTRUM (GILDED) HORROR

The leader of a small groups of horrors – new colony, exploration or salvage party, etc. – is considerably more intelligent than its common counterparts. Where copper horrors will always try to keep working, and silver horrors will always defend the coppers and the hive, electrum horrors will make ruthless tactical decisions when the group or mission is imperiled. And all lesser horrors obey without question or hesitation.

An electrum horror isn't actually made of electrum, but usually steel with golden runes inset, giving it a silver-gold sheen. It otherwise resembles a silver horror, with a few pressure valves and a slightly larger abdomen to accommodate a small magical boiler, and a steam-powered bolt caster in place of the silver's spring-loaded one.

Small construct (techno-magical), lawful evil

Armor Class 17 (natural armor)

Hit Points 44 (8d6+16)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	12 (+1)

Damage Resistances fire; bludgeoning, slashing, and piercing damage from non-magical weapons

Damage Immunities electricity, poison, psychic

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

Senses darkvision 60 ft., passive Perception 11

Languages can communicate with each other, and understand but not speak Common

Challenge 4 (1,100 XP)

Scorching Body. An electrum horror's abdomen contains a hot boiler, and touching its body with natural or unarmed melee attacks, grappling, or entering the horror's space causes 3 (1d6) fire damage from contact with scorching hot metal.

ACTIONS

Multiattack. The horror attacks twice, with any combination of its built-in weaponry.

Buzz-Blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) slashing damage.

Steam Caster. *Ranged Weapon Attack:* +4 to hit, range 40/160, one target. *Hit:* 9 (2d6+2) piercing damage plus 2 (1d4) fire damage.

Steam Blast (Recharge 5-6). The horror releases a blast of steam from its bolt caster, creating a line 5 feet wide and 20 feet long. Any creature caught in the blast takes 21 (6d6) fire damage, or half on a successful DC 12 Dexterity saving throw.

SILVER (STEEL) HORROR

Slightly larger than worker horrors (but still Small), silvers are the warriors who defend the coppers as they work. They resemble coppers in general form, but the abdomen is lower and flatter, the legs slightly longer, and the forearms are fitted with clearly lethal weapons – a buzzing saw blade and a spring-loaded bolt caster. Like “electrum” horrors, they aren't actually made of solid precious metal; copper horrors construct them from whatever metal is available, preferring steel (giving them their silver appearance), but using iron, brass, or even scrap metal.

Small construct (techno-magical), lawful evil

Armor Class 16 (natural armor)

Hit Points 33 (6d6+12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	8 (-1)

Damage Resistances bludgeoning, slashing, and piercing damage from non-magical weapons

Damage Immunities electricity, poison, psychic

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

Senses darkvision 60 ft., passive Perception 11

Languages can communicate with each other, and understand but not speak Common

Challenge 2 (450 XP)

ACTIONS

Multiattack. The horror attacks twice, with any combination of its built-in weaponry.

Buzz-Blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) slashing damage.

Spring Caster. *Ranged Weapon Attack:* +4 to hit, range 30/120, one target. *Hit:* 7 (2d4+2) piercing damage.

CLOCKWORK SERVITORS

These techno-magical constructs are built by an engineer who specializes in the creation of such mechanical servitors. They are most often encountered in the service of their creators, or occasionally as guards or muscle for the wealthy.

Mindless Automatons. Clockwork servitors are machines, and have no self awareness or initiative of any kind. Although they can see and hear their surroundings, and understand commands from their owner, they don't react to any attempt to communicate by other creatures. They don't feel, opine, emote, or speak, but simply execute their latest command to the best of their ability.

Modifiable Machines. As machines, clockwork servitors can be taken apart and rebuilt with slightly different components. Each has a handful of options, listed with the servitor's statistics below, that can be switched out to optimize the construct of the task at hand. Inventive engineers will no doubt come up with additional modifications and variations.

Unthinking Loyalty. Clockwork servitors are completely immune to being charmed, frightened, intimidate, persuaded, otherwise convinced to act against their orders or their creator. Short of taking control over the construct's body with a spell like *control machine*, nothing can cause them to attack the creature that they are beholden to.

As techno-magical constructs, all clockwork servitors have the following characteristics:

Eldritch Machine. Techno-magical constructs don't require air, food, drink, or sleep. They are considered to be objects rather than creatures, for the purposes of magic (including technomancy) and other effects. They are immune to any condition or effect that targets a creature's metabolic or psychological processes – charm, paralysis, poison, sleep, etc. – or which requires any kind of saving throw other than Strength or Dexterity (and certain Constitution saves; see below). However, any effect that deprives them of the mystical energy which animate them, including entering a magic-dead area or *antimagic field*, causes them to instantly lose power and become dormant (effectively unconscious), until moved outside of the effect.

Immutable Form. A techno-magical construct is immune to any spell or effect that would alter its form.

Mechanical Constitution. Although normally immune to physiological effects that require a Constitution saving throw, constructs can be forced to make Constitution saving throws against effects that would interfere with their normal functioning. A *dispel magic* spell or similar effect will cause a magical construct to “power down,” effectively paralyzing it for 2 rounds per level of the spell slot used, if it fails a Constitution saving throw. A *shatter* spell or similar effect has the normal results on constructs caught in the area, and a failure on the Constitution saving throw blinds a construct that relies on a lens or similar apparatus to see.

Unhealing. Constructs can't recover lost hit points by resting, medical treatment, or magical healing, but must be repaired (using the rules on p. 65). If the engineer that created the construct conducts the repairs, spare parts come from his gadget loadout, and cost him nothing.

CLOCKWORK FAMILIAR

Similar in form and function to a mage's familiar, but mechanical. Popular bodies include cats, owls, spiders, and miniature dragons. A clockwork familiar is seldom encountered on its own, unless its on some kind of errand for its master; otherwise, its most often found in the company of a clockwork engineer. (At the DM's option, a wizard who chooses the Technomancy college can choose to summon a clockwork familiar with the *find familiar* spell.)

Tiny construct (techno-magical), unaligned

Armor Class 13

Hit Points 13 (3d4+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	8 (-1)	10 (+0)	8 (-1)

Skills Stealth +4

Damage Resistances bullets, cold

Damage Immunities poison, psychic

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

Senses passive Perception 10

Languages understands creator's language but can't speak

Challenge 1/4 (50 XP)

Modular Abilities. The engineer that created the familiar can make modifications during downtime, swapping out components to give the construct different capabilities.

A clockwork familiar can have one of the following modes of movement at any given time:

- Amphibious (swim 30 ft.)
- Spider legs (climb 30 ft., broad jump 20 ft.)
- Wings (fly 60 ft.)

A clockwork familiar can have one of the following tools or weapons at any given time:

- Blow torch (1d4 fire)
- Cutting tool (1d4 slashing)
- Tools (detective's, engineering, or thieves')

Assistant. A familiar fitted with the right kind of tools can assist its master in crafting or repairs, adding work equivalent to 2 gp value per day.

