

THE MASTER MECHANIC'S STEAMPUNK MANUAL

By Toby Lowther



Discover the wonders of the Age of Steam in this expansion for 5th Edition Dungeons & Dragons

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Additional credit to Scott Tolksdorf for NaturalCrit's *The Homebrewery* tool, Aeron Drake and QalarValar for stains and tutorials.

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INTRODUCTION

The classical setting of *Dungeons & Dragons* is characterised by medieval castles, knights in shining armor, and the traditional trappings of High Fantasy. However, time is not static, the system is not confined to only one genre, and many grand adventures await beyond the confines of the medieval setting.

From the shadows of Victorian England, the genre of Steampunk takes the Age of Steam and throws it into overdrive, mixing dark intrigue and social conflict with technological wonders and a world of opportunity.

This expansion provides both players and Dungeon Masters with the tools to embark on a Steampunk adventure, including thematic notes on a Steampunk setting, optional rules and tips for Dungeon Masters, and a wealth of additional content for players including equipment, feats, backgrounds, races, and classes.

AGE OF EMPIRES

Vast empires, built on steam, military might and cheap labour sweep across the world, bastions of civilisation to their citizens, violent invaders to every other nation. Cities spring into being, driven by the industrial revolution and connected by the travel revolution of the railroad, drawing people from every land conquered by the empire into a melting pot of cultures and views.

Superpowers. Steampunk settings belong to the Age of Empire, with colonialism at its height and a handful of nations commanding the vast majority of the world's population. It is defined by four or five true global superpowers, every other nation existing in relation to them.

Each of the superpowers of the world will have their own character. One nation may be formed by a state expanding its influence through intentional war, another may be formed by a lucky discovery of new lands rich in valuable resources,

PLAYTEST MATERIAL

The additional rules and content presented in this expansion have not all been refined by rigorous playtesting and design iterations, and are therefore in draft form, designed for playtesting and to spark your imagination. The content is not officially part of the game, is not legal in D&D Adventurer's League events, and may be refined and development in the future on the basis of player feedback.

while another may be a federation formed by nations who see the rising presence of international empires and realise that to stand alone is to be quickly devoured.

The cultures of the different nations will have differing degrees of integration of their conquered nations verses simple enforcement of their own culture upon conquered lands, which will alter whether the lands of that superpower have a single feel and presence, or whether it varies greatly by where in the world the adventure takes place.

A New Order. Industry drives the world forward in technology and drives a vast difference in wealth and status between the haves and the have nots. The time of the aristocrat, the noble, and the king are fading; the time of the businessman, the factory-owner, and the masters of the railroad has arrived.

The empires of Steampunk settings are frequently plagued by vast inequality driven by the rapid and drastic social change that has occurred. Millions live in crippling poverty, breaking their backs in factories for tuppence at the end of the working week.

The working masses chafe against the whip of the factory bosses while aristocrats and nobles bemoan the rise of "new money" and watch helplessly as their power is slowly drained away by the new order of the world. Disease, smog, and violence stalk the streets below, while the merchant and the factory owner share fine wine on an airship high above in the grey sky.

The very essence of the Steampunk genre comes from the fallout of recent but radical social change, the throes of industrial revolution changing the world faster and more totally than during any prior period in history.

Oppression and Dispute. Empires are not a simple conglomerate. The conquered are frequently oppressed and abused, and resent the power the invaders hold over them. Borderland colonies feel alienated from the central power, often suffering heavy taxation with little apparent benefit.

When these disputes reach boiling point, they frequently result in revolution and civil strife, and while a territory may win freedom for a spell, this rarely lasts long, with the vast military superiority of the empire coming crashing down unless some other war distracts their power.

INTRIGUE AND GRIT

The vast inequality and complicated social dynamics of the rapidly urbanised, industrialised empires, with the true rising of the middle classes, leads to a complicated boiling pot of social intrigue. One wrong step can lead to falling from grace or even to death, resulting in a world all but defined by the phrase "cloak and dagger".

Shady Society. While these worlds do not lack their share of ravaging orcs and wild beasts, the true monsters are often those within. From vampire factory owners who viciously oppress their workers and drink those who grow too weak to work, to beholder crime lords who exploit the millions of children in poverty to form a complex network of pickpockets and spies, even to humans and other humanoid peoples who see an opportunity in a society in which the rich get richer on the backs of the poor, putting their own ambition and greed above any people they must tread on to ascend that seat, many of the threats adventurers face in a Steampunk setting come with sweet words, a song and a dance, rather than with bared teeth.

While social intrigue is not a necessary part of a campaign based in these settings, the true Steampunk tone can often be best captured by pitting heroes against overlords and crimelords as much as against wild monsters.

Darker and Edgier. Classical *Dungeons & Dragons* settings are marked by heroic heroes, knights in shining armor who save assorted kidnapped royals and protect the innocent. In the face of industrialisation, urbanisation, and colonialism, Steampunk settings typically abandon this black and white morality for a world which exists in shades of grey.

Antiheroes, or at least heroes more willing to toe the line of what is morally acceptable, often riddled with angst and suffering under the peculiar traumas of their particular past, are a frequent feature of Steampunk worlds, as are villains who could just as easily be seen as heroes by some.

OPTIONAL RULE: CLASS INFLUENCE

In many ways as important in the political climate of Steampunk empire as renown held with some organisation or another is which circles an individual is believed to properly move in. A character gains Class Influence when they are seen by members inside and outside a class as belonging properly to that class.

Three Class Structure. Most empires in a Steampunk setting can be expected to roughly coincide with a traditional three class structure of working, middle, and upper classes. The upper class is the Old Money, made up of aristocrats and nobles of fading import. The rising star is the middle class or New Money, made up of landed gentry, merchants, factory owners and their ilk, who hold much of the real power in society. The working classes live in often abject poverty, spending their lives toiling in hard labour.

A party as a whole or individual characters may have Class Influence, and this influence exists for each of the classes in a society.

Gaining Class Influence. A character typically begins with some influence with one class. For example, a Noble character may begin with 2 Influence with the upper classes, while a Guild Merchant character may begin with 1 Influence with the middle class.

A character or party may gain Class Influence by seeming to engage with the interests of that class. If they regularly attend balls and formal parties, they may gain influence with the upper classes, while if they attend strikes or practice a manual trade, they may gain influence with the working class.

Losing Class Influence. A character or party loses Class Influence when they act against the interests of a class. If they choose to try and ascend the social ladder by new money, they may lose influence with the upper classes, while if they vote against increasing wages, they may lose influence with the working classes.

Class Influence checks. When a character or party engages in a social intrigue encounter, the DM may call for a Charisma (Class Influence) check. In this case, that character or party's current Class Influence with the relevant class serves instead of a proficiency modifier. A successful check may make NPCs that would otherwise be hostile or neutral become friendly; a failed check may make friendly NPCs hostile or neutral.



PIONEERS AND BORDERLANDS

While the cities and homelands of the great empires of Steampunk settings are frequently drenched in social intrigue, the borderlands and frontiers offer opportunities for more traditional adventure and exploration as you become part of the empire's expanding influence in the world.

More traditional monster-hunting and gold-gathering adventures occur in the wild frontiers of these worlds, in those places which have either only recently been conquered, or which have not yet been discovered by the great empires of the world. In these places, the advanced technology of industrialised superpowers clash with the wild magic and monsters of a world as full of mystery as any traditional *Dungeons & Dragons* setting.

Untamed Wilds. The lands at the borders of the reach of empire and beyond see the glowering presence of the superpowers as a threat, with many of their denizens either being those who have fled the empire or those whose lands and brothers have been stolen by its encroaching territory.

For these reasons, the borderlands and wilds beyond the true reach of the great empires rarely enjoy the new technologies defining life in the cities of the superpowers. In order to avoid the oppression of "civilisation", denizens of these lands frequently forgo its trappings and benefits, living lives as yet only lightly touched by the industrial revolution sweeping the world.

Monstrous Denizens. In the lands within easy reach of the empires' industrial centres, most monstrous creatures have been hunted to near extinction, those that escaped disappearing down into mines, sewers, and other places where they are hard to reach and root out. Those monsters which still plague these lands are those who, for the most part, can walk unseen among humanoids, or find enough influence to protect themselves from the risk of hunting.

Yet for the most part, those creatures which once hounded all the lands have not been simply removed, but have been driven before the advancing armies, and now infest those borderlands and wilds beyond.

Those pioneers, outcasts, and native residents who inhabit these lands must do battle with all manner of monstrous beasts who have found their survival in these distant and untamed lands.

Homesteads and Settlements. Contrary to the beliefs often held by city-dwellers in the hearts of the great superpowers, the borderlands and wildlands beyond the immediate protection of those empires are not uninhabited wastelands, but are thriving with many small settlements and homesteads, carving out an existence for themselves.

These outlanders live by a rule of "live and let live", avoiding the empires and simply seeking to preserve their own ways of life.

TECHNOLOGY AND MAGIC

For the most part, Steampunk settings tend to be lower magic worlds than classical High Fantasy *Dungeons & Dragons* settings. The greatest empires run, no longer on high magic alone, but at least as much if not solely upon fire and steam, and magic items and ancient tombs form a smaller part of the dressing of these worlds.

However, unless your Dungeon Master so wishes to run it, these are not settings totally devoid of magic, but rather ones in which magic and technology live in a complicated, at times symbiotic, at times conflicted relationship, and the greatest empires often have a share of both.

Taming Steam. An important question to draw out how magic and technology interact in the setting is that as to how steam power was first tamed. If the discipline that discovered the steam engine stemmed from arcane and wizardly traditions, then the magical and technological traditions are likely to be much closer.

If, by contrast, the taming of steam evolved from a growth in alchemy into true natural philosophy, the discipline may be in conflict with the arcane, seeking to move away from the old mysteries of word and spell in its constant search for truth through the empirical method.

Magical Technology. In worlds or nations where technology and magic have grown up together, a common feature are great works produced by an admixture of the two. When magic and the power of steam come together in harmony, much greater works can be produced, leading to magical technology. Some suggestions for these kinds of magical technologies are detailed throughout this expansion.

Technology may be made magical by simply having spells cast upon it, perhaps to limit danger, or else it may have magic worked into its very creation.

TECHNOLOGY AND RELIGION

The social changes brought about by industrial revolution force many in the world into bitter poverty, and this mixed with a natural philosophy which examines the nature of the world without consulting the divine often leads to a growth in bitterness against the gods.

Atheism in the Realms. In most *Dungeons & Dragons* settings, the gods are an inescapable truth of the world, made very real by the divine powers of their clerics and occasional embodied appearances. However, a certain brand of atheism can frequently be found in Steampunk settings.

These individuals accept the existance of the gods, but see them as nothing to be venerated, as fallable creatures in their own right that deserve no more honour or respect than a mortal.

Atheistic Clerics. Even though veneration of the gods is rarer in these worlds, it is still the most common path for a cleric to gain divine powers. Some atheistic clerics instead venerate a philosophy or natural force, gaining their powers from these, while a very few clerics gain their power from a specific fierce belief against the gods.

Conflict and Scepticism. In settings or nations where technology is driven by natural philosophy, conflict may arise, as technology is seen as in competition with, or an escape from dependance upon, magic and the arcane arts. This conflict may be a kind of market competition, in which both engineers and wizards strive to seek optimum services, but more often, it leads to a nation in which one is sanctioned by the state while the other is vilified.

In nations and settings where dependence on technology grows greatly, it may lead to wizards and spellcasters disappearing underground, eventually building a society of scepticism of the arcane, where magic is seen as a myth of earlier times.

ADAPTING EXISTING SETTINGS

For Dungeon Masters who wish to run a game with a Steampunk genre, one may choose to either develop an entirely new world from scratch, or else to project the history of some existing *Dungeons & Dragons* Fantasy setting into the future, attempting to predict how these technologies altered the course of the world.

These thematic notes here in the introduction offer some of the key elements which most Steampunk settings should include, although all of these elements portray only one interpretation of the genre, and ultimately, it is for the DM to determine the particular interpretation they wish to run.

Important questions to ask when adapting an existing setting to a Steampunk genre include such questions as:

- Where was steampower first discovered in your world? Did this original power fully exploit its potential, or was this left to a later, perhaps more military power?
- Have more traditional cultures, especially those of very long-lived races, managed to adapt to the rapid changes of the world quickly enough, or have they suffered under the new order?
- How has increased urbanisation effected traditional interactions between the races?
- Are the old magical institutions still in existance, or have they been replaced by technological institutions?
- How have the fortunes of different cities and urban centres faired? How have upstart new cities which grew rapidly from the industrial revolution affected or supplanted the ancient centres of power?

It is important to remember that the time which occurs between the traditional time of the setting and the Age of Steam is not empty or only filled with technological advances. In this time, wars will be fought, nations will rise, fall, and rise again from the ashes, and all of these will alter the face of the world as it has traditionally stood.

The rest of this expansion makes several sweeping statements about the developments of technology, travel, combat, and the fortunes of different races in the face of industrial revolution. For each such statement, a Dungeon Master should question whether these hold true in their particular setting, and their particular interpretation of the Steampunk genre.

ENVIRONMENT

The rise of industrialisation and urbanisation has created a world of dense populations and growing danger. This section details some optional rules for including the new environmental effects that have emerged with the dawn of the Age of Steam.

The options provided here are designed more as templates than hard-and-fast rules, and should only be used in situations and settings in which they seem appropriate. If the rules as presented here do not seem to fit the setting, they can serve as inspiration for other environmental hazards which may appear as a result of industrialisation in your world.

CLAMOUR OF THE CITY

The rapid growth of cities resulting from industrialisation has created environments of densely packed humanity, with many people in a relatively small space. These cities are hives for disease, with infection easily passing among those who mingle in the crowded streets, and they are also incredibly noisy.

As a general rule, moving in cities during the day or working factories imposes disadvantage on Wisdom (Perception) checks which rely on hearing. Large crowds or giant machinery may block sight as well, imposing a general disadvantage on all passive Wisdom (Perception) checks.

POLLUTED WATERS

Large populations in dense areas tend to produce a very large quantity of waste, both from biological functions and from the byproducts of industrial processes. This waste is rarely well disposed of, and in many cases is simply dumped into nearby water systems. For this reason, many of the rivers and lakes of the world are heavily polluted.

This firstly has a negative impact on fish and animal life in the surrounding vicinity. If characters attempt to subsist on hunting whilst living in the vicinity of a city or urban center, they can only produce a third as much food as they normally would be able to.

In addition, drinking the polluted waters is likely to lead to disease. A creature that drinks the water must make a Constitution saving throw, typically with DC 20. If the creature fails the save, they are caught by fierce wretching for 1 minute and gain no benefit to thirst from drinking the water.

If the creature fails the saving throw by 5 or more, they additionally contract a disease. Typical diseases include sewer plague or sight rot, as detailed in the *Dungeon Master's Guide* (p.257), although the Dungeon Master may choose any appropriate disease.

SMOG

When mist or fog mixes with the putrid smoke released by the factories of the Age of Steam, a dense smog settles over the area. This black cloud blocks sight and burns the lungs with its choking fumes.

A smog typically lasts for 4d10 hours, and can be dispersed by a strong wind. For the duration, the area of the smog is heavily obscured.

When a creature breathes within the smog, it must make a DC 15 Constitution saving throw. A creature that holds its breath while in the smog automatically succeeds its saving throw. On a failed save, the creature collapses in a fit of coughing, and is incapacitated for 1 minute.

If a creature fails three saving throws against the smog, the smoke works its way into the creature's lungs, infecting them with periodic fits of coughing. At intervals as the DM sees the fit, the DM can call for a Constitution saving throw as if the creature was still in the smog. If the creature spends at least 7 days breathing clean air and has not suffered from this condition more than twice before, it recovers from this condition. If a creature suffers from the condition three times, it can only be cured by magic which ends disease effects.

TOXIC WASTE

Many of the byproducts of the factories which toil away deep in the cities are not fit for contact with humanoid creatures. While some of these byproducts are disposed of safely, some are simply dumped in out of the way places.

When a creature comes into contact with toxic waste, they may be affected by it. Toxic waste may affect a creature when ingested, brought into contact with an open wound, or when fumes from the waste are inhaled.

When a creature is affected by the toxic waste, it must make a Constitution saving throw. The DC of the saving throw depends on the severity of the waste, but typically will be 15 or 20. On a failed save, the creature takes damage of Deadly severity for their level (see *DMG* p.249) and is poisoned for 24 hours. On a success, the target takes half as much damage and is not poisoned.

EQUIPMENT

The industrial revolutions of the world have radically altered the face of industry and manufacturing, replacing workforce with brute machines powered by burning steam. But besides such industrial applications of the new technologies of the Age of Steam, the advances made have also brought change to the equipment and tools used by adventurers and their ilk, heroes seeking to defend the world from the monsters that still lurk in the shadowy places of the world.

This section expands upon the equipment made available in the *Player's Handbook*, providing guidelines and rules for some of the technological marvels produced by the new Age of Steam technology available. It includes weapons, new adventuring gear, and new modes of transport.

STARTING EQUIPMENT

When you create your character, you usually start with equipment determined by a combination of your class and background. This equipment is suitable for a traditional D&D setting, but requires some revision and additions to make it suitable for a Steampunk setting.

ARMOR

Typically, modern armor, such as kevlar, is not available in a Steampunk setting, and the armor available to characters is much the same as a traditional setting. However, it is worth noting that following the development of firearms, metal armor – chain, scale, plate, and so on – becomes much less common.

Although the historical motivation for this change is not expressly captured in these rules, characters in a Steampunk setting should typically prefer leather and hide armors except in special cases. Every character who has any armor in their starting equipment can choose to take **leather armor** instead.

WEAPONS

A character with proficiency in sidearms or longarms can replace a weapon provided in their class equipment list with one appropriate firearm and a set of ammunition (20 rounds of handgun or rifle rounds, 10 shells, or 10 shotgun rounds).

Typically, a character can replace one **simple weapon** with a **sidearm**, and/or one **martial weapon** with a **longarm**. They must be proficient in the sidearm/longarm they choose because of their class. (For example, a variant Human with the Weapon Master feat could not choose any sidearm/longarm they gained proficiency in from that feat.)

Your DM may place further restrictions on which sidearms or longarms you can choose, dependent on your class and the particular details of your setting. As a general rule, if the class states a particular weapon (e.g. *shortsword*) rather than a class of weapons (e.g. *any simple weapon*), then you should consult with your DM as to which firearm would be an appropriate equivalent.

ADVENTURING GEAR

A character primarily acquires adventuring gear from their background or their choice of pack from their class. The Revised Packs table below notes any changes or additions to the equipment listed in each pack. (Backgrounds provide the same adventuring gear as normal.)

REVISED PACKS

Source	Includes
<i>Pack</i>	
Burglar's Pack	5 D-clips, a gear clamp
Diplomat's Pack	box of 50 toothpicks, eyeglasses
Dungeoneer's Pack	a gear clamp
Entertainer's Pack	–
Explorer's Pack	flight goggles, gear clamp
Priest's Pack	eyeglasses
Scholar's Pack	eyeglasses

DM TIPS: NEW TECHNOLOGY ITEMS

When introducing a new piece of advanced technology beyond the items detailed below in your own campaign, you have to decide whether this item constitutes a new piece of equipment (be that armor, weapon, or adventuring gear) or a new gadget (see the Gadgets section below), as this will radically affect the availability of your item in the game and should also control its power level.

As a general rule, technological equipment represents the general advances in technology available to all of society, while gadgets are reserved for those items specially crafted by one or two master engineers.

There are two general questions which should help determine whether your item is equipment or gadget:

Is it as powerful as an uncommon magic item? If your item is significantly powerful, at least as powerful as an uncommon magic item, it should be a gadget, rather than a piece of equipment.

Could you buy it in a shop? Whilst some shops may sell more common gadgets, these will be very rare and hard to come by. If every town or even every city would have a shop selling these, especially in considerable bulk, it should probably be a piece of equipment.



CURRENCY

For the most part, Steampunk worlds can still be thought of as using the traditional copper, silver, and gold piece systems of currency, and items in this section will be given cost values in this system. However, your DM may choose to design an alternative currency system to be more flavourful of the particular period of the setting.

PAPER MONEY

In most Steampunk settings, paper, ink, and printing presses are sufficiently affordable that paper money is viable and in currency. Typically taking the form of bank notes and cheques, paper money can be used in exactly the same manner as traditional coins, but much higher denominations can be carried without the load becoming cumbersome.

Paper money weighs practically nothing, allowing a large amount to be carried on a person without risking encumbrance, although players should still be aware that paper does have a weight, and DMs can still inflict encumbrance on those who try to carry obscene amounts of paper money.

Paper money is not universally available, however, and particularly it tends to be the purview of wealthier classes. Peasants and those in extreme poverty will still be trading in small change, copper and silver pieces, which are often considered too small to be worth the paper a bank note of that value would be printed on.

Denominations. Which denominations are available as bank notes varies greatly from one country to another: one country may allow values as low as 1 sp bank notes, whereas others will not have anything less than 5 gp notes.

Typically, every country which does not suffer from abnormal inflation will have functional bank notes at the 5 gp, 10 gp / 1 pp, 20 gp / 2 pp, and 50 gp / 5 pp levels.

Forgery. As with any paper document, bank notes and cheques are susceptible to forgery, with a constant battle between governments trying to make ever more complex notes which are resilient to known forgery techniques while criminals try to crack these new protections.

Dependent on the country in which the characters find themselves, as much as 25% of the paper money they encounter may be forged. This will have no impact on their day-to-day transactions, but if forged money is submitted to a bank, the banker can attempt a DC 15 Intelligence (Insight) check to determine the forgery, and they will reject the bank note if they succeed.

Treasure. Typically, paper money is a new invention, easily perishable, and is not likely to be found in treasure hoards in dungeons or even monsters' lairs. Thus, treasure is still likely to come in the form of coins, which may make it more difficult to spend in a setting that is highly reliant on paper money.

WEAPONS

The technological revolutions that have come with the advent of the Age of Steam have brought with them numerous new ways to kill. These new weapons belong primary to one of two groups, firearms or explosives.

FIREARMS

The discovery and refinement of gunpowder has lead to the development of firearms, ranged weaponry that uses gunpowder to launch projectiles at incredible speeds. These guns, though expensive to make and expensive to run, are growing ever more popular, as their destructive potential is discovered.

The prevalence of firearms in your game will depend on the technology level of the particular country you are in, as well as on their availability in the wider setting. Generally, basic pistols, revolvers, muskets and rifles are prevalent in Steampunk settings and available to any character who should seek them out, whereas more complex guns like a sniper rifle may require finding a specialist craftsman or creating the weapon yourself.

FIREARM PROFICIENCY

Your race, class, and feats can grant you proficiency with certain weapons or categories of weapons. Firearms are divided into **sidearms** and **longarms**. Sidearms include pistols and other small handguns that can typically be wielded in one hand. Longarms include rifles and more substantial firearms. Proficiency in sidearms is more common than proficiency in longarms, as the latter are bulkier and thus require more training to be used effectively.

Your class grants you proficiency with some firearms, as detailed for official classes below.

CLASS FIREARM PROFICIENCIES

Class	Proficiencies
Artificer	Sidearms, muskets
Barbarian	Muskets, shotguns, double-barrel shotguns
Bard	Sidearms, muskets
Cleric	Sidearms, muskets
Druid	–
Fighter	All sidearms and longarms
Monk	Sidearms
Paladin	All sidearms and longarms
Ranger	All sidearms and longarms
Rogue	Sidearms, muskets, hunting rifles, sniper rifles
Sorcerer	Muskets
Warlock	Sidearms, muskets
Wizard	Muskets

EXTRA PROFICIENCIES

Certain race, class, or feats which previously granted additional weapon proficiencies may now grant firearm proficiencies.

Any class feature which would grant that class proficiency with all simple and martial weapons (such as the *Tempest* and *War* domains of the Cleric) grant the character proficiency with all sidearms and firearms.

Dwarven Combat Training. You also gain proficiency with muskets and shotguns.

Weapon Master. Each longarm proficiency counts as two proficiencies for the Weapon Master feat.

FIREARM AMMUNITION

Firearms use specialist ammunition, except a musket, which can use the same bullets as a slingshot. Pistols and revolvers use **handgun rounds**. Shotguns and double-barrel shotguns use **shotgun rounds**. Assault rifles, hunting rifles, and sniper rifles use **rifle rounds**. Hand cannons and mortars use **shells**.

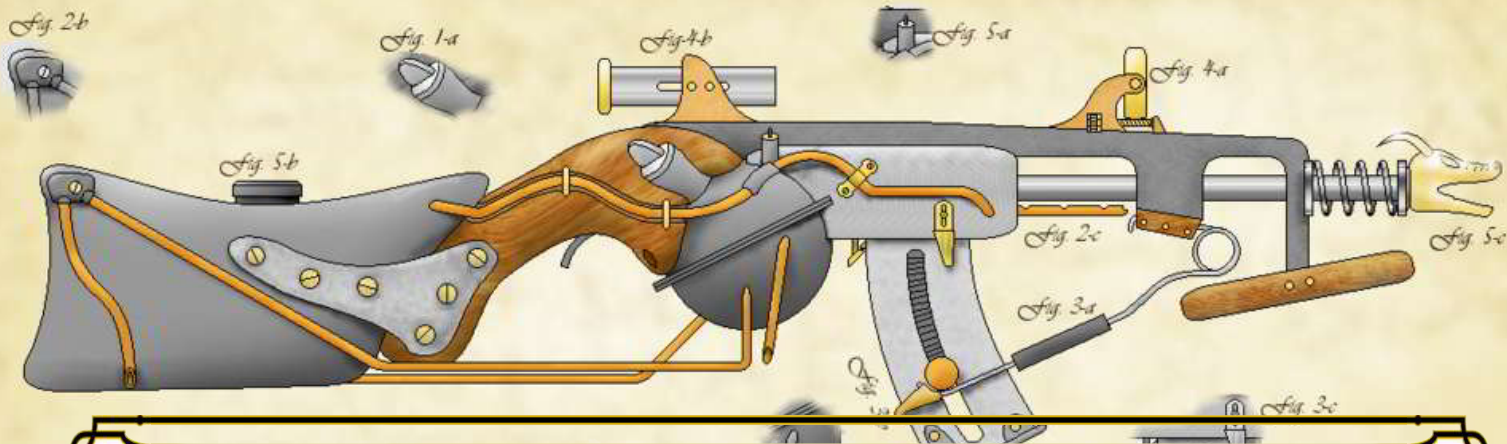
The ammunition of a firearm is destroyed upon use.

FIREARM PROPERTIES

Firearms may have any of the usual weapon properties, plus any of the following additional properties.

Crude. You do not add your Strength or Dexterity modifier to attack rolls with a weapon with the crude property.

Explosive. On a hit, each creature within 10 feet of the target must make a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Dexterity modifier). A creature takes the weapon's damage on a failed save, or half as much damage on a success.



FIREARMS AND AMMUNITION

Name	Cost	Damage	Weight	Properties
<i>Sidearms</i>				
Pistol	15 gp	1d6 piercing	2 lb.	Ammunition (range 100/400), light, reload (4 shots)
Revolver	20 gp	1d6 piercing	2 lb.	Ammunition (range 100/400), light, reload (6 shots)
Shotgun	30 gp	2d4 piercing	6 lb.	Ammunition (range 10/60), reload (1 shot)
<i>Longarms</i>				
Assault Rifle	50 gp	1d10 piercing	8 lb.	Ammunition (range 200/800), reload (20 shots), two-handed
Grenade Launcher	75 gp	1d6 bludgeoning	22 lb.	Special, ammunition (range 40/100), heavy, loading, two-handed
Hand Cannon	75 gp	1d12 bludgeoning	10 lb.	Ammunition (range 40/80), explosive, heavy, loading, two-handed
Hunting Rifle	40 gp	1d8 piercing	7 lb.	Special, ammunition (range 200/800), reload (10 shots), two-handed
Mortar	100 gp	2d6 fire	10 lb.	Ammunition (range 40/80), explosive, heavy, loading, two-handed
Musket	5 gp	1d10 piercing	2 lb.	Ammunition (range 150/600), crude, loading, two-handed
Double-barrel shotgun	75 gp	2d6 piercing	8 lb.	Ammunition (range 10/60), heavy, loading, scatter, two-handed
Sniper Rifle	150 gp	1d12 piercing	18 lb.	Ammunition (range 300/1200), heavy, loading, two-handed
<i>Ammunition</i>				
Handgun rounds (20)	1 gp		1 lb.	
Rifle rounds (20)	1 gp		1 lb.	
Shells (10)	5 gp		2 lb.	
Shotgun rounds (10)	1 gp		1½ lb.	

Reload (X shots). A limited number of shots can be made with a weapon that has the reload property. Once you have made a number of shots equal to the X value, you must then reload the weapon using an action or bonus action (your choice).

Scatter. This weapon sprays pellets in a 10-foot-cube area within its range. Each creature in the area must succeed on a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Dexterity modifier) or take the weapon's normal damage. Each shot of the weapon uses 4 pieces of ammunition.

SPECIAL WEAPONS

Weapons with special rules are described here.

Grenade Launcher. This weapon uses grenades and similar items (such as alchemist's fire or vials of acid) as its ammunition. When the weapon hits, it deals its own damage and then activates the effect of the grenade or grenade-like item that was fired.

Hunting Rifle. This weapon can be loaded with darts (including poisoned or tranquiliser darts) instead of rifle rounds as its ammunition. If it does, its *reload (10 shots)* property is replaced with a *reload (1 shot)* property while using that ammunition.



EXPLOSIVES

Gunpowder and other explosives can be used, not only in propelling projectiles, but also in forming explosive devices such as grenades. The costs and weights of these explosives are given in the Explosives Table, while their particular uses and properties are detailed below.]

GRENADE, FLASHBANG

As an action, a character can pull the pin and throw this grenade at a point up to 30 feet away. Each creature within 60 feet of the grenade that does not cover its eyes must make a DC 12 Constitution saving throw or be blinded and deafened for 1 minute. A creature can repeat this saving throw at the end of each of its turns, ending this effect on itself on a success.

GRENADE, FRAGMENTATION

As an action, a character can pull the pin and throw this grenade at a point up to 30 feet away. Each creature within 20 feet of the grenade must make a DC 15 Dexterity saving throw, taking 5d6 piercing damage on a failed save, or half as much damage on a successful one.

GRENADE, NEEDLER

As an action, a character can pull the pin and throw this mechanical grenade at a point up to 30 feet away. Immediately after throwing and at the end of your turn for the next 1d6 rounds, each creature within 15 feet of that point must make a DC 12 Dexterity saving throw, taking 3d6 piercing damage on a failed save or half as much damage on a success.

The needler grenade is not destroyed by being thrown, but it runs out of needles after it fires for its full duration and must be reset by a weapons technician.

GRENADE, SMOKE

As an action, a character can pull the pin and throw this grenade at a point up to 30 feet away. One round after the smoke grenade lands, it emits a cloud of smoke that creates a heavily obscured area in a 20-foot radius. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round.

GUNPOWDER

Raw gunpowder can be used as an explosive. Gunpowder is sold in small wooden kegs or in water-resistant powder horns.

Setting fire to a container full of gunpowder can cause it to explode, dealing fire damage to creatures within 10 feet of it (3d6 for a powder horn, 7d6 for a keg). A successful DC 12 Dexterity saving throw halves the damage. Setting fire to an ounce of gunpowder causes it to flare for 1 round, shedding bright light in a 30-foot radius and dim light for an additional 30 feet.

EXPLOSIVES TABLE

Item	Cost	Weight
Grenade, flashbang	100 gp	2 lb.
Grenade, fragmentation	500 gp	1 lb.
Grenade, needler	400 gp	4 lb.
Grenade, smoke	50 gp	2 lb.
Gunpowder, keg	250 gp	20 lb.
Gunpowder, powder horn	35 gp	2 lb.

TRADITIONAL WEAPONS

Much as in our own world, the advent of firearms has led to a wane in the old arts of sword, axe, and bow, weapons often seen as symbols of a bygone era. Although most nobles will still carry a rapier for duels of honour in societies where such things are practiced, traditional weapons have largely faded from the public eye.

How much adventurers will still make use of these traditional weapons will depend largely on the prevalence of firearms in your settings. The **club** and **dagger** are near universals, and even in settings where every character wields a firearm as their primary weapon, most characters will keep one of these as a melee backup plan.

Barbarians are particularly fond of physical combat, and many barbarian tribes keep up the old traditions of crafting traditional weapons. This is especially so as many traditional weapons can serve an additional function in more tribal societies: an axe can cut wood, a hammer can be used to build, a spear and bow can be used to hunt food.

Druids also tend to be highly suspicious of firearms, which are widely seen among druid circles as utterly abhorrent to nature. For this reason, as far as druids wield weapons at all, they will frequently still wield the staves and sickles associated with their circles from ages past.

For adventurers of other classes, their use of traditional weapons will depend on their personal culture and particular training. A **fighter** is likely to have been trained in modern warfare, an art of large battalions shooting guns at each other, whereas a **monk** may have been trained entirely in staff and fist, her only experience of guns being learning to catch a bullet.





ADVENTURING GEAR

Item	Cost	Weight	Item	Cost	Weight
Camera, handheld	1,000 gp	2 lb.	Gas mask	250 gp	1 lb.
Clothes, environmental	25 gp	5 lb.	Gear clamp	5 gp	2 lb.
Clothes, working	2 gp	4 lb.	Parachute	30 gp	10 lb.
D-clip	2 cp	–	Photographic plate (5)	15 gp	1 lb.
Eyeglasses	100 gp	–	Pocket watch	500 gp	–
Flight goggles	200 gp	1 lb.	Toothpicks (box of 50)	5 cp	–

ADVENTURING GEAR

The advanced technology which comes with the technological revolutions of the Age of Steam also allows the development of new adventuring gear. The special rules for this new adventuring gear is detailed in this section.

Camera, handheld. You can spend 1 minute taking a photograph with this complex contraption. The image is black-and-white and grainy, and if any object moves in the frame at any point in that minute it will appear blurred in the final image. Each image uses 1 photographic plate.

Clothes, environmental. Each environmental outfit is designed for a specific environment: cold, dust, heat, or toxic waste. The outfit provides advantage on Constitution saving throws against dangers produced by the environment it is designed for.

Flight Goggles. While wearing these goggles, high winds and high speed movement cannot impose disadvantage on your Wisdom (Perception) checks that rely on sight.

Gas Mask. While wearing this mask, you have advantage on Constitution saving throws against gas, air-borne poisons, and other effects which are inhaled.

Gear Clamp. This clamp is designed to place a peice of equipment in an easily accessible location. It can be attached to a belt or exterior piece of a suit of armor, or placed in a convenient location in the environment. Affixing a gear clamp requires an action. If you are familiar with the gear clamp, any object small enough to be held in one hand can be added to or removed from the clamp as easily as drawing or sheathing a weapon. If you are unfamiliar with the clamp, adding or removing equipment requires an action.

Parachute. As a bonus action while falling, you can pull a chord on this backpack to release its parachute. Your descent is slowed to 60 feet per round, and if the parachute is not damaged before you land, you take no falling damage. You have advantage on any Dexterity (Acrobatics) check you make to land on your feet. However, the parachute does not disappear, and your movement speed is halved while it is loose on the ground.



VEHICLES AND TRANSPORT

Many of the most profound impacts of the Age of Steam have come in the field of vehicles and transportation. As journey times are cut, the world shrinks, and the reach of the great empires extends beyond what was ever possible before the railroad and the airship.

This section details the various new forms of transport that are available, with the rules for their use.

THE STEAM REVOLUTION

Little reshapes the world quite like a revolution in transport. The greatest need of an advancing arm is not arms or forces, but good communication and strong supply chains. The advent of faster transport always therefore precedes a growth in the size and scale of empire that can rise.

In the same way, the great empires of the Age of Steam owe their majesty in part to the new transport technologies that the industrial revolutions have brought.

THE STEAM ENGINE

The first revolution in transport was the advent of the steam engine. Put at first in barges and steam wagons, it allowed the transport of goods at a faster rate than the horse and cart had allowed. This allowed stronger armies and quicker industry, which rapidly led to the second transport revolution.

DAWN OF THE RAILROAD

The real hallmark of the Age of Steam, the second transport revolution brought the railroad. Although the railroad took time and commitment to lay out its path, it could transport

goods at a rate never seen before. Distance shrank, and suddenly impossible journeys could be reduced to days or even hours.

This allowed the great empires to hold a tighter rein on the fringe provinces they controlled, allowing imperial and federal nations to grow much larger than they previously could, as the imperial capital felt much closer when troops could be deployed to suppress a rebellion in days where once it would have taken months.

The railroad also revolutionised business, as merchants could now reach markets across the continent, bringing with it the first signs of the great divides that would come to separate the rich from the poor.

TAKING TO THE SKY

The third transport revolution came when steampower was turned to the sky. Whether by the mastery of Zeppelin and similar technology or the addition of magic, the advent of the airship allowed transport to every part of the world in a fraction of the time.

The airship allowed communication and transportation over once insurmountable distances, bringing with it all the trappings of the true Age of Steam.



VEHICLES OF WAR

The advent of steam-powered vehicles has not only transformed warfare and combat by allowing quicker communication, faster deployment, and more stable supply networks, but many of these vehicles have also been adapted for use on the battlefield itself.

From armored steam wagons armed with cannon for mobile artillery to airships equipped with stones, bricks, or even explosives to drop on enemy lines, these armored vehicles allow armies to utilize new strategies and to inflict death upon enemy ranks in a variety of new ways.

For DMs using armored vehicles in combat encounters, statistics for both manned and unmanned armored vehicles can be found in the "Creatures" section of this expansion.

FUEL AND POWER

Powered vehicles require a constant supply of fuel or power in order to function. The most common fuel for vehicles is coal, although small personal vehicles, such as speeders, may run on internal batteries. However, the running of complex vehicles requires additional resources beyond fuel and power, with the most common limiting factor on steam engines being the supply of water.

On a neutral journey, the average steam engine will require around 40-45 gallons of water per mile, 50 pounds of coal per mile, and a full oil pot for each journey. However, consumption will vary heavily by the demands of the journey at hand.

Typically, an airborne vehicle will require higher consumption than a locomotive or ground vehicle, due to the need to produce lift.

HIGH-SPEED VEHICLES

Any vehicle which travels faster than 45 mph (approximately the speed of a galloping horse) is considered a high-speed vehicle. These vehicles require special training to control and use effectively.

If you are using the optional Piloting skill (see below), driving high-speed vehicles is considered a *trained only skill*: only a character which adds their proficiency bonus to Piloting skill checks can attempt to drive a high-speed vehicle, as only such a character has the necessary training to control such a vehicle. This may mean that certain parties require recruiting a pilot to properly use such vehicles.

Typically, high-speed vehicles are much harder to control than ordinary vehicles, and will require more frequent ability checks to drive effectively.

HIGH-SPEED COMBAT

The usual rules for mounted and vehicle combat apply to high-speed combat. However, if one or more participants are moving at speeds in excess of 45 mph, this has an impact on the forms combat can take.

The DC for any Dexterity (Acrobatics) check to move between high-speed vehicles or any Strength (Athletics) check to maintain grip on an external surface of a high-speed vehicle increases by 5 if that vehicle is moving faster than 45 mph.

If a character attempts to make an attack roll from a vehicle moving faster than 45 mph against a target that is not on that vehicle, the target automatically has half cover from the attack. (If the target would have half cover anyway, it instead has three-quarters cover. If it would have three-quarters cover, the attack roll has disadvantage.)

Any saving throw made to avoid being knocked prone is made at disadvantage.

Lastly, each time a high-speed vehicle takes damage or changes direction, each creature on that vehicle must succeed on a DC 10 Strength saving throw or be knocked prone, and any spellcaster on that vehicle must make a DC 10 Concentration saving throw.

OPTIONAL RULE: PILOTING SKILL

The DM may choose to introduce an additional skill, Piloting. This is a Dexterity skill, which is used similar to Animal Handling, except to maintain control of high-speed vehicles.

PILOTING PROFICIENCY

The following classes can take choose the Piloting skill as one of their class skill proficiencies: **artificer, bard, fighter, mechanic, monk, paladin, ranger, or rogue.**

In addition, any background can choose to take proficiency in the Piloting skill instead of one of its usual skill proficiencies, although this option is particularly appropriate for the **criminal, guild artisan, outlander, sailor, and soldier** backgrounds.

PILOTING SKILL CHECKS

When there is any question whether you can control a vehicle in extreme conditions, the DM may call for a Dexterity (Piloting) check.



DM'S NOTE: TRANSPORT AVAILABILITY

How much different vehicles and forms of transport are available will depend heavily upon the kind of world you, the DM, choose to create. You may decide that every city has a skyport and zeppelins are a common sight, or you may decide that powered aircraft is a brand new invention, known only to the inventor and those she chooses to reveal it to. Consider how the transport available will effect warfare in your world, and therefore the shape of your world as a whole.

The DM may also call for Intelligence (Piloting) checks to determine faults with a vehicle, or Wisdom (Piloting) checks to predict the movements of another vehicle.

The most common use of the Piloting skill is to make Dexterity (Piloting) checks to control your vehicle when you make a risky maneuver, especially in combat.

VEHICLE SERVICES

The vehicles of the Age of Steam are available to adventurers wishing to travel great distances. The easiest means by which an adventuring party can gain access to vehicle transport is by buying passage and hiring a vehicle. However, if a party can find a shipwright, engineer, or other craftsman, they may be able to purchase their own vehicle, which will take them to the four corners of the world.

HIRING VEHICLES

The typical rates for hired vehicles are given in the "Tickets and Passage" table.

TICKETS AND PASSAGE

Service	Cost
<i>Steam cab</i>	
Between towns	3 cp per mile
Within a city	1 cp
<i>Train ticket</i>	
One-way (regional)	2 sp
Return (regional)	3 sp
Return (inner city)	5 cp
Airship passage	1 gp per mile

BUYING VEHICLES

The typical prices and speeds for buying vehicles are given in the "Buying Vehicles" table.

BUYING VEHICLES

Vehicle	Cost	Speed
<i>Bicycles</i>		
Pedal bike	15 sp	8 mph
Engine bike	1,000 gp	max. 50 mph
<i>Steam wagons</i>		
Personal	6,000 gp	max. 60 mph
Industrial	10,000 gp	max. 30 mph
Military	30,000 gp	max. 45 mph
Speeder	5,000 gp	max. 80 mph
<i>Airships</i>		
Airskiff	18,000 gp	35 mph
Zeppelin	65,000 gp	40 mph
Airbarge	60,000 gp	10 mph
Airfrigate	150,000 gp	50 mph
Sky-Galleon	180,000 gp	30 mph

BICYCLES

A bicycle or bike is a personal vehicle used to travel short distances, typically recreationally or within a city or local region. A bike may be powered by the individual, a pedal bike, or powered by an engine.

PEDAL BIKE

A pedal bike is a two-wheeled vehicle, powered by the individual riding the bike. A typical bike can reach speeds of 8 mph, although a character with a Constitution above 18 may be able to reach speeds in excess of 10 mph, and a character with a Constitution score below 10 cannot exceed 5 mph.

A pedal bike can typically carry a single person. A tandem bicycle takes two persons, but costs a little more (typically 18 sp). A pedal bike may be equipped with a luggage rack over the rear wheel, which can support up to two backpacks, or one passenger.

ENGINE BIKE

An engine bike is a two-wheeled steam-powered vehicle. It consumes coal, typically requiring 5 lbs. coal per mile of travel. The engine bike can reach speeds of up to 50 mph, although typically travels at lower speeds.

An engine bike can carry a single person, with space upon the back to store either a chest or a seat for one passenger.

STEAM TRAINS

A steam train is typically not a personal vehicle, but will be run by a private company or national state along lines. The carrying capacity of a train varies by the number of carriages it pulls, and whether these are freight carriages or personal carriages. The speed and fuel efficiency of a train typically varies by the route travelled and the number of carriages pulled.

STEAM WAGONS

A steam wagon is the ancestor of an automobile, a large, caravan-like vehicle powered by a steam engine. Steam wagons are used to travel around cities or between towns, and are frequently the preferred mode of transport for those who can afford more than a horse and cart.

PERSONAL WAGON

A personal steam wagon replaces a personal carriage. It typically has a single driver and up to three passengers, with luggage space equivalent to up to four chests.

A personal wagon can travel at speeds up to 60 mph, and consumes around 8 lbs. coal and 6 gallons of water per mile of travel. Frequently, personal wagons will need to be refuelled with water at way-points and changing stations along the road.

INDUSTRIAL WAGONS

An industrial wagon or "land train" is a large, steam-powered vehicle for the transport of goods, especially raw materials. These wagons consist of a primary driving wagon followed by a train of up to 3 freight carriages.

CRASHING AT HIGH SPEED

Travelling at high speed is dangerous. The following rules apply for crashes in high-speed vehicles.

If a vehicle travelling faster than 20 mph hits a creature, that creature must make a Dexterity saving throw (DC equal to 10 + 1 for every 5 mph above 20), or take 1d10 bludgeoning damage for every 10 mph of speed of that vehicle, taking half as much damage on a successful save.

If a vehicle travelling faster than 20 mph impacts a wall or solid surface, each creature in that vehicle must make a Dexterity saving throw (DC as above), or take 2d6 bludgeoning damage for every 10 mph of speed of that vehicle, taking half as much damage on a successful save.

An industrial wagon can travel at speeds of up to 30 mph and consumes around 15 lbs. of coal and 12 gallons of water per mile of travel. It can typically take one driver, up to one passenger, and up to 30 tons of raw materials. If the carriages do not contain raw materials, up to 60 people can be transported in industrial wagon carriages, but such modes of transport are highly dangerous.

ARMORED (MILITARY) WAGONS

An armored wagon, colloquially called a "tank", is a military vehicle, based on the personal wagon but covered in thick armor plating and equipped with an artillery cannon.

An armored wagon can travel at speeds up to 45 mph, and it consumes around 10 lbs. of coal and 8 gallons of water per mile. A military wagon typically has room for a driver, a gunner, and an engineer. Larger armored wagons may have multiple gunners, being equipped with both a central turret and secondary armaments.

SPEEDERS

A speeder is a personal hovercraft. These vehicles use internal batteries combined with propulsion mechanisms to hover about three feet above the ground, with jet engine propulsion allowing greater speeds to be reached.

A speeder typically has room for a single person as its driver, with internal storage equal to the volume of a chest. It can reach speeds up to 80 mph.

The internal battery of a speeder contains 50 charges, and uses 1 charge per hour of use. The speeder battery can be recharged at a garage or by lightning damage, as detailed in the "Gadgets" section.

Overdrive (1 or less). You can use a bonus action while driving the speeder to place it into overdrive. The speeder can then move at a speed of up to 120 mph, but you must make an overdrive check each time you finish moving the speeder or make a Piloting check to control the speeder.

(For the rules regarding Overdrive, see the "Gadgets" section below.)

AIRSHIPS

The exact nature of the technology behind the airship will depend on the balance of technology and magic in your setting, and in the particular nation in which the airship was made. In many settings, airships combine some manner of flight magic with wind or steam power to propel the ship through the skies. In settings where technology and science are set against the old ways of the arcane, airships will use a combination of airbags, balloons, propellers, and canvas or wooden wings to produce the lift necessary for flight, with sails or steam propellers driving the airship forward.

When a character would gain a vehicle proficiency, they can instead gain proficiency in **vehicles (air)**.

AIRSKIFF

Airskiffs are the smallest airborne craft, designed for a single pilot with up to one passenger. They typically do not have a cargo hold, but have an open deck on which boxes and bags can be stored if they are tied down.

An airskiff can typically reach speeds of up to 35 mph, which is a typical cruising speed. They are often powered by an internal battery, which contains 25 charges and uses 1 charge per hour of flight.

ZEPPELINS

Zeppelins are aircraft with a hull hung below a large inflatable balloon typically filled with hydrogen or helium. Zeppelins vary greatly in size, from small craft capable of carrying around 8 personnel, to large craft with multiple decks and spacious cargo holds.

The price of zeppelins varies by their size, with 65,000 gp representing the baseline for a moderately sized zeppelin with a single deck, requiring a pilot and crew of two, and carrying up to 5 passengers besides. The cargo hold can contain up to 15 bags and chests. Such a typical zeppelin travels at 40 mph, although larger zeppelins may be slower.

A zeppelin typically burns 8 lbs. of coal per mile.

Flammable Gas. A zeppelin's balloon contains highly flammable gas. If a zeppelin takes 10 or more fire damage, the balloon explodes. Every creature in a 200-foot radius must succeed on a DC 15 Dexterity saving throw, taking 20d6 fire damage on a failed save, or half as much damage on a success. The explosion ignites the hull of the zeppelin and any flammable objects that are not being worn or carried. The zeppelin then falls from the sky.

AIRBARGE

An airbarge is a cargo vessel, with a large cargo hold below its single deck. They are typically used to transfer freight across difficult terrain.

An airbarge requires a captain, a crew of 6, and burns 18 lbs. of coal and 13 gallons of water per mile of travel.

AIRFRIGATE

An airfrigate is a moderately sized military aircraft, designed for routine patrols and for deploying strike forces. It includes two decks, a cargo hold, and is equipped with up to 3 ballistae or cannon.

An airfrigate requires a captain and a crew of 8, and it can carry up to 20 passengers. It burns 12 lbs. of coal and 9 gallons of water per mile of travel.

SKY-GALLEON

The sky-galleon is the largest and most majestic of the airships. It is a military vessel, typically the flagship of an airfleet, and it will always be the most heavily armed and armored vessel on any battlefield.

A sky-galleon requires a captain and a crew of up to 400, and is able to carry about twice as many passengers as it has crew. A sky-galleon has between three and six decks, as well as a large cargo hold, and carries up to 100 cannon and up to 5 ballistae.

The sky-galleon burns 60 lbs of coal and 55 gallons of water per mile of travel.

MOUNTED COMBAT AND FIREARMS

One of the few areas in which traditional weapons still thrive in an Age of Steam setting is in the field of mounted combat. The cavalryman's sabre is the most common mounted weapon, with guns and explosives being avoided for fear of startling the horses.

If a character attempts to use firearms in mounted combat, the following penalties apply. Firstly, it is difficult to aim on a skittish horse, so you have disadvantage on attack rolls with firearms in mounted combat.

Secondly, the explosive sound of the firearm risks spooking the mount. When you make an attack roll with a firearm, the mount must make a DC 10 Wisdom saving throw or become frightened of the firearm for 1 minute. While frightened in this way, the mount uses its movement to run in a random direction. It can repeat its saving throw at the end of each of its turns, ending this effect on itself on a success. If you used a firearm since its last saving throw, it has disadvantage on its saving throw to recover.

These penalties do not apply if you are riding an intelligent mount, such as a griffon or dragon.



GADGETS

The incredible technological advances of the Age of Steam have produced firearms, new forms of industry, and transport that can vastly outstrip the speed of a galloping horse. Yet beyond these many advances, the greatest artificers and engineers of the age have produced a wealth of gadgets which grant power on a par with the great magic items of the days of yore. These gadgets, like magic items, are hard to produce and procure, sparsely distributed across the world, and will often fall into the hoards of the super-wealthy or of monsters on the frontiers of civilisation.

This section gives rules for gadgets, a class of item related to magic items but deriving their power from pure technological means rather than magical enchantment. Whereas magic items can run on the ambient magical energy of the Weave, gadgets require fuel or a power source to keep them running. Conversely, where magic items can be disabled with antimagic fields and similar effects, gadgets are nonmagical, and are thus immune to such effects.

The chapter also includes a list of recommended gadgets. These should be taken as guidelines, rather than a hard-and-fast inventory of the gadget options available to DMs. The DM can always alter the gadgets as specified here and introduce new gadgets of their own invention to add a personal flavour to this aspect of their campaign.

AWARDING GADGETS

Gadgets are designed to be of a level with magic items of the same rarity, and as such, DMs should follow the same guidelines and rules of thumb they use in awarding gadgets as those they would follow in awarding magic items.

Typically, you should award no greater sum of magic items and gadgets than you would award the sum of magic items in a campaign which did not have gadgets. Introducing gadgets should not alter the total number of special items the party acquires; instead, they should replace some of the magic items they may otherwise have received.

How you orchestrate the balance between magic items and gadgets in your world is at the DM's discretion, and ultimately depends on the magical density of the world the DM is trying to create. If you have a very high-magic setting, where steam power is a direct result of advances in magic, then magic items will be far more common than gadgets. Conversely, if you have a very low-magic world, in which spells and the arcane are all but forgotten for most people, then gadgets will be far more common, with magic items a strange rarity.

RARITY

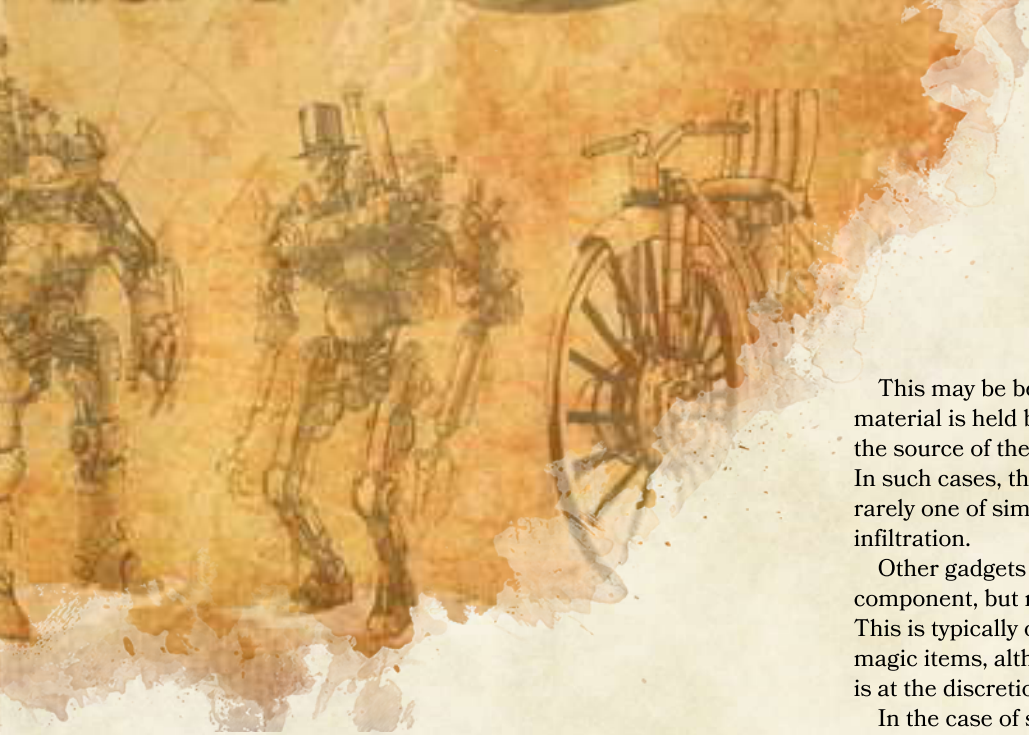
Each gadget has a rarity in line with the rarities of magic items: common, uncommon, rare, very rare, and legendary. Much as with magic items, these rarities set the frequency of that gadget in your world, as well as the approximate level at which a character should have access to items of that power, and an approximate price when trading such gadgets.

Due to the increased running costs of a gadget, if your campaign allows the buying, selling, and trade of gadgets, they should be assigned a price slightly less than a magic item of the same rarity. This can be achieved either by giving the gadget a price towards the low end of the suggested price bracket or, if magic items are very rare in your world, increasing the price of a magic item above its usual price range.

BUYING AND SELLING

The capacity to buy and sell gadgets will depend greatly upon the setting that a DM is trying to create, although the general guidelines for buying and selling magic items laid out in the *Dungeon Master's Guide* (p.135-6) and *Xanathar's Guide to Everything* (p.126, 133-4) offer a good basis on which to work when laying out rules for the purchase and sale of gadgets, with a few key alterations.

The main difference between buying and selling magic items, and buying and selling gadgets, is that gadgets for the most part are still in active production in the present day.



The primary upshot of this difference is that gadgets can sometimes be bought or commissioned from their original creators. Such creators are often either already serving in state laboratories, or else highly secretive to prevent their work falling into the wrong hands, yet if they can be tracked down, this creates a unique opportunity for players to engage in a bartering situation.

Original creators are likely to be much more highly invested in their creations than some black market dealer of magical trinkets. For this reason, consider carefully the kinds of tests that such creators would put adventurers asking to buy through, and the measures they may take to keep their precious inventions safe from maltreatment and misuse.

CRAFTING

In addition to finding gadgets in the possession of defeated enemies and buying them, either from their creators or on the market, gadgets may occasionally be acquired by crafting. Though the skills required to make a gadget are different to those necessary for a magic item, they are nonetheless of great difficulty, and thus, crafting a gadget is a process which requires a significant commitment in time and resources.

The general rules for crafting a gadget follow the rules for crafting magic items in *Xanathar's Guide to Everything* (p.128-129).

However, gadgets do not all require exotic components in the same way as magic items. Due to their technological nature, gadgets will rarely or never require creature parts or magical elements in their construction.

In place of this, some gadgets require specialist materials, such as rare metals or crystals. These may be best recovered from a monster's lair or similar, in which case, the rules for finding these specialist materials are much the same as for finding magic item ingredients. However, in some cases, the challenge of finding these materials will be a social one.

This may be because the only mine known to extract this material is held by some particular owner or clan, or because the source of the material is heavily guarded by state agents. In such cases, the challenge of recovering the material is rarely one of simple combat, but rather of persuasion or infiltration.

Other gadgets do not intrinsically require any specialist component, but rather, simply require great skill to produce. This is typically only the case with Common or Uncommon magic items, although what is required for any given gadget is at the discretion of the DM.

In the case of such intricate gadgets, a character attempting to craft a gadget must make a series of ability checks to complete the creation of the gadget. These are typically three ability checks:

- An Intelligence (Tinker's Tools) check
- A Strength (Smith's Tools) check
- One from: an Intelligence (Alchemist's Tools), Strength (Carpenter's Tools), Dexterity (Glassblower's Tools), Dexterity (Jeweler's Tools), Dexterity (Leatherworker's Tools), Dexterity (Tinker's Tools), or Dexterity (Woodcarver's Tools) check.

The first check is to plan and complete the construction of the item, the second to forge the metal parts, and the third to compose any specialist parts for the device at hand.

The DCs for each check are approximately as shown in the Crafting Gadget DC table. If one check is failed, the DC for the next check increases by 5. If two or more checks are failed, the crafting fails, and both the time and monetary cost of the crafting are wasted.

CRAFTING GADGET DC

DC	Gadget rarity
10	Common
15	Uncommon
20	Rare
25	Very rare
30	Legendary

IDENTIFYING A GADGET

Gadgets are invariably distinguished by their complicated mechanical appearance, and any creature can determine that a gadget is exceptional by simply handling it. However, discovering its properties can be more difficult.

As gadgets are not magical, they can't normally be identified with the *identify* spell. Experimenting with a gadget can be used to discern its properties, but it can also be dangerous, dependent on how unstable the technology is.



A character can spend a short rest focussing on one gadget and experimenting with its properties. The character must make a DC 10 Intelligence check. On a success, the character learns the item's properties, as well as how to use them.

On a failure, the character only learns some of the item's properties. If it has only one function, the character learns nothing. If the item has multiple functions, such as an ordinary property and an Overdrive feature, the character learns half of those properties. For example, a character which fails its check on identifying a set of *power gauntlets* may learn their basic property, but not how to trigger their Overdrive mode.

If a creature fails by rolling a 1 on the d20, the item is broken as if the creature had failed on an Overdrive check, and ceases to function until it is repaired (see *Overdrive* below). In addition, the gadget has a chance of exploding violently due to the failure. Roll a d20; on a roll of 10 or less, any creature within 20 feet of the gadget, including the creature attempting to identify it, must make a DC 15 Dexterity saving throw, taking 4d10 damage on a failed save or half as much damage on a success. This damage is fire damage if the item has the *Fuel* trait or lightning damage if the item has the *Power* trait.

GADGET CATEGORIES

Each gadget belongs to a category: armor, gear, or weapons.

ARMOR

Some gadgets are mechanically enhanced forms of armor. Unless an armor's description says otherwise, armor must be worn for its properties to function.

Some armor gadgets specify the type of armor they are, such as studded leather or plate. If an armor gadget doesn't specify its armor type, the DM may choose the type or assign it randomly.

GEAR

Gear includes worn items which don't classify as armor, such as boots, belts, and gloves, as well as other adventuring gear such as bags.

Unless a gear gadget says otherwise, any gear gadget which is a worn item must be worn for its properties to function.

WEAPONS

The last categories of gadgets are mechanically enhanced weapons. Some weapon gadgets specify the type of weapon they are in their description, such as longbow or "any slashing weapon". If a weapon gadget doesn't specify its weapon type, the DM may choose the type.

ACTIVATING A GADGET

Gadgets rarely simply bestow benefits, requiring some activation or some input from the user in order to continue functioning. Many gadgets can be activated using an action or bonus action like a magic item, as detailed in the *Dungeon Master's Guide* (p.141).

FUEL AND POWER

As technological devices, gadgets require some source of power to continue functioning. This takes two primary forms, either a constant external source of fuel, or an internal battery that requires recharging at regular intervals.

Each gadget will have a *Fuel (X)* or *Power (Y)* section in its description, which specifies the fuel and power requirements of the gadget.

Fuel (X). The X value in the *Fuel* trait specifies what quantity of what fuel is required at what regularity for the gadget to continue functioning. Typically, this will be a volume in oz of either coal or oil, which must be provided per hour or per day of use, although other conditions are possible.

The *Fuel* trait will also specify when this fuel needs to be provided. For items which are considered *in constant use*, the fuel must be provided at regular intervals according to the per hour or per day use, as the item is considered to be "always on". Other items may only require the fuel to be provided when the item is specifically activated.

Power (Y). The Y value in the *Power* trait specifies either how long the internal battery of the device can function for, typically expressed in hrs (hours) or days, or it specifies a number of charges.

Once the device has been used for a duration equal to the duration of the internal battery, or you have expended a number of charges equal to the battery charge, it ceases to function until the battery is recharged.

Recharging a battery is typically a complicated process requiring some kind of electricity generator, and thus can only typically be completed in large cities or under the specialist care of an engineer or alchemist.



An impromptu method of recharging a battery can be achieved by inflicting lightning damage to the gadget. If the gadget is being worn or carried, each time lightning damage is inflicted to the creature or the gadget it is also inflicted to the other. When a gadget with the *Power* trait takes lightning damage, it recovers 1 hour of battery life or 1 charge for each 10 points of lightning damage that it takes. You must then make an *Overdrive* check for the gadget.

OVERDRIVE

Due to the unstable nature of the technology used to produce gadgets, many can be pushed to new power levels by means of a method called *overdrive*.

Gadgets with an *Overdrive (X or less)* property can be put into *overdrive*, unlocking a more powerful version of the gadget but making it more unstable.

While the gadget is in *overdrive*, when directed by the *Overdrive* feature you must make an *Overdrive* check for the gadget. To do this, roll a d20 and compare the value rolled to the *X* value given in the *Overdrive (X or less)* trait. If the number rolled on the d20 is less than or equal to the *X* value, the device fails its *overdrive* check.

Whenever a device fails an *Overdrive* check, it breaks and ceases to function. You cannot gain the benefits of a broken gadget until you have it repaired.

RESILIENCE AND REPAIR

Gadgets are made of robust metal components designed to survive the typical wear and tear of the adventuring lifestyle, and are resistant against most kinds of damage due to their sturdy and masterful construction.

However, gadgets can be broken, especially when they are driven beyond normal functioning with *overdrive*. When this happens, you have to repair a gadget before you can gain its benefits again.

A gadget can be repaired by a professional artisan for a cost, or by any individual with proficiency in *tinker's tools*. A creature attempting to repair a gadget must pay a monetary cost in parts and take a number of days equal to the time and costs required to craft a magic item of the same rarity, as detailed in *Xanathar's Guide to Everything* (p. 129).

A creature can attempt to repair a gadget at half the time and cost by making three *Intelligence (Tinker's Tools)* checks. The DC for this check is 10 for a common gadget, 15 for an uncommon, 20 for a rare, 25 for a very rare, and 30 for a legendary. If the creature succeeds at least 2 of the 3 checks, it successfully repairs the gadget in half the time and cost. If they fail 2 or more checks, the character fails to repair the item, and the time and cost spent is lost.

BULK

Although gadgets, except some hybrid gadgets, do not require a magical connection with their wielder and therefore do not require attunement, most gadgets are very large, bulky objects, built of heavy metal parts, and require carrying large batteries or large quantities of fuel and oil to be used effectively.

Due to the sheer size and weight of gadgets, a character can only carry a limited number of gadgets on their person at any one time, dependent on their *Strength* score as shown in the table below.

Strength score	Number of Gadgets
Less than 15	2 or fewer gadgets
15–18	3 or fewer gadgets
19+	4 or fewer gadgets

HYBRID ITEMS

Some especially powerful items may be produced by combining magical enchantment with the advanced technology of the Age of Steam. These hybrid items combine both the strengths and weaknesses of magic items and gadgets.

A hybrid item is held together by magic, and thus ceases to function when placed in an antimagic field or similar effect. However, it is also mechanical, and unless it is filled with a magical power source, it will also require charging or fuel.

However, hybrid items also combine the power of magic items with the *overdrive* properties of a gadget, a combination which can prove incredibly effective.

Items marked with *Hybrid* alongside their category and rarity are considered hybrid items. Only a few are presented in this supplement, intended to serve more as an inspiration for a DM's own ideas than to fully develop the class of hybrid items.

GADGETS A-Z

Gadgets are presented in alphabetical order. A gadget's description gives the gadget's name, category, rarity, and properties, including any required fuel and its overdrive options.

ACTIVE FILTER

Gear (mask), uncommon

This face mask covers your mouth and nose. You can press a button on the side of the mask to seal it, or the press the button again to release it (no action required). While the mask is sealed, it requires a DC 30 Strength check to remove it from your face.

While the mask is sealed, you can breathe air and water, and you have advantage on saving throws against harmful gases and vapors (such as *cloudkill* and *stinking cloud* effects, inhaled poisons, and the breath weapons of some dragons).

Power (5 mins). The active filter has an internal battery with 5 minutes of battery life, which is consumed while the filter is sealed. If you seal the filter for 1 minute or less, it uses a full minute of battery power. When the power runs out, the filter stops functioning until it is charged to at least 3 minutes charge again.

PLANAR SPACESUIT

Armor (plate, hybrid), very rare

This plate armor completely encases your body. You have disadvantage on all Dexterity ability checks, but advantage on saving throws against environmental effects such as extreme heat or cold.

Plane Shift. As an action, you can expend 10 charges of the suit's power to cast the *plane shift* spell, targeting only yourself.

Power (10 charges). The suit has an internal magical battery with a maximum of 10 charges. You can recharge the battery as normal. Alternatively, a creature with spell slots can use an action to expend a spell slot and recharge the battery by a number of charges equal to the level of the spell slot expended.

AUTOMATIC LOADER

Gear (unspecified), rare

This device attaches to your firearm to reload it at high speed. Attach to one firearm of your choice. If that firearm has the loading property, this is replaced with reload (2 shots). If the firearm has the reload property, the number of shots is doubled. For example, if you attach the automatic loader to a revolver, it has the reload (12 shots) property.

