

A 5th Edition D&D Supplement

Arcane Armoury

Volume Three: Magic Items

Includes over forty new items to use in your games,
as well as two new Constructs to play as!



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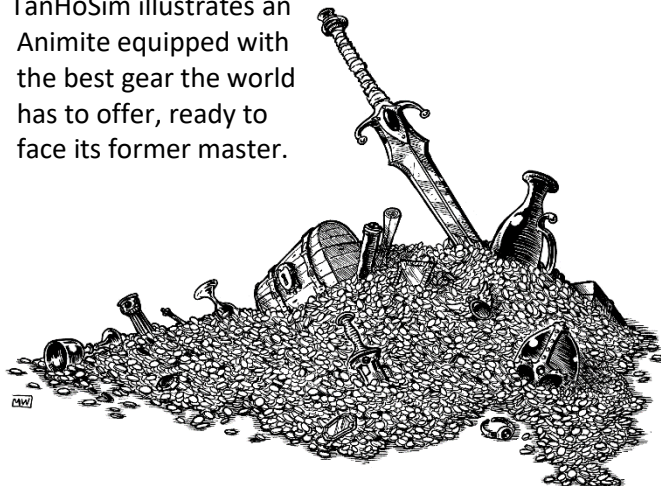
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ON THE COVER

TanHoSim illustrates an Animite equipped with the best gear the world has to offer, ready to face its former master.



Introduction

Foreword

Alright, so we've got a bag of holding, a couple of wands, three Ioun stones, twelve healing potions and 50 ft. of rope. I think we're ready to go, everyone! We will show them that Anauroch is ours!

-Kraime Hellhorn, last words, before realizing that he forgot both rations and water.

“An unprepared adventurer is a dead adventurer” – these words were passed down from generation to generation and they hold true to this day. After all, a wizard can only cast so many spells each day, a fighter can only go on fighting for so long before collapsing of exhaustion and even the best rogue of them all will one day face a trap that simply cannot be disarmed.

This is when the so-called magic items come into play – from formidable artefacts capable of reshaping the fabric of reality to simple quality of life improvements. Whether you need a sword capable of cutting through time and space or a jar capable of producing infinite gallons of mayonnaise, you can be certain that somewhere, sometime, a mage crafted it, then inevitably lost it to a wandering monster or a fellow adventurer.

So, whether you're looking for a new weapon, a fancy suit of armour or another new tool of destruction, look no further! Inside this supplement you'll find all of the above, and more.

Dungeon Master's Notes

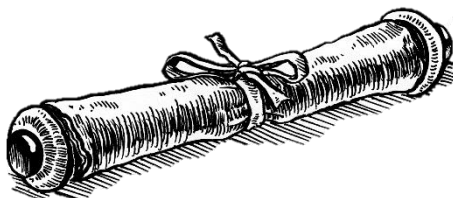
Each item has been presented in the following format:

1. Name. You will notice that many items in this volume are named, meaning that they are usually unique. This gives them additional flavour and makes them even more impactful when obtained. This part will also contain an alternative, more gameplay oriented name should you be interested in giving out duplicates. Also, some items directly reference The Forgotten Realms – should you be running another setting, the alternative name will often be a better choice.

2. Rarity. Items will be categorized using the default D&D 'Dungeon Master's Guide' system, splitting them into common-uncommon-rare-legendary categories. The guidelines have been preserved to the best of our knowledge, to keep them as powerful as their equivalents.

3. Origins. This new characteristic gives an example for who could have created the item, making it much easier to find suitable adventure hooks and more coherent treasure piles.

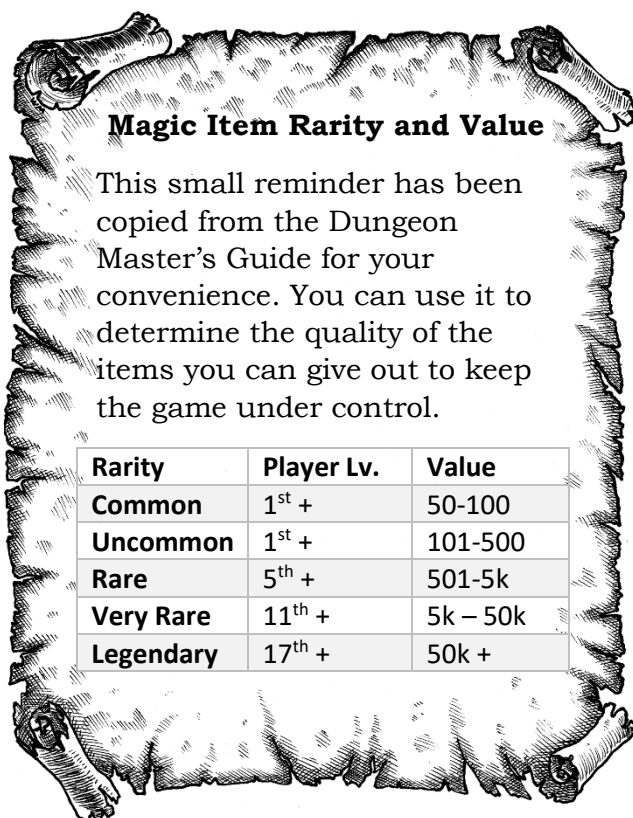
4. Flavour Text. Each item has been adorned with a plethora of characteristics, to make it much easier for you to introduce it to your characters. Naturally feel free to change them to suit the situation a bit better. Most items have been created with minor quirks and properties in mind, giving the players additional roleplay opportunities.



5. Properties. This part will explain all the effects of the item and, for your convenience, will also often contain the explanation for effects that the item may replicate.

For your added convenience, all items have been organized in the alphabetical order, with their rarities clearly marked next to them. You can find this table at the beginning of the volume.

These items were not created with selling and buying them in mind, so should you be interested in allowing your players to trade for them, please refer to the ‘Selling a Magic Item’ table available on page 130 of the Dungeon Master’s Guide, using the items’ respective rarities as starting points when defining prices.



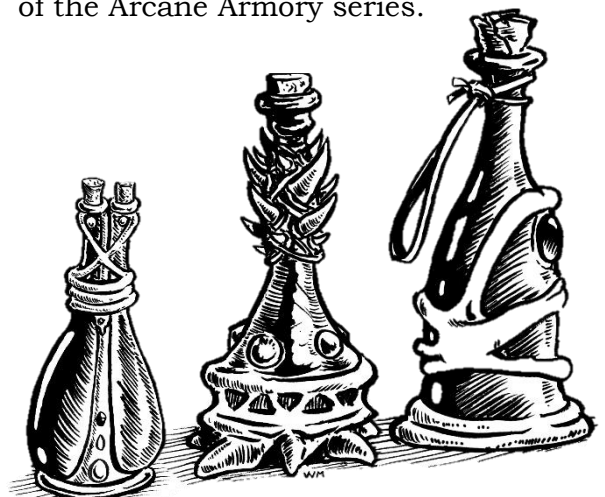
While the items have been created following the appropriate guidelines and they should be well suited for normal adventures, it is possible that your players will come up with odd, unpredictable uses for an item. Should that be the case, feel free to change an effect on the spot if it is breaking the game, or reward creativity! After all, only the Dungeon Master is capable of adjusting to any situation.

Should you feel like any of the items are blatantly broken or are simply unsure of how one of them works, feel free to refer to the Frequently Asked Questions section of the store page, or leave a question underneath the product.

In addition, this product includes two new playable Construct races, the Multidron, an agent of Mechanus, and the Animite, a soul trapped in a manufactured body. In the same vein as the rest of the document, these playable “items” offer new roleplay opportunities and are sure to make for some memorable characters.

Without further ado, I hope that you will find these items to your liking and that they will improve your gaming experience. Thank you for your support!

-Matt, Author of the Arcane Armory series.



Magic Items, A-Z

⇒Anaconda's Bracers⇒

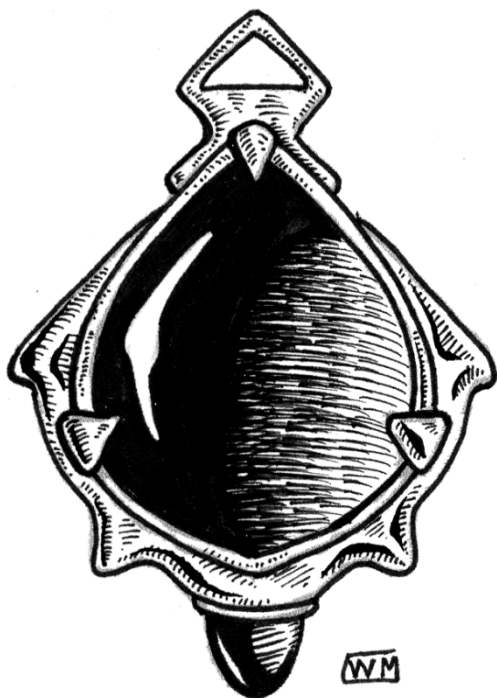
Wondrous item, Uncommon. Requires Attunement.

Origins: A warlike clan of Yuan-ti.

These bracers consist of multiple intertwined brass coils, shaped and engraved to resemble massive snakes. A sign of respect among the Yuan-ti, these gauntlets are occasionally offered to those who are of use to the reptilian race.

While wearing these bracers you gain a +1 bonus to the attack rolls and the damage rolls you make with unarmed strikes and natural weapons. Such attacks are considered to be magical.

Additionally, when you attack a large or smaller creature and roll a 20 on the attack roll, you may, in addition to the damage, grapple the target (escape DC 14). Until the grapple ends, the target is restrained and you cannot grapple another target.



⇒Amulet of Quickening⇒

Wondrous Item, Legendary. Requires Attunement.

Origins: Clerics of Akadi.

