

MAGITECH UPDATE

Middle Finger of Vecna



MARTIAL ARCHETYPES

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

MAGITECH HERO

The archetypical Magitech Hero is a warrior who possesses a sophisticated suit of magical armor which can be upgraded and modified, making them extremely versatile and dangerous combatants. Some upgrades make the Hero a towering machine of war, others a craven shadow on the wall, and others still a flying mechanical wonder, capable of firing beams of energy from his eyes and palms. No matter the configuration, Magitech Heroes are a formidable force.

MAGITECH ARMOR

When you choose this archetype at 3rd level you gain a suit of magic armor from your church (or family, clan, king, or other organization as appropriate for your character). You may choose any type of armor that you are proficient with. It is of masterwork quality, but is otherwise typical of armor of that type. At any time you may return to any church of your order, and they will provide you with the facilities needed for you to repair, improve, or enchant it, though you must still pay for materials and other associated costs.

Magitech Armor is more powerful than a regular magic item. Only an *antimagic field* and areas of "dead magic" suppress its abilities, rendering it mundane masterwork armor until the magic suppression ends. When suppressed by an Anti-Magic Field or similar effect, you also lose any abilities gained from Magitech Upgrades.

MAGITECH UPGRADE

At 3rd level, you may select any two Magitech Upgrades for which you meet the prerequisites. You may not use one of the Upgrades selected at 3rd level as a prerequisite for the other. You may select an additional upgrade at 7th, 10th, 15th, and 18th level.

Magitech Upgrades apply only while you wear your Magitech Armor. Upgrades that cast a spell require no verbal or somatic components. If an Upgrade calls for a saving throw, the DC is equal to 8 + your proficiency bonus + your Intelligence modifier.



MAGITECH UPGRADES

If a magitech upgrade has prerequisites, you must meet them to learn it.

ARMORED MIND

You have advantage on saving throws against being charmed and saving throws against being frightened.

ARMOR SENTIENCE

Prerequisite: Energy Shield and Armored Sense

Your armor gains a more complete sentience and gains the ability to transfer some of its magical power into spells. Your armor has 6 charges. You can use an action and expend 1 or more charges to cast one of the following spells from it: *lightning bolt* (4 charges), *magic missile* (1 charge), *protection from energy* (2 charges), or *thunderwave* (1 charge). If you expend the armor's last charge, you are incapacitated and can't move for 1d4 rounds, after which the armor regains 1 charge. Your armor regains 1d4 + 2 expended charges daily at dawn.

ARMORED SENSE

Prerequisite: Energy Shield

Your armor gains a limited sentience and may alert you early to threats. You gain darkvision and the effects of see invisibility with a range of 30 feet while you wear your armor. You may add double your proficiency bonus to Investigation and Perception checks (including Passive Perception checks.)

ARMORED STABILITY

While you wear your armor, you have advantage on ability checks and saving throws against being moved or knocked prone, such as from a Shove action or Trip Attack maneuver.

BURROW

While you wear your armor, you gain a burrow speed equal to half your base movement speed.

DAMAGE REDUCTION

Prerequisite: Energy Shield

You may cast protection from energy. You must complete a short or long rest before using this feature again.

DAUNTLESS

Prerequisite: Armored Mind

While you wear your armor, you no longer need to eat or sleep and are immune to magical sleep effects. You are also immune to being poisoned.

DIVE ATTACK

Prerequisite: Speed, Propulsion

If you move at least 10 feet downward before making a melee attack against a creature, you have advantage on

your first attack against that creature and may add your proficiency bonus to that attack's damage.

ENERGY SHIELD

You can cast *shield*. You can use this ability again after taking a short or long rest.

EVASION

Prerequisite: Speed and Stealth

You gain the Rogue Evasion and Uncanny Dodge features.

EXPLOSIVE ENERGY

Prerequisite: Power Fist, Repulsor Rays

As an action, you can channel all of the energy of your Magitech Armor into an explosive electrical attack. Each creature within a 30-foot cone must make a Dexterity save. On a failed save a creature takes 3d6 points of lightning damage for each point of your proficiency bonus, or half as much on a successful one. After you use this ability you are incapacitated and can't move for 1d4 rounds. You must complete a short or long rest before using this feature again.