Power (10 Days). The automatic loader has an internal battery with 10 days of charge, regardless of use.

Overdrive (4 or less). You can use a bonus action to flick a switcher, putting the automatic loader into overdrive. Once on each of your turns while the automatic loader is in overdrive, you can use a bonus action to make two ranged weapon attacks with the firearm the automatic loader is attached to. Make an overdrive check each time you use this bonus action.

CHAINBLADE

Weapon (any weapon that deals slashing damage), rare

You pull a chain on this weapon to ignite its internal engine, or pull it again to cut the engine (no action required). When you roll a 20 on your attack roll with the chainblade, the target takes an extra 7 slashing damage.

Fuel (1 fl oz Oil/Hour). The chainblade contains a small internal combustion engine, which burns 1 fl oz of oil for each hour of use. The chainblade is considered to be in use while its internal engine is ignited. If the chainblade does not receive its fuel requirement for the hour, it immediately cuts and cannot be turned on. In addition, if the chainblade runs out of fuel while it is running, you must make an Overdrive check for the weapon.

Overdrive (3 or less). As a bonus action, you can pull a second chord to activate the overdrive of the chainblade. While in overdrive, the chainsword deals an extra 20 slashing damage on a roll of 20 instead of 7. You must make an overdrive check each time you attack with the chainblade.

DISRUPTION SHIELD

Gear (unspecified), uncommon

You can activate the disruption shield as a bonus action, causing the air around you to visibly vibrate. You can deactivate the shield by pressing a button (no action required). While the shield is activated, when a ranged attack hits you, you can use your reaction to reduce the damage by 1d10 + your Dexterity modifier, provided that you have a free hand. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in that hand.

EXOSKELETON

Armor (exoskeleton), uncommon

The exoskeleton is heavy armor. Your AC while wearing the exoskeleton is 12. If you are wearing the exoskeleton and it is not activated, your movement speed is reduced to 0. You can pull a lever to activate the exoskeleton, or pull it again to deactivate it (no action required).

While you are wearing the exoskeleton and it is activated, your movement speed is 20 feet. Your Strength score becomes 21, your carrying capacity is increased to 400 pounds, and you gain a 20 foot climbing speed. While the exoskeleton is activated, you cannot be moved against your will or knocked prone.

You cannot make weapon attacks while in the exoskeleton, but you can still make unarmed strikes.

Fuel (1 pint Oil/Min). The exoskeleton burns 1 pint of oil per minute of use. If you do not have the oil, the exoskeleton ceases to function.

Overdrive (5 or less). You can use a bonus action to activate the exoskeleton's overdrive. While in overdrive, the exoskeleton increases your strength to 23 and your carrying capacity to 500 pounds, and its movement speed increases to 25 feet walking and climbing. Make an overdrive check each time you or the exoskeleton takes damage, and each time you attempt to attack while in the exoskeleton.

FIN SUIT

Armor (light, medium, or heavy), uncommon

You can activate the fin suit by pulling a chord, causing fins to extend all over the suit, or deactivate it by pressing a button (no action required). While the fin suit is activate, you have a swimming speed equal to your walking speed.

If you start your turn underwater with 0 hit points and the fin suit is activated, it causes you to rise 60 feet towards the surface.

Power (24 hrs). The fin suit has an internal battery with 24 hours of battery life, which is consumed while the suit is activated. The suit expends a minimum of 1 minute of charge each time it is activated. If the suit is out of power, it ceases to function.

FLAMETHROWER

Weapon (longarm), uncommon

This firearm uses 1 fl. oz of oil per use. When you attack with this firearm, each creature in a 10-foot cone centred on you must succeed on a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Dexterity modifier), taking 2d6 fire damage on a failed save.

Fuel (1 fl. oz Oil/Use). If you attempt to fire the flamethrower without fuel, roll a d20. On a roll of 1, the flamethrower is broken, as if it had failed an overdrive check.

Overdrive (10 or less). You can use a bonus action to activate the flamethrower's overdrive. While in overdrive, the range of the flamethrow increases to a 20-foot cone, the damage increases to 4d6 fire damage, and a creature that succeeds its saving throw still takes half damage. You must make an overdrive check each time you use the flamethrower while in overdrive.

FLIGHT SUIT

Armor (light), uncommon

This armour includes two wings attached under the arms. When you are falling, you can use your reaction to spread your arms and engage the wings. The wings allow you to glide with a flying speed of 30 feet.

While you are gliding, you cannot move upwards, and you must end every turn at least 10 feet lower than you started the turn, but you can choose the rate of your fall and in which direction you move.

GRAVITY CHARGE

Weapon (grenade), uncommon

As an action, you press a button on the charge and throw it up to 30 feet away from you. Each creature in a 20-foot radius, 3,000 foot high cylinder centered on the charge must succeed on a DC 12 Strength saving throw or have its flying speed (if any) reduced to 0 feet. An airborne creature affected by this charge falls prone. The area of the charge is difficult terrain for 1 minute or until the charge is deactivated as a bonus action.

Once you have used the gravity charge, it cannot be used again until you recharge the internal battery (equivalent to 24 hours of charge).

HEATED GLOVES

Gear (gloves), uncommon

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While wearing these gloves, you can press a button to activate the gloves, or press it again to deactivate them (no action required). While the gloves are activated, you have resistance to cold damage, and you and everything you wear and carry are unharmed by temperatures as low as -50 degrees Fahrenheit.

Power (7 days). The gloves have an internal battery which lasts for 7 days between charges, which is consumed while activated. The gloves always consume a minimum of 1 minute of charge when they are activated. You do not gain the benefits of the gloves if they are out of charge.

HOVERBOARD

Gear (transport), uncommon

This metal board, which weighs 3 pounds, can be activated by pressing a button on the side while you stand atop it. Once activated, the board hovers beneath you and can be ridden in the air. It has a flying speed of 50 feet. It can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds. The board stops hovering and deactivates when you step off it.

Power (24 hrs). The hoverboard has an internal battery with 24 hours of battery life, which is expended while activated. If you activate the board for 1 minute or less, it expends a minimum of 1 minute of charge. When the power runs out, the board ceases to function until it is charged to at least 1 minute of charge again.

Overdrive (2 or less). As a bonus action, you can kick a hidden switch to push the hoverboard into overdrive. While in overdrive mode, the board's flying speed increases to 150 feet, or 90 feet while carrying over 200 pounds. You must make an overdrive check each time the board moves.

HYDRAULIC BOOTS

Gear (boots), uncommon

You can activate the hydraulic boots by pressing a button on the side, or deactivate them by pressing the same button (no action required). While you wear the boots and they are activated, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

Fuel (1 fl. oz Oil/Day). The boots consume 1 fl. oz. of oil per day of continuous use. If the boots do not have fuel available, they cease to function.

Hydraulics. The boots consume 4 pints of water per day of use. They contain an internal tank which can store up to 4 pints of water. If the tank is empty, the boots cannot function.

KHAKI TENT

Gear (tent), common

This tent is made from a mottled brown cloth, making it difficult to see in natural environments. You have advantage on Wisdom (Survival) checks made to hide your camp if you are camping using this tent.



JUMPJETS

Gear (boots), uncommon

When you jump while wearing the jumpjets, you can fire the jets to double your long jump and high jump distances until the end of your turn (no action required).

Fuel (1 fl. oz Oil/Use). The jumpjets consume 1 fl. oz. of oil each time they are used. If you attempt to use the jumpjets without their fuel requirement, roll a d20. On a roll of 20, they function as normal. On a roll of 1, they break, and must be repaired before they can be used again.

LIQUID NITROGEN

Gear (unspecified), rare

This large, metal canister contains liquid nitrogen, stored at incredibly low temperatures and at very high pressure. By turn the valve on the canister, you release the liquid nitrogen, which creates ice like the *wall of ice* spell. This effect functions exactly like *wall of ice*, but it is not a magical effect and cannot be dispelled. Once you have used the canister, it is empty and cannot be used again.

LIVE TRANSLATOR

Gear (ear piece), uncommon

While wearing the translator, you understand the literal meaning of any spoken language that you hear.

Power (7 days). The translator has an internal battery which lasts for 7 days between charges. The translator is considered to be in constant use. You do not gain the benefits of the translator if it is out of charge.

MAGNA CLAMP

Gear (unspecified), uncommon

You can use an action to affix this large clam to a wall or solid surface. Until you or another creature familiar with the clamp uses an action to deactivate it, the clamp doesn't move as long as the surface it is attached to remains intact. The clamp can hold up to 10,000 pounds of weight. More weight causes the seal to break and the clamp to fall. A creature can use an action to make a DC 30 Strength check to pull the clamp

from the surface, or they can make a DC 20 Intelligence (Investigation) check to determine how to deactivate the clamp if they are not familiar with it.

MECHA

Armour (special), legendary

A Huge, steam-powered robot which requires a pilot to man it. The mecha is considered a vehicle with space for 1 pilot and no passengers. It weighs 8000 lbs. You cannot carry the mecha on your person, so it does not contribute to your Bulk limit.

The mecha has a movement speed of 80 feet, an AC of 20, and 50 hit points. It is immune to psychic and poison damage, and resistant to fire damage. While you are driving the mecha, you and the mecha together are considered a Huge creature with a Strength, Dexterity, and Constitution score of 30 each.

The mecha wields a giant longsword, which deals 3d6 slashing damage on a hit. You add your proficiency bonus to attack rolls made with this sword, and you use your Intelligence modifier for attack and damage rolls made with it.

When piloting the mecha, you can move during your turn using the mecha's movement speed, and you can only take actions as the mecha, including attacking with its sword, unless you use a bonus action to climb out of the cockpit. The DM may require you to make a Piloting check to take certain actions with the mecha.

If the mecha is reduced to 0 hit points while you are piloting it, you take any excess damage and the mecha is broken as if it had failed an overdrive check.

Fuel (1 oz. Coal/Minute). The mecha consumes 5 oz. of coal per minute of use. If it has insufficient coal, it ceases to function.

Overdrive (2 or less). As a bonus action, you can pull a lever to activate the mecha's overdrive mode. While in overdrive, the mecha's movement speed is doubled, its AC increases to 22, and its longsword deals an additional 2d6 slashing damage. Make an overdrive check each time you perform any action as the mecha or finish moving as the mecha.

MECHANICAL SERVANT

Gear (unspecified), rarity by size

A mechanical servant is a humanoid construct, powered by steam and equipped with a rudimentary artificial intelligence to allow it to perform basic tasks according to its owner's commands. To command the mechanical servant, you must first spend a long rest talking to it to imprint your voice pattern in its artificial intelligence. Once you have done so, the mechanical servant will only obey you until another creature spends a long rest talking to it.

If you speak a command to your mechanical servant (no action required), it will attempt to obey you until you specify another command or the command is completed. Your mechanical servant must be able to hear you to obey your command. If you speak no command to the mechanical servant, it will follow you and defend itself but will otherwise take no actions.

A mechanical servant of size Medium or larger is considered to move of its own accord, and as such does not contribute towards your Bulk limit.

All mechanical servants are considered constructs, are immune to disease, poison, and exhaustion, and are immune to psychic and poison damage. All mechanical servants have a Constitution of 10 and Intelligence, Wisdom, and Charisma of 1. If its Dexterity is not specified, this is also 1. If it drops to 0 hit points, it is broken as if it failed an overdrive check. The other properties of the mechanical servant are determined by its size.

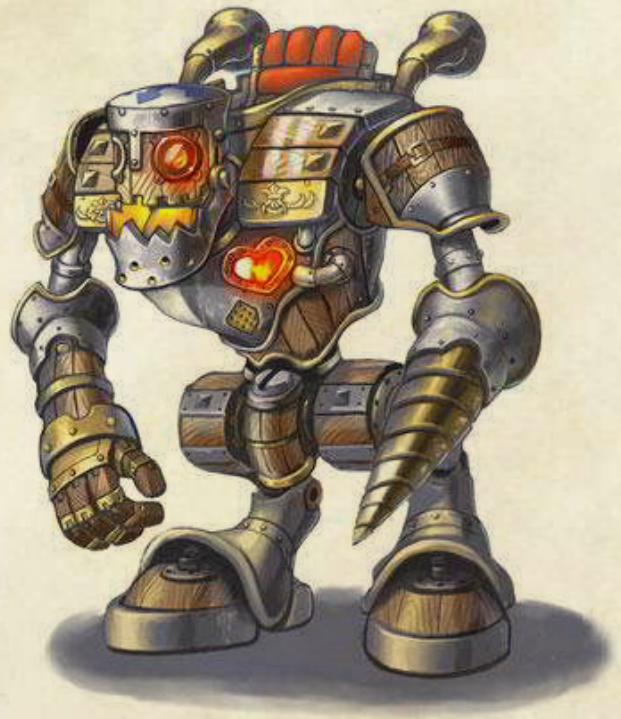
Fuel (varies by size). Mechanical servants require a constant supply of coal to function. Tiny servants require 1 oz. of coal per day, small servants consume 3 oz. of coal per day, medium servants consume 5 oz. of coal per day, and large servants consume 1 oz. of coal per hour. If a mechanical servant does not have the coal it needs, it ceases to function.

Tiny (Uncommon). A tiny mechanical servant has AC 1, 1 hit point, a base walking speed of 30 feet, and a Strength of 1, and it can't attack. It cannot handle objects, but it can relay messages, exactly mimicking your voice. It can store a message of up to 2 minutes in spoken time.

Small (Rare). A small mechanical servant has AC 10, 1 hit point, a base walking speed of 20 feet, and a Strength of 2, and it can't attack. If it drops to 0 hit points, it is broken as if it failed an overdrive check. The servant can perform simple tasks that a human servant could, such as fetching things, cleaning, lighting fires, and serving food, although it cannot carry objects which are Large or larger.

Medium (Rare). A medium mechanical servant has AC 10, 10 hit points, a base walking speed of 30 feet, a Strength of 11, and a Dexterity of 10. It can wear armor and can attack, using either an unarmed strike (1 bludgeoning damage on a hit) or a weapon. It is proficient with all weapons, and gains a +2 proficiency bonus to attack rolls with weapons.

Large (Very Rare). A large mechanical servant has AC 20, 30 hit points, a base walking speed of 20 feet, a Strength of 15 and a Dexterity of 10. It is equipped with a large maul, which deals 3d6 bludgeoning damage on a hit. It gains a +2 proficiency bonus to attack rolls with this maul.



MICROSCOPIC LENSES

Gear (goggles), uncommon

While wearing the goggles, you can see much better than normal out to a range of 1 foot. You have advantage on Intelligence (Investigation) checks that rely on sight while searching an area or studying an object within that range.

MOBILITY GEAR

Gear (belt), uncommon

This complex contraption attaches at the waist, and can be activated by pulling levers which can be held in the hand whilst holding a weapon or other object. While wearing the gear, as long as you have a solid verticle surface, such as a cliff, building, or tree, within 60 feet of you, you have a flying speed of 60 feet. If you do not move your entire flying speed on your turn, you fall, unless you end your turn on a solid verticle surface.

Fuel (1 cylinder of Gas/Minute). The mobility gear uses specialised cylinders of pressurised gas as its fuel. For each minute of flight using the mobility gear, you expend 1 cylinder. If you do not have a cylinder of gas for the gear, the gear ceases to function. The mobility gear comes with 4 cylinders of gas.

Overdrive (1 or less). As a bonus action, you can engage the overdrive mode of the gear. While the gear is in overdrive, your flying speed with the gear is doubled, but so is the fuel consumption. In addition, creatures have disadvantage on opportunity attacks against you if you fly out of their reach. Each time you finish moving on your turn, you make your overdrive check.

NIGHT VISION GOGGLES

Gear (goggles), uncommon

While wearing these goggles, you have darkvision out of a range of 60 feet. If you already have darkvision, wearing the goggles increases its range by 30 feet.

Overdrive (5 or less). As a bonus action, you can push the goggles into overdrive. While wearing the goggles in overdrive, you can see invisible creatures and objects. Make an overdrive check whenever you take damage.

PNEUMATIC HAMMER

Weapon (warhammer or maul), rare

You can activate the hammer by pressing a button on the handle, or deactivate it with the same button (no action required). When you hit a construct with this gadget weapon while it is activated, that creature takes an extra 1d6 bludgeoning damage.

While activated, this weapon ignores resistance to bludgeoning damage and deals double damage to objects, buildings and structures.

Fuel (1 cylinder of Gas/Hour). The pneumatic hammer uses specialised cylinders of pressurised air as its fuel. For each hour the hammer is activated, it depletes 1 cylinder of gas. Each time you activate the hammer is treated as a minimum of 1 minute of use. If you do not have a cylinder of gas for the hammer, it ceases to function. The hammer comes with 2 cylinders of gas.

Overdrive (1 or less). As a bonus action, you can push the hammer into overdrive. While in overdrive, the hammer deals an additional 1d6 bludgeoning damage to all creatures (an extra 2d6 to constructs). Make an overdrive check each time you hit with the hammer.

PORTABLE RADAR

Gear (unspecified), uncommon

You can press a button to activate the radar, or press it again to deactivate the radar (no action required). The radar emits supersonic noise in a 30-foot radius. Using the screen on your radar, you can determine the locations of invisible or unseen objects and creatures in this range. In addition, creatures with blindsight in this area have disadvantage on Wisdom (Perception) checks.

Power (6 charges). The radar expends 1 charge for every hour of use. The radar expends a minimum of 1 charge each time it is activated. If the radar has no power, it ceases to function until it is charged to at least 1 charge again.

POWER GAUNTLETS

Gear (gloves), uncommon

These gauntlets resemble an array of pistons clamped around your forearms. Your Strength score is 19 while you wear these gauntlets and they have fuel. They have no effect if your Strength score is already 19 or higher.

Fuel (2 oz Coal/Day). The power gauntlets contain a small internal steam engine, which burns 2 oz of coal for each day of use. The gauntlets are considered to be in constant use. If the gauntlets do not receive their fuel requirement for the day, you gain no benefit from wearing them.

Overdrive (4 or less). As a bonus action, you can activate the overdrive of these gauntlets. While the gauntlets are in overdrive, they instead raise your Strength score to 21, having no effect if your Strength score is already 21 or higher. You must make an Overdrive check each time you make a Strength ability check or saving throw, or make an attack roll using Strength.

POWERED-SUIT ARMOR

Armor (any non-metal armor), uncommon

You can activate the powered-suit armor by pressing a button on its chest (no action required), and deactivate it by pressing the same button again. While the powered-suit armor is activated, you gain a +1 bonus to Strength ability checks and saving throws, and you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Power (24 hrs). The powered-suit armor contains an internal battery with 24 hours of battery life. Due to the power cost of turning the suit on and off, any use of the powered-suit armor for 1 minute or less uses 1 minute of power. When the power runs out, the powered-suit armor ceases to function until it is charged to at least 1 minute of charge again.

Overdrive (4 or less). As a bonus action, you can pull a chord to force the powered-suit armor into overdrive. While the armor is in overdrive, you gain a +2 bonus to Strength ability checks and saving throws, and when you fail an ability check or saving throw that would shove you or make you fall prone, you can use your reaction to succeed on that ability check or saving throw instead. You must make an overdrive check each time you make a Strength ability check or saving throw, or take damage.

RAINMAKER

Weapon (longarm), rare

This heavy canon has fifty barrels and fires a volley of bullets. As an action, you can fire the Rainmaker. Each creature in a 40-foot-radius, 20-foot-high cylinder centred on a point you can see within 150 feet of you must succeed on a DC 12 Dexterity saving throw, taking 8d8 piercing damage on a failed save, or half as much damage on a success.

Each time you fire the rainmaker, it expends 200 rifle rounds. You must use an action to reload the rainmaker.

ROCKET LAUNCHER

Weapon (longarm), very rare

This longarm consumes shells as ammunition and has the loading property. When you make an attack with the rocket launcher, target a point within 150 feet of you that you can see. Each creature within a 20-foot-radius of that point must make a DC 15 Dexterity saving throw, taking 8d6 fire damage on a failed save or half as much damage on a success.

SHIELD GLOVE

Gear (glove), common

This glove does not form part of a pair, but comes as a single gauntlet to be worn on the off-hand.

The gauntlet is spring powered, and can be wound up with a handle on the side.

It takes 1 minute of winding to prepare the gauntlet for two uses. As a bonus action while wearing the gauntlet, you can cause blades on the side of the gauntlet to unfold into a shield or retract back into the gauntlet.

SPARKBOX

Gear (unspecified), common

By pulling a small lever on the side of this device, gears a flint and steel together, causing a small spark that can be used to light torches and dry kindling for a fire. The device is clockwork powered, and each use requires spending at least 1 minute winding up the spring.

SPELL SINK

Gear/Wondrous Item (hybrid), rare

This small mechanical device with a gemstone at its heart is worn around the neck like an amulet. As a reaction, you can press the gemstone and expend 3 charges of the battery to cast the *counterspell* spell.

In addition, if you fail a saving throw against a spell, the spell sink regains 1 expended charge.

Power (9 charges). The spell sink has an internal battery with 9 charges. If it has no remaining charges, it ceases to function.

SPIKED RING

Gear (ring), common

This plain silver ring contains a hidden spike, which can be ejected or withdrawn by tapping the reverse of the ring. If the spike points inwards, this can be used to painlessly draw blood (taking 1 piercing damage). If the spike points outwards, your unarmed strikes deal piercing instead of bludgeoning damage while the spike is released.

STABILISER GLOVES

Gear (gloves), uncommon

While wearing these gloves, you gain a +1 bonus to damage rolls with ranged weapon attacks.

Power (24 hrs). The gloves contain an internal battery, which has 24 hours of battery life. The gloves are considered to be in constant use. When the power runs out, the gloves cease to function.

Overdrive (1 or less). You can use a bonus action to push the gloves into overdrive. While in overdrive, you gain a +2 bonus to damage rolls with ranged weapon attacks, instead of the +1 bonus. Roll an overdrive check each time you make a ranged weapon attack roll.

TRICKSHOT PISTOL

Weapon (revolver), uncommon

This adapted revolver has six barrels, each having one unique round. When you make an attack roll with the trickshot pistol, choose one of the barrels to fire the appropriate round, or roll a d6 to pick a round at random. Once you have used each round, it cannot be used again.

1. Flare Shot. The target of your attack takes an additional 2d6 fire damage, and each creature within 5 feet of the target must succeed on a DC 12 Constitution saving throw or be blinded until the end of your next turn. The shot itself and the target for 1 minute after the shot emit bright light in a 20 foot radius, and dim light for an additional 40 feet.

2. Smoke Shot. The round releases smoke in a line between you and the creature or object which you attack, which is 15 feet wide and as long as the distance between you. The smoke heavily obscures its area, and is either red or green in color (your choice). The smoke is dispersed after 1 minute or when subject to a moderate wind.

3. Frost Shot. The target of your attack takes an additional 2d6 cold damage. If you attack an object or solid surface, the round produces a 10-foot radius circle of difficult terrain on that surface, which lasts for 1 minute or until subjected to at least 5 points of fire damage.

4. Bolas Shot. The target of your attack takes an additional 1d6 slashing damage and is restrained. The restrained target can use an action to make a DC 15 Strength ability check to escape, ending the effect on a success.

5. Charge Shot. The target of your attack takes an additional 2d6 lightning damage, and they must succeed on a DC 12 Constitution saving throw or be stunned until the end of your next turn.

6. Harpoon Shot. The maximum range of this shot is 80 feet. The target of your shot takes an additional 1d6 piercing damage, is grappled (escape DC 15), and is moved 60 feet directly towards you. If you target a solid surface such as a wall with this shot, you instead move 60 feet directly towards that surface.

TIN HAT

Gear (helmet), uncommon

While wearing this hat, you are immune to magic that allows other creatures to read your thoughts, determine whether

you are lying, know your alignment, or know your creature type. Creatures cannot telepathically communicate with you.

You have vulnerability to lightning damage while you are wearing the hat.

UNIVERSAL KEY

Gear (unspecified), rare

This complex, spider-like contraption fits in the palm of your hand and weighs about 1 pound. You can place the key against an object that can be opened, such as a door, lid, or lock. The key will open one lock or latch on the object. If no locks or latches remain, the object itself opens.

When you place the key, you can choose to delay its movement up to 1 minute after you place it against the object.

Power (5 charges). Each time it is used, the key expends 1 charge of power. If it has no charges left, roll a d20. On a roll of 1, the key breaks, as if you had failed an overdrive check.

VENGEANCE

Weapon (sniper rifle), very rare

This sleek, dark sniper rifle is equipped with a mechanical sight for telescopic precision.

The target of your attacks with this weapon gains no benefit from cover, other than total cover, and you suffer no disadvantage due to long range. This gadget counts as two gadgets for determining bulk.

Overdrive (3 or less). By flicking a series of levers on the side of *Vengeance*, you can activate its overdrive mode as a bonus action. While in overdrive mode, you have advantage on attack rolls with this weapon, and on a hit, your attacks deal an additional 1d12 damage. Make an overdrive check each time you attack, before you make the attack roll.

VIBROSWORD

Weapon (any sword that deals slashing damage), legendary

A button on the side of the sword causes it to vibrate at an incredibly high frequency, or is pressed again to cut the power (no action required). While the sword is running, you gain a +3 bonus to attack and damage rolls with the sword, and the weapon ignores resistance to slashing damage.

If you roll a 20 on your attack roll with this sword while it is running and is not in overdrive, the target takes an extra 3d8 slashing damage.

Power (30 charges). The sword contains an internal battery with 30 charges. You must expend 1 charge of the sword to turn it on. You expend 1 charge of the sword each time you hit a creature with it while it is turned on. When the power runs out, the vibrosword ceases to function until it is charged to at least 2 charges again.

Overdrive (2 or less). As a bonus action, you can flick a switch to activate the overdrive of the vibrosword. When you attack a creature that has at least one head with the vibrosword while it is in overdrive and roll a 20 on the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the DM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit. You must make an overdrive check each time you attack with the vibrosword.

WEAVE CORE

Gear/Wondrous Item (hybrid), rare (requires attunement)

This odd, hexahedral box contains a cloud of swirling purple cloud inside. You can press a button on the side of the box to trigger its effect.

Power (6 charges). The weave core has an internal battery with 5 charges. If it has no remaining charges, the weave core does not function until it is fully charged again.

Spell Patterning. Any creature can cast a spell of 1st through 5th level into the weave core by touching the core as the spell is cast. The spell has no effect, and instead patterns the core. The spell is patterned at the level it is cast.

While holding the core, you can expend a number of charges equal to the level of the spell patterned in the core to cast that spell from the core. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster (at the time it was patterned), but is otherwise treated as if you cast the spell.



Overdrive (5 or less). As a bonus action, you can force the weave core into overdrive. While it is in overdrive, you can cast any spell patterned in the weave core for 1 charge per casting, regardless of the level of the spell. You must make an overdrive check each time you cast a spell from the weave core while it is in overdrive.

If you fail an overdrive effect with the weave core, it triggers 1d4 effects from the Wild Magic table.

WINGPACK

Gear (backpack), rare

You can use an action to pull a lever attached to this backpack, causing large mechanical wings to spring from either side. While the wings are extended, you have a flying speed of 30 feet. The wings can be retracted by using an action to pull the lever again, although if the pack runs out of power whilst the wings are extended, they cannot be retracted until the pack is returned to full power.

Power (4 hrs). The wingpack contains an internal battery with 4 hours of battery life. Due to the power cost in expanding or retracting the wings, any use of the wingpack for 1 minute or less uses 1 minute of power. When the power runs out, the wingpack ceases to function until it is charged to full power again.

Overdrive (1 or less). As a bonus action, you can pull a second lever to activate the wingpack's overdrive. While the wingpack is in overdrive, the wings instead grant you a flying speed of 60 feet. You must make an Overdrive check each time you finish moving or take damage.



CHARACTER OPTIONS

The worlds of the Age of Steam is as full of wonder and adventure as any other, and as one would expect, it is likewise just as full of adventurers seeking to see all that wonder, have all that adventure, and maybe make a pretty penny on the side. From dark antiheroes in the depths of political intrigue to swashbuckling skypirates swinging from the rigging from 650 feet in the air, these adventurers are shaped by the world in which they live.

Whilst you can play a character in a Steampunk setting using only the character options presented in the *Player's Handbook* and other official source material, this expansion provides a wealth of new races, subclasses, and backgrounds, all specifically designed to cater to the particular themes and rules of a Steampunk setting.

In addition, this section includes extensive lore, suggesting some of the ways in which the world may have evolved in the years following the advent of the Age of Steam. These fragments of lore should help modify existing settings into the Age of Steam.

The options presented here are not intended to limit your character choices, but to expand them. Almost every character can be adapted for a Steampunk setting, and all of the official *Dungeons & Dragons* races, classes, and backgrounds should still be accessible in a Steampunk setting.

OPTIONAL RULES: FURTHER SKILLS

The advances in technology made in the industrial revolution make way for new skills for characters to develop. The optional additional Dexterity (Piloting) skill is detailed above, under Vehicles and Transport. In addition, you may wish to add the Technology skill to represent a character's knowledge of the advanced technology that now fills the world.

INTELLIGENCE (TECHNOLOGY) SKILL

Much like Arcana, History, Nature and Religion, Technology is an Intelligence skill used to measure a character's knowledge of the lore about new and unusual forms of technology, their construction, use, origins, and particular dangers, especially those advances made in the Age of Steam. An Intelligence (Technology) skill check may be called to identify the uses of a gadget.

The following classes can take the Technology skill as one of their class skill proficiencies: **artificer, bard, cleric, mechanic, rogue, warlock, or wizard.**

In addition, any background can choose to take proficiency in the Technology skill instead of one of its usual skill proficiencies.

RACES

Despite the radical changes in technology and social structure, the world is still widely populated by a patchwork of different races, each with their own natures and abilities. The changes brought about by the industrial revolution have caused the rising and falling of many races, fundamentally altering the balance of power, but most of those races which populate every *Dungeons & Dragons* setting can still be found.

This section focusses on one possible history, and the rising and falling of races that this history entails. If your Dungeon Master envisages a different historical world, these perspectives can be altered accordingly.

In addition, this section introduces new subraces for dwarf and elf characters, as well as three new complete races: the goblin, korrigan, and steamborn races.

FORTUNES OF THE RACES

The industrial revolutions which have recently swept across the world have brought with them a time of sudden and drastic change. Those races which have struggled to adapt have been rapidly left behind by the new world with its ever-increasing technology, while those who were first to see the opportunity that the new world order brought have been raised up.

How each of the races fared in these turbulent times plays an important role in determining the present shape of the world. Nations which failed to adopt the new technology would quickly be conquered by those which were early adopters, transforming the political landscape of the world. If a race realised that they were falling behind, this could drive them to embrace old ways, building a grand magocracy, or it could drive them to try and escape, disappearing into the hidden corners of the world.

THE TAMING OF STEAM

A three-part question is central to determining the fortunes of the races in an Age of Steam setting: who discovered steampower, who was the first to put it to extensive use, and who was the first to militarise it?

In many worlds, the answer to the first two questions is the dwarves, and to a lesser extent, the rock gnomes. These races are by far the most familiar with metallurgy and smithing, and these skills combined with the advent of natural philosophy leads to the breakthroughs needed to build the first steam engines.

However, these races typically do not realise the military potential of their new discoveries. That honour is usually left to the humans.

HUMAN DOMINIONS

With their warlike creativity, humans take the great discovery of the dwarves and apply it to everything. Gunpowder, once used for fireworks, becomes the source of cannon and then personal firearms. Steamwagons once used for transporting materials between cities become heavily armoured and serve as vehicles on the battlefield.

These advances allow humanity to rapidly and aggressively expand its domain, and the grandest and largest empires are therefore those of the humans, stretching half-way around the world.

THE HIDDEN PEOPLES

While many peoples have profited by the advance of technology into the Age of Steam, some have been unwilling or unable to adapt in time, and have faded from the prominence they once knew.

Elves have suffered most, their long lives making it difficult to adapt to the rapidly changing social and technology environment. Distrustful of the new technology, they have been rapidly left behind, their vast kingdoms broken, until they all but disappeared from the world.

The halflings fared little better, their simple lives of comfortable home poorly suited to a world of smog and factory. While some managed to integrate into human society by simply staying out of the way, their kind-hearted nature is ill suited to an increasingly bitter and violent world, and so they pass out of sight into hidden enclaves.



DWARF

The old folk of the mountains, the dwarves were first to discover the mastery of steam. It seemed a marvelous but harmless invention, a way to make large doors open without doormen to hand or to pump water out of flooded mines, until the humans came, stole the technology and turned it into a tool for death.

Different clans have handled the changes that have shaken the world with different levels of success. Some have embraced the new technology, becoming masters of steam engine and gunpowder revered throughout the human world. Others have held to the traditional ways, battling the new ways of the world with tooth and bitter nail.

MASTERS OF FIRE AND STEAM

Few other races can even begin to approach the dwarvish mastery of the technology and skills needed to safely tame the power of steam, and dwarf-made steam engines and airships are still the very best on the market, by anyone one's reckoning. For this reason, dwarvish artisans and dwarvish craftsmanship are in high demand across the known world.

Each dwarf clan has its own signature ways of handling the difficulties of fire and steam, and each guards the secrets of steam with the same vehemence they once used to protect their ancestral treasure hoards. While the rudiments of taming steam has long since slipped beyond dwarven holds, it is only a rare human or gnome who has truly mastered the secrets of steampower, and these artisans are treated with contempt by the dwarves they meet.

DWARFHOLDS

The dwarves have never exhibited the same pure drive to conquest that possesses the human race, and thus, the realms of the dwarves have little expanded beyond their ancestral holds. Whilst they do turn the weapons of gunpowder and steam against the orcs and goblins who share their mountains when advancing to find some new ore vein or simply more room for a rapidly growing population, they do not seek to subjugate other nations with the same ferocity as humanity.

By exporting steam power and gunpowder, the dwarven holds have grown rich beyond any stored gold they once relied upon, with great influence across the human lands.

DWARVES IN HUMAN LANDS

Beyond the dwarfholds, dwarves are often revered engineers and mechanics, making a living by building and repairing the advanced steam technology used by the other races. Such dwarven mechanics are in high demand due to their unique skill and knowledge of the clans' secret techniques.

These dwarves may chose to take on apprentices who are not themselves dwarves, but such cases are rare, and for the most part, dwarves keep their most advanced engineering techniques a closely guarded secret.

ONE WITH THE ENGINE

The new world of smoke and smog has created a new kind of dwarf, rapidly adapting to life among the engines by developing a hardy resilience against the poisonous fumes.

Believed by many to originally be a branch of the duergar subrace, these **smog dwarves** have dusky greyish skin, though whether this is their natural color or merely the product of a constant coating of ash, few outside their clans know for sure.

Smog dwarves are not evil or corrupt in the way of duergar, though they do tend to shun daylight and wider society. They often find that they can understand machines and their workings far better than the eccentricities of humanoid, and so choose to spend their days in company they better understand.

SMOG DWARF TRAITS

In addition to the usual dwarf traits, your smog dwarf character gains the following racial traits.

Ability Score Increase. Your Intelligence score increases by 1.

Superior Darkvision. Your darkvision has a radius of 120 feet.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) ability checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Fume Adaption. You can breathe smoke and other choking gasses as if they were air. An area which is heavily obscured by cloud or smoke (such as with the *fog cloud* spell) is only lightly obscured for you.

ELF

Most long-lived of all the races, elves suffered most as the world they had always known was turned upside down by the advent of the Age of Steam. With many elves still living who were born centuries before the first steam engine ever appeared in the world, they have watched their once mighty kingdoms brought to nought by humans wielding tools the likes of which only the mightiest spell could have wrought before.

LEFT BEHIND

The world has rapidly moved on from what the elves knew and understood, and many have been left with a feeling of being left behind.

For some, this is a sensation of deep bitterness. They treat the new technology, which has in their eyes destroyed everything they once knew, with a deep-seated suspicion and hatred. They refuse to make use of steam power, always choosing the harder way if it is more true to the tradition they grew in.

For others, this feeling is a kind of nostalgia, with an acceptance that everything must fade, in time, and that now is the time for the fading of the elves. These are most likely to pass on to the Twilight Lands, as they relinquish their hold on a world which is no longer their own.

THE VANISHING

As the elven nations crumbled and the human empires advanced, it seemed that suddenly great swathes of the elven people were disappearing from the world, far more than mere deaths from war could account for, until it seemed that almost all of the elf-folk had gone.

This great disappearance was known as **the Vanishing**, a mass migration of the elves beyond the reaches of the roving hoards of humanity. Whether it was to hidden forest glades deep in untouched woodlands, high elves joining wood elves in their sylvan domain, or even beyond the circles of the world into the Twilight Lands, elves together sought a new home beyond the reach of humanity.

HIDDEN GLADES

Those elves who could not bear to leave the Prime Material behind entirely retreated to hidden enclaves deep in the forests and woodlands of the world, high elves and wood elves mingling together in lands hidden by the wood elves' cunning and the high elves' magic.

These lands are fiercely defended, the last strongholds of the elves, and those who stumble upon them by some trick of fate are often at risk of execution, lest the secret ways by which the hidden glades may be reached should be revealed to the world at large.

The elves of the hidden glades take much more of an interest in the workings of the world than the dream elves of the Twilight Lands, and they will occasionally send forth spies or scouts to see the state of the world and to intercede, should it be necessary.



THE TWILIGHT LANDS

For those elves who now felt so estranged to the world that they could no longer call it their home, a great exodus began beyond the circles of the Prime Material, through the Ethereal Plane and into the Feywild. Here, the elves sought to build a new elven society in magical lands beyond the reach of steam and iron.

These new elven kingdoms became known as the Twilight Lands, after the eternal sunset that rests over the lands of the Feywild, and those elves who travelled thence became known as the **dream elves**.

Dream elves are imbued with the dreamlike magic of the Ethereal and the Feywild, living in a state somewhere between true reality and a waking dream. They rarely concern themselves with the affairs of the Old World as it is known among them, though they at times return to the Prime Material out of curiosity, strange spirits passing through.

Dream elf characters may use the Eladrin features in *Unearthed Arcana: Eladrin and Gith* or the traits below.

DREAM ELF TRAITS

In addition to the usual elf traits, your dream elf heritage grants the following racial traits.

Ability Score Increase. Your Charisma score increases by 1.

Dream Step. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. Once you use this trait, you can't do so again until you finish a short or long rest.

Ethereal Sight. You can see creatures and objects on the Ethereal Plane, but they appear misty grey in appearance.

Open Mind. You have vulnerability to psychic damage.



GNOME

The reshaping of the world through industrial revolution and social change has created a world of brand new wonders for the most curious of races. Many gnomes have thrived in the new world, but there are still those who find the noise, clamour, and putrid air of the new cities to be good reason to find a new way of life beyond human reach.

TINKERS IN THE CITY

Rock gnomes have enjoyed great fortune with the coming of the Age of Steam. With their natural propensity towards tinkering and the mechanical, they make engineers second only to the dwarves, and at times not even them. While they may not have the raw brawn that dwarves possess in hammering out a boiler, few can match their skill with dials, cogs, and the fine detail of many advanced contraptions.

With such skills being in low supply but high demand, rock gnomes among human lands are often wealthy and renowned.

WILD GNOMES

Where rock gnomes see curiosity and opportunity in the noisome cities of the Big Folk, the ever secretiv forest gnomes see only danger, putrid air, and a clamour which scares the creatures they care for.

Now frequently known as **wild gnomes**, forest gnomes have been driven before the advances of steam civilisation, their numbers dwindling as they hide ever deeper in the scraps of sylvan forest that have yet to be cut down as fuel for the fires of progress.

The way of life of wild gnomes is little changed by the age of steam, though they are more shy, and more harried.

TINKER'S TRICKS

The advent of the Age of Steam offers a wealth of new tricks for those with a mechanical mind to toy around with. The following new device options are added to the Rock Gnome's *Tinker* feature:

Smoke Jar. You can use an action to twist this mechanical device causing it to release a steady smoke. After 1 minute, the smoke fills a 20-foot cube, spreading around corners. Its area is heavily obscured. The smoke can be dispersed for 1 minute by a wind of moderate or greater speed (at least 10 miles per hour). You can use an action to twist the device again, preventing it from releasing more smoke.

Pilot Wheel. This spider-like clockwork apparatus acts as an improntu autopilot. You can use an action to attach the device to the driver's wheel of a steam wagon, galleon, or airship. The pilot wheel ensures that the vehicle maintains a constant directional course. It can be removed as a bonus action.

Puzzle Box. This mechanical device resembles a small chest, capable of containing up to 1/3 cubic feet or 10 pounds of gear. The chest can only be opened by rotating the gears of its structure to form a complex code. Any creature other than yourself that attempts to open the puzzle box while it is functioning must succeed on an Intelligence check (DC equal to 8 + your proficiency bonus + your Intelligence modifier).

GOBLIN

Perhaps the strangest upheaval of the Age of Steam has been the rise of the goblin people. Once little more than minions of goblinoid hosts or irritating pests, goblins can now be found rubbing shoulders with successful merchants in human society.

In a world which is increasingly dog eats dog, where the rich thrive on the backs of the poor, the natural cunning, careful patience, and streak of cruelty found in every goblin's heart have made them excellent entrepreneurs, bringing success, and with it, mild respect, in this new world order.

SMALL BUT FIERCE

Green-skinned and brutish, goblins often appear distinctly ugly to many humanoid races, though those who dwell in humanoid society frequently put great pains into dressing well, braiding their hair and wearing jewelry to try and counter this appearance. Goblins are slightly taller than gnomes, usually standing between 3 and 4 feet tall, with slight builds weighing between 40 and 80 pounds. Females are typically slightly larger and bulkier than males.

Goblins typically have skin of shades of green and yellow, hair of black or red, and eyes of brown, green, or red. Those goblins that move in high society will be bedecked with gaudy jewelry and dressed in extravagant garments, while those who move in the wild tend to simple leather clothes with jewelry made from the bones and teeth of creatures they have hunted.

RULE OF THE GREATEST

Goblins favour leadership that is fitting for the needs of the time. When they are in the wilds of the world, they will follow the strongest among them, taking the lead for their survival from those most fit to survive in the world they live in.

Living among the city folk, these principles remain, but have adapted to the urban life. Those few goblin clans which have moved wholesale into the cities are usually led by the most intelligent, cunning, or wealthiest of the goblins, these being the attributes most necessary to survive and thrive in the new industrial landscape of the human cities.

Goblins who move into humanoid companies or humanoid adventuring parties will be happy to be followers if they can find someone stronger or more intelligent than themselves to follow. However, if the leader is not the strongest or most intelligent member of the group, the goblins will naturally gravitate to the actual strongest or most intelligent, ignoring humanoid social structures in favour of what they believe to be rightful leadership.

PATIENT SUPPLICANTS

In goblinoid hosts, goblins are always the bottom of the pile, and for this reason they have long been instilled with a deep patience with suffering and subjugation, allowing them to give the semblance of supplication whilst secretly scheming their ultimate revenge for the wrongs committed against them.

DISTRUSTED AND REVILED

For the most part, the humanoid peoples have not forgotten long eons of treating all goblins as their enemies. Humans are the most accepting of goblins who prove themselves to be entrepreneurial and willing to work, while halflings will accept them on the principle of being good to all people.

However, the longer lived races, especially the dwarves and elves, still harbour a deep distrust of the goblins, and will frequently assume the worst of them without evidence or second thought.

This patience carries over to when goblins are wronged in other ways. It is said that only dwarves can really match a goblin for their capacity to hold a grudge, and none can match a goblin for their capacity to hold a grudge silently.

ADVENTURE AS OPPORTUNITY

Goblins are the great opportunists. Those who have moved to the cities did so because they saw a culture in which their natural flair for cunning and cruelty could suddenly thrive. Those who chose to abandon their clans for adventure do so for the same reasons. They may see a chance to gain personal fame or personal fortune, or perhaps simply a chance to become stronger themselves, but in every case, they more often than not choose to engage with adventure as a new opportunity, for good or for ill.



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GOBLIN NAMES

Goblins often have a given name assigned at birth and a clan name. Those who live in the city frequently taken on "humanoid names" from the languages around them to try and fit in more with the culture they inhabit.

Male Names: Amdnurk, Dzhanguhl, Gnarsh, Hrunk, Hjorlh, Krort, Kurnk, Mundogrunk, Nudjezh, Ogvor, Orkt, Shrurk, Tarm, Varg, Zdurnd, Zotvarn

Female Names: Aphriki, Arboe, Creah, Ghamlu, Gotres, Gromlinde, Hakli, Honge, Ionge, Khyrgez, Moqe, Paske, Pekiglosh, Radna, Shygnifea, Yugna

Clan Names: Arschlok, Bigrot, Crudtooth, Damnlurker, Foulshade, Gunryk, Hilbrud, Ilkurs, Kunrok, Matlik, Stonrung

GOBLIN TRAITS

Your goblin character has a number of traits in common with other goblins.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Goblins reach adulthood at age 8 and live up to 60 years.

Alignment. Goblins tend to look out for themselves more than high-minded ideals, and tend towards neutrality.

Size. Goblins are between 3 and 4 feet tall and weigh between 40 and 80 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Fury of the Small. When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.

Goblin Nimbleness. You can move through the space of any creature that is of a size larger than yours.

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

Subraces. The rise of industry divided the goblins into two main subraces: the cave goblins, who kept to the old ways, and the urban goblins, who chose the city life. Choose one of these subraces.

CAVE GOBLIN

As a cave goblin, you have a naturally knack for getting out of harm's way and escaping danger. Cave goblins are wild creatures, living in the wilderness beyond the frontiers of civilisation in small tribes. They have generally cordial but subservient relations with other kinds of goblinoid, but will turn fiercely on any humanoid groups that threaten their territory – unless they choose to flee.

Ability Score Increase. Your Constitution score increases by 1.

Nimble Escape. You can take the Disengage or Hide action as a bonus action.

URBAN GOBLIN

As an urban goblin, you have turned your natural cunning to understanding the ins and outs of the thriving metropolises of the great humanoid empires. You dwell among the city folk, applying your skill at jimmy-rigging traps and snares into a kind of impressively low-cost engineering. You have a somewhat more cordial relationship with the humanoid races than your wilderness brethren, although you still distrust anyone who isn't even slightly green.

Ability Score Increase. Your Intelligence score increases by 1.

Mask of the City. You can attempt to hide even when you are only lightly obscured by barrels, a window sill, a passing crowd, or other urban phenomena.

Tool Proficiency. You gain proficiency with one of the following tools: artisan's tools (tinker's tools), forgery kit, thieves' tools.



HALFLING

The Little People have fared poorly with coming of the industrial revolution, their simple lives disrupted by the roaring arrival of steam, smoke, and a new way of life which is far more bitter and cruel than any the halfling people have been used to facing. Some few have managed to integrate into human societies and adapt to these changes, but for most, the change has been too much, and they have fled to hidden places beyond the reach of the human world of noise and smoke.

KIND PEOPLE, CRUEL WORLD

Halfling culture has always treated hospitality and kindness as the highest virtues, but these are increasingly ill-suited to a world of money, technology, and the relentless march of progress. Seeking to cut corners, humanoid factory owners sought to take advantage of the halfling geniality, using their tendency to give favours as an easy means to free labour, and their hospitality as a way to cheaply house a workforce.

The culture shock of a world which suddenly wants to take advantage has shaken halfling society to its core. Some hold on to an almost naive hope that the changes to the world can be put down to simple misunderstanding, that all people are actually good at heart, while others have grown embittered and angry at a world which seems unwilling to let anything that is light and good thrive.

THE SIMPLE LIFE

In an attempt to escape the noise and exploitation of the human cities, many halflings have retreated into the deep countryside and distant hinterlands, building small and secretive communities beyond the reach of the imperial powers of the world.

These communities emphasise the virtue of the simple life. They have little or no access to modern technology, believing all products of the Age of Steam to be a corruption.

CITY RUNNERS

Not all halflings have fled to their hidden communities, with some choosing to instead embrace the city, where a little person can slip through crowds unnoticed. These **streetwise halflings** have grown so far apart from their wilderness brethren to be considered a new subrace of halfling.

Streetwise halflings have learnt to adapt to the city by keeping out of sight, learning to read the pulse of a crowd and being ready to run at a moment's notice should danger arise. These skills have helped them to keep out of the clutches of factory owner and businessman, building their little lives among the back alleys of the city.

STREETWISE HALFLING TRAITS

In addition to the usual halfling traits, your streetwise halfling character gains the following racial traits.

Ability Score Increase. Your Wisdom score increases by 1.

Alley Rat. Whenever you make a Wisdom (Survival) check related to navigating a city, you are considered proficient in the Survival skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Wakeful Watch. Life in the city has taught you to sleep light and short. You only need to rest for 4 hours to gain the benefit of a long rest, and you have advantage on ability checks made to perceive danger and awaken yourself while sleeping.



HUMAN

Seen by many as the force which brought the new world of steam and smoke into being, humans have turned their variety and creative intelligence to the art of conquest, building empires on the new technology that the Age of Steam has brought and subjugating others to fuel their vast expansion.

The variety and adaptability of humans has allowed them to rapidly change to suit the new world order, which they shape even as they are changed by it. In most parts of the world, humans are now the dominant race, with other races living in peaceful harmony or lowering fear of the human imperialists and their march of death.

EMPIRE BUILDERS

With the coming of the industrial revolution, the human population has exploded, and in direct answer to this, humans have sought to expand their domains, capturing new lands in a new drive of imperialism and conquest. Expeditions once touted as exploration and discovering the world are now used to find lands rich with natural resources and poorly defended, ripe for the taking.

To many humans, the coming of the human empires is not a destruction, but a blessing. They see themselves as bringing the gift of civilisation, including the wonders of new technology, to barbarous peoples, saviours who bring good gifts in exchange for a little service.

Yet to those they conquer, many human empires are seen as hives of tyranny, lands in which freedom is suppressed as all peoples are forced to align themselves to the culture of the empire until they are properly "integrated", a sanitised term for people who have had their heritage and cultural identity stripped away, with any juicy bits stolen by the empire for later use.

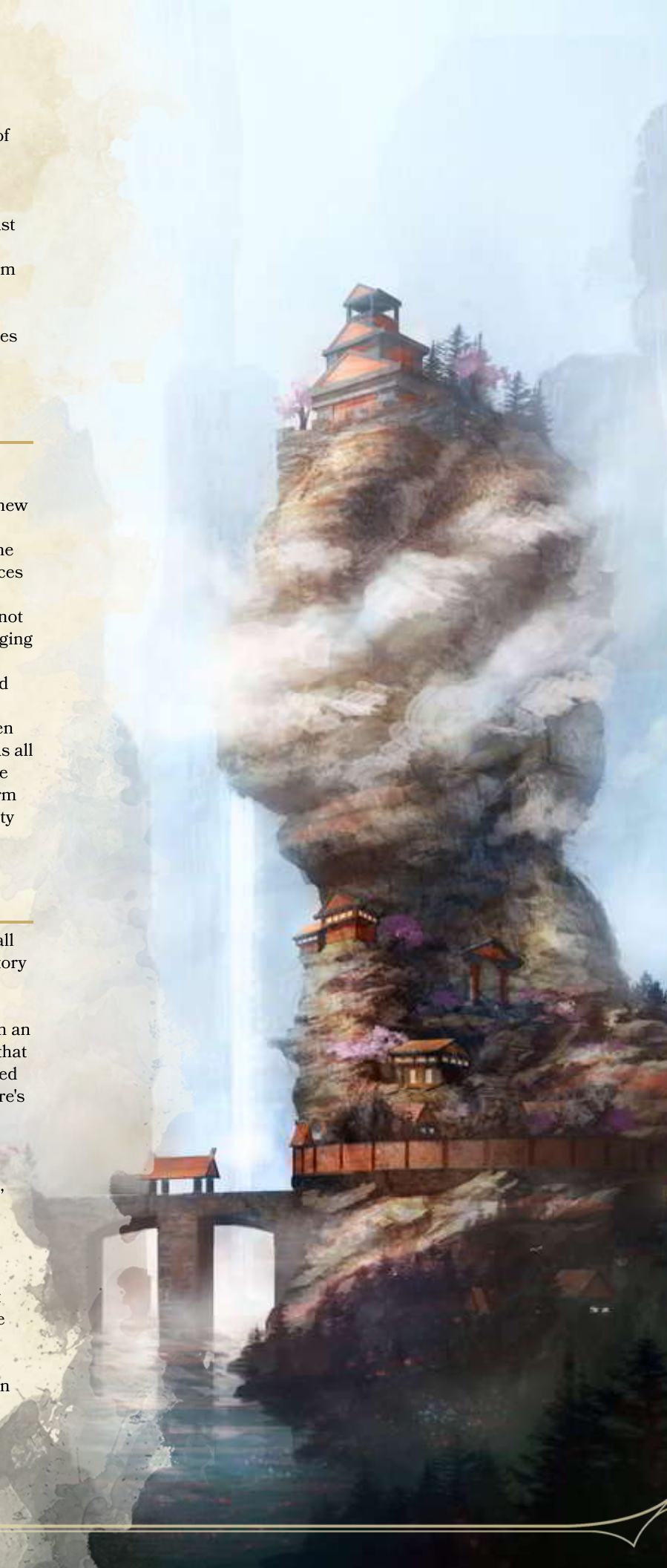
FREEDOM AND EXPLOITATION

Humans are by no means a purely evil race, nor are they all imperialists, but rather, they come in vast variety. The factory worker who oppresses the poor into near slavery and the freedom fighter who seeks to liberate them; the admiral leading an invasion to steal bountiful supplies of gold from an indigenous people, the imperialist who honestly believes that bringing human civilisation is for the good of the conquered people, and the revolutionary who tries to break the empire's control; each of these people could be a human.

Since the industrial revolution brought in an age of unprecedented inequality, human society as a whole has often appeared firmly colored by the brush of exploitation, and for many living under human rule, this is the painful reality.

However, humanity is also colored with perhaps the fiercest drive for independence and freedom of the major races, and when uprisings and revolution do arise against the tyranny and oppression that the majority of people live under, it is often a human at the lead of that movement.

These two seeming contradictions form two central strands of the much varied and disparate picture of human nature.





HALF-BREEDS

Half-elves, half-orcs, and **half-goblins** walk among the peoples of the world, descendants of mixed heritage often acting as intercessors of a kind between humans and their various disparate ancestral races.

How well accepted such half-races are depends upon the culture of the lands they are found in. More cosmopolitan lands may welcome the diversity they represent, but in lands where orcs and goblins are oppressed or enslaved for their skills as labourers especially, half-orcs and half-goblins will be treated as abominations and unnatural creatures.

Even half-elves do not escape the risk of extreme prejudice, for some see the disappearance of the elves as a direct slight or betrayal of humanity, and such people likewise see half-elves as unnatural creatures that shouldn't have been born.

HALF-ELVES

The Vanishing and the retreat of elves from human lands has led to half-elves becoming an even rarer sight. When they do appear, they attract a mixture of interest, at such a curious sight, and suspicion, from those who believe they may be some manner of undercover strike force, either from the humans or the elves, dependent upon who they now move among.

Everybody's Friend. Once half-elves manage to break through the suspicion that now surrounds the sundering of humans and elves, they are often able to earn respect and renown with their tact and diplomacy.

Intercessors Between Worlds. Half-elves rarely live their entire lives either among elves or humans, frequently striving to reconcile the two races anew but acting as intercessors between the human empires and the elven hidden glades and Twilight Lands.

HALF-ELF VARIANTS

Half-elves who have a strong vein of dream elf blood may possess some of the magical abilities of their dream elf heritage.

If your DM allows it, a half-elf of **dream elf** descent can forgo the Skill Versatility feature and choose instead to take either the Dream Step trait, or both the Ethereal Sight and Open Mind traits.

HALF-ORCS

Mostly found on the far frontiers, beyond the immediate reaches of the human empires, where orcish tribes still rove the landscape freely, half-orcs have experienced a change in the racism they face without much alteration to its severity as the Age of Steam has rolled out.

Being strong and resilient, half-orcs are frequently seen as ideal factory workers, perfect for manual labour. For this reason, any aspirations above simple physical work are quashed as far as possible, with some half-orcs being actively forced into slavery.

Tribal Heritage. Half-orcs have the nomadic lifestyle in their blood, and they will often struggle to settle in the sedentary human cities which now spring up across the world. Where they do manage to carve a life out for themselves, they often face near constant opposition and racism, meaning few half-orcs ascend the social ladder much above living in crooked slums and working in the deepest pits of the factories.

Labour in Demand. The brutish strength of half-orcs is frequently an attraction to employers looking for cheap labour. A half-orc is rarely short of bad job opportunities.



HALF-GOBLINS

The upheavals of the coming of the Age of Steam have brought goblins out of the wilderness and in among human society. The integration of goblins into human society has been fraught and full of suspicion, but as is often the case when humans mingle with other races, some of these meetings between goblins and humans resulted in offspring, giving rise to the race of **half-goblins**.

Combining human determination with a goblin's cunning, half-goblins are masterful merchants, with an eye for coin and an ear for trade quite unrivalled in the human lands. While half-goblins are still distrusted due to their goblinoid heritage in many parts of the world, this knack for trade and a willingness to grease the wheels with a bit of coin earns them a begrudging respect in many human lands.

GREENSKIN HERITAGE

A half-goblin's green or yellow tinted skin, sharply pointed ears, fang-like teeth, and slight stature make their goblinoid heritage plain for all to see. Half-goblins are smaller than most humans, standing around 5 feet tall and weighing between 80 and 130 pounds.

Every half-goblin makes a choice of whether to embrace their goblinoid heritage or try to cover it over. Those who choose to embrace it will bear their fangs in every smile, decorate themselves with bone and tooth ornaments, and will frequently dress in a fashion after the wild goblins.

By contrast, those who choose to reject their goblinoid heritage will frequently wear some manner of makeup to try and cover the green or yellow tint to their skin, dressing as close to the latest fashions in human society as possible to show that they are not tied down to their ancestor's past.

MARKED BY MAGLUBIYET

Maglubiyet the Mighty One, Lord of Depths and Darkness, is the ultimate master of the goblinoid races, and mixing their blood with humans is not enough to hide half-goblins from the influence of Maglubiyet.

Whether in dreams or caught on the breath of the wind, every half-goblin will sometimes here Maglubiyet calling to them. Whilst they are not driven to join hosts as true goblinoids are, half-goblins know that when death comes, their souls are as forfeit to Maglubiyet as those of their goblin brethren. For most, this "honour" of joining the endless war of Maglubiyet when they die fills them with dread, leading them to live more careful lives than many adventurers in the hopes of prolonging the inevitable.





OBSTINATE SURVIVORS

In a half-goblin, human determination mixes with goblin obstinacy, leading to a people who simply refuse to be trodden down. Ready and willing to adapt to whatever society they find themselves in, half-goblins will frequently be dumped at the bottom of the pile, born in slums, but will work their way up into the highest of the mercantile classes by cunning and a solid business sense.

TRADERS AND MERCHANTS

Half-goblins carve a place for themselves in society among merchants and other traders, earning their small fortunes by a good ear for coin and a sense of where the economic wind is blowing. For some human societies, this is enough to overcome their prejudices against half-goblins, with the status that money can buy covering over a green-tinted skin.

However, not all human societies are so willing to turn a blind eye, and just as half-orcs are frequently exploited when the authorities turn a blind eye, so too are half-goblins. Their smaller stature makes them ideal mine-runners when a good dwarf can't be found, and their ear for coin means many enslaved half-goblins get to put to work as accountants, so long as their pockets are checked at the end of each day's work.

HALF-GOBLIN NAMES

Half-goblins use either human or goblin naming conventions. Whatever name they are born with, they will usually choose a new name when they reach adulthood which they believe will serve them better in the society they now inhabit, choosing a name either in line with the culture they inhabit to fit in, or choosing one at odds to stand out.

EARNED RESPECT

Most humanoids, especially older races such as the elves and dwarves, who remember a time before any goblins moved among civilised society, treat half-goblins at first with a mixture of contempt and distrust. It is on the half-goblin's back, then, to earn the respect that they desire.

They do this for the most part by being very good at trade. By earning their way into business success, half-goblins are able to accrue wealth and the status that comes with wealth.

This is often enough to earn a begrudging respect from humans, though elves and even some dwarves will often hold out on their prejudice.

HALF-GOBLIN TRAITS

Your half-goblin character has certain traits deriving from your goblinoid heritage.

Ability Score Increase. Your Dexterity score increases by 2, and two other ability scores of your choice increases by 1 each.

Age. Half-goblins mature quicker than humans, reaching adulthood by around age 14, and they rarely live past 70.

Alignment. Half-goblins share the bent towards independence of their goblin heritage, tending towards chaotic and neutral alignments.

Size. Half-goblins are slightly smaller than humans, rarely exceeding 5 feet tall and weighing around 100 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your goblinoid blood, you have 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. You can't discern color in darkness, only shades of gray.

Ear for Coin. Whenever you make a Wisdom (Insight) check to gauge the value of an item or relative worth of a trade, you are considered proficient in the Insight skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Nimble Escape. You can take the Disengage or Hide action as a bonus action.

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

KORRIGAN

Whispered about in the dark of the night, told of in ghost stories that strike a little too close too home, the korrigan are creatures of shadow. A humanoid bloodline infused with necrotic power, living in a twilight between true life and a vampiric undeath, these creatures stalk the shadows and grimy underbelly of the new order of the world.

In common parlance, the term "korrigan" refers to a certain kind of trickster, a fairy or dwarf-like spirit. When the korrigan first emerged, they were thought like fairy tricksters, until their true undeath heritage became known, and playful curiosity was turned into a deep-rooted fear.

DEATHLY PALLOR

Korrigan appear similar to humans or half-elves, with slightly pointed ears and two small, sharp fangs on their upper jaw, which are larger and sharper in some varieties of korrigan. Their deathly but youthful appearance grants them a strange attraction, a mixture of unearthly beauty and the horrid revulsion of the grave.

Korrigan are taller but more slight than humans, ranging from a little over 5 feet to well over 6 feet in height, and usually weighing between 100 and 150 pounds. Their build is usually very slight, almost malnourished, with even the physically strongest of korrigan having little visible muscle.

Korrigan skin is usually a ghostly pale, sometimes with a slight tint of icy blue, and cold to the touch. Their hair is typically shades of black, deep blue and dark reds, with eyes of silver, red, or black. They favour elegant clothes, in either dark shades of black and grey, or brilliant, bone white, and enjoy jewelry decorated with precious gemstones.

CURSED EXISTANCE

The necrotic essence of the korrigan was not always a part of their heritage. Long ago, the ancestors of the korrigan, a humanoid people not unlike the elves, were attacked by a brood of vampires. Seeking a means to defend themselves, the korrigan elders performed an ancient ritual.

The ritual was intended to turn the dark magic of the vampires against them. But as the ritual was being completed, the vampires broke into the chamber where it was being performed, and their leader bit the highest elder of the korrigan tribe.

This disrupted the ritual, causing the dark magic to instead flow through the korrigan, twisting them into a twilight existence between true life and true undeath. By this new found power, the korrigan were able to rid themselves of the vampiric incursion, but the curse had now bonded to their race forever.

WRETCHED OR TRIUMPHANT

Different korrigan have different attitudes to the necrotic curse that infuses their race. To some, it is a curse, both itself being a wicked mockery of the life that they should have known, and the curse of the burden it brings, as every korrigan is treated with a mixture of suspicion and contempt by the fully mortal humanoid races.

Others, however, see it as a blessing. They believe that the korrigan undeath represents a new height of life, a higher plane of being. They triumph in their ability to endure in the twilight between life and death, looking down upon other races as beings of a lesser kind.



CHILLED AND UNNERVING

The korrigan are an aloof people, often holding themselves at a slight distance from the other races, something those other races frequently find a pleasant arrangement. While few would admit it, the undead nature of the korrigan is deeply unsettling to many humanoids, and they tend to avoid any more dealings with korrigan than necessity requires.

DARK BROODS

The central social structure of the korrigan is the brood. Presided over by a matriarch, the brood is something like a human clan or tribe, a large family with a few hangers-on. The brood is held with an honour similar to that which a dwarf holds for his clan, and a broodless korrigan is seen as an utter outcast and pariah.

The broods usually live a nomadic lifestyle, travelling in the dark parts of the world where human influence is weak, though they will have some ancestral territory which they return to every year for mating and for honouring the ancestors.

Occasionally, a brood will take up home in a humanoid city. In such cases, the brood becomes more sedentary, usually inhabiting areas of the city which humanoids rarely visit, such as near cemeteries, tanners, or in the sewers, where they build imprudent shelters and stake their claim.

OUTCASTS AND DRIFTERS

Due to their close ties to the brood, few korrigan choose to abandon their family in order to take up a life of adventuring. Those who do may do so to serve the brood, acting as spies in the humanoid lands, or they may have been severed from their brood.

This severance usually only occurs for a very grave crime, such as murder, stealing another's mate, or disrespecting the matriarch of the brood. Such a severance is a deeply ritualised affair, leading to the korrigan who is severed being branded with a magical mark that only the matriarch of the brood can remove, marking them to all other korrigan as a traitor and outcast.

The brood is so central to the life of a korrigan that this severance is a grave and deeply disturbing experience, leaving them with no foothold in the world or clear sense of purpose. These outcasts become drifters, passing from place to place, and frequently become adventurers in the hope of finding some purpose to replace that they lost.

CLOSED DOORS

Few gladly accept the arrival of a korrigan in human society. Those korrigan who do move in humanoid circles often find closed doors on every side, with few to none opportunities to advance themselves or make a life. Whilst their general unnerving presence at least protects them from the exploitation that the likes of half-orcs have to face, they often struggle to find a way into life in the cities.



KORRIGAN NAMES

Korrigan have a given name they receive at birth, a second name which indicates who their birth mother was (a matronym), and a brood name. The brood name is rarely spoken, as a sign of honour, and as such, a korrigan will introduce themselves with their given name followed by the matronym.

A matronym is formed by taking the mother's name and appending the suffix **or** or **ov** for a male child, or **ore** or **ova** for a female child. For example, Yuri, the daughter of Shillae, would be called Yuri Shillova or Yuri Shillore.

Male Names: Adnon, Andar, Buran, Kadar, Kiruun, Llusharn, Mim, Naktan, Rillan, Riin, Shimron, Surtsun, Tsugan, Vanor, Urdan, Yulor, Yuroen

Female Names: Aenda, Alshae, Chi'nare, Kallanda, Llurni, Mime, Miriae, Nallemi, Nami, Ritsishae, Shashi, Shillae, Tsara, Ullani, Yuri, Zui

Brood Names: Chilltooth, Coldeye, Dustwynd, Greyhand, Hinterwyld, Kinbore, Loamrock, Madling, Oldbone, Rotkin, Whisperleng, Yungrot

KORRIGAN TRAITS

Your korrigan character gains the following racial traits.

Ability Score Increase. Your Charisma score increases by 2.

Age. Korrigan age more slowly than humans, reaching adulthood at about 100 years old and then gradually growing more necrotic, until they enter a permanent death-like trance at about 600 years.