This small amulet resembles a globe filled with gusts and feathers, constantly spinning. Often considered a direct blessing from the deity, this trinket bestows the user with godlike speed and alacrity.

While attuned to this magic item, your movement speed is doubled.

Additionally, the amulet has five charges and it regains 1d4+1 daily at dusk. You can use your action to expend one charge to cast *haste*, requiring no material components.

When you cast a spell with a casting time of one action, you can expend one charge to change the casting time to one bonus action for this casting.

When you take the Attack action, you can expend up to three charges. You can make an additional attack for each charge you expend.



⇒Ancestral Battleaxe⇒

Weapon (any axe), Very Rare. Requires Attunement.

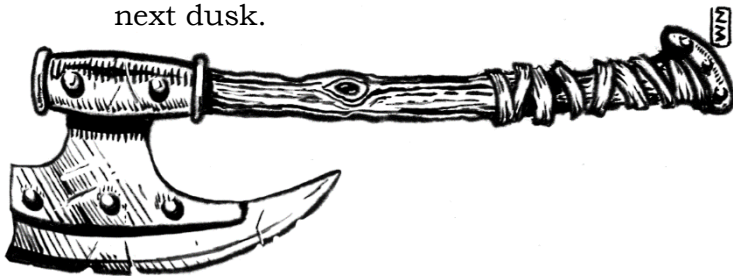
Origins: An ancient northern tribe that once occupied Mount Nar.

This weapon's primitive look may make it seem like a piece of junk to most, but beneath its humble demeanour hides a truly formidable power. It is often said that the lucky one carrying the axe is never alone, for their ancestors watch and assist them every step of the way.

You gain a +2 bonus to attack and damage rolls using this magic weapon.

This weapon has three charges and it regains them daily at dusk. You can use an action to expend some of the charges to cast one of the spells from it. Charisma is your spellcasting ability for these spells, *bleed* (1 charge) or *speak with dead* (2 charges).

Additionally, as long as you have no more than half of your hit points left, you can use an action to summon a *Ghost* (Monster Manual, p.147). It resembles one of your dead relatives, acts on your turn and is friendly to you and your companions. You can use a bonus action to command how the ghost moves and what action it takes. In the absence of such orders, it will do its best to defend you from all threats. It returns to the afterlife after one minute or when it drops to 0 hit points. Once you use this feature, you cannot use it again until after the next dusk.



⇌Arachnophile's Mask⇌

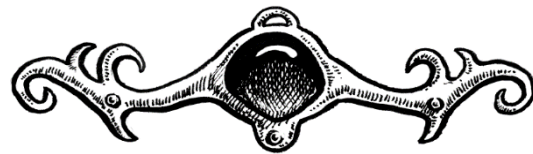
Wondrous Item, Uncommon. Requires Attunement.

Origins: A heretical Drow cult that worships Driders.

This strange, onyx mask is almost completely plain, if it wasn't for the tiny, spider-like ivory fangs attached to it. It is often complemented by a white wig, styled to resemble the manes of Driders. Wearing this mask often attracts outright hostility from the followers of Lolth and merely possessing it is usually enough to be killed in one of their underground cities.

While attuned to this mask, you can use an action to cast *animal friendship* (spell save DC 13) with it, but you can target only spiders with it.

Additionally, the mask has one charge and it regains it daily at dusk. You can use an action to expend it and cast one of the following spells, requiring no components – *darkness*, *faerie fire*, or *web*. The spell save DC is 13.



⇌Belt of the Monkey King⇌

Wondrous Item, Rare. Requires Attunement.

Origins: A long-forgotten kingdom of Maztica.

This fine belt is fashioned of a primate's leather, complete with little golden faces of monkeys and apes that function as studs to reinforce it. Often desired by spelunkers and adventurers thanks to its arcane properties, it can be a real lifesaver when trying to dodge a long-forgotten trap or cross a flimsy rope-bridge.

Your Dexterity score is 19 while you wear this belt. It has no effect if your Dexterity is already 19 or higher without it.

Additionally, while attuned to this item, you can use your bonus action to manifest a fully prehensile tail, like those of a monkey. It lasts until you dismiss it as a bonus action, or fall unconscious.

While it is not strong enough to wield a weapon or block attacks with a shield, you can use it to carry minor items for you (like torches, for

example), or as a counter-balance while performing complicated manoeuvres. You have advantage on all Dexterity (Acrobatics) checks and all rolls made to climb vertical surfaces while using the tail.



⇌Big Bag of Traps⇌

Also known as *Kurtulmak's Toybox*
Wondrous Item, Uncommon.

Origins: A kobold inventor.

This seemingly ordinary bag seems poorly stitched together of mismatched materials and, if it wasn't for the faint magical aura, it would probably end up in a dumpster somewhere. Crafted by the follower of the god of traps, the bag grants its user the ability to create mischievous mechanisms out of nowhere. Often the preferred tool of kobolds and other ambushers, it is lethal in the hands of a skilled hunter.

This magic item has four charges and it regains 1d4 charges daily at dawn. Reaching inside the bag reveals the presence of numerous little tokens, shaped like cogwheels.

You can use an action and expend one charge to pull one of the tokens and throw it up to 20 feet. When it lands, after one minute, it transforms into a random trap that you determine by rolling a d4 and consulting the table. Additionally, if you're a kobold, you may instead choose one of the options without rolling.

After an additional minute, the trap automatically attempts to camouflage itself, by blending in with the surroundings. The DC to spot and disarm them is 15. After an hour passes the traps fall apart and are unsalvageable.

D6 Trap Properties

Spring-Loaded Net

The net covers a 10-foot square area centred on the token. When touched, the net is released. All medium or smaller creatures in the area are restrained. A creature may make a DC 13 Strength check, freeing itself or another creature within its reach. Alternatively, the net has AC 10 and 30 hit points.

1

Flaming Disc

This tiny item resembles a flat discus. As soon as a creature moves within 5 feet of the disc it explodes. Each creature within 15 feet of the disc must make a DC 13 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much on a successful one.

2

Bag of Bugs

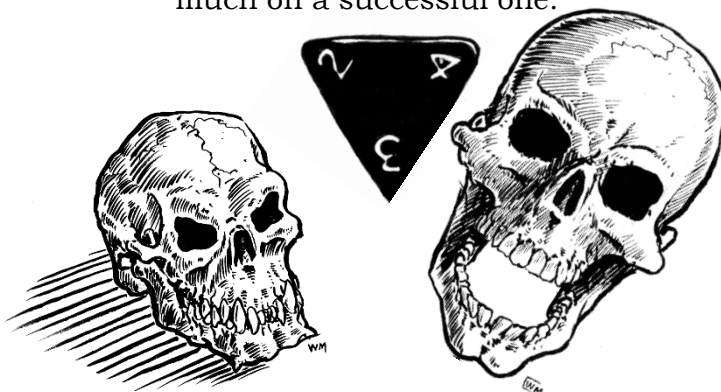
This small pouch is set to open as soon as a creature moves within 5 feet of it. As soon as it triggers, a **swarm of insects** emerges from the trap and rolls initiative. It is hostile to whoever triggered the trap.

3

Lightning Rod

This rod crackles with electric energy. As soon as a creature moves within 5 feet of it, it releases its charge. The target must make a DC 13 Dexterity saving throw taking 3d10 lightning damage on a failed save or half as much on a successful one.

4



⇒Bloodstained Wraps⇒

Wondrous Item, Uncommon. Requires Attunement.

Origins: A clan of Long Death monks.

These bandages perpetually emanate the smell of fresh blood, occasionally dripping with an unidentifiable crimson liquid. Wrapped around the forearms and wrists of the user, they enhance their attacks with necrotic energy and, as a favoured tool of assassins and murderers, they empower the wielder whenever they kill. Unfortunately, the power comes at a hefty price – the dark energy eventually seeps into the user’s bloodstream, making them a monstrous outcast.

While wearing these gloves you gain a +1 bonus to the attack rolls and the damage rolls you make with unarmed strikes and natural weapons. Such attacks are considered to be magical. In addition, you can inflict necrotic damage with them instead of the usual damage type.

Whenever you kill a hostile creature with a Challenge Rating of 1 or greater with your unarmed strikes or your natural weapon, you gain temporary hit points equal to the creature’s Challenge Rating times three.



⇒Book of Endless Puzzles⇒

Wondrous Item, common.

Origins: An exclusive club of Dragonchess players.

This small, dragon leather-bound tome contains seemingly endless puzzles, written to test the mind. Some claim that a curious spirit must inhabit it, as whenever the book is opened anew it contains brand new challenges and riddles.

Whenever you finish a short or long rest, you may choose to attempt to solve one of the puzzles – you must succeed on a DC 13 Intelligence check. If you succeed, you gain advantage on the next Intelligence or Wisdom saving throw or ability check, until you finish a short or long rest.



⇒Boots of the Mammoth⇒

Wondrous Item, Uncommon. Requires attunement.

Origins: A tribe of tundra barbarians.

These massive boots consist of multiple layers of mammoth’s leather, complete with its fur. Often a gift to the visitors who have proven themselves in battle, these boots bestow the might of the mammoth upon their wearer.

While attuned to this item, you have advantage on Charisma and Wisdom (Animal Handling) checks made to interact with mammoths and elephants. Additionally, the item

has two charges and it regains 1d2 charges daily at dawn. Whenever you knock a creature prone and are within 5 feet of it, you may use your bonus action to expend one charge and follow the attack up with the stomp of the mighty mammoth. The creature must succeed on a DC 13 Dexterity saving throw, or take 2d10+3 bludgeoning damage.



⇒Bow of the Mists⇒

Weapon (any bow), Rare.

Origins: A tribe of elusive Wood Elves.

