

DEEP MAGIC

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CLOCKWORK



SCOTT CARTER

KOBOLD
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Credits

DESIGN: Scott Carter

DEVELOPMENT: Steve Winter and Peter Hogan

EDITING: Steve Winter

ART DIRECTOR & GRAPHIC DESIGN: Marc Radle

COVER ART: Marcel Mercado

INTERIOR ART: Josh Hass, Guido Kuip, Marcel Mercado

PUBLISHER: Wolfgang Baur



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Clockwork Magic

While clockwork spells originated in Zobeck and then appeared in the Midgard campaign setting, they can fit into your campaign world just as well. The most likely origins of the clockwork devices themselves are in ancient temples, where gears and simple machines were used to perform miracles for the gathered faithful. Descriptions of complex clockwork can be found in Chinese writing dating to over 2,500 years ago. The Antikythera mechanism, named for the Greek island near where it was discovered, is an example of a sophisticated clockwork device nearly 2,100 years old. It was likely used for astronomical navigation. In European history, this technology was never

particularly widespread, and it was lost entirely after the Roman era. Given the late medieval or early renaissance era technology of the average fantasy campaign world, and the fact that most are replete with lost ancient empires, there's no reason that clockwork technology can't be widespread, or at least maintained in isolated pockets.

The origins of clockwork magic, however, are nebulous at best. Those of a religious bent say that it's derived from the divine, that a follower of some god of smiths or machines or even time had an epiphany. Others, usually those of a less religious bent, claim that clockwork magic was the discovery of an ancient artificer who, while experimenting

with gears and steam, built the first device animated by enchantments. Whatever its origin, clockwork magic involves time manipulation, constructs, and mechanical devices of all kinds.

Cleric: Clockwork Domain

Rava, the Goddess of Gear, has blessed her followers with unusual powers, but she is not the only being in the multiverse that can grant the clockwork domain. Historical gods of blacksmiths such as Hephaestus/Vulcan, Govannon, or Gu can serve as patrons, as can mortals-turned-gods renowned for their engineering skill, like Daedalus. The emergence of clockworks in a society represents both a shift in magic and in thought, and the clockwork powers seek careful, dedicated, and unrelenting followers. They are guardians of order, progress, and industry. Some, the followers of evil gods, seek to grind everything under the ceaseless cogs of might, while followers of neutral or good clockwork gods seek instead to shape society under the belief that all benefit when everything works in harmony.

Bonus Proficiencies: At 1st level, you gain proficiency in clockmaker's tools and heavy armor.

Blessing of the Gears: At 1st level, your divine insight grants you advantage on attacks made against clockwork creatures and other constructs.

Clockwork Domain Spells

The following spells are available to you, in addition to the standard cleric's spell list.

Cleric Level	Spells
1st	<i>analyze device, pendulum</i>
3rd	<i>repair metal, winding key</i>
5th	<i>mechanical union, steam burst</i>
7th	<i>machine sacrifice, timeless engine</i>
9th	<i>foresight, time jump</i>

Channel Divinity: Construct Mastery

Starting at 2nd level, you can use your Channel Divinity to bring constructs under your control. As an action, you can compel one construct you can see



CLOCKWORK GODS

Having trouble coming up with patrons for your clockwork clerics? Here are two options.

Deity	Alignment	Suggested Domains	Symbol
Volund the Smith	NG	Clockwork, Knowledge	Crossed hammer and wrench
Molech Child eater	CE	Clockwork, Death	Black furnace with demonic grin

Volund: Based on the wandering smith of Germanic and Norse legend (called variously Wayland, Waylon, or Veyland), Volund goes about the world teaching the secrets of forging, crafting, and clockwork magic to those who need them.

Molech: Based on the Canaanite god Moloch, this evil being is associated with fires and child sacrifice. His domain grew to include clockwork due to the association with furnaces.

within 30 feet of you to make a Wisdom saving throw against your cleric spell save DC. If the saving throw fails, the construct becomes friendly to you and obeys your commands for 1 minute or until it takes damage from you or one of your allies. If the saving throw fails by 5 or more, the duration is extended to 1 hour, until you use this ability again, or until the construct takes damage from you or one of your allies. When the effect ends, the construct is aware it was magically controlled by you.

Improved Mending

At 6th level, spells you use that heal or repair damage to clockwork creatures, objects, or constructs restore the maximum possible hit points.