Alignment. The necrotic energies within lead many Korrigan to succumb to the lust of evil, while those who are not evil still preserve a drive of independence, tending towards chaotic alignments.

Size. Korrigan grow to between 5 and 6 feet tall, usually slightly taller than their human brethren. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey with a hint of red.

Halflife Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Necrotic Essence. You have resistance to necrotic damage, but you have vulnerability to radiant damage. You are considered to be undead as well as humanoid for spells and abilities that affect undead. If a spell or ability does affect humanoids but does not affect undead, it still affects you.

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

Subraces. Korrigan develop into one of two very different kinds dependent upon the role they are due to play in the pack. Choose one of these subraces.

BROOD KORRIGAN

As a brood korrigan, you have the natural speed and strength to viciously strike down any who dare threaten the pack. Brood korrigan live on the frontier of korrigan dominions or deep in korrigan heartlands, where ever the call to protect comes. Most brood korrigan have a certain xenophobia, believing other races to be wishing harm on their kindred, but they appreciate shows of strength and will often get along with warrior races, such as hobgoblins.

Ability Score Increase. Your Constitution score increases by 1.

Fangs. Your mouth contains two sharp fangs on your upper jaw, which are a natural weapon you can use to make unarmed strikes. They are considered to have the finesse property, and deal 1d4 piercing damage on a hit.

Fleet of Foot. Your base walking speed increases to 35 feet.

Taste Blood. When you deal damage to a creature with your Fangs natural weapon, you have advantage on attack rolls with your Fangs against any creature that doesn't have all of its hit points until the end of your next turn.

WHISPERED KORRIGAN

As a whispered korrigan, your curse blesses you with a magical voice to inspire or terrify those who listen. Whispered korrigan are found wherever there are civilised beings, infiltrating other societies for their own gain or for the korrigan race. They will often appear to have cordial relationships with whatever creatures they dwell among, but often, they are in truth manipulating these creatures to their own ends.

Ability Score Increase. Your Wisdom score increases by 1.

Charming Voice. You gain proficiency with the Persuasion skill.

Whispering Legacy. You know the *message* cantrip. Once you reach 3rd level, you can cast the *dissonant whispers* spell as a 2nd level spell once with this trait, and you can't do so again until you finish a long rest. Once you reach 5th level, you cast the *fear* spell once with this trait, and you can't do so again until you finish a long rest. Charisma is your spellcasting ability for these spells.

THE DEATHLESS ONES

Though it does not control them, the necrotic energy within the korrigan gives them a deep lust and longing for the touch of undeath. Whilst many korrigan are able to resist this temptation, some succumb to it, becoming what are known among the korrigan as the Deathless Ones.

These are korrigan lichs, of a kind, creatures who have used necromantic magic to enhance and infuse the necrotic energies already within them, until they fully embrace undeath.



PLANARI

The **planari** are not a single race, but rather a collective of many different races which share in common a connection with the planes beyond the Prime Material. These races include the aasimar, genasi, shadar-kai, tieflings, and feytouched.

OTHERWORLDLY NATURE

While the disparate races of the planari are not linked by blood or common heritage, they are all connected by some aspect of an otherworldly nature, deriving the nature and abilities at least in part from their connection with some other plane of existence.

Aasimar are connected with celestials and the upper planes, deriving their nature from a celestial blessing and being lead by a celestial guide.

Genasi are connected with genies and the Elemental Planes, gaining access to elemental magics from their particular heritage, be it earth, water, fire, or air.

Shadar-Kai are connected with the Shadowfell, shadowy humanoids who long ago fell under the influence of the "shadow curse" of the Shadowfell.

Tieflings are connected with the lower planes, their infernal ancestry giving them power called forth from the Nine Hells.

Feytouched are connected with fey creatures and the Feywild itself, gaining their powers from being too long submerged in the dreamlike magics of that plane.

STRANGERS ABROAD

The common otherworldly nature of all planari gives them also a common sense of being out of place in the Prime Material plane, evident both to the planari themselves and to those they interact with. While this out of place feeling is not always inherently negative, with aasimar especially having long been considered "too good" for the mortal world, it does lead to planari rarely finding themselves totally at home in the society of other humanoids.

Planari of all kinds are extremely rare across the world, and as such, there are no planari nations or cities, their kind passing in small groups or single families among the other humanoid societies of the Prime Material plane.

UNDERSTANDING THE MULTIVERSE

The role of the multiverse, and particularly of the higher planes, in a Steampunk setting will depend largely upon the tone and world that the Dungeon Master is creating. As such, it may be the case that, in some settings, the planari races are not available for player characters.

In worlds where the planari are available, a question still remains as to how accessible the planes are: whether they are merely a question of the nature of the world for natural philosophers to ponder, or whether the magic needed to create planar gates is still available and used.



GENASI

Born of a genie and a humanoid, with the power of an Elemental Plane surging through their blood, genasi are spirits of the elements. As the elemental forces of fire and air have grown in import through the advent of the Age of Steam, genasi of these strains have gained in renown, while those of earth and water continue much as before, if a little more repressed by the advances of civilisation.

Age of Fire and Air. The advent of steam technology has turned mastery of fire and air from a mere party trick into a technique that underpins the very foundations of modern society. As steam became central to the running of society, so too the fortunes of air and fire genasi rose.

While such genasi are still incredibly rare and few in number, those that walk openly often hold offices of high esteem, being counted among the few creatures who can safely handle even the most unstable of steam engines.

Polluted Waters. The spread of the cities, and the growth of industry, has brought with it the filth of pollution. Rivers and lakes that once ran clear are now black with oil and refuse. For those genasi with an affinity to water, even those who are not druids or rangers in tune with nature, this leads to a deep offence, and a wasting sickness, known as the Living Rot. This sickness has taken many water genasi, leaving their already few numbers vastly diminished.

The Enduring Earth. Counted as a lucky few among the races, the fortunes of the earth genasi have hardly changed with the coming of the Age of Steam. Still few in number, they have neither raised nor lowered their status, but continue on, as wanderers, neither feared nor hated nor honoured, but simply living out their lives in peace.

AASIMAR

Touched by the celestial and bearing the light of the heavens in their very soul, aasimar who hold to the light are mighty forces of good, while those who fall to darkness are deadly villains of great and terrible power. Yet in an age of gear, smoke, and steam, the legacy of the aasimar is fading.

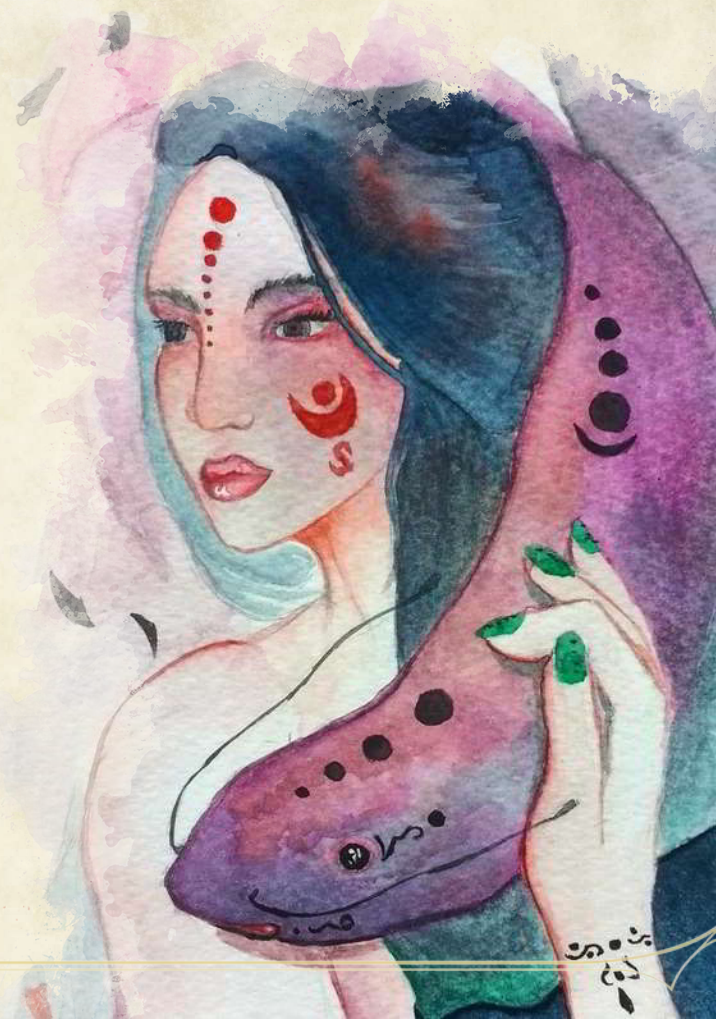
Divine Beings in a Godless World. As agents chosen it seemed by the gods themselves, or at least by the servants of the gods, aasimar were long heralded with great renown and honour. Yet in an age when people are increasingly turning away from the gods, able to control their environment without the need to lean on the gods and seeing the corruption and oppression endemic in society as a sign of the gods' fickle wills, the honour once granted to aasimar is largely turned to something more resembling mockery.

With fewer friends, yet just as many enemies, aasimar find themselves struggling to survive in a hostile world.

Pretty Prizes. Whilst aasimar are not exploited for brute force after the manner of half-orcs, or for their kindness like halflings, they are often prized by the most tyrannical of creatures merely as ornaments, for their celestial beauty.

Hidden among Humans. Due to the increasingly hostile environment they find themselves in, few aasimar move openly in the world, most choosing to instead masquerade as humans of abnormal beauty.

In order to keep this disguise, many aasimar will forgo the powers their celestial heritage grants them, using such abilities only in utter direst need. Some will even go so far as to carry torches and feign blindness in the dark, to cement the illusion of being human.





TIEFLINGS

Descended from a line cursed long ago to be infused with the essence of Asmodeus, lord of the Nine Hells, the tieflings carry within them a devillish essence and an affinity for the hellish.

Thrown to the Flames. For long years, a tiefling's fiendish heritage marked them as outcasts among the humanoid. But with the coming of the Age of Steam and a new age of exploitation, the tiefling's resilience against fire and heat proved a useful tool. Being still for the most part seen as subhuman, tieflings were widely enslaved to work in the most dangerous parts of steamworks and factories.

Even in those lands which do not actively practice slavery, the tieflings still suffer oppression and exploitation, finding it difficult to get work except in those out of sight jobs which are too dangerous for other races to willingly choose.

Rebels and Terrorists. Many tieflings have simply bowed under the new burdens placed upon them by the coming of the Age of Steam, but some refuse to be subjugated, believing that they should have a new start in this new world as much as any other race.

These rebel elements, who may be seen as freedom fighters or terrorists dependant on who you ask, may be peaceful or militaristic, seeking tiefling liberation by whatever means they deem to be necessary and effective.

SHADAR-KAI

Once elves, or an elf-like humanoid, who travelled beyond the world into the darkness of the Shadowfell, the shadar-kai draw their very nature from the shadowy realm they have so long inhabited.

The Shadow Curse. All shadar-kai were long ago subjected to the shadow curse, a deep melancholy that infects any creature which travels to the Shadowfell and saps its very will to live. Those who fell to the curse were quickly transformed into shadowy, undead horrors.

In order to resist the shadow curse, most shadar-kai chose to embrace all that was contrary to the melancholy of the Shadowfell. They lived extreme lifestyles, embracing strong emotions of every kind, and even inflicting pain upon themselves to maintain their focus.

Shadow and Smoke. Few shadar-kai return to the Prime Material, with most still dwelling in the Shadowfell. Those that do find a world not so dissimilar, where deep melancholy grips those oppressed by the new social order, and where smog and darkness in the shadowy underbelly of the cities gives the world a cast not so different from the shadows of their home.

Shadar-kai are rarely welcomed by humanoids of the Prime Material. Yet their sheer drive to personal greatness, forged against the shadow curse, often allows them to carve a life for themselves as adventurers or as crime lords in the darker places of the world.

Traits. Shadar-kai characters use the racial features given in *Mordenkainen's Tome of Foes*.





FEYTOUCHED

The wild and dreamlike land of the Feywild is to most a distant myth, the place whence the elves fled long ago, if it is heard of at all. Yet for some few, the Feywild is more than a distant rumour – it is in their very blood.

Whether born from a line which long ago has been mixed with fairy blood, or born from a coupling of human and fey, or else simply touched by the Feywild through some supernatural event or a dryad's blessing, the Feytouched are a race who carry a shard of the fey within their very essence.

SPIRIT OF NATURE

Feytouched are descended from human lines, and in many ways they still resemble their human ancestors, although the deep influence of the Feywild upon their form gives them an appearance alike to fey creatures or nature spirits.

Feytouched are similar in size and build to humans, though they often appear taller due to the deer-like antlers which rise from their heads. They have large eyes for their heads, often giving even adult feytouched an almost childlike appearance, which come in the full range of human colours as well as shades of purple, red, and gold. Their skin carries the full range of human color, as well as some slight shades of green.

The hair of a feytouched changes color with the seasons, often taking shades of blonde in spring, brown during the summer, red in autumn, and fading into black or white during the winter months.

Many feytouched feel a deep affinity for nature, and choose to decorate themselves with leaves, branches, and flowers, in place of jewelry.

A COLORFUL LIFE

Like the leaves through the seasons or the flowers of the field, feytouched exult in the beauty of nature and in color of every shade. Their homes and clothes are frequently decorated in vibrant but tasteful color, with an eye for the aesthetic that few races can approach.

Central to feytouched culture is the idea of the "colorful life". This is not only one which involves a visual color, but also a life which is full of many and varied vibrant experiences, which seeks to enjoy life to its very fullest while the life lasts.



THE WAY OF WIND AND LEAF

A philosophy widely taught in feytouched society and practised by their monks and druids, the Way of Wind and Leaf teaches to look to the trees, rivers, and breeze as models of the life lived right with nature. These natural phenomena do no intentional harm and show no favouritism, the wind blowing soothing on rich and poor alike.

Those who follow the Way of Wind and Leaf also see how the tree does not lash out when it is cut down. They believe that violence does more harm to the aggressor than to the victim, and therefore refuse to bring harm to another creature even in self-defence.

DO NO HARM

Many feytouched are very powerful empaths, feeling a deep emotional affinity with other creatures, and this leads them to lead lives which bring as little harm to the creatures which inhabit their world. Whilst by no means all feytouched are pacifists, their culture teaches to live in harmony with other peoples, resorting to violence, if at all, only in direst need.

Feytouched frequently find difficulty in understanding the difference that most humanoids draw between humanoid races and wild animals. For them, animals are as much brothers and sisters in the gift of life, and they therefore treat them as equals, refusing to eat meat or engage with practices which are abusive or exploitative towards animals.

WANDERING SOULS

The Feywild is a place of dreamlike wandering, with many fey creatures living nomadic lives, never settling in one place to build settlements or cities. This heart of the wanderer infuses the feytouched as well, filling them with a desire to see the world beyond the four walls of their birth home.

Feytouched do not readily settle down or take up lives among city folk, choosing instead to wander from place to place, selling their skills to make a living, or if they find themselves travelling beyond the reaches of civilisation, living off the land, which gives bountifully to those who know it.

This deep-seated wanderlust make feytouched well suited to the adventuring life, as they are rarely troubled by the need to travel great distances or wander far afield, often lacking anything like a home to come back to.

AN UNNATURAL WORLD

With nature deep in their hearts, many feytouched struggle in the new world of steam, smoke, and machines. They often find the dense smog of the cities sickening, and fall more easily to disease caused by the poisonous fumes. They struggle with the noise of the city, both the physical clamour that makes them unable to hear the sigh of the wind or the whisper of the leaves in the trees, and the emotional clamour of too many unhappy people together.

For this reason, many feytouched migrate away from the city, seeking a quieter life on the wild frontiers of the world.



FERAL FEYTOUCHED

Due to their empathetic nature and affinity to animals, feytouched are widely known as a kind, caring, and peaceful people, many unwilling to use violence even in defense of their very lives. Yet not all feytouched are so kind-hearted.

Nature is a two-sided coin, and for every gentle breeze there is a thunderstorm. When the ferocious side of nature finds itself embodied in a feytouched, a feral feytouched is born.

These feytouched have all the ferocity of the most cold-blooded predators in nature. While they rarely hunt purely for sport, they have no qualms about killing those weaker than themselves, for they see survival of the strong as the true way of nature.

FEYTOUCHED NAMES

For the most part raised among human parents, most feytouched take names according to the conventions of the culture in which they are raised. Those who wish to emphasise their sylvan heritage may choose to take elven names, or may give themselves the names of fey creatures, such as "Pixie", "Sprite" or "Dryad".



FEYTOUCHED TRAITS

The power of your fey heritage grants you the following traits.

Ability Score Increase. Your Wisdom score increases by 2.

Age. Feyborn mature at the same rate as humans, but live considerably longer, often exceeding 150 years.

Alignment. Feyborn carry within them the whimsical will of the Feywild, tending towards chaotic and neutral alignments.

Size. Feyborn are about the same size and build as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Unseen Passage. As an action, you magically turn invisible. Anything you are wearing or carrying turns invisible as well, as long as it is on your person. You remain invisible for 1 hour, until your concentration ends (as if concentrating on a spell), or until you attack or cast a spell.

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

Subrace. Choose one of three subraces for your feytouched character: heartfelt feytouched, wildborn feytouched, or feral feytouched.

HEARTFELT FEYTOUCHED

With gentle hearts and an empathy that makes them feel the pain and suffering of others deeply and personally, heartfelt feytouched are spirits of the gentler aspects of nature, from the cooling breeze on a summer's day, to the first flowers of spring.

Ability Score Increase. Your Charisma score increases by 1.

Natural Empath. Whenever you make a Wisdom (Insight) check to judge the emotions of a creature, you are considered proficient in the Insight skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Glamorous Words. Once you reach 3rd level, your fey spirit allows you to instill a charm upon another creature. If you spend at least 1 minute talking with a creature, you can force that creature to make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Wisdom modifier). On a failed save, that creature is charmed by you for 1 hour.

While charmed in this way, you appear entrancingly beautiful to the creature, and it seeks to please you as if desperately in love and seeking your favour. It will not take any action which brings direct harm to itself or its close allies, but will otherwise attempt to accommodate you in every way.

The charm ends early if the creature takes damage, if you attack it or cast a spell that targets it, or if it witnesses you attacking one of its allies. The target may repeat its saving throw if it sees you appearing to favour another, ending the effect on itself on a success.

If a target succeeds its saving throw, it has no hint of the fact you tried to charm it. Once you have used this feature, you can't do so again until you finish a long rest.

WILDBORN FEYTOUCHED

Known as tree-whisperers and flowerlings among their kindred, wildborn feytouched possess a magical affinity with tree and branch. Wildborn feytouched hold a more passive attitude than the heartfelt, being more willing to sit and watch the wars and suffering of humanoids pass them by.

Ability Score Increase. Your Intelligence score increases by 1.



Fey Magic. You know the *druidcraft* cantrip. Starting at 3rd level, you can cast the *barkskin* spell with this trait, and once you reach 5th level, you can also cast the *plant growth* spell with this trait. Once you have cast *misty step* or *plant growth* with this trait, you can't do so again for that spell until you finish a long rest. Wisdom is your spellcasting ability for these spells.

Tree-Whisperer. Through a magical affinity, you are able to communicate with trees and other plants. You must be touching the plant to communicate with it. You can express simple ideas and questions to the plant, and it is able to respond with vague impressions in your mind.

FERAL FEYTOUCHED

With the savage bloodlust of the predator burning through their veins, the feral feytouched are as violent as their brethren are peaceful. They live for the hunt, believing that only when the strong thrive and the weak perish is the true order of nature fulfilled.

Ability Score Increase. Your Strength score increases by 1.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Wild Fury. Once you reach 3rd level, your fey spirit allows you to use your action to enter a wild fury, causing your nails to grow to savage claws and your eyes to glow red. The instant your fury begins, you gain temporary hit points equal to your level. These temporary hit points last for 1 hour or until they are expended.

Your fury lasts for 1 minute, until you end it as a bonus action, or until you are incapacitated. During it, once on each of your turns, you deal extra damage to one target when you deal damage to it with a melee weapon attack or unarmed strike. The extra damage is of the same type as the attack and equals your level.

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

PLANARI AND CLASS

Many of the planari appear to have certain classes which they more naturally gravitate towards, both thematically and mechanically. As servants of the gods, it is natural to assume aasimar will frequently be paladins and clerics, while the nature focus of the feytouched makes them natural rangers and druids.

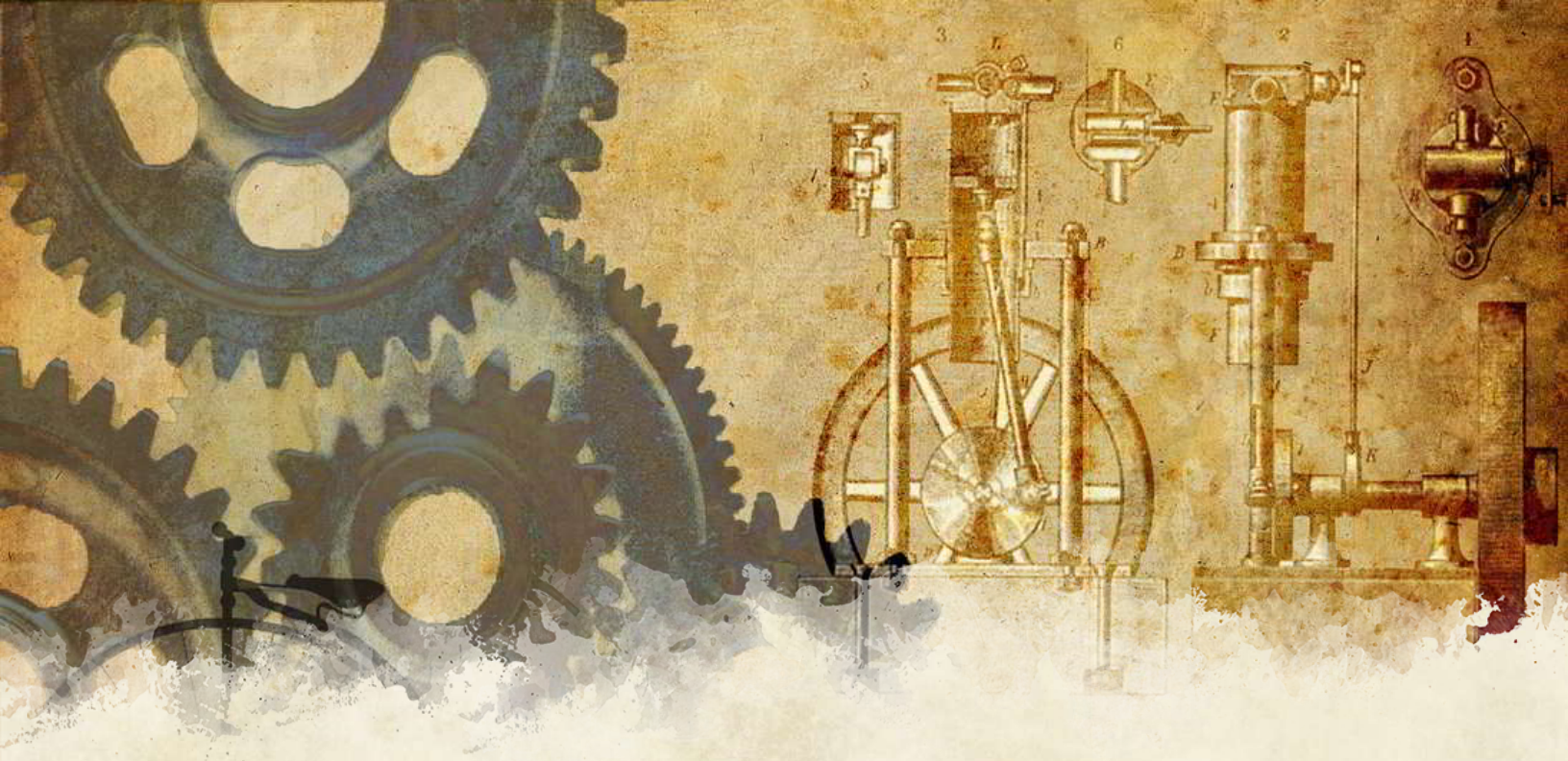
However, there is no requirement of these races to become the classes associated with them, and many interesting characters can be produced from challenging these stereotypes. A feytouched may abandon their nature roots to seek the mechanical life of an artificer; an aasimar may abandon their celestial roots, making a pact with a fiend to become a warlock, while conversely, a tiefling may reject their devilish heritage to become a holy paladin.

Such characters carry with them a new emphasis to the eternal question of character: why? Why did this individual choose to break with the traditions of their race?

This may take the form of a personal decision quite independent of their race, driven by the happenstance of their life. Alternatively, it may be a conscious rejection of the path that their race appears to have committed to.

Whatever the reason, such characters present a wealth of storytelling opportunity.





STEAMBORN

Built, not born, steamborn are machines imbued with a sentient soul, living creatures of brass, fire, and steam. Created to serve as ideal soldiers in the endless march of imperialism, the steamborn broke their bonds and now try to understand the purpose of their sentience and their place in a world of flesh and blood.

Steamborn are a mixture of magical and mechanical, engines of war which have by magic been gifted sentience and true life. Whether this gift is seen as a blessing or a curse depends upon the steamborn in question, some welcoming life while others see themselves as abominations of humanity's pride.

MADE IN OUR IMAGE

Seen by some races as the height of human arrogance, the steamborn were created in the likeness of mankind, though without sex, and both larger and stronger than any flesh and blood human, standing between 6 and 8 feet tall and weighing 300 to 400 pounds.

At first glance, a steamborn resembles an iron or brass golem, with a body forged from plate metal, belching smoke from the furnace that burns inside and powers their mechanical limbs. While the design of a steamborn varies by its make and maker, and by the era in which it was constructed, they all are crafted from metal plate, gears, and pistons.

Steamborn have neither hair nor skin, though their metal plating may be of iron, brass, or other common metals. Their eyes are often either lamps, or empty sockets, but in both cases, a glowing energy within, usually red or blue in color, reveals the sentient soul, the ghost in the machine.





BUILT FOR WAR

As with much of the great technological advances of the the world, the creation of the steamborn was for one purpose and one purpose alone – for war.

Where dumb machines had before been used in labour and even in war, a human pilot was always needed to account for the rapidly changing situations of the battlefield. By placing sentience within a machine, the creators of the steamborn wished to produce a weapon that had the strength and power of a golem with the ingenuity and strategy of a humanoid.

War is built deep into the nature of the steamborn, hardwired into their mechanical brains, and it is rare to find a steamborn that can totally resist that call. While some manage to live peaceful civilian lives, most find the drab crawl of the day to day insufficient to keep their circuits active, and they are called again to battle.

For this reason, many steamborn find themselves called to the armed forces, rebellions, or simply to the life of the adventurer, whatever path presents itself with the opportunity of practicing those martial skills for which a steamborn was created.

STEAMBORN AND MAGIC

Wizards, warlocks, and sorcerers are very rare among the steamborn, with arcane magic coming to them only with much greater difficulty than the other races face. Clerics and druids are hardly more common, with their artificial nature preventing them from readily connecting with the power of nature, while their lack of history leaves them with no gods of their own.

Whilst spellcasting steamborn do exist, they are incredibly rare, and players who wish to play a steamborn spellcaster should consider what makes their character an exception to the usual norms.

OWNED AND OPPRESSED

Steamborn are each created by one or more engineers, and in many cultures across the world, this makes them the rightful property of their creators. While some few nations see the sentience of the steamborn as reason to give them liberty and citizenship among humanoids, most steamborn live under the oppression of slavery, living as the property of another.

Steamborn who continue to live under this oppression are set to work that befits their resilient and strong nature, often being forced to work in factories, mines, or as personal bodyguards for their owners.

Those who escape rarely enjoy the privilege of being treated as equals by the humanoids of society. For many, they are seen as jumped up machines, intended to serve, and either dangerous for breaking away from their purpose, or ungrateful for resenting their creators.



STEAMBORN NAMES

When steamborn are first made, they are given unique designators to indicate their make and the batch which they were produced with. Many steamborn treat these designators as their name, though those who see these as marks of the servitude they once lived under choose instead to take human naming conventions, ignoring usual gender markings to take any name which sounds pleasant to them.

Steamborn Designators: AX4-72I, BN713, DR3-2a, EE4, GR3-192, HN776, JR7, KL4-8i, LL028, NR2-991, NX3, OQ1-11c, QL614, XR1-87B

STEAMBORN TRAITS

The mechanical nature of your steamborn character grants you the following racial traits.

Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Age. You do not age in the sense that organic creatures do, but you do wear out over time, and will generally cease to function after around 150 years.

Alignment. Steamborn were built to obey orders, and so they tend towards lawful neutral alignment.

Size. Steamborn are generally broader and heavier than humans, and stand between 7 and 8 feet tall. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Amored Form. Your golem body is constructed primarily of metal, granting you natural armor but preventing you from wearing ordinary armor.

Your natural armor AC is equal to 13 + your Dexterity modifier. A shield's benefits apply as normal while you use your natural armor.

You cannot wear armor except shields, but you can upgrade your body with pieces of metal armor. By expending 4 hours using a set of smith's tools, you or another creature can attach armor plating to your body. This replaces your natural armor with the AC provided by that armor, if it is higher than your natural armor AC. For example, if you attached a set of plate armor to yourself, your natural armor AC would become 18.

RESENTMENT AND FREEDOM

Enslaved steamborn usually have poor relations with other races, being widely dismissed as property and treated simply as another machine. Those who escape servitude do not readily forget this treatment, and frequently harbour resentment towards those races they encountered during their servitude.

The most fraught relationship tends to be between steamborn and their original creators, the humans. This resentment often carries over to dwarves and gnomes, who gave the humans the technology needed to create and enslave the steamborn.

With other races who are frequently maltreated by humans, such as tieflings and half-orcs, steamborn find a common ground, and they will frequently have cordial relations with these races based on a mutual dislike for human oppression.

If you would not add your Dexterity modifier to your AC when wearing the armor type you attached, you do not add your Dexterity modifier to your natural armor once it is attached.

Furnace Heart. You are built to withstand the heat of the fires within you. You have resistance to fire damage.

Living Construct. Even though you were constructed, you are also a living creature. You are considered a construct, instead of a humanoid. You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish. In addition, you must refuel yourself with a quantity of coal equal to the amount of food an ordinary humanoid would have to consume in a day.

Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

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

CLASSES

The advent of the Age of Steam has altered the lives of adventurers in many and various ways, including providing several new ways of approaching the adventuring life. Master engineers, clerics of industry, and pilots of airships, the social and technological upheaval of the Age of Steam has brought many new

kinds of adventurer into the field, with their own unique talents and abilities.

This section introduces two new classes for the Steampunk setting, the Diplomat and the Mechanic. It also details how the different classes have been changed by the social and technological change that has come with the Age of Steam, including a selection of new subclasses for each class.

FITTING THE SETTING

The options presented here are not designed to cover the entire spectrum of characters in a Steampunk setting. They are, however, designed to present a range of thematically fitting options. If you wish to play a character using a traditional class/archetype combination, consider how to fit this character into the wider setting your DM is presenting.

Each class section includes lore to help adapt a character of that class to the new circumstances of a Steampunk setting, but the exact application of what adaptations, if any, are necessary, will depend upon the particular setting your DM is creating.

CHOICE AND RESTRICTIONS

The design philosophy behind this expansion is that new and interesting settings should increase the diversity of choice without restricting the choice which already exists. In theory, this expansion should be compatible with any character produced using official source material.

In certain circumstances, the DM may wish to place ultimate restrictions on players' choice of character. For example, in a setting where magic does not exist, the DM may choose to disallow any spellcasting classes. A DM should carefully consider how the different roles of a party and kinds of character will be expressed in this setting, especially healer characters.

ADAPTING EXISTING MATERIAL

When adapting existing material to fit a new time period or setting, there are two main approaches to adapting the material.

Thematic Adaptations. This approach focusses on only changing flavourful elements. For example, an urban sorcerer may take a deck of cards or a mechanical gadget as her spellcasting focus. Such changes should not affect the mechanical rules of the game.

Mechanical Adaptations. If you think a change is necessary to the mechanics of the material, consult with your DM how the rules can be altered to fit the new setting.



MULTICLASSING

As with the classes in official material, the classes detailed here are not expressly balanced for multiclassing. If your DM chooses to allow multiclassing, they may wish to provide limits on the class combinations you can take or to alter the features presented here to be more appropriately balanced for a multiclass setup.

If you are playing the Multiclassing optional rule, the following prerequisites and proficiencies apply to multiclassing the Diplomat or Mechanic

Class	Ability Score Minimum
Diplomat	Charisma 13
Mechanic	Intelligence 13

Class	Proficiencies Gained
Diplomat	Light armor, one skill of your choice, one gaming set or musical instrument of your choice
Mechanic	Light armor, shortarms, longarms, one skill of your choice from the class skill list, Tinker's Tools



DIPLOMAT

Crystal champagne flute glittering under the light of a chandelier high above, an elf in noble's garb chatters and smiles her way into the presence of the most powerful noble in the land, slowly but surely spreading the web of her influence across the political sphere of yet another kingdom.

Scraping dirt from his baggy trousers and catching his breath, a human clammers to his feet, before leaping to the side as a rolling boulder smashes its way by. Laughing with glee at the thrill of danger, he leaps back onto the path, keeping an eye for the silver gleam of a trip wire in this long abandoned temple.

Arms spread wide, a halfling stands between two factions on the verge of war. Her powerful words echo across the violent armies arried against each other, slowly taking the tension from the air as they set down their weapons and come to the peace table prepared for them.

Masters of words or exploration, diplomats are travellers who seek to see the world without any intention to kill or conquer it. They sacrifice combat prowess for a wealth of skills outside the battlefield.

WAYWARD TRAVELLER

The diplomat is the free spirit and the wanderer, seeking out the farthest corners of the world on a voyage of discovery or for the sheer pleasure of two feet on the open road. They rarely settle, rarely stay still, often seeking out occupation that allows them to travel far affield and see the many nations of the world.

Frequently obsessed with certain cultures and places, diplomats will tend to amass trivia about their favourite destinations, past or hoped for, and share this trivia freely with those who care for it and those who don't.

DIPLOMAT INSPIRATION

The Diplomat class is designed to provide a non-magical alternative to the Bard, for low-magic or nonmagical Steampunk settings. The two classes therefor share several features. In terms of flavour, however, the two are distinct and not interchangeable classes.

THE PEN IS MIGHTIER...

Diplomats have few specifically combat-orientated skills, their main focus being in social play and the exploration of the world. Where their combat skills lie is largely in staying out of the fray to support their allies, directing, guiding and inspiring those who are more built for the thick of battle.

Diplomats are often thinkers and philosophers, preferring words and persuasion to swords and shields on a philosophical or ethical basis. They are frequently evangelical about this pseudo-pacifist approach, often infuriating any soldiers or military personel they may travel with as they denounced violence as unnecessary and ineffective in resolving disputes.

An easy way to add a bit of flavour and flare to a diplomat is to add just a jot of pretention. Whether this is a particularly top-down brand of champagne socialism, a repugnance for any book published in the last hundred years, or an instance to wear only the latest in taylored fashion, many diplomats have adapted the tendencies of the socialites they frequently find themselves amongst, giving a certain air of wealth and mock refinement.

THE DIPLOMAT

Level	Proficiency Bonus	Skill Talents	Improvisation Points	Improvisations Known	Features
1st	+2	1	—	—	Diplomatic Inspiration (d6), Skill Talents, Unarmored Defense
2nd	+2	1	2	3	Guiding Hand, Improvisations
3rd	+2	1	3	3	Diplomat Archetype, Expertise
4th	+2	1	4	3	Ability Score Improvement
5th	+3	2	5	3	Inspiration (d8), Font of Inspiration
6th	+3	2	6	3	Diplomat Archetype feature
7th	+3	2	7	5	Evasion
8th	+3	2	8	5	Ability Score Improvement
9th	+4	3	9	5	Diplomat Archetype feature, Polyglot
10th	+4	3	10	7	Ability Score Improvement, Inspiration (d10)
11th	+4	3	11	7	Expertise, Turning the Tables
12th	+4	3	12	7	Ability Score Improvement
13th	+5	4	13	7	Resilience, Traveller's Lore
14th	+5	4	14	7	Diplomat Archetype feature
15th	+5	4	15	9	Inspiration (d12)
16th	+5	4	16	9	Ability Score Improvement
17th	+6	5	17	9	Diplomat Archetype feature
18th	+6	5	18	9	Independent Spirit
19th	+6	5	19	9	Ability Score Improvement
20th	+6	5	20	9	Endless Ingenuity

CREATING A DIPLOMAT

When creating your diplomat, think about the kind of social background you came from, and why you might choose to specialise in words and wit over swords and steel. Perhaps you were born in a socialite Ivory Tower, and this is simply the way of life you were raised to; or perhaps you were born to the slums of a vast city, and fought with tooth and nail the right to a university education and the hopes of a better life. Do you see your guile as a social game, an amusement at other people's expense, or do you see it as a serious tool to be used for your own advancement?

Most diplomats will have undergone some manner of education, often at a university although more rarely under as an apprentice under a great master. Who was your master or your tutors, and what was your relationship with them like? What made you abandon an academic career for a life on the move, seeing the world at large?

Consider what it is in the world your diplomat is seeking. If you seek sights and wonders, you may be a more rugged diplomat, perhaps taking the Prospector archetype at later levels. If you instead seek personal wealth and influence, you are likely to disdain getting your hands dirty, feeling more at home in a ballroom than a dungeon, take the Envoy.

QUICK BUILD

You can make a diplomat quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Constitution. Second, choose the courtier background.

CLASS FEATURES

As a diplomat, you have the following class features.

HIT POINTS

Hit Dice: 1d8 per diplomat level

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

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per diplomat level after 1st

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple weapons, sidearms, hand crossbows, longswords, rapiers, shortswords

Tools: One gaming set of your choice, one musical instrument of your choice.

Saving Throws: Charisma, Wisdom

Skills: Choose any three

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EQUIPMENT

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

- (a) a revolver or (b) any sidearm, with one set of rounds.
- (a) a diplomat's pack or (b) an entertainer's pack
- (a) any gaming set or (b) any musical instrument
- Leather armor and a dagger

DIPLOMATIC INSPIRATION

You can inspire others through stirring words. As a bonus action on your turn, choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Diplomatic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Diplomatic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Diplomatic Inspiration die is rolled, it is lost. A creature may only have one Bardic Inspiration die or Diplomatic Inspiration die at a time, neither more than one nor both.

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

Your Diplomatic Inspiration die increases when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

SKILL TALENTS

You learn to specialise in certain skills. You begin with one skill talent, which you choose by picking any one skill.

If you do not have proficiency with that skill, you can add half your proficiency bonus (rounded down) to any ability check you make with that skill.

If you do have proficiency with that skill, you instead gain a Skill Talent feature related to that skill. The Skill Talents for each skill are detailed at the end of the class description.

You can choose additional skill talents at higher levels, as shown on the Skill Talents column of the Diplomat table. You cannot take a skill talent twice in the same skill.

UNARMORED DEFENSE

When you are not wearing any armor or carrying a shield, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier.

GUIDING HAND

Starting at 2nd level, you become adept at assisting your friends in the midst of battle. You can take the Help action as a bonus action.

In addition, the range of your Help action increases to 30 feet. Both the creature you are helping and any object or creature it is interacting with or attacking must be within 30 feet of you, and any creature involved must be able to hear you for you to use this feature.

IMPROVISATIONS

Also at 2nd level, you can harness a range of impromptu skills to help sway situations in your favour. Your access to these improvisations is represented by a number of Improvisation Points. Your diplomat level determines the number of points you have, as shown in the Improvisation Points column of the Diplomat table.

You can spend these points to fuel improvisations and Diplomat features. You start knowing your choice of three improvisations, and you learn new improvisations as you gain levels in this class, as shown in the Improvisations Known column of the Diplomat table. Your Improvisation options are detailed at the end of the class.

When you spend an improvisation point, it is unavailable until you finish a short or long rest, at the end of which you can prepare to use more improvisations. You must spend at least 30 minutes of the rest scheming and putting together contraptions to regain your Improvisation Points.

Some of your improvisation features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Improvisations save DC = 8 + your proficiency bonus + your Charisma modifier.

DIPLOMAT ARCHETYPE

At 3rd level, you begin to learn unique skills associated with your preferred kinds of travel and exploration. Choose your choice of diplomat archetype to model yourself after: either the Envoy or the Prospector, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 9th, 14th, and 17th level.

EXPERTISE

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

You could also choose a skill which you gained half proficiency in from your Skill Talents feature. If you do, you gain proficiency in that skill, and no longer gain the half proficiency bonus.

At 11th level, you can choose another two skill proficiencies to gain this benefit.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1 each. As normal, you can't increase an ability score above 20 using this feature.

FONT OF INSPIRATION

Beginning when you reach 5th level, you regain all of your expended uses of Diplomatic Inspiration when you finish a short or long rest.

EVASION

At 7th level, you can nimbly dodge out of the way of certain effects, such as an exploding trap or a *fireball* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

POLYGLOT

Starting at 9th level, you have mastered myriad languages in your travels. You learn to speak, read and write a number of additional languages equal to your Charisma modifier (a minimum of one).

In addition, if you encounter a creature that speaks a language you do not, if you spend at least 15 minutes in conversation with that creature, you can learn to speak their language.

If you spend at least 30 minutes studying a text in a language you do not understand, you can learn to read and write that language.

TURNING THE TABLES

At 11th level, you learn to take advantage of the ebb and blow of any situation. You can add your Charisma modifier to your initiative rolls.

As a bonus action, you can expend 3 Improvisation Points to make an initiative check. Until the end of initiative order, you can choose at the top of each round whether to take your turn at your original initiative roll or at your second initiative roll.

In addition, when you make a Charisma ability check to alter a creature's attitude towards you (such as to diffuse tension with a hostile creature to make it neutral or friendly), you can expend 1 Improvisation Point to gain advantage on that ability check.

RESILIENCE

At 13th level, choose two saving throws you are not proficient in. You can add half your proficiency bonus (rounded down) to those saving throws.

TRAVELLER'S LORE

Starting at 13th level, your knowledge of the places and peoples of the world is unrivaled. You have advantage on any Intelligence check to recall information about places, people groups, nations, and folklore.

In addition, you can use your Charisma modifier instead of your Intelligence modifier for History checks.

INDEPENDENT SPIRIT

Beginning at 18th level, you can use the Help action to help yourself. The benefits of your Guiding Hand feature apply to this Help action as well (you can perform the action as a bonus action, and can Help yourself to attack a creature within 30 feet of you).



In addition, when you make an ability check, attack roll, or saving throw, you can expend one of your Diplomatic Inspiration dice to add the die to that roll. Once you have used this feature, you cannot do so again until you finish a short rest.

ENDLESS INGENUITY

At 20th level, if you have no remaining Diplomatic Inspiration dice remaining when you roll initiative, you can choose to regain 1 die. Alternatively, if you have no Improvisation Points remaining when you roll initiative, you can choose to regain 1 point. You can only gain one of these benefits.

DIPLOMAT ARCHETYPES

Diplomats share a common focus on skills and distant travels, but they differ in their approach to discovering the world and the particular specialties they develop. Your choice of archetype represents the focus of your diplomat abilities, encapsulating something of your philosophy of adventure as well as providing new features.



ENVOY

A master of political intrigue, the envoy devotes their training to the game of high society. Armed with an equal mix of guile and sympathy, an envoy knows every air and grace to walk into the highest courts across the nations of the world, earning an invite at the door. Diplomats who follow this archetype are the ambassadors, courtiers, and political climbers of the world, learning the ins and outs of the social game to turn society to their own advantage.

BONUS PROFICIENCIES

When you choose this archetype, you gain proficiency with the Deception and Persuasion skills, if you do not already have them. In addition, you gain proficiency with a poisoner's kit.

DIPLOMATIC IMMUNITY

Starting when you choose this archetype at 3rd level, your social standing makes it difficult for intelligent creatures to harm you.

Any creature with an Intelligence of 8 or higher that attempts to target you with an attack or a harmful spell must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier). On a failed save, the creature must choose a new target or lose the attack or spell.

If you attack, cast a spell, or take damage, this effect is suppressed until the start of your next turn.

POKER FACE

At 6th level, you have become a master at hiding your emotions behind an inscrutable expression. Wisdom (Insight) checks to determine your intentions or sincerity have disadvantage, and you have advantage on saving throws against any effect that would sense your emotions or read your thoughts.

If an effect would sense your emotions or read your thoughts without giving you a saving throw, you are instead immune to that effect.

SOCIAL IMPOSTER

At 9th level, you can accurately immitate and blend into any social group. If you spend at least 5 minutes studying a given social group, you learn to immitate their speech and manners, allowing you to blend in with the group.

While you are immitating the group, members of that group treat you as part of the group, and will offer you aid and information they would offer to only an in member of that group.

A creature that succeeds on an Intelligence (Investigation) check can detect faults in your immitations (DC equal to 8 + your proficiency bonus + your Charisma modifier). A creature which sees through your immitation can tell that it is faked, and may become hostile.

CHARMING TOUCH

At 14th level, you can use your action to touch a creature to charm it. The creature is charmed for a number of hours equal to your Charisma modifier (a minimum of 1 hour). This charm ends if you or any of your allies damages that creature, if it sees you or any of your allies deal to damage to one of its allies, or if you charm another creature with this feature.

While a creature is charmed in this way, you can use your action to command the creature. Choose one creature charmed in this way that is within 30 feet of you and can understand a language you can speak. It must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier). On a failed save, you determine what that creature does during its next turn, including any actions, bonus actions, or movement it might take, and it cannot take reactions until the start of your next turn. On a success, your charm effect immediately ends on that target.

GENTEEL PRESENCE

At 17th level, your sheer charisma helps to diffuse tensions and smooth over social difficulty. When a creature meets you in person or first sees your face, their attitude moves one step towards friendly (a hostile creature becomes neutral, a neutral creature becomes friendly).

A friendly creature subjected to this effect must succeed on a Charisma saving throw against your Improvisation DC or be charmed by you for 10 minutes or until it can no longer see you. A creature charmed in this way does not know you have charmed it. Once a creature has been subjected to this effect, it is immune for the next 24 hours.

PROSPECTOR

Travellers of the great outdoors, the prospector devotes their training to exploration and travel. Mixing grit born from the untamed frontiers with wonder born from seeing the few remaining unspoiled wonders of the natural world, a prospector strives through toil and trouble to tread every mile of the earth, to see everything there is to see and more that no one else has ever seen. Diplomats who follow this archetype are wanderers, gold prospectors, and explorers.

BONUS PROFICIENCIES

When you choose this archetype, you gain proficiency with medium armor, longarms, and the Survival skill.

WILDERNESS TOUGHNESS

Starting at 3rd level when you choose this archetype, your current and maximum hit points increase by 3, and they increase by 1 each time you gain a level in this class.

In addition, you are considered naturally adapted to cold and high altitude environments.

SCRAMBLE

Starting at 6th level, you are a master of traversing even the most difficult of surfaces and circumstances. You have a climbing speed and swimming speed equal to your base walking speed.

In addition, you can climb and move across difficult surfaces, such as narrow bridges, ice and snow, and loose stones, without having to make an ability check. Difficult terrain caused by natural environments do not reduce your movement.

FAR-TRAVELLER

At 9th level, your knowledge of the wilderness is unrivalled. You cannot become lost, except by magical means. When scavenging for food and water, you can recover three times as much as normal for the terrain you are in.

In addition, you have advantage on Wisdom (Survival) checks made to determine the cause of a natural death, to track a creature, or to determine a safe path.

TRACKER'S MARK

Beginning at 14th level, you can use your action to mark one creature you can see within 60 feet of you. The mark lasts for a number of hours equal to your Charisma modifier (a minimum of 1 hour) or until you mark another creature.



While a creature is marked, you know its location, as long as you are on the same plane of existence as it. When a creature within 30 feet of you who can hear you hits the marked creature with an attack, that attack deals an additional 1d6 points of damage of the attack's type.

WILDERNESS INSTINCT

Starting at 17th level, your natural instincts are honed to perfection. You cannot be surprised unless you are incapacitated by magical means.

You have advantage on saving throws against effects that you can see, such as traps or a red dragon's breath. You can only gain this benefit if you are not blinded or deafened.

In addition, you are hardy beyond an ordinary creature. You no longer require sleep, but must still rest by performing only light activity for 4 hours to gain the benefits of a long rest. You can survive without food or water for a number of days equal to your Charisma modifier (a minimum of 1), without gaining levels of exhaustion.

SKILL TALENTS

Your skill talent options are listed below. You gain a skill talent option when you choose a skill with which you are proficient for your Skill Talents feature.

ACROBATICS

Your training allows you to quickly step out of harm's way.

Acrobatics Speciality. You gain a +1 bonus to all Acrobatics ability checks.

Tumbler. You can stand from prone at the cost of only 5 feet of your movement, and you can take the Disengage action as a bonus action on your turn.

ANIMAL HANDLING

You have extensive experience of controlling and training animals of many species.

Animal Handling Speciality. You gain a +1 bonus to all Animal Handling ability checks.

Calm Beast. You attempt to calm a hostile beast within range. As an action, you speak to a beast within 30 feet of you that can hear you. That beast must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier). If you or creatures friendly to you are fighting the creature, it has advantage on this save.

On a failed save, the beast is charmed by you for 1 minute. While charmed this way, it becomes docile and will not attack. Each time the beast takes damage, it can repeat its saving throw, ending this effect on a success.

When a creature succeeds a saving throw against this feature or the effect ends on it, it is immune to your Calm Beast feature for 24 hours.

ARCANA

You have read many arcane tomes, learning the principles of spellcraft and magic.

Arcana Speciality. You gain a +1 bonus to all Arcana ability checks.

Spellcraft. When you are targeted by or in the area of effect of a spell, you can use your reaction to attempt to identify the spell to counter it. Make an Intelligence (Arcana) check against the spell save DC. On a success, you have advantage on your saving throw against the spell.

You can use this feature a number of times equal to your Proficiency Bonus, and you regain expended uses when you finish a long rest.

ATHLETICS

You are trained at distance and endurance sport, helping you keep pace in battle.

Athletics Speciality. You gain a +1 bonus to all Athletics ability checks.

Running Pace. Your base movement speed increases by 10 feet, and you can take the Dash action as a bonus action on your turn.

DECEPTION

You have extensively studied the little ticks that show lies, allowing you to deceive others more easily.

Deception Speciality. You gain a +1 bonus to all Deception ability checks.

Charlatan's Sense. You feel a prickling down your spine whenever you are targeted by Divination magic. You do not know who is using the magic. This feature also tells you if you are under the effects of Divination magic which affects an area, such as through an arcane sensor.

HISTORY

You have read many books on the history of the various nations of the world, granting you a better sense of the patterns of history.

History Speciality. You gain a +1 bonus to all History ability checks.

Repeats Itself. Roll a d20 and put it aside. When you make an ability check, you can swap the number rolled on the d20 for the ability check with the number rolled on the d20 you put aside, potentially changing the result. You may then use the swapped out d20 for a later ability check. In addition, once you have used this feature since your last long rest, the DM can force you to swap on one ability check before you finish a long rest.

When you finish a long rest, you can reroll the d20 you currently have set aside. You must keep the new roll.

INSIGHT

You have trained yourself to read people's expressions and see through their attempted deceptions.

Insight Speciality. You gain a +1 bonus to all Insight ability checks.

Soul-Searching. As a reaction when you fail a Wisdom (Insight) check to determine a creature's emotional state or motivations, you can reroll that ability check. If you succeed on this check, you also learn that creature's current emotional state and surface thoughts (as with the *Detect Thoughts* spell for 1 minute.

You can use this feature a number of times equal to your Proficiency Bonus, and you regain expended uses when you finish a long rest.

INTIMIDATION

You have mastered the art of bending others to your will by fearsome displays.

Intimidation Speciality. You gain a +1 bonus to all Intimidation ability checks.

Roar of the Wild. As an action on your turn, each creature of your choice within 30 feet of you must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier). On a failed save, that creature is frightened of you for 1 minute. A creature can repeat its saving throw at the end of each of its turns, ending this effect on a success.

Once a creature succeeds its saving throw against this effect, it is immune to your Roar of the Wild for 24 hours. Once you have used this feature, you cannot do so again until you finish a long rest.

INVESTIGATION

You have trained your attention to detail, allowing you to carefully scour information to hand.

Investigation Speciality. You gain a +1 bonus to all Investigation ability checks.



Meticulous Attention. You have advantage on any ability check or saving throw made to see through an illusion. You can make an Intelligence (Investigation) check to determine whether an entity is real or illusory as a bonus action.

MEDICINE

Your talent with medicines allows you to patch up your allies on the fly.

Medicine Speciality. You gain a +1 bonus to all Medicine ability checks.

Fix Them Up. You can expend 1 use of a healer's kit as an action to restore a number of hit points equal to your Wisdom modifier (a minimum of 1) to one creature you can touch within 5 feet of you.

NATURE

You have read many bestiaries and botanical encyclopedias, giving you a deep familiarity with the workings of the natural world.

Nature Speciality. You gain a +1 bonus to all Nature ability checks.

Green Thumb. You are familiar with the natural state of life, and have a sense for when things are all wrong. You can choose to spend a 10 minute period studying the flora and fauna around you.

If you do so, you gain an understanding of what, if any, magical or chemical pollutants are effecting the plant and animal life in a 500-foot radius. For example, you may be able to detect an area of unhallowed ground or a toxic waste spillage in the vicinity.

PERCEPTION

Practise and a natural talent have made to adapt at noticing your surroundings.

Perception Speciality. You gain a +1 bonus to all Perception ability checks.

Steady Sight. If you would gain disadvantage on a ranged attack roll due to high winds, you do not have disadvantage. In addition, the short range of your ranged attack rolls increases by a number of feet equal to 10 x your Wisdom modifier (a minimum of 10 feet), up to a maximum of the attack's long range.

PERFORMANCE

From pratfalls to the many expressions of the face, you have received extensive training in the dramatic arts.

Performance Speciality. You gain a +1 bonus to all Performance ability checks.

Side Step. As a reaction when you would be hit by an attack roll, you can increase your AC against that attack by a number equal to your Charisma modifier (a minimum of +1).

Once you have used this feature, you cannot do so again until you finish a short or long rest.

PERSUASION

Studying texts of oratory, you have learnt the finer art of persuasion and influence.

Persuasion Speciality. You gain a +1 bonus to all Persuasion ability checks.

Charming Smile. As an action, choose a humanoid creature that can see you within 60 feet of you. That creature must make a Charisma saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be charmed by you until the end of the creature's next turn.

You can use this feature a number of times equal to your Proficiency bonus, and you regain expended uses when you finish a long rest.

PILOTING

You are experienced with many different kinds of craft, mastering a variety of piloting techniques.

Piloting Speciality. You gain a +1 bonus to all Piloting ability checks.

Do A Barrel Roll. When you are in a high speed vehicle and you or that vehicle would be hit by an attack roll, you can use your reaction to increase your and the vehicle's AC by a number equal to your Charisma modifier (a minimum of +1) until the start of your next turn.

Once you have used this feature, you cannot do so again until you finish a short or long rest.

RELIGION

You have read many religious tomes, learning the ways of the gods and divine philosophies of the land.

Religion Speciality. You gain a +1 bonus to all Religion ability checks.

Divine Favour. As a bonus action, you can call upon the favour of the gods. The next time you make an attack roll or saving throw, you can add a d4 to that d20 roll.

You can use this feature a number of times equal to your Proficiency bonus (a minimum of once). You regain expended uses when you finish a long rest.

SLEIGHT OF HAND

Years of training have taught you the mixture of manual dexterity and close-up magic needed for masterful sleight of hand.

Sleight of Hand Speciality. You gain a +1 bonus to all Sleight of Hand ability checks.

Magician's Secrets. As an action, you can perform a trick of close-up magic. You can perform one of the following tricks:

- You cause a tiny beast to emerge from an item of clothing, such as a rabbit out of a hat or a dove out of your sleeve.
- You draw any card of your choice from a deck, including a card you do not know which was chosen by a mark.
- You escape from bonds, rope or chains that are binding you.
- You cause a tiny item, such as a coin, small statue, or other trinket to disappear (up your sleeve) or to reappear in your hand.

Your DM may allow you to perform other tricks of close-up magic if you can explain or demonstrate how they would be performed.

STEALTH

You understand the art of moving silently, making you a masterful sneak.

Stealth Speciality. You gain a +1 bonus to all Stealth ability checks.

Silent Guest. You can use the Hide action as a bonus action. In addition, you learn a sign language of your choice.

SURVIVAL

You have been trained in wilderness survival and the secrets of gathering food and tracking prey.

Survival Speciality. You gain a +1 bonus to all Survival ability checks.

Innured to Poison. You have advantage on saving throws against disease and poison which is ingested. In addition, you have resistance to poison damage from poisons that are ingested.

TECHNOLOGY

You have read manuals for many different kinds of advanced technology, granting you familiarity with their use.

Technology Speciality. You gain a +1 bonus to all Technology ability checks.

Stable Overdrive. When you make an overdrive check for a gadget or technological item, you can choose to gain advantage on that roll.

You can use this feature once, and you regain expended uses when you finish a short or long rest.



IMPROVISATIONS

Improvisations are tricks you can use to turn the tide of encounters in a moment. Your improvisation options are listed below.

BATON PASS

As a bonus action, you can expend 1 improvisation point to swap places with an allied creature within 5 feet of you. If this moves you out of the reach of a hostile creature, it does not provoke opportunity attacks.

BLACKMAIL

You can expend 3 improvisation points to convincingly insinuate that you know a creature's darkest secrets. That creature must make a Wisdom saving throw. The creature makes its saving throw with advantage if it is currently hostile to you.

On a failed save, the creature is frightened of you for 1 hour. This effect ends early if the creature takes damage or if you or one of your allies attacks the creature or targets it with a spell. While it is frightened in this way, you have advantage on Charisma ability checks made to influence the creature.

BODY SHIELD

When a friendly creature within 5 feet of you would be hit by an attack, you can expend 1 improvisation point to become the target of that attack instead.

DISARMING SMILE

As a bonus action, you expend 2 improvisation points and target a creature within 30 feet of you that can see you. That creature must make a Charisma saving throw. On a failed save, the creature drops one object it is holding of your choice.

DROP THE ROOF

When you attack a structure or object, you can expend 1 improvisation point to deal double damage to that structure. You can expend further improvisation points to increase your damage, increasing the damage of the attack by 1d6 for each additional improvisation point expended.

DUCK

As a reaction when you are targetted by a ranged attack, you can expend 1 improvisation point to increase your AC by your Charisma modifier (a minimum of +1).

If the attack then misses you and there is a creature behind you in the line of the attack within the range of the attack, the attack targets that creature instead.

FEATHER TOUCH

If you or a creature within 5 feet of you would trigger a trap by failing an attempt to disarm it, you can expend 3 improvisation points as a reaction to prevent the trap from triggering. The trap is still armed.

FEINT

You can expend 1 improvisation point as a bonus action to feint. Choose a creature within your reach if you are unarmed or wielding a melee weapon, or within your weapon's short range if you are wielding a ranged weapon. That creature must make a Wisdom saving throw. On a failed save, the next attack roll against the target before the end of its next turn has advantage.

JUDGE THE ROOM

As an action, you can expend 3 improvisation points to judge the social dynamics of the room. You immediately learn if two or more individuals in the room belong to a common group (although you do not learn the nature of the group), as well as the relative social or hierarchical status of each individual in the room, including who, if anyone, is in charge.

KICK UP DUST

As a bonus action, you can expend 2 improvisation point to through sand or dust in the face of a hostile creature. The creature must succeed on a Constitution saving throw or be blinded until the end of its next turn.

MULTITASKER

When you are travelling, you can expend 2 improvisation points at the start of each day of journey to choose two actions to perform during the journey instead of one. For example, you could keep watch and make a map, or scavage for food and keep watch.

PUFF OF SMOKE

As a bonus action, you can expend 1 improvisation point to take the Disengage action.

QUICKDRAW

You can expend 1 improvisation point to draw or stow an additional weapon as part of your movement on your turn.

Once you have expended 3 improvisation points for this improvisation, you cannot expend any more points for it until the start of your next turn.

REACH FOR IT

When you would make an attack, you can expend 2 improvisation points to extend the distance of your attack. If you are making a melee weapon attack, your reach for the attack increases by 5 feet. If you are making a ranged weapon attack, your short range for the attack increases by 20 feet (to a maximum of the long range of the attack).

RIPOSTE

When a creature misses you with a melee weapon attack, you can expend 2 improvisation points to make a melee weapon attack against that creature as a reaction.

SLIP THROUGH

You can expend 3 improvisation points as a bonus action to nimbly move between hostile creatures. Until the end of your turn, you can move through the space of a hostile creature without provoking opportunity attacks or needing to make an ability check.

SOFT LANDING

When you would take damage from falling, you can use your reaction to expend 1 or more improvisation points to reduce that damage. The damage you take from fall is reduced by 1d6 for each improvisation point you expend (up to a maximum of 10 points). If you expend 1 or more improvisation points in this way, you are not knocked prone by the fall and land standing.

SOFT SPOT

When you make an unarmed strike, you can expend 1 or more improvisation points to target softer regions. The attack deals an additional 1d6 bludgeoning damage for each improvisation point expended (up to a maximum of 5d6 additional damage). You cannot use this feature if you have disadvantage on the attack roll.

TRIP

When you hit with a weapon attack, you can attempt to trip the target. Expend 1 improvisation point to force the target to make a Strength saving throw. On a failed save, the target falls prone.

WHEN ALL YOU HAVE IS A HAMMER

When you make an attack with an improvised weapon, you can expend 1 improvisation point to become proficient with improvised weapons until the end of your next turn.

WINK

As a bonus action, you can expend 1 improvisation point and choose a creature that can see you within 30 feet of you. The target must succeed on a Wisdom saving throw or become charmed by you until the end of the creature's next turn.



MECHANIC

Wiping grease on a cloth dirtier than her hands, a gnome chuckles to herself as her pet roars to life, steam pouring from its exhaust, gears grating in a slew of sparks, as her little creation takes its first tottering steps into the sunlight.

A dwarf flicks a switch on the side of the vast firearm he precariously hefts to his shoulder and watches as laughter turns to fear in the eyes of his enemies, before they are turned to ash as the powerful mirrors inside the device produce a beam of blazing sunlight.

Locked in the dark and dingy confines of her personal workshop, a human grits her teeth as she tightens the bolts affixing the metal arm she has crafted to her shoulder. She flexes the fingers, enjoying the feeling of strength it gives, before checking the lock on the hidden compartment inside.

A mechanic is a master of technology. Taking joy in the crafting and design of all manner of new mechanical wonders, a mechanic uses their intellect to create devices to aid them inside and outside of combat.

MINUTE ATTENTION

Mechanics devote their lives to handling unstable and often dangerous technology, and to have survived in such pursuits for any length of time requires a meticulous focus and attention to every tiny detail that could go awry. Whilst many mechanics are eccentric and esoteric outside of the workshop, inside most develop a devoted focus that blocks out everything else.

This intimate eye for detail serves the mechanic in their wider life, as they will often dissect any situation or argument placed against them with the same rigorous focus they bring to their craft. Often times, this will lead mechanics to see details others miss, sometimes leading them to bear grudges for mistakes others didn't even notice had occurred.

PASSION AND INVENTION

Few words describe most mechanics quite as well as the term "passionate". If a mechanic is invited to talk about their creations, either intentionally or otherwise, they will disappear down a rabbit hole which can lead to hours of rambling discussion about the wonders they have created and the theory behind it.

Although every mechanic will work on many different great works in their lives, most have at least one work which is particularly close to their hearts, a speciality which gets them fired up even more than any other invention and which they will keep returning to, incessantly working on and improving as their own crafting skills improve.

Yet just as mechanics have a favourite contraption they will often return to, they are also devoted to invention, and will revel at the idea of crafting something totally new and unlike anything that has existed in the world before. Mechanics will frequently spend time drawing up blueprints for new weapons, armor, and wondrous contraptions, hoping to find the materials to turn these wild fantasies into concrete reality.

As a mechanic character, work with your DM to determine how much freedom you have in creating new inventions, and what time and resources you will need to turn these ideas into reality.

THE MECHANIC

Level	Proficiency Bonus	Features	Mechanic Tricks
1st	+2	Expertise, Jargon, Mechanic Speciality	—
2nd	+2	Mechanic Tricks, Stable Touch	2
3rd	+2	Kick into Overdrive, Mechanic Speciality feature	2
4th	+2	Ability Score Improvement	2
5th	+3	Rapid Repair	3
6th	+3	Mechanic Speciality feature	3
7th	+3	Expertise	4
8th	+3	Ability Score Improvement	4
9th	+4	Overload	5
10th	+4	Mechanic Speciality feature	5
11th	+4	Enhance Performance (1 use)	6
12th	+4	Ability Score Improvement	6
13th	+5	Override	7
14th	+5	Mechanic Speciality feature	7
15th	+5	Enhance Performance (2 uses), Remote Control	7
16th	+5	Ability Score Improvement	8
17th	+6	Enhance Performance (3 uses), Remote Control improvement	8
18th	+6	Critical Override	8
19th	+6	Ability Score Improvement	9
20th	+6	Master Mechanic	9

CREATING A MECHANIC

The central question to answer when creating your mechanic character is this: where does my passion come from? Whether it be a teacher who instilled you with passion, a book you read on the wonders modern technology may one day produce, or some other source, every mechanic's journey begins with something that ignites the spark of passion in them to give them the drive they need to push on through trials and mistakes until they can learn to master steam and steel.

You should also question why you left the comfort of your workshop to set out on the life of the adventurer. Whether it was in search of some rare mineral, secret blueprint, or a master to teach you, or whether it was driven by any of the many reasons that adventurers choose to adventure, something has drive you to leave the comforts of home behind for a life lived on the edge.

QUICK BUILD

You can make a mechanic quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution or Dexterity (or Strength, if you plan to choose the melee variant of the Weaponsmith Speciality). Second, choose the sage background.

CLASS FEATURES

As a mechanic, you have the following class features.

HIT POINTS

Hit Dice: 1d8 per mechanic level

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

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per mechanic level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, sidearms, longarms, hand crossbows, longswords, rapiers, shortswords

Tools: Tinker's tools, one artisan's tools of your choice

Saving Throws: Constitution, Intelligence

Skills: Choose three from Arcana, Athletics, History, Insight, Investigation, Medicine, Nature, Perception, Piloting, Sleight of Hand, Technology

EQUIPMENT

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

- (a) a hunting rifle, (b) a musket, or (c) any sidearm
- 1 full set of ammunition for the firearm chosen above.
- (a) tinker's tools or (b) any other artisan's tools
- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- Leather armor and a dagger

EXPERTISE

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with one artisan's tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 7th level, you can choose two more of your proficiencies (in skills or with artisan's tools) to gain this benefit.

JARGON

You know Jargon, the semi-secret language of mechanics and technical experts throughout the world. You can speak Jargon, and you can use it to write and decipher blueprints and instruction manuals which are incomprehensible to those who do not understand it. Jargon can communicate intricate details of engineering and machinery in half the time it would take to explain in normal conversation, but takes four times as long to express any other concept.