Thieves' Tools. A familiar fitted with thieves' tools can attempt to open mechanical locks or disarm traps that you know about. It rolls using its own Dexterity modifier and your proficiency bonus.

ACTIONS

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

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

Flee. The familiar can take a Dash, Disengage, or Hide action as a bonus action on its turn.

MECHANICAL WARRIOR

Also sometimes called a tin soldier – a human-sized and shaped mechanical man with a gun (or two guns, a sword, two swords, etc.) Clunky, loud, and unmistakably artificial, it isn't capable of anything much more complicated than combat or guard duty, though it can be useful (and occasionally amusing) to send it clanking down an unknown hallway, “looking” for traps.

Medium construct (techno-magical), unaligned

Armor Class 12

Hit Points 52 (7d10+14)

Speed 30 ft.

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

Damage Resistances bullets, cold

Damage Immunities poison, psychic

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

Senses passive Perception 10

Languages understands creator's language but can't speak

Challenge 1 (200 XP)

Modular Armaments. A mechanical warrior's armaments are mounted, so can't be disarmed, taken away, or loaned out. The engineer that created the warrior can make modifications during downtime, swapping out weapons to give the construct different capabilities. A mechanical warrior can have one of the following weapon loadouts at a given time:

- Dual scimitars
- Dual light revolvers
- Heavy shotgun
- Longsword and Shield (+2 to AC)
- One light revolver, one scimitar

Bodyguard. A mechanical warrior can be commanded to protect its owner or another creature designated by the owner. In this case, it will stand near the protected creature, and attack the nearest creature attempting to attack the subject. If it has a shield, it can use its reaction to impose disadvantage on one attack against the subject per turn, per the Protection fighting style (*Player's Handbook*, p. 72).

ACTIONS

Dual-Weapon Attack. The warrior makes a dual weapon attack with its revolvers and/or scimitars.

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

Revolver. *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 7 (2d6) piercing damage.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Shotgun. *Ranged Weapon Attack:* +4 to hit, range 100/200 ft., one target. *Hit:* 10 (4d4) piercing damage.

ELEMENTAL, BOILER

Elemental engines (p. 6) have brought several new or previously obscure kinds of elemental spirits into common awareness and usage. Except where noted, these elementals follow all of the same rules as typical elementals, and can be summoned or affected by the same kinds of magic, etc.

SMOKE ELEMENTAL

A smoke elemental is a hybrid air/fire element (sometimes called a para-elemental), typically the unintended byproduct of an elemental engine, often due to a boiler explosion or some other calamity. As such, they are seldom wanted by the creators, though they can be summoned by spellcasters like other elementals. While not evil per se, smoke elementals share the capricious streak of fire elementals, smugly watching rooms full of coughing creatures scramble for the exits.

Large elemental, chaotic neutral

Armor Class 13

Hit Points 114 (12d10+48)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	18 (+4)	6 (-2)	10 (+0)	10 (+0)

Damage Vulnerabilities cold

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

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Ignan

Challenge 5 (1,800 XP)

Smoke Form. The elemental can move through a space as narrow as 1 inch wide without squeezing, and can enter a hostile creature's space and stop there. A creature that begins its turn in the same space as the elemental has its vision reduced to 10 feet, and must make a Constitution saving throw (DC 14) or be stricken blind and coughing (poisoned) until the beginning of its next turn.

Wind Susceptibility. A *gust of wind* spell or similarly strong blast of wind can disperse some of the elemental's body. It has disadvantage on the Strength saving throw against such an effect, and takes 4d6 force damage per turn it spends in the path of such a wind (half on a successful save).

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 10 (2d6+3) bludgeoning damage plus 3 (1d6) fire damage.

STEAM ELEMENTAL

The primary kind of elemental bound into an elemental engine and/or pipework is a steam elemental – a hybrid fire/water elemental that's somewhat less capricious and destructive than a fire elemental, but able to work more efficiently than a water elemental. Steam elementals are still deadly to be near, and an engineering accident may result in injuries and deaths even if the steam elemental remains entirely calm and cooperative.

Large elemental, lawful neutral

Armor Class 13

Hit Points 102 (12d10+36)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	6 (-2)

Damage Vulnerabilities cold

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

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Ignan

Challenge 5 (1,800 XP)

Steam Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. The elemental can also enter a hostile creature's space and stop there; the first time the elemental enters a creature's space in a turn, and each time the elemental begins its turn in the same space as another creature, that creature takes 5 (1d10) fire damage. This fire damage doesn't ignite flammable materials.

Freeze. If the elemental takes cold damage, some of the vapor that makes up its body freezes, and its speed is reduced by 20 feet until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two touch attacks.

Touch. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 12 (2d8+3) fire damage. This fire damage doesn't ignite flammable materials.

ETHEREAL SPIDER

Phase spiders are only the most common (and least deadly) of a variety of predatory ethereal spiders. Some are roving hunters, stalking suitable prey from the Ethereal Plane, while others construct giant webs in the Border Ethereal, ensnaring unwary travelers.

Patient Predators. Ethereal spiders can go for months between meals, living off of cocooned or mummified leftovers, lurking motionlessly in wait for a juicy creature to come close enough to pounce or ensnare. Although they aren't malicious or evil per se, they are apex predators and remorseless killers, eagerly preying on any edible creature they can find.

Unseen Stalkers. When ethereal, these spiders are invisible from the Material Plane to any creature that can't see into the Ethereal Plane. They are fully aware of this fact, and they use it to their advantage when hunting.

Collectors of Souls. An ethereal spider's lair is littered with the remains of their victims – cocooned husks, sucked dry of their vitality. The souls of these victims are often trapped within the lair as specters.

All ethereal spiders have the following characteristics:

Ethereal Crawl. Once per turn, by using 20 feet of its movement, an ethereal spider can magically shift from the Ethereal Plane to the Material Plane, or vice versa. This allows them to automatically gain surprise when attacking material targets who can't detect Ethereal creatures.

Spider Climb. Spiders can walk up walls, across ceilings, and over difficult surfaces without an ability check.

Web Walker. Spiders ignore movement restrictions caused by webs.

ETHEREAL RECLUSE

A hunting spider that resembles a tiger-sized brown recluse – gray-brown “fur” over its legs and body, and a low, slender abdomen, marked with distinctive absinthe-green patterns on its back. It has powerful hind legs, capable of propelling the spider through amazing leaps and deadly pounces.

Large monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 75 (10d10+20)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	6 (-2)

Skills Stealth +6, Perception +4

Senses darkvision 120 ft., passive Perception 14

Languages --

Challenge 5 (1,800 XP)

Jumping Spider. The recluse has a standing long jump of 40 feet, and a standing high jump of 20 feet. A running start has no effect on these numbers.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 10 (2d6+3) piercing damage, and a living victim must make a DC 13 Constitution saving throw. Failure results in 18 (4d8) poison damage and a level of exhaustion; success halves the damage and escapes the exhaustion.