This bow looks so fragile that most archers find it difficult to believe that it does not break when drawn – thin and made of softwood, it resembles a decorative piece more than a weapon. Often found in the hands of the Wood Elves who enjoy toying with their pray, it lets the user seeming blink in and out of the existence, leaving its victims unable to fight back.

You gain a +1 bonus to attack and damage rolls using this magic weapon.

Whenever you reduce a hostile creature to 0 hit points with this weapon, you can use your reaction to become invisible. You remain invisible until the start of your next turn.



⇒Carnage⇒

Also known as the Gnomish Portable Cannon.

Wondrous Item, Legendary. Requires Attunement.

Origins: A mad gnome tasked with creating the weapon to take down a god.

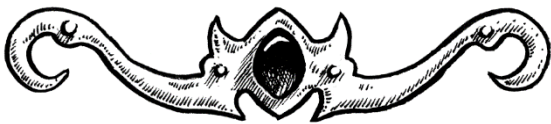
This massive weapon resembles a long tube covered in long-forgotten runes and priceless arcane stones. While somewhat impractical in hand-to-hand combat, the weapon's destructive potential is truly something to behold. Capable of destroying entire platoons in one shot, it is feared by many and desired by more.

This wondrous item has one charge and it regains it daily at dawn. While attuned to the item you can use your action expend a charge to point it in a direction and begin charging its power. Your speed immediately becomes 0 and you cannot be moved by any means until the beginning of your next turn, as you become a conduit for an awakened lay line. It immediately begins to hum with a terrifying power, alerting all within 300 feet to its presence. The end of the cannon's barrel begins to shine, automatically blinding all within 5 feet of it until the beginning of your next turn.

At the beginning of your next turn, the weapon fires in the direction that you chose last turn. A cylinder of cosmic energy 300 feet long and 15 feet wide emanates from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 20d10 force damage on a failed save, or half as much damage on a successful one. If this damage reduces a creature to 0 hit points, it is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except Magic Items, are reduced to a pile of fine grey dust. The creature can be restored to life only by means of a True Resurrection or a wish spell.

This effect automatically disintegrates a Large or smaller nonmagical object or a creation of magical force in its path. If the target is a Huge or larger object or Creation of force, this effect disintegrates a 15-foot-cylinder portion of it. A magic item is unaffected by this effect.



⇌Cassock of the Archbishop ⇌

Wondrous Item, Legendary. Requires attunement by a cleric or paladin.

Origins: An archbishop of war, seeking to please her deity.

This elegant garment is made from exquisite fabrics and is adorned with golden holy writing. A symbol of ultimate mastery over divine magic, these relics are often replicated by gods themselves and gifted to their ambassadors on the material plane.

While attuned to this item, if you aren't wearing armour, your base Armour Class is 15 + your Dexterity modifier. The robe is light enough to be worn over a suit of armour.

Whenever you cast a spell of 1st level or higher to restore hit points to a creature the creature regains additional hit points equal to your wisdom modifier.

Whenever you cast a necromancy spell of 1st level or higher to deal damage to a creature, it deals additional damage equal to your wisdom modifier.

You have advantage on all saving throws.

Special. The cassock's colour corresponds to the alignment for which the item was created – crimson red for evil, lime green for neutral and sky blue for good. You can't attune to a cassock of the archbishop that doesn't correspond to your alignment.



⇒Claws of Felex'ja ⇒

Also known as the Bracers of the Jungle King.

Wondrous Item, Very Rare. Requires Attunement.

Origins: A fallen demon lord's worshippers who wished to preserve the power of their master.

Dedicated to Felex'ja, a demon lord known as the Tiger King, these gauntlets hold the last remains of its power. They empower the user with the might of the great felines, making them an impeccable and merciless stalker.

While travelling for an hour or more in the jungle, you cannot become lost and difficult terrain doesn't slow down your group's travel. You remain alert to danger, regardless to the circumstances and your group can move stealthily at normal pace.

In addition, these clawed gauntlets turn your unarmed strikes with your hands into magic weapons that deal slashing damage, with a +2 bonus to attack and damage rolls and a damage die of 1d8.

If you move at least 20 feet straight toward a creature right before hitting it with an unarmed attack, the target must succeed on a DC 15 Strength saving throw or be knocked prone.



⇒Clovercloak ⇒

Wondrous Item, Uncommon. Requires attunement.

Origins: A leprechaun hoping to protect his best friend.

While gifted with uncanny luck, a leprechaun's combat powers leave much to be desired. Tired of seeing his best friend, an adventuring bard, keep getting hurt, he called upon his many friends to collect all the four-leaf clovers they could find. This robe, fashioned of countless clovers, bestows the luck of the fey upon its wearer.

While attuned to this item and not wearing any armour, your Armour Class equals 10 + your Dexterity modifier + your Charisma modifier.



Dissonant Beverage ⇌

Also known as the Bottle of Chaos.

Wondrous item, Uncommon.

Origins: A Wild Mage with a penchant for mixology.

This item resembles a bottle of vintage wine, complete with a nonsensical unreadable label and a cork resembling a skeletal head. Originally a wild magic surge disaster, this bottle became the ultimate gambler's challenge, replacing many other hardcore games. To drink from it is to expect the unexpected.

This magic item regenerates a new strange unidentified liquid every morning, as well as a new cork. When opened, the liquid inside of it loses its magical properties after a minute, becoming mundane, though quite exquisite, red wine.

There is enough liquid inside the bottle for a single drink. A creature proficient in Alchemist's Tools, Nature or Brewer's Supplies may attempt to analyse it before opening, with a successful DC 25 skill check. When a creature consumes the liquid, or it is successfully analysed, roll on the random effects table to see what the beverage does.



D6

EFFECTS

1

The liquid tastes like bad cough syrup and has healing properties. You regain 3d8+3 hit points.

2

The liquid is extremely sweet, granting you a sugar rush followed by intense fatigue. You gain the effects of a short rest, then incur one level of exhaustion.

3

The liquid resembles chamomile tea and calms your mind. You are cured of all forms of madness, then immediately fall unconscious. You'll sleep for the next 1d6+6 hours, or until you take damage or are forcefully awoken.

4

The liquid is extremely spicy, tasting like a mix of chilli and horseradish. You are set ablaze, as if you were hit with a flask of *alchemist's fire*. (Player's Handbook, 148)

5

The liquid tastes like old, rotting fruits and acts like the *pale tincture* poison. (DM Guide, 258)

6

The liquid tastes like pure water, but it is extremely cold. Unless you're resistant or immune to cold damage, you must make a DC 15 Constitution saving throw or take 3d12+6 cold damage.

⇌Eyepatch of the Pirate King ⇌

Wondrous Item, Rare. Requires Attunement by a humanoid proficient in vehicles (water).

Origins: A legendary pirate.

This simple eyepatch emanates a faint smell of the sea when attuned to and it is often said that it is a true sailor's best friend. Fabled to have once been worn by a king of the pirates, it is a sign of nobility among those who call the sea their home.

While attuned to this item you have a swimming speed equal to your movement speed. Additionally, whenever you make a Wisdom (Survival) or Vehicles (Water) check while waterborne, you are considered proficient in them and may double your proficiency bonus.

Once per long rest, when you take fire damage, you may as a reaction conjure a shimmering shield of water. You are immune to fire damage until the beginning of your next turn.



⇒Fairy Strone ⇒

Wondrous Item, Uncommon. Requires attunement.

Origins: A lonely druid seeking to bring his best friend along for the journey ahead of him.

Faerie stones vary in both shape and colour, just as the fairies that own them do. The stone's outward appearance often betrays the fairy's nature, as, for example, particularly impulsive and warlike faeries often inhabit massive rubies, while sad and melancholic ones prefer plain onyxes.

While attuned to this item, you can speak the command word (often a greeting or a call for help) as an action to summon a particular **Pixie** from Feywild. It appears in an unoccupied space within 30 feet of you. It remains as long as you concentrate (as if you were concentrating on a spell), to a maximum of one hour, or until it drops to 0 hit points. It then returns to its home plane.

While summoned, it is friendly to you and your companions. It obeys your commands, but other than that it acts in accordance with its personality and alignment.

After the Pixie departs, it can't be summoned again for 24 hours and the stone becomes nonmagical if the Pixie dies.



⇒Flail of the Three Mountains⇒

Weapon (flail), Legendary. Requires Attunement.

Origins: Artisans of the Great Dismal Delve.

Crafted by the finest of the Dao artisans of the Elemental Plane of Earth, this flail represents the three aspects of earth – the stone, the sand and the mud. Each one of its ends is enchanted with a different aspect, making it a highly dangerous and adaptive weapon. Those who attune

themselves to this relic find themselves uncomfortable when away from the weapon's element, often exhibiting a fear of heights and a sea-sickness.

You gain a +2 bonus to attack and damage rolls using this magic weapon.

Additionally, whenever you finish a long rest, choose of the flail's heads to gain its benefits. You can choose a different head each time.

When you hit with an attack using this magic flail, the target takes an extra 3d4 force damage.

FLAIL HEAD	ENCHANTMENT
STONE	Whenever you are forcefully pushed along the ground you can reduce the distance by up to 15 feet.
SAND	Whenever you take slashing, piercing or bludgeoning damage, you can use your reaction to halve the damage.
MUD	You are immune to poison and disease.