FLAME THROWER

You can fire a stream of flame at your foes as an action. Each creature in a 15-foot cone must make Dexterity saving throw. A creature takes 4d6 fire damage on a failed save, and half as much damage on a successful one. You must complete a short or long rest before using this feature again.

FROST MISSILE

As an action, you may fire a Frost Missile. The missile has a range of 5 feet times your fighter level. Make a ranged attack. If it hits, the missile deals 2d8 points of Cold damage, and the target is can move only half its maximum speed until the beginning of your next turn.

GREAT STRENGTH

Your armor assists you in physical exertion. While you are wearing your armor, increase your Strength score by 1, to a maximum of 20. In addition, your lifting and carrying capacity is doubled.

INTERPOSE

Your armor is so imposing that enemies cannot ignore your presence. Any space that you occupy blocks the line of sight and line of effect of any enemy attack on the same or lower level of elevation as you. Thus this gives objects and creatures total cover from effects that require a straight line of effect through your square. Friendly creatures that are familiar with your presence may target others through your square normally. Enemies on higher elevation than you ignore this effect, as do enemies that are larger than you.

LIGHT BEAMS

As a bonus action, you may fire beams of light from your eyes. The light beams have a range of 5 times your fighter level (max 60 feet). Make a ranged attack. If it hits, it deals 2d4 points of Fire damage. After you use this ability you may not use it again for 1d4+1 rounds.

MECHA TRANSFORMATION

Prerequisite: Power Fist, Transmutation

Your armor can become a towering machine of war. As an action, for 1 minute, your size triples in all dimensions, and your weight is multiplied by 27. This growth increases your size by two categories—from Medium to Huge, for example. You also has advantage on Strength checks and Strength saving throws. Your weapons do not grow to match your new size, but your Power Fist does. While the Power Fist is enlarged, your attacks with it deal double damage. In addition, your armor is Fortified as per the Transmutation feature while you are enlarged. You must complete a long rest before using this feature again.

PLANAR ADAPTION

Choose a plane of existence other than the Material Plane. You may move and act on that plane as if you were a native, and do not take penalties associated with being a non-native to this plane. This upgrade requires DM approval, as the cosmology of various game worlds vary dramatically.

POWER FIST

Your armor has a Power Fist built into one of its arms, which is a one handed melee weapon that deals 1d8 bludgeoning damage, and cannot be disarmed. You are proficient with the Power Fist. You may hold or otherwise manipulate a weapon, shield, or other object on the same arm as your Power Fist, though you may not attack with your Power Fist and use an object or weapon held in that hand on the same turn.

PROPULSION

Prerequisite: Speed

While you wear your armor, you gain a fly speed equal to your base movement speed. You may not take the Dash or Disengage actions while flying. Flying for more than 1 minute at a time drains your suit of power, after which you fall and are incapacitated and can't move for 1d4 rounds.

REPAIR

Prerequisite: Energy Shield, Damage Reduction

At the beginning of your turn, you heal a number of health points equal to your proficiency bonus if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

REPEATING CROSSBOW

Your armor has a special repeating hand crossbow built into one of its arms, which is a ranged weapon that deals 1d6 piercing damage, has range 30/120 feet, cannot be disarmed, and possesses the Light weapon property. You proficient with this weapon. You may hold or otherwise manipulate a weapon, shield, or other object on the same arm as your Repeating Crossbow (including a Power Fist). Your armor contains an extradimensional space which can store up to 100 bolts, and the repeating crossbow automatically loads any stored bolt of your choice automatically requiring no action.

REPULSOR RAYS

Prerequisite: Power Fist

As an action, you can fire a number of rays equal to your proficiency bonus. Make a ranged attack for each ray. These rays each have a range equal to 5 feet times you fighter level. If hit, a creature takes 1d6 plus your Intelligence modifier force damage. In addition, creatures hit by rays must make a Strength saving throw with a DC equal to 5 times the number of rays that hit them. Each creature hit makes only 1 saving throw. On a failed save, a creature is pushed back 10 feet.