Pounce. The spider leaps at a victim, attempting to knock it over for a killing bite. The spider must complete a long jump of at least 20 feet, which ends in the target's space, and make an ordinary melee attack roll (+6 to hit, reach 5 ft., one target). The jump can begin in the Ethereal Plane and end in the Material Plane; if so, the spider has advantage on the pounce's attack roll (but not on the attack roll for the bonus bite). If it hits, the target takes 7 (1d8+3) bludgeoning damage, and must make a DC 13 Strength saving throw; failure results in the creature being knocked prone, and the spider making a bonus bite attack against the unfortunate victim.

ETHEREAL WIDOW

A massive web spider the size of an elephant, with a bulbous, glossy black abdomen, long spindly legs, and a large blood red rune-like marking on its underside. They build webs near places where the borders between worlds are thin, lurking in wait for suitable prey.

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 114 (12d12+36)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	7 (-2)	12 (+1)	6 (-2)

Skills Stealth +4, Perception +4

Senses darkvision 120 ft., passive Perception 14

Languages --

Challenge 6 (2,300 XP)

Ethereal Web. The spider's web in the Border Ethereal is much larger than the creature itself, and can ensnare creatures or objects up to Gargantuan in size. Material creatures or objects which become entangled in the web can be pulled into the Ethereal Plane. To do so, the spider must enter the space of a creature or object which is restrained by its webbing, and then use an action to phase both itself and the victim into the Ethereal Plane. Once there, the victim is trapped in the Border Ethereal until it can break free of the webbing *and* find a way back to the Material Plane. Leaping on the back of an ethereal spider as it phases into the Material Plane requires a successful grapple attack on the spider.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) piercing damage, and a living victim must make a DC 14 Constitution saving throw. Failure results in 27 (6d8) poison damage and a level of exhaustion; success halves the damage and escapes the exhaustion.

Web (Recharge 4-6). *Ranged Weapon Attack:* +4 to hit, range 40/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, a restrained creature can attempt a DC 14 Strength check to burst the webbing. The webbing can also be attacked (AC 10; hp 10; vulnerability to fire damage; immunity to bludgeoning, piercing, poison, or psychic damage).

GOBLIN

Goblins are adaptive creatures, long used to eking out a salvaged and scavenged existence among larger and meaner creatures. While they've never been at the vanguard of learning, magic, or technology, they patiently follow in where others have gone, salvaging and scavenging what they can.

GOBLIN SCAVENGER

A typical goblin, but with a shotgun, a wrench, and a habit of disassembling machines to steal their parts.

Small humanoid (goblinoid), neutral evil
Armor Class 14 (studded leather armor)
Hit Points 13 (3d6+3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	8 (-1)

Skills Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Common, Goblin
Challenge 1/2 (100 XP)

Nimble Escape. As for ordinary goblins (*Monster Manual*, p. 166).

Tool Proficiency. The goblin is proficient with one kind of engineering tools (clockmaker's, gunsmith's, or mechanic's).

ACTIONS

Both Barrels. The goblin unloads both barrels, making two attacks with its shotgun against a single target.

Revolver. *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 9 (2d6+2) piercing damage.

Shotgun. *Ranged Weapon Attack:* +4 to hit, range 50/100 ft., one target. *Hit:* 9 (3d4+2) piercing damage.

Tool (hammer, wrench, etc.). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

GOBLIN TECH SHAMAN

No bigger or meaner than a typical goblin, but a lot smarter, the tech shaman has pieced together a respectable set of techno-magical skills.

Small humanoid (goblinoid), neutral evil
Armor Class 15 (chain shirt)
Hit Points 21 (6d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	13 (+1)	14 (+2)	8 (-1)

Skills Perception +4, Technology +3
Senses darkvision 60 ft., passive Perception 14
Languages Common, Goblin
Challenge 2 (450 XP)

Nimble Escape. As for ordinary goblins (*Monster Manual*, p. 166).

Spellcasting. The goblin shaman is a 6th-level spellcaster, whose spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following tech shaman spells prepared:

Cantrips (at will): blade ward, mending, thorn whip

1st level (4/day): detect magic, fog cloud, shrapnel

2nd level (3/day): conjure burst, heat metal, shatter

3rd level (3/day): animate junk, lightning arrow

ACTIONS

Revolver. *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 9 (2d6+2) piercing damage.

Lightning Bullets. *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 18 (4d8) lightning damage, or half that on a miss. Each creature within 10 feet of the target takes 9 (2d8) lightning damage, or half that with successful Dexterity saving throw.

Thorn Whip. *Melee Spell Attack:* +4 to hit, reach 30 ft., one target. *Hit:* 7 (2d6) piercing damage, and a Large or smaller creature is pulled 10 feet closer to the goblin.

GOLEM, WAR

As fearsome war machines have taken over the battlefield – steam tanks, flying ironclads, etc. – the art of golem-making has likewise advanced to create massive and deadly engines of destruction.

In addition to the properties common to all techno-magical constructs (see p. 82), war golems have the following characteristics.

Immutable Form. War golems are immune to spells or effects that would alter their form.

Magic Resistance. All war golems have advantage on all saving throws against spells and magical effects.

Magic Weapons. A war golem's built-in weaponry is magical.

Siege Monster. War golems inflict double damage to objects (including vehicles) and structures.

DREADNAUGHT GOLEM

Towering over even the mighty iron golems of the ancient world, the dreadnaught golem is the ultimate giant killing machine. The golem's thick armored body contains its ammunition stores and elemental engine; one arm wields a massive iron hammer that can bash open a steam tank, and the other mounts a deadly cannon or other area weapon. A pair of squat thick legs, driven by rows of powerful gears, crush battlefield obstacles that get in its way as it plods forward.

Huge construct (techno-magical), unaligned

Armor Class 20 (natural armor)

Hit Points 230 (20d12+100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing attacks not made with adamantite weapons

Damage Immunities poison, psychic

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

Senses darkvision 120 ft., passive Perception 10

Languages understands creator's language but can't speak

Challenge 16 (15,000 XP)

Weapon Mount. In addition to the siege hammer that all dreadnaught golems are equipped with, each golem has *one* of the following weapons mounted: Alchemical Spray (capable of delivering one kind of damage, acid, cold, fire, or poison); Cannon; or Machine Gun.

ACTIONS

Multiattack. The golem makes two melee attacks with its siege hammer.

Alchemical Spray (Recharge 5-6). The golem uses its built-in alchemical siphon to spray a damaging alchemical substance in a 15-foot cone. All creatures caught in the area take 45 (10d8) points of damage of a type appropriate to the substance used (acid, cold, fire, or poison); a creature who makes a successful DC 18 Dexterity saving throw takes half damage.

Cannon (Recharge 5-6). The golem fires its built-in cannon at a point within 200 feet of itself, inflicting 45 (10d8) points of bludgeoning damage on all creatures within a 20-foot sphere centered on the impact point. A creature who makes a successful DC 18 Dexterity saving throw takes half damage.