⇌Gnomish Repeater Crossbow ⇌

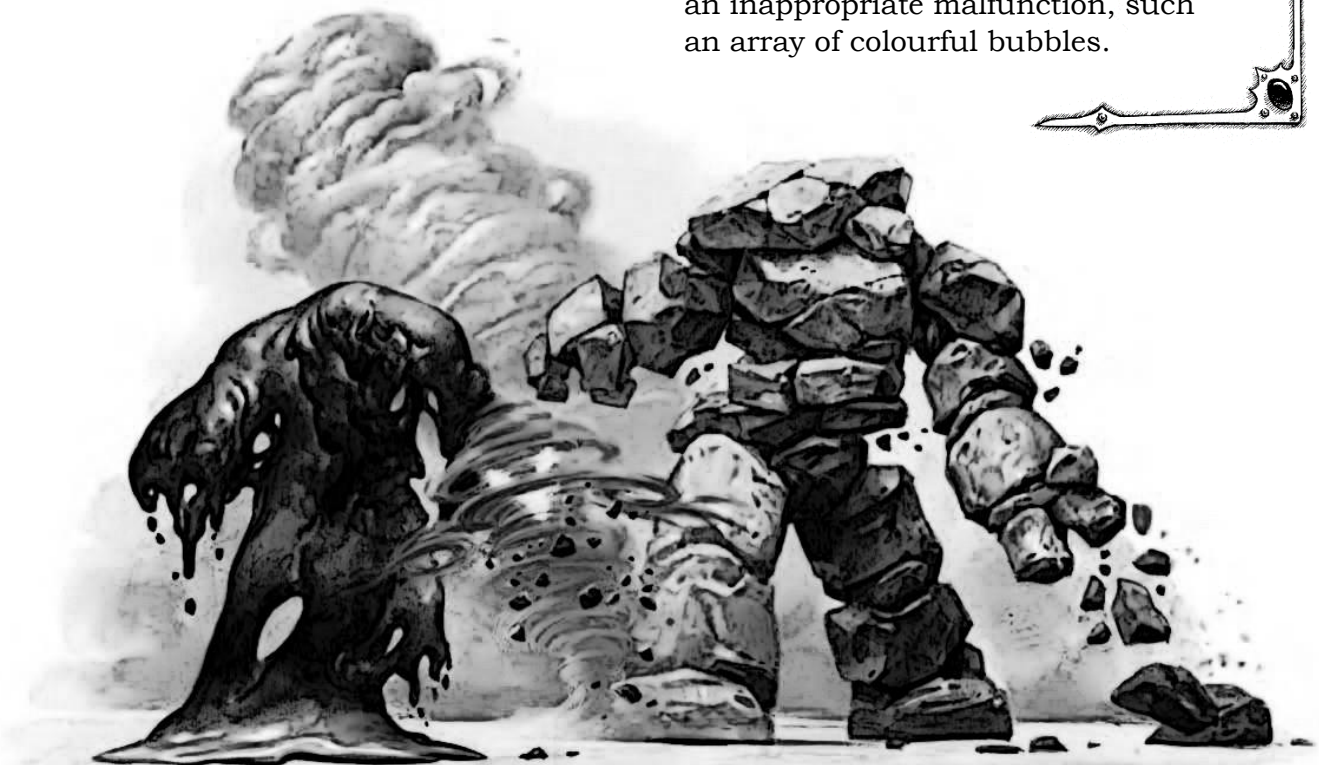
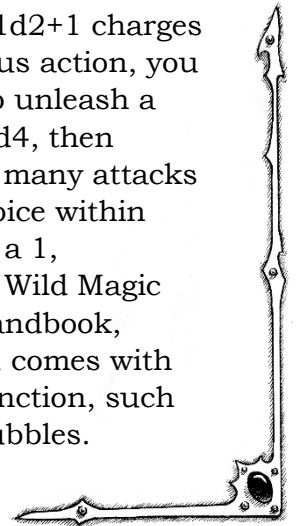
Weapon (any crossbow), Rare.

Origins: A gnome engineer tasked with creating a reliable automatic weapon.

Looking more like a piece of machinery than a weapon, this particular piece of equipment is composed of countless gears, tubes and strange vials. While initially a great success, its unpredictability made it unusable for mass production.

You gain a +1 bonus to attack and damage rolls using this magic weapon.

Additionally, this weapon has three charges and it regains 1d2+1 charges daily at dusk. As a bonus action, you may expend a charge to unleash a flurry of shots. Roll a 1d4, then immediately make that many attacks at creatures of your choice within range. If the result was a 1, immediately roll on the Wild Magic Surge table (Player's Handbook, p.104). This effect often comes with an inappropriate malfunction, such as an array of colourful bubbles.



⇒Hanseath's Rage ⇒

Also known as the Berserker's Companion.

Weapon (any axe or hammer), Uncommon. Requires Attunement.

Origins: Dwarven Battleragers.

This simple weapon is engraved with dwarven runes, celebrating carelessness, bravery and anarchy. Dedicated to Hanseath, a dwarven deity of carousing, war and chaos, this blade empowers those who throw caution to the wind and grows angrier with each strike.

This weapon draws power from the wielder's anger at the foe who simply refuses to die. Each time you damage a creature with this weapon, you gain a +1 bonus to attack and damage rolls for subsequent attacks with this weapon against the creature, to a maximum of +3. The bonus goes away if the creature dies, you attack a different creature, or an hour passes.

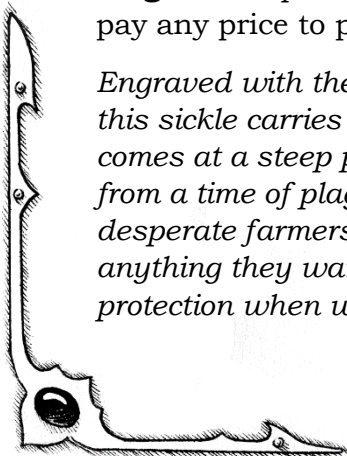


⇒Harvester's Crescent ⇒

Weapon (sickle), Rare. Requires Attunement.

Origins: Desperate farmers, willing to pay any price to protect their crops.

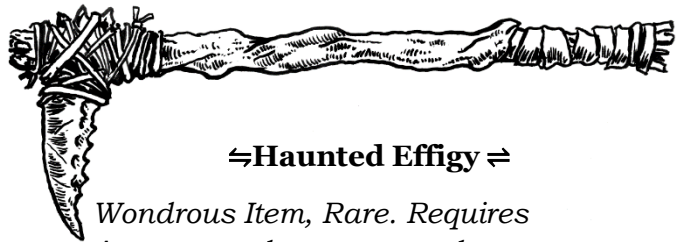
Engraved with the runes of the fey, this sickle carries a great power, but it comes at a steep price. Originating from a time of plagues and vermin, the desperate farmers offered the fey anything they wanted, asking for protection when working in the fields.



A lone, unusual Redcap answered, offering its sickle in exchange for blood. They agreed.

You gain a +1 bonus to attack and damage rolls using this magic weapon. When you hit a plant, a swarm or a beast with it, you deal an additional 1d4 slashing damage and the creature has disadvantage on its next attack roll.

Curse. Each morning, the sickle demands blood. You can sacrifice a living humanoid with it to satisfy its craving, or lose half your hit dice and age an additional year as you let it leech your life force. If you refuse to feed it, your attunement breaks and you cannot re-attune to it for the next 24 hours.



⇒Haunted Effigy ⇒

Wondrous Item, Rare. Requires Attunement by a non-good creature. You can attune to multiple Haunted Effigies at a time, requiring only one attunement slot.

Origins: A clan of vengeful Drow with a talent for necromancy.

This unnaturally creepy figurine emits a strange, vengeful aura making everyone near it more hostile than usual. Rumour has it that a clan of Drow exiled for trespasses against the Matron crafted these and then planted them all around their home town, hoping to activate them all at once when the time is right.

These statuettes can come in many forms, but they are always unpleasant to look at, full of terrifying imagery and demonic symbols. As long as the statuettes are placed firmly on the ground, you can use an action to

Speak the command word to activate all the statuettes within 120 feet of you.

When activated, the statuette grows to resemble a totem, becoming a medium object with the following statistics:

Armor Class: 16
Hit Points: 42
Speed: 0
Damage Immunities: poison, psychic, necrotic.

At the start of your turn, all creatures within 10 feet of an active totem must make a DC 14 Constitution saving throw, or take 3d10 necrotic damage. All humanoids killed by this effect rise at the start of your next turn as a zombie. It is friendly to you, but it is not under your command – it attempts to continue with its daily life as if nothing has happened, often to a terrifying effect.

The transformation lasts for a minute, at the end of which the item turns back to its normal form. It also reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while within 120 feet of it. When the totem becomes a figurine again its property can't be used again until the next midnight.



⇌Hungering Shield⇌

Shield, Uncommon. Requires Attunement.

Origins: Priests of Grolantor.

This simple shield is covered with hill giant's skin and its centre resembles an oversized mouth, with comically large teeth and a wiggling tongue. Engraved with a holy symbol representing Grolantor's eternal hunger, it will protect the bearer, as long as it's properly fed.

The shield has three charges and it regains 1d2+1 daily at dawn. You can use a bonus action to expend a charge to command it to bite an enemy within 5 feet of you. The shield makes a melee weapon attack with a +5 to hit. It deals 2d6+2 slashing damage.

Curse. This shield must be fed daily and it consumes as much food as a medium creature would. Whenever you finish a long or short rest and the shield has not been properly fed in the last 24 hours, roll a d20. On 9 or lower, the next time you roll initiative the shield will immediately attempt to attack you once, expending one charge automatically.



⇒Kinslayer's Blade ⇒

Weapon (any slashing weapon), Rare. Requires Attunement by a humanoid.

Origins: A treacherous noble who murdered his brother to inherit the throne.

While the weapon itself is magnificently decorated and wonderfully embossed with numerous gems, it emits a certain aura that tends to make everyone nearby uncomfortable. Grave crimes for born of hatred and jealousy follow it wherever it goes, as if magically instigated by the blade itself.

You gain a +1 bonus to attack and damage made with this magic weapon. This bonus increases to a +3 against creatures of the same race as you, for example Goblins, Dwarves or Elves.