Jargon conversation draws upon whatever languages the speakers' have in common, but it is so laden with technical vocabulary that it is sounds like jibberish to those who do not know Jargon, even if they speak the languages on which it draws, and Jargon itself can supercede other language barriers.

MECHANIC SPECIALITY

Choose one speciality for your greatest invention: Drone, Weaponsmith, or Self-Augmentation. Each speciality is detailed at the end of the class description. Your choice grants you features at 1st level and again at 3rd, 6th, 10th, and 14th level.

MECHANIC TRICKS

From intimate knowledge of machinery to odd technological trinkets stored about your body, you have acquired a body of tricks to surprise your enemies and foil the barriers placed in your path.

At 2nd level, you gain two mechanic tricks of your choice. Your trick options are detailed at the end of the class description. When you gain certain mechanic levels, you gain additional tricks of your choice, as shown in the Mechanic Tricks column of the Mechanic table.

Additionally, when you gain a level in this class, you can choose one of the tricks you know and replace it with another trick that you could learn at that level.

MECHANICS AND CUSTOM INVENTIONS

The mechanic class does not contain specific rules for creating new gadgets or interesting technologies, in contrast to the *Unearthed Arcana* Artificer class. This is an intentional design decision, not to limit the creative capacities of the mechanic, but to provide freedom for players and DMs to cooperate in creating the wondrous inventions the mechanic creates.

Whilst a player can create and play a mechanic without needing to design custom inventions, part of the joy of the class is providing a space in which such custom inventions can be created.

Typically, if a player wishes to create a new invention, they should bring their concept to the DM. This may be based upon an existing weapon or gadget, or it may be entirely original. In either case, the DM should then decide how to create rules for this item which satisfy the vision of the player whilst not unbalancing the game, and determine how much time and resources will be required of the PC to actually create the item.

Once a player has acquired the resources they need, they should be able to continue working on the item at any time when they have the necessary resources and equipment available, until it is finished.

The DM may frequently require artisan's tools checks to be made in the process of completing the invention. For inspiration in how to rule these checks, please consult the "Crafting" section under Gadgets above. Typically, every invention should involve either an Intelligence (Tinker's Tools) or a Dexterity (Tinker's Tools) check at some point in its creation.

Some mechanic tricks require a creature to make a saving throw to resist their effects. The saving throw DC is calculated as follows:

Mechanic Trick save DC = 8 + your proficiency bonus + your Intelligence modifier.

STABLE TOUCH

Starting at 2nd level, familiarity with technology allows you to stabilise gadgets you control. When you fail an overdrive check, you can add your Intelligence modifier to that roll (a minimum of +1), potentially changing the result.

You can use this feature twice. You regain expended uses when you finish a long rest.

KICK INTO OVERDRIVE

Starting at 3rd level, you can push any piece of technology to its limits, increasing its effect but risking its destruction. Whenever you are in contact with a firearm, explosive, vehicle, or any other technological appliance that is not a gadget, you can use your bonus action to force it into overdrive.

When you force a device into overdrive with this feature, it gains the following benefits:

- Any range, radius, or area of effect of the technology increases by a number of feet equal to 5x your Intelligence modifier (a minimum of 5 feet).
- Any DC associated with the device increases by 2.
- Any damage the device deals increases by 1 die.
- Any speed the device has increases by 5x your Intelligence modifier feet (a minimum of 5 feet).

The DM may also choose to allow other properties of the device to increase.

When you make use of the device (such as by firing a firearm), the device takes damage, or you take damage while in contact with or using the device, you must roll an overdrive check (see Gadgets above).

The X value for such a device's overdrive is equal to 10 – your Intelligence modifier (a minimum of 1). When you roll an overdrive check and roll less than that score, the device breaks and ceases to function until it is properly repaired. For example, if you had an Intelligence score of 16 (+3) and rolled a 6 on your overdrive check, 6 is less than 7 (10 – 3), so the device would break.

The overdrive check occurs prior to the use of the device. If you fail an overdrive check when throwing an explosive, that explosive detonates with its overdrive effect on you.

Outside of combat, you can attempt to repair the device. This typically requires one or more successful Intelligence (Tinker's Tools) or Dexterity (Tinker's Tools) checks, resources worth half the total gp value of the device, and a number of hours equal to the full gp value of the device.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

RAPID REPAIR

At 5th level, you learn to fix a broken device on the fly. If a technological device you are using broke because of a failed overdrive check in the last 10 minutes, you can use your bonus action to attempt to repair that device. Make an Intelligence (Tinker's Tools) check (DC equal to 10 + the X value of the device's Overdrive feature).

On a success, you repair the device, but the X value of the device's overdrive increases by 2 until you spend at least 30 minutes finalising the repairs (you can make these fixes as part of a long rest). On a failure, the device is broken beyond an easy fix and requires more substantial repair.

Any given device can only be repaired with this feature once between each long rest.

OVERLOAD

Starting at 9th level, you can use your familiarity with technology to forcefully overload a technological appliance. As an action, you can touch one firearm, explosive, gadget, or other technological device within your reach.

If the device is held by a creature, that creature must succeed on a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Intelligence modifier). On a failed save, or if the target is not held by a creature, the targetted device is disabled until the end of your next turn.

Disabling a mechanical lock in this way does not cause it to open, but prevents anyone from opening it until the end of your next turn.

Steamborn, drones, robots, constructs, and other technological creatures, as well as technological devices with a size larger than yours, are immune to this effect.

Once a device has been successfully overloaded, a residual static charge prevents the device from being overloaded again for 1 minute.

ENHANCE PERFORMANCE

At 11th level, you learn to use technological enhancement to improve the armor and weapons. You can use a bonus action to rig one nonmagical suit of armor or weapon you touch with technological enhancements and grant the following benefits.

Armor. The armor grants a +1 bonus to AC. This benefit lasts for 1 hour.

Weapon. The weapon gains a +1 bonus to attack and damage rolls. This benefit lasts for 1 hour.

Once you have used this feature, you can't do so again until you finish a short or long rest. When you reach 15th level, you can use this feature twice times between rests, and when you reach 17th level, you can use this feature three times between rests.

OVERRIDE

Starting at 13th level, you can use your Overload feature to target steamborn, drones, robots, constructs, and other technological creatures. As an action, you touch one technological creature. That creature must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Intelligence modifier) or be stunned until the end of your next turn.

If a creature targetted by this effect fails its saving throw by 10 or more, it is not stunned, and you can instead dictate that creature's actions until the end of your next turn, although you cannot force it to take any action which would cause harm to itself.

Once a creature makes a saving throw against this feature, you cannot target that creature again with this feature for 24 hours (whether or not it succeeds its saving throw).

REMOTE CONTROL

At 15th level, you develop a small gadget that allows you to control technological devices from a distance. As a bonus action, target one firearm, explosive, gadget, vehicle, or other technological device within 30 feet of you which no other creature is holding or using. For 1 minute, you can control that device as if you were holding it.

You can only control one device at a time with this feature.

When you reach 17th level, the range of this feature increases to 60 feet, and you can control two devices simultaneously with this feature.

CRITICAL OVERRIDE

Starting at 18th level, your control over devices subjected to your Overload and Override features increases.

When a technological device is subjected to your Overload feature, you can choose to trigger one of the device's properties instead of disabling it. For example, you could force a mechanic lock to open or an explosive to detonate.

When a technological creature fails its saving throw against your Override feature, it is not stunned, and instead you can dictate its actions until the end of your next turn. You cannot dictate actions which would cause harm to the creature itself.

When you target a creature with your Override feature, you can attempt an Intelligence (Technology) check to override it without locking yourself out. The DC of this check is 8 + the CR of the creature (or half the level of the creature, if it doesn't have a CR). On a success, the creature does not become immune to your Override effect because of that use of the feature.

You can attempt this check a number of times equal to your Intelligence modifier (a minimum of once), and you regain expended checks when you finish a long rest.

MASTER MECHANIC

At 20th level, your familiarity with and control over technology reaches maximal levels.

When you fail an overdrive check, you can choose to succeed on that check instead. Alternatively, when you fail a check to repair a gadget or technological device which is broken, you can choose to succeed on that check instead.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain expended uses when you finish a short or long rest.

MECHANIC SPECIALITIES

A mechanic's speciality represents the very height of their mechanical mastery and inventive genius, a masterpiece that they will continue to work on and perfect for the duration of their mechanic career. Each mechanic's masterpiece is unique, a self-expression of the maker's identity and philosophy of design, but they typically fall into one of three categories, detailed below.

DRONE

Intrigued by life in all of its diversity and intent upon replicating its powers by mechanical means, your specialisation is in the construction of an independently powered drone. Some mechanics of this speciality see their drone as merely a tool, but for most it is more like a pet, frequently doted on and often named and programmed with a range of adorable mannerisms.

DRONE CHASIS

At 1st level when you choose this speciality, you build your drone. If your drone is ever slain, you can repair it or rebuild it from scratch with 8 hours work and 25 gp worth of material components.



DRONE FEATS

If you are using the Feats optional rule, you can choose to let your drone take a feat instead of increasing its ability scores as usual.

A drone cannot gain an ability score which allows it to or requires it to do anything it cannot presently do. For example, a drone cannot gain weapon proficiencies unless it has the *Utility Arm* mod; a drone cannot cast spells unless it has the *Weave Core* mod.

If you want to give your drone a feat, first consult with your DM whether it is possible for your drone to use that feat.

When you build your drone, you choose a chasis for it: **combat drone**, **scout drone** or **transport drone**. Your drones base statistics are determined by its chasis, and these are given at the end of the class description.

Your drone does not need to eat, sleep, or breathe. The drone has an internal battery, which has 20 charges, and it uses 1 charge per day of activity. It can be recharged like a gadget (see *Gadgets*).

In addition, your drones abilities and game statistics are determined in part by your level.

Your drone uses your proficiency bonus rather than its own.

In addition to the areas where it normally uses its proficiency bonus, your drone also adds its proficiency bonus to its AC and its damage rolls. Your drone becomes proficient with all saving throws.

For each level you gain after 1st level, your drone companion gains an additional hit die and increases its hit points accordingly.

Whenever you gain the Ability Score Improvement class feature in this class, your drone can also increase its abilities. Your drone can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1 each. As normal, your drone can't increase an ability score above 20 using this feature.

DRONE AI

Also at 1st level, you equip your drone with a basic artificial intelligence. Your drone obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your drone attempts to continue to act in line with your previous orders.

Your drone gains proficiency in two skills of your choice.

Your drone's artificial intelligence is a programmed system, and does not function like a normal mind. Its thoughts cannot be detected or read, and it is immune to control from spells which influence the mind, such as *command* or *suggestion*.

You can choose whether your drone's AI is purely functional, or whether it is programmed with a personality. If it has a personality, you can choose an alignment for the drone as well as a personality trait, ideal, and flaw, and any number of additional quirks. Its bond is always "I will always serve and protect my creator" unless you choose to give it a different one. (Doing so may complicate your relationship with your drone.)

When choosing quirks for your drone, you may choose your own, or roll on or select from the table below.

DRONE QUIRKS

d6 Quirk

- 1 The drone makes chirping sounds to imitate speech and attempt to communicate.
- 2 Your drone cannot sit still, and always scuttles (or floats) around in place.
- 3 Your drone is attracted to a particular color or to shiny objects, and will always chase after such things.
- 4 Your drone is programmed with the personality and mannerisms of a cat, dog, or similar animal.
- 5 Your drone makes a whining noise when you try to leave it behind.
- 6 Your drone is very social, and will try and approach new people.

BASIC MODS

At 3rd level, you can upgrade your drone with modifications. You can choose two mods, which must be Basic Mods and must have the *drone* or *all* tag. Your Mods options are detailed at the end of the class description.

Your drone gains the benefits of any mod you apply to it.

Each time you gain a level in this class, you can rebuild the mods on your drone, replacing one mod currently applied to it with another. The replacement mod must be of the same level (either Basic or Advanced) as the replaced mod, and it must have the *drone* or *all* tag.

When you reach 7th level, you can attach a third Basic Mod to your drone.

COORDINATED ATTACK

Starting at 6th level, you and your drone form a more effective fighting team. When you use the Attack action on your turn, if your drone can see you, it can use its reaction to make a melee attack.

If your drone doesn't have an attack option, it can instead use its reaction to grant you advantage on your attack roll by distracting your target.

ADVANCED MODS

At 10th level, you can attach more advanced modifications to your drone. Choose one mod, which must be an Advanced Mod and must have the *drone* or *all* tags, and apply it to your drone.

When you reach 17th level, you can apply an additional Advanced Mod to your drone.

ADVANCED AI

Beginning at 14th level, your drone's artificial intelligence is significantly improved. Your drone gains proficiency with two skills or tools of your choice. Your drone can only choose a tool proficiency if it has some means of using that tool (such as the *Utility Arm* mod).

Each of your drone's mental abilities scores increases to 10 if it is currently less than 10. Your drone also learns to speak all languages that you can speak.

Your drone can take the Help action on its turn as a bonus action, as long as it is helping you.

While your drone is within 5 feet of you and is not incapacitated, if you attempt an ability check other than with the Athletics or Acrobatics skills, you can choose to use your drone's modifier for that skill if it is higher.

Lastly, while your drone can see you, it has advantage on all saving throws.

WEAPONSMITH

Amongst the more trigger-happy of mechanics, your specialisation is an advanced and heavily customised weapon. For you, combat is the way to see through the many masks that people wear to the true heart within, and your weapon is therefore the ultimate expression of your own personality and philosophy. Your weapon is to you both an extension of yourself and your greatest masterpiece, constantly improved yet often keeping many old ticks which have acquired something of a sentimental value for you.

BONUS PROFICIENCIES

Starting at 1st level when you choose this speciality, you gain proficiency with all armor and martial weapons.

WEAPON FORM

At 1st level when you choose this speciality, you craft your speciality weapon. This weapon can take one of two forms, either melee or ranged. The appearance of your weapon is largely at your discretion.



Melee Weapon. Your speciality weapon is an oversized and mechanically enhanced greataxe, greatsword, lance or maul. It has the heavy, reach and two-handed properties, and deals either 2d6 or 1d12 damage (your choice when you build the weapon).

The damage your weapon deals depends on its form: slashing for axe or sword, piercing for lance, bludgeoning for maul.

Ranged Weapon. Your speciality weapon is an oversized and mechanically enhanced longarm. It has the ammunition (range 200/800), heavy, reload (20 shots), and two-handed properties.

Your weapon uses charges as ammunition: it starts with 60 charges, and regains 3d20 charges when you finish a long rest. The weapon shoots blasts of energy when fired. When you build the weapon, you can choose whether it deals 2d6 or 1d12 damage, and whether the damage it deals is force or radiant damage.

Whatever form you choose, other creatures must succeed on an Intelligence (Technology) check to use your speciality weapon (DC equal to 8 + your proficiency bonus + your Intelligence modifier).

ENHANCE FORCE

Also at 1st level, you upgrade your speciality weapon with special tricks to outwit your enemies in combat.

You gain a number of Enhancement Points equal to your level, which you can expend to use your Enhance Focus options. You regain expended points when you finish a long rest.

Choose two of the following Enhance Force options, which you can use. You gain an additional Enhance Force option at 14th level.

Some Enhance Force options require the target to make a saving throw. The saving throw DC is calculated as follows:

Enhance Force save DC = 8 + your proficiency bonus + your Intelligence modifier.

You cannot apply more than one Enhance Force option to a single weapon attack, unless stated otherwise.

Beam Shot (Ranged only). Instead of one of your attacks, you can fire an energy beam from your ranged speciality weapon. Expend 3 Enhancement Points. Each creature in a line 200 feet long, 5 feet wide, starting from you, must make a Dexterity saving throw or take the damage of your speciality weapon.

Cleave (Melee only). When you hit a creature with your melee speciality weapon, you can attempt to strike through it to other creatures within reach. Expend 1 or more Enhancement Points. For each Enhancement Point expended, you can target one creature within your reach. If the original attack roll would have hit that creature, that creature also takes the damage for your speciality weapon.

Energy Pulse. When you hit with your speciality weapon, you can expend 1 Enhancement Point. The damage for the attack becomes your choice of cold, fire, lightning, or radiant, and the attack deals an additional 1d6 damage of that type.

Exhaust Burst. As a bonus action, you can expend 1 Enhancement Point to release a burst of exhaust smoke from your speciality weapon, which functions exactly as a *fog cloud* spell (no concentration required).

Explosive Shot (Ranged only). When you make an attack roll with your ranged speciality weapon, you can expend 1 Enhancement Point to grant your weapon the *explosive* property for that shot.

Heavy Speciality. When you roll a 1 or 2 on your damage dice with your speciality weapon, you can expend 1 Enhancement Point to reroll all 1s or 2s you rolled on those damage dice, but if you do so, you must use the new roll.

You can use this option even if you have used another Enhance Force option on this attack.

Rapid Blows. If you used the Attack action this turn, you can expend 1 Enhancement Point to make a weapon attack as a bonus action.

Savage Attack. When you roll a 20 on your attack roll with your speciality weapon, you can expend 1 Enhancement Point to deal an additional die of damage with that attack.

Seismic Blow (Melee only). When you hit with your melee speciality weapon, you can expend 1 Enhancement Point to force the target to make a Strength saving throw. On a failed save, the target takes an additional 1d6 bludgeoning damage and is knocked prone.

BASIC MODS

At 3rd level, you can upgrade your weapon with modifications.

You can choose two mods, which must be Basic Mods and must have the *weapon* or *all* tag. Your Mods options are detailed at the end of the class description.

You gain the benefit of mods applied to your weapon while you carry your weapon, hold it, or attack with it.

Each time you gain a level in this class, you can rebuild the mods on your weapon, replacing one mod currently applied to it with another. The replacement mod must be of the same level (either Basic or Advanced) as the replaced mod, and it must have the *weapon* or *all* tag.

When you reach 7th level, you can attach a third Basic Mod to your weapon.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the attack action on your turn using your speciality weapon.

ADVANCED MODS

At 10th level, you can attach more advanced modifications to your weapon. Choose one mod, which must be an Advanced Mod and must have the *weapon* or *all* tags, and apply it to your weapon.

When you reach 17th level, you can apply an additional Advanced Mod to your weapon.

DEADLY FORCE

Beginning at 14th level, you can imbue your speciality weapon with deadly force. When you make an attack with your speciality weapon, you can expend up to 3 Enhancement Points to increase the power of the attack. You gain a +1 bonus to attack and damage rolls for each Enhancement Point spent, and the attack deals an additional 1d6 damage of the weapon's damage type for each point spent.

SELF-AUGMENTATION

Whether driven by some transhumanist philosophy, an obsessive desire for self-improvement, or simply a fascination with the workings of the human body and the use of synthetic augmentations, your speciality is in building mechanical apparatus into your own body, improving your physical and mental powers with mechanic implants. To you, each and every modification you apply to yourself is like a treasured tattoo, each there for a reason, each telling its own story and with its own special meaning to you. You are your own canvas and your own greatest masterpiece.

CYBERNETIC IMPLANTS

At 1st level when you choose this speciality, you have upgraded your body with mechanical augmentations. Choose two of the following augmentation options.

Brass Claws. You have brass claws embedded in your fingers, which function as a natural weapon. You can use these claws to make unarmed strikes. You have proficiency with attacks made with the claws, which are melee light weapons that deal 1d4 piercing damage on a hit.

Brass Plating. Your AC when you are not wearing armor is equal to 10 + your Dexterity modifier + your Intelligence modifier. You can carry a shield and still gain this benefit.



Hideaway Limb. You can only choose this option if you have the Mechanical Legs or Pneumatic Arm option. Your synthetic limb includes a storage space. This space can fit a dagger or similarly sized object in an arm, or a sidearm, shortsword, or similarly sized object in a leg. The storage space requires a successful Intelligence (Investigation) check for any creature other than you to find (DC equal to 8 + your proficiency bonus + your Intelligence modifier).

Lung Adaptation. You add your Intelligence modifier to the number of minutes you can hold your breath without starting to suffocate (a minimum of +1). You have advantage on saving throws against poison or disease transmitted by gas.

Mechanical Legs. Your legs are enhanced with pistons to improve your movement. Your base walking speed increases by 10 feet.

Pneumatic Arm. One of your arms is replaced with a pneumatic mechanical arm. You spend 1 minute to painlessly detach this arm from its socket or reattach it to your shoulder. You cannot be disarmed of weapons that you are holding in this arm. When you make a Strength (Athletics) check using only this arm (such as arm-wrestling or shoving an opponent), you make that check with advantage.

Throat Modulator. A modulator in your throat allows you to alter your voice. If you activate the throat modulator, a creature must make a successful Wisdom (Perception) check to determine that the voice is not your own (DC equal to 8 + your proficiency bonus + your Intelligence modifier). A creature has advantage on this check if you are attempting to emulate the voice of a creature it knows.

COGNITIVE ENHANCER

Also at 1st level, you craft a miniaturised data bank, calculator, and artificial intelligence, augmented by magic and attached to your own brain. This cognitive enhancer improves your mental faculties.

At the end of each long rest, choose two languages, skills, or tools to program in your cognitive enhancer. Until you finish a long rest, you gain proficiency with those languages, skills, or tools.

BASIC MODS

At 3rd level, you can upgrade yourself with cybernetic modifications. You can choose two mods, which must be Basic Mods and must have the *self* or *all* tag. Your Mods options are detailed at the end of the class description.

You gain the benefit of mods applied to yourself.

Each time you gain a level in this class, you can rebuild the mods on yourself, replacing one mod currently applied with another. The replacement mod must be of the same level (either Basic or Advanced) as the replaced mod, and it must have the *self* or *all* tag.

When you reach 7th level, you can attach a third Basic Mod to yourself.

AUGMENT OVERDRIVE

Starting at 6th level, you can push the augmentations flowing through your body into overdrive. As a bonus action, you can enter an overdrive state. This overdrive lasts for 1 minute or until you end it as a bonus action.

While you are in this overdrive state, you have resistance to bludgeoning, piercing, and slashing damage, and you gain a bonus to all attack rolls and ability checks equal to your Intelligence modifier (a minimum of +1).

Each time you take damage or make an attack roll, ability check, or saving throw while in this overdrive state, make an Overdrive check. If you roll less than or equal to 10 – your Intelligence modifier (a minimum of 1), your augmentations fail. You are stunned until the end of your next turn, and you cannot gain the benefits of your Cybernetic Implants feature or of any Mod applied to yourself until you finish a long rest.

You can trigger your overdrive a number of times equal to your Intelligence modifier (a minimum of once). You regain expended uses when you finish a long rest.

ADVANCED MODS

At 10th level, you can attach more advanced modifications to yourself. Choose one mod, which must be an Advanced Mod and must have the *self* or *all* tags, and apply it to yourself.

When you reach 17th level, you can apply an additional Advanced Mod to yourself.

RESILIENT AUGMENTATION

Beginning at 14th level, your entire body is threaded through with metal, granting you improved resilience. You gain proficiency in one saving throw of your choice.

In addition, when you would be reduced to 0 hit points, you can choose to drop to 1 hit point instead. Once you have used this feature, you cannot do so again until you finish a long rest.

MECHANIC TRICKS

Mechanic tricks are a combination of clever techniques and small gadgets and devices, allowing a mechanic to pull a few additional surprises out of the bag.

Your Mechanic Trick options are detailed below. If a Mechanic Trick has prerequisites, you must meet those prerequisites to learn it. You can learn a Mechanic Trick at the level you meet those prerequisites.

BAND-AID BULLET

You have developed a medical robot, small enough to be thrown, that can repair wounds on a creature. As an action, you can throw the robot up to 30 feet at a living creature that has 0 hit points. The robot stabilises that creature. The robot cannot repair undead or constructs.

You can't throw the robot again until you recover it from the creature it repaired.

BEFUDDLING GAS

Prerequisite: 13th level, emotional suppressant trick

You concoct a new poisonous gas to confuse the senses. As an action, you can throw a vial of this gas up to 60 feet. The vial shatters, releasing the gas to fill a 10-foot radius sphere centred on that point. Each creature in that sphere must succeed on a Constitution saving throw against poison or be affected by the gas.

An affected creature is subjected to the effects of a *confusion* spell, except that it makes Constitution saving throws instead of Wisdom saves at the end of each of its turns.

The effects of the gas last for 1 minute. You have one vial of the gas, and you concoct a new vial at the end of each long rest.

CAFFEINATED MIND

You are so full of caffeine and focussed on your work that you do not require sleep. You must still spend 4 hours in nothing more than light work to gain the benefits of a long rest.

COMMS UNIT

You have a pair of portable radios, which you designed. The comms units have a range of 120 feet. As a bonus action on your turn, you can speak a message into the comms unit. If the other comms unit is within range, any creature within 5 feet of either comms unit can hear your message, and a creature holding the other comms unit can reply.

The range of the comms unit is blocked by 1 inch of common metal or a thin sheet of lead, but can pass through most other barriers.



You can only have two comms units active at a time with this trick. You can give a comms unit to another creature, and other creatures can use the comms unit, although it must succeed on an Intelligence (Technology) check against your Trick save DC to do so if you don't show it how to use the comms unit first.

COMPACT DEFIBRILLATOR

Prerequisite: 13th level

You craft a small, portable defibrillator, which can detect the heartbeat of the creature it is attached to. You can use an action to install the defibrillator on a creature you can touch.

The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point as the defibrillator restarts the heart, and the charge of the defibrillator is expended.

Alternatively, if the defibrillator still has charge and the creature it is installed on is subjected to an effect that would kill it instantaneously without dealing damage, the creature drops to 1 hit point instead and that effect is negated, and the charge of the defibrillator is expended.

The charge of the defibrillator is expended if it is attached to a creature for 8 hours, as its constant monitoring of heart rate expends its charge.

You can only have one compact defibrillator at a time. The compact defibrillator recovers its charge at the end of a long rest.

DEFRACTION BEACON

Prerequisite: 13th level

You create a portable beacon that bends light around it. As an action, you or a creature you have taught to use it can activate the beacon, causing the creature to become invisible for 1 minute. Anything the creature is wearing or carrying is invisible as long as it's on the target's person.

Once you or another creature has used the beacon, it cannot be used again until you finish a long rest with it.

DEHYDRATED WATER

You have a sache of powder which, when exposed to air, creates water, but when disposed directly into liquid, causes that liquid to dry up. As an action, you can produce the powder, and choose either to create or destroy water.

Create Water. You can create up to 10 gallons of clean water in an open container within 5 feet of you. Alternatively, you throw the powder in the air and it falls as rain in a 30-foot sphere centred on you, extinguishing exposed flames in the area.

Destroy Water. You deposit the powder into up to 10 gallons of water in an open container within 5 feet of you, drying it up immediately. The powder is diluted and has no effect if it is deposited into a container holding more than 10 gallons of water. Alternatively, you can throw the powder in the air in a fog, destroying the fog in a 30-foot cube from you.

Once you have used either effect of the powder, it is used up, and you cannot produce a new batch until you finish a long rest.

DISTRACTING EXPLOSION

Prerequisite: 9th level

As a bonus action, you drop an explosive packet on the ground, producing a burst of a loud explosion, a cloud of smoke, and a distraction to let you slip away. You immediately move to an unoccupied space you can see within 30 feet of you.

You do not provoke opportunity attacks, and this movement functions as teleportation (you do not move through the space between you and the location you move to).

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

EMOTIONAL SUPPRESSANT

Prerequisite: 5th level

You concoct a chemical gas which suppresses strong emotions. You can use your action to throw a vial of this gas up to 60 feet, releasing the gas in a 20-foot-radius cloud from the point you throw it to. Each creature in the cloud must make a Constitution saving throw, and a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects.

You can suppress any effect causing the target to be charmed or frightened. For 1 minute, the effect is suppressed, after which any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. The indifference ends if the target is attacked or harmed by a spell, or if it witnesses any of its friends being harmed. After 1 minute, the creature becomes hostile again, unless the DM rules otherwise.

You have one vial of emotional suppressant at a time. Once you have used that vial, you cannot concoct another one until you finish a long rest.

FLASHLIGHT

Prerequisite: 5th level, pocket beacon trick.

You fire your pocket beacon over its usual limits, releasing a blinding flash. Choose one creature that you can see within 30 feet of you to make a Constitution saving throw. If it fails, the target is blinded for 1 minute. At the end of each of its turns, the target can make a Constitution saving throw, ending this effect on a success.

If you had your pocket beacon activated when you used this trick, it is deactivated after you use it. Once you use this trick, you cannot do so again until you finish a long rest.

FLOATATION BOOTS

Prerequisite: 9th level

Your boots have floats built in, which you can inflate with an action. While the floats are inflated, you can move across any liquid surface – such as acid, mud, snow, quicksand, lava or water – as if it were harmless solid ground (if you cross molten lava with these boots, you can still take damage from the heat). If you trigger the boots while you are submerged in a liquid, you float to the surface of the liquid at a rate of 60 feet per round.

The boots remain inflated for 1 hour. You can trigger the boots a number of times equal to your Intelligence modifier (a minimum of once), and you regain expended uses when you finish a long rest.

FONT OF KNOWLEDGE

Prerequisite: 17th level, mind palace trick

Your mental focus allows you to access lore you have stored away from wide reading on many topics. You can spend 10 minutes meditating to recover lore stored in your mind palace.

Name or describe a person, place or object. You call to mind a brief summary of the significant lore about the thing you named, as with the *legend lore* spell.

Once you have used this meditation, you cannot do so again until you finish a short or long rest.

FORCEFIELD GENERATOR

Prerequisite: 17th level

You create a device that can produce walls of pure energy. As an action, you can trigger the device and throw it up to 120 feet to a point you can see. The device creates a forcefield, which functions exactly like a *wall of force* spell, except that it is not magical and it doesn't extend into the Ethereal Plane.

The forcefield lasts for 10 minutes, or until you use a bonus action to press a button on the generator to deactivate it. Once you have used the generator, you cannot do so again until you allow it to recharge and finish a long rest.

JUMPJETS

You have small boosters attached to your boots. As a bonus action on your turn, you can triple your jump distance for 1 minute.

Once you have used this trick, you cannot do so again until you finish a long rest.

LAND MINE

Prerequisite: 9th level

You create a small land mine, which you can spend 1 minute to bury under topsoil within 5 feet of you. When a creature steps on the location where the land mine is buried, a fountain of churned earth and stone erupts in a 20-foot cube from that point. Each creature in that area must make a Dexterity saving throw, taking 3d12 bludgeoning damage on a failed save or half as much damage on a success. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

You can only have one land mine at time. Once a land mine has been triggered, you can create another one during a long rest. You can attempt to recover a land mine you had buried from the ground, but if you do so, you must succeed on a DC 12 Intelligence (Investigation) check, or you accidentally trigger the mine.

MESSAGE DRONE

Prerequisite: 5th level

You create a Tiny automaton which you can use to send a message to another creature. As an action, you speak a command to the automaton, specifying a location which you have visited and a recipient who matches a general description based only on externally visible characteristics. You also speak a message of up to twenty five words.

The automaton travels for 24 hours towards the specified location, covering about 50 miles.

When the automaton arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The automaton speaks only to a creature matching the description you gave. If the automaton doesn't reach its destination before the 24 hour period expires, the message is lost and the automaton returns to you, travelling 50 miles per day. If the automaton delivers its message, it then returns to you, travelling 50 miles per day.

If you are on a different plane of existence and the automaton cannot return to you, it returns to the point you sent the message from.

Once you have used this feature, the automaton breaks down, and you cannot use this trick again until you finish a long rest with the automaton on hand to repair.

MIND PALACE

You have a masterful technique to help you remember information. You gain proficiency in two skills, languages, or tools of your choice. If you choose one or more skill proficiencies, you must choose those proficiencies from: Arcana, History, Medicine, Nature, Religion, Survival or Technology.

If you gain proficiency in a language by this method, you can speak, read, and write that language.

SUCTION PADS

You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. However, if you end your movement upside down on a ceiling, you fall at the end of your movement.

PATCH-UP

You can use your action to quickly fix a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, or a leaking wineskin. If the break or tear is longer than 1 foot in any dimension, you must spend a further action on the following turns fixing the break or tear for each additional foot of length beyond the first, and you cannot take bonus actions or reactions until you finish fixing it. Once you have finished fixing it, you leave only a hairline trace of the former damage.

This repair lasts for 24 hours. If you do not properly repair the object in that time, the break or tear returns. You cannot use this trick to repair an object which broke due to a failed *overdrive* check.

Alternatively, you can quickly patch up a construct or other mechanical creature. You spend your action patching up a construct or mechanical creature that has less than its maximum hit points. It gains temporary hit points equal to $1d6 +$ your Intelligence modifier. These temporary hit points last for 1 hour, until the creature returns to full hit points, or until they are expended.

POCKET BEACON

You have a small but very bright lamp stored up your sleeve or down your boot. As an action, you can activate the lamp. The lamp has enough charge to last for 1 hour. While activated, it emits bright light in a 20-foot radius and dim light for an additional 20 feet.

The lamp has a mood lighting feature allowing you to choose the color of light emitted. Completely covering the lamp with something opaque blocks the light. You can turn the lamp off as a bonus action.

The lamp recharges by shaking it. Once you have used its full hour, the lamp cannot be used again until you spend 1 minute shaking the lamp.

SNAPCRACKERS

You throw a handful of small packets of gunpowder on the floor, which explode on impact. As an action, you can throw the snapcrackers at the feet of a creature within 30 feet of you. That creature must succeed on a Dexterity saving throw or take $1d6$ fire damage. In addition, the next attack roll against that creature made before the start of its next turn has advantage.

This damage increases by $1d6$ when you reach 5th level ($2d6$), 11th level ($3d6$), and 17th level ($4d6$).

You always have a supply of these snapcrackers on your person.

SPARE PART SERVANTS

You can construct a miniature helper from spare parts. You require a Tiny pile of nonmagical metallic materials to construct this helper, and it takes you 1 minute to do so. The helper is animate, becoming a creature under your control for 8 hours or until the creature drops to 0 hit points. The helper has the statistics of the *tiny servant* given in *Xanathar's Guide to Everything*.

As a bonus action, you can mentally command the creature if its within 120 feet of you. (If you control multiple creatures with this Trick, you can command any or all of them at the same time, issuing the same command to each one.) You decide what action the creature will take and where it will move during its next turn, or you can issue a simple, general command, such as to fetch a key, stand watch, or stack some books. If you issue no commands, the helper does nothing other than defend itself from hostile creatures. Once given an order, the helper continues to follow it until its task is complete.

When the helper drops to 0 hit points, it breaks apart into spare parts, and any remaining damage carries over to those parts, potentially destroying them beyond use.

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



STEADY HAND

Your familiarity with dangerous technology has taught you breathing techniques to stay your shaking hands. You can use your action to practice slow breathing. If you do, once in the next 1 minute, you can roll a d4 and add the number rolled to one ability check you make. You can roll the die before or after making the ability check, but must roll it before you know the result.

TRACKING BEACON

Prerequisite: 5th level

You have a tracking beacon, which you can use your action to attach subtly to an object or creature within 5 feet of you. A creature must succeed on an Intelligence (Investigation) check against your Trick save DC to find the hidden tracking beacon.

As long as the tracking beacon is attached to the creature or object, you always know the location of that creature or object, as long as you are on the same plane of existence as it.

When the tracking beacon is removed, it ceases to function. You can have one tracking beacon active at a time. At the end of a long rest, you can create a new tracking beacon from spare parts. If you create a new tracking beacon when you already have a tracking beacon attached to a creature or object, the old tracking beacon ceases to function and falls off.

MODS

Detailed below are your Mods options. Each mod specifies whether it is a Basic or Advanced Mod, and has either the *drone*, *weapon*, *self*, or *all* tag. A *drone* mod can be applied only to a drone, a *weapon* mode only to a weapon, a *self* mod only to yourself, or an *all* mod to any of the above. A mod which has two tags (such as *drone/self*) can be applied to both those specialties tagged.

Some mods specify other mod requirements. If a mod requires another mod, it can only be applied to an entity which already has that required mod. If the required mod is removed, the mod with the requirement ceases to function until it is returned.

Each mod can only be applied once to a creature, unless stated otherwise.



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ADAPTIVE ARMOR

Basic Mod (drone/self)

This mod grants the entity it is attached to resistance to elemental damage. When you take acid, cold, fire, lightning, or thunder damage, you can use your reaction to gain resistance to that damage, until the end of your next turn.

You can activate this mod a number of times equal to the Intelligence modifier of the mechanic who applied it (a minimum of once).

ANTIMAGIC PLATING

Advanced Mod (drone/self), requires Adaptive Armor mod

The attached entity gains resistance to magical influence. You have advantage on saving throws against spells and other magical effects.

AQUATIC ADAPTATION

Basic Mod (drone/self)

The attached entity is adapted for aquatic exploration. You have a swimming speed equal to your base walking speed, and if you require breathing, you can breathe both air and water.

The scout drone chassis instead gains a swimming speed equal to its base flying speed.

CLIMBING HOOKS

Basic Mod (drone, except Scout Drone/self)

The attached entity gains claws on its limbs that attach to walls. You gain a climbing speed equal to your base walking speed.

As a bonus action on your turn, you can plant the claws firmly in a solid surface you are standing against. The surface can be verticle or upside-down on a roof, and you can stand as normal. You cannot move or be moved until you use a bonus action to release the claws, or until the surface in which the claws are implanted is broken apart.

This mod cannot be applied to a Scout Drone chassis.

ENERGY SHIELD

Basic Mod (all)

This modification adds an emitter which can produce a reflective energy shield. You can use a bonus action to activate the energy shield. While the shield is activated, you gain a +1 bonus to AC and have resistance to force damage.

The shield lasts for 1 hour or until you deactivate it as a bonus action. While the shield is active, any creature that attempts to touch you will feel a slight resistance.

You can activate this mod a number of times equal to the Intelligence modifier of the mechanic who installed it (a minimum of once). You regain expended uses when you finish a short or long rest.

FINE-TUNING

Basic Mod (weapon)

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

FORCEFIELD

Advanced Mod (all), requires Energy Shield mod

When you active your Energy Shield mod, you instead gain a +2 bonus to AC, you gain a +1 bonus to saving throws, and you have immunity to force damage instead of resistance to it.

Repeated Application. You can apply this mod a second time to the same entity to further improve the forcefield. If you do, activating your Energy Shield instead grants you a +3 bonus to AC and a +2 bonus to saving throws.

FRICTIONLESS BEARINGS

Basic Mod (drone/self)

Your movement speed increases by 10 feet. If this mod is applied to the Scout Drone, it applies to its flying speed and to any additional speed provided by other mods.

HOLOGRAM PROJECTOR

Basic Mod (all)

This modification installs a hologram projector into the attached entity. You can use this hologram projector exactly as the image effect of the *minor illusion* cantrip. Your Intelligence functions as a spellcasting ability modifier for determining DC for this effect.

You can record footage with the hologram projector, which can then be played back instead of producing an image. This footage cannot be more than 1 minute long, but can include sound, such as speech. The footage is stored in the hologram projector for 1 year or until you record different footage with the projector.

The projection produced by the hologram projector is not a magical effect.

GRAVITY ENGINE

Basic Mod (weapon)

When you hit with a weapon attack, you can cause an implosion at the point of contact. The target of the attack takes an additional 1d8 bludgeoning damage, and each other creature within 20 feet of the target must succeed on a Strength saving throw or be pulled 15 feet towards the creature.

GRENADE LAUNCHER

Basic Mod (all)

This mod attaches a grenade launcher to the attached entity (see *Weapons* above). You are proficient with this grenade launcher. The grenade launcher comes loaded with a fragmentation grenade (see *Explosives*), but once this is fired, you must provide your own ammunition for it.

Wrist Launcher (Self only) If you attach this mod to yourself, the grenade launcher is mounted on your wrist, and does not have to be held in one of your hands. Your hand to which the grenade launcher is attached must be free to fire the grenade launcher.

IMPROVED FINE-TUNING

Advanced Mod (weapon), requires Fine-Tuning mod

You gain a further +1 bonus to attack and damage rolls with this weapon, in addition to the benefit granted by your Fine-Tuning mod (for a total +2 bonus to attack and damage rolls).

Repeated Application. You can apply this mod twice to the same weapon. On the second application, the benefit provided by this mod increases by +1.

KINETIC CHARGER

Advanced Mod (all)

This modification provides a charger for internal batteries powered by the attached entity's motion. As an action, choose a gadget, technological device, or drone which has an internal battery to attach to the kinetic charge. For every 10 minutes you move, the attached device regains 1 charge.

You cannot move the attached device more than 5 feet away from the entity with the kinetic charger. If this mod is in a weapon, it counts the movement of any creature carrying or holding the weapon instead of the movement of the weapon itself.

MULTIFORM

Basic Mod (weapon)

This mod allows you to improve your weapon to freely transform between different types of weapon. When you add this mod to your weapon, choose a set of parameters for your Weapon Form which are different to those you chose for your original weapon. For example, you may choose a ranged weapon when you previously chose melee, or you may choose a 2d6 lance where you previously chose a 1d12 axe.

As a bonus action on your turn, you can transform your weapon between this Weapon Form and the Weapon Form you chose when you first gained that feature.

NIGHT-VISION LENS

Basic Mod (all)

This modification provides a lens that allows you to see in the dark. You gain darkvision out to 60 ft. If you already have darkvision, your darkvision extends by 30 ft.

Night-Vision Sight (Weapon only) If you use this mod on a weapon, this mod is a sight attached to the side of the weapon, which you can look through. If you have the weapon lowered or stowed, you do not gain the benefits of this mod.

PRECISION TARGETTING

Advanced Mod (drone/weapon)

You score a critical hit with your weapon attack rolls when you roll a 19 or a 20 on the attack roll.

REFLEX TRIGGER

Advanced Mod (self/weapon)

When you are in danger, this mod injects adrenaline into your veins to increase your natural reflexes. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells.

In addition, you can a bonus to Initiative rolls equal to the Intelligence modifier of the mechanic who installed this mod (a minimum of +1), and you can't be surprised.

You can't gain the benefits of this mod when you are blinded, deafened, or incapacitated.

TARGET ASSIST

Basic Mod (weapon)

This mod provides an assistance in targetting a chosen creature. As a bonus action, choose creature you can see within 30 feet of you. For 1 minute or until you lose sight of that crature, when you hit that creature with an attack, you deal an additional 1d6 damage of the weapon's damage type. You do not gain this benefit if you had disadvantage on the attack roll.

You can use this feature twice. You regain expended uses when you finish a short or long rest.

Repeated Application. You can apply this mod up to 3 times to the same weapon. For each additional time you apply this mod beyond the first, the additional damage dealt increases by 1d6.

THERMAL LENSE

Advanced Mod (all), requires Night-Vision Lens mod

This modification provides a lens that can see infrared light frequencies. You have truesight out to 60 ft.

Thermal Sight (Weapon only). If you use this mod on a weapon, this mod is a sight attached to the side of the weapon, which you can look through. If you have the weapon lowered or stowed, you do not gain the benefits of this mod.

UTILITY ARM

Basic Mod (drone/self)

This modification attaches a robotic arm onto the attached entity. You gain an additional arm.

This arm can be used to carry objects weighing no more than 10 lbs., keeping your hands free. It can also be used to interact with objects, such as with the Use Object action.

The arm can carry and wield a weapon, although that weapon must weigh no more than 10 lbs.

If you attach this modification to yourself, you do not add your proficiency to attack rolls with weapons wielded in the utility arm, you do not add your ability modifier to the damage of the attack unless that modifier is negative, and you have a -5 penalty to attack rolls with that weapon. These penalties do not apply if this mod is applied to a drone.

Three-Weapon Fighting (Self only). If you hold a weapon in each of your hands and in your utility arm, and you use your bonus action to make an offhand attack, you can also make an attack with the weapon held in your utility arm as part of the same bonus action.



WEAVE CORE

Advanced Mod (drone/self)

This modification implants the entity it is attached to with a magical core, granting limited control of the weave. Choose one of: bard, sorcerer, warlock or wizard. You learn two cantrips of your choice from that class's spell list.

In addition, choose two 1st-level spells of your choice that have the ritual tag from that spell list. You can cast these spells as rituals.

When you learn these spells, choose either Charisma or Intelligence. That is your spellcasting ability for these spells.

Repeated Application. You can apply this mod again to a creature. If you do, the second time you apply this mod, you gain 1 additional cantrip from your chosen spell list, and you learn 1 spell of 3rd level or lower with the ritual tag from that spell list, which you can cast as a ritual.

WINGS / FLIGHT PACK

Advanced Mod (drone, except Scout Drone/self)

This modification attaches metallic wings to the attached entity. You gain a flying speed equal to your base walking speed.

This mod cannot be applied to a Scout Drone chassis.

Repeated Application. You can apply this mod a second time to the same entity. If you do, its flying speed increases by 30 feet.

DRONE COMBAT STATISTICS

The following section details the combat statistics for the different drone chassis available to the Mechanic *Drone* speciality.

COMBAT DRONE

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 19 (3d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	6 (-2)	8 (-1)	8 (-1)

Damage Immunities poison, psychic

Condition Immunities charmed, disease, exhausted, frightened, poisoned

Senses passive Perception 9

Languages understands the languages of its creator but cannot speak

Challenge 1/2 (100 XP)

Armor Plating. The combat drone's AC is equal to 14 + its Dexterity modifier (included above).

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage, and the target must succeed on a DC 13 Strength saving throw or be knocked prone (DC equal to 8 + proficiency bonus + Strength modifier).

Shoulder Turrets. *Ranged Weapon Attack:* +3 to hit, range 10/60 ft., one target. *Hit* 8 (2d6 + 1) piercing damage.

COMBAT DRONES AND MULTIATTACK

The combat drone presented here is as a Mechanic chassis, and therefore has its multiattack feature omitted. If you want a combat drone as a monster for an encounter, it should have the following modifications:

Challenge. The combat drone's CR is 2 (450 XP).

New Action: Multiattack. The combat drone makes two weapon attacks.

SCOUT DRONE

Small construct, unaligned

Armor Class 14

Hit Points 13 (3d6 + 3)

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

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	11 (+0)	11 (+0)	8 (-1)

Skills Investigation +4, Perception +4, Stealth +8

Damage Immunities poison, psychic

Condition Immunities charmed, disease, exhausted, frightened, poisoned, prone

Senses passive Perception 14

Languages understands the languages of its creator but cannot speak

Challenge 1/8 (25 XP)

Expertise. The scout drone adds double its proficiency bonus to its Investigation, Perception, and Stealth checks (included above).

Remote Camera. The drone's controller can use a bonus action to see through the scout drone's senses until the start of their next turn. If they do so, they have disadvantage on Perception checks involving the environment covered by their own senses but not those of the drone.

Actions

Active Camouflage. The drone turns invisible until it attacks or casts a spell.



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TRANSPORT DRONE

Large construct, unaligned

Armor Class 18 (plate)
Hit Points 28 (3d10 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	18 (+4)	6 (-2)	8 (-1)	8 (-1)

Skills Athletics +4

Damage Immunities poison, psychic

Condition Immunities charmed, disease, exhausted, frightened, poisoned

Senses passive Perception 9

Languages understands the languages of its creator but cannot speak

Challenge 1/2 (100 XP)

Covered Transport. The drone is a vehicle with space for 1 passenger and up to a chest's volume of luggage. When a passenger or luggage stored within the drone would take damage, that creature or object takes half the damage dealt to it (rounded down), and the drone takes the other half.

Expertise. The drone adds double its proficiency bonus to its Athletics checks (included above).

Sure-Footed. The drone has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Stomp. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

SPECIAL DRONE CHASIS

Each drone chasis presented here is designed to cover one of the three primary uses for a drone speciality: recon, combat, and transport, in that order. With the addition of Basic and Advanced mods, these three base models should be able to cover most drones that a mechanic character will want to create as their specialism.

Does this mean another chasis is impossible? Of course not. If you, as a player, want to design a drone which does not seem to be covered by the chasis and mods options presented here, discuss with your Dungeon Master what the best way of implementing this drone would be.

For example, your player may want to build an **Excavator Drone**, with a drill bit attack action and a burrowing speed.

The best way to implement this kind of drone would probably be a Transport Drone chasis with two further mods: a basic mod for a burrowing speed, and a mod for the drill bit that would be either basic or advanced dependent on how powerful a weapon the drill bit was. The drill bit mod would also grant the dron the *siege monster* ability.

If you cannot find a way to express your preferred drone in mods, discuss whether designing a new chasis to accomodate it would be helpful. As a general rule, no drone chasis should have a higher CR than 1/2.



ARTIFICER

Master craftsmen and inventors in both the magical and the mechanical, artificers are defined by their intensive rivalries and marvelous creations. Artificers already belong in many ways to the Steampunk world, with their focus on mechanical and magical invention well suited to such settings.

If you wish to play an Artificer character, rules for the class are available in *Unearthed Arcana: Artificer*.

MIXED DISCIPLINES

The place of an artificer will depend upon how magic and science interact in the world your DM has created.

Union of Science and Magic. If science and magic have grown up as sister disciplines, or at least found some space of common ground in which to develop together, artificers will be esteemed as masters of both arts.

Science versus Magic. In worlds where technology and magic are held to be in direct conflict, especially those worlds or nations in which magic is frowned upon, dangerous, or outlawed, the artificer will be frequently seen as a worrying eccentric toying with powers that should not be toyed with. The artificer's tendency to combine science and magic will be frequently judged and frequently feared.

WONDROUS INVENTION

If your artificer has a more technological bent, you can select gadgets instead of the magic items for your Wondrous Invention. At each level when you would gain the benefits of your Wondrous Invention feature, you can select from the following list of gadgets instead of the usual magic items provided by the feature.

- **2nd Level:** *active filter, heated gloves, night vision goggles*
- **5th Level:** *exoskeleton, fin suit, live translator, portable radar*
- **10th Level:** *flight suit, magna clamp, microscopic lenses, universal key*
- **15th Level:** *gravity charge, hoverboard, hydraulic boots, stabiliser gloves*
- **20th Level:** *disruption shield, jumpjets, tin hat, wingpack*

REPLICATE GADGET (ARTIFICER INFUSION)

If you are instead using the artificer rules from *The Artificer Revisted*, you have access to the **Replicate Gadget** Artificer Infusion. This functions exactly like the Replicate Magic Item infusion, with the following items at 1st, 12th, and 16th level:

- **Replicable Gadgets:** *active filter, exoskeleton, fin suit, heated gloves, live translator, night vision goggles, portable radar*
- **Replicable Gadgets (12th-Level Artificer):** *flight suit, gravity charge, hydraulic boots, magna clamp, microscopic lenses, stabiliser gloves, universal key*
- **Replicable Gadgets (16th-Level Artificer):** *disruption shield, hoverboard, jumpjets, tin hat, wingpack*

ARTIFICER SPECIALIST

If you are using the Artificer rules from *The Artificer Revisited*, you can choose the following specialist option at 3rd level.

MAGITECHNICIAN

A Magitechnician is a master at mixing magic and technology, creating advanced machines powered and sustained by magic. Among artificers, members of this subclass are adept at utilising gadgets and advanced technology.

TOOLS OF THE TRADE

By the time you adopt this speciality at 3rd level, you're deeply familiar with employing its tools.

Proficiencies. You gain proficiency with smith's tools and tinker's tools, if you don't already have them. You also gain those tools for free, the result of tinkering you've done as you've prepared to specialise. You also gain proficiency with all vehicles.

Crafting. If you craft a gadget, it takes you a quarter of the normal time, and costs you half as much of the usual gold.

MAGITECHNICIAN SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Magitechnician Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

MAGITECHNICIAN SPELLS

Artificer Level	Spell
3rd	<i>engine stutter, grease</i>
5th	<i>heat metal, pyrotechnics</i>
9th	<i>arcane power, tiny servant</i>
13th	<i>fabricate, overload</i>
17th	<i>animate objects, creation</i>

MAGITECH CONTRAPTION

At 3rd level, you manage to put together a complex magitech contraption of your own devising.

Whenever you finish a long rest and your tinker's tools are with you, you can form this magitech contraption in your hand. If you already have a magitech contraption from this feature, the first one immediately malfunctions and breaks.

When you create your contraption, choose whether you construct armor, an omnitool, a vehicle, or a weapon. Your contraption has the properties detailed below.

Armor. Your contraption is a chest piece that projects a forcefield to protect you from harm. While wearing this armour, a greater has AC equal to 10 + your Intelligence modifier + that creature's Dexterity modifier.

Omnitool. Your contraption is a complex device which can be used to assist you in various technical endeavours. As an action while holding the omnitool, you gain proficiency in one skill or tool of your choice for 1 minute. In addition, you add your Intelligence modifier (a minimum of +1) to any check you make with that skill or tool for the duration.

You can use your omnitool a number of times equal to your Intelligence modifier (a minimum of once). You regain expended uses when you finish a long rest.

Weapon. Your contraption resembles a technologically advanced weapon, powered by magical energy. Choose one melee martial weapon, sidearm or longarm. Your contraption has the properties of that weapon. You are always proficient with your contraption weapon, and you use your Intelligence modifier for attack and damage rolls with it.

If you choose a firearm, your contraption weapon does not require ammunition, and deals force damage instead of its usual damage type.

Once per turn, when you hit with an attack with your contraption weapon, you can deal additional force damage to the target equal to your Intelligence modifier (a minimum of 0).

Overdrive. Your magitech contraption has the Overdrive property, which you can trigger as a bonus action and which lasts for 1 minute. While in overdrive mode, an armor contraption grants you an additional +1 bonus to AC, an omnitool grants you an additional +1 bonus to all skill checks, and a weapon contraption grants you an additional +1 bonus to attack and damage rolls with the contraption.

Make an Overdrive check each time you take damage, and each time you use the omnitool to make a skill check or make an attack roll with the weapon contraption. If you roll less than or equal to 10 – your Artificer level (minimum of 1), the device breaks (see the *Overdrive* section for details).

(DE)STABILIZE DEVICE

At 6th level, your familiarity with the interplay between magic and technology allows you to use your magic to stabilise and unstabilise unstable technological devices. When you cast an artificer spell of 1st level or higher while touching a gadget or technological device, you can channel some of that magical energy into the device, causing it to stabilise. Any creature who makes an Overdrive check with that device before the start of your next turn gains a bonus to that check equal to your Intelligence modifier (a minimum of +1).

In addition, when a creature that you can see within 30 feet of you attempts to make an attack roll against you with a firearm, gadget, or technological device, you can use your reaction to magically disrupt the mechanism. The creature making the attack roll must make a Constitution saving throw against your spell save DC. On a failure, the device breaks as if the creature had failed an Overdrive check with that device, and the attack automatically misses. Once you have used this feature, you cannot do so again until you cast an artificer spell of 1st level or higher.

TECHNICAL SAVANT

By 14th level, your repeated failures and resultant explosions have made you hardy against technology going wrong. You gain resistance to fire, lightning and thunder damage.

In addition, your magitech contraptions are more advanced. The AC from your armor increases by 1, you gain a +1 bonus to all skill checks if you have your omnitool on your person, and you gain a +1 bonus to attack and damage rolls with your contraption weapon. This is in addition to any benefits given from putting your contraption in overdrive.

BARBARIAN

The life of a barbarian has long been one little touched by the trappings of civilisation, and though the cities may be shinier and the carts faster, many barbarian tribes continue to follow their ancient practices and roam their old nomadic domains, only taking advantage of the new technologies when something forged far away falls into their hands.

Yet the lives of the barbarians of the world have not gone wholly untouched with the changing of the world, as the relentless advances of the supercontinental empires of the world slowly bears down upon territories which were long left as wilderness, shrinking the ranges of the tribes year by year, till they are penned in enclosures or disappear altogether.

SHRINKING TERRITORIES

Much like native tribes conquered by foreign powers throughout history, many barbarian tribes find that lands which were once free and their own are now claimed by empires with distant kings, laws, and cities. These empires force the tribes out, by force of arms if necessary, to harvest the plentiful resources of the land and provide room for their rapid expansion.

This leaves the barbarian tribes without a home, and long nomadic people are forced to abandon the ranges they have travelled for centuries, hoping against hope to find some wilderness that the empires have not yet reached.

Those who cannot escape are often forced into enclosures, segregated from the "true" populations of the empires, forced to live sedentary lifestyles but denied the benefits these usually provide as they are viciously sidelined and oppressed.

Such enclosures are boiling pots for resentment against the empires that have stolen their ancestral homeland and killed their fathers, mothers, brothers and sisters, and while many of these tribesfolk are peaceful, those who are not are fuelled by a deep anger at the mistreatment their peoples have been forced under.

A SIMPLER WAY OF LIFE

For as long as they have been called such, barbarians have been those who shun the usual trappings of civilisation in favour of a simpler way of life, and this has never been more true than since the advent of the Age of Steam. Where city folk hurry about on business kept strictly to clock through streets crowded with smog, the barbarian worries only about the vast horizon, the next meal, and a safe place to lay down his head at night.

This simpler way of life gives the barbarian a clarity which those caught up in the trappings of the modern world are likely to lack. They rarely concern themselves with matters of high arcana or international law or the political climate of the times. They ask only for food to eat, a place to sleep, and a free sky to roam under. They understand the value of food, song, and, community, the truly important things in life.

A barbarian need not be simplistic, and many of the tribes maintain philosophy traditions to rival even the grandest ideas of the ivory towers. But they do not let such things take the joy from a good day.



BARBARIANS WITH BOOMSTICKS

For many barbarians, one exception stands to their general disdain of civilisation and its trappings – gunpowder. Fascinated by the ability to control and release explosions of such power and ferocity, some barbarians have chosen to embrace explosives and firearms in their search for ever greater strength.

These barbarians, who can take the Path of the Blunderbuss, master an unwieldy but fierce mode of firearms combat, focussed on getting up close to a creature and releasing a fierce explosion of fire and fury right into the creature's face. For these barbarians, the ferocity of an explosion is a natural extension of the rage of the barbarian, an untampered fury that burns up everything in its path.

Yet not all accept this path, and some tribes see the use of gunpowder as a heresy against the traditions handed down by the elders from long ago. They believe that relying on the strength of firearms is to forgo true strength in oneself, and see the use of such weapons as the chosen path of those too weak to fight with their own hands.

These barbarians follow the old ways of axe and blade, forswearing any use of explosives, firearms, or any other weapon which is "contrary" to the traditions of old.



PRIMAL PATHS

This expansion introduces the Path of the Blunderbuss, a Primal Path option available to barbarian characters at 3rd level.

PATH OF THE BLUNDERBUSS

Members of the Path of the Blunderbuss often claim that it represents some great spiritual journey, but for many, deep down, they just can't escape the love of things that go BOOM! Filled with the stench of gunpowder and slightly smouldering from the latest explosion, a barbarian of this primal path masters the use of heavy-duty firearms in close-quarters violence.

FLINT AND STEEL

Starting when you choose this path at 3rd level, you can use Strength instead of Dexterity for attack and damage rolls made with muskets, shotguns, and any firearm with the *heavy* property.

While raging, when you make a ranged weapon attack using Strength with a firearm, you gain the same bonus to the damage roll as if you had made a melee weapon attack. You can only gain this benefit if you are within 10 feet of your target.

POINT BLANK SHOT

Also starting at 3rd level, while you are raging you do not suffer disadvantage on ranged weapon attack rolls if a hostile creature is within 5 feet of you.

INNURED TO GUNPOWDER

Beginning at 6th level, you are innured to the explosive volatility of gunpowder. You cannot be deafened. While you are raging, you have resistance to fire damage.

When you reach 14th level, you have immunity to fire damage while raging, instead of resistance.

THUNDERING BLAST

Beginning at 10th level, you can cause an explosion of gunpowder in the barrel to unleash an especially destructive shot with your firearms. As an action while wielding a musket, shotgun, or any firearm with the *heavy* property, you can release an explosion in a 15-foot cone centred on yourself. Each creature in that area must make a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier), taking 2d8 fire damage and 2d8 thunder damage on a failed save, or half as much damage on a success. The explosion releases a boom audible out to 300 feet.

You can use this feature a number of times equal to your Constitution modifier (a minimum of once).

When you reach 18th level, the damage for this feature increases to 3d8 fire damage and 3d8 thunder damage.

VICIOUS SHOT

Starting at 14th level, when you hit with a ranged weapon attack with a musket, shotgun, or any firearm with the *heavy* property, you can deal 1 additional die of damage.

BARD

The bustling cities of the new world have proved fruitful ground for magical entertainers to practice their art, dazzling audiences greater than any they could once hoped to have met. With populations soaring and transport carrying people from all over the nation to see their favourite artists perform, a new age of music has begun to dawn, one in which the bard shines forth.

AGE OF AMPLIFICATION

The greatest change which the advances in technology have brought for the bard is the development of amplification, recording, and electric instruments.

All of these developments are still in a highly experimental phase, as electrical power is only just being discovered, and traditional instruments are still far more plentiful than electric ones.

RECORDS AND MUSIC BOXES

The advances of the Age of Steam has allowed the first developments of portable music to enter into the scene. While these devices are still incredibly rare, they are already beginning to shift the entertainment game that all bards play, as wealthy patrons begin to favour those who are willing and able to produce recordings for them to listen to in their own time and in the comfort of their homes.

Records, and the machines to play them, are the highest quality form of portable music, allowing bards in the most developed cities the chances to record their performances, capturing both the spoken lyric and the music of the song as played on the bard's personal instrument. These are incredibly rare and prized possessions, produced by only the most tech-savvy of bards to sell to their most devoted (and wealthy) fans.

More commonly available than records are music boxes, contraptions put together to play a song written by a bard when the handle of the music box is turned. These boxes do not record music, but simply play it from a contraption within the box. They are therefore less favoured by those who are able to afford records, but are frequently bought by those with a little less wealth to spare, or as gifts for children.

AMPLIFICATION AND STADIUMS

The development of rudimentary speaker technology has vastly increased the potential size and scale of bard performances. When electric instruments are plugged into amps, bards are able to play to large stadiums full of fans, iconic performances which have led to the very beginnings of a rockstar culture among the greatest bards of the era.

ELECTRIC INSTRUMENTS

With the first taming of electricity and the development of rare, unstable, but portable batteries, the first electric instruments have entered the scene.

Electric equivalents can be produced of almost any instrument. They can be wired up to amplifiers, and typically cost around 10x the gp cost of the original, acoustic instrument.



Beyond this, the development of electric instruments has also allowed numerous new instruments to be invented, and some instruments to be made into forms which are sufficiently portable as to be useful to an adventuring bard. Some examples of new electric instruments are detailed below, with their cost in gp.

Bass Guitar (400 gp). An electric instrument based on a four-stringed lute, the bass guitar takes the bass line to accompany other instruments.

Electric Guitar (360 gp). The iconic instrument of the rockstar, the electric guitar is a six-stringed lute-like instrument that is designed for high-speed riffs.

Electric Piano (500 gp). More portable than the instruments it replicates, although less portable than most other bards' instruments, the electric piano replicates the sounds of a grand piano and, in many cases, an array of other stringed instruments, each tone changed by flicked switches and turned valves.

Keytar (440 gp). A hybrid instrument, something between a guitar and a piano, the keytar is worn slung from a strap across the shoulders but played like a piano or similar keys instrument. A little more edgy than other instruments, it is favoured by bards who wish to take a more avant-garde approach and set themselves out from the crowd.

Vibraphone (300 gp). This instrument uses an array of spinning discs and pads to produce an undulating, whirring melody.

HIGH AND LOW ART

Advances in amplification and transport, the stadium tours and fanbases they have produced, and the changing styles and audiences among many bard colleges has lead to the once subtle divide between the high and low arts to grow into a vast chasm, those in the high arts belittling the low arts as playing down for money, while those in the low arts accuse the high arts of living in an ivory tower dreamland, caring only about their own academic ideals of music.

WINE AND OPERA

High art, such as classical symphony, poetic sagas, and opera, are the preserve of the educated and wealthy upper classes. Bards who train in these traditions see themselves as carrying the mantle of court-bards of old, playing the very best of music to the very best of the land.

These bards tend to see popular music as an insult to the musical form, a corruption of the new age. They will often forgo any kind of electrical or technology support, believing that a bard who cannot stand alone with their instrument is not worth their salt.

Such bards will typically favour traditional bard colleges, such as the College of Lore.



BEER AND THE BLUES

Low art, which includes all popular music, belongs to the new generation of bards who are embracing the technological developments of the Age of Steam and seeing what new kinds of music these new devices can unlock. Such bards readily embrace the heady new world of fans and fame, seeking to play from their hearts but also play to the crowd, to create music that resonates with everyone.

These bards often see themselves as the descendants of the travelling gleemen of old, bringing joy and epic grandeur into the lives of ordinary folk. They are more likely to embrace more experimental bardic colleges, such as the College of the Rockstar.

FAME AND FORTUNE

In the new age of grand stadiums and numerous fans, the gap between the mega successful and the ordinary bard has grown broad. Those bards who manage to catch a break, earn a wealthier sponsor, or frontline a major gig, often find themselves thrown into a world of hedonism, fame, and fortune, while those bards who don't find themselves dragging along day by day, desperately hoping to make ends meet.

BARDIC COLLEGES

This expansion introduces three new bardic colleges, representing the new styles and methods of entertaining which the Age of Steam has brought. The College of Ringmasters, College of Roadies, and College of the Rockstar are available to bard characters starting at 3rd level.

COLLEGE OF RINGMASTERS

King or queen of the colored lights, master of the show, bards of the College of Ringmasters are devoted to dazzling their audiences with grandstanding performances like nothing they have seen before. Born out of the rise of the circus as a form of entertainment, bards of this college devote their lives to turning the chaos of a ragtag team into a melodious performance, making them master orchestrators of an adventuring party's combat.

A ringmaster's attitude to their circus can be quite disparate dependent on their intentions and alignment. Evil and neutral ringmasters often seek to exploit those placed on the edge of society and make money from their freakshow, whereas good ringmasters often seek to provide a home for those who have been forsaken or estranged by society at large (and make a pretty penny on the side).

One thing, however, all ringmasters agree on. For better or worse, the show must go on!

MASTER OF THE CIRCUS

When you join the College of Ringmasters at 3rd level, you gain proficiency in the Acrobatics, Animal Handling and Performance skills. If you already have proficiency in these skills, you instead double your proficiency bonus in checks made with these skills.

In addition, you can use the Help action as a bonus action.

RINGMASTER'S DIRECTION

Starting at 3rd level, you can use your showman's skills to direct your allies in combat. As a bonus action, you can expend one of your uses of Bardic Inspiration to choose one friendly creature you can see within 60 feet of you who can hear you. That creature can use its reaction to move up to half its speed, and to make a weapon attack or an ability check (such as to hide or break grapple). The creature adds your expended Bardic Inspiration die to their attack roll or ability check.

DAZZLING TUMBLER

Starting at 6th level, you can use your sheer charm to avoid adverse effects. When you would be hit by an attack, or you fail a Dexterity ability check or saving throw, you can use your reaction to add your Charisma modifier (a minimum of +1) to your AC, ability check, or saving throw, potentially changing the result.

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

MASTER OF CEREMONIES

Starting at 14th level, you command the battlefield just as you command the circus ring.

When you use the Help action, you can help a creature up to 60 feet away from you.