Machine Gun (Recharge 3-6). The golem fires its built-in machine gun in a 100-foot line that is 5 feet wide, inflicting 22 (5d8) points of piercing damage on all creatures caught in the line. A creature who makes a successful DC 18 Dexterity saving throw takes half damage.

Siege Hammer. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. **Hit:** 26 (3d10+10) bludgeoning damage.

Trample. If the golem moves through a Medium or smaller creature's space, that creature must make a DC 18 Dexterity saving throw or take 32 (5d12) bludgeoning damage as if from a collision (p. 61). The tank takes no damage in the collision.

JUGGERNAUT GOLEM

“Only” the size of a sturdy war horse, a juggernaut golem is relatively small by Æther Age war machine standards. It's shaped somewhat like a short, thick battering ram with arms and legs; its legs resemble nothing so much as the chugging pistons of a locomotive, as it hurtle headlong toward an enemy vehicle or structure. For things that it can't ram into, it has a massive flail mounted to one arm, and a spring-loaded grenade launcher on the other.

Large construct (techno-magical), unaligned

Armor Class 18 (natural armor)

Hit Points 157 (15d10+75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing attacks not made with adamantite weapons

Damage Immunities poison, psychic

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

Senses darkvision 120 ft., passive Perception 10

Languages understands creator's language but can't speak

Challenge 11 (7,200 XP)

Unstoppable Force. The golem has advantage on any Strength roll, contest, or saving throw made to break free from grappling or restraints, avoid being knocked prone, or otherwise overcome impediments to its movement. It also has resistance to all damage from collisions (p. 61).

ACTIONS

Multiattack. The golem makes two melee attacks with its flail.

Flail. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8+7) bludgeoning damage.

Grenade Launcher (Recharge 5-6). The golem fires its built-in grenade launcher at a point within 120 feet of itself, inflicting 36 (8d8) points of bludgeoning damage on all creatures within a 20-foot sphere centered on the impact point. A creature who makes a successful DC 17 Dexterity saving throw takes half damage.

Ram. When moving in a more or less straight line, the golem can use the rules for ramming (p. 61) to collide with any creature whose space it moves through. If it takes any action other than a Dash, all collision damage is halved during that turn.

GREMLIN

While some fey and fey-blooded have retreated into the Feywild in the face of technology's march (see *The Elven Retreat*, p. 13), and others have succumbed to pollution and blight (p. 10), the Æther Age also given birth to new kinds of fey spirits. Gremlins are dark faerie tricksters that are closely related to pixies – naturally invisible, irresistibly mischievous, and (nominally) non-violent.

Unseelie Fey. Gremlins couldn't be farther from their pixie cousins in appearance: goblin-like, with gray skin, pointed ears, gargoyle features, beady black eyes, and a disconcertingly wide yellow-toothed grin. They are often dressed in a dirty caricature of a technician's work clothes, though their ensemble is seldom glimpsed by mortal eyes due to their natural invisibility.

Malicious Tricksters. While they will never attack another creature directly, and their pranks are never *deliberately* lethal, they delight in lurking about invisibly in places where their innate spells can wreak lots of havoc. They aren't simply oblivious to the chaos that their pranks create; they actively enjoy it, and they aren't worried about the damage and casualties their delightful chaos might inflict.

Bullies and Cowards. No matter how much trouble and pain their tricks cause, gremlins don't see what they are doing as “violence” – they aren't attacking anyone, they're just having fun! If directly attacked or otherwise engaged in combat, they will try to use their magical abilities to drive the attackers off, or flee if they feel genuinely threatened.

GREMLIN

Tiny fey, chaotic neutral

Armor Class 14

Hit Points 10 (3d4+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	13 (+1)	15 (+2)	14 (+2)	6 (-2)

Skills Stealth +6, Technology +4

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 1/2 (100 XP)

Magic Resistance. The gremlin has advantage on all saving throws against spells or magical effects.

Innate Spellcasting. The gremlin's innate spellcasting ability is Intelligence (spell save DC 12). It can cast the following spells, requiring no material components:

At will: *mage hand*

1/day each: *breakdown*, *circle of sputtering*, *dispel magic*, *haywire*, *inflict damage*, *machine jinx*, *mind of its own*, *misfire*

ACTIONS

Machine Step. Once on its turn, the gremlin can use 10 feet of its movement to magically step into a machine of at least Small size that is within its reach, and emerge from another machine (at least Small) that's within 60 feet of the first machine. It appears in an unoccupied space within 5 feet of the destination machine.

Superior Invisibility. The gremlin, and anything its wearing or carrying, becomes magically invisible until its concentration ends.

HOBGOBLIN

The militaristic society of hobgoblins took to certain Æther Age developments immediately – specifically, repeating firearms and tactical explosives. This has made them *considerably* more deadly, particularly when encountered in enough numbers to make use of advanced military tactics.

HOBGOBLIN RIFLEMAN

A rank-and-file hobgoblin with a typical infantry loadout.

Medium humanoid (goblinoid), lawful evil

Armor Class 15 (plated field jacket)

Hit Points 16 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

Martial Advantage. As for ordinary hobgoblins (*Monster Manual*, p. 186).

ACTIONS

Bayonet. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Carbine. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 10 (2d8+1) piercing damage.

Grenade. Once per combat, the hobgoblin can throw a hand grenade at a point up to 60 feet away from itself. All creatures within 20 feet of the impact point must make a DC 15 Dexterity saving throw or take 17 (5d6) points of bludgeoning damage; a successful save halves the damage.

HOBGOBLIN SERGEANT-AT-ARMS

A small unit commander, likely in charge of a squad of hobgoblin riflemen.

Medium humanoid (goblinoid), lawful evil

Armor Class 16 (plated field jacket)

Hit Points 39 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 3 (700 XP)

Martial Advantage. As for hobgoblin captains (*Monster Manual*, p. 186).

ACTIONS

Multiattack. The hobgoblin makes two weapon attacks.

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

Carbine. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 11 (2d8+2) piercing damage.

Grenade. Once per combat, the hobgoblin can throw a hand grenade at a point up to 60 feet away from itself. All creatures within 20 feet of the impact point must make a DC 15 Dexterity saving throw or take 17 (5d6) points of bludgeoning damage; a successful save halves the damage.

Leadership. As for hobgoblin captains (*Monster Manual*, p. 186).

JUNK SPIRIT

Similar to an elemental, a junk spirit is a magically or spontaneously created spirit which inhabits and animates a specific kind of material – in this case, scrap metal and other industrial age junk. They appear to be roughly humanoid (or occasionally quadrupedal) creatures made literally out of mismatched metal scraps and broken machine parts, held together and given false life by magic. No two look exactly the same, but there can be no mistake about what any of them are: animated junk.

Scrap Metal Brutes. Conjured junk spirits will follow the orders of their creator to the best of their abilities. They can't understand complex direction, and generally don't have many abilities beyond violence, so instructing them to do anything other than “attack those goblins over there” or “stop anyone who tries to enter” is probably doomed to disappointment.