Curse. You have disadvantage on all Charisma (Persuasion) and Charisma (Deception) checks against creatures of the same race as you, if they are aware of the weapon. The weapon's reputation also makes them more hostile towards you than usual, making diplomacy rarely a possibility.



⇒Lance of the Cavalier ⇒

Weapon (Lance), Rare. Requires Attunement by a good creature.

Origins: An unwavering order of noble knights.

Fashioned of ivory with a martyr unicorn's horn at the end, this fabulous weapon is an ever-shining beacon of hope. Complete with countless medallions wrapped around its handle and numerous blessings, it is the ultimate weapon against the forces of evil.

You gain a +1 bonus to attack and damage made with this magical weapon. Whenever you hit a fiend, undead or an evil-aligned dragon with this weapon, you deal an additional 1d6 radiant damage.

Additionally, while attuned to this weapon, you have advantage on saving throws against being charmed or frightened. When an ally within 15 feet of you fails a saving throw against these conditions, you can use your reaction to turn it into a success. You cannot use this feature again until you finish a long rest.



⇒Last Stand ⇒

Weapon (any simple melee weapon), Very Rare. Requires Attunement.

Origins: A brave martyr who refused to abandon her family despite the overwhelming enemy force.

Contrived of pieces of household items and barely held together by a piece of string, this weapon was originally created as a last resort. Since then it has gained a legendary status among the oppressed and abused, becoming a symbol of resistance.

You have a -1 penalty to attack and damage rolls using this magic weapon. Its shape is simply not well suited for combat.

As long as you are frightened, all your hits made with this weapon against the source of your fear are automatically critical hits.

This weapon has five charges and it regains 1d4 + 1 daily at dawn. You can use a bonus action to expend some of the charges to cast one of the spells from it. Charisma is your spellcasting ability for these spells. *Compelled duel* (1 charge), *blinding smite* (3 charges) *branding smite* (2 charges), *healing word* (1 charge) or *mass healing word* (3 charges).



⇌Overseer's Cleaver ⇌

Weapon (any axe), Uncommon. Requires Attunement by an evil creature.

Origins: A slaver known for his unnerving cruelty.

This axe seems perpetually covered in blood, with its blade glistening in the light. Upon closer inspection, the blood turns out to be a litany of curses and expletives, wishing the user's enemies a slow and painful death. Its jagged edge makes each blow particularly painful, as it leaves its victims in perpetual agony until their impending demise.

Whenever you hit a frightened, poisoned or paralyzed creature with this weapon, the target must make a DC 13 Constitution saving throw. Upon failure, the weapon's curses interweave with the condition plaguing the victim, causing immense pain. A creature that passes the



saving throw is immune to this effect for the next 24 hours.

At the start of each turn, the creature takes 1d6 necrotic damage for each of the following conditions affecting it: blinded, deafened, frightened, paralyzed and poisoned. The curse ends when the creature falls unconscious, is no longer affected by any of these conditions, or until it receives magical healing.



⇌Mage-slayer's Edge⇌

Weapon (any light slashing weapon), Rare. Requires attunement.

Origins: A guild of assassins specialized in killing spellcasters.

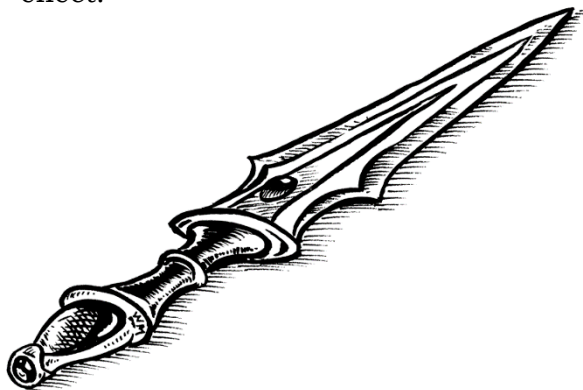
This small blade can easily be concealed under an assailant's clothes, making for a deadly surprise. Spellcasters struck with the blade will find themselves unable to call upon their powers, thanks to the ancient runes engraved on its blade.

You have a +1 bonus to attack and damage made with this magical weapon. Whenever you hit a creature with an attack using this magic weapon, you can add a stack of the Spell-curse to the target.

Whenever a creature with one or more stacks of Spell-curse attempts to cast a spell, they must roll a d20. If the result is lower than or equal to the number of stacks, the spell fails and has no effect.

A creature loses all the Spell-curse stacks whenever it finishes a long or short rest.

Curse. While attuned to this item, your own enchanted goods may fail you. Whenever you consume a potion or attempt to use a scroll, roll a d4. On a 1, the item is dispelled, turning into a mundane liquid or a piece of parchment, failing to produce a useful effect.



⇌Manstabber⇌

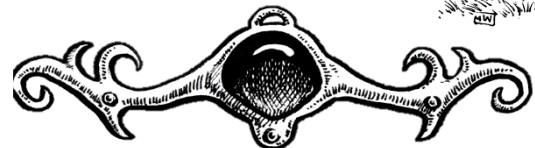
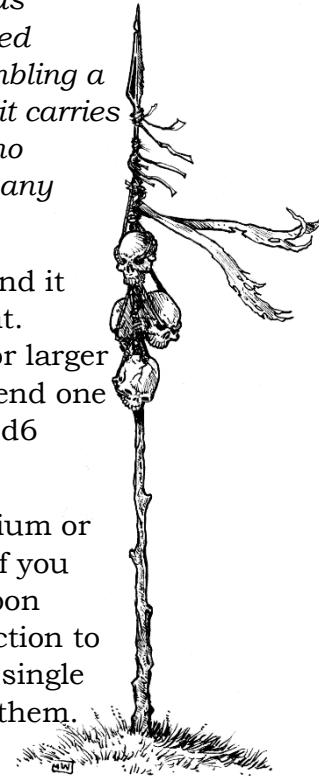
Weapon (any spear), Common. Requires attunement by a small or smaller creature.

Origins: A tribe of warlike Goblins.

This spear is made of numerous chunks of rusted metal wrapped around a handle, barely resembling a proper weapon. It is said that it carries a vengeful spirit of a goblin who crafted it and wishes doom to any taller than its maker.

This item has three charges and it regains them daily at midnight. Whenever you hit a medium or larger creature with it, you may expend one charge to deal an additional 1d6 piercing damage.

Additionally, whenever a medium or larger creature within 5 feet of you misses you with a melee weapon attack, you may use your reaction to expend one charge to make a single melee weapon attack against them.



⇌Mime's Medallion⇌

Wondrous item, Uncommon. Requires attunement.

Origins: A bard with a penchant for charades.

The front of this circular disc is covered with miniature creatures acting out charades, while the inverse of it has even smaller answers to each puzzle. Favoured by acting troupes and circus performers, this item allows for unusually realistic acts. Its downside, however, makes it difficult to use for most adventurers.

While attuned to this item, your spells no longer require verbal components. Additionally, you know the *silent image* and *minor illusion* spells and you can cast them at will, requiring no material components.

The necklace has 5 charges and it regains them daily at dawn. You can use an action to expend some of the charges to cast one of the spells from it. Charisma is your spellcasting ability for these spells. *Disguise self* (1 charge), *colour spray* (1 charge), *blur* (2 charges) or *phantasmal force* (2 charges).

Curse. While attuned to this item, you cannot vocalize any sounds. In addition, all the thunder damage you inflict is reduced to 0.



⇒Mollusc's Mace ⇒

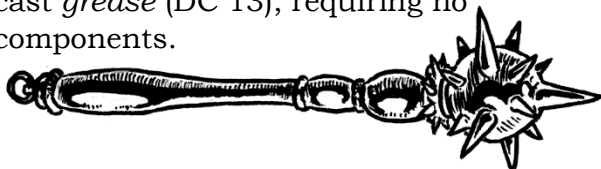
Weapon (any bludgeoning weapon), Rare.

Origins: A cult of Jubilex seeking to create a weapon to please their deity.

The first thing that stands out about this weapon is that it is always covered in slimy goo. No amount of polishing or scraping will remove it, as it is the source of its power – charmed to replicate the essence of molluscs like snails and slugs, this weapon manipulates the battlefield by creating hazardous trails of ooze.

You gain a +1 bonus to attack and damage made with this magical weapon.

The mace has 3 charges and it regains them daily at dawn. You can use a bonus action to expend one of them to cast *grease* (DC 13), requiring no components.



Alternatively, as a bonus action you can also expend one charge to target yourself with an alternate version of the spell. Until the end of your turn, whenever you move, you leave a trail of *grease* behind you, in 5 square feet segments. This trail lasts a minute, with the spell save DC being 13.



⇒Polearm of the Seven Saints ⇒

Also known as the Watchers' Hand.

Weapon (halberd or glaive), Rare.

Origins: The city watch.

Engraved with numerous runes resembling each one of the seven guardsmen that passed away while wielding this blade, this item is held in high regard as both a weapon and a relic. A testament to the humans' stubbornness, to the guards who did their best to defend the innocents despite the risks involved.

You gain a +1 bonus to attack and damage made with this magic weapon. Additionally, this weapon has seven charges. Whenever you take damage, you may use your reaction to gain temporary hit points equal to the number of charges remaining, then expend one charge. The weapon regains all the charges whenever you finish a long rest.

⇒Rat-King's Leathers ⇒

Armour (any light armour), Rare. Requires Attunement.