You can also target hostile creatures with your Ringmaster's Direction. A hostile creature must succeed on a Charisma saving throw against your spell save DC or be effected. A creature that is immune to charm automatically succeeds this save. If a creature fails its saving throw, you choose how it moves and what action it takes.

COLLEGE OF ROADIES

A little misnomer and a lot misunderstood, the College of Roadies welcomes bards with a bent towards technology, especially those with skills in amplification and sound systems. Bards of this college are less often the stars of the entertaining world, but are always its backbone, often helping other, less technologically adept bards learn to use amplification and electric instruments.

Bards who join this college are more practical than other traditions, with a mind easily able to grapple with complex logistics and the myriad problems that using advanced technology inevitably produces.

AMPS

When you join the college at 3rd level, you are given a set of electric amplifiers for your instruments. If you are using an electric instrument, you can plug into these industrial-grade speakers to gain the following effects:

- The range of your Bardic Inspiration and the range and area of effect of any spell which requires the target can hear you or which deals thunder damage, which you cast using the amplified instrument as a spellcasting focus, is increased by 10 feet.



- Creatures have disadvantage on saving throws against spells which require the target can hear you or which deals thunder damage, which you cast using the amplified instrument as a spellcasting focus
- When a creature fails saving throw against a spell you cast which used the amplified instrument as a spellcasting focus, that creature takes an additional 1d4 thunder damage on top of the effects of the spell.

Whenever you cast a spell using the amplified instrument as a spellcasting focus, it releases a sound audible out to 300 feet.

The amps have the **Overdrive (1 or less)** feature. When you gain any of the benefits listed above, you must roll an overdrive check. On a failure, the amps break, and you cannot gain their benefits until you repair them with 1 hour's attention and a successful DC 10 Intelligence (Tinker's Tools) check.

When you reach 6th level, these effects increase to an increased range of 20 feet and to 1d6 thunder damage. When you reach 14th level, these effects increase to an increased range of 30 feet and to 1d8 thunder damage.

TECH GUY

Also at 3rd level, you are familiar with a range of advanced technology. You gain proficiency with Tinker's Tools.

When you fail an overdrive check, you can use your reaction to add your proficiency bonus to that check, potentially changing the result.

You can use this feature twice, and you regain expended uses when you finish a short or long rest.



JIMMY RIG

Starting at 6th level, you have a constant supply of gaffer tape, cords, and all manner of other little bits and bobs for fixing things up on the fly.

As a bonus action on your turn, you can attempt to fix a device that has broken due to a failed overdrive check. Make an Intelligence (Tinker's Tools) check (DC equal to 10 + the X value of the device's Overdrive feature).

On a success, you repair the device, but the X value of the device's overdrive increases by 2 until you spend at least 30 minutes finalising the repairs (you can make these fixes as part of a long rest). On a failure, the device is broken beyond an easy fix and requires more substantial repair.

In addition, you can use an action to attempt to rig up a mechanical trap that has sprung to spring again, or a mechanical lock to be locked against the correct key. Each of these requires a successful Intelligence (Tinker's Tool) check, with a DC determined by the DM.

UP TO ELEVEN

Starting at 14th level, you can increase the power of your amps at the risk of making them more unstable.

As a bonus action, you can increase the power of the amps. Until the start of your next turn, you gain the following benefits:

- Any spell you cast or class feature you use that deals thunder damage deals an additional die of damage and ignores resistance to thunder damage.
- If you cast a spell which deals thunder damage to all creatures in an area, that area is broken up by sound waves and becomes difficult terrain.
- Each time you cast a spell or use your Bardic Inspiration through the amp, you can force every creature within 30 feet of you to succeed on a Constitution saving throw against your spell save DC or take thunder damage equal to your level.

At the start of your next turn, roll an overdrive check for the amps with disadvantage (you cannot gain advantage on this roll). The X value for their overdrive feature is considered to be 10 for this roll.

COLLEGE OF THE ROCKSTAR

Riding the wave of fame, bards of the College of the Rockstar live for wild lives filled with cheap wine and adoring fans. They embrace the so-called low arts, mass producing music to entertain their hundreds or thousands of fans around the world.

The style of a bard of the Rockstar is totally without subtlety, although not without skill or finesse. They live for the bright lights, blazing fireworks, and booming noise, the show of shows. Yet many of the greatest rockstars are also talented musicians, intimately familiar with their instrument, with music, and with the magic they wield.

DOTING FANS

When you join this college at 3rd level, you gain a sprinkling of fame and a devoted following of fans across the nation. You gain proficiency with the Performance skill, if you don't already have it.

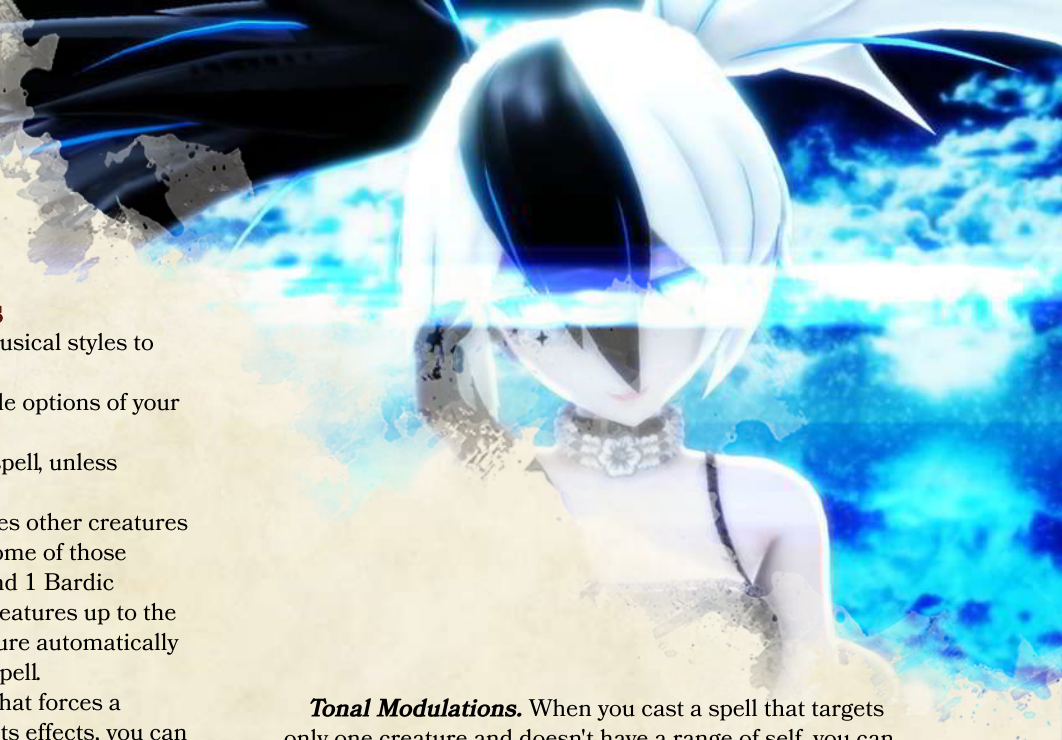
Whenever you are in crowds of people, such as when you are performing or moving in a city, there is a 30% chance that you will have 1d4 fans in that crowd.

If you perform to an audience including at least 1 fan, you gain twice as much income from that performance.

Fans are so devoted to you that they will seek to protect you, often willing to risk their lives to defend you if an enemy attacks you. Other creatures have disadvantage on attack rolls against you while you are surrounded by fans. However, they will also follow you around incessantly, giving you disadvantage on Dexterity (Stealth) checks while they are around.

As you increase level, your fame grows. When you reach 6th level, the number of fans becomes 1d6, which increases to 1d8 at 10th level, 1d10 at 14th level, and 1d12 at 18th level. When you reach 14th level, the chance of fans being in the crowd increases to 50%.





MASTER OF A THOUSAND STYLES

Also at 3rd level, you learn to use clever musical styles to twist your spells to suit your needs.

You gain two of the following Music Style options of your choice. You gain another one at 14th level.

You can only use one Music Style on a spell, unless otherwise noted.

Adagio. When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. Expend 1 Bardic Inspiration die and choose a number of creatures up to the number rolled on that die. A chosen creature automatically succeeds on its saving throw against the spell.

Drop the Bass. When you cast a spell that forces a creature to make a saving throw to resist its effects, you can expend 1 Bardic Inspiration die. Roll that die, and subtract the number rolled from the first saving throw the target makes against that spell.

Extended Solo. When you cast a spell that has a duration of 1 minute or longer, you can expend a Bardic Inspiration die to double the duration of the spell, up to a maximum duration of 24 hours.

Power Chord. When you roll damage for a spell, you can expend 1 Bardic Inspiration die and add that die to the damage roll.

Shred It. When you cast a spell that has a casting time of 1 action, you can expend 1 Bardic Inspiration die to change the casting time to 1 bonus action for this casting.

Tonal Modulations. When you cast a spell that targets only one creature and doesn't have a range of self, you can expend 1 Bardic Inspiration die and roll it. If the number rolled is equal to or greater than the spell's level, you can target a second creature in range with the same spell.

Up the Volume. When you cast a spell that has a range of touch, you can expend 1 Bardic Inspiration die to increase the range to a number of feet equal to 5x the number rolled on the die. When you cast a spell with a range of 5 feet or more, you can expend 1 Bardic Inspiration die to increase the range by a number of feet equal to 5x the number rolled on the die.

Vibrato. When you roll damage for a spell, you can expend 1 Bardic Inspiration die to reroll a number of the damage dice up to the number rolled on that Bardic Inspiration die. You must use the new rolls.

You can use Vibrato even if you have already used a different Music Style option during the casting of the spell.

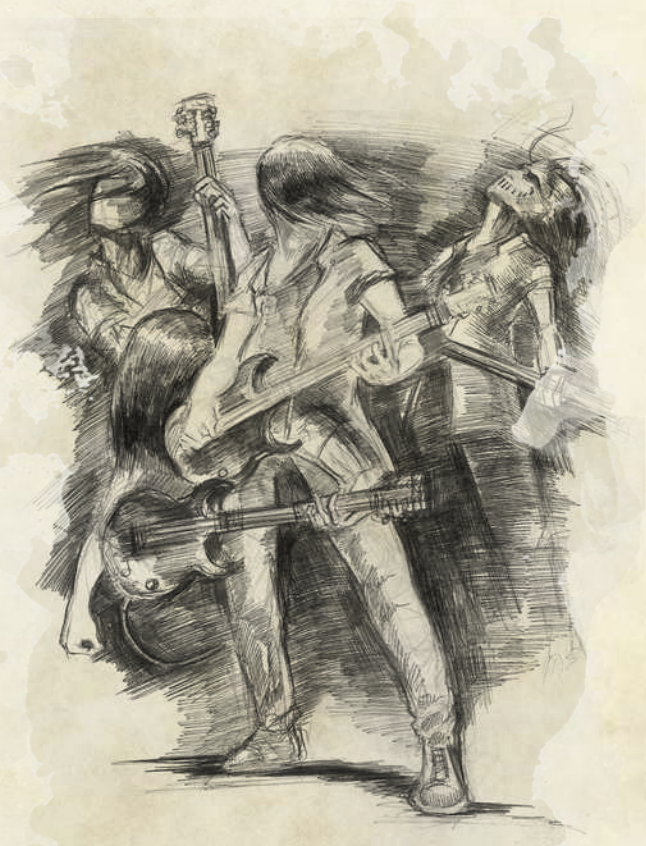
FURIOUS CHORD

Starting at 6th level, you can force your electric instruments into overdrive. As a bonus action, you can activate overdrive for an electric instrument. As long as overdrive is activated, your spell attack bonus and spell save DC for spells cast using that instrument as a spellcasting focus each increase by 1.

Each time you cast a spell using an electric instrument in overdrive, make an overdrive check. On a roll less than or equal to the level of that spell, the instrument explodes. You immediately take fire damage equal to your level + the level of the spell cast, and the instrument is broken and cannot be used as a spellcasting focus until it is repaired.

BLAZING PERFORMANCE

Starting at 14th level, when you can cast the *pyrotechnics* spell at will. This spell has a casting time of 1 bonus action for you, or you can choose to cast it as 1 action and trigger both effects. You do not require nonmagical fire to use this spell, but you must use an electric instrument as a spellcasting focus.





CLERIC

In a world of man-made machines, the influence of clerics and the various religions of the world is waning, though for the most part people will still offer a prayer to the gods when faced with truly dire need.

Many clerics still fulfill the roles that they long did, as sources of wisdom, moral teaching, and healing magic, attempting to fulfill their gods' purposes in the world. However, some have been rocked by the revolutionary changes in the world, choosing to embrace divine forces besides the gods, or even reject the gods entirely.

DEAD GODS AND NEW GODS

As the Material Plane has been rocked by social and technological change, radically changing what was before and bringing about a new world order, so too the realms of the gods have been rocked with a time of radical change as many believers turn away from their faiths and new gods rise up to challenge them.

Wars over domains and the disinterest of believers has caused some gods to fade away or even die, altering the structure of the pantheons of the world and leaving power vacuums which other deities rapidly moved in to try and fill, resulting in more wars, and more deaths.

Even as old gods were dying or fading into the background, new gods were rising up. Born from the sheer belief of people in the face of the new world, many of these deities hold sway over steam, smoke, and the technology of the new age.

Consult with your DM how the recent changes to the world have affected the structure of the pantheons of your world. Which old gods still have a strong following and enough power to bestow divine magic upon their clerics? Who holds sway over steam technology – old gods of forge or fire, or some new god of steam and industry?

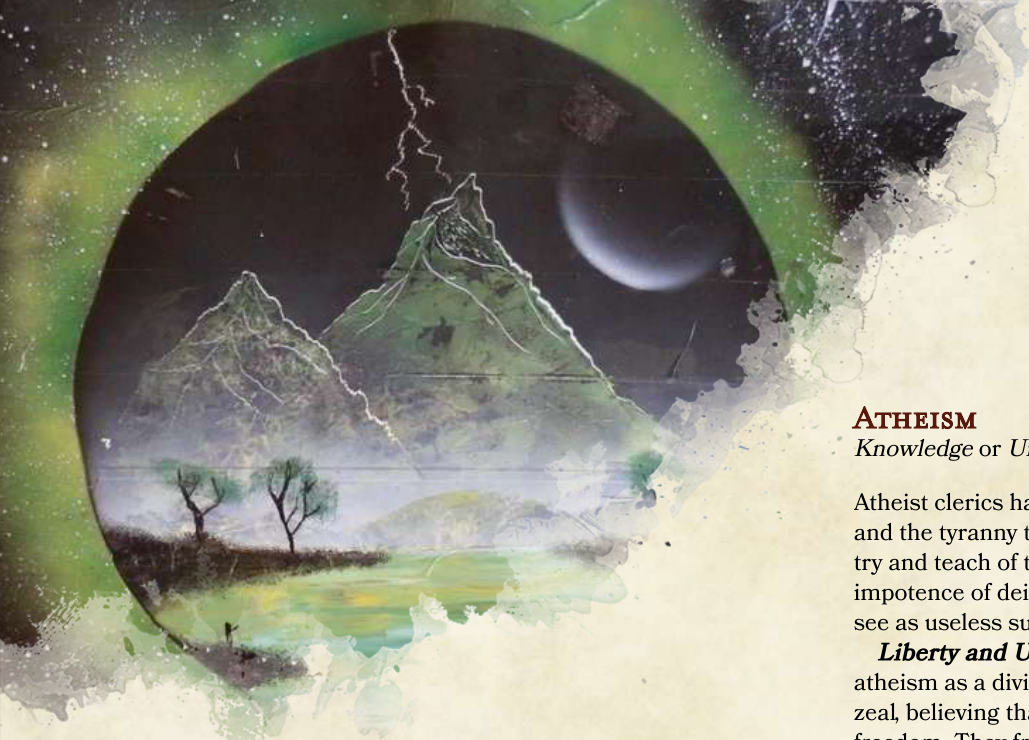
ATHEISM AND CLERICS

As technology allows humanity to increasingly shape the world to their needs, relying on the good will of the gods less, a certain kind of atheism is blossoming: not a disbelief in the gods, for their reality is inescapable, but a rejection of worshipping them.

For those clerics who are still devoted to the gods, this is a deeply troubling and painful state of affairs, as they attempt to teach the wisdom of their gods to a people who have increasingly turned their backs on the divine.

Other clerics, however, belong themselves to this strain of atheism. This may be because the god they once served has died and they are embittered at the new pantheon, or it may be because they never served a god at all, and instead draw their powers from some cosmic force or philosophy.

The most extreme cases of these atheistic clerics become **ur-priests**. Gaining their powers by siphoning the magical energy granted by gods and cosmic forces to their clerics, these ur-priests steal divine power without serving any divine entity. Such clerics are frequently seen as dangerous and even evil, followed by the ire of the gods they steal from if they are discovered.



DIVINE PHILOSOPHIES

Many clerics who are not devoted to any deity draw their divine powers from service to a particular philosophy or abstract ideal. These can be common ideals, such as love, peace, justice, or one of the nine alignments. However, they may also be complex philosophical traditions, which carry many of the trappings of a traditional religion with their established ethical theories and canonical philosophy.

This section suggests a selection of possible philosophical traditions that a cleric who does not serve a deity may be devoted to. Each philosophy has its suggested domains, along with some notes about key precepts of the philosophy.

Some of these philosophies are inspired by real world philosophical traditions, but with the intention of presenting a story-thematic interpretation, rather than one which is strictly true to the present or historical practices of those who follow these traditions.

ANIMISM

Life, Nature or Tempest domain

Animist clerics believe in a life force which fills and connects all things in the universe. Even apparently inanimate objects, such as stones and trees, are believed to be possessed of elemental spirits who are manifestations of this life force.

Animists respect all aspects of the natural powers of nature, from the gentle breeze of spring to the roaring tempest, and they attempt to live in line with nature at its most gentle and at its most destructive.

Respecting Life. Animists believe that it is the same life force that keeps the universe spinning, raises waves on the sea, gives animals their life, and gives sentient creatures their minds. For this reason, they frequently practice respect for all living creatures, being vegetarian in many cases, although when others abuse the rights of the world they will strike them down with the wrath of a thunderstorm.

ATHEISM

Knowledge or Ur-priest domain

Atheist clerics have a specific devotion to rejecting the gods and the tyranny they believe they represent. They will actively try and teach of the futility of service to gods and the impotence of deities, aiming to free others from what they see as useless subservience.

Liberty and Unbelief. Those who devote themselves to atheism as a divine philosophy do so with an almost religious zeal, believing that following gods involves sacrificing our freedom. They frequently reject all belief in the afterlife, claiming that we have one shot at life and should make the most of it.

Zealous Conversion. Atheism is one of the few divine philosophies to actively seek converts, trying to sway those who would otherwise follow belief in the gods into a position of atheistic distance from them.

CIRCLE OF LIFE

Grave, Life or Nature domain

The Circle of Life is a philosophy that teaches of the transience of all concerns and a respect for the natural pattern of birth, life, and death. Practising mindfulness and a carefree attitude to the world, clerics of the Circle of Life are often characterised as hippies.

Patience in Suffering. The Circle of Life teaches that life is made of ups and downs, joys and sufferings, and that the truly good life has its share of both. It thus teaches to preserve patiently through the suffering, knowing that good things in proportion to the suffering born are yet to come.

Abhor Undeath. Few things can truly rile a cleric of the Circle of Life, but one of those few is undeath. As a break in the natural cycle of life and death, undeath is seen as the ultimate insult to the Circle of Life.

CRAFTSMANSHIP

Forge or Industry domain

One of the philosophies which is more common among the common people and without complicated trappings or dense literature, the philosophy of Craftsmanship focusses on the simple pleasure of making things. It raises up craftsmen as the height of human achievement, and teaches its follows to build and make, to live the good life.

The Simple Life. Craftsmanship teaches the value of the simple life, one made up of making things, getting one's hands dirty, giving and receiving in trade. It teaches putting aside high-minded concerns and focussing on building up what is in front of you.

ECONOMICS

Industry or Trickery domain

More a group of related philosophies than a strict single philosophy, clerics of Economics are concerned with the workings of finance and money. They teach that the optimum life is the one of the greatest profit, and seeking to accrue personal fortune.

Schools of Thought. It has been said of the divine philosophy of Economics that there is no other topic over which more different contradictory opinions can all fiercely claim to be the absolute truth. It is perfectly possible for two clerics of Economics to come together and agree on absolutely nothing.

Cold Hard Cash. In a world of new money and the rise of the businessman, clerics of Economics recognise the truth of how money now makes the wheels of the world turn. They value an entrepreneurial spirit and the accumulation of wealth.

LIGHT OF TRUTH

Light or Knowledge domain

The Light of Truth is one of the most religiously inclined of the divine philosophies, and arguably bridges the distinction between divine philosophy and cosmic force. The philosophy teaches that truth can be found by bringing it in meditation into the light of day, and this process allows one to gain a deeper understanding of reality.

Light and Candles. The Light of Truth teaches that light illuminates truth, while darkness contains only lies and illusion. For this reason, most clerics of the Light of Truth live lives filled with light, keeping candles lit through the night and shunning underground places as far as they can.

Devotion to the Truth. The Light of Truth teaches that telling a lie undermines the mind of the one who tells it, leading their clerics to practice constant honesty, even at times where such things may be detrimental to their intentions.

LOGIC

Arcana or Knowledge domain

Logicians attempt to understand the nature of knowledge by processing arguments through complicated formal systems. The cleric of Logic devotes their life to rigorous and meticulous study, dividing up the world and analysing it with mathematical precision.

Intellectual Rigour. The philosophy of Logic seeks to ensure the accuracy of its conclusions with utter and absolute rigour, developing methods of deduction so precise that one can be certain that if the premises are true, the conclusion is too.

The cleric of Logic applies this same devotion to intellectual rigour to their other activities, addressing each problem with dedication and a step-by-step approach that aims to minimise or remove the possibility of accident or mistake.

MYSTERY CULT

Arcana or Trickery domain

The most secretive of the divine philosophies, Mystery Cults are a group of philosophies which are tied together by withholding their teachings, such that only by ascending the ranks of the order can one get to know what the philosophy actually teaches.

Discovering Truth. Most mystery cults include a key principle of the need to discover truth, by gradual advancement and self-improvement. As a cleric rises in the ranks of the order, they learn more complicated theory and the "great secrets" of the order, which are withheld from the general public and lower acolytes of the order.

Smoke and Mirrors. The teachings and sermons of mystery cults are heavily shrouded in mystery and spectacle, aiming to present a show in favour of actually revealing the truths held by the philosophy on the belief that only those who can perceive through the smoke and mirrors deserve to know the truth that is being revealed.

NIHILISM

Grave or Ur-priest domain

Nihilism is a philosophy dedicated to embracing the meaninglessness and insignificance of life. It teaches that there is no higher purpose of life, that humanoids are just jumped up animals striving for things they can never achieve, that all life is fleeting and death inevitable.

Crushing or Freeing. For some, the philosophy of Nihilism crushes one's will to exist by grinding home the utter insignificance of the self, leading to existential crises and collapse of one's world view. For others, the philosophy of Nihilism represents a freedom from the pursuit of things which can never bring joy, and an embracing of the fact that the only happiness we find in life is that we make for ourselves.

Without Purpose, not Aimless. Whilst Nihilist clerics recognise the futility of life, they are not totally apathetic, but engage in pursuit of living this little snippet of life they have to the utter full.



RELATIVISM

Trickery domain

Where other philosophies are often concerned with trying to find ultimate truth, Relativism instead denies that any such thing exists at all. The philosophy of Relativism teaches that reality is created by the people who experience it, that things are exactly as true as each person believes them to be, and even that right and wrong are undefined except in each context and culture.

My Right and Yours. Moral relativism teaches its clerics to respect that right and wrong are defined relative to the situation, with no rules or laws that are universally true. Culture, circumstance, and even what the individual believes to be right and wrong are taken to give the only true meaning to the terms.

We Create Truth. The relativist cleric does not recognise any truth as ultimately true, and holds that all truth exists only relative to the agent who believes it.

ROMANTICISM

Life or Trickery domain

The philosophy of Romanticism represents an aspiration to idealized love and the highest virtues of legend. Bound up with such ideas as the code of chivalry and courtly love, the romantic cleric seeks to respect, give, and receive love in its highest forms.

Fellowship and Brotherhood. Romantic clerics value the love of brotherhood, and seeking to establish and uphold deep and meaningful friendships. They are fiercely loyal to their friends, and will always forgo their own comfort to protect or help their friends in times of need.

Romance and Love. The philosophy of Romanticism holds up romantic love as the highest ideal of love. Many clerics of this philosophy are hopeless romantics, and few can be found who don't have some paramour who has stolen their heart for this month.

SCEPTICISM

Knowledge domain

The divine philosophy of scepticism is founded on a premise of doubt. It seeks to deny that we truly know anything, claim that for everything we know, if we examined that supposed knowledge more closely, we would find that we do not in fact know it, or anything at all for that matter.

Challenge Common Understanding. The sceptic cleric makes it his job to undermine the beliefs that others hold, believing it is better to believe nothing at all than to hold on to a falsehood. Their arguments focus on tearing down their opponent's defences, undermining any proposition that is raised to defend the belief they have chosen to eradicate.

Suspended Judgement. Sceptics do not deny that there is ultimate truth, unlike the relativists. Instead, they simply hold that we don't know it, or at least don't know it yet.

STOICISM

Knowledge or Life domain

Stoicism is primarily a philosophy of how to live a good life, with a certain view of human nature connected with it. The divine philosophy teaches that as emotions are internal to the mind, we are in control of them. It therefore teaches that the path to the happy life is learning to control our emotions rather than let them be affected by the whims of the world.

Peace through Suffering. Stoic clerics focus on preserving their own peace, even in the face of great suffering. They recite sayings which teach them the value of inner peace and focus on the relative unimportance of their problems in the vast scale of the world, preventing their world from causing negative emotions within.

Few Necessities. As stoic philosophy teaches that contentment comes from within, stoic clerics live with very few material possessions, living frugally, believing the accumulation of wealth a distraction from inner peace.



VALOUR

War domain

An ethical philosophy devoted to bravery and self-sacrifice, the divine philosophy of Valour is concerned with warriors, be they social justice campaigners breaking slaves out of factories or footmen marching to war for a nation.

Honour and Fair Play. The founding principles of the philosophy of Valour are those of honour. A follower of the philosophy will never attack an unarmed opponent, and will always allow weaker opponents the option of surrender before they bring any harm. Cleric of Valour try to minimise civilian casualties in war, ensuring that only those who freely choose to take up arms need be hurt in the conflict.

Martial Life. Followers of the philosophy of Valour are never unarmed, and when faced with a genuine and intentional challenge they will not forgo the use of violence to defend their honour or liberty, if they can do so in a way that is itself honourable. They prefer the formal duel to the back alley brawl, but will take whatever ground their aggressor wishes to take with them.

DIVINE DOMAINS

This expansion introduces two new divine domains, representing changes to the deities and beliefs of the world with the coming of the Age of Steam. The Industry Domain and Ur-priest are available as divine domain options to cleric characters starting at 1st level.

INDUSTRY DOMAIN

The Industry domain focuses on all forms of creation and production, on hard work and the daily grind, but above all, on the advances in mechanical industry made with the dawn of the Age of Steam. Gods of industry vary a great deal both in nature and origin. Some are mercurial, showing kindness one minute and bitter rage the next, emulating the steam mills that bring ease of labour on the one hand, and break a labourer's arm on the other. Others are benign craftsmen, who stand alongside those who have devoted their lives to hard work.

Who counts as a god of industry in your world will depend on how the pantheon has developed with the coming of the Age of Steam. In some settings, old gods of forge, fire, or craft, such as Grond, Reorx, Onatar, Hephaestus, and Apep, have taken on the mantle of gods of industry. In others, the new technologies of the Age of Steam are seen as so different from anything that has gone before that whole new gods have been raised up to serve as deities of this domain.

INDUSTRY DOMAIN SPELLS

Cleric Level Spells

1st	<i>fog cloud, identify</i>
3rd	<i>continual flame, heat metal</i>
5th	<i>protection from energy, tiny servant</i>
7th	<i>elemental bane, fabricate</i>
9th	<i>animate objects, legend lore</i>

SURVIVAL OF THE FITTEST

Tempest or War domain

The divine philosophy of Survival of the Fittest usually only truly develops in worlds where natural philosophy has developed far enough to produce the theory of evolution. The philosophy takes the basic principles of evolution and adaption and applies them by extension to morality and the right way of life, creating a view of "might makes right" wrapped in the semblance of science.

Right by Power. The philosophy of Survival of the Fittest believes that concepts like "right" and "wrong" are fictions of the powerful, be they mortals or gods, created to enslave those too weak to see through them. In reality, "right" is simply the will of the most powerful, as they can make the right by enforcing their will upon others.

Death of the Weak. Clerics of Survival of the Fittest will not protect those who cannot protect themselves. They see the natural pattern of life to be the extinction of the weak for the improvement of the species as a whole, and thus will rarely practice healing magic which may preserve those not strong enough to preserve themselves.



ART OF THE CRAFTSMAN

When you choose this domain at 1st level, you learn the *mending* cantrip. It is considered a Cleric spell for you.

In addition, you gain proficiency with two artisans' tools of your choice.

GADGET AFFINITY

Also at 1st level, your deity's connection to advanced technology empowers the gadgets you use. You have advantage on Overdrive checks.

In addition, you can perform a special ritual to recharge a gadget with the *Power* trait. The ritual takes 10 minutes and expends 1 spell slot. The gadget regains 1 hour of battery duration or 1 charge for each level of the spell slot expended.

CHANNEL DIVINITY: TALENT OF THE MACHINE

Starting at 2nd level, you can use your Channel Divinity to tap into divine affinity with tools and vehicles.

As an action, you present your holy symbol and invoke the talent of your deity. If you begin a process using artisan's tools or a vehicle in the next 1 minute, you are considered proficient with that artisan's tool or vehicle until you complete that process. A process is considered completed when you use your action or bonus action to do anything other than use those artisan's tools or that vehicle.

If you already had proficiency with those artisan's tools or that vehicle, you add double your proficiency bonus to any checks made with that tool or vehicle instead of your normal proficiency bonus, until the end of this effect.

CHANNEL DIVINITY: MASTERY OF THE MACHINE

Beginning at 6th level, you can use your channel divinity to give a new lease of life to technological apparatus.

As an action, you present your holy symbol and target one gadget, electrical device, or steam-powered machine (such as a steamwagon, airship, mechanical pump, or factory machinery) that you can see. The device functions for 1 hour. It does not require fuel or power to function for this time, and if it is broken, it functions as if it had been repaired.

If the gadget, device, or machine was broken before this feature was used, roll a d20 when the hour ends. On a roll of a 20, the gadget, device, or machine is repaired. On a roll of a 1, that gadget, device, or machine is immune to this feature until it is repaired.

POTENT SPELLCASTING

At 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

SOUL OF THE MACHINE

Starting at 17th level, your affinity to machinery makes you perfectly adapted to work in industrial environments. You gain the following benefits:

- You have resistance to acid and fire damage.
- Areas heavily obscured by smoke, steam, or fog (as with the *fog cloud* spell) are only lightly obscured for you.
- You gain proficiency with Strength and Constitution saving throws.

UR-PRIEST

Whereas other clerics gain their powers through service to a deity, power, or philosophy, there are some who despise the gods. These ur-priests have learned to siphon divine energies granted by deities to their clerics, using it to their own ends without serving the gods. Other ur-priests are the clerics of now dead gods, siphoning the divine power whilst working to resurrect their god, or elevate a new deity to replace it.

Ur-priests rarely gather, largely from wanting to avoid attracting the attention of the gods. They are frequently solitary, avoiding other divine spellcasters who see them as an abomination, although they will often find partnership with other classes, if they can hide the truth of their powers.

GODLESS CLERIC

You do not gain Domain Spells upon choosing this domain. You can't use a holy symbol as a spellcasting focus.

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with heavy armor.

RAGE AGAINST THE HEAVENS

Also at 1st level, you can channel your hatred of the gods or fury at the fate of the dead god you served into your spellcasting.

You can cast Cleric spells as if you had a spellcasting focus at all times. Additionally, whenever you cast a spell of 1st level or higher that inflicts damage to a creature, that creature takes additional Necrotic damage equal to 2 + the spell's level.

You can't gain the benefits of this feature if you are charmed or frightened.

CHANNEL DIVINITY: INVOKE DOUBT

Starting at 2nd level, you can use your Channel Divinity to project your hatred of the gods into the minds of others.

As an action, you can shout curses to the name of the gods. Each creature of your choice within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is frightened of you for 1 minute. While a creature is frightened by this feature, it cannot expend Cleric, Druid, Paladin, or Ranger spell slots to cast spells or use abilities, and it cannot use Channel Divinity.

A creature which does not worship any deity makes this saving throw with advantage.

SIPHON SPELL POWER

Starting at 6th level, you adapt the techniques which allow you to siphon the divine magic of deities to manipulate the magical energy you have captured.

As a bonus action, you can expend 2 spell slots of equal level and of 4th level or lower in order to gain 1 spell slot of 1 level higher than the level of spell slot expended. This can produce a spell slot of a higher level than you normally have access to.

You cannot expend spell slots gained with this feature for this feature, and you do not regain spell slots gained from this feature when you finish a long rest.



DIVINE MAGIC

The effect of *Channel Divinity: Invoke Doubt* is intended to target divine spellcasters. If your campaign includes other divine classes other than cleric, druid, paladin, and ranger, those classes should be included in the list of classes affected".

MAGIC RESISTANCE

At 8th level, you can use your skill at siphoning magic to drain the power of other creature's spells. When you make a saving throw against a spell or other magical effect, you can grant yourself advantage on that save.

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

STEAL MAGIC

At 17th level, you can use your siphoning abilities to steal the magical abilities of another creature.

When a creature that you can see takes an action to produce a magical effect which targets you or includes you in its area of effect, but which is not a weapon attack or casting a spell, such as a dragon's breath weapon or a vampire's charm, you can use your reaction to force the creature to make a Wisdom saving throw against your spell save DC.

On a failed save, the action has no effect on you, although it still affects any other creature it targets or includes in its area of effect, and you siphon the magical ability from that creature. For the next 24 hours, you can use the action as often as the creature can, up to three times between long rests.

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



DRUID

The druids, wise keepers of the forest glades and protectors of Nature in her majest, have suffered greatest under the advent of the Age of Steam – or as it is known among the druid circles, the Pride of Man.

As new technologies require the harvest and burning of nature's precious resources and the use of these technologies allows new paths and ways of life to be cut out where wilderness once lay, the great empires of the world have lost all reverence for Nature, treating her as merely a resource for humanoid consumption, a thing to be tapped dry and then thrown away.

In this hostile environment, the druids have lost their influence and reverence, becoming ostracised or even openly persecuted for their continued devotion to the protection of Nature against all the cruelties of the humanoid races.

NATURE FORGOTTEN

The coming of the Age of Steam and the industrial revolution has changed the way that the humanoid races interact with Nature. Where once there was reverence and a gentle cooperation as farmers worked with the land to produce crop, now there is a vicious abuse as animals that might threaten villages are hunted to extinction, the ground is drilled for coal and oil, and the forests are felled for wood. The empires of the world have reached a point where their expansion and consumption of resources outpace Nature's ability to recover, leading to a rapid journey towards drought, famine, and all the disasters that come of abusing Nature.

As the river waters are polluted with waste from oversized cities and overworked factories, the people of the cities are polluted with a world-view that treats them as the masters over Nature, leading them to see no harm in running her dry if it serves their purposes, and there are very few left who revere Nature as they once did.

TECHNOLOGY IS ANATHEMA

Druids have always shied away from the use of metal, refusing to wear metal armor, and for many druids, this unease with refining what was beautiful enough in Nature bears full fruit in the atrocities of the technology developed by the Industrial Revolution. Many druids see the development of firearms as directly responsible for the violent and wide-reaching wars that have swept the world as the great superpowers tried to expand their territories, the development of factory machines as the source of mankind's new disrespect for nature, and the advent of the steam engine as the ultimate corruption of the natural forces of nature.

To such druids, any technology formed of metal is utterly anathema. They refuse to travel by steam train or steam wagon, they will never wield a firearm, and they will try to only wear clothes and use items which they could make by their own hand from the natural bounty that Nature provides them with.

Whilst some few druids are willing to accept the comforts of the Age of Steam, most have been driven into a life of asceticism by their utter hatred for the abuses of Nature which have been performed to create the steam power that fuelled those technologies' birth.



THE WANING

As the world has come to turn its back on Nature, the influence and power of the druids has faded, and many have been forced to abandon the forests and groves they long guarded. This great migration and dissipation of the druids is known commonly as **the Waning**.

LAST CUSTODIANS

As many druids have withdrawn from the world of mortals, only a handful of valient custodians are left to defend the sacred trees and ancient forests of the world. These **Last Custodians** see their lives as a last ditch effort to try and preserve something of the majesty of the world of long ago.

Many of the Last Custodians are lone druids, the last of their circle left in their world, who loved the trees of their grove too much to pass on when their fellows departed. These lone druids live lives of isolation, trying to hide their forests from the roving eyes of those who see trees as little more than living towers of fuel, and to confound and drive off such folk when they come too close.

Some, however, believe that it is only in a united effort that they can truly protect their beloved groves, and so they have begun to connect across the world into a druid circle devoted to protecting what humanity has come to disregard.

THE GROVES STAND EMPTY

As the druids who once guarded them have fled from the world, many of the druid groves of old now stand empty, with no wardens to protect them, their magic growing ever wilder as it is left untended. These groves can offer sanctuary to those fleeing from danger in the forest, but they can also prove dangerous for those who do not properly understand the ways of the druids of old.

AMONG THE FEY

Some druids who chose to withdraw from the world crafted great magical groves that none save those the druids chose could find or enter, yet others feared that even these hidden groves would one day be discovered. These druids followed the elves in their Vanishing and departed beyond the circles of the world, passing into the Feywild.

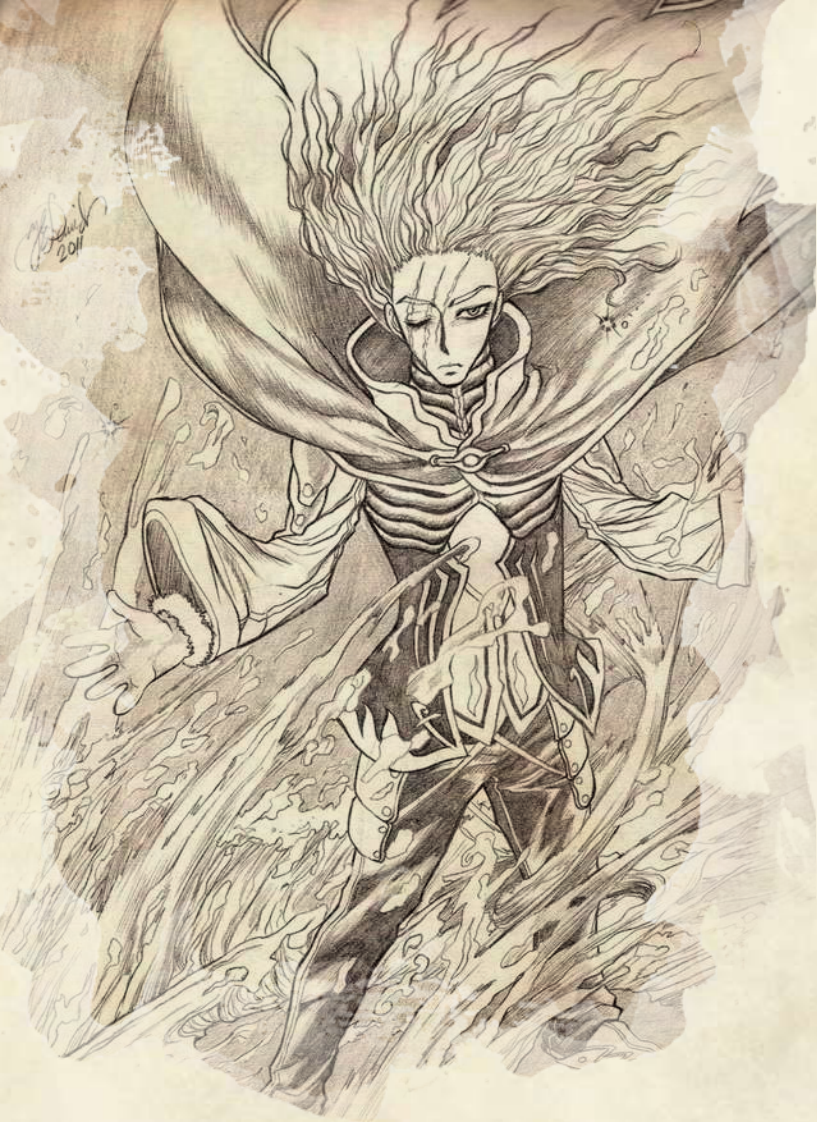
These fey circles of druids have for a large part turned their backs on the Material Plane, seeing the untamed forests of the Feywild as their new and proper stewardship. They make their home among the fey courts and work to preserve the lands of the fey, being especially wary of those who would come into that land from the Material Plane they left behind.

Yet not all who chose to withdraw from the world are still content with their decision, and some from the fey circles choose to return to the world – either from a wanderlust and desire to see the world they left behind, or as spies trying to see how best to protect their new home from the relentless advance of the Age of Steam.

NOSTALGIA AND MELANCHOLY

Though not all druids who have withdrawn from the world regret their decision, they do all feel an intense nostalgia and sorrow for the trees and glades they left behind.

Those rare few who have ever come across a druid in the modern age have called them a lonely people, the Folk of Sorrow, who mourn for what has been lost in the relentless drive for progress. The druid's melancholy provides a unique perspective on the modern world, a people who better than any other can see where the good has been crushed with the bad in the march for the future and technological advance.



NATURE'S WRATH

Not all druids, however, are willing to simply withdraw and allow Nature to fall under the oppression of the Pride of Man. Some more radical and militant druids have sought to take it into their own hands to protect Nature by any means necessary, and inflict back upon the humanoid races the pains they have inflicted upon the trees.

These militant druids come from many walks of life and many parts of the world, but the greater share follow the teachings of one Cyndareth the Blind, who claimed to be a prophet sent by Nature herself and wrote an incendiary work, the Book of Nature's Wrath, which proclaimed the role of druids to be exacting Nature's vengeance upon those who had wronged her.

RAGE AGAINST MAN

Those druid circles who belong to this school of thought, whether they follow the teachings of Cyndareth the Blind or not, share a common hatred for those who have abused Nature, which to their eyes includes every humanoid of an advanced society, whether or not they themselves are engaged in industrial activity.

These highly militant circles will often lead terrorist attacks against industrial centres and factories, using their powers to attempt to destroy that which is destroying Nature.

CORRUPTION AND POLLUTION

Many druids of the circles of Nature's Wrath seek to turn the very corruption that the humanoid races have brought upon nature back against them. Their nature magic draws upon corruption, drought, plague and pollution, the very agonies that industrial advancement has brought upon Nature, and weaponises these forces to turn against their enemies.

DRUID CIRCLES

This expansion introduces three new Druid Circle options, the Circle of Corruption, the Circle of the Faded, and the Circle of Guardians, which are available to druid characters at 2nd level.

CIRCLE OF CORRUPTION

Drought, flood, pestilence, plague, pollution – the great tragedies unleashed upon Nature like never before by the advent of the Age of Steam. Druids of the Circle of Corruption master these horrors to control them, to stem their flow and, among the more militant, to turn them back upon those who so abused nature. Their orders haunt the edges of humanoid civilisations, where the taint of industry is strongest.

CORRUPT ENDURANCE

When you choose this circle at 2nd level, your hit point maximum increases by 2, and it increases by 1 again whenever you gain a level in this class.

PAIN OF THE LAND

Also starting at 2nd level, you choose to associate yourself with one of the following pains of the land: drought, flood, pestilence, plague, or pollution. Your choice grants you the following benefits at 2nd level:

Drought. You have resistance to fire damage, and you suffer no environmental hazards from extreme high temperatures.

When you roll fire damage, you can reroll a number of those dice equal to your Wisdom modifier (a minimum of 1). You can use this feature a number of times equal to half your druid level (rounded down), and you regain expended uses when you finish a long rest.

Flood. You have resistance to cold damage, and you can breathe air and water.

When a creature is paralyzed, restrained, or otherwise held by your spells (such as with the whirlpool effect of *control water*), you can use your bonus action to attempt to drown that creature. The creature must make a Constitution saving throw against your spell save DC or take acid damage equal to the level of the spell + your druid level, and start to drown. The creature continues to drown until it is released from the effect of the spell that is holding the creature or it suffocates and dies. You can use this feature a number of times equal to half your druid level (rounded down), and you regain expended uses when you finish a long rest.

Pestilence. Swarms have disadvantage on attack rolls against you and on saving throws against your spells.

You are always surrounded by a crawling crowd of insects of various kinds. You can cast the *Animal Messenger* spell using these insects, without expending a spell slot. You can use this feature a number of times equal to half your druid level (rounded down), and you regain expended uses when you finish a long rest.

Plague. You have resistance to necrotic damage, and you are immune to disease.

When you would be reduced to 0 hit points, you can use your reaction attempt to make a Constitution saving throw (DC equal to 5 + the damage taken) to drop to 1 hit point instead. You can use this feature a number of times equal to half your druid level (rounded down), and you regain expended uses when you finish a long rest.

Pollution. You have resistance to poison damage, and you have advantage on saving throws against poison.

When a creature fails its saving throw against poison for one of your spells and would not take poison damage from that spell, you can inflict poison damage to that creature equal to your druid level. When a creature takes poison damage from your spells, you can force that creature to make a Constitution saving throw against your spell save DC or become poisoned until the end of your next turn.

You can use either effect of this feature a number of times equal to half your druid level (rounded down), and you regain expended uses when you finish a long rest.

CIRCLE SPELLS

You can call upon nature magic that draws from the corruption of the land. At 3rd, 5th, 7th, and 9th level you gain access to circle spells associated with your Pain of the Land.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CORRUPTING STRIKE

Starting at 6th level, your spells are made more potent with the power of corruption.

Drought. When a spell you cast inflicts fire damage to a creature, you can add your Wisdom modifier to that damage (a minimum of +1).

Flood. When a spell you cast inflicts acid, bludgeoning, or cold damage to a creature, you can force that creature to make a Strength saving throw against your spell save DC or be knocked prone.

Pestilence. When a creature fails a saving throw against a spell you cast and does not take damage, you can inflict that creature with a swarm of insects. It takes 1d6 piercing damage at the start of each of its turns, and it can then make a Constitution saving throw against your spell save DC, ending this effect on itself on a success. A creature cannot be inflicted by more than one swarm of insects with this effect.

Plague. When a spell you cast inflicts necrotic damage to a creature, you can choose one ability and force that creature to make a Constitution saving throw against your spell save DC. On a failed save, that creature is inflicted with a disease giving disadvantage on ability checks with the chosen ability.

CIRCLE SPELLS

DROUGHT

Druid Level	Circle Spells
3rd	<i>flaming sphere, heat metal</i>
5th	<i>daylight, fireball</i>
7th	<i>elemental bane, wall of fire</i>
9th	<i>immolation, wrath of nature</i>

FLOOD

Druid Level	Circle Spells
3rd	<i>gust of wind, hold person</i>
5th	<i>tidal wave, wall of water</i>
7th	<i>control water, watery sphere</i>
9th	<i>cone of cold, wrath of nature</i>

PESTILENCE

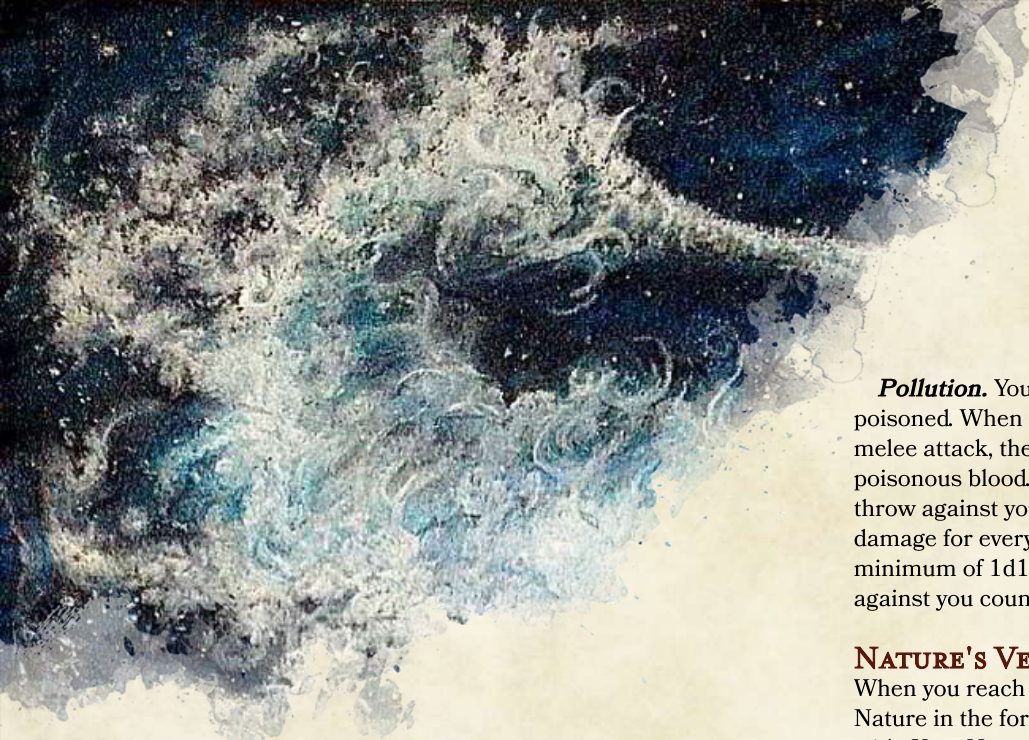
Druid Level	Circle Spells
3rd	<i>spider climb, web</i>
5th	<i>conjure animals, fear</i>
7th	<i>blight, giant insect</i>
9th	<i>insect plague, wrath of nature</i>

PLAGUE

Druid Level	Circle Spells
3rd	<i>darkness, ray of enfeeblement</i>
5th	<i>bestow curse, feign death</i>
7th	<i>blight, death ward</i>
9th	<i>contagion, wrath of nature</i>

POLLUTION

Druid Level	Circle Spells
3rd	<i>protection from poison, silence</i>
5th	<i>fear, stinking cloud</i>
7th	<i>blight, sickening radiance</i>
9th	<i>cloudkill, wrath of nature</i>



This disease lasts for a number of minutes equal to your Wisdom modifier (a minimum of 1). A creature can repeat its saving throw at the end of each of its turns, ending this effect on itself on a success.

Pollution. When a creature is poisoned by one of your spells or class features, the duration of that poisoned condition increases to 1 minute if it is less than that. When a creature recovers from a poisoned condition inflicted by one of your spells or class features, you can use your reaction to force that creature to make a Constitution saving throw against your spell save DC or take poison damage equal to your druid level.

ONE WITH CORRUPTION

Starting at 10th level, the power of your corruption so fills you that your pain of the land offers further protection.

Drought. When a creature hits you with a melee weapon attack or ends its turn within 5 feet of you, that creature must succeed on a Constitution saving throw against your spell save DC, taking fire damage equal to your druid level on a failed save.

Flood. You gain a +1 bonus to your AC. If you are not wearing armor, you instead gain a bonus to your AC equal to your Wisdom modifier (a minimum of +1). You can still carry a shield and gain this benefit.

Pestilence. When you are reduced to 0 hit points, you can use your reaction to dissolve into a **swarm of insects** (your DM has the statistics, *MM p.338*). While in this form, you have all the statistics of the swarm of insects, except you keep your own Intelligence, Wisdom, and Charisma scores. If the swarm is not destroyed, you reform from the swarm in 24 hours time, having gained the benefits of a long rest.

Plague. You are immune to necrotic damage, and when you would take necrotic damage or be inflicted with a disease, you can instead recover a number of hit points equal to your druid level.

Pollution. You are immune to poison damage and to being poisoned. When a creature within 5 feet of you hits you with a melee attack, they have a risk of being hit by a spurt of poisonous blood. That creature must make a Dexterity saving throw against your spell save DC or take 1d12 poison damage for every 10 points of damage they dealt you (a minimum of 1d12 poison damage). Slashing damage dealt against you counts as double for this effect.

NATURE'S VENGEANCE

When you reach 14th level, you can call upon the rage of Nature in the form of the pain of the land you are associated with. Your Nature's Vengeance feature has a different effect, dependent on whether you use it as an action or spend 1 full hour performing a special magic ritual to use it.

You can use your Nature's Vengeance feature as an action once, and you regain expended uses when you finish a short or long rest. You can use your Nature's Vengeance feature as an hour-long ritual at will.

Drought. If you use this feature as an action, every other creature within a 60-foot radius centred on you must succeed on a Constitution saving throw against your spell save DC or gain 2 levels of exhaustion and have vulnerability to fire damage until the end of your next turn.

(If the target had resistance to fire damage, it instead loses this resistance. This effect cannot end immunity to fire damage.)

If you use this feature as an hour-long ritual, you inflict a drought upon an area in a 5 mile radius centred on yourself. No rain falls on this area for the duration, and during the day, if a creature does not consume twice the amount of water it would normally require, it gains a level of exhaustion. This effect lasts for 1 year, or until the weather is changed by a *control weather* spell or similar magic.

Flood. If you use this feature as an action, you create a flood of roaring water in a 60-foot radius around you. Every other creature within the area when you use this feature or that enters the area while this effect lasts must succeed on a Strength saving throw against your spell save DC or be knocked prone and restrained. A creature restrained by this feature is submerged in roaring water and cannot breathe. A creature can end the effect on itself with a successful Strength (Athletics) check against your spell save DC. This effect ends after 1 minute, or when you lose concentration as if you were concentrating on a spell.

If you use this feature as an hour-long ritual, you inflict ceaseless rain upon an area in a 5 mile radius centred on yourself. The rain does not stop for 1 year, or until the weather is changed by a *control weather* spell or similar magic. Rivers and lakes rise and flood the surrounding lands, and fields are washed out. The area is heavily obscured by the rain for the duration.

Pestilence. If you use this feature as an action, a crowd of buzzing insects surround you, filling a 60-foot radius centred on yourself. The area is heavily obscured. Each creature which starts its turn in the area or enters the area for the first time must succeed on a Constitution saving throw against your spell save DC or take 3d6 piercing damage.

If you use this feature as an hour-long ritual, you unleash a pestilence of insects upon an area in a 5 mile radius centred on yourself. All crops in that radius are destroyed, and plants are stripped bear. The pestilence remains for 1 year, destroying all plant life in the area, or until it is removed by a *wish* spell or similar magic.

Plague. If you use this feature as an action, a wave of negative energy exudes from you. Each creature in a 60-foot radius centred on yourself must make a Constitution saving throw against your spell save DC or be inflicted with disease. The diseased creature has disadvantage on all ability checks. The diseased creature takes 1d4 necrotic damage at the start of each of its turns, and it can then repeat its saving throw, ending this effect on itself on a success.

If you use this feature as an hour-long ritual, you unleash a virulent plague upon an area in a 5 mile radius. Each creature other than yourself in the area must make a Constitution saving throw against your spell save DC or contract the disease, and any creature that interacts for more than 1 minute with a creature or corpse infected with the plague must also make this saving throw. A creature infected with the plague gains a level of exhaustion which cannot be removed until the disease is cured, and they gain an additional such level of exhaustion each month. The plague ends after 1 year or until it is removed by a *wish* spell, at which point any creature that is still infected with the plague and has not died recovers.

Pollution. If you use this feature as an action, you release a cloud of poisonous fumes in a 60-foot radius centred on yourself. Each creature other than yourself in this area must make a Constitution saving throw against your spell save DC or become poisoned. This poison lasts for 10 hours or until it is cured, whichever is sooner.

If you use this feature as an hour-long ritual, you release a pollution that pollutes all water and foodstuff within a 5 mile radius centred on yourself. Any creature which drinks water or consumes food polluted by this effect must make a Constitution saving throw against your spell save DC or become poisoned. A creature poisoned by this effect falls unconscious. A poisoned creature can repeat its saving throw at the end of each day, ending the poison on a success. The pollution continues to pollute water and food in the area for 1 year, or until it is removed with a *wish* spell or similar magic.





CIRCLE OF THE FADED

Flickering in and out of sight like the fey they follow, druids of the Circle of the Faded are elusive creatures in the Material Plane, making their home in the distant and fruitful forests of the Feywild. Driven to the Material Plane by curiosity or some secret and important mission, druids of this circle are an odd mixture of nosy and reserved, curious and mysterious, as they watch and listen to the world.

BONUS PROFICIENCIES

At 2nd level when you choose this circle, you learn to read, write, and speak Sylvan, and you gain proficiency with the Stealth skill if you don't already have it.

FADED STEP

Also at 2nd level when you choose this circle, you can use your fey powers to vanish from sight. As a bonus action on your turn, you can turn invisible. Anything you are wearing or carrying is invisible as long as it is on your person. This invisibility lasts until you make an attack roll, cast a spell, are incapacitated, or you choose to end this effect as a bonus action.

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

FEY NATURE

Your affinity with the fey allows you to take their form in place of the forms of beasts. Starting at 6th level, you can use your Wild Shape to transform into a fey instead of a beast (you must abide by the other limitations in the Beast Shapes table).

If you use your Wild Shape to take the form of a beast, your type in that form is fey instead of beast.

CHARM REFLECTION

At 10th level, you learn to return a charm which a creature attempts to put you under. You are immune to being charmed, and if a creature attempts to charm you, that creature must succeed on a Wisdom saving throw against your spell save DC or become charmed by you instead.

If the original charm had any additional effects, these apply to the charmed creature. The duration of this charm is equal to the original duration of the charm or 1 minute, whichever is shorter. If the original charm would allow a saving throw to end its effect, the creature can make that saving throw as if under the original charm.

VANISHED STEP

By 14th level, your ability to vanish is perfected. When you turn invisible with your Faded Step feature, this invisibility does not end until you choose to end it as a bonus action or are incapacitated.

In addition, you can extend this invisibility to one creature you are touching when you use your Faded Step feature. The invisibility lasts on that creature until it ends on you or you are no longer touching that creature.



CIRCLE OF GUARDIANS

Created to protect the last remnants of the ancient forests, druids of the Circle of Guardians are vigilante custodians of the groves and forests placed under their protection. A druid of the Circle of Guardians is always accompanied by their guardian spirit, a forest golem created to help protect the lands which would be ravaged by the Pride of Man.

GUARDIAN SPIRIT

Starting at 2nd level when you choose this circle, you can use your magic to summon a guardian spirit to fight alongside you.

You start with a guardian spirit summoned. If your guardian spirit is ever slain, you can use 8 hours and 25 gp worth of rare herbs to perform a ritual to create a new body for it.

When you first choose this circle and whenever you restore your guardian spirit to life, you can craft a body for the guardian spirit from wood and vines. You can choose to give your guardian spirit a humanoid body, in which case it takes the combat statistics given on the next page.

Alternatively, you can choose to give your guardian spirit an animal body, in which case it can take the form of: a **black bear**, a **boar**, an **elk**, a **giant goat**, a **panther** or a **wolf**.

If you choose an animal body, your guardian spirit has the chosen creatures' statistics, except as stated in the Spirit's Bond feature, and the following changes:

- It's type becomes fey.
- It has vulnerability to fire damage.

SPIRIT'S BOND

Also at 2nd level when you choose this circle, your guardian spirit gains certain benefits from its connection to you.

The guardian spirit loses its Multiattack action, if it has one.

The spirit obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your spirit acts on its own.

Your guardian spirit has abilities and game statistics determined in part by your level. Your spirit uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, a guardian spirit also adds its proficiency bonus to its AC and to its damage rolls.

Your guardian spirit gains proficiency in two skills of your choice. It also becomes proficient with all saving throws.

For each level you gain after 2nd, your guardian spirit gains an additional hit die and increases its hit points accordingly.

Whenever you gain the Ability Score Improvement class feature, your spirit's abilities also improve. Your spirit can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1.

As normal, your companion can't increase an ability score above 20 using this feature unless stated otherwise.

When you cast a spell with a range of touch, your guardian spirit can deliver the spell as if it had cast the spell. Your guardian spirit 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 attack modifier for the roll.

Your guardian spirit shares your alignment. Choose a personality trait and a flaw for your guardian spirit. Your guardian spirit shares your ideal, and its bond is always "the druid who summoned me is a beloved companion, for whom I would gladly give my life."

JOINT STRIKE

Starting at 6th level, when you use the Attack action or cast a spell, if your guardian spirit can see you, it can use its reaction to make a melee attack.

TWINNED SOULS

At 10th level, your guardian spirit can take some of the damage you suffer. When you take damage while your guardian spirit is within 30 feet of you, you can use your reaction to half that damage, and if you do, inflict damage to your guardian spirit equal to the damage you took.

WARDEN OF THE FOREST

Starting at 14th level, your guardian spirit grows more powerful as it draws upon the spirits of the ancient trees. It gains the following features:

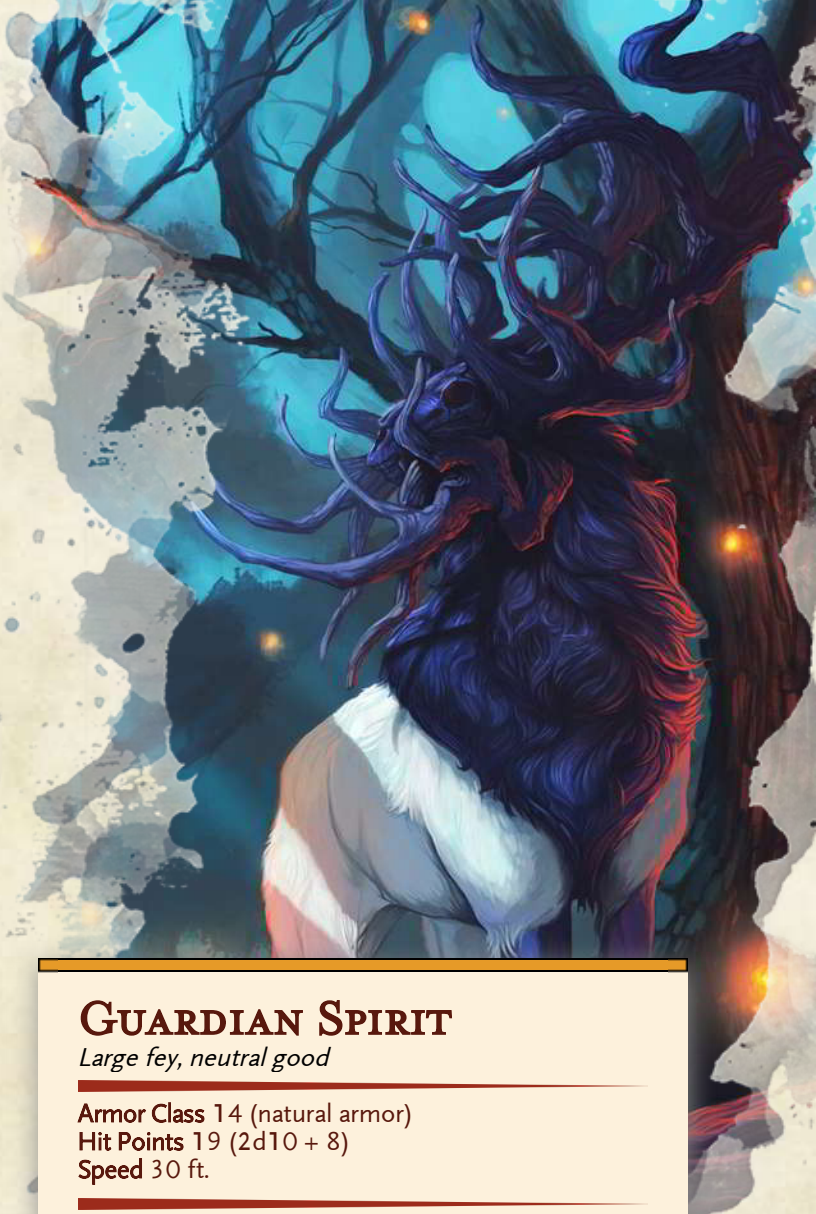
Magic Weapons. The spirit's weapon attacks are considered magical for overcoming resistance and immunity to nonmagical attacks and damage.

Root Regeneration. The spirit regains 10 hit points at the start of its turn. If the spirit takes fire or necrotic damage or moves at least 10 feet, this trait doesn't function at the start of the spirit's next turn. The spirit dies only if it starts its turn with 0 hit points and doesn't regenerate.

GUARDIAN SPIRITS AND FEATS

If your DM is using the Feats optional rules, you can choose to give your guardian spirit a feat instead of its usual ability score improvement. If you do so, the following rules apply:

- A guardian spirit cannot learn any feat that would give it proficiency in weapons or armor, nor can it learn any feat that would require it already had proficiency with weapons or armor (such as the *Crossbow Expert* feat).
- If a guardian spirit takes the *Skilled* feat, it can only gain proficiency in skills, not in tools.
- A guardian spirit can only learn **druid** or **ranger** spells with the *Magic Initiate* or *Ritual Caster* feats.
- A guardian spirit cannot take any feat that requires the ability to cast at least one spell (even if they can cast at least one spell because of taking another feat).



GUARDIAN SPIRIT

Large fey, neutral good

Armor Class 14 (natural armor)

Hit Points 19 (2d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	18 (+4)	8 (-1)	14 (+2)	6 (-2)

Damage Vulnerabilities fire

Condition Immunities petrified, poisoned

Senses tremorsense 10 ft., passive Perception 12

Languages Druidic, Sylvan

Challenge 1/2 (100 XP)

Forest Camouflage. The spirit has advantage on Dexterity (Stealth) checks made to hide in forest terrain.

Stable Form. The spirit is immune to any spell or effect that would alter its form, unless it chooses to allow it.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

FIGHTER

So long as there are wars to be fought, streets to be patrolled, and adventures to be had, the role of the fighter will be largely unchanged from one century to the next. Although the weapons and transport they use, enemies they face, and situations they find themselves in may have changed, the art of the fighter has been little touched by the advent of the Age of Steam.

STEEL AND GUNPOWDER

The greatest impact of the Age of Steam on the way of a fighter has come from the invention of firearms. Capable of inflicting death over a much greater range, the firearm has transformed the face of warfare and caused many traditional weapons to start to fade into obscurity.

This invention, and the changes it has brought to the face of warfare, has led to a vicious divide among fighters between those who embrace the new technology and the power it brings, while others see the waning of the art of the sword and bow to be a terrible loss, these arts representing a way of life that needs to be protected.

Which of these camps a fighter belongs to will determine not only their choice of weapon and combat style, but also their very philosophy of war and the place of a fighter in the world at large.

STAUNCH TRADITIONALISTS

Those who devote their lives to sword and bow seek to preserve what they see as great cultural artefacts. They view the martial arts less as truly meant for combat and war, and more as an art form in and of themselves. A fighter of the traditionalist school rejects firearms and new technologies and instead seeks to refine the art of the old weapons into a higher form of fighting.