Mindless Automatons. Even free-willed junk spirits don't have a lot of ambition to do anything other than hang around in junk yards. They can't speak or communicate in any way, they don't react to attempts by others to communicate with them, they simply don't care about anything. They might attack creatures who disturb their junk piles, but that's more out of habit than malice. They never seek out danger or act with intent unless specifically compelled to do so by magic.

All junk spirits have the following attributes:

False Appearance. While a junk spirit remains motionless, it's indistinguishable from an ordinary pile of junk of the same size.

Replenish Junk. A junk spirit can recover lost hit points by touching a pile of junk or spare parts within 5 feet of itself. This requires an action, and the amount of hit points recovered depends on the size of the pile of junk: a Tiny pile restores 2d4 hit points; a Small pile grants 3d6 hit points; a Medium pile yields 5d8 hit points; a Huge pile gives 8d10; and a Gargantuan pile restores 12d12. A junk spirit cannot gain hit points beyond its normal maximum in this way.

CLUTTER GOBLIN

The smallest kind of spirit is about the size and shape of a goblin. It can slam foes with a heavy blunt limb, or slash at them with a jagged piece of rusted metal.

Small construct (techno-magical), unaligned

Armor Class 13 (natural armor)

Hit Points 13 (3d6+3)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	13 (+1)	4 (-3)	8 (-1)	1 (-5)

Damage Resistances cold, lightning, piercing

Damage Immunities necrotic, poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages understands creator's language but can't speak

Challenge 1/4 (50 XP)

ACTIONS

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

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

RUSTED HULK

A really big pile of animated junk, with long and heavy “arms” and a jagged-tooth maw where its head should be. It attacks with a shriek of rusted metal, attempting to scoop victims into its gnashing and grinding teeth.

Large construct (techno-magical), unaligned

Armor Class 18 (natural armor)

Hit Points 84 (8d10+40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	6 (-2)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, cold, lightning, piercing, slashing

Damage Immunities necrotic, poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages understands creator's language but can't speak

Challenge 6 (2,300 XP)

Siege Monster. The rusted hulk's slam attack inflicts double damage against objects, structures, and vehicles.

ACTIONS

Multiattack. The hulk makes two melee attacks – either two slams, or a slam and a jagged maw attack. If it has a Medium or smaller creature grappled in its maw, it can make a bite attack against the grappled creature (which hits automatically), *and* two slam against other targets.

Jagged Maw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6+5) slashing damage. If the target is Medium or smaller, it is grappled (escape DC 15), and effectively restrained. Once it has grappled a foe, the rusted hulk can't bite any other target until the grapple is broken or released, but its bite hits the grappled target automatically each turn. The hulk cannot slam a creature grappled in its maw.

Slam. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6+5) bludgeoning damage.

SCRAP WOLF

About the size and shape of a dire wolf, with a long “snout” and teeth made of jagged metal. Just like a real pack of wolves, scrap wolves gang up on a foe, with some biting and hanging on to restrain it, while other circle in for the kill.

Medium construct (techno-magical), unaligned

Armor Class 16 (natural armor)

Hit Points 37 (5d8+15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	5 (-3)	10 (+0)	1 (-5)

Damage Resistances cold, lightning, piercing, slashing

Damage Immunities necrotic, poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages understands creator's language but can't speak

Challenge 2 (450 XP)

ACTIONS

Jagged Teeth. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage. A successful hit with this attack on a Large or smaller creature allows the scrap wolf to attempt a grapple against the same target, as a bonus action. Once it has grappled a foe, the scrap wolf can't attack any other target until the grapple is broken or released, but its bite hits the grappled target automatically each turn.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

MEPHIT, SMOG

Small, mischievous, and malodorous, smog mephits are brought into being in places where smog settles and stagnates for extended periods. Like other mephits, they are cruel and malicious, delighting in the torment of creatures weaker than them. They ooze reeking exhaust fumes, and while they prefer to spend their time in blighted areas, they also enjoy ruining nice things, and so they sometimes make forays into nicer parts of town.

SMOG MEPHIT

Small elemental, neutral evil

Armor Class 12

Hit Points 22 (5d6+5)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Stealth +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Ignan

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it bursts in a cloud of foul-smelling smog that fills a 5-foot-radius sphere centered where it died. Creatures caught in the cloud must make a Constitution saving throw (DC 10) or be poisoned until the end of their next turn.

Innate Spellcasting. The mephit can innately cast *blur*, requiring no material components. Its spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) slashing damage, and the target must make a Constitution saving throw or take an additional 2 (1d4) points of poison damage.

Smoggy Breath (Recharge 6). The mephit exhales a 15-foot cone of toxic smog. Each creature in that area must make a DC 10 Constitution saving throw or be poisoned until the end of the mephit's next turn.

OTYUGH, JUNKYARD

Otyughs are creatures of refuse and offal, often taking up residence in places where other creatures dump their garbage. An otyugh who chooses to settle in a junkyard, and hide among the scrap heaps and rusted metal, starts to absorb some of this material into its body. In addition to helping it blend in to its new environment, this causes a few changes in the creature, mostly notably making it a lot harder to injure – weapon deflect off of the metal scraps embedded in the creature's hide, and have trouble penetrating too deeply even if they strike the creature's flesh. Its teeth and thorns have likewise been enhanced by rows of jagged metal sticking out, ripping into creatures which it attacks with its tentacles and maw.

JUNKYARD OTYUGH

Large aberration, neutral

Armor Class 16 (natural armor)

Hit Points 114 (5d6+5)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Con +7

Damage Resistances bludgeoning, piercing, slashing

Senses darkvision 120 ft., passive Perception 11

Languages Otyugh

Challenge 6 (2,300 XP)

Deceptive Appearance. When laying flat and still amid junk, the otyugh is indistinguishable from junk.

Limited Telepathy. As a typical otyugh (*Monster Manual*, p. 248).

ACTIONS

Multiattack. The otyugh attacks twice with its tentacles and once with its bite.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage. If the target is a creature, it must make a saving throw against disease, as for a typical otyugh.

Tentacle. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage plus 7 (2d6) slashing damage. If the target is Medium or smaller, it's grappled (escape DC 14) and restrained until the grapple is ended. The otyugh can grapple one creature with each of its two tentacles.

Tentacle Slam. As a typical otyugh.

SCALADAR

Deadly magical constructs originally designed by a mad proto-technomancer of a bygone age, scaladars are massive metal scorpions with powerful pincers and a deadly electrical sting.

Remorseless Machine. Scaladar do not think or feel, they simply obey commands. Sent on a mission (that it can understand with Intelligence of 1), it will pursue that mission relentlessly. A scaladar without instructions, or which can't obey its most recent instructions, will try to return to its master. Failing that, it will sit motionless, defending itself if attacked, but otherwise ignoring any creature that doesn't possess its control rod.