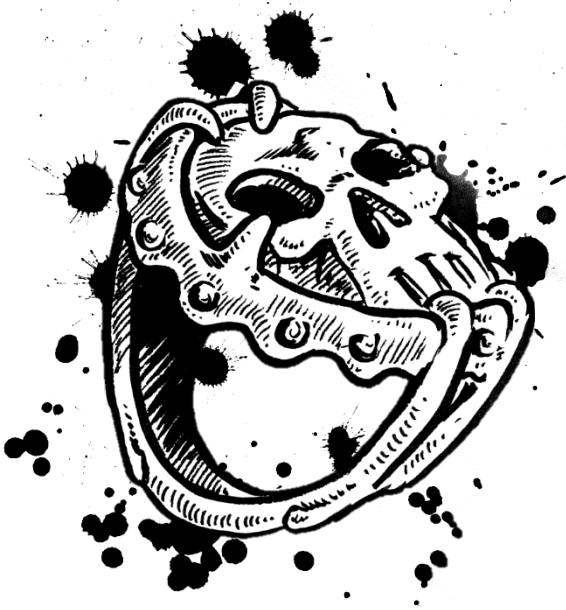
Origins: A sewer-dwelling plague druid.

This muddy-looking suit of armour carries an unnatural stench that incites absolute disgust in all but the wearer. Crafted of leather from a rat-king, a monstrosity made of rats with their tails intertwined, this armour is said to be a symbol of bad luck and using it is often frowned upon, despite its protective properties.

You have a +1 bonus to AC while wearing this armour. Any creature that starts its turn within 5 feet of you must succeed on a DC 11

Constitution saving throw or be poisoned until the start of its next turn. Creatures resistant or immune to poison are immune to this effect.

Curse. The stench emanating from this armour makes it hard for you to negotiate with others. You have a disadvantage on all Charisma (Persuasion) and Charisma (Deception) checks against other creatures while wearing this armour.



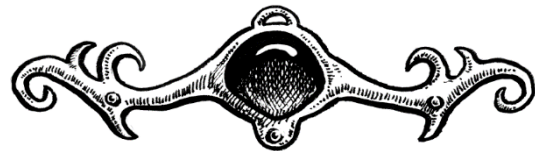
⇒Ring of Scars ⇒

Wondrous item, Very Rare. Requires Attunement by a Barbarian.

Origins: A strange heretical cult of Ilmater.

While Ilmater promotes martyrdom and endurance in support of those who suffer, a strange heretical cult emerged who promoted these values in the name of personal power, as a means to overpower others. Upon their destruction, many barbarians who rely on the strength of their body found their unusual relics to be of use, as they further their innate capabilities. With each wound the bearer suffers, this ring produces a protective sheath to shield them from further damage.

While you are not wearing any armour and have no more than two-thirds of your hit points left, you gain a +1 bonus to AC and saving throws. This bonus increases to a +2 when you are at half or less hit points and to a +3 when you have no more than a third of your hit points left.



⇒Salamander Skin ⇒

Armour (Any metal armour), Very Rare. Requires Attunement.

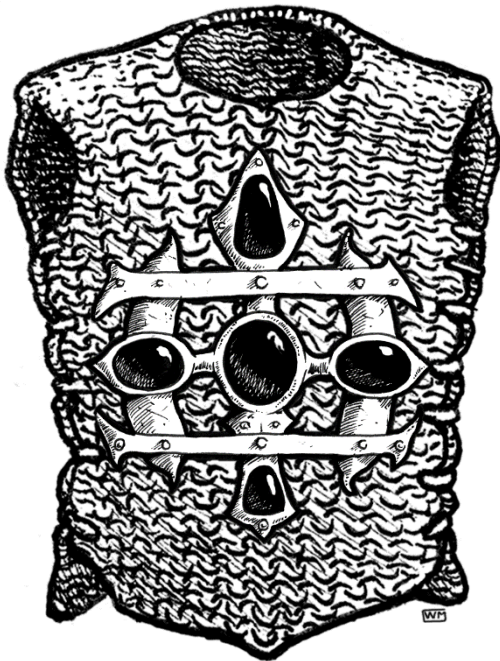
Origins: Firenewts of Chult.

During their brief alliance with the Yuan-ti, some of the Firenewts sought to create a gift worthy of their newfound allies. This suit of armour is blazing red, engraved with patterns one may find on a Firenewt warlock of Imix.

You have a +1 bonus to AC while wearing this armour. You are also immune to fire damage and you can

understand and speak Ignan. You can tolerate unusually high temperatures and ignore difficult terrain caused by fire, lava or magma.

Curse. This suit of armour doesn't fare well when exposed to intense cold. You are vulnerable to cold damage while attuned to it.



⇒Sandstone Bulwark⇒

Shield, Very Rare.

Origins: Calishite tomb guardians.

This shield is heavy and seemingly unpractical, layered with sandstone and laced with decorative chunks of sand roses. Once a gift to the most unwavering of the tomb guards, it is often said that it bestows feelings of confidence and loyalty in its bearer.

While holding this Shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Additionally, the shield has five charges. It regains 1d4+1 chargers daily at dawn. By using your bonus action, you can expend two charges to cast *misty step*, requiring no components, as you turn into fine sand and reform at your location. Alternatively, you can use a bonus action to expend a charge to become sheathed in a miniature sandstorm with a 5-foot radius. The area is lightly obscured to creatures that rely on sight, other than you. All ranged weapon attacks that pass through this sandstorm are made with a disadvantage. This effect lasts for a minute, or until you lose consciousness.



⇒Thayan Cheat Sheet⇒

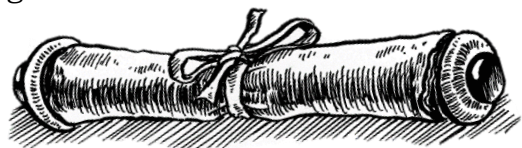
Also known as the mage's compendium.

Wondrous item, Common. Requires Attunement by an arcane caster.

Origins: A college infamous for its ridiculous entrance exams and harsh punishments for failure.

This piece of parchment contains immensurable arcane equations, formulae for the most common spells and tips and tricks for the would-be archmage.

While attuned to this magic item you can use your reaction to gain advantage on an Intelligence (Arcana) check or on an ability check that is a part of casting a spell (as in *counter spell* and *dispel magic*, for example). This property of the item can't be used again until you finish a short or long rest.



⇒Twin Gates ⇒

Two Shields, Legendary.

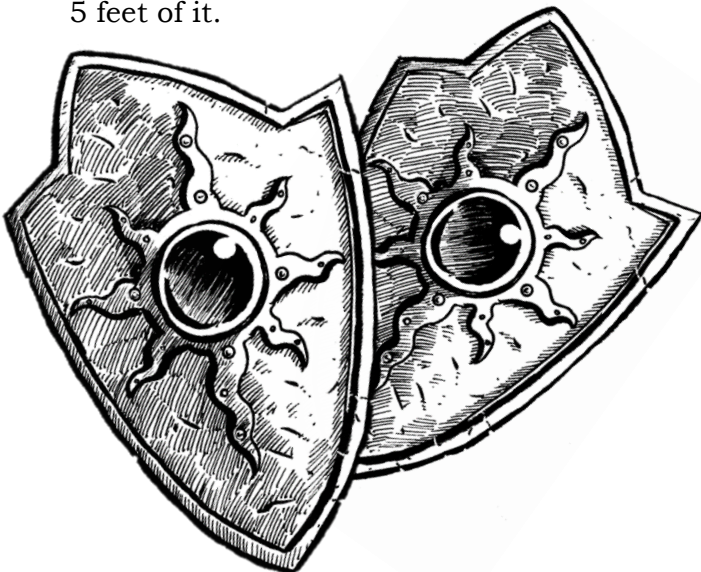
Origins: A duo of valour bards famous for their finesse and agility in combat.

These shields always come in pairs – the magic binds them together and, should they spend too much time away from one another, they turn to dust. Fashioned of one tree or one metal ore, they share a strange, supernatural bond.

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Additionally, you may plant the shield in the ground as a bonus action. As long as both shields are planted in this way and are within 120 feet of each other, they automatically act as circular, two-dimensional portals, with a radius of 5 feet. Any creature or object entering the portal exits from the other portal as if the two were adjacent to each other. Portals are mirror-like in nature and block vision through them.

A portal can be picked up and once again used as a magical shield by expending a bonus action while within 5 feet of it.



⇒Taxman's Claw ⇒

Also known as Mammon's Tail.

Weapon (any weapon), Uncommon. Requires Attunement.

Origins: A weapon of choice of a notoriously cruel debt collector.

Even though the weapon glitters like gold while in direct sunlight, its aura betrays a crueller nature. Legends say its powers came to be upon the hundredth kill over wealth and it remains the weapon of choice for those who value gold more than life.

You gain a +1 bonus to attack and damage made with this magic weapon. Additionally, whenever you kill a humanoid with it, flip a coin. If you guess the outcome correctly, gold coins materialize in your victim's stomach. The amount is equal to the creature's Challenge Rating times 10. For creatures with a rating lower than 1, treat the value as a decimal number – for example, a human with a CR of ½ would yield 5 gold coins upon death.



⇒Thrall's Neckpiece ⇒

Wondrous Item, Common. Requires Attunement

Origins: A clan of cunning vampires keen on spreading the vampiric plague by giving others a sample of their power.

Often fashioned from a carved tooth, these barebones necklaces hide a nefarious nature. It is often said that they are used as a recruitment tool by the elders, as mortals that keep on using them begin to hunger a true vampire's power.

This wondrous item has 3 charges and it regains all of them daily at

midnight. While wearing this necklace, whenever you hit a creature with a melee weapon attack you can use your reaction to cause an additional 1d6 necrotic damage to the target and gain the amount of damage dealt this way as temporary hit points.



⇒Whispering Blade ⇒

Weapon (any slashing weapon), Uncommon. Requires Attunement.

Origins: A nefarious member of the College of Whispers.