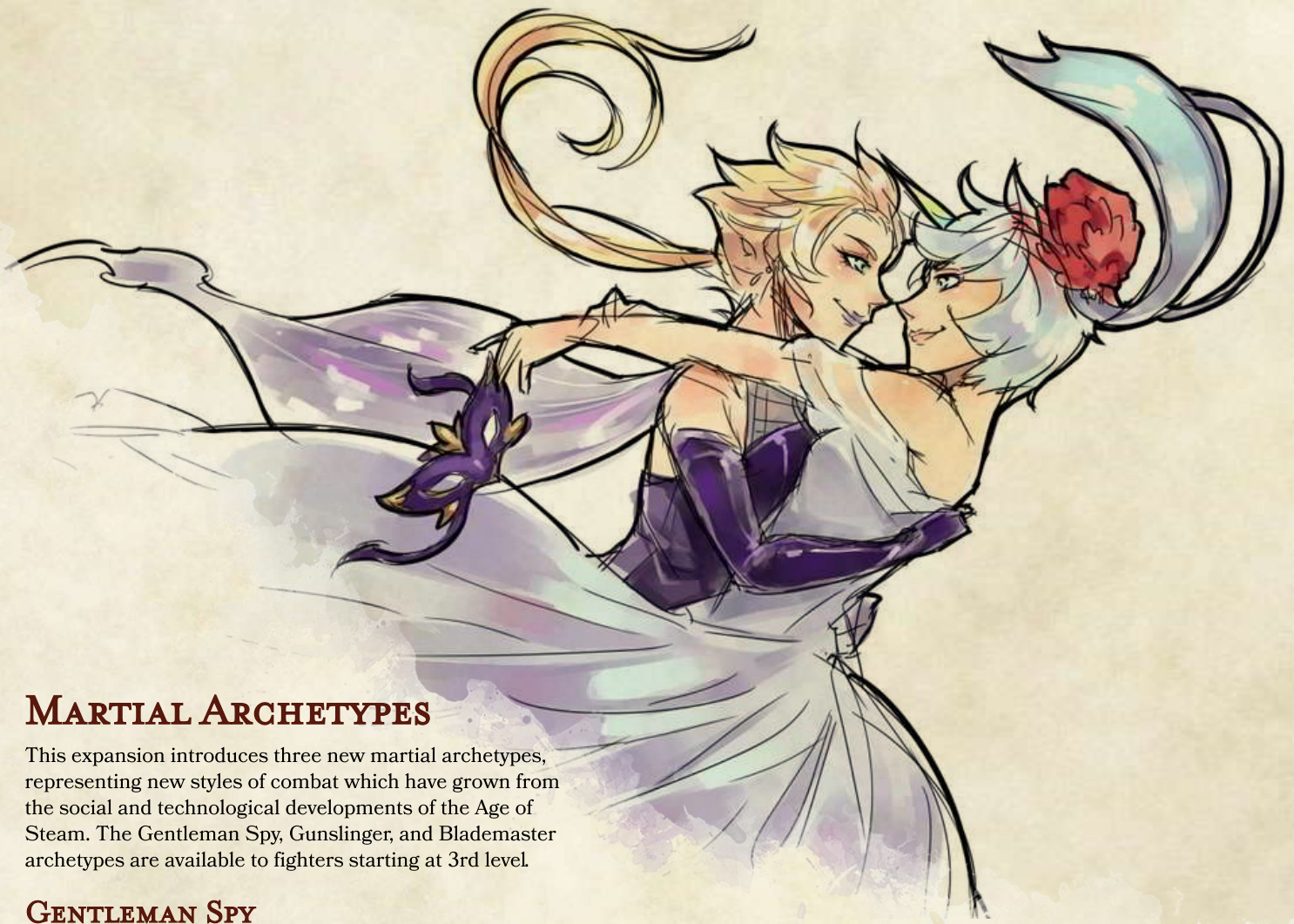
Fighters of this school of thought are more likely to belong to higher classes and less likely to be frontline soldiers, finding active service if they do among the mercenaries and adventurers of the world.

RADICAL REFORMERS

On the opposite side of the divide, those of the reformer school seek to embrace the firearm as the new symbol of war and the fighters' way of life. They devote themselves to understand the ins and outs of firearms, gunpowder, and every new kind of weapon and vehicle, mastering these techniques in the hopes of crafting new, cutting-edge tactics to outsmart their enemies.

As the mass production of firearms starts to roll out, these reformers start to make up the greater share of soldiers in the field and mercenaries in the streets as they embrace the new way of fighting that comes with the new ways of life in the Age of Steam.





MARTIAL ARCHETYPES

This expansion introduces three new martial archetypes, representing new styles of combat which have grown from the social and technological developments of the Age of Steam. The Gentleman Spy, Gunslinger, and Blademaster archetypes are available to fighters starting at 3rd level.

GENTLEMAN SPY

Suave and debonaire, dressed to the height of fashion and trained to the height of combat expertise, the gentleman spy is as deadly as he is courteous, the perfect mixture of martial and social training. Those who follow this archetype are often special operatives, spies, and hitmen, trained to blend in with high society before striking their marks.

CHARMING DEFENCE

Beginning when you choose this archetype at 3rd level, your personal charisma allows you to forgo armor. While you are wearing no armor and not wielding a shield, your AC equals $10 + \text{your Dexterity modifier} + \text{your Charisma modifier}$.

STUDENT OF WORDS

At 3rd level, you gain proficiency with the Stealth skill and either the Persuasion or Deception skill (your choice).

CHIVALROUS CHARM

Starting at 7th level, your suave personality can befuddle the minds of those you speak to. If you spend at least 1 minute talking to a creature and do not attack it, you can attempt to charm the creature. The creature must succeed on a Wisdom saving throw (DC equal to $8 + \text{your proficiency bonus} + \text{your Charisma modifier}$) or be charmed by you for 10 minutes.

A creature has disadvantage on this saving throw if it is attracted to your gender and species. If the creature sees you attempt to use this feature on another creature, it can repeat its saving throw, ending the effect on a success. This effect also ends early if you or one of your allies attempts to harm the creature.

HIDDEN WEAPONS

Beginning at 10th level, you become a master at hiding weapons on your person. During a short or long rest, you can hide a number of weapons each weighing 1 lb. or less about your person equal to your Dexterity modifier (a minimum of 1). You can hide a sidearm with this feature, but it counts as 1 extra weapon for each lb. of its weight beyond 1 lb. A creature trying to find these weapons on your person must succeed on an Intelligence (Investigation) check (DC equal to $8 + \text{your proficiency bonus} + \text{your Fighter level}$).

If you draw a hidden weapon during the first round of combat in which you surprised a creature, you have advantage on attack rolls with that weapon against any surprised creature. You can only gain this benefit if you were not wearing any visible weapons when you surprised that creature.



In addition, you can draw or sheath two weapons as part of your movement on your turn, instead of one. These can include your hidden weapons.

A disguised weapon, such as a *sword-cane* (see sidebar) is considered a hidden weapon for the purposes of this feature, but does not count towards your number of hidden weapons.

SLIP AWAY

Starting at 15th level, you master the art of slipping out of bonds and away from sight. You cannot be grappled, paralyzed or restrained.

In addition, if you are at least lightly obscured by crowds, furniture, or other urban barriers, you can use the Hide action as a bonus action.

SUBTLE STRIKE

At 18th level, your mastery of subtle tactics and surprise attacks reaches its pinnacle. You add your Charisma modifier to your Initiative rolls.

Any hit you score against a creature that is surprised is a critical hit.

In addition, if a creature within 10 feet of you misses you with a melee weapon attack, you can use your reaction to attempt to distract that creature. It must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier). On a failed save, you have advantage on attack rolls against that creature until the end of your next turn. Creatures that are immune to charm are immune to this effect.

GUNSLINGER

No sound is as sweet to the gunslinger as the crackle of gun fire, no scent as sweet as the sulphur of gunpowder smoke. The gunslinger is a fighter who devotes their life to the ways of the firearm. Fighters who model themselves on this archetype master an array of trick-shots to outwit their enemies, alongside learning the inner workings of the firearms they wield.

GUNSMITH

Starting at 3rd level when you choose this archetype, you are trained in repairing broken firearms and similar technology. You gain proficiency with Tinker's Tools.

As an action, you can attempt to repair a broken firearm or gadget on the fly. Make one Intelligence (Tinker's Tools) check. The DC to repair a gadget is the same as that specified in the "Resilience and Repair" part of the Gadgets section above. The DC to repair a firearm is given in the table below.

SWORD-CANES

A sword-cane is a kind of concealed weapon. It constitutes a cane, which can be used as a **club**, and contained in the cane, a **rapier**.

As a bonus action, you can draw the rapier from the cane or return it to the cane. A successful DC 12 Intelligence (Investigation) check is required to locate the rapier inside the cane if you are not familiar with the item.

A fighter intending to choose the Gentleman Spy archetype can start with a sword-cane instead of one of the martial weapons in their starting equipment.

If you succeed this check, the gadget or firearm is returned to full function, but its overdrive score is increased by 1 (max **Overdrive (99 or less)**) until it is properly repaired if it has one. If you fail this check, the gadget or firearm must be properly repaired, and you cannot attempt to repair it with this feature again.

FIREARM REPAIR DC

Type of Firearm	Repair DC
Sidearm, with <i>light</i> property	10
Sidearm	13
Longarm	15
Longarm, with <i>heavy</i> property	20
Longarm, with <i>explosive</i> property	25

EXPERT MARKSMANSHIP

Also when you choose this archetype at 3rd level, you learn trick-shots that are fueled by special dice called superiority dice.

Trick-Shots. You learn three trick-shots of your choice, which are detailed under "Trick-Shots" below. You can only use one trick-shot per attack, unless stated otherwise.

You learn two additional trick-shots of your choice at 7th, and a further additional trick-shot at 10th and 15th level. Each time you learn a new trick-shot, you can also replace one trick-shot you know with a different one.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all expended superiority dice when you finish a short or long rest.

You gain another superiority die at 7th level and one more at 15th level.

Saving Throws. Some of your trick-shots require your target to make a saving throw to resist the trick-shots' effects. The saving throw DC is calculated as follows:

$$\text{Trick-Shot save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier.}$$

MARKSMAN'S EYE

At 7th level, you are adept at spotting things that others would miss. You add your Intelligence modifier to Wisdom (Perception) checks, including your passive Perception score.

In addition, you do not suffer disadvantage on Wisdom (Perception) checks when sight is partially obscured by dim light, patchy fog, or other natural effects, and you have advantage on Wisdom (Perception) checks to see objects beyond your usual range of sight.

IMPROVED EXPERT MARKSMANSHIP

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

KILL-SHOT

Starting at 15th level, when you reduce a creature to 0 hit points and have no superiority dice remaining, you regain 1 superiority die.

TRICK-SHOTS

The trick-shots are presented in alphabetical order.

Called Shot. When you hit a creature with a firearm attack, you can expend a number of superiority dice up to your Intelligence modifier (a minimum of 2) to make a precise shot. Add all superiority dice expended to the attack's damage roll. You cannot use this trick-shot if you had disadvantage on your attack roll.

Disarming Shot. When you hit a creature with a firearm attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

Distracting Shot. When you hit a creature with a firearm attack, you can expend one superiority die to distract the creature, giving your allies an opening. You add the superiority die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

Feinting Shot. You can expend one superiority die and use a bonus action on your turn to feint, choosing one creature within 10 feet of you as your target. You have advantage on your next attack roll against the creature. If the attack hits, add the superiority die to the attack's damage roll. Making a feinting shot expends 1 piece of ammunition.

TRICK-SHOTS AND MANEUVERS

Trick-shots are designed to parallel the maneuvers of the Fighter's *Battle Master* archetype, with both expending superiority dice. As a general rule, Battle Masters should not be able to take trick-shots instead of their maneuvers, and Gunslingers should not be able to take maneuvers instead of their trick-shots.

An exception exists in the **Martial Adept** feat. If a character takes the Martial Adept feat, they should be able to choose to take a trick-shot instead of one or both of the maneuvers provided by the feat. The DC for this trick-shot is based on their Intelligence modifier, as detailed below.

Longshot. When attacking a target beyond the normal range of your firearm but within its long range, you can expend one superiority die to make a longshot. You do not have disadvantage on the attack roll. If the attack hits, add the superiority die to the attack's damage roll.

Piercing Shot. When you hit a creature with a weapon attack with a firearm that doesn't have the *explosive* property, you can expend one superiority die to attempt to shoot through that creature to damage another creature behind it. Choose another creature in a direct line from you beyond the target and within the range of your firearm. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your superiority die. The damage is of the same type dealt by the original attack.

Point-Blank Shot. When you make an attack roll with a firearm at a hostile creature within 5 feet of you, you can expend one superiority die to make a point-blank shot. You do not have disadvantage on the attack roll. If the attack hits, add the superiority die to the attack's damage roll.

Precision Shot. When you make an attack roll with a firearm against a creature, you can expend one superiority die to add it to the roll. You can use this trick-shot before or after making the attack roll, but must use it before any effects of the attack are applied.

Push Shot. When you hit a creature with a firearm attack, you can expend one superiority die to attempt to drive the target back. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.

Trip Shot. When you hit a creature with a firearm attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

Warning Shot. Instead of one of your attacks with a firearm, you shoot into the air. Choose any number of creatures within 30 feet of you, expending 1 superiority die for each creature chosen. Those creatures must succeed on a Wisdom saving throw or be frightened of you until the end of your next turn.

BLADEMASTER

Devoting themselves to a single weapon, the blademaker seeks to show a mastery of the sword which supersedes all other forms of combat. Blademasters are frequently members of ancient traditions, taught by masters who have passed down their sword-forms for generations unnumbered. They reject modern technology and instead strive to keep the old ways of the blade alive.

SWORDSMAN'S FINESSE

Starting when you choose this archetype at 3rd level, you can use Dexterity instead of Strength for the attack and damage rolls you make with longswords.

If you use your bonus action to make an attack with a dagger, longsword, rapier, scimitar, or shortsword using two-weapon fighting, you can instead make two attacks with that weapon as part of that bonus action.

HONOUR OF THE OLD WAYS

At 7th level, your training in traditional ways has taught you to hold yourself in high society. You gain proficiency with your choice of calligrapher's supplies or painter's supplies.

You have advantage on Deception, Intimidation and Persuasion checks made when interacting with members of high society, or convincing others that you belong to high society.

FLURRY OF BLOWS

Starting at 10th level, while you are wielding a dagger, longsword, rapier, scimitar, or shortsword, you can use your action to make an attack against every creature within 5 feet of you. This is considered an Attack action for all other features.

You can use this feature a number of times equal to your Dexterity modifier (a minimum of once). You regain expended uses when you finish a short or long rest.

FAST AS THE WIND

At 15th level, you can travel freely across the battlefield. Each time you hit a creature with a melee weapon attack, your movement speed increases by 10 feet until the end of your turn.

If you make a melee attack roll against a creature, that creature cannot take opportunity attacks against you until the start of your next turn, regardless of whether that attack hits or misses.

ONE WITH THE BLADE

At 18th level, you are in perfect synchrony with your sword. While you are wielding a dagger, longsword, rapier, scimitar, or shortsword, you cannot be disarmed of that weapon.

While you are wielding a dagger, longsword, rapier, scimitar, or shortsword and no other weapons, you can make two reactions each round instead of one.

When a creature makes a melee weapon attack roll against you while you are wielding a dagger, longsword, rapier, scimitar, or shortsword, you can use your reaction to parry that attack. Your AC increases by 1 until the start of your next turn, and by an additional 2 against that attack.



If the attack misses, you can make a melee attack against that creature as part of the same reaction, but if you do, you cannot do so again until you are hit by a melee weapon attack or finish a long rest.

When a creature makes a ranged weapon or spell attack roll against you while you are wielding a dagger, longsword, rapier, scimitar, or shortsword, you can use your reaction to attempt to deflect that attack. Your AC increases by 4 against that attack. If the weapon or spell attack misses, roll a d20. On a roll of 20, the ranged weapon attack or spell attack is deflected back at the creature that attacked you. If the creature is within 30 feet of you and the original attack roll would have hit that creature, that creature suffers the effect of that ranged weapon or spell attack.

MONK

The monk has always been one who seeks to be set apart from the world which they inhabit, and just as wars and cataclysms have swept by before leaving the great monasteries all but untouched, so the Age of Steam has swirled about the gates without ever breaking them down.

Although the scribal traditions of the monks have been replaced with the printing press, the monastery's place as a centre of learning with secular universities, and many more liberal monasteries are now fitted with steam-powered heating for the cold winter nights, the monastic orders of the world have carried on largely unchanged.

KEEPERS OF LORE

With many of the greatest libraries in the world still belonging to the ancient monasteries, monks frequently play the role of lorekeepers in the world, maintaining lost knowledge and ancient tradition in equal part. Although many see this fascination with the writings of old as backward and conservative, it is still to these and the monks who keep them that many turn to find some sure touchstone in an ever changing world that is ever more painted in shades of grey.

For this reason, monks tend to be amongst the most well-read in the world, well-versed in the great classics in science and magic, mythology and history, philosophy and politics. Their world-view is framed in the light of the great writers who have gone before, giving them a unique perspective on modern problems as seen through the lens of the past.

ADVISORS AND COUNCILLORS

Due the vast wisdom collected in their ancient libraries, and in equal part due to the lowering esteem the gods hold for many, rulers will frequently seek out monks as their advisors and councillors, where once they may have turned to the priests and clerics of the world.

To some monks, such work is a blessing, an opportunity to share the accumulated wisdom of the past with those who are stuck in the present, to influence the world and perhaps prevent the rulers of now from repeating the failures of the past.

For others, it is simply a nuisance. Whether bitter traditionalists who see the entire world as gone to the dogs or simply high-minded academics and ascetics who would rather pursue their own intellectual or spiritual development, these monks will forgo any contact with the world beyond their hermitages and monasteries.

HIDDEN MONASTERIES

To protect their precious libraries and precious peace, many monasteries withdraw from the world into remote and hidden places. Most remaining monastic communities can only be reached by one who knows the secret paths to take, with some even residing in small pocket dimensions or on the fringes of other planes as they seek solitude from the noise of the modern world. In this era, for all but the most public of orders, you do not find the monks; instead, the monks find you.



MONASTIC ORDERS

Many different monastic orders exist around the world each with their own set of ideals, their own philosophy and their own purpose. If you are playing a monk, consider the kind of monastery and monastic order your character belonged to.

You may want to consider the questions: why was the order formed, and by who? What is their main philosophy, of life, ethics, and magic? Are there any particular vows I have taken to become a member of this order, and do I still observe them?

This section details a handful of possible monastic orders for you to consider, before presenting some roll tables to help inspire you in answering these questions.

THE FOUR ELEMENTAL ORDERS

The Four Elemental Orders are four monasteries working in rough unity for the protection of the Material Plane. Each monastery is devoted to one of the four Celestial Beasts and practices the command of one of the four classical elements.

The Azure Dragon of the East. Situated in a high mountain in the far east of the world, the Order of the Azure Dragon practices the control of air and wind.

The Vermillion Bird of the South. Situated in a scorching desert, the Order of the Vermillion Bird practices the art of manipulating fire.

The White Tiger of the West. In a valley temple in the western pinnacle of the world, the Order of the White Tiger seeks mastery of elemental earth.

The Black Turtle of the North. Built into an iceberg in the frozen reaches of the north, the Order of the Black Turtle seeks command of water and the waves.

Purpose. The Four Elemental Orders were founded to protect the Material Plane from the Elemental Chaos beyond. Each seeking mastery of one of the elements, they work in concert and rivalry to preserve the natural balance of the world, and protect it from elemental threats.

Traditions. Monks of each of the Orders venerates their Celestial Beast as a minor deity or hero of old, the founder of their order and the source of their wisdom. They will only ever seek to control their own element, never straying into trying to manipulate the elements of other orders.

Vows. Each monk takes an oath to only seek unity and mastery with the chosen element of their order. Many will also take ascetic vows, such as members of the Black Turtle order forgoing the use of heating as part of their rejection of fire in favour of water and ice.

ORDER OF THE LOST

Long ago devoted to deities of the wayside, travel, and hospitality, the Order of the Lost seeks to provide a home and refuge to all those who have been rejected or cast out by the world. It is an order devoted to the restoration of lives and the providing of sanctuary.

Purpose. The Order of the Lost was created to provide a home for the homeless. They seek to reach out to those who are downtrodden or outcast and provide them with love, care, a family and a home.

Traditions. The Order of the Lost rarely hold formal monasteries as other orders do, but instead house themselves in open wayhouses and inns, which welcome travellers from the road.

Vows. Members of the Order of the Lost take a vow of hospitality. They cannot turn away a guest who asks to stay the night, nor fail to provide for those in need.

THE ORDER OF THE THREE FATES

Also known as the Watchers, the Order of the Three Fates is often seen as a sinister force, half-seen touching events across the world and throughout modern history, tweaking the paths of the nations. The Watchers are attributed with both avoiding disaster and causing it, bringing prosperity and bringing ruin, and in all likelihood, both accounts are true.

Purpose. The Order of the Three Fates was established to ensure the world followed its proper path. Members of this order are devoted to influencing the world to ensure the preservation of balance, raising up the lowly and bringing down the proud. Wherever man would try to cheat fate or rise up above his proper station, the Watchers are waiting to ensure that Fate has the last laugh.

Traditions. The Watchers are secretive organisation, with initiates only learning the names and stations of other members, and the full reach of the order, as they rise through the ranks. Each level within the order is marked with its own traditions, its own rules, and its own secret knowledge.

Vows. All members of this order take vows of secrecy, to protect the order and their fellow members, and to follow the purpose of the order. Members also take vows to destroy any undead they may chance upon, as undeath is scene as a great insult to the natural course of the world, second only to the insult of a mortal being achieving immortality.

THE WHISPERING ONES

Truth is in the silence. Such is the founding wisdom of the Whispering Ones, an order devoted to the discovery of ultimate truth through the study of philosophy and the study of silence. Little known to outsiders, save the wisest of rulers who still seek their wisdom, the Whispering Ones spend their days hidden in their monasteries and wrapped in their silence.



Purpose. The Order of the Whispering Ones was founded for the pursuit of knowledge and understanding. Its founders believed that in silence could be found the ultimate Truth, and from this hidden Truth all things could be made right.

Traditions. What fills ones mind in the silence varies among the different monasteries of the Whispering Ones. Some prefer to seek the empty mind, distancing oneself from the world. Others contemplate the inevitability of death or the timeless stars, seeking to find in these seeming universal truths the true Truth.

All monasteries of the Whispering Ones keep libraries, often containing forbidden lore and eldritch tomes that would be burned if they ever set foot beyond the walls of the monastery.

Vows. All monks of the Whispering Ones are bound to a vow of silence. For some, this means that no sound can pass their lips. Others allow conversation at set times of the day, but otherwise require silence.

MONASTIC ORDER TABLES

You can use the tables on this page to help inspire your own monastic orders. Either roll on the tables, or simply pick a result and let that inspire you.

EXTERNAL PRESENCE

d8 Result

- 1–2 Your monastery is hidden, and members of the order rarely leave.
- 3–4 Your order is hidden, but it seeks to influence the world outside.
- 5 Your monastery serves the local people as a hospital or similar function.
- 6 Your monastery is a common site of pilgrimage.
- 7 Your monastery is well-known, your order well esteemed as advisors and councillors
- 8 Your monastery is a world-renowned place of learning.

FOUNDING PURPOSE

d8 Purpose

- 1–2 The pursuit and preservation of knowledge.
- 3 To protect and guard dangerous knowledge.
- 4 To influence the path of the world.
- 5 Service to a god or divine philosophy.
- 6 To protect the world from a dangerous force.
- 7 To oppose another monastery or order.
- 8 Cover for another, possibly sinister purpose.

VOWS AND ASCETISM

d6 Vow

- 1 **Abstinence.** You forgo alcohol and other intoxicating substances.
- 2 **Chastity.** You forgo sexual and romantic attachments.
- 3 **Charity.** You give freely to the poor and needy.
- 4 **Obedience.** You obey when your superiors order you.
- 5 **Poverty.** You live without material wealth or possessions.
- 6 **Silence.** You do not speak.

FOUNDERS

d6 Founder

- 1 A humanoid sage, who wished to preserve her wisdom and learning.
- 2 A humanoid ascetic, who wanted to withdraw from the world.
- 3 A humanoid prophet, who was led by their god to begin the order.
- 4 A warlord, hero, or other non-monastic figure.
- 5 A dragon, sphinx, or other ancient and wise creature.
- 6 An aberration or other alien creature.

QUIRKS

d8 Quirk

- 1 You can never speak the name of your order.
- 2 You can only become a member by invite.
- 3 There are no ranks in your order.
- 4 Your order is strictly hierarchical, with secrets only unveiled to those of higher ranks.
- 5 Your order recruits young acolytes and children.
- 6 Your order required menial work, such as cleaning and cooking.
- 7 Your order encouraged bending its own rules.
- 8 Your order holds many illegal books in its library.

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MONASTIC TRADITIONS

This expansion introduces one new Monastic Tradition, the Way of the Magebane, which is available to monk characters at 3rd level. It also introduces new Elemental Disciplines for the Way of the Four Elements.

The Way of the Magebane is a monastic tradition designed for Steampunk worlds in which magic is at odds to science, frowned upon or outlawed.

WAY OF THE MAGEBANE

Your tradition teaches you the nature and law of magic so that you might counter it, teaching you to hunt and kill spellcasters. These monks frequently hold personal vendettas against mages or sorcerers of their past, and serve the great empires of the world in hunting down rebel spellcasters who may outwit or outmaneuver more traditional spies and assassins.

BONUS PROFICIENCIES

At 3rd level when you choose this tradition, you gain proficiency with the *Arcana* skill if you don't have it.

BREAK CONCENTRATION

Starting at 3rd level when you choose this tradition, you are trained in breaking the concentration of spellcasters when you harness your ki.

You have advantage on attack rolls against creatures that are concentrating on spells. When you hit a creature with one of the attacks granted by your Flurry of Blows, that creature has disadvantage on the saving throw it makes to maintain concentration.

EYES OF THE HUNTER

By 6th level, your training allows you to sense the presence of magic around you. As long as you have 1 or more ki points, you gain the benefits of a *detect magic* spell.

In addition, you can expend 3 ki points to cast the *see invisibility* spell.

INNURED TO MAGIC

Starting at 11th level, you are centred within yourself and can shrug off magical effects more easily. You have advantage on saving throws against spells and other magical effects.

CAPTURE ENERGY

At 17th level, you learn to capture the energy of your opponent's magic and blend it with your ki. When you succeed on a saving throw against a spell or other magical effect which originated from a creature, you can use your reaction to capture the energy of that magic. You regain a number of ki points equal to the level of the spell, or 1 ki point if it was a magical effect that is not a spell.

You can recover a number of ki points above your maximum number of ki points with this feature, but if you do, you are reduced to your maximum ki at the end of your turn.

WAY OF THE FOUR ELEMENTS

Monks of the Way of the Four Elements may choose from the following additional elemental disciplines.

ELEMENTAL DISCIPLINES

The elemental disciplines are presented in alphabetical order. If a discipline requires a level, you must be that level in this class to learn the discipline.

Balm of the Mountain Spring. You can use your affinity with water to soothe your allies' wounds. As an action, you can touch a creature and expend 2 or more ki points to heal that creature. You cannot expend more ki points than allowed for your level in the Spells and Ki Points table (2 if you are below 5th level). The target regains 1d6 hit points for each ki point expended.

Break the Earth. You can spend 2 ki points to cast *earth tremor*.

Call the Frozen Rain (11th Level Required). You can spend 5 ki points to cast *ice storm*.

Crush Steel. When you hit with a melee weapon attack against a creature wearing metal armor, you can expend 1 ki point to bend that armor to crush them. The attack deals an additional 1d10 bludgeoning damage, plus a further 1d10 damage for each additional ki point you expend. The creature's armor is then crushed, and it begins to suffocate until the armor is removed. Removing the armor requires a successful Strength (Athletics) check against your ki save DC.

Dance of the Flood (11th Level Required). You can spend 5 ki points to cast *control water*.





Elemental Alliance (11th Level Required). You can spend 5 ki points to cast *conjure minor elementals*.

Elemental Fortitude. You can spend 2 ki points to cast *absorb elements*.

Fist of Grasping Earth (6th Level Required). You can spend 3 ki points to cast *Maximilian's earthen grasp*.

Kindle the Flames. When you hit a creature with an unarmed strike, you can expend 2 ki points to attempt to kindle flames with your touch. The creature must succeed on a Dexterity saving throw or be ignited. The ignited creature takes 3d6 fire damage at the start of its turn, and it can then make a Constitution saving throw, ending this effect on itself on a success. The damage for this effect increases by 1d6 for each additional ki point you expend.

Light the Candle (6th Level Required). You can spend 3 ki points to cast *continual flame*.

Master the Air (17th Level Required). You can spend 6 ki points to cast *control winds*.

One with the Waves (6th Level Required). You can expend 3 ki points as a bonus action to step into a river, lake, or body of water at least as large as you are. Your body and all equipment you are carrying transform and meld into the water. A creature can use its action to make an Intelligence (Investigation) check against your ki save DC to detect your presence.

While merged with the water, you can see with your normal senses from the point you entered the water, and you can move within the water with a swimming speed equal to your base walking speed. While in the water, you have resistance to all damage, but drying up the water to the extent you can no longer fit in it causes you be expelled and deals 6d6 cold damage to you, and completely drying the water or transmuting it into another substance expels you and deals 50 cold damage to you.

The first melee attack roll you make from the water has advantage, and deals cold damage instead of its usual type. After you attack, use a ki feature, cast a spell, or move out of the water, this effect ends.

Pierce the Flaming Spear (6th Level Required). You can spend 3 ki points to cast *agnazzar's scorcher*.

Pillars of the Earth. As a bonus action, you can expend 1 ki point to plant your feet and encase them in dirt. For 1 minute or until you move, you cannot be knocked prone or shoved unless you allow it.

Sculpt the Mountains (11th Level Required). You can spend 5 ki points to cast *stone shape*.

Step of the South Wind (6th Level Required). You can spend 3 ki points to cast *blur*.

Sweeping Snow Strike (6th Level Required). You can spend 3 ki points to cast *Snilloc's snowball swarm*.

Wings of Vermillion Bird (11th Level Required). You can spend 5 ki points to cast *fire shield*.

Yellow Dragon Breath (6th Level Required). You can spend 3 ki points to cast the *dragon's breath* spell.

WHY NEW ELEMENTAL DISCIPLINES?

You may be wondering at the decision to include new Elemental Disciplines in a Steampunk Expansion. This is primarily because of the elemental affinity that the Age of Steam draws out. Steam itself is air and water, produced by fire, and steel is drawn from earth. In this kind of setting, an elemental affinity can thrive.

The intention behind the number of disciplines here is to provide the possibility of pure element characters, those who only use elemental disciplines devoted to their chosen element. With these disciplines and those in the *PHB*, you should be able to play a pure element Way of the Four Elements monk and still have a lot of options and versatility in your character.



PALADIN

The Age of Empires is a dark and murky world, where the old lights of morality seem dimmed in the smog. The paladins, great warriors of justice, hope, and the destruction of all that is evil, find themselves in a world without justice or hope, in which evil abounds.

As crime syndicates draw deals with the rulers of the land, the incessant drive for progress fuels the destruction of the natural world, and the economy machine delves ever deeper the chasm between the wealthy elite and the masses in crippling poverty, the shining knights of old find themselves increasingly out of place in a world that does not seem to want the likes of them.

A WORLD OF DECADENCE

The new Age of Steam has a distinctly dark hue through the eyes of a paladin. It is a world freed from the restraints of the past, where every human vice can find ever greater fruition in the overcrowded cities of the world, where old family ties are forgotten in the desperate struggle for individual success, and where honour is as much a curse as a virtue.

In this world, a paladin feels always a little out of place. Where those around them descend into decadence, a paladin seeks to preserve virtue. Where those around them lie and cheat in a desperate scramble to get ahead, the paladin seeks to uphold honour and fair play. Where the world shouts kill or be killed, the paladin practises mercy.

To many paladins, they feel a deep nostalgia for a past which perhaps never was, in truth, but which they long to return to, a world of knights in shining armor defending the helpless and being esteemed for their honour and virtue. They feel like they don't really belong in the new world, and long for a way to return to the old.

CHIVALRY IS DEAD

The very ideal of the knight in shining armor, that which many paladins aspire to be, is strangely out of place in a Steampunk world. In this world of grime, intrigue and technology, the shining plate and flashing sword of a knight is often out of place.

Yet beyond this, most Steampunk settings are also worlds which have long since turned their backs on the very ideals that a paladin represents. They are widely corrupt, and do not value justice. They are decadent, and do not understand the gentle romance of courtly love. They are brutish and vicious, and do not understand the chivalric traditions.

It is into this situation that a paladin enters, the protector of the ancient traditions of chivalry. Though everyone else may be content to strike an unarmed opponent or attack a woman, the paladin will often stay her hand, hoping that by example she may somehow redeem a world which, to her, seems to have lost its way.





PROTECTORS OF THE OLD WAYS

To many, often including themselves, paladins are seen as bastions of an old way of life, preserving ancient traditions in their beliefs and their conduct. To those who revere such traditions and likewise see the new world as one of corruption and decadence, paladins are heralded as great bastions of honour in a world without it.

Yet not all see it as such, and many see paladins as rather reactionary forces, standing in the way of true progress by desperately holding on to the last strands of a bygone age. They are seen as blind conservatives, unwilling to change with the times, hoping to hold on to a morality and world view which technology has left behind.

Yet to both those in favour and against, it is clear that paladins are those who hold firm to their beliefs and values, and will not be swayed by the tides of fashion or popular opinion. Whether this be called honour and virtue, or headstrong ignorance, it reveals a sturdy commitment that is sorely lacking the world at large.

A NEW OATH

Though many paladins still swear by the ancient oaths handed down by their ancestors and mentors, some have crafted new oaths to fit the times and the role of the paladin in these times.

Many of these oaths are those taken by paladins who bow their devotion to an earthly ruler, an empire or other mighty nation which raises up paladins devoted to its cause as its champions and defenders. Other oaths are devoted to protecting something which the paladin feels is being lost in the world at large, which can be anything from true freedom to true love.

SACRED OATHS

This expansion introduces four new Sacred Oaths for paladin characters: the Oath of the Empire, the Oath of the Inquisition, the Oath of the Privateer, and the Oath of Romance. These Sacred Oath options are available to paladin characters at 3rd level.

OATH OF THE EMPIRE

The Oath of the Empire is created and sworn by the servants of a mighty imperial force, one which has conquered across continents and earned the right to count its emperors among the gods. This oath binds the paladin who swears it – sometimes called hands of the emperor or red knights – inextricably to the empire he serves, such that what is good for the empire becomes his will. It is an oath which upholds the virtues of obedience, law, and patriotism above all else. They hold the emperor himself as their ideal, and adorn their armor and coats of arms with both the crest of the empire and the emperor's personal crest.

TENETS OF THE EMPIRE

Though the exact words of the Oath of the Empire varies by the nation it is sworn to, paladins of this oath often share the following tenets.

The Empire Comes First. All other priorities are secondary to the needs of the empire. If you find an enemy of the empire, you must destroy them, regardless of who they are. Your will is secondary to the empire's.

Duty. You have a purpose, to be the extended arm of the empire, and you must serve that purpose. Do not shirk your duty or show half-hearted commitment to the tasks you are set.

Conquest and Civilisation. It is by conquest that we can civilise the barbarians lands of the world. In the same way, you should seek to utterly defeat your enemies, but in victory, you should teach rather than gloating.

Obedience. Do not talk back to your superiors or fail to act in accordance with the will of the empire.

Protect the Weak. Our right to conquer comes because we protect those who fall under our wing. You, likewise, should defend those who cannot defend themselves, and so show the honour of the empire.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE EMPIRE SPELLS

Paladin Level	Spells
3rd	<i>ceremony, command</i>
5th	<i>silence, spiritual weapon</i>
9th	<i>aura of vitality, slow</i>
13th	<i>banishment, staggering smite</i>
17th	<i>circle of power, geas</i>

CHANNEL DIVINITY

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

Dominating Presence. You can use your Channel Divinity to inflict terror upon those around you. As an action, you extend your holy symbol and force each creature of your choice that can see you within 30 feet of you to make a Wisdom saving throw. On a failed save, a creature is frightened of you for 1 minute. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Shelter the Faithful. You can use your Channel Divinity to protect your allies as the empire protects its territories. When an ally within 10 feet of you is hit by an attack, you can use your reaction to take the effect of that attack on yourself, including all damage as well as any other negative effects.

When you reach 18th level, the range of your *Shelter of the Faithful* feature increases to 30 feet.

AURA OF OBEDIENCE

Beginning at 7th level, the authority of the Empire lies so heavily on your shoulders that you exude a magical ward. You and friendly creatures within 10 feet of you are immune to spells which would alter your course of action or intentions (such as the *command* or *suggestion* spells) while you are conscious. You are not immune to having your intentions altered by persuasion whilst you are charmed.

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

INDOMINATABLE AGENT

Beginning at 15th level, your devotion to the Empire allows you to continue to strive even through the most dire of injuries. When you are reduced to 0 hit points, you do not fall unconscious. You continue to make death saving throws at the end of each of your turns, and if you take damage, this counts against your failed death saving throws. When you fail three death saving throws, you die. When you succeed three death saving throws while using this feature, you can recover 1 hit point, and if you do, this feature immediately ends.

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

MAJESTY OF THE EMPIRE

At 20th level, you can use your action to transform into an embodiment of the Empire's majesty. For 1 minute, you gain the following benefits:

- Hostile creatures have disadvantage on attack rolls against creatures other than you.
- Friendly creatures within 30 feet of you have advantage on saving throws against spells and other magical effects.
- When you hit a creature with a weapon attack or a creature fails its saving throw against one of your spells, you can immediately deal 10 force damage to that creature, in addition to any other effect of the spell or attack.

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



OATH OF THE INQUISITION

Not all those who serve the great empires of the world do so in the light. Not all those who seek out truth do so by honourable means. The Oath of the Inquisition is sworn by the highest ranking officers among the secret services, military police, and other agencies of dubious morality across the world. It is an Oath crafted in secret, the full details of its tenets known only to those who swear it, its very existence often taken as mere myth and urban legend.

Those who swear this oath – often known as inquisitors or grey knights – devote their lives to uncovering truth that is hidden in shadow. They are bound to the highest ideals of secrecy and deception, and freed from any bondage to honour or virtue if it would get in the way of their service. In many nations, the Inquisitors are a law unto themselves, bound by a strict code which contains the law of the land nowhere among its clauses, often as much a source of fear for their fellow agents of the empire as they are for their enemies. Cloaked in mystery and shrouded in fear, the Inquisitors stand apart.

TENETS OF THE INQUISITION

The exact wording of the Oath of the Inquisition is a whispered secret, passed to each who swears it in a hidden ritual deep underground and warded by magic against prying eyes and ears. Yet these few tenets are known to be central to the oath.

Await the Truth. Inquisitors must not jump to conclusions nor hold ideologies of their own, but must instead suspend judgement on all matters until they consider themselves to have uncovered the truth of the matter at hand.

Seek the Truth. The greatest tenet of the Inquisitor is to uncover what is hidden. Whether this be the secrets of terrorist sects opposed to the empire, long forgotten lore, or even a person's shady past, the Inquisitor must strive to uncover the truth of the matter.

Guard the Truth. Inquisitors know more than any others the truth that knowledge is power. Inquisitors are bound never to share the secrets they uncover, save in dire need or for a suitable price.

Truth above All. Also known as "by any means necessary", these tenet holds that uncovering the truth is more important than any dictat of ethics or personal honour. To the Inquisitor, the end justifies the means.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE INQUISITION SPELLS

Paladin Level	Spells
3rd	<i>bane, charm person</i>
5th	<i>detect thoughts, invisibility</i>
9th	<i>blink, clairvoyance</i>
13th	<i>compulsion, divination</i>
17th	<i>modify memory, scrying</i>

CHANNEL DIVINITY

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

Cloak of Shadows. You can use your Channel Divinity to create an aura of darkness around yourself. As an action, you can exude magic darkness in a 15-foot radius centred on you, which spreads around corners and moves with you. A hostile creature with darkvision can't see through this darkness, although the darkness is no barrier to your sight, and friendly creatures with darkvision can see as normal. Nonmagical light can't illuminate this darkness, and if the darkness overlaps with an area of light created by a spell of a level less than or equal to your Charisma modifier (a minimum of 1st level), the spell that created the light is dispelled. This darkness lasts for 1 minute or until you lose concentration as if you were concentrating on a spell.

While you or a friendly creature is in the area of darkness, you can take the Hide action as a bonus action. If you hit with a Dexterity weapon attack against a creature in this shadow, the creature takes an additional 1d6 necrotic damage.

Inquisitor's Spike. You can use your Channel Divinity to spike the mind of a target creature. As an action, you extend your holy symbol and choose one creature you can see within 30 feet of you. That creature must make an Intelligence saving throw. On a failed save, the target takes 4d10 psychic damage and for 1 minute it must answer any question you put to it and do so truthfully, to the best of its knowledge. On a success, the creature takes half as much damage and suffers no other effects.

AURA OF DECEIT

Beginning at 7th level, you and friendly creatures within 10 feet of you are immune to any effect that would sense your emotions, read your thoughts, determine whether you are telling the truth, or force you to tell the truth while you are conscious. You are also immune to any divination spell you refuse while you are conscious.

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

SHADOWY STEP

Beginning at 15th level, shadows darken in your presence, offering you a level of protection. While you are in dim light or darkness, creatures have disadvantage on attack rolls against you. If you take damage, this effect ceases to function until the start of your next turn.

In addition, while you are in dim light or darkness, you can use a bonus action to teleport up to 30 to an unoccupied space in dim light or darkness that you can see. If you do, you have advantage on your first melee attack roll before the end of your turn. You can use this feature a number of times equal to your Charisma modifier (a minimum of once), and you regain expended uses when you finish a long rest.

SHADOW OF TRUTH

At 20th level, you can use your action to transform into a figure of black flames and shadow, eyes blazing with the white light of truth. For 1 minute, you gain the following benefits:

- Bright light within 60 feet of you becomes dim light, and dim light within 30 feet of you becomes darkness. You can see through this darkness as if it was bright light.
- When you hit with a melee attack roll with using Dexterity, if you had advantage on that attack, the attack deals an additional 10 psychic damage.
- Your eyes emit a 15-foot cone of truth, centred on you. Each creature in that area is under the effect of *zone of truth* and *detect thoughts* spells, automatically failing their saving throws.

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



OATH OF THE PRIVATEER

Lovingly sworn to open seas, open skies, and the crew with which one sails, the Oath of the Privateer is sworn by paladin sailors whose greatest devotion is to their ship and her crew. Often called pirates, privateers, or blue knights, paladins who swear this oath bind themselves to the highest virtues of camaraderie, bravery, and freedom. Dressed as often in leather as plate and carrying pistol and cutlass as often as a longsword, paladins of this oath are quite unlike the keepers of tradition widely known, yet like their fellows their power stems from an utter commitment to the sacred oath they swear.

TENETS OF CAMARADERIE

Most privateers fill out their oath with a variety of further conditions and promises, and many captains of ships demand more from those who would swear such an oath. Yet the following key tenets are almost universally used.

All For One. A crew protects its crewmates. A privateer who swears this oath will stand by their crew and willingly work together for a brighter future.

One For All. A crewmate protects their crew. Those bound by this oath will willingly sacrifice their own life to protect the crew.

The Ship Above All. The ship is a symbol of the crew. A privateer would sacrifice their life to protect the ship.

Freedom Above All. No one chooses the life of a pirate because they like serving others or obeying laws. Those bound by this oath will free those who are prisoners if they can, and will take their own life rather than be reduced to captivity.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE PRIVATEER SPELLS

Paladin Level Spells

3rd	<i>feather fall, zephyr strike</i>
5th	<i>misty step, warding bond</i>
9th	<i>elemental weapon, haste</i>
13th	<i>freedom of movement, locate creature</i>
17th	<i>control winds, steel wind strike</i>

SYMBOL OF FORTUNE

You can use a lucky charm, such as a rabbit's foot, horseshoe, four-leafed clover, or lucky penny, instead of a holy symbol as a spellcasting focus for your paladin spells.

UNARMORED DEFENSE

Starting at 3rd level when you choose this oath, while you are not wearing armor, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier. You can use a shield and still gain this benefit.

CHANNEL DIVINITY

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



Piercing Strike. You can call on your divine inspiration to cut through your enemies. When you hit with a melee or ranged weapon attack, you can use this Channel Divinity option.

If it was a melee weapon attack, you can immediately target each creature within your reach. If that creature would have been hit by your original attack roll, it also takes damage for the attack.

If it was a ranged weapon attack, you can immediately target each creature in a line 5-foot wide and as long as the short range of the weapon extending from you to the creature you hit. If that creature would have been hit by your original attack roll, it also takes damage for the attack. In addition, each creature in a line 5-foot wide and as long as the long range of your weapon from you through the creature you hit takes damage for the attack if it would have been hit by your original attack roll –5.

Rally the Crew. As an action, you present your holy symbol or lucky charm and rally your allies to you. Each friendly creature of your choice within 30 feet of you recovers from any effect causing it to be charmed or frightened. Whenever a chosen creature makes an attack roll or saving throw before the end of your next turn, it can roll a d4 and add the number rolled to the attack roll or saving throw.

AURA OF THE SEA

Beginning at 7th level, you project a magical aura that protects your allies at sea. You and friendly creatures within 10 feet of you gain a swimming speed equal to your base walking speed and can breathe air and water while you are conscious.

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

SEALEGS AND RIGGING-HANDS

At 15th level, you are perfectly adept to life at sea or in the sky. You cannot be knocked prone unless you choose to allow it, and you have advantage on concentration checks made due to movement or being struck by a heavy force, such as a wave. Your base walking speed increases by 10 feet, and you gain a climbing speed equal to your walking speed.

In addition, you can use a bonus action on your turn to attempt to escape grapple or shrug out of ropes or chains that are binding you. You have advantage on any check made to do so.

BLACKBEARD'S HEIR

At 20th level, you can use your action to transform into the image of the vengeful and terrifying spirit of a long-dead and notorious pirate. For 1 minute, you gain the following benefits:

- When you hit a creature with a weapon attack, that attack deals an additional 1d6 psychic damage. A creature that is immune to being frightened is immune to this damage.
- You emanate an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a Wisdom saving throw or become frightened of you for 1 minute or until it takes any damage. Attack rolls against the frightened creature have advantage.

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

OATH OF ROMANCE

Many paladins devote themselves to protecting some ideal of a distant and likely fictitious golden age of the past, be that chivalry, bravery, or righteous judgement. Yet some forgo these warlike virtues, and choose instead to fixate upon the ideals of courtly love and high romance. These paladins – often called romantics or rose knights – swear the Oath of Romance, binding them to the pursuit of the purest forms of love. These paladins value courtship, chastity, and the idolisation of love and the one loved. They will frequently devote themselves to a lady or gentleman of virtue, with or without that person's knowledge, and seek to protect them and lay their life down to serve them. Many rose knights adorn their armor and coats of arms with roses and thorns, hearts, cupids, and other images of love.

TENETS OF ROMANCE

The Oath of Romance is a personal concoction, put together by the knight who swears it and often incorporating the name of their chosen love into its words. Yet most such Oaths preserve a few common tenets.

Chastity and Desire. The rose knight must cultivate a deeply passionate love, but must do so without sacrificing their own integrity. Although chastity is not required by the Oath, it is praised by it, as the ability to master the very passions one cultivates.

Chivalry and Loyalty. A rose knight must observe the codes of chivalry, and must remain absolutely and utterly devoted to the love he has chosen. Even considering another romantically is seen as adulterous.

Forbidden Love. The Oath teaches that love that is forbidden is more precious than love that can be, encouraging rose knights to choose their loves from the married or otherwise inaccessible.

Honour and Feuds. A rose knight must act with honour, and must be willing to duel for the honour of his or her love.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF ROMANCE SPELLS

Paladin Level	Spells
3rd	<i>charm person, compelled duel</i>
5th	<i>invisibility, suggestion</i>
9th	<i>dispel magic, nondetection</i>
13th	<i>confusion, greater invisibility</i>
17th	<i>dream, geas</i>

UNARMORED DEFENSE

Starting at 3rd level when you choose this oath, while you are not wearing armor, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier. You can use a shield and still gain this benefit.

CHANNEL DIVINITY

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

Infatuating Gaze. As an action, you present your holy symbol and gaze into the eyes of a creature you can see within 60 feet of you. That creature must succeed on a Charisma saving throw or be charmed by you. A creature that does not have eyes is immune to this effect. While a creature is charmed by this effect, that creature is incapacitated. The creature can repeat its saving throw whenever it takes damage, ending this effect on a success. This effect also ends after a number of minutes equal to your Charisma modifier (a minimum of 1 minute).

When this effect ends, a creature does not know it was charmed by you, but believes it fell deeply in love with you and was so infatuated it could not move. If the effect ended because the creature was damaged, it is no longer infatuated and believes it to have been a strange passion or momentary madness. If the effect ended because of its duration, the creature continues to feel a slight infatuation and romantic attraction towards you, which may alter its attitudes toward you. This infatuation can be removed with a *remove curse* spell or similar magic, and wears off if the creature falls for another creature.

Vow of Protection. As a bonus action, you use your Channel Divinity to target one creature you can see within 10 feet of you. While you are within 10 feet of that creature, other creatures have disadvantage on attack rolls against that creature, and you have advantage on any attack roll against a creature that dealt damage to the target creature since the end of your last turn. This effect lasts for 1 minute, or until the target of your Vow of Protection is reduced to 0 hit points.



AURA OF FIDELITY

Beginning at 7th level, you and friendly creatures within 10 feet of you cannot be made to harm a friendly creature, lie, or see a friendly creature as hostile by spells or other magical effects while you are conscious.

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

DEVOTED PROTECTION

Starting at 15th level, the power of your Vow of Protection grows. When a creature targeted by your Vow of Protection would take damage, you can half the damage taken, but if you do, you take damage equal to the damage that creature takes.

LOVELY VISAGE

At 20th level, you can assume the form of a pure incarnation of love and passion. Your appearance becomes utterly beautiful and alluring, although you can choose the details of your form. For example, you may choose to alter your clothing, or to have thorns and roses grow up around where you step.

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

- Creatures have disadvantage on saving throws against your spells and features which charm. If a creature is immune to charm and you attempt to charm it, roll a d20. On a roll of 20, that creature is not immune to your charms for 24 hours.
- Hostile creatures that can see you have disadvantage on attack rolls against other creatures.
- You are under the effect of a *sanctuary* spell. This spell only ends when your transformation ends.

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



RANGER

Once guardians of nature on the wild frontiers, Rangers in a Steampunk setting must adapt to a world which treats Nature as something to be ruled over and consumed, with expanding empires slowly absorbing the frontiers they once guarded.

Some rangers still march the wilderness, making a life for themselves in the lawless fringes beyond the immediate grasp of distant imperial capitals, whilst others have adapted to a new kind of wilderness and a new kind of protector deep in the heart of the vast metropolises of the world.

NEW FRONTIERS

Whilst the scope of uncharted wilderness in the world is narrowing, the scope of the ranger as protector and guide for those unfamiliar with the wilder parts of the world remains strong and grows in ever new directions.

Upon the fringes of every vast empire lies borderlands where the control of the imperial capital grows weak. These lands, ravaged by monsters, roved by bandits and barbarians, are closest to the uncharted wilderness of old, and frequent haunts for rangers who hold most strongly to the old traditions, seeking to preserve some scrap of nature against the indomitable advance of industrialisation.

Warzones and the toxic fallout regions from industrial experiments gone horribly wrong provide havens from those trying to carve a life for themselves beyond the smoke-clad cities, and here too the rangers stand guard over those who cannot guard themselves.

From the wilderness and forests to toxic lands, from the depths of city streets to the high skies, rangers roam the new frontiers of the world, protecting those who cannot protect themselves, from dangers old and new.

CITIES AND MONSTERS

With the dawn of industrialisation, many rangers saw a new need, moving from their wilderness roots into the warrens of back alleys that decorate the new cities springing up in smog across the world. Trading the open air for smoke and the broad horizons for dark alleyways is not a decision many rangers were willing to take, but those who did sought to protect the vulnerable they saw lining the streets in rags.

In place of fighting wild beasts and orcs to guide travellers safe through the wilderness or protect rural villagers, urban rangers instead do battle with the monster within, turning their blade against both criminal organisation and corrupt official alike to protect the downtrodden of the world from falling under oppression. Save for the odd beholder crime lord or secret vampire coven, many of the enemies that urban rangers face are fellow humanoids, people who have fallen to the lure of power and vice in the shining, dirty cities of the Age of Steam.

RANGERS AND MAGIC

For the purposes of this expansion, rangers maintain their nature magic, which has been a part of the ranger character since their earliest inspirations. In certain (especially low magic) settings, or with certain (especially highly urban) characters, this may not seem entirely fitting. In such cases, consider using the non-magical Ranger released in *Unearthed Arcana*.

LONERS, CONCLAVES AND GUILDS

The archetypal ranger is the lone wanderer, shrouded in their cloak and swinging a sword or longbow as they pass silently through the trees. But few come to the life of a ranger truly alone: most have a mentor, and many are members of wider conclaves or guilds. In designing your ranger, you should consider what wider organisation you are part of, if any, and the structure of this organisation.

You can roll on the tables below, or use them for inspiration in your own ideas (or, of course, ignore them).

ORGANISATION SCALE

d6 Size

- | | |
|-----|--------------------------------|
| 1 | Loner |
| 2-3 | Tightly allied guild |
| 4-5 | Loosely allied conclave |
| 6 | Agent of a larger organisation |

ORGANISATION STRUCTURE

d6 Structure

- | | |
|---|---|
| 1 | Alliance. A loose agreement between individual rangers. |
| 2 | Corporate. A business, providing protection for profit. |
| 3 | Druidic. Associated with a druidic circle. |
| 4 | Temple. A religious organisation established to protect the vulnerable. |
| 5 | Tribal. A family, race, or people, who have been outcast or displaced, or sworn to protect others. |
| 6 | Monstrous. Knowingly or unknowingly, you serve a monstrous master, such as a dragon or illithid. |

FIELD OF OPERATION

d10 Area

- | | |
|-----|----------------------------|
| 1-3 | Frontiers / wilderness |
| 4-5 | Warzone |
| 6-7 | Toxic wasteland |
| 8-9 | Urban |
| 10 | Another plane of existence |



CORPORATE RANGERS

The fundamental role of a ranger is protecting those who cannot protect themselves, which once upon a time meant guarding little borderland villages from the monsters and barbarians that roved the hinterlands of the world. Urbanisation brought a diversification of ranger activity as protecting the weak and innocent took on many new forms, and inevitably, some realised that protection need not be a service provided freely.

Bodyguarding and protection corporations will often hire or train rangers for their high profile contracts. These corporate rangers are frequently frowned by members of more traditional conclaves, their activity seen as turning the fundamental rights of life and freedom into a commodity.



RANGER CONCLAVES

This expansion introduces two new archetypes/conclaves available to ranger characters at 3rd level: the bounty hunter and the sky-pirate.

BOUNTY HUNTER

Intimately familiar with the winding backalleys of urban sprawl, rangers of the Bounty Hunter Conclave devote their training to tracking their mark through the smog of the great cities of the world. Specialising in locating and capturing or killing particular persons, many rangers of this conclave become vigilantes, government agents, or blades for hire amongst the mire of industrial cities.

BOUNTY MARK

Starting at 3rd level when you choose this conclave, you can mark a creature as the target of your pursuit. As a bonus action on your turn, choose a creature you can see within 60 feet of you to mark it. The mark lasts for a number of hours equal to your Wisdom modifier (a minimum of 1 hour), and ends early if the target is incapacitated.

While the creature is marked, you have advantage on attack rolls against that creature, and it is treated as one of your Favoured Enemies.

When you reduce a creature you marked to 0 hit points with a weapon attack, you can choose to incapacitate that creature instead of killing it. The creature falls unconscious but is stable.

You can only have one creature marked at a time.

CONTRACTOR

Beginning at 7th level, you can take contracts to assign your mark. When you receive a description of a specific creature, you can choose to immediately mark that creature, and you immediately sense the direction to the creature's location if it is within 1000 feet of you.

In addition, if your mark would end, except because the creature was incapacitated, you can use your reaction to immediately mark that creature again. Once you have used this feature, you cannot do so again until you finish a short or long rest.

PURSUING MARK

Starting at 11th level, you are accustomed to hunting your mark and inspire fear in it. You have advantage on saving throws against spells or magical effects from your marked creature, and your marked creature has disadvantage on attack rolls against creatures other than you.

RELENTLESS MARK

At 15th level, your focus upon your mark reaches its pinnacle. When a creature you have marked makes a melee weapon attack roll against you, you can use your reaction to make a weapon attack against that creature.

In addition, your weapon attack rolls against your marked creature score a critical hit on a roll of 19 or 20. If you roll a 20 on your weapon attack roll against your marked creature, the attack deals an additional 2d6 damage of the weapon's type.

EXTRA ATTACK

If you're playing with the revised ranger introduced in *Unearthed Arcana*, both the Bounty Hunter and the Sky-Pirate gain the Extra Attack feature.

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

SKY-PIRATE

Called by explorers "The New Frontier", the distant skies have been opened by the development of airship technology, and when the sky is no longer the limit, a new breed of explorer arises. Called sky-pirates to lump the bold adventuring with the ruthless bandit, rangers who make the heavens their territory frequently follow this archetype. Master pilots and gallant swashbucklers, rangers of this archetype know the cloud and sky as traditional rangers know forest and field.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with sky vehicles and the Piloting skill. You also gain proficiency with sidearms.

DEBONAIR FLARE

Starting at 3rd level when you choose this archetype, you can use Charisma instead of Wisdom as your spellcasting ability for Ranger spells.

FREEHAND MARKSMAN

Also at 3rd level when you choose this archetype, you are a master at mixing blades and firearms. When you use your action to make an attack with a rapier or a melee weapon with the *light* property, you can use your bonus action to make an attack with a light sidearm in your offhand. You don't add an ability modifier to the damage of this attack, unless the modifier is negative.

Once you reach 7th level, you can make two ranged weapon attacks as part of the bonus action from this feature, instead of one.

SHIPMAN'S FOOTING

Starting at 7th level, you are well adapted to the buck and sway of an airship in flight, and to taking advantage of others' unease. You ignore difficult terrain caused by moving ground, and you have advantage on saving throws against being moved against your will or knocked prone.

In addition, when a creature within 30 feet of you that you can see is knocked prone, you can use your reaction to make an attack roll against that creature. You do not suffer disadvantage for the creature being prone if you are making a ranged weapon attack.

MASTER PILOT

At 11th level, your ship is like an extension of yourself, granting you superb control over it. When you are piloting an airship, its base movement speed increases by 10 mph, and any siege weapon attached to the ship has advantage on attack rolls against other airships.

Airships you pilot have evasion. If it makes a Dexterity saving throw which would half the damage of an effect on a success, it instead takes half damage on a failure, and no damage on a success.

In addition, if an airship you are piloting would be hit by an attack, you can use your reaction to dodge. The damage of the attack is reduced by 1d10 x your Dexterity modifier (a minimum of 1).



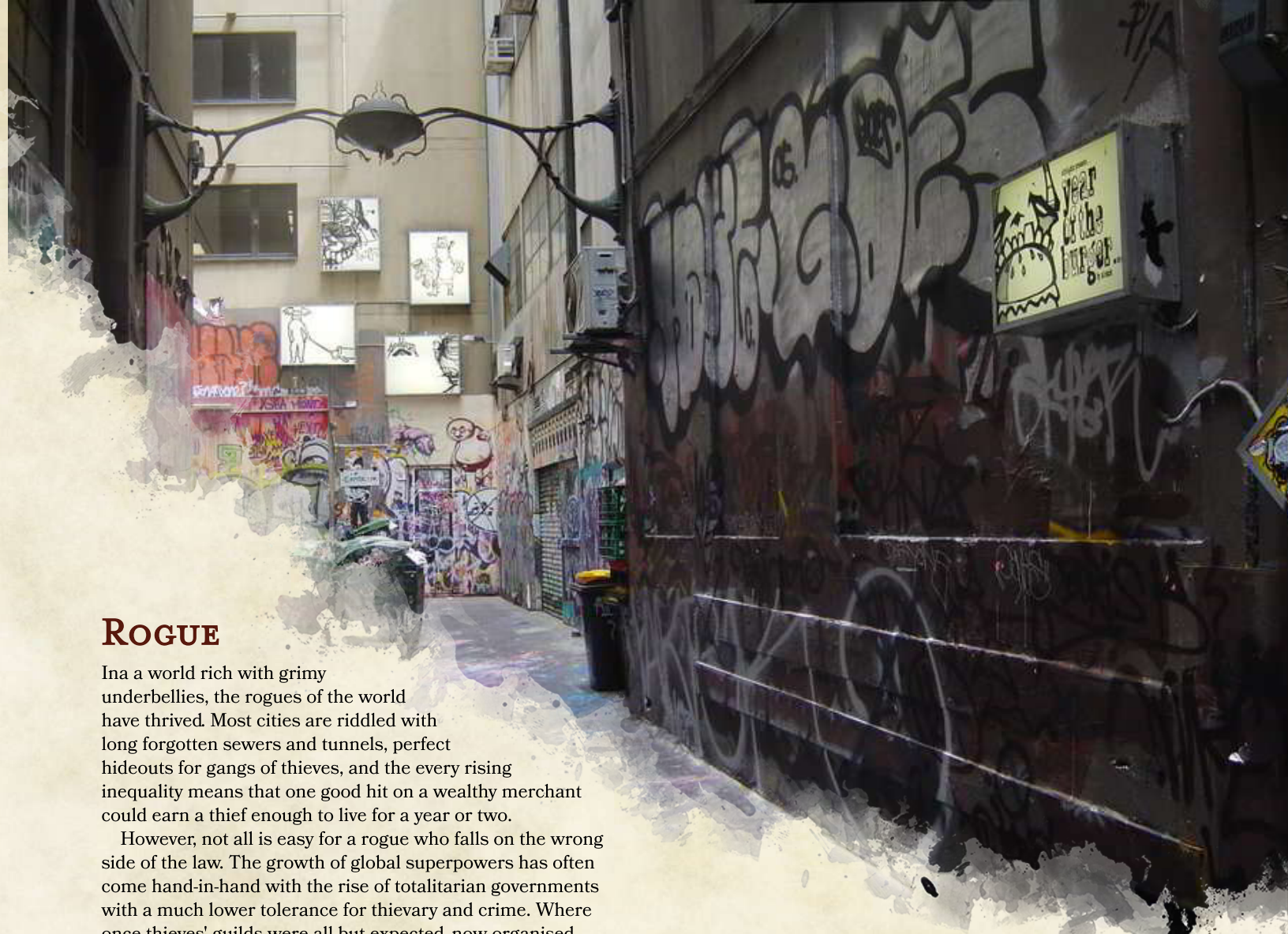
THE REPUBLIC OF SKY-PIRATES

A mixture of explorers soaring beyond the smog of the cities and pirates ravaging the sky-frigates that carry goods across the empires of the world, sky-pirates tend to see themselves as largely independent from the world below. For this reason, the larger conclaves of sky-pirates will sometimes declare independence from the empires of the world, establishing their own nations on mountains and among the clouds.

SWASHBUCKLER'S FIREWORKS

Beginning at 15th level, you master vicious attacks with your pistols. When you would make two more weapon attacks with a firearm as part of the same action or bonus action, you can choose to forgo your usual attacks for that action to release a fiery barrage. Each creature in a 15-foot cone centered on you must make a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Dexterity modifier). A creature takes the weapon's usual damage plus an additional 3d6 fire damage on a failed save, or half as much damage on a success.

Each time you use this action, it consumes 5 rounds of the correct ammunition for your firearm.



ROGUE

In a world rich with grimy underbellies, the rogues of the world have thrived. Most cities are riddled with long forgotten sewers and tunnels, perfect hideouts for gangs of thieves, and the every rising inequality means that one good hit on a wealthy merchant could earn a thief enough to live for a year or two.

However, not all is easy for a rogue who falls on the wrong side of the law. The growth of global superpowers has often come hand-in-hand with the rise of totalitarian governments with a much lower tolerance for thievery and crime. Where once thieves' guilds were all but expected, now organised crime is likely to be actively hunted, should it ever come into the light.

CITIES OF A THOUSAND ALLEYWAYS

The great cities of the new world are vast, sprawling places, often growing faster than the city planners can control and boasting populations in the millions. Unsurprisingly, these cities contain thousands of dark alleys and empty sewers, places where petty criminals can thrive, always having somewhere to run to should the coppers come too close on their tail.

Urban rogues will get to know the streets of their city like the back of their hand. Whether they are petty criminals or trained assassins, gang members or spies of the government, they will need to know a quick escape route should the operation go south, and that's just what the back alleys of a metropolis provide.

Due to the vast populations of steam age cities, a petty thief or criminal can survive unnoticed in such a city for a very long time, so long as they don't target a mark who's too rich or powerful. For this reason, rogues rarely *need* to up and move, as the noise of their activity is unlikely to get much further than their local block.

A NEW WAY TO STEAL

The rise of a continental or global merchant economy has led to a rise in a new breed of rogue, one who doesn't earn their cash by hands-on methods, if they can avoid it. These are the accountants and lawyers of the steam age world, shady figures who will swindle you out of your inheritance if they can get you to sign a contract or seven, but who will only hold a knife to your throat if you try to refuse.

These rogues come from the middle class, and they are creatures of suave charisma instead of streetwise cunning. A rogue of this kind specialises in persuasion and deception over stealth and picking locks, finding their way into their mark's bank without ever needing to turn a pick.

MAKING AN ACCOUNTANT

The *Mastermind* roguish archetype, as detailed in the *Sword Coast Adventurer's Guide* (p.135), or the *Solicitor* detailed below, are particularly well suited to the new rogues of the steam age. These rogues keep well within the strict letter of the law, but will still rob you blind nonetheless.



THE CRIME SYNDICATE

Although the old forms of organised crime, the thieves' guild and assassin's guild, have all but vanished due to increased government dilligence in a world in which powerful imperial nations can raise armies of police to close down crime among their cities, a new, far more sinister form of organised crime has developed.

Hidden all the way up, from street gangs fighting drug wars on the streets to the very courts of the aristocrats who rule the empires of the world, the mafia or crime syndicate has agents of their cause, pulling strings to see their best interests become the best interests of society.

Known only as myth and rumour to all except their members and their enemies, the crime syndicates are powerful organisations of hundreds or thousands of individuals with networks of connections spanning every stratum of society.

The crime syndicates come in many forms and flavours, each with their own rules, remit, and traditions. A few things they all have in common, however: working from the shadows, throwing wide nets of influence across all sectors of society, and seeking to bring about whatever their leader or leaders desire in the world.

CRIME SYNDICATE TABLES

If your rogue belongs to a crime syndicate, you should work with your DM to decide the nature and particular properties of your crime syndicate, their role in the local society, and your personal relation to and position in the syndicate.