Mechanical Servitor. The process of creating a scaladar was eventually passed on to the mage's many apprentices and students, as a "rite of passage" – a student's final task was to complete construction of a scaladar. Each scaladar is keyed to a special control device, usually a ring or rod; this object is a magic item which requires attunement, and grants complete control over the linked scaladar's actions. The bond is telepathic, and has no range limit, though the controller doesn't know the scaladar's whereabouts if it is out of sight, and the scaladar doesn't communicate any information back to its master.

SCALADAR

Large construct (techno-magical), unaligned

Armor Class 20 (natural armor)

Hit Points 114 (12d10+48)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities acid, cold, force, lightning, poison, psychic

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

Damage Resistances fire; bludgeoning, piercing, or slashing damage from non-magical weapons not made of adamantite

Senses darkvision 120 ft., passive Perception 10

Languages none

Challenge 9 (5,000 XP)

Magic Absorption. Whenever the scaladar is subjected to force or lightning damage, it suffers no damage and instead regains hit points equal to the amount of the force or lightning damage it would have taken.

Magic Resistance. The scaladar has advantage on all saving throws against spells and magical effects.

Magic Weapons. The scaladar's built-in weaponry is magical for the purpose of overcoming damage resistance.

ACTIONS

Multattack. The scaladar makes up to three melee attacks, one with each pincer and one with its stinger.

Pincer. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage. If the target is Medium or smaller, it's grappled (escape DC 15) and restrained until the grapple is ended. Once grappled, a creature automatically takes damage from the pincer on the scaladar's turn, no attack roll required, until the grapple is ended. The scaladar can grapple one creature with each of its two pincers.

Pincer Slam. The scaladar bashes creatures grappled in its pincer against each other, or on a hard surface. A grappled creature must make a DC 15 Constitution saving throw, or take 12 (2d6+5) bludgeoning damage and be stunned until the end of the scaladar's next turn. A successful saving throw halves the damage and avoid stunning.

Stinger. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 10 (2d4+5) piercing damage plus 7 (2d6) lightning damage. If the scaladar makes a stinger attack against a creature which is restrained by one of its pincers, it doesn't need to roll for the attack, but hits automatically.

STOWAWAY SOUL

Occasionally, as an airship makes a voyage across the sky, an additional passenger will quietly appear amid the others. Generally dressed in inconspicuous traveler's garb – a long coat and a hat pulled low to conceal its face – this passenger is actually a malevolent entity from the Ethereal Plane, hitching a ride to the Material World to find prey. In its natural form, the stowaway has no feature – no face, no ears, just eerily smooth skin where its features would be.

Soul Eaters. The stowaway seeks to feed on the life-force of material creatures, most often the other passengers; it does so with a touch, which seems to draw a luminous misty energy from the victim.

Face Stealers. If it kills another humanoid creature, it can steal the victim's appearance – and even some of its memories. Not enough to live its life (or gain any abilities other than spoken languages), but enough to fool those who knew the victim for just long enough to get them alone.

Mass Murderers. Assuming the airship reaches its destination, the stowaway pretends to go about the impersonated victim's life, in order to murder as many family and friends as it can find in 24 hours.

STOWAWAY SOUL

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 44 (8d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	10 (+0)	12 (+1)	14 (+3)

Skills Deception +4, Intimidate +4

Damage Resistances bludgeoning, piercing, or slashing damage from non-magical weapons

Senses darkvision 60 ft., passive Perception 11

Languages Common, any language spoken by its victim

Challenge 2 (450 XP)

Stolen Guise. A stowaway soul who has killed a humanoid creature in the last 24 hours may take on that creature's appearance, as if using the Change Appearance function of the *alter self* spell. It doesn't gain any abilities, clothing, or equipment – though the latter will often be stolen from the dead creature's body, and worn to complete the disguise. A stowaway's face reverts to normal after 24 hours.

Unnatural Visage. Any creature who looks on the stowaway's featureless face must make a DC 12 Wisdom saving throw, or become frightened of it. The stowaway will often reveal its visage to a victim, just before attacking. A creature who makes its saving throw is immune to the visage of this stowaway for 24 hours.

ACTIONS

Soul-Stealing. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) psychic damage. A creature who dies as a result of this damage loses its face, which morphs to appear smooth and featureless like the stowaway's.

NPCs

The following new kinds of NPCs may be encountered in the Æther Age.

AIRSHIP PIRATE

A scurvy scalawag of the skies, generally seen swinging from the underside of a pirate zeppelin.

Medium humanoid (any race), any non-lawful

Armor Class 14 (heavy longcoat)

Hit Points 33 (6d8+6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	13 (+1)

Skills Acrobatics +4, Athletics +3

Senses passive Perception 11

Languages Common

Challenge 1/2 (100 XP)

Rigging Acrobatics. In any place where there is ship's rigging, catwalks, or similar network of suspended objects, the pirate can use a bonus action to climb, swing, or otherwise move an extra 30 ft. among the rigging, and thus ignoring obstacles, creatures, difficult terrain, pits, etc., and possibly moving into position for Drop From Above.

ACTIONS

Cutlass. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Pistol. *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 9 (2d6+2) piercing damage.

Drop From Above. The pirate must be able to enter combat from a position directly above the target, dropping onto him feet-first. The pirate makes a Dexterity (Acrobatics) roll, resisted by the target's Strength (Athletics) or Dexterity (Acrobatics); if the pirate wins, the target take 4 (1d4+2) bludgeoning damage and is knocked prone. If the target wins the contest, the pirate is instead knocked prone, though he takes no damage.

AIRSHIP PIRATE COMMANDER

Tougher, meaner, and scurvier than his underlings, a pirate commander leads raiding parties.

Medium humanoid (any race), any non-lawful

Armor Class 14 (heavy longcoat)

Hit Points 78 (12d8+24)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	14 (+2)

Skills Acrobatics +5, Athletics +4

Senses passive Perception 11

Languages Common

Challenge 2 (450 XP)

Rigging Acrobatics. As for a normal airship pirate.

ACTIONS

Multiattack. The pirate make two weapon attacks.

Cutlass. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Pistol. *Ranged Weapon Attack:* +5 to hit, range 100/300 ft., one target. *Hit:* 11 (2d8+3) piercing damage.

Drop From Above. The pirate must be able to enter combat from a position directly above the target, dropping onto him feet-first. The pirate makes a Dexterity (Acrobatics) roll, resisted by the target's Strength (Athletics) or Dexterity (Acrobatics); if the pirate wins, the target take 5 (1d4+3) bludgeoning damage and is knocked prone. If the target wins the contest, the pirate is instead knocked prone, though he takes no damage.

CITY CONSTABLE

A uniformed city patrol officer, generally encountered in pairs or larger patrols.