While the blade's elegant handle and ornate blade make it seem like a true noble's weapon of choice, its aura hides a far more nefarious power. Even though its undoubtedly lethal, it is likely to turn on the unsuspecting user whenever they make a mistake, not tolerating anything but perfection.

You gain a +1 bonus to attack and damage made with this magic weapon. When you attack a creature that can hear you and roll a 20 on the attack roll, you can use your reaction to cast *dissonant whispers* (spell save DC 13) on the target, requiring no components, as the blade mocks the enemy.

Curse. The blade does not tolerate failure and it is not afraid of showing its discontent. When you attack a creature and roll a 1 on the attack roll, you must use your reaction to cast *dissonant whispers* (spell save DC 13) on yourself, with the creature you were attacking as the source of your fear.



Races

Dungeon Master's Notes

Both races were presented in the same format as the ones in the Player's Handbook, allowing for easy comparison. They come with common names, ideas for origin stories, and the like.

These classes have been balanced to be used along other races available to the players, but, due to their Mechanized Nature feature, they may be more powerful than intended in settings with an emphasis on survival and resource management.

Additionally, their magitech feel may be out of place in some settings, so make sure to consult your DM before creating a member of these races.

Multidron

We've spent several weeks adventuring, yet despite all the battles we've fought together none of us has managed to get to know the construct any better. As short and stout as a dwarf, the clattering entity refuses to speak its mind, blindly following our orders. Does it have a goal in mind? Or, free will, for that matter?

-Horst Steelshoe, a young adventurer.

Rumour has it that every now and then, a strange, humanoid creature leaves the Great Modron Cathedral of Mechanus, a plane of absolute order. Unlike their simpler brethren, each Multidron is handmade and customized by Primus to perform one specific task before its complete annihilation.

The Great Machine

Like all Modrons, Multidrons have been created to increase the order in the multiverse in accordance with the laws created by their maker, Primus. While most regular Modrons are heavily restricted in the number of things they can do, a Multidron is a direct servant of the Great Machine and has been given the ability to make its own decisions and improvise when faced with a new situation.

Screws and Plates

Despite their minute stature, a simple Multidron can easily weight over 200 pounds. They are rarely taller than 5 feet, with their legs and arms being shorter than those of a typical humanoid. Their torsos hold most of the weight, with countless engines and mechanisms inside, giving them a blocky look. The final product is covered in metallic or stone plates, often painted or engraved to give them a more humane appearance.



From a distance, or while covered in robes and bulky clothes, it is quite easy to mistake them for a dwarf or a short human. Closer analysis will always reveal them to be something else completely, though. Even though they are not made of flesh like other creatures, Primus, in its wisdom, made them to resemble living organisms to facilitate assimilation. With pumps and engines to represent key organs, Multidrons resemble organic, living beings on the inside.

Constables and Lawbreakers

While servants of Primus serve law and order exclusively, their laws don't always adhere to the laws of the local populace. Their celestial codex often contradicts the rules written by mortals, easily resulting in numerous conflicts and power struggles.

One Task, One Life

The very nature of a Multidron makes it too dangerous to introduce to the Modron society – with its ability to make conscious decisions, even one is capable of seeding uncertainty and mistrust in the system.

Thus, each Multidron is assigned a specific task at birth, something that requires precision and planning. Whether its obtaining a specific item for safekeeping, eliminating a threat or sabotaging a plan, each Multidron has their life scheduled ahead for them. Naturally, most of the time the task can take years to complete, usually resulting in the creature forming friendships and alliances. Many Multidrons require assistance with that task, often joining or hiring groups of adventurers to assist them with it.

After performing said task, each Multidron is expected to use the self-destruct button planted deep within their core, to make sure that their newfound powers and experiences won't desynchronize the rest of the Modron society. This unique property means that many of them turn rogue as soon when their services are no longer required, revealing a strange paradox in the system. The better a Multidron does, the sooner its existence will end.

You can use the Multidron Task table to determine your specific task, or come up with your own unique purpose. Consult your DM to determine the details of your task and its impact on the campaign.

D8 Multidron's Purpose

- | | |
|---|---|
| 1 | Hunt down a rogue Modron |
| 2 | Recover a stolen artefact |
| 3 | Sabotage an experiment |
| 4 | Make an important person disappear |
| 5 | Change the outcome of an ongoing war |
| 6 | Chart an unknown land for Primus |
| 7 | Establish a Modron base on the Material plane |
| 8 | Destroy a city or a nation from the inside |



Multidron Names

Most Multidrons, like other Modrons, pay little to no heed to their names – after all, they tend to focus on the task at hand, rejecting selflessness and concentrating on being a part of the larger machine.

Lacking gender, they tend to name themselves in series of numbers, to assist with the organisation of the Great Machine.

Rogue Modrons tend to be an exception, as they often change their name to something more appropriate for the civilisation they're living in. Alternatively, some of them embrace the idea of being themselves, on their own, instead of being a part of the Great Machine. Those tend to change their name to a nickname that symbolises their identity and uniqueness.

Modron Names: Alpha-1, Beta-42, Gamma-21, Delta-112, Tau-35, Omicron-57, Omega-99.

Rogue Modron Names: Myself, Ego, Psyche, Me, I-One, Self, Awareness, Identity, Oneself.

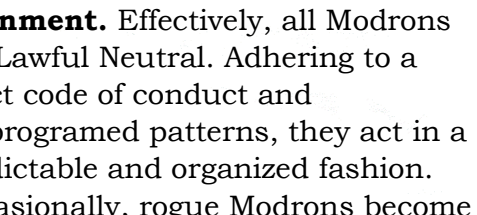


Multidron Traits

All Multidrons share several traits, thanks to their peculiar structure and the nature of a handmade construct.

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

Age. Unlike other races, Multidrons are fully mature from the moment they are created. Thanks to their mechanized nature, they are effectively immortal as long as they go through regular maintenance checks.



Alignment. Effectively, all Modrons are Lawful Neutral. Adhering to a strict code of conduct and preprogrammed patterns, they act in a predictable and organized fashion. Occasionally, rogue Modrons become Good or Evil, but it is essentially unheard of a Modron being anything but Lawful.

Size. Multidrons are usually between 4 and 5 feet tall and weight, on average, about 200 pounds. The sheer number of mechanisms inside their core easily weighs them down. Your size is medium.

Speed. Your base speed is 25 feet.

Darkvision. Your inbuilt sensors allow for superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

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

Machine Messenger. You are a Construct and you are native to the outer plane of Mechanus. Thanks to your bioengineering, you are affected by healing spells, such as *Cure Wounds*, as if you were a Humanoid.

Mobile Hardware. You have advantage on saving throws against poison and have resistance to poison damage. You are immune to disease.

Mechanized Nature. You can hold your breath indefinitely and you don't require food, water or sleep, although you still require rest to reduce exhaustion and still benefit from finishing short or long rests.

You are powered by a specific type of fuel and must consume a couple of pounds (depending on the rarity of the material) each day or gain a level of exhaustion. You can come up with

your own type of fuel or use the following chart for inspiration. Most Multidrons have specialized input devices, adjusted for the specific type of fuel.

D6 Multidron's Fuel

- 1 Hard or soft wood.
- 2 Fresh, salt, rain or purified water.
- 3 Copper, silver or gold.
- 4 Alcohol, Acid, Alchemist's Fire or another liquid.
- 5 Still warm flesh from a recently slain creature.
- 6 Normal food, consumed in absurd quantities.



Natural Machinist. You know the *mending* cantrip. Intelligence is your spellcasting ability for it.

Gimmick. Each Multidron is specialized to perform one specific task, meaning that they all have one specialized gizmo that aids them. Choose one from the following list, or come up with your own, naturally at the DM's discretion.

Gimmick

Arm Extensions

When you make a melee attack, your reach for it is 5 feet greater than normal.

Spellbound Gauntlets

You know one cantrip from any spell list. Intelligence is your spellcasting ability for it.

Internal Library

You gain proficiency in one skill of your choice. You add double your proficiency bonus to checks you make with it.

Aerodynamic Frame

Your base walking speed increases by 10 feet.

Runic Plating

You have resistance to fire, cold, acid or lightning damage.

Countless Razors

Your unarmed strikes gain the *finesse* property and deal d4 slashing damage.





Clutching a vintage photograph of my long-lost brother, the enemy Animite staggered towards me. Its body was falling apart, revealing a pulsating mass of energy within it. As the warlock conjured countless flames to disintegrate my flesh, the strange machine selflessly took the blow and was killed on the spot. Could it be, after all these years?

-Ivanne D'Eldorn, a young sorceress.

While the variety of arcane servants a wizard is capable of conjuring can rival the finest nobleman's court, none of them are as durable and flexible as an Animite. Build to serve, these machines are the finest servants one can imagine. Sadly, born of vile, soul-bounding magic most Animites are unfortunate victims of fate destined to forever labour for their captors or challenge their own masters.