You can use the tables here as further inspiration on some of the properties of your crime syndicate that you may wish to consider, such as the general structure of the syndicate, the syndicate's particular specialities, your position in the syndicate, and any quirks the syndicate may have.

CRIME SYNDICATE STRUCTURE

d8 Structure

- 1 **Illuminati.** Ancient organisation with loose leadership, composed of socially powerful individuals.
- 2-3 **Mafia.** Organisation run by a particular family, with members of the family running each smaller group.
- 4-6 **Zhentarim.** A business partnernship of like-minded criminals and entrapeneurs, often lead by a council.
- 6-7 **Cult.** Organised around religious laws and lead by a charismatic cult leader.
- 8 **The Revolution.** Grassroots movement of individuals working towards a common goal. Few individuals will know any or all of the other members.

CRIME SYNDICATE SPECIALITY

d6 Speciality

- 1 Drug trade
- 2 Black market
- 3 Thievary
- 4 Information
- 5 Protection racket
- 6 Assination

POSITION IN SYNDICATE

d10 Role

- 1-4 Grunt
- 5-6 Mole
- 7-8 Administrator
- 9 Elite operative
- 10 Officer

SYNDICATE QUIRKS

d8 Quirk

- 1 You have an elaborate scheme of passwords and codes.
- 2 Every member has a number, which they use instead of their name between members.
- 3 Every member of the syndicate has a particular tattoo.
- 4 You only receive messages from your superior in unsigned, typed letters. You have never seen their face.
- 5 Members of your syndicate wear a particular flower in their lapel at social gatherings.
- 6 You have a secret handshake known only to members of your syndicate.
- 7 You are never allowed to record details of your operations or intentions on paper or other permanent materials.
- 8 Your syndicate forbids members to drink alcohol, lest they give away trade secrets by accident.



ROGUISH ARCHETYPES

Two new roguish archetypes are introduced here. Sweeping at break-neck speeds down the alleys of a city or across the skyline, the hotshot specialises in vehicle mechanics. Couped up in an office, far from the danger of a knife in the street, a soliciter is a master of bending rules and emblezzlement.

HOTSHOT

Feeling the gentle roar of an engine through the fuselage, the rush of wind past your face as the G-forces hit you, this is what a hotshot lives for. You focus your training on the use of vehicles, especially piloting. Adherents of this archetype include racers, smugglers, and joyriders who simply live for the thrill of the race.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with air, land, and water vehicles. If a vehicle can travel faster than 30mph, your proficiency bonus is doubled for checks made to control that vehicle, and you are considered proficient in the relevant skill.

ON THE FLY

Starting at 3rd level when you choose this archetype, your training in combat at close quarters and on high-speed vehicles grants you several benefits. You have advantage on saving throws to avoid being knocked prone.

You do not suffer any disadvantage to attack rolls when making attacks from a moving vehicle, and creatures do not gain cover from your attacks made from a high speed vehicle. Being within 5 feet of a hostile creature does not impose disadvantage on your ranged weapon attacks. Being in a cramped space or sharing space with a friendly creature does not impose disadvantage on your ranged weapon attacks.

HIJACK

Starting at 9th level, you are an expert and hijacking and jumpstarting vehicles. You have advantage on any Dexterity (Theives' Tools) check made to unlock a locked vehicle, and you have advantage on any ability check made to hijack or jumpstart a vehicle.

If a vehicle is out of fuel or has no power left when you attempt to jumpstart it, roll a d20. On a 20, the vehicle can run for up to 1 hour on no fuel or power, but it is broken after that hour and must be repaired before it can be used.

NEED FOR SPEED

Starting at 13th level, the movement speed of any vehicle you are driving is increased by 10 feet.

In addition, while you are piloting a vehicle, you have advantage on any Dexterity saving throws made by that vehicle, and the vehicle you are driving cannot be knocked prone or restrained.

RECKLESS OVERDRIVE

Starting at 17th level, you can push a vehicle beyond its normal limit. You can force any mechanical vehicle you are driving to enter overdrive, like a gadget. A vehicle is considered mechanical if it consumes fuel or power.

While in Overdrive mode, the vehicle's movement speed is doubled, and any weapons the vehicle has deal an additional die of damage. However, the vehicle consumes twice as much fuel or power.

You must make an overdrive check with the vehicle for every 5 minutes of driving and every time the vehicle takes damage. To succeed the check, you must roll greater than 20 - your Rogue level.

If a vehicle already has an Overdrive property, the X value in the *Overdrive (X or less)* property is 1 less for you, to a minimum of *Overdrive (1 or less)*.

SOLICITER

A master of the fine print, you pair deep legal knowledge and economic sense with a persuasive tongue, wrangling clients out of their finance and your opponents out of their senses. Followers of this archetype are the accountants and lawyers, bankers and solicitors of the world, seeking to work within the letter of the law, however far that can be bent.

DIPLOMATIC IMMUNITY

Starting when you choose this archetype at 3rd level, your professional standing grants you a certain immunity to conflicts. When a creature with an Intelligence score of 8 or higher attempts to attack you, if you have not attacked that creature or any of its allies, that creature must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier). On a failed save, that creature must choose another creature to attack, or the attack is wasted.

Once a creature succeeds on its saving throw, that creature is immune to your Diplomatic Immunity for 24 hours.

GUIDING WORDS

Also starting at 3rd level, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of it.

In addition, when you use the Help action to aid an ally in attacking a creature and the attack hits, if the ally is using a finesse or ranged weapon and you did not deal damage with your Sneak Attack feature during your turn, you can roll the damage for your Sneak Attack and add it to the damage dealt by your ally's attack.

MOVING PERSUASION

Starting at 9th level, your words are abnormally persuasive. You can cast the *suggestion* spell as an action. If you are persuading a creature to sign a contract or give you money, the creature has disadvantage on its saving throw against the spell.

You can cast the spell a number of times equal to your Charisma modifier (a minimum of once), and you regain expended uses when you finish a long rest. Charisma is your spellcasting ability for this spell.

LETTER OF THE LAW

Starting at 13th level, you are a master at finding loopholes in rules and contracts. If you are bound by or writing a contract, you have advantage on any Wisdom (Insight) check to find loopholes in the contract.



In addition, you can bend the rules to allow yourself to avoid harm. If a spell or magical effect would target you, but creatures of a certain type are immune to that spell or magical effect, you can use your reaction to become treated as a creature of that type until the start of your next turn, including for the spell or magical effect that triggered this feature.

You can use this feature twice. You regain expended uses when you finish a short or long rest.

BINDING CONTRACT

Starting at 17th level, any contract which you write or promise a creature makes to you is magically binding. If a creature signs a contract which you have written, makes a promise to you, or otherwise takes up a commitment to you, you can cast the *geas* spell at 9th level targeting that creature. The *geas* forces that creature to keep the contract, promise, or commitment it has made, and the creature has disadvantage on its saving throw against this spell.

Charisma is your spellcasting ability for this spell.

Once a creature has failed its saving throw against this feature, it is immune to this feature for 100 years or until the spell ends on that creature before it could fulfill the terms of its contract (for example, because of a *wish* spell).



SORCERER

Magic burns through their veins and dances at their fingertips. The sorcerer stands alone among spellcasters with a power that comes from within themselves, without training or some greater power they must serve. The inherent power of a sorcerer grants them a strange and unique place within many worlds, a position compounded by the social and technological revolutions of the Age of Steam.

UNPREDICTABLE ELEMENTS

The rise of vast, continent-spanning colonial empires comes about only by a rapid increase in the power of centralised government, with many of these empires standing under totalitarian rule of a small elite or even a single Emperor. In these centralised states, power is concentrated in the hands of very few, and potential uprisings are quashed with speed and brutal force.

Into this, the sorcerer is the spark to the tinder, the spanner in the works. The oppressed masses are often on the verge of uprising, awaiting only some power that might allow them to stand against the indomitable strength of the empire. A sorcerer born among them is just such a power: untamed, untrained, and undetectable by the empire until they appear on the scene.

For this reason, many empires of the world ban sorcery, and seek to capture and control sorcerers wherever they may appear.

THE MONSTER WITHIN

Many emperors trace their lineage to mighty creatures, often dragons, and for this reason, dragonic bloodline sorcerers are frequently quickly captured and rolled into the royal family to avoid potential challenges to the authority of the emperor.

Sorcerers born with the touch of wild magic or shadow are treated with an entirely different brush. Wild magic especially is seen as dangerous, and in worlds or nations where magic is frowned upon or outlawed, wild magic and shadow magic sorcerers are seen as dangerous monsters to be hunted and exterminated with extreme prejudice.

It is for this reason that many sorcerers subconsciously repress their powers in an attempt to survive in a world turned against them at birth. The raw power of a sorcerer cannot be contained for long, however, and in a flight of passion these sorcerers will frequently reveal their true colours, being suddenly forced to grapple with who they are and where they stand in the world.

Even those sorcerers who survive this persecution and are not killed outright face a deep psychological trial, as they are treated by others as outcasts and monsters and must grapple with their own conditioning to see sorcery as abominable. They are frequently wrought with angst and self-hatred, with many actively seeking ways to remove their power, which they see as more a curse than a blessing.

SORCEROUS ORIGINS

This expansion introduces two new Sorcerous Origins, the Blood Cursed and the Repressed, which sorcerer characters can select at 1st level.

BLOOD CURSED

A dark magic burns through your veins. A product of a magical experiment turned horribly wrong, a witch's curse, or dabbling in blood magic, your innate magic stems from a powerful curse that runs through your veins, granting you the power to turn pain into power and control the blood of your victims.

BLOOD THIRSTY

Starting at 1st level when you choose this origin, your magic depends upon blood. You can only cast a spell of 1st level or higher if you have consumed blood or inflicted damage to a creature other than a construct or undead in the past hour. You can fulfil this condition using your own blood, but if you do so, you take 1d4 points of necrotic damage each time you cast a spell of 1st level or higher until you fulfil this condition with another creature's blood.

BLOOD CURSE

Also starting at 1st level, you can inflict the more agonising parts of your curse upon creatures influenced by your magic. When a creature fails its saving throw against a spell you cast or is hit by your spell attack roll, you can choose to curse the target for 1 minute or until you are incapacitated. The curse grants the following benefits:

- You always know the direction and distance to your blood cursed creature, as long as it is on the same plane of existence as you.
- When you inflict damage to your blood cursed creature with a spell, you can deal additional necrotic damage equal to your Charisma modifier (a minimum of 1).

Constructs and undead are immune to your blood curse. You can only have one creature cursed with your blood curse at a time. This curse can be removed with a *remove curse* spell or similar magic.

You can use this feature a number of times equal to your Charisma modifier, and you regain expended uses when you finish a long rest.

PRICE IN PAIN

Starting at 6th level, you can inflict yourself with pain to increase your magic potential. As a bonus action on your turn, you can injure yourself with a bladed weapon (such as a dagger or sword) or by biting your hand. You take damage equal to the base damage of the weapon used, or 1d4 piercing damage if you bite your hand. This damage cannot be reduced by any means. You can recover one expended spell slot with a level less than or equal to half the damage taken (rounded down).

You can use this feature a number of times equal to your Constitution modifier. You regain expended uses when you finish a long rest.



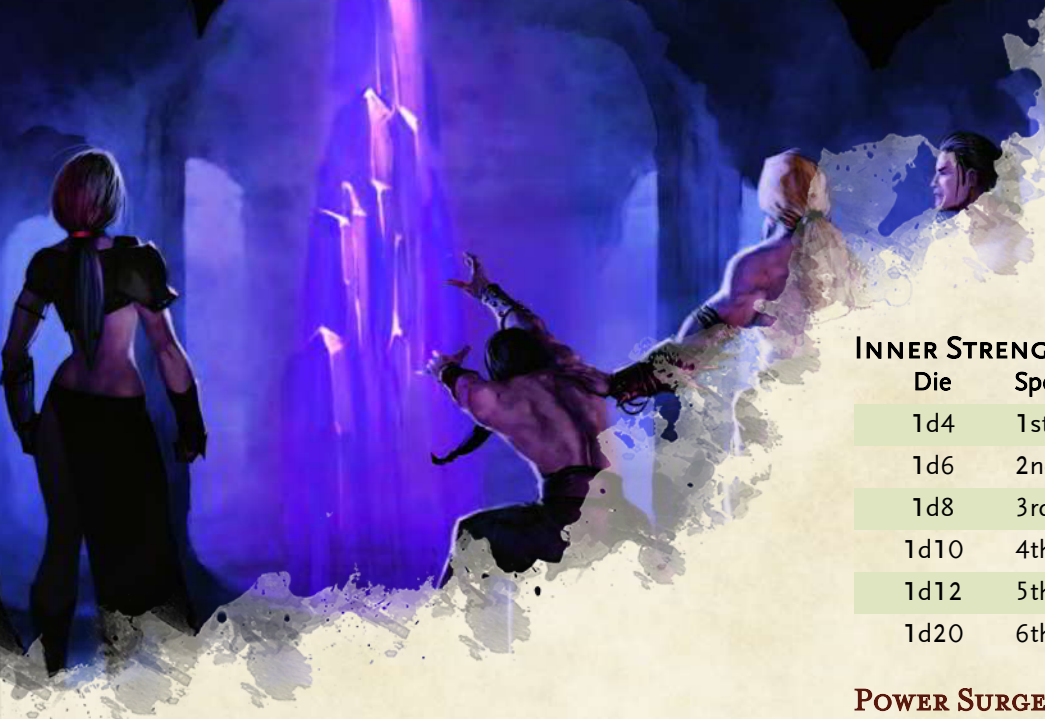
REAP THE PAIN

At 14th level, you can draw upon the agony you inflict to restore your power. When you inflict damage equal to or greater than three times your level to a single creature with a spell, you can use your reaction to draw upon its pain and recover 1 expended sorcery point.

PUPPETEER OF BLOOD

Beginning at 18th level, you can wield your blood curse to control your enemies by manipulating the blood in their veins. As an action, you can force the target of your blood curse to make a Constitution saving throw against your spell save DC. On a failed save, choose one of the following effects:

- You dictate the creature's actions and movements on its next turn, and it cannot take reactions until the end of its next turn.
- The creature is contorted into agonizing shapes, taking 3d6 psychic damage and is unable to take actions, bonus actions, or reactions until the end of its next turn.



REPRESSED

Not all those born with the powers of sorcery accept their gift as a blessing. As a repressed sorcerer, you have been so socialised to reject magic that when you began to manifest your sorcerous powers, you unconsciously began to repress them, building up a magical tension within yourself that bursts forth in destructive chaos.

REPRESSION

Beginning when you choose this origin at 1st level, your unconscious repression limits your ability to cast spells, whilst sometimes releasing random bursts of magical energy. You suffer the following penalties:

- To cast a spell, you must succeed on a spellcasting ability check (DC equal to 10 + the spell's level). If you fail the check, the casting is wasted.
- Whenever you roll a 1 on an ability check, attack roll, or saving throw, roll a second d20. If you roll a 1 on this roll, roll on the Wild Magic Surge table (PHB p. 104) to produce a random magical effect. Your DM can give you disadvantage on this d20 roll if they consider you to be in a high emotional state.

INNER STRENGTH

Also at 1st level, the magical power burning within you strengthens your physical form. Your hit point maximum increases by 1, and increases by a 1 more for each level you gain in this class.

In addition, you can expend spell slots to reach new heights of physical prowess. When you make an attack roll, damage roll, or an ability check using Strength, Dexterity, or Constitution, you can choose to expend a spell slot of 1st level or higher. Roll a die determined by the spell level of the expended slot according to the Inner Strength table and add the number rolled to the attack roll, damage roll, or ability check. You can choose to use this feature after you have made your roll but must use it before you know the effects.

INNER STRENGTH TABLE

Die	Spell Level
1d4	1st level
1d6	2nd level
1d8	3rd level
1d10	4th level
1d12	5th level
1d20	6th level or higher

POWER SURGE

Starting at 6th level, you can draw upon the magical energy within you to increase your combat potential. When you take the Attack action, you can expend 1 sorcery point to attack twice, instead of once.

In addition, if you would be hit by an attack, you can use your reaction to expend 1 sorcery point and increase your AC by your Charisma modifier until the end of your next turn (a minimum of +1).

REACH BEYOND

Beginning at 14th level, you can press beyond your unconscious limitations to reach a deeper reserve of inner power. When you would cast a spell of 5th level or lower, you can cast that spell using a spell slot of 1 level lower than the level you wish to cast it at (a 1st level spell is cast without a spell slot). If you do so, you immediately take necrotic damage equal to the die for the level of the spell cast according to the Inner Strength table, and your maximum hit points is reduced by a number equal to the damage taken.

This maximum hit point reduction lasts until you finish a long rest. If your maximum hit points become 0, you die. You can use this feature a number of times equal to your Charisma modifier (a minimum of once), and you regain expended uses when you finish a short or long rest.

LIMIT BREAK

At 18th level, you learn to release your mental block, unleashing the incredible power within. As a bonus action, you can release your limit for 1 minute or until you are incapacitated. While in this heightened state, your eyes glow brightly with an inner energy, lines of energy appear on your skin, and you gain the following benefits:

- You automatically succeed your spellcasting ability check to cast spells.
- Once per turn, you can cast a spell of 5th level or lower without expending a spell slot. If you do, you immediately gain 1 level of exhaustion, which cannot be recovered until you finish a long rest.

Once you have used this feature, you cannot do so again until you finish a long rest.

WARLOCK

Pursuing knowledge regardless of the risk or cost, often cavourting with forces beyond their ken, warlocks have always held a somewhat outcast position in society, and in worlds where magic is placed against science as a dangerous and unknown force, this outcast place often becomes a place of pure persecution. Yet in more tolerant lands, the fortunes of the warlock may rise, as those abandoning the gods seek other sources of power and wisdom beyond mortal means.

FEAR THE UNKNOWN

For most people, the warlock is a figure of mystery and fear. It is often assumed that all warlocks cavort with demons, and while some follow more benign entities, others follow more terrible, and so the reputation is not entirely unfounded. In lands and worlds where magic is frowned upon, this suspicion and fear is two-fold.

Warlocks often keep to themselves, and so are rarely at the forefront of magical rebellion. Unlike sorcerers, they are unlikely to be co-opted by either governments or revolutionaries, their mysterious and pact-bound nature making them even more dangerous and unpredictable to both sides.

Rather than risking getting caught up in great schemes, the main threat to the warlock is the casual lynch mob, peasants driven by some troublemaker to blame the warlock for troubles in the area and set out upon a witch hunt. Such endeavours rarely involve the death of the warlock, but will often force warlocks to be ever on the move, and occasionally leave a ruined and scorched town.

THE NEW GODS

In a world of burgeoning atheism as humanity reaches pinnacles on its own which once required the intervention of the gods, those who once would have believed in and follow the gods search for something else to place their faith in. Some turn to love and lust, others to money and the pursuit of wealth, but still others turn to the other beings of the world, entities less likely to demand service.

In worlds where magic is not outlawed or frowned upon and warlocks can walk a little more freely, these are prone to become the new clerics of the world, guiding others to the secrets of the archfey, archfiends, and the Great Old Ones, beings which their followers see as gods with less of an interest in demanding the service of their followers, though these beings will sometimes exert prices far higher than those their followers expected to face.

SEALED AND BOUND

A warlock's life is often a distorted mirror of their patrons will, toeing the line just enough to earn their powers and avoid their patron's ire. At the end of the day, however, the warlock owes a debt of fealty to their patron, and this can often place them at odds to the patriotic forces of the nations of the Age of Steam, as they willingly surrender their own identity to that of their patron.





THE WARLOCK'S PACT

When building your warlock, it is worth considering and discussing with your DM the terms and conditions which apply to your pact, and what happens when you break these. This section offers a few ideas to help inspire you in designing the details of your warlock pact.

MAKING THE PACT

An otherworldly patron is unlikely to be willing to hand over their power without some proof of the devotion of their new warlock and thus, it is worth considering what your patron would require of you in addition to simply finding out about them.

Consider the alignment of your patron. Good beings are likely to require some token of comitment or that you perform some arduous challenge to prove your endurance, while an evil being is more likely to be happy for you to simply commit an appropriately heinous act. Neutral beings may be capricious in their pacts, handing one out for free, demanding anothers' very soul.

Consider also the thematic associations of your patron. A being associated with mountains and the upper air may require you to climb a mountain laden with rocks to prove your worth. A being associated with death, such as the Raven Queen, may require you take your own life, choosing to barely save you from death if they decide you would be suitable.

Great Old Ones, for the most part, will not require any particular proof of the pact, as they are often unaware of their followers. However, if you are lead to a Great Old One by their cult, they may require you undergo an initiation before they admit you to the secrets necessary to form a pact.

GENERAL TERMS

Certain terms are likely to be common to nearly all warlock pacts. Most preeminent among these is the condition to obey when your patron chooses to give you a direct order. Even if they never in fact do, they will likely want to bind you to obey.

Similar general terms may include aiding the patron's other followers, pursuing the patrons goals or knowledge that may be helpful to that end, and avoiding aiding the patrons particular enemies.

SPECIFIC TERMS

Each pact will also have its own, particular, ideosyncratic terms, specified by both the nature and whimsy of the patron.

BREAKING THE TERMS

Should you break the terms of your contract, your patron is unlikely to let you get away with it. Some patrons will have a certain leeway, allowing you to ignore a few of their rules on occassion as long as you generally follow their will, while others may be tyrannical in revoking your pact the moment you break any of its terms.

The punishments a patron can bestow are largely at the DM's discretion. At the extreme end, the patron may revoke your pact entirely, depriving you of your warlock powers, or even simply kill you. At the softer end of the spectrum, they may simply limit your powers, send their minions to give you a beating to keep you in check, or otherwise try to strongly suggest you get back on track.

RESTORING THE PACT

For some patrons, once your pact is broken that is the last they want to hear of you, and any attempt to restore the pact will result in death. Other patrons are more lenient, and may be willing to allow you to come crawling back.

If a patron allows you to restore your pact once it is broken, they are likely to require a much higher price than the original making of the pact, and the new pact is likely to have terms which are much more restrictive on you for the same powers on your end.



OTHERWORLDLY PATRONS

This expansion introduces two new Otherworldly Patron options for warlock characters at 1st level.

DIVINE EMPEROR

Your patron is a mortal ruler who has ascended beyond their mortality. Whether a lich or powerful mage, an ancient dragon in disguise, a demigod, or a mortal who has ascended to lesser godhood by the sheer belief of their many citizens, the divine emperor is the symbol of the empire and is worshipped like a god by those who are loyal. By forming your pact with them, you have become one of the most elite agents of the empire.

The nearest parallels to divine emperors would include many of the ancient Roman emperors, Egyptian pharaohs, and Karsus of Netheril.

EXPANDED SPELL LIST

The Divine Emperor lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

DIVINE EMPEROR EXPANDED SPELLS

Spell Level	Spells
-------------	--------

1st	<i>ceremony, command</i>
-----	--------------------------

2nd	<i>silence, zone of truth</i>
-----	-------------------------------

3rd	<i>crusader's mantle, nondetection</i>
-----	--

4th	<i>compulsion, locate creature</i>
-----	------------------------------------

5th	<i>dominate person, geas</i>
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IMPERIAL AUTHORITY

Starting at 1st level, as a bonus action on your turn, you can target one creature within 30 feet of you who can hear you and understands a language that you speak. That creature must make a Charisma saving throw contested by your Charisma (Intimidation) check. On a failed save, that creature has disadvantage on attack rolls against you until the end of your next turn.

Once a creature succeeds its saving throw against this feature, it is immune to your Imperial Authority for 24 hours.

BE STILL

Starting at 6th level, you can utter a word of power to cause a creature you choose to freeze in place. Choose one creature you can see within 60 feet of you that can hear you. If that creature has fewer hit points remaining than three times your warlock level (a minimum of 18), that creature is paralyzed for 1 minute. Otherwise the word has no effect. The creature can make a Wisdom saving throw against your spell save DC at the end of each of its turns, ending the effect early on a success.

Once you have used this feature, whether or not it took effect, you cannot do so again until you finish a short or long rest.

AURA OF COMMAND

Starting at 10th level, your presence makes others wish to obey you. Creatures have disadvantage on saving throws against your spells that would cause the creature to be charmed or force the creature to obey a command (such as *command*, *suggestion* or *geas*). In addition, you have advantage on Charisma (Persuasion) and Charisma (Intimidation) checks made to force a creature to obey you.

MAJESTY OF THE EMPEROR

Starting at 14th level, you can wreath yourself in the majesty of the Emperor to command your enemy's minds. As an action, choose a creature that can see you within 60 feet of you. It must make a Charisma saving throw against your spell save DC. On a failed save, it is charmed or frightened by you (your choice) for 1 minute or until your concentration is broken (as if you are concentrating on a spell). When the creature takes damage, it can repeat its saving throw, ending the effect on a success.

While it is charmed or frightened in this way, you can use your bonus action to dictate which actions it will take on its next turn. The creature cannot take actions, bonus actions, or reactions except those that you specify. If you do not specify any actions, the creature will follow you at a distance of 60 feet. You cannot command the creature to take any action which would cause harm to itself.

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

GHOST IN THE ENGINE

To those who are not familiar with its workings, the advanced technology of the Age of Steam can seem mysterious, alien, and dangerous. This fear can become reverence, which becomes superstition, which becomes belief. Where this belief becomes manifest as an entity, that entity is a Ghost in the Engine: a supernatural being formed from raw belief and fear of new technology. Your patron is just such an entity.

EXPANDED SPELL LIST

The Ghost in the Engine lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

GHOST IN THE ENGINE EXPANDED SPELLS

Spell Level	Spells
1st	<i>engine stutter</i> , <i>fog cloud</i>
2nd	<i>continual flame</i> , <i>heat metal</i>
3rd	<i>arcane power</i> , <i>tiny servant</i>
4th	<i>fabricate</i> , <i>overload</i>
5th	<i>animate objects</i> , <i>creation</i>



BONUS PROFICIENCIES

Starting at 1st level, you have proficiency with sidearms and longarms.

TOUCH OF THE MACHINE

Also starting at 1st level, when you touch a firearm or explosive, you can use a bonus action to force it into overdrive. It gains the following property while you are wielding it and it is in overdrive mode.

Overdrive (1 or less). While in overdrive, this firearm or explosive deals additional damage equal to your Charisma modifier (a minimum of +1). Make an overdrive check when you make an attack roll or before you throw an explosive. If you fail an overdrive check on an explosive, it detonates in your hand.

ARCANE REPAIR

Starting at 6th level, you can call on your patron to repair damage to technology. As an action, touch a gadget or other technological device which has broken because its user failed an overdrive check. The device is instantly repaired, and you have advantage on any overdrive check made on that device for 1 minute.

Once you have used this feature, you cannot do so again until you finish a short or long rest.

DRAIN ENERGY

At 10th level, you can draw power from technological items you use. When you make an overdrive check, you can give yourself disadvantage on that check to gain temporary hit points equal to your Charisma modifier (a minimum of 1). You cannot use this feature if you had advantage on the overdrive check. These temporary hit points last until you fail an overdrive check, finish a long rest, or they are expended.

ONE WITH THE MACHINE

Starting at 14th level, you can temporarily merge your essence with that of a technological device. As an action, target a vehicle or gadget you are touching. For 1 hour, no creature can use the gadget or vehicle unless you allow them to, you automatically succeed any ability check made to use that gadget or vehicle, and you can choose to automatically succeed any overdrive check you make with that gadget or vehicle.

In addition, for the duration of this effect, you can use a bonus action on your turn to control the gadget or vehicle from a distance of up to 500 feet. You do not have to be able to see the gadget to do so, although if you cannot see the gadget, any directions you give must be relative to either your own position or the gadget's position. If the gadget or vehicle does not have a movement speed of its own, it gains a hover flying speed of 5 feet when you control it in this way. As part of the bonus action, you can move the gadget or vehicle up to its full movement speed, push it into overdrive, and either use one of its triggered features which would require an action to use or else make an attack with it if it is a gadget weapon or a vehicle equipped with armaments.

You cannot choose to succeed an overdrive check you used your Drain Energy feature on. Once you have used this feature, you cannot do so again until you finish a short or long rest.

ELDRITCH INVOCATIONS

Additional eldritch invocation options are detailed below. If an eldritch invocation has prerequisites, you must meet them to learn it.

ELDRITCH INSPIRATION

You gain proficiency with the Technology skill and your choice of Tinkers' Tools or the Piloting skill.

PACT GUNSLINGER

Prerequisite: Pact of the Blade feature

The weapon you conjure for your pact weapon can be a sidearm or longarm. A sidearm or longarm created with this feature has an infinite supply of nonmagical ammunition.

When you take the Attack action and attack with a firearm which is your pact weapon, you can use your bonus action to make a single ranged weapon attack with your pact weapon firearm.

TURBULENT POWER

When you make an overdrive check, you can give yourself disadvantage on that check to draw magical power from the technological device. The next time you make an attack roll with a spell or your pact weapon if you have one before the end of your turn, you can grant yourself advantage on that attack roll. Alternatively, you can force one creature to have disadvantage on a saving throw against a spell you cast once before the end of your turn.



WIZARD

Masters of arcane lore, wizards command respect in any society which does not outlaw magic altogether. Devoted to the study of nature, many wizards are also among the most revered of philosophers and scientists in their lands, although in nations where science and technology is seen as anathema to magic, they may rather be the rearguard of an old but increasingly seen as obsolete academic tradition.

Whilst wizards are rarely treated with the same concern as sorcerers or the same fear as warlocks, this does not make them immune to the ire of the powers that be. In lands with totalitarian government, especially where magic is frowned upon, the wizards' towers are likely to come under extreme pressure and censure to ensure they do not publish or propegate material that may be harmful to the empire's cause.

SCHOLARS AND INTELLECTUALS

Wizard magic is book-magic, acquired through years of rigorous study and studious hard work, with no easy trick or cheap short-cuts. Such academic minds are prone to wander, and many wizards pursue knowledge from a broad range of fields beyond the arcane, including philosophy, history, politics, and the natural sciences.

Where wizards become interested in science and technology, they are likely to pursue the more academic questions that mechanics and even alchemists may omit: the philosophy of science, the ethics of new technologies, and the theory of machines. Those who combine their arcane studies with such questions may become interested in the rare but powerful hybrid devices, in which technology is merged with arcane power; or else they may pursue questions of how magic and technology interact, becoming a mechanomancer.

FORBIDDEN KNOWLEDGE

Although not so devoted to the pursuit of dangerous and eldritch lore as the warlock, the wizard is nevertheless driven by a desire for knowledge of the arcane, and in worlds where such knowledge is outlawed, this drive can become dangerous. In nations where the rise of science and technology has lead first to distrust, then to fear of the old arcane ways, magic may be outlawed, and with it, the wizard's craft.

In more extreme cases, you may see mass burnings of arcane lore and spellbooks, with wizards seeking their treatises on black markets and in darkened alleyways. In such worlds, a wizard's spellbook becomes her most secret as well as her most prized possession, as she seeks to keep it from the eyes of those who would see it burnt on the pyre.

Finding scrolls and spellbooks of other wizards in such worlds can be difficult, although all wizards of any practise are likely to have some connections with underground networks that will be able to provide where the wider world may be lacking.



WIZARDS' TOWERS

Most wizards do not pursue their studies on their own, but as members of specialist arcane universities or wizards' towers. When building your wizard, consider whether they were schooled in such an establishment, and if so, what kind of training and background this gave them.

Each arcane university will have its own particular areas of expertise, and other areas in which it has very little experience or knowledge. This may allow you to add a dimension of breadth to your wizard. Perhaps you studied in an evocation university, but haven't the foggiest idea how to even begin with a transmutation spell. Such a perspective should be reflected in the spells you add to your spellbook.

Consider also where your affiliations lie. If you see yourself as a member of your tower before a citizen of your country or even member of your adventuring party, this may affect your decisions when your various loyalties are forced into conflict. If you are too strongly affiliated with a less well-regulated tower, you may find that governmental officials distrust you. By contrast, if you came from a highly-regulated tower, you may be more patriotic than your peers, as the government embedded its ideology into your education.



ARCANE TRADITIONS

This expansion introduces three new Arcane Tradition options, which can be chosen by wizard characters at 2nd level.

SCHOOL OF CHRONOMANCY

The school of Chronomancy is concerned with the ebb and flow of time. Whilst some wizards deride chronomancy as fanciful, seeing time as something which is fixed, determined by the laws of the world which go beyond even the powers of magic, you know that it is a more supple thing, able to be bent by the force of the Weave.

Known as Chronomancers, wizards of this school are often scholars deeply devoted to the theory of time, paradox, and metaphysics, rarely called upon beyond the circle of academia save as adventurers.

QUICK SCRIBING

Beginning when you select this school at 2nd level, the time you spend to copy spells into your spellbook is halved, but the cost in gold is the same as normal.

RAPID CASTING

Also starting at 2nd level, you can reduce the amount of time it takes you to cast a spell as a ritual or a spell with a casting time greater than 1 minute by a number of minutes equal to 10 x your Intelligence modifier (a minimum reduction of 1 minute, to a minimum casting time of 1 minute).

In addition, when you cast a spell with a casting time of 1 action, you can cast that spell with a bonus action instead. You can use this feature twice, and you regain expended uses when you finish a long rest.

POTENT CHRONOMANCY

Starting at 6th level, you can add the *haste* and *slow* spells to your spellbook, if you do not already have them in there. You always have these spells prepared, and they do not count against your number of spells prepared.

When you cast a spell which affects the flow of time for one or more creatures, such as *haste*, *slow*, or *time stop*, creatures of your choice have disadvantage on saving throws against that spell.

If at least one creature fails its saving throw against such a spell, you can use your bonus action before the end of your turn to recover the spell slot you expended to cast that spell. Once you have done so, you cannot do so again until you finish a short or long rest.

TIME CAPSULE

At 10th level, you learn to slow the flow of time in your old body. You can pass a number of days equal to your

Intelligence modifier (a minimum of 1) without food, water, air, or sleep. You must still spend at least 4 hours engaged in no more than light activity to gain the benefits of a short rest during this time.

In addition, you age more slowly than normal. You age 1 year for every number of years passed equal to your Intelligence modifier (a minimum of 2 years). You can continue living in this way more or less indefinitely, although you become increasingly wearied and frail as you grow exceptionally old.

INSTANT CASTING

Beginning at 14th level, you can bend time around yourself to cast spells with abnormal speed. When you cast a spell as a bonus action on your turn, you can cast a spell of 5th level or lower with your action, instead of only a cantrip.

In addition, you can use your Rapid Casting feature three times between long rests.

SCHOOL OF GEOMETRY

The school of Geometry is concerned with the intersection of arcane magic and advanced mathematics. It is concerned with the shape and structure of spells, as realised in actual space rather than metaphorically.

Known as Geometers, wizards of this school are called in when others are stumped by the particular dimensions and spatial situations of the magic required to fix a given problem.

GEOMETRY SAVANT

Beginning when you select this school at 2nd level, the gold and time you spend to copy a spell with an area of effect into your spellbook is halved.

SPIRAL FORCE

Also starting at 2nd level, when you cast a spell with a range of self (cone), you can instead have that spell target each creature in a sphere centred on yourself with a radius of the length of that cone – 5 feet, excluding yourself. For example, if you cast the *burning hands* spell, you can have the area of effect of that spell become a 10-foot radius sphere centred on yourself.

CUT CORNERS

Starting at 6th level, when you cast a spell with a line area of effect, you can cause that line to change direction once at any point along its length, creating exactly one corner of up to 90 degrees in any direction.

Once you reach 10th level, you can include two such changes of direction in any one line, and once you reach 14th level, you can include three changes of direction. You cannot cause your line to travel back towards you or perform a U-turn.

SPLIT STRIKE

At 10th level, you can cause spells which originate from you to split direction between your two hands. When you cast a spell with a range of self (cone), self (cube), or self (line), you can choose to point the area of effect in two different directions. If you do, the range of the area of effect is halved.

If you use your Cut Corners feature with a line spell which you split with this feature, the total number of changes of direction in both halves of the spell cannot exceed the maximum number for your Cut Corners feature.

TOPOLOGICAL MASTERY

Beginning at 14th level, you can distribute the effect of your spells across the current plane. When you cast a spell with an area of effect, determine how many 5-foot cubes would be included in that area. You can distribute a number of 5-foot cube areas of effect equal to those that would be covered by the original area of effect anywhere within the range of the spell. Any creature whose total space is covered by these 5-foot cube areas of effect is subjected to the effect of the spell. Thus, each Medium or smaller creature requires one such area of effect, whereas Large or larger creatures require four or more.

You can use this feature twice. You regain expended uses when you finish a long rest.

SCHOOL OF MECHANOMANCY

Less concerned with magical technology than the artificer, the school of Mechanomancy is concerned with the intersection of arcane theory and theory of machines. They will often mix a practical understanding of the functioning of technology with learning on computational theory, machine learning models, and such other theoretical paradigms.

Wizards of this school are known as Mechanomancers or Spell-Engineers, and are usually called in to handle possessed machinery, problematic hybrid technology, or to enchant technological wonders without breaking them.

BONUS PROFICIENCIES

Beginning when you select this school at 2nd level, you become proficient with the Technology skill. If you are already proficient with this skill, you instead add double your proficiency bonus to ability checks made with that skill.

ARCANE STABILISING

Also beginning at 2nd level, you have advantage on overdrive checks made with hybrid gadgets.

When you attempt an overdrive check for a gadget which is not a hybrid, you can expend a spell slot to gain a bonus to that check equal to the level of the spell slot expended.

DISRUPTING MAGIC

Starting at 6th level, when you target a creature that is using one or more gadgets or technological devices with the *overdrive* feature with your spells, you can choose to force that creature to immediately make an overdrive check for each of those devices. The creature makes these checks with disadvantage.

POWERED MAGIC

At 10th level, you can use mechanical fuels as the material components for your magic. When you cast a spell which has materials components, you can substitute a quantity of coal, oil, or charged batteries of equal value to the gold value of the material component. If the component has no gold value, it requires 1 lb of coal, 1 fl. oz. of oil, or a battery with a charge of at least 1 hour. Whether or not the material component would normally be consumed, the fuel is consumed if it is coal or oil, and any battery used is discharged.

HYBRIDISE TECHNOLOGY

Beginning at 14th level, you can use your own arcane force as the power for technological devices. When you use a vehicle or gadget that requires fuel or power, you can expend a spell slot as a bonus action. That vehicle or gadget is powered by magical power for a number of hours equal to the level of that spell slot if it is 5th level or lower, or a number of days equal to the level of that spell slot if it is 6th level or higher.

While a gadget or vehicle with the *overdrive* property is powered in this way, you automatically succeed any overdrive check you have to make with that gadget or vehicle, and any other creature has advantage on overdrive checks they have to make with that gadget or vehicle.

Once you have targetted a vehicle or gadget with this feature, for each time you attempt to power the same vehicle or gadget with this feature before 24 hours have passed, roll a d20. If your roll less than or equal to the number of times you have used this feature on that vehicle or gadget in the past 24 hours, the feature fails, the spell slot is wasted, and you cannot use this feature on that vehicle or gadget for 7 days.





BACKGROUNDS

The rise of industrialisation, urbanisation, and new technology with the new opportunities for employment that it provides, has led to many new ways of life developing with the Age of Steam. Some of these new ways of life are captured by the following new background options.

CLASS INFLUENCE

If you are playing with the Class Influence optional rule (see p.2), backgrounds start with the class influence according to the Class Influence table.

The influence stated in the table should be taken as an approximate guideline, and properties of a particular characters' backstory may influence this value. Most such influences will fall under one of two types:

Rank. Certain backgrounds cover a range of possible ranks, which may affect a particular character's class influence with certain classes, especially the upper class. For example, the *soldier* background includes everything from the lowliest footman to the highest ranking generals. The influence given in the table assumes a rank-and-file or low ranking general soldier, but a high ranking general may expect to start with +1 or even +2 influence with the upper class.

Scandal. If a character was involved in a high-profile scandal in their past, this may effect their class influence across the board, possibly even giving them a negative modifier.

CLASS INFLUENCE

Background	Influence
Acolyte	+1 to all classes
Ace Pilot	-1 upper, +2 middle, +2 lower
Capitalist	+1 upper class, +2 middle class
Charlatan	+1 middle class, +2 lower class
Criminal	+2 lower class
Diplomat	+2 upper class, +1 middle class
Engineer	-1 upper, +2 middle, +2 lower
Entertainer	+1 to all classes
Folk Hero	+3 lower class
Guild Artisan	+2 middle class, +1 lower class
Hermit	–
Labourer	+2 lower class
Luminary	+3 to any one class
Noble	+3 upper, +1 middle, -1 lower
Outlander	–
Revolutionary	-1 upper, +1 middle, +3 lower
Sage	+2 upper class, +1 middle class
Sailor	+2 lower class
Soldier	+1 middle class, +2 lower class
Urchin	+2 lower class

BACKGROUND OPTIONS

The following additional background options are introduced for characters in Steampunk settings.

ACE PILOT

You were born to fly. Feeling as at home in the air as on land and always longing for the boundless horizons and rushing wind of flight, you have spent your life training to pilot airships, from the grandest galleons to rapid little skiffs, all for the thrill of the flight. You have travelled further than most will in a lifetime, and you have lived more of your life above the clouds than below them.

You will likely have spent most of your life on a single airship. Discuss the nature of this ship with your Dungeon Master. Was it a merchant ship, a pleasure cruise for the wealthy, or a military ship for enforcing the Empire's will?

If you are no longer sailing your airship, how did this come about? Did you leave, or were you set ashore for some misdeed or crime?

Skill Proficiencies: Perception, Piloting

Tool Proficiencies: Navigator's tools, vehicles (air)

Equipment: 50 feet of silk rope, a pair of flight goggles, a parachute, a flightsuit (treat as traveller's clothes), and a belt pouch containing 10 gp.

TRAINING

Learning the ways of an airship is a rare and much desired privilege. Consider how you came about your training, and who it was that saw in you the potential quick reflexes and nerves of steel that an ace pilot needs.

d6	Training
1	Private tutor
2	Military flight academy
3	Corporate training
4	Chosen by an old master
5	Family discipline
6	Self-taught



FEATURE: AIRSHIP TRIVIA

You have a deep and broad understanding of the different models of airships that exist, their various workings, strengths, and weaknesses, as well as the most famous and infamous hotshot pilots through history. When in the company of other pilots, you are able to be readily accepted into the group, and find it easy to barter passage on airships, if only by selling your services in helping fly it.

SUGGESTED CHARACTERISTICS

Use the tables for the sailor background in the *Player's Handbook* as the basis for your traits and motivations, modifying the entries when appropriate to suit your identity as an ace pilot.

CAPITALIST

To the old elite, you reek of new money and ambitions above ones station. To the crippled poor, you are the one who reaps the benefits for their hard work. But to yourself and your peers, you are just someone who saw an opportunity for economic advancement and decided to take it. You are the owner of the factories and workhouses, the one whose name appears in golden letters over the door.

You are, first and foremost, a businessman, someone who has climbed in social standing and political influence because of the coin in your pocket and a nose for the changing times, and it is your star that is in the ascent with the Age of Steam.

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: One type of gaming set or musical instrument

Languages: One of your choice

Equipment: One gaming set or musical instrument you are proficient with, a set of fine clothes, a signet ring, and a purse containing 20 gp

ENTREPRENEURIAL SCHEME

Unlike a noble, you didn't come into your money by inheritance, but rather earned it by your corporate schemes. Consider what your big idea behind the company was. You can roll on the following table.

d10 Scheme	d10 Scheme
1 Arms sale	6 International trade
2 Artisan products	7 Logging
3 Clothes	8 Mining
4 Finance	9 Shipwright
5 Insurance	10 Mechanical factory

FEATURE: SILVERED PALM

You have connections. In most cities or large towns, you will be able to find a merchant, factory owner, or other capitalist whom you have had lucrative trade with before, and you are intimately familiar with who holds influence in most nations, cities, and localities, meaning you know exactly who to bribe when you need a leg up. In a moderately settled area, you can always find a contact who is knowledgeable and influence in local society, but they are unlikely to offer you more help than common courtesy requires unless coin changes hand across the table.



SUGGESTED CHARACTERISTICS

Without being tied down by the responsibilities of a noble, the capitalist enjoys a mixture of great wealth and influence with very little responsibility or limits on their freedoms. They are often masters of being everything to everyone, fitting in with nobles and merchants alike, although their concerns are often personal, such as family or profit.

d8 Personality Trait

- 1 I believe that anything worth doing is worth doing right. I can't help it – I'm a perfectionist.
- 2 I started my company with a lemonade stand and a copper piece. Everything I have, I made for myself.
- 3 I like to aspire to the trappings of nobility, wearing only the finest clothes and jewels.
- 4 I treat people as I treat business, trying to understand what I need to put in to get what I want out.
- 5 I disdain nobles, who never work a day in their lives.
- 6 I like to talk at length about my business.
- 7 I don't part with my money easily and will haggle tirelessly to get the best deal possible.
- 8 I am my brand. I am offended when people don't recognise me, and I try to behave in a way that reflects well on my company.

d6 Ideal

- 1 **Philanthropy.** I have been blessed with much. I give everything I can spare to those in need. (Good)
- 2 **Hierarchy.** I work under my boss, and my employees work under me. This is the right way of the world. (Law)
- 3 **Independence.** No one helped me up, so I don't need anyone to help me along. (Chaotic)
- 4 **Power.** I was born to rule. (Evil)
- 5 **Family.** Blood runs thicker than water. (Any)
- 6 **Ambition.** Most important is to be better than I was yesterday. (Any)

d6 Bond

- 1 I have a bitter rival. I strive to best him/her.
- 2 I am earning enough money to fulfill my lifelong dream. My company is just a means to an end.
- 3 I want to be able to give my love the perfect life when we are together.
- 4 I work for my family, to give them a living.
- 5 I serve myself. I will always put my needs before others.
- 6 My company will be my family's legacy. I must preserve it.

d6 Flaw

- 1 I will gladly sell out my friends for some extra cash.
- 2 I look down on those who can't afford to wear the very best in fashion and equipment.
- 3 I am used to buying my way through life, and find it difficult to understand when money can't get me what I want.
- 4 I spend my money almost as fast as I can make it.
- 5 I have had to back-stab my way to where I am now, and it's a habit I find hard to break.
- 6 If it won't further my ambition, I have no interest in it.

CONSUL

You have spent many years travelling the world or living in a foreign land, representing your nation beyond your own borders. You have worked extensively as a diplomat, envoy, or consul. You may have spent all your service in one country, or may have travelled to many, and you may presently be abroad on one such assignment. If you are less patriotic, you may have severed this role for several states, travelling with the money.

Skill Proficiencies: History, Insight

Languages: Two of your choice

Equipment: A set of fine clothes, a bottle of ink, a quill, a map case with a political map of the continent, a signet ring for your employing nation, and a belt pouch containing 10 gp.

DIPLOMATIC ROLE

When sent abroad, a diplomat often serves some particular role in furthering the nation's foreign relations. Choose at least one of the following diplomatic roles. If you have served multiple stints abroad, especially in different countries, you may choose a role for each deployment.

d8 Role

- 1 Negotiating a bilateral trade deal
- 2 Negotiating a multilateral trade deal
- 3 Negotiating a bilateral treaty
- 4 Negotiating a multilateral treaty
- 5 Overseeing the administration of a newly acquired province or colony
- 6 Negotiating an arms deal
- 7 Inciting rebellion in a province soon to be annexed.
- 8 Member of an embassy in another country

FEATURE: POLITICAL WHEREWITHAL

You are intimately familiar with the etiquette and manners of the nations you have served among. You seamlessly blend in to the high society of nations you have been deployed in, and people of those nations assume you have the right to be where ever you are if they are positively disposed towards the political class. In addition, you know where to find information on the etiquette or manners of any nation you may travel to, granting you this benefit in that nation if you spend time researching it, although if the nation is deemed "uncivilised" by your homeland this information may be hard to come by.

SUGGESTED CHARACTERISTICS

You are used to wearing many masks, more so than the average person, and you may have a very different persona which you present in official positions. You may select an additional set of personality traits, ideal and flaw for this alternate persona, although this flaw does not influence your decisions strongly and your bond is the same.

d8 Personality Trait

- 1 I am studious and obsessed with paperwork.
- 2 I take great pride in knowing the correct etiquette for obscure social situations.
- 3 I have been involved in several botched trade deals, though none of them were my fault.
- 4 I often switch between different languages, if I know my listener understands them.
- 5 I often adopt local fashion, mannerisms, and culture.
- 6 I make a point of never visiting a new country without breaking a heart there.
- 7 I am the only diplomat in my nation's service who has never taken a bribe.
- 8 I have an overpowering wanderlust, and can never settle in one place for too long.

d6 Ideal

- 1 **Greater Good.** The deals I forge will ensure everyone is better off. (Good)
- 2 **Patriotism.** My sovereign's authority is absolute. I must not question, only obey. (Law)
- 3 **Freedom.** I travel to escape the tyranny of bureaucracy back home. (Chaotic)
- 4 **Power.** I serve abroad to forge ties which will allow me to grow in influence. (Evil)
- 5 **Diversity.** I travel the world to fill myself with the vibrancy of other cultures. (Neutral)
- 6 **Aspiration.** I strive to be the greatest diplomat my country has ever known. (Any)

d6 Bond

- 1 I am loyal to my sovereign above all else.
- 2 I am bound by a promise, which I rashly gave but will never release.
- 3 I consider myself an extension of the Embassy, and put its interests first.
- 4 I have a paramour in a distant land, who almost stole me away from my service.
- 5 I seek only the best for my motherland.
- 6 I only want to protect the family I have left back home.

d6 Flaw

- 1 I am so used to playing the political game, I see ulterior motives in everything.
- 2 My patriotism verges on extremism. I will not suffer any insult to my motherland.
- 3 My opinions may be swayed with a little coin to grease the wheels.
- 4 I am a little too enamoured of the intoxicating drinks of foreign lands.
- 5 I easily fall in love with exotic foreigners.
- 6 I vocally pronounce all other cultures to be inferior to my own.

GREASER

You spent a portion of your life working as a mechanic, covered in oil and grime as you fixed the nuts and bolts of the mechanical wonders of the Age of Steam. You know your way around a steam engine.

Skill Proficiencies: Athletics, Technology

Tool Proficiencies: Smith's tools, Tinker's tools

Equipment: A set of working clothes, a crowbar, a hammer, a flask of oil, and a belt pouch containing 5 gp.

MECHANICAL EXPERTISE

While working as a greaser, you specialised on certain kinds of job. Choose one or more from the list table.

d10 Expertise

- 1 Engines
- 2 Airship propulsion
- 3 Ship hulls
- 4 Locomotives
- 5 Vehicle armour

d10 Expertise

- 6 Plumbing
- 7 Weaponry
- 8 Mining and boring
- 9 Industrial machinery
- 10 Parts

FEATURE: REPAIRMAN'S EYE

You are intimately familiar with the workings of machines. You can judge the quality of a particular vehicle, weapon, or piece of industrial machinery by a quick examination, telling you the price it is worth, its general specifications, and whether it is likely to break in the near future. If you are presented with a broken machine, you can perform a similar examination to determine the source of the fault, as well as a rough gauge on how easy or difficult it would be to repair.

SUGGESTED CHARACTERISTICS

You are fascinated by the wonders that others greet with a mixture of awe and fear, and so it is unsurprising that you come across as a little eccentric. Greasers spend more of their days with machines than people, meaning they often come across as rude or uncouth to the upper classes.

d8 Personality Trait

- 1 I am more comfortable around machines than people.
- 2 I judge people by how they treat machines.
- 3 I often fiddle with small gadgets, putting them together and breaking them apart.
- 4 I often speak in technobabble that no one understands.
- 5 I care more about the machine than the money, meaning I often work at a loss.
- 6 My word is my bond. I never break an oath.
- 7 I always speak my mind, regardless of how others may take it.
- 8 I find a simple, direct solution to be the best. When all you have is a hammer...

d6 Ideal

- 1 **Beauty.** I see beauty in a well-oiled and well-built machine. (Good)
- 2 **Perfectionism.** If a job is worth doing, it's worth doing right. (Law)
- 3 **Innovation.** I devote myself to inventing new machines, or new ways to fix old ones. (Chaotic)
- 4 **Avarice.** I squeeze every last penny out of those I do jobs for. (Evil)
- 5 **Technology.** I seek a better understanding of how machines and machinery works. (Neutral)
- 6 **Aspiration.** I strive to be the greatest mechanic to ever live. (Any)



d6 Bond

- 1 I treat my greatest works as family members, and will destroy anyone who damages them.
- 2 My reputation is my life.
- 3 Family is whoever is working alongside you. I will always protect my family.
- 4 I have utter respect for my mentor, and would follow them to the ends of the earth.
- 5 I work to send money home to one or more dependents.
- 6 I stole my greatest works from another mechanic. No one may ever know.

d6 Flaw

- 1 I am an absolute perfectionist, and will never submit a job till I am totally happy with it.
- 2 I have no filter, and will say whatever is the first thing to pop into my head.
- 3 I am often short on cash, and will not turn down coin if the cost seems low.
- 4 I take great pride in my work, and will dismantle anyone who insults it.
- 5 I tend to fix problems with people the same way I fix problems with machines - hitting them with a large hammer.
- 6 It's not really stealing if I need it for my next grand invention, or even if I just might.

LABOURER

You spent a significant portion of your life working in a factory or other menial labour. You are the embodiment of the working class in the Age of Steam: mass educated but to a very low level, engaged in back-breaking and often life-threatening work for little to no pay. You may resent this, but more likely, you accept it as "the way things are".

Skill Proficiencies: Athletics, Perception

Tool Proficiencies: Two artisan's tools of your choice

Equipment: A set of working clothes, a dirty sweat rag, a hip flask, and a belt pouch with 5 gp.

WORK

During a significant portion of your life, you were employed in some industry. The particular industry you were employed with will impact the skills you learn there, as well as the kinds of contacts you may have developed. Some suggested industries are in the table below.

d12	Industry
1	Textiles
2	Cotton Mills
3	Grain Mills
4	Locomotive Parts
5	Aviation
6	Civic Engineering
7	Dockwork and Shipping
8	Mining
9	Farming
10	Arms and Armaments
11	Military Vehicles
12	Workhouse

FEATURE: ALL IN A DAY'S WORK

When in an industrial town or city, you can always find a factory to offer your labour for a time. You earn enough in a days' wages for lodging and food of a modest lifestyle (1 gp). In addition, you form connections with other working families, providing you with contacts who may be able to inform you as to what is going on in the area at street level.

SUGGESTED CHARACTERISTICS

You are one of the working folk, either a simple person with simple pleasures, or someone trapped in a world without ambition or high hopes. You are likely to value honesty and loyalty over airs and graces, judging a person by their character more than manners.

Use the tables for the folk hero background in the *Player's Handbook* as the basis for your traits and motivations, modifying the entries when appropriate to suit your identity as a labourer.

LUMINARY

You are an intellectual leader in your field, whether that be magic, science, philosophy, politics, or some other domain of public life. You have received extensive education to a very high standard, including tuition in oratory and philosophical argument, allowing you to take the lead in the major new ideas of your time.

Skill Proficiencies: Insight, one Intelligence skill of your choice.

Tool Proficiencies: One gaming set of your choice

Languages: One of your choice

Equipment: A set of fine clothes, a book containing your notes, a fountain pen, a spare bottle of ink, a graduation certificate from a prestigious university, and a belt pouch containing 15 gp.

SPHERE OF INFLUENCE

You hold particular sway and fame within a certain sphere of influence, usually either academic or public although other domains may also have their luminaries. The table below suggests some spheres of influence.

d8 Influence	d8 Influence
1 Arcane Magic	5 Politics
2 Philosophy	6 Military Strategy
3 Technology	7 Business
4 Natural Science	8 Theology

FEATURE: PUBLIC SPEAKING

Due to your influence in the field, you are much in demand for public speaking events. Whenever you are in the vicinity of a university, symposium, conference, or other appropriate setting dependent upon your sphere of influence, you can choose to give a lecture or speech there. You receive enough in fees to cover your accommodation and food with a comfortable lifestyle for up to 3 days. In addition, you become locally famous or infamous. Strangers around town who agree with or do not understand your opinions will take a liking to you, while those who disagree with your views may more strongly oppose you when they meet you.

SUGGESTED CHARACTERISTICS

You are the foremost in your field, an intellectual leader in the world. This may fill you with great pride, it may fill you with Imposter Syndrome, or both. Consider how you relate to your work, and to others in your field.

Whether or not it forms one of your bonds, you are likely to have developed at least one bitter rivalry with another thinker in your field with strong views opposed to your own. While these rivalries rarely come to blows, expect to have spilt a lot of ink debating the issue with them, and to constantly be on the look out for their latest response.

Use the tables for the sage background in the *Player's Handbook* as the basis for your traits and motivations, modifying the entries when appropriate to suit your identity as a luminary.

REVOLUTIONARY

You have heard the cry of the oppressed, and you can keep silent no longer. You are committed revolutionary, involved in violent rebellions against the government of your state, which you see as tyrannical and despotic. You may be the originator of the vision, or you may have been caught up in someone else's utopian dream, but either way you are sold enough to risk life and limb to see it come true.

If you choose this background, you are marking your character as having been significantly committed to the cause. You are likely to have been involved in at least one protest which turned violent, and may even have been arrested or exiled for your involvement.

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: One artisan's tools of your choice

Languages: One of your choice

Equipment: A set of common clothes, a mask, a crowbar, one or more revolutionary pamphlets, a flag of the movement's colours, and a belt pouch containing 5 gp.

IDEOLOGY

Every revolutionary is motivated by an ideology that colours what form their utopian vision takes. This ideology may be economic, philosophical, or political, although most such ideologies combine a bit of each.

d6 Ideology

- | | |
|-----|---|
| 1 | Anarchy. Your philosophy holds that no government is justified. You seek to overthrow all forms of government. |
| 2 | Communism. Those who produce should own what they produce in shared society. You seek to enact socialist policies. |
| 3 | Nationalism. You believe the government is betraying the nation. You likely hold racist or xenophobic views, and seek to enact fascist policies. |
| 4-5 | Personality Cult. You are less devoted to an idea than to a person. A certain political figure has promised to fix everything, and so you will do everything to see them in power. |
| 6 | Fanaticism. You belong to a fanatical religious sect, seeking to establish your deity before all other beliefs. |

Whilst the table points to some real-world revolutionary ideologies as inspiration, you should spend some time developing the particular principles, philosophies, and policies of your personal ideology.

FEATURE: GRASSROOTS NETWORK

Your ideology has believers everywhere, you just need to know how to find them. Whenever you enter a town or urban centre, you can make contact with the local cell of fellow revolutionaries. They will provide you with lodgings and information on the local situation, particularly the political situation and where your organisation stands in popularity and general appeal.



SUGGESTED CHARACTERISTICS

You are disillusioned and radical, with little respect for the present societal order which is yet to "see the truth". You may reveal your revolutionary tendencies in a brash attitude or hide them under a subtle masquerade.

d6 Ideal

- | | |
|---|--|
| 1 | Humanity. All people deserve their basic rights, to be recognised as people. (Good) |
| 2 | Equality. No one should be raised up or brought down by the law. (Law) |
| 3 | Freedom. Death is preferable to a life in chains. (Chaotic) |
| 4 | Might. The strong thrive, the weak perish. This is right. (Evil) |
| 5 | People. I am committed to my people above all ideals. (Neutral) |
| 6 | Destiny. I am called to save my people. (Any) |

d8 Personality Trait

- | | |
|---|---|
| 1 | I judge by actions, not by words. |
| 2 | I will argue extensively with anyone who does not profess my ideology. |
| 3 | When I set my mind to something, I follow through no matter what gets in the way. |
| 4 | I have been betrayed too many times. I am slow to trust. |
| 5 | I can stare down the police without flinching. |
| 6 | Thinking is for cowards. I prefer action. |
| 7 | I wrote part of my ideology's manifesto. |
| 8 | I expect all officials to be spies sent to kill me. |

d6 Bond

- 1 Everything I do, I do to ensure my children's future.
- 2 I will someday get revenge on the corrupt officials who hunt my brothers.
- 3 I left my childhood sweetheart to join the fight. I hope to return to her one day.
- 4 I owe everything to the mentor who opened my eyes to the truth.
- 5 Everything I do is for the common people.
- 6 I keep the last copy of my ideology's manifesto. I must protect it.

d6 Flaw

- 1 I drink to forget the violence I have committed.
- 2 I am marked by the state, and officials will stop at nothing to see me hang.
- 3 I am inflexible in my thinking.
- 4 I blindly trust those who profess my ideology.
- 5 Secretly, I believe things would be better if I were a tyrant ruling this land.
- 6 Once I pick a goal, I am obsessed with it to the detriment of all else in my life.

FEATS



The Age of Steam presents new technologies, new dangers, and new opportunities for new feats of skill. If your DM is using the Feats optional rule, you can select from the following additional feats in this expansion, at your DM's discretion.

DRIVER

You are proficient with all vehicles.

GUNDANCER

Prerequisite: Proficiency with sidearms

In the school of hard knocks, you have learned to be one with your firearm, granting the following benefits:

- You can draw or put away up to two firearms as part of your movement on your turn, instead of one.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a loaded one-handed sidearm you are holding.

MAGOCLAST

Prerequisites: Intelligence, Wisdom, or Charisma 19 or higher, the ability to cast at least one spell

Using a series of injections of illicit chemical substances mixed with a touch of alchemical magic, you have an unstable balance of raw magic running through your veins.

- At the end of each long rest, choose one cantrip from any spell list and either Intelligence, Wisdom or Charisma. You can learn that cantrip until your next long rest, using the chosen ability score as your spellcasting ability for it.
- When you cast a spell, you can choose to have that spell cast at 1 level higher than the level of spell slot expended to cast the spell. You can use this feature a number of times equal to your Proficiency bonus between long rests.
- When you are targeted by a spell or magical effect, your hit points are immediately reduced to 0.

MECHANIST

You have been trained in the basic workings of most machines, gaining the following benefits:

- Your Intelligence score increases by 1, to a maximum of 20.
- When you fail an overdrive check, you can choose to reroll that check. You must accept the new roll. You can do this 3 times, and you regain expended uses when you finish a long rest.

META CASTING

Prerequisites: the ability to cast at least one spell using Intelligence

You have training in magical theory that allows you to alter the structure of your spells. You gain the following benefits:

- You learn one one Metamagic option of your choice from among those available to the Sorcerer class.
- If you already have Sorcery Points, you gain 2 more; otherwise, you have 3 Sorcery Points. You can expend these points to fuel your Metamagic options. You regain expended Sorcery Points when you finish a long rest.

ODD SHOES

You have practiced using flare and a peculiar style to distract your foes and catch them unawares, granting the following benefits:

- Your Charisma score increases by 1, to a maximum of 20.
- As a bonus action on your turn, you can attempt to distract a creature within 30 feet of that. That creature must make a Wisdom saving throw contested by your Charisma (Performance) check. On a failed check, you have advantage on the next attack roll you make against that creature until the end of your turn. Once a creature has failed its save against this feature, it is immune to this feature for 24 hours.

SAMURAI'S OATH

You have practiced techniques useful in combat against opponents wielding firearms while you are only equipped with traditional weapons, gaining the following benefits:

- Your Strength or Dexterity score increases by 1, to a maximum of 20.
- When a creature makes an attack roll against you with a firearm, you can use your reaction to immediately move up to your full movement towards that creature.
- When you hit a creature within an attack using a weapon that is not a firearm or gadget, that creature suffers disadvantage on the next attack roll it makes with a firearm before the end of its next turn.

WELL-GROOMED

You attended finishing school and etiquette classes, helping you to command an elegant presence in any situation. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- While you are wearing fine clothes or formal garments, you gain a +1 bonus to all Charisma ability checks.
- You gain 3 Class Influence with the upper class.

SPELLS

The Age of Steam brings with it many new wonders of technology, and these new wonders are woven with all things into the Weave. This section details a number of spells which focus on the manipulation of technology developed in the Age of Steam and unique to Steampunk settings.

All of the spells detailed in this section are included in the Sorcerer, Warlock and Wizard spell lists.

1ST LEVEL

Engine Stutter

3RD LEVEL

Arcane Power

4TH LEVEL

Overload

6TH LEVEL

Find Transport

SPELL DESCRIPTIONS

The spell descriptions are presented in alphabetic order.

ARCANE POWER

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes.

You touch a gadget, vehicle, or other technological item which consumes fuel or power to imbue it with magical energy as fuel. For the duration of the spell, the device does not require fuel or power, and it is considered to be always in overdrive if it has the Overdrive property. For the duration of the spell, you have advantage on overdrive checks for the target object.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the effectiveness of the device increases. Any range or speed of the device increases by 10 feet and any damage dice increases by 1 die for each level above 3rd. When you cast this spell using a spell slot of 5th level or higher, any numerical bonus on the device, such as a bonus to AC or ability checks, increases by 1 for every 2 levels above 3rd (to a maximum of +3).

ENGINE STUTTER

1st-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a spanner)

Duration: Concentration, up to 1 hour.



You cause a spectral spanner to appear in the works of a gadget within range. Choose a gadget which is being used by a creature within range. If the gadget is in overdrive, the creature must make an overdrive check. On a success, the overdrive ends. On a failure, the gadget breaks as if the creature had failed a normal overdrive check.

If a creature attempts to repair the gadget or force it into overdrive again before the spell ends, that creature must succeed on an Intelligence (Technology) check against your spell save DC or fail to do so.

FIND TRANSPORT

6th-level conjuration

Casting Time: 10 minutes

Range: 30 feet

Components: V, S

Duration: Instantaneous

You summon a spirit that assumes the form of a vehicle. Appearing in an unoccupied space within range, the spirit takes on a form you choose: airskiff, dinghy, engine bike, personal steam wagon, or speeder. The creature has the statistics provided in the *Vehicles* section below for the chosen form, although it is a celestial, fey, or fiend (your choice) instead of a construct. Additionally, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

You control the vehicle in combat, and automatically succeed any Piloting check to control it. While the vehicle is within 1 mile of you, you can communicate with it telepathically. While driving it, you can make any spell you cast that targets only you also target the vehicle.

The vehicle disappears temporarily when it drops to 0 hit points, when it fails an overdrive check, or when you dismiss it as a bonus action. Casting this spell again re-summons the bonded vehicle, with all its hit points restored and any conditions removed.

You can't have more than one vehicle bonded by this spell, and you also cannot have a vehicle bonded by this spell and a mount bonded by the *find steed* or *find greater steed* spells at the same time. As an action, you can release the vehicle from its bond, causing it to disappear permanently.

Whenever the vehicle disappears, it leaves behind any objects it is carrying or additional parts that have been attached to it since it was summoned.

OVERLOAD

4th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of gunpowder)

Duration: Instantaneous

You cause one technological item which consumes fuel or power to violently overload and explode. The effect depends upon the power source:

Fuel. Each creature within a 20-foot radius centred on the object must make a Dexterity saving throw, taking 7d6 fire damage on a failed save, or half as much damage on a success.