SPEED

Your base speed increases by 10 feet.

SPIDER CLIMB

While you are in your armor, you gain the effects of *spider climb*.

STEALTH

Prerequisite: Speed

While you wear your armor, suffer no disadvantage on stealth checks due to it and you may add double your proficiency bonus to Dexterity (Stealth) checks. You may also cast *invisibility*. After using this, you cannot cast invisibility again until you complete a long rest.

TRANSMUTATION

Prerequisite: Power Fist

As an action, you can change the shape and form of your armor to assume the appearance of a normal set of clothing. You can also take an action to Fortify your armor for 1 minute. During this duration, you move at half speed in your armor, and have resistance to Bludgeoning, Piercing, and Slashing damage. After using this, you cannot Fortify your armor again until you complete a long rest.

WEBBING

You can cast *web*. You cannot use this feature again until you take a short or long rest.

ROGUISH ARCHETYPES

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

SCAVENGER

You are a wanderer of the junkyards and a forager of scrap. Your skill and flexibility allows you to improvise almost anything, and your propensity to hoard useful items means you will never run out of handy materials. In particular, you have cultivated a skill for targeting and deconstructing constructs and clockwork machines, whether it is because of the high value of gears and flywheels on the black market, or because you hold a personal vendetta against constructs.

MACHINE HUNTER

Beginning when you select this archetype at 3rd level, you have advantage on attacks against constructs. Additionally, you are skilled at bypassing armor in general, and gain a +1 bonus on attack rolls against creatures wearing medium or heavy armor.

IMPROVISE

At 3rd level, if you are lacking a tool to perform a task, such as a lockpick to open a door, you can quickly fashion a makeshift replacement. After concentrating on the task for 1 minute, you can produce an item that performs the task, but gives disadvantage on rolls to perform it.

STALKER

At 9th level, you can rig up a device producing an active camouflage for 1 minute which grants you advantage on Dexterity (Stealth) checks. After you use this ability, you must complete a short or long rest before using it again.

SABOTAGE

Starting at 13 level, you have an intricate understanding of machines. You gain advantage on Intelligence checks relating to understanding machines and Dexterity checks made to disassemble or repair them.

In addition, you know how to target a machine's structural weak points. When you use Sneak Attack against a construct, the construct is incapacitated until the beginning of your next turn, even if it is immune to this condition.

CLUSTERBOMB

By 17th level, you have learned how to rig up a shrapnel-filled explosive charge. You may prepare your clusterbomb during a short rest, choosing to set its fuse at 1 round, 2 rounds, or 1 minute. As an action, you can activate and place your bomb or throw it up to 10 feet. After the duration of its fuse has passed, at the beginning of your turn the clusterbomb explodes. All creatures within 20 feet of the clusterbomb must make a Dexterity saving throw with a DC equal to 8 + your proficiency bonus + your Intelligence modifier. On a failed save, a creature takes 8d8 piercing damage, or half as much on a successful one. Constructs and objects take double damage. You may only have 1 clusterbomb at a time.

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 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 is 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.

ARCANE TRADITIONS

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds of D&D, with various traditions dedicated to its complex study. The most common arcane traditions in the multiverse revolve around the schools of magic.

Wizards through the ages have cataloged thousands of spells, grouping them into categories called schools. In some places, these traditions are literally schools; a wizard might study at the School of Illusion while another studies across town at the School of Enchantment. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

SCHOOL OF MECHAMANCY

Mechamancers depart from the traditional realm of the scholarly book-smart mages, in favor of a hands-on mechanical approach to their magic. Experts in tinker's tools and engineering, practitioners of the School of Mechamancy use their magic to imbue mundane parts with animation, creating totally obedient constructs that can be repaired and disassembled. With these constructs under their control, Mechamancers can reside some distance away from the dangers of adventuring, while their creations handle the mess.