⌘ Trapped Soul

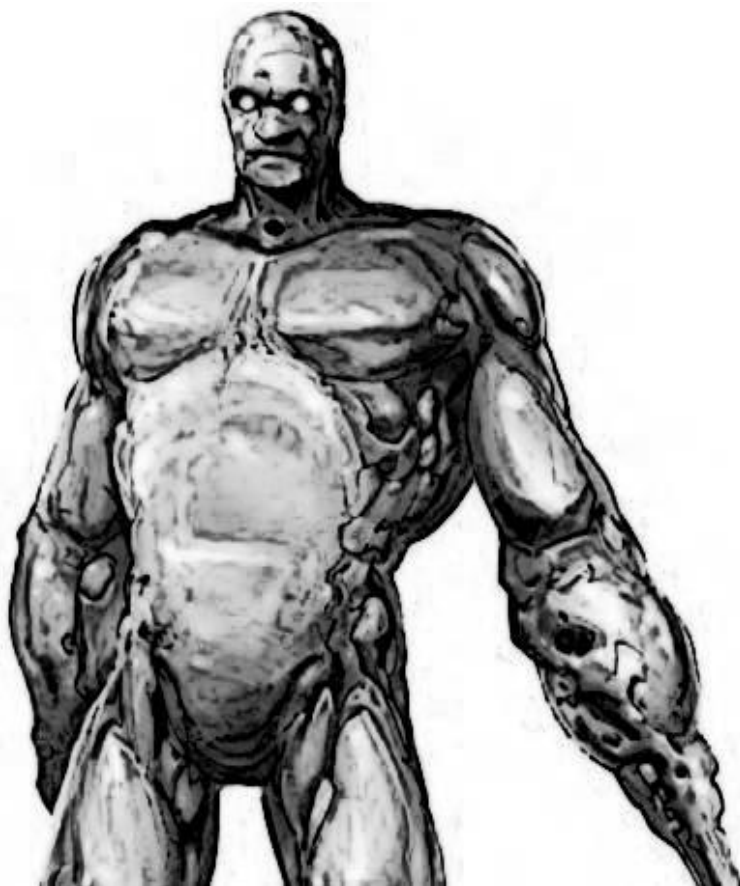
While powerful magic can temporarily seal a soul away, the innumerate rituals and priceless trinkets required to create an Animite discourage all but the most determined spellcasters from even attempting such a thing. While most often an Animite is created against the inhibiting soul's will, occasionally there are people foolish and desperate enough to house the soul of a person close to them in the handcrafted body.

The soul in question is intercepted on its way to the afterlife and instead redirected to the golem-shaped container. Lured by a personal possession, few souls are powerful

enough to resist the foul magic. Trapped within, it has no choice but to live again, often bound by numerous other restraining spells cast by its owner.

Mechanized Proficiencies

Gifted with fine tools, precise hands and a calculating mind, the Animite is capable of performing tasks with unnerving accuracy. Its body shape and the material it's made of can vary depending on the creature's main function, but they all tend to resemble tall, hunchbacked humanoids. While some craftsmen enjoy giving their Animites quirky features, assigning them a gender or even going as far as implementing facial features to make them look human, many stick to a barebones, mannequin-like look. The only thing that they all have in common are their insides, an organic, crimson mass of swirling muscle and flesh – a soul made material.



⌘ Chain of Memories

Souls are, by their very nature, powerful entities, not meant to remain on the Material plane after the body's death. Always trying to escape, the souls locked in Animites are only restrained by the countless trinkets and images that remind them of their previous life, creating a facsimile of their body. Whether it's little bits and bobs from their previous apartment scattered in their bags, their original clothing or an engraving that duplicates a tattoo that they once had, these mementos remind them of who they once were. Often struggling with an identity crisis, the Animites cling onto these items to preserve their identity – unknowingly, prolonging their imprisonment.



The Forbidden Arts

Like most other necromantic spells, the magic used in creating Animites is generally outlawed by most good-aligned societies. Their creators are often desperate madmen or careless outlaws, creating a peculiar bond between an Animite and its master. As most Animites are unaware of the circumstances of their death or entirely sure of who and where they are, they are easily deceived by their unlawful masters.

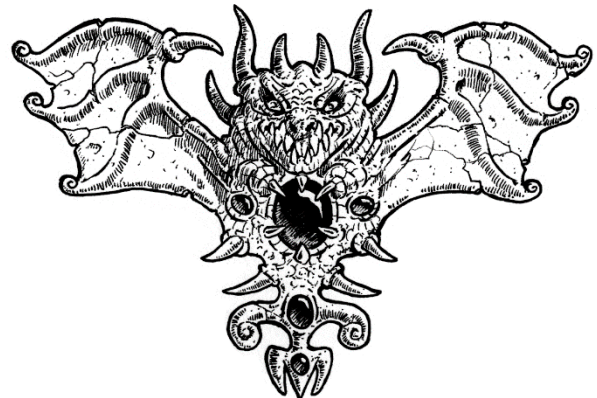
Occasionally, a person is desperate enough to create an Animite to preserve a life dear to them – whether it's a child, a lover or a close friend, these strange companions can alleviate the suffering of losing a loved one. Sadly, their efforts are somewhat misguided as while the Animite may understand the reason why they were

brought back, the soul still suffers and will still attempt to break away.

You can use the following table to determine your past and the relationship with your master, or come up with your own unique bond. You should consult your DM to determine the details of your bond and its impact on the campaign, as most Animites are not usually set free.

D6 Animite's Past

- | | |
|---|--|
| 1 | Your eccentric family member crafted you after your death in an accident. They just like being around you. |
| 2 | You were a valuable soldier in an ongoing war and, as your body was utterly destroyed, you were remade as an Animite. |
| 3 | You died of old age before finishing your lifelong work. Your mad patron brought you back so you can finish your masterpiece. |
| 4 | You were kidnapped and murdered, as you knew too much. The wizard who brought you back asked his questions, then abandoned you, leaving you clueless. |
| 5 | Created as a result of a lab accident, you are both vilified and revered by the scientific community. |
| 6 | You were crafted to work in a hostile environment, where no living being can survive. You are treated as a common slave, with little regard to your wellbeing. |



Animite Names

To further the bond between the soul and the machine, most Animites are granted the same name they once had as a living being.

Particularly clueless or cruel masters may choose to call them something else, often simply practical – Anima One, Two, and the like. These names are harmful to the wellbeing of the creatures and often drastically sever the bond between the soul and the container.

Animite Traits

All Animites share several traits, because of the strange fusion of soul and machine.

Ability Score Increase. Your Constitution increases by 1.

Age. Unlike other races, Animites do not age, preserving the age and the capabilities of the soul at the moment of its death. As vile as a child Animite may be, they will forever maintain the childishness and the nativity of the young soul.

An Animite without its mementos quickly decomposes, as the bond weakens. If they are not restored, it often falls apart in a couple of months.

Alignment. Most Animites stay the same as they were before their death, preserving their attitude towards life and the cosmic conflict between good and evil. However, their never-ending nature often makes them apathetic over long periods of time, meaning that the ‘old’ Animites, are rarely not true neutral.

Size. While occasionally an Animite is made strangely small on purpose, most Animites are at least 6 feet tall, though their hunched back often

makes them appear shorter than they really are. They tend to be sickeningly slim, rarely weighting more than 90 pounds, giving them a skeletal look.



Speed. Your base speed is 30 feet.

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

Part Soul, Part Machine. You are a Construct and you are native to the plane on which you were crafted. Thanks to your fleshy core, you are affected by healing spells, such as *Cure Wounds*, as if you were a Humanoid.

Mechanized Nature. You can hold your breath indefinitely and you don't require food, water or sleep, although you still require rest to reduce exhaustion and still benefit from finishing short or long rests.

Fragile Memories. You are bound to the material plane by items that remind you of who you were before your death. Called Mementos, these objects keep you from escaping to the afterlife, though few Animites are made aware of the fact.

Choose one Memento, making it the most important one – the one that attracted you to this mortal shell in the first place. You can use the following table to help you choose an item, or come up with your own unique one.

D8 Animate's Memento

- | | |
|---|--|
| 1 | An old notepad with a list of names written down in it. |
| 2 | A child's toy, covered in blood. |
| 3 | A ceremonial weapon, rusted and battered. |
| 4 | A signet that belongs to a famous noble house from a faraway land. |
| 5 | A book with the last chapter missing. |
| 6 | An empty canvas with an unknown signature on the back. |
| 7 | An encoded note that nobody can seem to crack. |
| 8 | A coin from a long-gone civilisation. |



While in possession of your Memento, you have advantage on all death

saving throws. If it becomes damaged or goes missing, you have disadvantage on all death saving throws until you find or repair it.

Subrace. While all Animites share the same tragic origin story, most are created with a very specific use in mind. Artisan Animites usually occupy laboratories and work benches, manufacturing high quality products day and night. Companion Animites tend to stick to exotic saloons and courts, entertaining guests and acting as infallible spymasters, while Knight Animites fight on the battlefields, becoming perfect soldiers who feel no pain or fear. Choose one of these subraces.



Artisan Animate

As an Artisan Animate, you were created to manufacture goods as a perfectly automated system. Requiring no food, sleep or rest, many Artisan Animites live harrowingly barebones lives, just barely dragging along as they make one item after another.

Ability Score Increase. One ability score of your choice increases by one.

Tool Expertise. You gain proficiency with the artisan's tools of your choice. You add double your proficiency bonus to checks you make with them.

Quick Repairs. You know the *mending* cantrip. Intelligence is your spellcasting ability for it.

Companion Animite.

While most civilisations do not accept Animites as fully-fledged members of the community, many secret societies and mage guilds gleefully observe them with pure fascination. Blessed with potent magic, you are capable of both entertaining guests and negotiating deals like an expert diplomat.

Ability Score Increase. Your Charisma score increases by one.

Smooth Talker. You gain proficiency in the Persuasion and Deception skills.

Audio Replication. You can mimic both simple sounds and other creatures' voices. If you're replicating a creature's voice, you must've heard it in the last 24 hours. A successful Wisdom (Insight) check contested by your Charisma (Persuasion) check allows the listener to determine the legitimacy of the sound.

Knight Animite

Covered in steel, armed with weaponry that few humans can even lift off the ground – the Knight Animite is the perfect weapon most generals can only dream of.

Ability Score Increase. Your Strength or Dexterity score increases by one.

Internal Plating. Your Armour Class increases by one.

Weapon Expertise. You gain proficiency with a weapon of your choice.



Credits

Designer, Writer and Editor: Matt Way.

Cover Illustrator: TanHoSim

Interior Illustrators: Ian MacLean, William McAusland, Wizards of the Coast.

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