Medium humanoid (any non-elf), any non-chaotic

Armor Class 13 (armored uniform jacket)

Hit Points 33 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +4, Intimidate +2, Perception +2, Streetwise +2

Senses passive Perception 12

Languages Common

Challenge 1/2 (100 XP)

ACTIONS

Billy Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

Revolver. *Ranged Weapon Attack:* +3 to hit, range 80/240 ft., one target. *Hit:* 8 (2d6+1) piercing damage.

Grapple. The constable attempts a Strength (Athletics) roll vs. the target's Strength (Athletics) or Dexterity (Acrobatics) to initiate a grapple. As soon as a target has been successfully grappled by one constable, all others are at advantage to all grappling rolls of their own, and can attempt to pile on and pin the target. In this case, make one grappling roll for the constables, with +2 to effective Strength per additional constable in the pile.

Whistle. The constable blows a whistle, summoning reinforcements. It's up to the DM to determine the response, based on the location of the fight and the number and distance of reinforcements within earshot; by default, 2d4 additional constables will arrive within 2d4 rounds. If there are still criminals at large, the new arrivals will blow their own whistles and take up the fight or chase.

CONSTABLE SERGEANT

A veteran patrolman, who commands ordinary watch constables in the execution of their duties.

Medium humanoid (any non-elf), any lawful

Armor Class 14 (armored uniform jacket)

Hit Points 78 (12d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Skills Athletics +4, Intimidation +3, Perception +3, Streetwise +3

Senses passive Perception 13

Languages Common

Challenge 2 (450 XP)

ACTIONS

Multiattack. The sergeant makes two weapon attacks.

Billy Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

Revolver. *Ranged Weapon Attack:* +4 to hit, range 100/300 ft., one target. *Hit:* 11 (2d8+2) piercing damage.

Grapple. The constable attempts a Strength (Athletics) roll vs. the target's Strength (Athletics) or Dexterity (Acrobatics) to initiate a grapple. As soon as a target has been successfully grappled by one constable, all others are at advantage to all grappling rolls of their own, and can attempt to pile on and pin the target. In this case, make one grappling roll for the constables, with +2 to effective Strength per additional constable in the pile.

Whistle. The constable blows a whistle, summoning reinforcements. It's up to the DM to determine the response, based on the location of the fight and the number and distance of reinforcements within earshot; by default, 2d4 additional constables will arrive within 2d4 rounds. If there are still criminals at large, the new arrivals will blow their own whistles and take up the fight or chase.

DETECTIVE

A private investigator or police inspector.

Medium humanoid (any race), any non-chaotic

Armor Class 12 (leather jacket)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	15 (+2)	14 (+2)	13 (+1)

Skills Investigation +4, Perception +4, Streetwise +4

Senses passive Perception 14

Languages Common

Challenge 1/2 (100 XP)

Detective Kit Proficiency. The detective has and is proficient with the tools for finding, analyzing, and preserving evidence at a crime scene.

ACTIONS

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

Revolver. *Ranged Weapon Attack:* +3 to hit, range 80/240 ft., one target. *Hit:* 8 (2d6+1) piercing damage.

FRONTIER LAWMAN

A marshal, ranger, or sheriff from a rough or backwater territory.

Medium humanoid (any non-elf), any non-chaotic

Armor Class 14 (heavy longcoat)

Hit Points 39 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Str +2, Dex +4

Skills Intimidate +2, Investigate +2, Perception +3, Streetwise +3

Senses passive Perception 13

Languages Common

Challenge 2 (450 XP)

ACTIONS

Multiattack. The lawman makes two revolver attacks.

Revolver. *Ranged Weapon Attack:* +4 to hit, range 100/300 ft., one target. *Hit:* 11 (2d8+2) piercing damage.

GANGSTER

A goon, mook, or muscle for some criminal gang.

Medium humanoid (half-orc or human), any non-good

Armor Class 12 (leather jacket)

Hit Points 52 (8d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidate +3, Streetwise +2

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

ACTIONS

Pistol-Whip. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

Revolver. *Ranged Weapon Attack:* +3 to hit, range 80/240 ft., one target. *Hit:* 8 (2d6+1) piercing damage.

GANG LEADER

A larger goon, who bosses around the rest.

Medium humanoid (half-orc or human), any non-good

Armor Class 14 (heavy longcoat)

Hit Points 78 (12d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidate +3, Streetwise +2

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

ACTIONS

Multiattack. The gangster makes two melee or ranged attacks.

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

Revolver. *Ranged Weapon Attack:* +4 to hit, range 100/300 ft., one target. *Hit:* 11 (2d8+2) piercing damage.

GUNSLINGER

An outlaw or gunfighter, often a drifter with no name.

Medium humanoid (any non-elf), any non-lawful

Armor Class 16 (heavy longcoat)

Hit Points 71 (11d8+22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	10 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +6, Con +4

Skills Perception +2, Survival +2

Senses passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Fastest Draw. The gunslinger has advantage on initiative rolls, and can draw or stow either or both pistols as a free action. His revolver attacks are not at disadvantage for being within 5 feet of a hostile creature.

ACTIONS

Multiattack. The gunslinger makes three attacks with his revolvers.

Revolver. Ranged Weapon Attack: +6 to hit, range 100/300 ft., one target. **Hit:** 13 (2d8+4) piercing damage.

MAD SCIENTIST

An inventor with a lightning gun, a bulletproof vest, and a shaky grasp on sanity.

Medium humanoid (any non-elf), any non-lawful

Armor Class 13 (heavy workshop apron)

Hit Points 38 (7d8+7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	14 (+2)	11 (+0)	10 (+0)

Saving Throws Dex +4, Int +4

Skills Arcana +4, Technology +6

Senses passive Perception 10

Languages Common, Tech Jargon

Challenge 1 (200 XP)

Gadget Abilities. The engineer can innately cast the following spells on itself; its spellcasting ability is Intelligence (spell save DC 12):

At will: *levitate*

1/day each: *blur*, *protection from bullets*

Quick Fix. Any time the the engineer attempts a repair or modification of a machine, vehicle, or technological device, the time required is figured as if the object were one size category smaller.

Tool Expertise. The engineer is proficient with one kind of engineering tools, and gains double its normal proficiency bonus (+4) on rolls to use those tools.

ACTIONS

Shock Coil. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 9 (1d10+4) lightning damage, and the creature can't take reactions until the start of its next turn.

Lightning Gun. Ranged Weapon Attack: +4 to hit, range 60 feet., one target. **Hit:** 11 (2d8+2) lightning damage, and the creature can't take reactions until the start of its next turn.

SOLDIER

A rank-and-file mercenary or military conscript.

Medium humanoid (any non-elf), any non-chaotic

Armor Class 15 (plated field jacket)

Hit Points 33 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Str +3, Con +3

Skills Athletics +3, Survival +2

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Bayonet. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Carbine. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 10 (2d8+1) piercing damage.

Grenade. Once per combat, the soldier can throw a hand grenade at a point up to 60 feet away. All creatures within 20 feet of the impact point must make a DC 15 Dexterity saving throw or take 17 (5d6) points of bludgeoning damage; a successful save halves the damage.