ENGINEERING SAVANT

Beginning at 2nd level, you can create constructs that you can command. You have proficiency in Tinker's Tools. You also have a total number of Construct points equal to your proficiency modifier. Creating a construct requires using your Tinker's tools and a supply of mundane parts (kept with your tools) to build the mechanical body of the construct, investing the required number of construct points in it, and expending a spell slot to transform it from mundane parts into an obedient construct. Once you have expended a spell slot to make a construct, you may not regain that slot until the construct is disassembled or destroyed. You can fully repair all your constructs to full hit points using your Tinker Tools during a short rest.

Your constructs act on your turn, though they don't take actions unless you command them to. You may expend your move or action to mentally command one or all of your constructs to move or act in a way in which they are capable. You may expend your reaction to allow one of your constructs to make a reaction if is capable.

The connection to your constructs is taxing, and you may not magically summon nor command any creatures while any of your constructs are active.

MECHANICAL SPIDERS

At 2nd level, you can create mechanical spiders, requiring expending a spell slot. You can create any number of mechanical spiders in a short rest. Each mechanical spider requires 1 Construct Point.

When you cast a spell with a range of touch, any one of your spiders can deliver the spell as if it had cast the spell. Your spider must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your spell attack modifier for the roll.

Mechanical Spiders are spindly and frail, and never sustain more than one hit before requiring repair.

AUTOMATONS

At 6th level, you can create weaponized automatons, requiring 1 hour of work and expending a spell slot. When you expend a spell slot of 2nd level or higher to create your automaton, its maximum hit points increase by 10, its armor class increases by 1, and it gains a +2 bonus to damage on its attacks, for each slot level above 1st. You must supply a simple, mundane, light weapon or a light crossbow to construct this construct. Each automaton requires 2 Construct Points.

Automatons are short and walk on two stubby legs. They do not have arms capable of manipulating objects, and have instead a single weapon which takes up the bulk of their form.

CONSTRUCT EMPATHY

Beginning at 10th level, your connection to machines is second-nature. You gain advantage on Intelligence checks relating to understanding machines.

CLOCKWORK KNIGHT

At 14th level, you may create a humanoid clockwork knight, which can walk and wield weapons as humans do, requiring 6 hours of work and expending a spell slot. When you expend a spell slot of 2nd level or higher to create your clockwork knight, its maximum hit points increase by 10, its armor class increases by 1, and it gains a +2 bonus to damage on its attacks, for each slot level above 1st. Each clockwork knight requires 4 Construct Points.

Clockwork knights are tall and powerful masterpieces of machinery, capable of taking damage and crushing your foes.

MECHANICAL SPIDER

Small Construct, unaligned

Armor Class 10

Hit Points 1

Speed 20ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	12 (+1)	2 (-4)	0 (+0)	4 (-3)

Damage Immunities poison, psychic

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

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

Languages –

Spider Climb. The mechanical spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Carry. The spider can pick up and carry or drop a single object weighing no more than 5 pounds.

AUTOMATON

Small Construct, unaligned

Armor Class 12

Hit Points 10

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	4 (-3)

Damage Immunities poison, psychic

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

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

Languages –

ACTIONS

Weapon attack. *Melee Weapon Attack:* Its creator's spell attack bonus to hit, reach 5 ft., one creature. Hit: damage dice and type as appropriate to the weapon with which the automaton was built + 2.

CLOCKWORK KNIGHT

Medium Construct, unaligned

Armor Class 12

Hit Points 20

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages –

Spell Immunity. The clockwork knight is immune to three spells chosen by its creator. Typical immunities include fireball, heat metal, and lightning bolt.

ACTIONS

Multiattack. The clockwork knight makes two longsword attacks.

Longsword. *Melee Weapon Attack:* Its creator's spell attack bonus to hit, reach 5 ft., one target. Hit: 16 (2d10 + 4) slashing damage.

Thunderwave. The clockwork knight can cast *thunderwave* as a 4th level spell centered on itself using its creator's spell save DC.

