

OTHERWORLDLY PATRONS

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

THE MACHINE

You have surgically implanted into your chest the Heart of the Machine, a device of immense power that constantly bombards your body and mind with arcane energy and forbidden knowledge. This influx of energy can be manipulated into spells or used to power magitech enhancements similarly installed into your body.

The Heart of the Machine's mechanics are not entirely well understood. While some claim a rational, scientific understanding of its inner workings, others claim a transcendent connection to The Machine – that it is a powerful being, a construct of immense design that embodies itself through those who carry the Heart.

THE MACHINE EXPANDED SPELLS

Spell Level	Spells
1st	<i>detect magic, thunderwave</i>
2nd	<i>darkvision, heat metal</i>
3rd	<i>lightning bolt, nondetection</i>
4th	<i>fabricate, locate creature</i>
5th	<i>animate object, contagion</i>

BATTLEFIST

When you select this patron at 1st level, you permanently replace one of your hands (your choice) with a mechanical battlefist. The battlefist is a one handed light melee weapon that deals 1d8 bludgeoning damage, and cannot be disarmed. You are proficient with the battlefist. You may hold or otherwise manipulate a weapon, shield, or other object on the same arm as your battlefist, though you may not attack with your battlefist and use an object or weapon held in that hand on the same turn.

EMBEDDED COMPONENT

At 6th level, you gain the ability to embed or attach magitech components to yourself. You may select 1 Embedded Component from the Embedded Components list. At levels 9, 12, and 15, when you learn new eldritch invocations, you may choose to gain a new component instead.

ELDRITCH FIST

At 10th level, you have mastered using your battlefist and spellcasting to crush your foes. When you use the Attack action to attack a creature with your battlefist, you may use a bonus action to cast an evocation cantrip targeting that creature. Treat this cantrip as if it had a range of touch.

TOTAL AUGMENTATION

By 14th level, you are more machine than man. You gain immunity to being blinded, deafened, exhausted, or poisoned. In addition, you now have the Construct type.



EMBEDDED COMPONENTS

ARM SERVOS

Your arms have been infused with magitech components, allowing you a burst of strength. Your Strength score increases by 1, to a maximum of 20. As a bonus action, you may increase your Strength score by 2 (to a maximum of 20) for one minute. Once you use this component, you must finish a short or long rest before you can use it again.

ARMORED BODY

You have incorporated enough reinforcing materials into your body to become somewhat resistant to physical damage. Your armor class increases by 2, to a maximum of 20.

ARMORED MIND

You have grafted a machine directly onto your nervous system. You have advantage on saving throws against being charmed or frightened.

FORTIFY SKIN

You have alchemically infused your skin with adamantine fibers that toughen on command. You may use an action to Fortify your skin for 1 minute. During this duration, you move at half speed and gain resistance to all Bludgeoning, Piercing, and Slashing damage. After using this, you must finish a short or long rest before you can use it again.

IMPROVED BATTLEFIST

You have upgraded your battlefist to deal more damage. Your battlefist now deals 1d10 damage, is magic, and you gain a +1 bonus to attack and damage rolls you make using it.

LEG SERVOS

Your legs have been infused with magitech components, allowing you to run longer and faster. Your movement speed increases by 10 feet and you have advantage on Constitution saving throws against being exhausted..

OVERLOAD METABOLISM

As a bonus action, you can excite your artificial metabolism to heal a number of hit points equal to 5 + your level. Doing this incurs a -2 penalty to your Strength and Dexterity scores for 10 minutes. After using this ability, you may not use it again until you complete a short or long rest.