SOLDIER, ELITE

A commando or veteran infantry NCO.

Medium humanoid (any non-elf), any non-chaotic

Armor Class 17 (cuirass)

Hit Points 78 (12d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Str +4, Con +4

Skills Athletics +4, Survival +3

Senses passive Perception 11

Languages Common

Challenge 3 (700 XP)

ACTIONS

Multiattack. The soldier makes two weapon attacks.

Bayonet. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Carbine. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 11 (2d8+2) piercing damage.

Grenade. Once per combat, the soldier can throw a hand grenade at a point up to 60 feet away. All creatures within 20 feet of the impact point must make a DC 15 Dexterity saving throw or take 17 (5d6) points of bludgeoning damage; a successful save halves the damage.

STREET FIGHTER

A pit fighter or elite gang bruiser.

Medium humanoid (half-orc or human), any non-lawful

Armor Class 14 (unarmored defense)

Hit Points 52 (8d8+16)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	9 (-1)	12 (+1)	10 (+0)

Saving Throws Str +5, Con +4

Skills Intimidate +2, Streetwise +3

Damage Resistance bludgeoning, piercing, and slashing damage

Senses passive Perception 11

Languages Common

Challenge 3 (700 XP)

Rage. While in combat, the street fighter has advantage on all Strength checks and Strength saving throws.

Savage Instinct. As long as he isn't blinded, deafened, or incapacitated, the street fighter has advantage on Dexterity saving throws and initiative rolls.

ACTIONS

Multiattack. The street fighter makes two unarmed or improvised melee attacks.

Unarmed or Improvised. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) bludgeoning damage.

TECHNOMANCER

A tech mage of respectable power.

Medium humanoid (gnome or human), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 49 (9d8+9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	10 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, Technology +6

Senses passive Perception 11

Languages Common, Tech Jargon

Challenge 6 (2,300 XP)

Spellcasting. The technomancer is a 9th-level wizard, using Intelligence to cast spells (save DC 14, +6 to hit with attack spells). The technomancer has the following spells prepared:

Cantrips (at will): *charm machine*, *mage hand*, *mending*, *shocking grasp*

1st level (4 slots): *inflict damage*, *mage armor*, *magic missile*, *repair damage*

2nd level (3 slots): *cloud of daggers*, *conjure burst*

3rd level (3 slots): *animate junk*, *lightning bolt*, *protection from bullets*

4th level (3 slots): *breakdown*, *stoneskin*

5th level (1 slot): *animate objects*

ACTIONS

Revolver. *Ranged Weapon Attack:* +5 to hit, range 80/240 ft., one target. *Hit:* 9 (2d6+2) piercing damage.

POWERED ARMOR

Wealthy warriors or elite military outfits occasionally equip themselves with suits of powered armor, and clank into battle waving state of the art buzz-blades and machine guns.

IRON BRUTE

Large (or medium) humanoid (any non-elf), any alignment

Armor Class 16 (iron brute)

Hit Points 45 (7d8+14)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Buzz-Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Flame Gun. *Ranged Weapon Attack:* +3 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

IRON BRUTE, ELITE

Large (or medium) humanoid (any non-elf), any alignment

Armor Class 18 (iron brute)

Hit Points 91 (14d8+28)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances fire, lightning, poison; bludgeoning, piercing, slashing

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The iron brute makes two melee attacks with its buzz-blade.

Buzz-Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

Machine Gun (Recharge 4-6). The iron brute fires a burst from its machine gun, targeting a 10-foot cube within 200 feet of it. All creatures in the area must make a DC 15 Dexterity saving throw, or take 11 (2d10) piercing damage.

WAR MACHINES

The military vehicles below are good candidates for the rules for vehicles in combat (p. 60). Without a vehicle of their own, even powerful heroes will be hard pressed in battle against these machines.

GUNBOAT (FLYING OR NAVAL)

A small yacht-sized military vessel, with a lightly armored hull and mounted area weapons. Not meant to challenge full sized warships, but to support friendly troops and harass enemies.

Huge vehicle (techno-magical), unaligned

Armor Class 18 (natural armor)

Hit Points 300 (28d12+112)

Speed flying 40 ft. (airship) or swim 40 ft. (naval)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	6 (-2)	18 (+4)	--	--	--

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Challenge 12 (8,400 XP)

Damage Threshold. Any attack that inflicts less than 15 points of damage (10 points for a flying gunboat) simply deflects off of a gunboat's hull, and is not subtracted from its hit points.

CREW ACTIONS

The gunboat has three crew positions, a pilot (who makes all proficiency rolls and saving throws for the vehicle), a gunner (who can operate either the Grenade Launcher or the Machine Gun in a given turn), and a co-pilot (who assists both the pilot and the gunner, and can replace either should they fall).

Grenade Launcher (Recharge 5-6). The gunner fires the gunboat's grenade launcher at a point within 120 feet of the vessel, inflicting 36 (8d8) points of bludgeoning damage on all creatures within a 20-foot sphere centered on the impact point. A creature who makes a successful DC 15 Dexterity saving throw takes half damage.

Machine Gun (Recharge 3-6). The gunner fires the machine gun in a 50-foot line, 5 feet wide, inflicting 22 (5d8) points of piercing damage on all creatures caught in the line. A creature who makes a successful DC 15 Dexterity saving throw takes half damage.

STEAM TANK

A huge and heavily armored steam carriage, set with a heavy main gun for artillery and siege purposes, and a mounted machine gun for defense and anti-infantry fire.

Huge vehicle (techno-magical), unaligned

Armor Class 20 (natural armor)

Hit Points 400 (40d12+160)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	6 (-2)	18 (+4)	--	--	--

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Challenge 20 (25,000 XP)

Damage Threshold. Any attack that inflicts less than 25 points of damage simply deflects off of the steam tank's armor, and is not subtracted from its hit points.

CREW ACTIONS

The tank has three crew positions, a driver (who makes all proficiency rolls and saving throws for the vehicle), a gunner (who can operate either the Main Gun or the Machine Gun in a given turn), and a gunner's mate (who can fire the Machine Gun if the gunner does not, and can replace him should he fall).

Main Gun (Gunner; Recharge 5-6). The gunner fires the tank's main gun at a point within 200 feet of itself, inflicting 54 (12d8) points of bludgeoning damage on all creatures within a 20-foot sphere centered on the impact point. A creature who makes a successful DC 17 Dexterity saving throw takes half damage.

Machine Gun (Gunner; Recharge 3-6). The gunner fires the tank's machine gun in a 50-foot line that is 5 feet wide, inflicting 27 (5d10) points of piercing damage on all creatures caught in the line. A creature who makes a successful DC 17 Dexterity saving throw takes half damage.

Trample (Pilot). If the tank moves through a Medium or smaller creature's space, that creature must make a DC 15 Dexterity saving throw or take 32 (5d12) bludgeoning damage as if from a collision (p. 61). The tank takes no damage in the collision.

LEGAL STUFF

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