Power. Any creature in contact with the object or within 5 feet of it must succeed on a Dexterity saving throw, taking 4d10 lightning damage on a failed save, or half as much on a success. A creature that fails this saving throw is stunned until the end of its next turn.

The technological item is broken, as if it had failed an overdrive check, and must be repaired before it can be used again.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the fire damage increases by 1d6 and the lightning damage increases by 1d10 for each level above 4th.



OLD MAGIC, NEW TECHNOLOGY

DMs should exercise discretion with how they rule spells in the *Player's Handbook* and other official sources interacting with technology to ensure there is no substantial shifts in balance.

For example, is the *mending* cantrip able to repair a device that has failed an overdrive check? If at all, this should only apply to non-gadget devices which have been given overdrive by a class feature. Even in these cases, an otherwise innocuous cantrip becomes considerably more powerful.



CREATURES

The Age of Steam does not so much bring with it altogether new monsters, but rather, it brings with it threats of a new kind. Technologically enhanced monsters, powerful vehicles, and humanoids armed with the weapons of this new age all pose a threat to adventurers in these worlds.

This section details a selection of creature statblocks. It also includes statblocks for vehicles, which are here treated as creatures for ease of ruling.

CREATURE TYPES

This section introduces two new possibilities for creature types.

Dual-Type Creatures. Dual-type creatures have two types listed after their size, connected by a slash "/". For example, a creature listed *medium humanoid (human)/aberration* is dual-type humanoid and aberration. Dual-type creatures suffer both the benefits and costs of each of their types. For example, a dual-type undead creature cannot be healed with the *cure wounds* spell. If a cost conflicts with a benefit, select the most disadvantageous type.

Inanimate tag. Construct creatures may be listed as *construct (inanimate)*. This tag is only applied to vehicles. An inanimate creature cannot take actions of its own accord. It can only take actions when the necessary conditions listed in its features are fulfilled.

VEHICLE PROPERTIES

The vehicles listed in this section have a number of properties to allow them to function as vehicles which must be used to be effective.

OF SHIPS AND THE SEA

The rules for vehicles presented in this section are simplified under the understanding that, in vehicle combat, the vehicle is usually secondary to the interpersonal combat happening upon it or between two vehicles.

However, if you desire rules which are broader and more complex for vehicle combat, many of the principles detailed in the *Unearthed Arcana Of Ships and the Sea* supplement can be applied equally well to larger airships and caravans of land transport.

Vehicle (Crew X). The vehicle feature indicates that a creature is a vehicle. The X specifies how many pilots are necessary to control the vehicle. If the vehicle has a number of pilots equal to its Crew value in it, then one of those pilots must be designated the driver. The driver can use the vehicle's actions instead of their own actions on their turn. If the driver dies, a different driver is selected.

Carrying Capacity. Vehicles are able to carry passengers or cargo. The number of passengers or cargo that can be carried will be specified in the Carrying Capacity feature.

ARMORED BEASTS

Armored beasts are creatures of war, captured, tamed, or allied with humans or other imperial races and supplemented by technological enhancements. The enhancements are many and varied, though often military in purpose.

Special Creation. Each armored beast is a unique creature, construed by its creator or creators to solve a particular tactical difficulty or to play some role in a certain war or battle. To this end, no two armored beasts are ever truly alike. Not only do they differ in which creature was used as the biological substrate for the armor, they also differ in which enhancements were applied.

Life-Support Systems. The armor of an armored beast is usually equipped with life support systems that give it a partially constructed nature. Armored beasts can survive three times as long as their biological counterpart without eating, drinking, sleeping or breathing.

ARMORED BEAST TEMPLATE

Any beast, dragon, or monstrosity can be turned into an armored beast. When a creature becomes an armored beast, it retains its statistics except as described below. If the creature had any lair actions, it loses those actions.

Type. The armored beast is dual-type construct as well as its existing type.

Damage Resistances. The armored beast has resistance to fire damage and to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite.

Armor Plating. The armored beast's AC increases by 2.

OPTIONAL FEATURES

The armored beast may also have one or more of the following features. Damage can be increased as appropriate.

Mechanical Wings. The armored beast gains a flying speed of 60 feet.

New Action: Fume Breath (Recharge 5-6). Each creature in a 30-foot cone centred on the beast must make a Constitution saving throw (DC equal to 8 + proficiency bonus + Constitution modifier). A creature takes 19 (3d12) poison damage and is poisoned for 1 minute on a failed save, or takes half as much damage and is not poisoned on a success. A creature can repeat the saving throw at the end of each of its turns, ending the poison on a success.

Alternatively, any damage-dealing breath weapon the armored beast had deals poison damage instead, and may cause the creature to be poisoned, as detailed above.

New Action: Gatling Gun. Each creature in a 150-foot long, 10-foot wide line from the beast must make a Dexterity saving throw (DC equal to 8 + proficiency bonus + Dexterity modifier). A creature takes 10 (3d6) piercing damage on a failed save, or half as much damage on a success.

New Action: Mortar (Recharge 5-6). Each creature within a 20-foot-radius of a point of the beast's choosing within 120 feet of it must make a Dexterity saving throw (DC equal to 8 + proficiency bonus + Dexterity modifier). A creature takes 28 (8d6) fire damage on a failed save, or half as much damage on a success.

YOUNG RED ARMORED DRAGON

Large dragon/construct, chaotic evil

Armor Class 20 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11

Skills Perception +13, Stealth +6

Damage Resistances Bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 16 (15,000 XP)

Actions

Multiattack. The dragon makes three attacks: one with its bite, and two with its claws. Alternatively, it can use its Gatling Gun twice, or use its Gatling Gun once and its Mortar once.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 13 (2d6 + 6) slashing damage.

Fume Breath (Recharge 5-6). The dragon exhales smog in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 56 (16d6) poison damage and being poisoned on a failed save, or taking half as much damage on a success. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the poison on a success.

Gatling Gun. Each creature in a 150-foot long, 10-foot wide line from the dragon must make a DC 16 Dexterity saving throw. A creature takes 17 (5d6) piercing damage on a failed save, or half as much damage on a success.

Mortar (Recharge 5-6). The dragon chooses a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centred on that point must make a DC 16 Dexterity saving throw, taking 31 (9d6) fire damage on a failed save, or half as much damage on a success.



MUTANTS

Shrieking or groaning out upon the toxic swamps of the world or creeping around in sewers, mutants are the horrible product of technology used irresponsibly. Contact with dangerous chemical substances or inhuman testing procedures breaks the mind and twists the body, causing the humanoids unfortunate enough to suffer this fate to mutate into heinous and dangerous monsters.

Industrial Waste. Mutants are rarely intentional creations, but are rather the discarded by products of the darker side of science and alchemy. Born from testing with superhuman enhancement gone horribly wrong or twisting in response to mutagens absorbed from the toxic waste of chemical plants, mutants are often driven mad by the pain of their experience, rampaging without will or a real reason for their existence.

In a few rare cases, mutants may be captured and cultivated, either to determine the source of their mutation, or to take advantage of the strange physical and magical abilities they develop for further scientific advance. However, without extreme precautions and measures, it is almost impossible to force a mutant to serve a set purpose, and so mutant guards and slaves are very rare.

Hate and Pain. The process by which a mutant attains its hideous form is an agonising process, and the pain never stops, as long as the mutant is alive. This constant agony fuels a pure hatred for all living things.

This hatred drives the mutant in a path of violent destruction, seeking out other living creatures only to snuff out their spark of life. They despise the fact that other creatures can live without constant physical suffering, and so they seek to inflict something of the suffering they feel upon those around them.

Horrid Visage. Although often beginning as humanoids, mutants are twisted beyond any semblance of their original forms. Maintaining the rough body plan of their original form, a mutant may grow additional limbs, appendages, or body parts. Their proportions are distorted and twisted out of their right place, bloated or strung, and covered in slime and putrid sores.

Once the mutation is complete, a mutant is rarely recognisable, even to those close to the creature it once was. Despite these physical changes, however, something of the character of the original creature remains. It will recognise people it knew in life, even if its only response to this is to try and inflict even greater pain upon them for allowing it to suffer the horrid fate it has fallen under.

Mutant Nature. A mutant does not require food, water, sleep, or breathing, although it can still choose to do all of these things.

MUTANT

Medium humanoid (any)/aberration, chaotic evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Resistances acid

Damage Immunities poison

Condition Immunities diseased, poisoned

Senses passive Perception 8

Languages the languages it knew before mutating

Challenge 1/8 (25 XP)

Mutagens. When the mutant reduces a creature to 0 hit points with a bite attack, the creature must make a DC 13 Constitution saving throw or become diseased. A creature diseased in this way becomes a mutant after carrying the disease for 7 days.

Regeneration. The mutant regains 5 hit points at the start of its turn. If the mutant takes fire damage or damage from a critical hit, this trait doesn't function at the start of the mutant's next turn. The mutant dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 1 poison damage.

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

MUTANT MAGE

Medium humanoid (any)/aberration, chaotic evil

Armor Class 8 (11 with *mage armor*)

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	8 (-1)	12 (+1)

Saving Throws Con +5, Wis +1

Damage Resistances acid

Damage Immunities poison

Condition Immunities diseased, poisoned

Senses passive Perception 9

Languages the languages it knew before mutating

Challenge 1/4 (50 XP)

Mutagens. When the mutant reduces a creature to 0 hit points with a bite attack, the creature must make a DC 13 Constitution saving throw or become diseased. A creature diseased in this way becomes a mutant after carrying the disease for 7 days.

Regeneration. The mutant regains 5 hit points at the start of its turn. If the mutant takes fire damage or damage from a critical hit, this trait doesn't function at the start of the mutant's next turn. The mutant dies only if it starts its turn with 0 hit points and doesn't regenerate.

Spellcasting. The mutant is a 1st-level spellcaster. Its spellcasting ability is Charisma (spell save DC 11, +3 to spell attacks). The mutant has the following sorcerer spells prepared:

Cantrips (at will): *acid splash, dancing lights, infestation, minor illusion*

1st level (2 slots): *mage armor, ray of sickness*

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 1 poison damage.

Staff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if wielded with both hands.

MUTANT HUNTER

Medium humanoid (any)/aberration, chaotic evil

Armor Class 10

Hit Points 42 (5d8 + 20)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Saving Throws Wis +2, Cha +1

Damage Resistances acid

Damage Immunities poison

Condition Immunities diseased, poisoned

Senses passive Perception 10

Languages the languages it knew before mutating

Challenge 2 (450 XP)

Mutagens. When the mutant reduces a creature to 0 hit points with a bite attack, the creature must make a DC 13 Constitution saving throw or become diseased. A creature diseased in this way becomes a mutant after carrying the disease for 7 days.

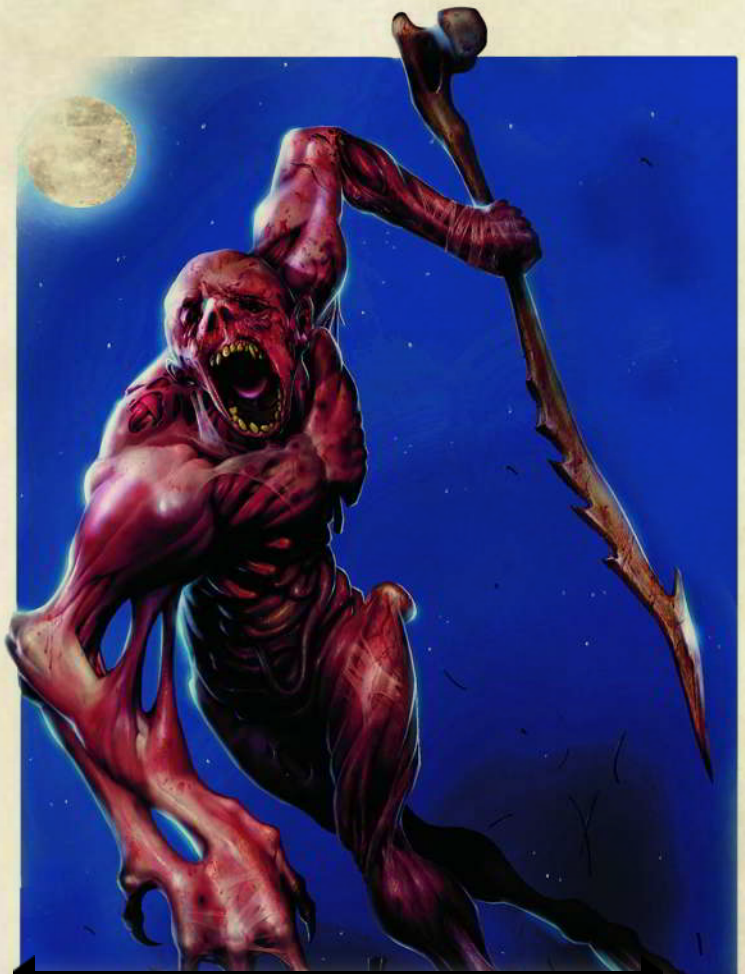
Regeneration. The mutant regains 15 hit points at the start of its turn. If the mutant takes fire damage or damage from a critical hit, this trait doesn't function at the start of the mutant's next turn. The mutant dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The mutant makes two attacks: one with its longsword and one with its bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 2 (1d4) poison damage.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if wielded two-handed.



MUTANT TEMPLATE

The statblocks provided here are for humanoid mutants: a commoner, spellcaster, and soldier, respectively. These statblocks work well for cases when player characters become infected with mutagens, in which case, once the disease properly takes hold and the mutation occurs, they become mutants of the correct kind under the DM's control.

However, humanoids are not the only creatures susceptible to mutation, and almost any kind of monster, excluding constructs, oozes, and undead, can become a mutant. In addition, you may want mutated players to maintain some of their unique skills and abilities. In this case, you can apply the rough mutant template below:

Type. Mutants are aberrations as well as their other types.

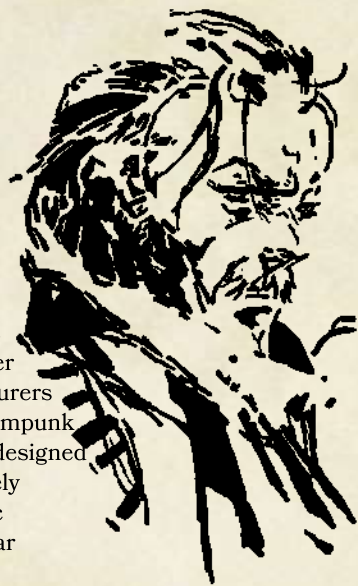
Ability Scores. The mutant suffers a -5 penalty to Intelligence, a -3 penalty to Charisma, and a -2 penalty to Wisdom. Its Constitution score increases by +3.

Movement. A mutant's movement speed is reduced by 10 feet.

The mutant also gains a Bite attack (1d4 piercing damage plus 1 poison damage) and the *Mutagen* and *Regeneration* features, as detailed in the mutant statblocks. The *Regeneration* feature restores 5 x the level or CR of the mutated creature in hit points, up to a maximum of 20 hit points.

NPCs

This section includes statistics for various humanoid nonplayer characters (NPCs) that adventurers might encounter during a Steampunk D&D campaign. They are not designed to be comprehensive, but merely to showcase a few of the iconic character types that may appear in such a setting.



BLACKSMITH

Medium humanoid (any race), any alignment

Armor Class 13
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	11 (+0)	10 (+0)	8 (-1)

Skills Athletics +5, Technology +2
Damage Resistances fire
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1 (200 XP)

Siege Monster. The blacksmith deals double damage to objects and structures.

Unarmored Defense. The blacksmith adds his Constitution modifier to his AC while not wearing armor or carrying a shield (included in AC above).

Actions

Sledgehammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Blacksmiths spend long hours working in forges, crafting metal into weapons and parts for the vast industrial machinery that now runs the world. Many blacksmiths are lone recluses who care first and foremost for their work.

BOSS

Medium humanoid (any race), lawful evil

Armor Class 12 (leather armor)
Hit Points 37 (5d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	14 (+2)	11 (+0)	15 (+2)

Skills Deception +4, Insight +2, Intimidation +4
Senses passive Perception 10
Languages any two languages (usually including Common)
Challenge 2 (450 XP)

Brute. A melee weapon deals one extra die of its damage when the boss hits with it (included in the attack).

Pack Tactics. The boss has advantage on an attack roll against a creature if at least one of the boss's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sneak Attack (1/Turn). The boss deals an extra 10 (3d6) damage when it hits a target with a ranged weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the boss that isn't incapacitated and the boss doesn't have disadvantage on the attack roll.

Actions

Multiattack. The boss makes two weapon attacks.

Baton. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

Revolver. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the boss can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the boss. A creature can benefit from only one Leadership die at a time. The effect ends if the boss is incapacitated.

A **boss** runs a mafia or other crime syndicate. Some bosses are charismatic leaders who command the loyalty of their followers. Others are brutes who command their people out of fear. Every boss has a nose for where the winds of fortune are blowing and a sense for the political underbelly of their home.

DETECTIVE

Medium humanoid (any race), any alignment

Armor Class 14 (leather armor)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	18 (+4)	14 (+2)	12 (+1)

Skills Insight +4, Investigation +6, Perception +4, Stealth +5

Senses passive Perception 14

Languages Any three (usually including Common)
Challenge

Alley Rat. The detective suffers does not suffer disadvantage on attack rolls when making ranged attack rolls while a hostile creature is within 5 feet of him or when making attack rolls while in another creature's space.

Cunning Action. The detective can take the Dash, Disengage, Hide or Search action as a bonus action.

Investigation. If the detective spends at least 10 minutes observing a creature, the detective can learn that creature's strengths and weaknesses. It knows the creature's damage resistances, immunities, and vulnerabilities. In addition, the detective has advantage on attack rolls against that creature for 24 hours.

Sneak Attack (1/Turn). The detective deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the detective that isn't incapacitated and the detective doesn't have disadvantage on the attack roll.

Actions

Revolver. Ranged Weapon Attack: +5 to hit, range 100/400 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the detective can force that creature to make a DC 13 Strength saving throw or drop an item it is holding in its hand.

A **detective** is a master of discovering the secrets of others. Some detectives work for police forces and secret agencies under governmental direction. Others sell their services to the highest bidder as private eyes.

FIELD MEDIC

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	13 (+1)	16 (+3)	11 (+0)

Skills Insight +5, Medicine +5

Senses passive Perception 13

Languages any one (usually Common)

Challenge 1/4 (50 XP)

Quick Bandages. The medic can attempt to stabilise a creature as a bonus action.

Actions

Shotgun. Ranged Weapon Attack: +3 to hit, range 10/60, one target. Hit: 6 (2d4 + 1) piercing damage.

Healing Elixir (10 points). The medic touches a creature and expends a number of points of this feature (a maximum of 5 points per use). The creature recovers 1d6 hit points for each point expended.

A **field medic** is a doctor trained to heal soldiers on the battlefield. Field medics are frequently found in armies or state combat divisions, although they may also serve as local physicians in frontier towns which have a hi

GANGSTER

Medium humanoid (any race), lawful evil

Armor Class 13 (leather armor)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	10 (+0)	11 (+0)	11 (+0)

Skills Athletics +3, Intimidation +2, Perception +2, Stealth +4

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1 (200 XP)

Pack Tactics. The gangster has advantage on an attack roll against a creature if at least one of the gangster's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The gangster makes two weapon attacks.

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

Assault Rifle. Ranged Weapon Attack: +4 to hit, range 200/800 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Smoke Grenade (1/Day). The gangster throws the grenade at a point up to 30 feet away from him. At the start of the gangster's next turn, a 20-foot radius cloud of smoke expands from the current location of the grenade. The area of the smoke is heavily obscured. The smoke disperses after 5 minutes, and is dispersed by a moderate wind after 4 rounds, or a strong wind after 1 round.

Gangsters are armed criminals, usually equipped by an organisation with greater funds and influence than your average street crook. Gangsters are frequently found among the mafia, although in nations with high levels of gun ownership, they may be found among common mobs as well.

GENTLEMAN SPY

Medium humanoid (any race), any alignment

Armor Class 17
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	19 (+4)

Skills Deception +6, Insight +3, Persuasion +6, Stealth +5

Damage Resistances poison

Condition Immunities poisoned

Senses passive Perception 11

Languages any three (usually including Common)
Challenge 2 (450 XP)

Always Prepared. The gentleman has advantage on initiative rolls and cannot be surprised.

Charming Defense. The gentleman includes his Charisma modifier in his AC when he is wearing fine clothes (included above).

Improvised Weapons. The gentleman is proficient with unarmed strikes and improvised weapons, and uses a d8 as his damage die for these weapons. He can choose whether to use Strength or Dexterity to modify the attack and damage rolls for these weapons.

Actions

Multiattack. The gentleman makes two melee weapon attacks, or three attacks with his pistol.

Unarmed Strike. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Umbrella. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the gentleman can force the target to make a DC 13 Strength saving throw or be knocked prone.

Pistol. Ranged Weapon Attack: +5 to hit, range 100/400 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

The **gentleman spy** is a well-groomed assassin, likely drawn from one of the best private schools of the nation and taught to how to greet a lady as they were taught how to handle a pistol. Charming and ever resourceful, the gentleman spy can be found among the most civilised of secret services, public and private.



HEAVY

Medium humanoid (any race), any alignment

Armor Class 17 (splint mail)
Hit Points 68 (8d8 + 32)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	18 (+4)	9 (-1)	10 (+0)	10 (+0)

Skills Athletics +5, Intimidation +2
Senses passive Perception 10
Languages any one (usually Common)
Challenge 3 (700 XP)

Actions

Heavy Machine Gun. Each creature in a 100-foot long, 10-foot wide line from the heavy must make a DC 13 Dexterity saving throw, taking 21 (6d6) piercing damage on a failed save, or half as much damage on a success.

A **heavy** is a rare soldier trained in the use of heavy artillery and machine firearms. They are usually only found among the most elite of armies or crime syndicates, holding a position of high tactical importance due to their destructive potential.

IMPERIAL GUARD

Medium humanoid (any race), any Lawful alignment

Armor Class 20 (plate and shield)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	11 (+0)	12 (+1)	10 (+0)

Skills Athletics +5, Perception +3
Senses passive Perception 13
Languages any one (usually Common)
Challenge 4 (1,100 XP)

Brave. The guard has advantage on saving throws against being frightened.

Shield Wall. While the guard has at least two other Imperial Guards within 5 feet of it, creatures have disadvantage on attack rolls against it.

Actions

Multiattack. The guard makes three melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Shotgun. *Ranged Weapon Attack:* +2 to hit, range 10/60 ft., one target. *Hit:* 5 (2d4) piercing damage.

Shield Bash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Imperial guards are the elite agents of colonial empires. Often reserved for guarding the palace or other vital governmental buildings, imperial guards are heavily armed and heavily armoured, trained to function together as a single unit.

IMPERIAL INQUISITOR

Medium humanoid (any race), any alignment

Armor Class 15 (leather armor), or 17 with *shield of faith*

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	10 (+0)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Stealth +6

Condition Immunities diseased

Senses passive Perception 12

Languages any three (usually including Common)

Challenge 2 (450 XP)

Divine Smite. When the inquisitor hits with a melee weapon attack, they can expend a spell slot to deal an additional 7 (2d6) radiant damage. This additional damage increases by 3 (1d6) against fiends or undead.

Spellcasting. The inquisitor is a 3rd-level spellcaster. It's spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The inquisitor has the following paladin spells prepared:

1st level (3 slots): *bane*, *charm person*, *command*, *detect poison and disease*, *shield of faith*, *wrathful smite*

Actions

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and 3 (1d6) poison damage.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Cloak of Shadows (1/Day). The inquisitor is surrounded in a 15-foot-radius sphere of shadow, which moves with it. This magical darkness obscures vision for other creatures, but the inquisitor can see as normal. Magical light from spells of 3rd level or lower is dispelled. The darkness lasts for 1 minute or until the inquisitor loses concentration, as if they were concentrating on a spell. While in the darkness, the inquisitor can take the Hide action as a bonus action, and its Rapier attacks deal an additional 3 (1d6) necrotic damage.

Inquisitor's Strike (1/Day). The inquisitor targets a creature of its choice within 30 feet of it. The target must make a DC 13 Intelligence saving throw. On a failed save, it takes 22 (4d10) psychic damage and must answer any question truthfully for 1 minute. On a success, the creature takes half as much damage and suffers no other effects.

MECHANIC, WEAPONSMITH

Medium humanoid (any race), any alignment

Armor Class 14 (leather armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	18 (+4)	11 (+0)	10 (+0)

Skills Athletics +4, Investigation +8, Technology +8

Senses passive Perception 10

Languages Any one (usually Common), Jargon

Challenge 1 (200 XP)

Enhance Force (3 points). The mechanic has 3 enhancement points, which they can expend to use the following enhance force options:

- **Energy Pulse (1 point).** When the mechanic hits with an attack, they can expend 1 enhancement point to deal cold, fire, lightning, or radiant damage instead, and to deal an additional 3 (1d6) damage of that type.
- **Rapid Blows (1 point).** When the mechanic makes a weapon attack on their turn, they can expend 1 enhancement point to make another weapon attack as a bonus action.

Multiform. As a bonus action, the mechanic can change their weapon from rifle to axe form or vice versa.

Actions

Specialist Weapon (Axe Form). *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Specialist Weapon (Rifle Form). *Ranged Weapon Attack:* +7 to hit, range 200/800 ft., one target. *Hit:* 11 (2d6 + 4) force damage.

Imperial inquisitors are the most feared of the agents of the Empire. Utterly devoted, trained in torture and espionage, they are among the most dangerous

A **weaponsmith mechanic** is a master of advanced machinery who has chosen to specialise in the development of a powerful weapon. They are rarely to be found tied to any organisation, save perhaps an adventuring guild, though they will often be found alone abroad in search of the parts for their next upgrade.

PILOT

Medium humanoid (any race), any alignment

Armor Class 15 (leather armor)
Hit Points 39 (6d8 + 12)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	15 (+2)	12 (+1)	13 (+1)	10 (+0)

Skills Perception +3, Piloting +6
Senses passive Perception 13
Languages any two (usually including Common)
Challenge 3 (700 XP)

Evasion. If the pilot is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the pilot instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Reckless. At the start of its turn, the pilot can gain advantage on all attack rolls during that turn, but attack rolls against it have advantage until the end of its next turn.

Actions

Multiattack. The pilot makes three ranged weapon attacks.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Revolver. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

Uncanny Dodge. When the pilot is hit by a weapon attack from a creature it can see, it can halve the damage it takes.

A **pilot** is a hotshot who has taken after the wonderful airships of the Age of Steam. At least one pilot will be found aboard every airship, whether that be commercial, military, or sky-pirate.



RIPPER

Medium humanoid (any race), chaotic evil

Armor Class 12
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +2, Stealth +4
Senses passive Perception 12
Languages any one (usually Common)
Challenge 4 (1,100 XP)

Ambusher. The ripper has advantage on attack rolls against any creature it has surprised.

Brute. A melee weapon deals one extra die of its damage when the ripper hits with it (included in the attack).

Reckless. At the start of its turn, the ripper can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Surprise Attack. If the ripper surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Actions

Multiattack. The ripper makes three attacks.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Named after the notorious Jack the Ripper, a **ripper** is a brutal murderer who prowls the dark alleys of the great cities of the world, seeking for easy prey.



VEHICLES

This section details the combat statistics for a selection of vehicles. These combat statistics should be combined with the general rules for vehicles above and any necessary DM supplementation to allow for smooth vehicle combat.

Damage Threshold. Huge or larger vehicles have a damage threshold, representing their inherent durability. If an attack, spell, or other effect deals less damage to the vehicle than its damage threshold, the vehicle is immune to that damage.

INT, WIS, CHA. Inanimate vehicles have a null value for mental ability scores, because they do not have minds. They also have no senses, for the same reason. If the vehicle would be forced to make an ability check or saving throw using a mental ability score, the driver of the vehicle makes that check or save instead.

Inanimate Nature. Vehicles do not require sleep, food, water, or air, although they may require fuel. An inanimate vehicle does not take turns in combat, and its actions are instead optional actions the driver of the vehicle can take through the vehicle on the driver's turn.

Sentient Vehicles. Sentient vehicles are construct creatures. They do not have the inanimate tag, and they have mental ability scores. Sentient vehicles are considered hybrid vehicles and Legendary magic items (wondrous items). They take actions on their own turn, and behave relative to a pilot much as an intelligent mount behaves relative to a rider.

Only one sentient vehicle is detailed in this section, but any vehicle can be made into a sentient vehicle by giving it mental ability scores, an alignment, and appropriate senses.

AIRBARGE

Huge construct (inanimate), unaligned

Armor Class 16 (wooden hull)

Hit Points 125 (10d12 + 60)

Damage Threshold 10

Speed 0 ft., fly 100 ft.

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

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite or siege weapons

Damage Immunities poison, psychic

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

Senses –

Languages –

Challenge 4 (1,100 XP)

Carrying Capacity. The airbarge can carry a total of 5 passengers and 7500 lb. of cargo.

Vehicle (Crew 7). The airbarge requires a captain and a crew of 6 to fly. One crewmember is assigned driver, and takes actions for the airbarge.

Actions

Ram. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 15 (2d10 + 4) bludgeoning damage.

An **airbarge** is a cargo vessel, designed for transporting large volumes of goods across great distances. It is the lowest airship, typically found in commercial fleets.

AIRFRIGATE

Gargantuan construct (inanimate), unaligned

Armor Class 20 (iron hull)
Hit Points 198 (12d20 + 72)
Damage Threshold 20
Speed 0 ft., fly 500 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	22 (+6)	–	–	–

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite or siege weapons

Damage Immunities poison, psychic

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

Senses –

Languages –

Challenge 11 (7,200 XP)

Carrying Capacity. The airfrigate can carry a total of 20 passengers, with up to 3000 lbs. of cargo.

Vehicle (Crew 9). The airfrigate requires a captain and a crew of 8 to fly. One crewmember is assigned driver, and takes actions for the airfrigate.

Actions

Multiattack. The airfrigate makes one attack with each of its ballistae.

Ballista. *Ranged Weapon Attack:* +7 to hit, range 500/1500 ft., one target. *Hit:* 23 (3d12 + 4) piercing damage, and the airfrigate can choose to grapple the target. The airfrigate has three ballistae, and it cannot attack using a ballista while it is grappling a creature with that ballista.

Iron Ram. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage.

Air frigates are military airships, designed for air combat and for deploying soldiers in enemy terrain. They are equipped with three ballistae for attacking ground units or hostile airships.

AIRSKIFF

Large construct (inanimate), unaligned

Armor Class 15 (wooden hull)
Hit Points 105 (10d10 + 50)
Damage Threshold 10
Speed 0 ft., fly 350 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	20 (+5)	–	–	–

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite or siege weapons

Damage Immunities poison, psychic

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

Senses –

Languages –

Challenge 3 (700 XP)

Carrying Capacity. The airskiff can carry a total of 1 passenger and can store up to 3 boxes or bags on the deck.

Vehicle (Crew 1). The airskiff requires a single pilot.

Actions

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

The smallest of the airships, **airskiffs** are personal aircraft which are designed for high speed travel and tourism. They are frequently found among the wealthy magnates of the world and at flying clubs.

DINGHY

Large construct (inanimate), unaligned

Armor Class 15 (wooden hull)
Hit Points 105 (10d10 + 50)
Speed 0 ft., swim 150 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	20 (+5)	–	–	–

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite or siege weapons

Damage Immunities poison, psychic

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

Senses –

Languages –

Challenge 3 (700 XP)

Carrying Capacity. The dinghy can carry a total of 1 passenger and can store up to 3 boxes or bags on the deck.

Vehicle (Crew 1). The dinghy requires a single pilot.

Actions

Ram. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

The waterborne equivalent of an airsiff, the **dinghy** is a small, personal craft, designed primarily for leisure sailing on lakes and rivers, although well-built dinghies will also be able to face the fierce ocean waves.

EXCAVATOR

Large construct (inanimate), unaligned

Armor Class 19 (iron plating)
Hit Points 172 (15d10 + 90)
Damage Threshold 15
Speed 600 ft., burrow 100 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	22 (+6)	–	–	–

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite

Damage Immunities poison, psychic

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

Senses –

Languages –

Challenge 7 (2,900 XP)

Environmental Protection. The crew of the excavator automatically succeed saving throws against environmental effects such as extreme heat or cold.

Siege Vehicle. The excavator's Drill Bit attack deals double damage to objects and structures.

Vehicle (Crew 1). The excavator requires a single pilot.

Actions

Drill Bit. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit:* 27 (4d10 + 5) slashing damage.

Ram. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Excavators are mining vehicles, designed for carving tunnels through dirt and stone. They may also be used by the military in undermining, digging under enemy walls and fortresses to cause the structures above to collapse.

SKY-GALLEON

Gargantuan construct (inanimate), unaligned

Armor Class 22 (mithral hull)
Hit Points 410 (20d20 + 200)
Damage Threshold 20
Speed 0 ft., fly 300 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	30 (+10)	–	–	–

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite or siege weapons

Damage Immunities poison, psychic

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

Senses –

Languages –

Challenge 25 (75,000 XP)

Carrying Capacity. The sky-galleon can carry a total of twice as many passengers as it has crew, and up to 100 times as many lbs. of cargo as it has crew.

Vehicle (Crew 301-401). The sky-galleon requires a captain and a crew of between 300 and 400.

Actions

Multiattack. The sky-galleon makes ten cannon attacks and two ballista attacks.

Ballista. Ranged Weapon Attack: +11 to hit, range 500/1500 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage, and the sky-galleon can choose to grapple the target. The sky-galleon has five ballistae, and it cannot attack using a ballista while it is grappling a creature with that ballista.

Cannon. Ranged Weapon Attack: +11 to hit, range 2000/5000 ft., one target. *Hit:* 19 (2d12 + 6) bludgeoning damage.

Mithral Ram. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Legendary Actions

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

Cannon Attack. The galleon makes a cannon attack.

Ballista Attack (Costs 2 Actions). The galleon makes a ballista attack.

SPEEDER

Large construct (inanimate), unaligned

Armor Class 15
Hit Points 85 (10d10 + 30)
Speed 0 ft., fly 800 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	–	–	–

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite or siege weapons

Damage Immunities poison, psychic

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

Senses –

Languages –

Challenge 3 (700 XP)

Vehicle (Crew 1). The speeder requires a single pilot.

Actions

Ram. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage.

The **sky-galleon** is the largest and most majestic of airships. Towering up to six decks high, with many grand masts, full sails, and an artillery of up to 100 cannon, these are the pinnacle of military seamanship. Sky-galleons are the most prized possessions of any imperial army, with even the greatest ship-building empires unlikely to have more than a dozen in their entire sky-navy.

The **speeder**, by contrast, is a small personal vehicle. Hovering some 3 feet above the ground, it appears much like a floating motorbike, designed for high-speed personal travel and professional racing.

STEAMBOAT

Huge construct (inanimate), unaligned

Armor Class 19 (iron hull)
Hit Points 125 (10d12 + 60)
Damage Threshold 10
Speed 0 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	22 (+6)	-	-	-

Damage Resistances fire; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite or siege weapons

Damage Immunities poison, psychic

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

Senses –

Languages –

Challenge 5 (1,800 XP)

Carrying Capacity. The steamboat can carry a total of 5 passengers and 7500 lb. of cargo.

Vehicle (Crew 3). The steamboat requires a captain and a crew of 2 to sail. One crewmember is assigned driver, and takes actions for the steamboat.

Actions

Ram. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Steamboats are the usual means for transporting large cargos between different nations across the seas and oceans of the world. Typically commercial craft, they are reinforced against the heavy sea waves.

STEAM FRIGATE

Gargantuan construct (inanimate), unaligned

Armor Class 20 (iron hull)
Hit Points 198 (12d20 + 72)
Damage Threshold 15
Speed 0 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	22 (+6)	-	-	-

Damage Resistances fire; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite or siege weapons

Damage Immunities poison, psychic

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

Senses –

Languages –

Challenge 10 (5,900 XP)

Carrying Capacity. The steam frigate can carry a total of 20 passengers, with up to 3000 lbs. of cargo.

Vehicle (Crew 7). The steam frigate requires a captain and a crew of 6 to sail. One crewmember is assigned driver, and takes actions for the steam frigate.

Actions

Multiattack. The steam frigate makes three cannon attacks.

Cannon. Ranged Weapon Attack: +7 to hit, range 2000/5000 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage

Iron Ram. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage.

Steam frigates are the most common military sea vessel in the Age of Steam. Armed with two arrays of three cannon aside and covered in thick armor plating, they are designed to tackle any threat at sea, from other military powers to kraken and dragon turtles.

STEAM WAGON, MILITARY

Large construct (inanimate), unaligned

Armor Class 20 (iron hull)

Hit Points 135 (10d10 + 80)

Damage Threshold 15

Speed 450 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	26 (+8)	-	-	-

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite or siege weapons

Damage Immunities poison, psychic

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

Senses –

Languages –

Challenge 8 (3,900 XP)

Siege Vehicle. The wagon's Cannon attack deals double damage to objects and structures.

Vehicle (Crew 2). The steam wagon requires a driver and a gunner. The driver determines how the wagon moves on the driver's turn and can take the Ram action. The gunner can take the Cannon action on its turn.

Actions

Cannon. Ranged Weapon Attack: +6 to hit, range 1000/2500 ft., one target. **Hit:** 21 (5d6 + 4) bludgeoning damage. In addition, each other creature within 5 feet of the target must make a DC 15 Dexterity saving throw, taking 14 (4d6) bludgeoning damage on a failed save, or half as much damage on a success.

Ram. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 16 (2d10 + 5) bludgeoning damage.

Military steam wagons, also known as tanks, are heavily armored land vehicles designed to provide mobile artillery on the battlefield. Whilst they are very rare, these vehicles can be devastating against enemies who do not have this technology at their disposal.

STEAM WAGON, PERSONAL

Large construct (inanimate), unaligned

Armor Class 12

Hit Points 68 (8d8 + 32)

Speed 600 ft.

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

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite or siege weapons

Damage Immunities poison, psychic

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

Senses –

Languages –

Challenge 1 (200 XP)

Carrying Capacity. The wagon can carry up to 3 passengers, and up to 4 chests or boxes of luggage.

Vehicle (Crew 1). The steam wagon requires a driver.

Actions

Ram. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 8 (1d10 + 3) bludgeoning damage.

A **personal steam wagon** is a steam-powered vehicle adapted for personal travel. The preferred mode of transport for wealthy merchants hoping to show their fortune while differentiating themselves from the horse-and-cart nobles, it is a quick way to travel through city streets.

ROAD QUALITY

In the Age of Steam, efficient suspension is still something of an alien concept, as are rubber tyres and well-built roads. For the most part, combat from steam wagons will take place on rough open road or beat-up dirt tracks, making it extremely difficult to move and still do anything else.

When a driver, crewmember, or passenger in a steam wagon attempts to make an attack roll or ability check, if the vehicle has moved at least half its full movement since their last turn, that character has disadvantage on that attack roll or ability check. This does not include attack rolls made through the vehicles, such as a Ram or Cannon attack, nor does it include ability checks made to drive the vehicle or on the vehicle's behalf.

ZEPPELIN

Gargantuan construct (inanimate), unaligned

Armor Class 19 (iron hull)

Hit Points 247 (15d20 + 90)

Damage Threshold 10

Speed 0 ft., fly 400 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	22 (+6)	-	-	-

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite or siege weapons

Damage Vulnerabilities fire

Damage Immunities poison, psychic

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

Senses –

Languages –

Challenge 7 (2,900 XP)

Carrying Capacity. The airbarge can carry a total of 5 passengers, with up to 15 bags and chests of cargo.

Flammable Gas. The zeppelin's balloon contains highly flammable gas. If the zeppelin takes 20 or more fire damage, the balloon explodes. Every creature in a 200-foot radius must succeed on a DC 15 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a success. The explosion ignites the hull of the zeppelin and any flammable objects that are not being worn or carried. The zeppelin then falls from the sky.

Vehicle (Crew 3). The zeppelin requires a captain and a crew of 2 to fly. One crewmember is assigned driver, and takes actions for the zeppelin.

A **zeppelin** is the preferred vehicle for pleasure cruises through the skies and some commercial transport. Suspended under a vast balloon of hydrogen or similar gasses, the body of the zeppelin is often kitted out with lounges and viewing decks for enjoying the scenery below.

The statistics above are for a moderately sized zeppelin, although they can be adapted for zeppelins of larger carrying capacity by increasing crew number and decreasing speed. Zeppelins may also be armed with ballistae or cannon, although the latter is a risky decision, as it places gunpowder in close proximity to the balloon...

The zeppelin cannot take the Ram action, and as such, a zeppelin which does not have on-board weaponry has no action options except standard Dash, Disengage, Dodge or Hide.

SENTIENT VEHICLES

In certain rare and extreme cases, vehicles may be imbued with a soul or animated by magic, and so become endowed with a mind and sentience of their own. These rare sentient vehicles can prove powerful allies, but will also have their own agendas to pursue.

A sentient vehicle functions like an NPC, with its own personality, bonds, flaws, and ideals. In many cases, a sentient vehicle functions much like a sentient magic item, and as such, the instructions for designing a sentient magic item in *Dungeon Master's Guide* p.214-216 apply here as well. I will not repeat these instructions here.

Mechanically, a sentient magic item is considered a hybrid gadget, of the vehicle/wondrous item type. It is also considered a creature.

CONTROLLING A SENTIENT VEHICLE

Controlling a sentient vehicle is something between riding an intelligent mount and using a sentient magic item. In the broadest sense, a sentient vehicle functions much like an intelligent mount, and the rules given in the *Player's Handbook* for intelligent mounts applies here as well.

However, a creature aboard a sentient vehicle may attempt to force it to act in accordance with that creature's decisions. In this case, it is likely to give rise to Conflict, as described for sentient magic items on p.216 of the *Dungeon Master's Guide*.

SAMPLE SENTIENT VEHICLES

The following section provides character traits and combat statistics for two sample sentient vehicles. These are intended to provide inspiration for the sentient vehicles used in your own campaigns.

THE VALKYRIE

The *Valkyrie* is a legendary ship which was granted a soul by the gods when her first pilot ascended to divinity. Originally built as a frigate for sailing the sea, the *Valkyrie*, buoyed by magic, can now sail the skies as freely as the ocean waves.

Voice and Nature. The *Valkyrie* communicates with its owner by telepathy, with a distinctly feminine voice. She identifies as female and elven, although it's unclear whether the ship was of even make. She can speak and read Common, Elvish, and Celestial.

Goals. The *Valkyrie* is devoted to the cause of the good deities. It will seek to crush evil wherever it rears its head, especially fiends, and to protect the servants of the gods and celestials.

Fears. The *Valkyrie* doesn't know whether it is immortal or not, and fears its own death. It also fears becoming corrupted for evil, and will avoid anything that it believes may be able to change its nature and turn it evil.

Points of Conflict. If a pilot of the *Valkyrie* forces it to take action against a creature who it believes is good, or tries to fly or sail away when the innocent are in danger from fiends or other overtly evil creatures, a conflict will arise as the *Valkyrie* refuses to commit evil or turn away from those in need.

THE Valkyrie

Gargantuan construct/celestial, lawful good

Armor Class 23 (adamantine hull)

Hit Points 410 (20d20 + 200)

Damage Threshold 20

Speed 0 ft., swim 90 ft., fly 300 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	22 (+6)	30 (+10)	15 (+2)	12 (+1)	17 (+3)

Saving Throws Wis +9, Cha +11

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't siege weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses truesight 30 ft., darkvision 120 ft., passive Perception 11

Languages Common, Elvish, Celestial, telepathy out to 120 ft.

Challenge 26 (90,000 XP)

Carrying Capacity. The galleon can carry a total of 600 passangers, and up to 60,000 lbs. of cargo.

Legendary Resistance (3/Day). If the galleon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The galleon makes ten cannon attacks and two ballista attacks.

Adamantine Ram. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. *Hit:* 33 (5d10 + 6) bludgeoning damage.

Ballista. Ranged Weapon Attack: +14 to hit, range 500/1500 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage, and the galleon can choose to grapple the target. The galleon has five ballistae, and it cannot attack using a ballista while it is grappling a creature with that ballista.

Cannon. Ranged Weapon Attack: +14 to hit, range 2000/5000 ft., one target. *Hit:* 19 (2d12 + 6) bludgeoning damage.

Legendary Actions

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

Detect. The galleon makes a Wisdom (Perception) check.

Cannon Attack. The galleon makes a cannon attack.

Ballista Attack (Costs 2 Actions). The galleon makes a ballista attack.

GHOST SHIP

A ghost ship is a vessel which has become haunted by the undead. Raised from its resting place in the ocean depths, it has been imbued with a semblance of life by the foul spirits that haunt it. Such haunted ships are only sentient in the crudest sense, but they are capable of controlling themselves while their ghostly crew pour out upon whatever hapless victim it has come upon.

Goals. A ghost ship shares its purpose with the undead who sail it. If it and its hosts were raised by a necromancer or powerful spellcaster to serve their bidding, then the ghost ship will serve their bidding just as the other undead do.

However, many ghost ships rise from the depths because the crew of the sunken vessel could not rest, having left matters on land unattended before falling to their watery graves, and in such cases, the primary goal of the ghost ship is to take its crew wheresoever they need to go to see their unfulfilled business finished.

Points of Conflict. It is very unlikely that anyone living will gain control of a ghost ship. If they do, then either they were the one who summoned it from the briny depths, in which case it will obey unerringly, or else they have captured it. In the latter case, the ghost ship will simply refuse to obey their orders.

Unless a character actively tries to reason with a ghost ship or control it by magic, no conflict occurs, because there is no possibility of the ghost ship doing what the hijacking pilot would ask of it.

GHOST SHIP

Gargantuan construct/undead, neutral evil

Armor Class 20 (iron hull)

Hit Points 410 (20d20 + 200)

Damage Threshold 20

Speed 0 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	22 (+6)	30 (+10)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Int +4, Wis +6, Cha +5

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't siege weapons

Damage Immunities necrotic, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses truesight 30 ft., darkvision 120 ft., passive Perception 11

Languages all, telepathy out to 120 ft.

Challenge 26 (90,000 XP)

Carrying Capacity. The galleon can carry a total of 600 passengers, and up to 60,000 lbs. of cargo.

Legendary Resistance (3/Day). If the galleon fails a saving throw, it can choose to succeed instead.

Undead Fortitude. If damage reduces the ghost ship to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the ghost ship drops to 1 hit point instead.

Unearthly Mists. The ghost ship is surrounded by a 40-foot-radius cloud of fog, as in the *fog cloud* spell. The cloud moves with the ship. Any undead who are on the ship do not have their perception hindered by this fog. If the fog is dispelled by a wind, it returns 3 (1d6) rounds after the wind ceases.

Actions

Multiattack. The galleon makes ten cannon attacks and two ballista attacks.

Adamantine Ram. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 33 (5d10 + 6) bludgeoning damage.

Ballista. *Ranged Weapon Attack:* +14 to hit, range 500/1500 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage, and the galleon can choose to grapple the target. The galleon has five ballistae, and it cannot attack using a ballista while it is grappling a creature with that ballista.

Cannon. *Ranged Weapon Attack:* +15 to hit, range 2000/5000 ft., one target. *Hit:* 20 (2d12 + 7) bludgeoning damage.

Legendary Actions

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

Detect. The galleon makes a Wisdom (Perception) check.

Cannon Attack. The galleon makes a cannon attack.

Ballista Attack (Costs 2 Actions). The galleon makes a ballista attack.

APPENDIX A: BUILDING HISTORY

The rules in this expansion are applicable to your own, home-brewed Steampunk settings; however, they are also designed to help in adapting existing *Dungeons & Dragons* settings, such as the *Forgotten Realms*, into a Steampunk-style game. Now, it is possible to adapt such settings wholesale, more or less painting the new rules over the existing setting and leaving everything else as is, and this is advisable for quick-and-easy Steampunk games, especially one-shot adventures.

However, for more extended campaign, a deeper and fuller world can be grown by properly considering depth of time and the history which has led from the standard sourcebooks to the Age of Steam, with the repercussions this would have for each nation, race, and people group.

In this appendix, you will find rough guidelines for considering the finer details of the history which leads from an existing setting to its Steampunk future. Examples will be drawn from the *Forgotten Realms* setting, although this appendix is by no means intended to give a full account of a Steampunk *Forgotten Realms*.

KEY PRINCIPLES

The following key principles will help inform your history building to keep it grounded in a realistic pattern of development. If you're not looking for realism, you can, of course, throw them all out the window.

COUNTRIES ARE NOT INDEPENDENT

In many cases, when beginning world-builders attempt to project a world forward in time, they work out how each country or civilisation develops, often in terms of the succession of governments it is under and social changes it undergoes. While these are important considerations, such an approach masks the very important truth that the development of countries through its history is not mutually independent.

Countries rely on other countries. From wars and treaties to trade and cultural exchange, every nation is in constant contact with many other nations, and is constantly being influenced by them. Developments in one nation should influence developments in another. If one state undergoes a famine, states which trade with that nation will have to grapple with their trade being disrupted, or they may try to take advantage and turn a profit.

This is especially important when it comes to new technologies. Very rarely will the same technology be developed in more than a handful of different locations; usually, the technology will spread from a source. To determine when and how each nation got steam power, you need to have an idea of the trade routes and wars which connect these nations to others.

COUNTRIES CHANGE

Often fictional worlds projected into the future will sport the same nations, with the same names, in (roughly) the same places, with different trimmings.

This is, of course, deeply ahistorical. Old countries can split apart (like the Holy Roman Empire becoming Germany and not Germany), new countries can supplant old countries (as the Ottoman Empire supplanted the Byzantine), and even when one country remains constant, its territories may change drastically. In the medieval era, England controlled varying swathes of France; in the Victorian era (the model of Steampunk), England controlled none of France, but nearly a third of the rest of the world. Fantasy worlds should see the same dramatic shifts of territory.

When adapting an existing setting for a Steampunk world, take a long, hard look at the countries you have. Which nations survive, with different territories? Which divide, which merge together? Which conquer others, and which are conquered? Who are the superpowers of the new age, and who have they been through the past?

These questions will relate intimately to your considerations of the connections between countries. One country is unlikely to conquer another unless they fight at least one war; a country is unlikely to merge with another into a new nation if they do not have already established trade relations and intimate cultural exchange.

RATES OF CHANGE

Countries change but, importantly, this is not a simply linear progression through different territories or combinations of nations. Rather, the rate at which countries change is subject to two many considerations:

Rate of Change Increases with Time. As technology becomes more advanced, the rate of change of nations rapidly increases. Egypt remained a more-or-less continuous nation for around 3000 years, the Roman Empire lasted around 300 years, the British Empire around 200 years, dependent on how you count it, while Czechoslovakia lasted around 74 years.

Whilst these aren't entirely fair comparisons (Empires tend to fall more quickly than individual nations), the point generally stands: the more developed technology is, the quicker technology develops, and the quicker technology develops, the quicker nations and countries develop.

Rate of Change Varies by Country. The rate of change of nations is not just about where on the technological timeline you stand. Europe has seen hundreds of different kingdoms and princedoms rise and fall; China has covered much the same ground, with a few breaks, for some 5000 years.

When considering how your different nations change and develop, allow different nations, with different cultures, different climates and geographical conditions, and different sociological drives, to change or transform at different rates.

THE HERO MODEL

What I call the "Hero" model is one way of looking at how nations change and interact overtime. This model focusses on the deeds of great heroes throughout history: one particular emperor, or general, or diplomat, who shaped the course of the development of the nation by the choices they made or refused to make.

This model is, of course, somewhat inaccurate for how change actually comes about in history. However, it is deeply ingrained in the ways we usually think about history, and it serves a world-building purpose beyond that: it gives a first inkling of the stories we tell.

While I will return to this issue later, it is notable that when we discover "such and such happened", say, one nation conquered another, we are prone to ask "who did that?" and expect some grand and epic story to come with it. We're not interested in the politics behind the rise of the Roman Empire as much as we're interested in Julius Ceasar.

Thus, when you consider changes in your history, consider who is held to have been responsible. Who are the great thinkers, generals, and rulers of your history?

THE REVOLUTIONS MODEL

A more appropriate model of how history actually progresses, and one which is important in considering the developing history of your setting, is the "Revolutions" model: change comes in sudden bursts, triggered by some new development or accumulation of new developments.

The prototypical example of this is technological development. The development of the steam train, and its import into America, played a huge role in facilitating the gold rush and expansion west, changing the nature of the nation. Good roads and new transport technology always revolutionise warfare, allowing further-reaching campaigns and more complex strategy.

The gradual development of your history should be punctuated by revolutions. These may be caused by technological development, social forces, or even something as small as the publishing of one book. (Consider, for example, the fall out from "The Communist Manifesto".) These are the points of inflection in your history, the moments when the path suddenly changes.

POINTS TO CONSIDER

Building a full history to take a traditional High Fantasy setting into the Steampunk age involves many details, and for the most part, many of these details you can skip. However, there are a few details which may be worth paying special attention to, as these are more likely to reflect on your overall history story or on the details of your campaign.

DEPTH OF TIME

Most High Fantasy settings, such as the Forgotten Realms, have a long and deep history, with many eras of rising and falling empires preceding that in which most stories are set. The world is old, and scattered with the remnants of empires past. This raises an important question for one projecting into the future of these realms: what changed?

After seemingly endless time with near-Medieval technology, it becomes peculiar to see a sudden shift to industrialisation. Something must have triggered this change, although what exactly that something is, is at your discretion.

Here, parallels with real world history help. The sudden burst of urbanisation and industrialisation that lead to the Age of Steam came on the back of some 500 years of very gradual technological development; hence, one merely needs to find a bigger shift to explain the change from past millenia.

GRUDGES

"Forgive and forget" is not a motto that nations tend to hold by. Most countries have grudges, nations they are opposed to on the basis of long-standing conflict or ancient rivalry.

Many of your nations will come with pre-packed grudges, like the conflict between Neverwinter and Luskan in the Forgotten Realms. However, you should remember that industrialisation and the growing demand for resources will bring nations into new conflict, and you should decide what new grudges have arisen in the years since.

INFLUENCE AND CONTROL

It is worth considering which nations hold sway over others. Importantly, a nation's influence in another country can come from a variety of factors, not just military might. Venice historically, and Switzerland in the modern day, are examples of nations which hold influence with others by financial and cultural capital. Similarly, a nation may gain renown for a single act and use that renown to maintain influence, such as Thebes for a portion of Greek history.

As you choose how the different nations of your world have changed with the dawn of first colonialism, then industrialisation, consider how the patterns of influence held by different nations have changed, which nations dominate their neighbourhoods as superpowers, and which nations have effective control of others.

THE STORIES WE TELL

People tell stories, and there are few stories they tell as often as those of ancient heroes of days of yore. Closely related to the "Heroes" model of history, the history you build should tell you about the stories that people tell. Who were the great heroes, who were the great villains? What were the great battles, the great explorations, the great adventures? Who is the Columbus or Napoleon to your world?

Building up an established base of historical stories will help give your players a sense of the depth of time you have established, as well as allowing you to easily add extra frills to any conversation your characters find themselves in.

Remember that which stories are important will vary by culture, and that multiple countries might tell the same story from different perspectives.

ORGANISATIONS AND FACTIONS

Sometimes organisations and factions remain constant, but often they will change as time passes, being replaced with splinter or new factions or changing themselves.

Consider what the changes to your wider society would wreak upon your organisations. Grassroots organisations tend to go through many forms, so organisations like the Harpers are likely to have changed their names whilst maintaining pretty similar principles and goals, perhaps expanding to cover the new experimental technology.

Evil organisations may also seek to legitimise their work in the new, industrial economy. Perhaps the Zhentarim has ceased to be an overtly criminal organisation, and is not Zhent Corporation, an upstanding and widely franchised corporate body make substantial financial contributions to the governing body of the world and allowed to let a few less orthodox trade deals under the radar because of it.

TOOLS FOR BUILDING HISTORY

The prospect of creating several hundred years of dynamic and diverse history from scratch may be a little daunting. Luckily, there are a number of sources available to make the process a little easier.

REAL WORLD HISTORY

The first and most useful resource you will find for expanding your fictional history is real world history. American readers may see this as a limited resource, but the rest of the world, especially Europe and China, has a long, deep, well-documented history spanning from ancient civilisations right through to the Age of Steam.

For inspiration in building your own history, examine how actual historical nations interacted and developed over a similar span of time and under similar regional pressures.

BOOKS AND MYTHOS

Other people have developed fictional worlds as well, and whilst you don't want to just borrow wholesale unless you specifically want to tell a story in that world, you can use others' fictional worlds as inspiration for your own.

Look at how different authors and directors have built their fictional worlds. Not all of these will be realistic or make sense in terms of details, but each will offer some interesting insights into different ways of developing a fictional history.

WHO INVENTED WHAT, WHERE?

Question, question, question. One of the most effective ways of world-building is to find an important question and then seek out who to answer it for your world. This will make sure that every detail you spend time can actually contribute something to the story you want to tell.

The question "Who Invented What, Where?" is a pretty good place to start in developing an industrial history, because it matters, and it will effect how different countries industrialise and interact. In Europe, Britain was a major leader in industrialisation, as many of the key inventions of the Age of Steam were invented or majorly adopted by British firms. France never industrialised in quite the same way, as they couldn't compete with the existing British system. Germany did industrialise, but only by focussing on a particular part of industry which Britain had not already dominated: by focussing on chemical production, they could avoid competition with Britain and instead build their own monopoly.

EXAMPLE: WATERDEEP

The ideas presented in this appendix are intentionally vague, so that you can decide how best to apply them to your own style of world-building. However, to give a worked example, we shall consider how to bring Waterdeep of the Forgotten Realms into a Steampunk setting.

WATERDEEP

We start with what Waterdeep is like in the Forgotten Realms. It is stated to be one of the most influential cities in the North, possibly in all Faerûn, with its primary income being as an international trading hub and major sea port, named after its exceptional harbour.

Waterdeep is ruled by the mysterious Lords of Waterdeep, an oligarchy drawn from all sectors of society and hidden behind a veil of secrecy, with four Open Lords whose identities were known, and between 12 and 25 Hidden Lords who only appeared in public behind a mask.

These two major factors, trade and hidden government, will remain central to our predicted history of Waterdeep, in order to maintain the character of the nation.

REAL WORLD MODELS

In order to draw on some real world history, we're going to take two particular models for expanding Waterdeep. As an international trading center, it seems reasonable to compare the modern history of Switzerland, and for an older perspective, we will look at the longest continuous government in history, the Venetian Republic.

Both of these states are marked by a stubborn determination to neither depend upon nor be conquered by other nations and by wealth drawn from incredibly effective trade, especially controlling the transfer of wealth between different parts of the world.

With regards to imperialism, the two differ: Switzerland has never extensively sought colonies or empire, whereas the Venetian Republic expanded into the Adriatic Sea in developing a colonial empire, although even this was not imperialism of the "rule the world" kind, consisting more as a series of colonies and outposts that allowed Venice to, eventually, effectively control all sea trade (at the time, equated to "all trade", more or less) on the Mediterranean Sea for several hundred years. As Waterdeep is, likewise, a port, it seems reasonable to suppose a similar small-scale colonial advancement.

MAJOR DEVELOPMENTS

Putting this together, we get a rough picture of how Waterdeep would develop in the years following the "present day" of the Forgotten Realms.

After a few hundred years of continued development, one Lord Thoven Margaster, Open Lord of Waterdeep, followed by his two sons, set about expanding Waterdhavian naval power along the Sword Coast, establishing several colonies further south and increasing trade with the nations of Amn. Several wars were fought with Amn and Neverwinter over coastal territories, with the exact domain controlled by Waterdeep shifting over the years.

Waterdeep maintained close trade links with many different parts of Faerûn, and thus, it was able to import steam technology shortly after its invention. Waterdhavian industrialisation focussed on an explosive textiles industry, taking raw resources from Amn and from the far east along their land routes and exporting fabrics and clothes to the nations of the North and West.

As industrialisation continued, Waterdeep developed a strong financial sector, affirming its place as the international centre of trade in Faerûn. The Council of Waterdeep established the international laws that would govern trade in the new industrial age.

The Lords of Waterdeep remained the primary governing body of Waterdeep through out its growth, although the development of democracy across the world lead to the Open Lords becoming elected positions.

APPENDIX B: FLAVOR TABLES

The Steampunk genre comes with a certain aesthetic, a certain flavor, which is quite distinct from the usual flavor of a High Fantasy *Dungeons & Dragons* adventure. This appendix presents a series of roll tables which you can use for adding little elements of Steampunk flavor.

SCENERY

The roll table under this heading are for setting scenery in the wider world, especially in the wildernesses. Although these locations are not hugely changed by the arrival of the Age of Steam, save being smaller and fewer between, the table below provides some suggestions for adding a Steampunk flavour to the open wilderness.

SCENERY TABLE

d6 Scenery

- 1 A factory hidden in a valley, belching smoke.
- 2 A large lake, blocked at one end by a gigantic stone dam wall.
- 3 A canal crosses your path.
- 4 You approach a river or gully, with a wrought iron bridge spanning across it.
- 5 You come across a greenish, brackish lake, filled with dead fish.
- 6 You see the distant smoke haze (by day) or glow (by night) of a city or large settlement.

URBAN

The following roll tables are for setting the scene in a Steampunk city. These are large metropolises, replete with many cultures, sights, sounds and smells.

The first table provides random buildings to populate the backdrop of urban environments.

BUILDINGS TABLE

d10 Building

- 1 A smoke-belching factory.
- 2 The clamorous workshop of a mad inventor.
- 3 A windmill for grain.
- 4 A watermill for grain or textiles.
- 5 An imperial outpost for controlling the local populations.
- 6 A reserve for protecting local populations.
- 7 A museum.
- 8 An exhibition showing the greatest wonders of the modern age.
- 9 A shooting range or arms dealer.
- 10 An airdock, which resembles a large tower with one or more horizontal decks extending out beyond it.

The second table provides details for filling out the crowds who populate the streets.

CROWDS TABLE

d12 People and Scenes

- 1 A steam-powered wagon moving slowly through the crowd.
- 2 A group of pilots in flight suits and goggles, chatting about their latest voyages as they head for a pub.
- 3 A noble, dressed in fine clothes, disdainfully brushing past a beggar carrying an empty bowl.
- 4 Hordes of labourers heading to the factory, dressed in much-patched clothes.
- 5 Richly dressed merchants reading the morning paper through monocles.
- 6 Newsies running the streets, hawking the latest headlines.
- 7 A couple of grease-stained mechanics whispering to each other.
- 8 A cluster of commoners stopping to stair up at a passing airship.
- 9 Imperial guards, in the royal colors, marching down the street, pushing the crowds out their way.
- 10 A horse which bolts at the sound of a near-by foundry or engine and tramples the crowd.
- 11 Dirty children, begging and pick-pocketing among the crowd.
- 12 A procession or festival passing through.

The third table suggests some possible news bulletins to be heralded by the papers and newsboys.

NEWS TABLE

d10 Headline

- 1 New ruler(s) installed.
- 2 Important public figure married or died.
- 3 Declaration of war.
- 4 Changes in the stock market.
- 5 Crooked politician discover.
- 6 Natural disaster.
- 7 Plague.
- 8 Civil unrest or rebellion.
- 9 New invention or scientific discovery.
- 10 New trade routes or trade treaty.

PEOPLE

NPCs are often the best way to bring out the flavour of a world. While the Steampunk setting will influence the kinds of character traits and personalities common among NPCs, the following tables provides some visual cues to support this.

NPC DISTINCTIVE FEATURES TABLE

d12 Features

- 1 Always has a welding mask or flight goggles on their head.
- 2 Uses a monocle to see you clearly.
- 3 Has a golden pocketwatch, which they check every few minutes.
- 4 (Female) Only wears corsetted dresses or (Male) only dresses in top hat and tails.
- 5 Dresses in a flight suit, mechanic's apron, or other worker's attire.
- 6 Crooked and blackened teeth.
- 7 Carries vials of strange liquids in a belt at their waist.
- 8 Has a gas mask hanging around their neck, or worn.
- 9 (Female) Carries a fan, which they use to communicate subtle messages to those who understand.
- 10 Wears military attire with the imperial emblem.
- 11 Wears patch-work clothing.
- 12 Has a holster (empty or with a pistol) at their waist.

INTERESTING SIGHTS

Lastly, a little flair can be added to long journeys or travel montages by incorporating interesting sights. These are little moments designed to add color to the world without having too much of a substantive impact on your story.

INTERESTING SIGHTS TABLE

2d8 Interesting Sight

- 2 A single airship flies overhead.
- 3 A steamboat slowly chugs its way across a lake, down a river, or along a nearby canal.
- 4 (Urban) You hear gunshots in the distance.
- 5 A caravan, of circus or travellers, passes you.
- 6 A steam train passes along the tracks near you.
- 7 You find a few nuts and bolts on the ground, with no sign of their source.
- 8 A messenger on horseback races past you at high speed.
- 9 You see a duel taking place, with guns or blades.
- 10 You pass an imperial outpost, with banners flying.
- 11 You pass an old waystone, covered in lichen and replaced by a shiny bronze sign beside it.
- 12 You find the discarded and mouldering remains of a cart or wagon.
- 13 You find bullet shells on the ground.
- 14 You see some workers emptying a barrel of something into a nearby lake or waterway.
- 15 You find a scrap of paper marked with a black dot.
- 16 A fleet of airships, military or commercial, fly overhead.

BEYOND THIS EXPANSION

The Steampunk genre is so broad that one could not possibly hope to cover everything of it in a single expansion. This expansion is designed to provide an entry way and a basis of common rules to help you, the players and Dungeon Master, to assemble your own Steampunk adventure.

The rules, lore, and materials provided here should be taken as guidelines, as supplements to and not limits upon your own imagination. If something here doesn't sit well with the world you are making, abandon it, because it is you who are telling the story, not me.

Integrating this expansion into your own world-building, it is important to decide the flavour of Steampunk story which you are hoping to tell. This decision will be largely influenced by your preferred story styles, and the particular setting you are building or adapting for your story.

Upon the one hand, you have what one might call *Adventure Steampunk*. These are stories which take Steampunk trappings, of engines and guns and mechanical creatures, but keep to the more swashbuckling and adventurous themes of ordinary *Dungeons & Dragons* games. This style is particularly suited to adapting settings which belong to the High Fantasy tradition, such as the *Forgotten Realms*.

On the other hand, you have *Intrigue Steampunk* or "*Punk*" *Steampunk*, stories with a much darker air, which lean heavily on the cyberpunk and gothic roots of Steampunk, focussing on morally grey antiheroes and a complex and corrupt world.

Different elements of this expansion may be more suitable to different such story styles: the Korrigan race, Repressed Sorcerer, and Ur-Priest Cleric are more well-suited to the latter kind, while the College of Roadies Bard and Blademaster Fighter fit more easily with the former.

That being said, any of the new rules and materials in this expansion should be appropriate in any Steampunk setting, with appropriate tweaking of thematic content where necessary.

Having got a grasp on the thematic consistency of the story you are telling, you can expand upon the content here with both official content, as suggested in various notes along the way, and your own invention. However, one last thing you must remember, above all else: **don't forget to have fun!**