Channel Magic

Beginning at 8th level, you can designate one construct that you control to serve as a channel for your divine magic. You can cast spells on that creature that normally only target yourself. Also, you can deliver touch spells through your designated construct. These abilities work only if the construct is within 60 feet of you.

Clockwork Apotheosis

Beginning at 17th level, you can use your action to merge with a construct you control for 1 minute. Doing so restores your hit points, but not other class features, as if you had a long rest. For the duration you gain all of the immunities and qualities of the construct, and you can cast spells, use class features, and communicate normally even if the construct would not be able to do so. You cannot use this feature again until you have completed a long rest.

Warlock: The Great Machine

The world seems chaotic, but not all worlds are. There are infinite planes of precisely moving parts, gears whose movement is counted in the lifetime of suns in the material world. There are beings of pure rational law. Your patron is such a being of cold precision, to a degree beyond mortal measure. Logical and deliberate but utterly incomprehensible, it might be a denizen of the plane of Rusty Gears or it might have arisen out of the clockwork magic of the material plane.

Where you fit in this great device is unclear to any but the being itself, and perhaps its rivals. Its knowledge is vast and inversely proportional to its tolerance for variation from its plans. It may call on you to enforce the order of your land, to hunt down oath breakers, to purge those who sin, or to make adjustments of the cosmic order in ways unfathomable to mortals. Rava, the Goddess of Gears, is but one example of this type of being; Zurvan, the Iron Angel, is another, and in the infinity of worlds there are countless more.

Great Machine Expanded Spell List

The Great Machine 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.

Spell Level	Spells
1st	<i>pendulum, tireless</i>
2nd	<i>armored heart, lock armor</i>
3rd	<i>thousand darts, winding key</i>
4th	<i>legend lore, steam blast</i>
5th	<i>animate objects, mechanical union</i>

Clock's Unwinding

At 1st level, your patron grants you a tiny fraction of its ability to measure and control time. At the beginning of another creature's turn (friend or enemy), before that creature moves or takes any action, you can shift your position in the initiative order to immediately before that creature. If you haven't yet taken your turn this round, you do so immediately. If you have already acted this round, you can either move or take one action immediately, but not both. In either case, your spot in the initiative order shifts to this new position. You must complete a short or long rest before using this feature again.

Machinelike Precision

At 6th level, you can call on your patron to grant you uncanny precision. When you miss with an attack in combat, you can choose to reroll the attack with advantage. Once you use this feature, you must complete a short or long rest before using it again.

Mind of Gears

At 10th level, your thoughts become mechanical and ordered like that of your patron, even if your actions do not. You are immune to psychic damage and your thoughts cannot be read unless you choose to allow it.

Crushing Gears

The mortal mind is not meant to understand the vast complexity of machine intelligences. Starting at 14th level, you can, as an action, designate a creature you can see within 60 feet of you. It must make a Charisma saving throw against your warlock spell save DC. If it fails, it experiences a taste of your patron's mind and its place in the great plan of the multiverse. The creature takes 10d10 psychic damage and must make another Charisma saving throw; if the second saving throw fails, the creature is also stunned for 1 minute as it reels from the experience. After using this feature, you must complete a short or long rest before using it again.

THE GREAT MACHINE AND YOUR PACT BOON

Pact of the Chain: The Great Machine grants a clockwork familiar instead of a familiar of the normal kind. See the Clockwork Mage for more information.

Pact of the Blade: The blade of the Great Machine is a thing of clockwork and gears, changing shape as it unfolds for combat.

Pact of the Tome: The Great Machine grants no simple book, but instead a pocket-size device filled with cogs covered in arcane script. The warlock knows how to manipulate the small buttons and levers on the device to cast each of the cantrips. If spells are added to it via the Book of Ancient Secrets invocation, the Warlock can add new gears instead of pages by the process described.

ELDRITCH INVOCATIONS

The following invocations are available to Great Machine warlocks.

CLOUD OF COGS

Prerequisite: 3rd level, Great Machine patron
You can cast *gear barrage* once using a warlock spell slot. You must finish a long rest before doing so again.

HEAT OF THE FURNACE

Prerequisite: 3rd level, Great Machine patron
You summon up the fires from within. As long as you maintain concentration, your melee attacks do an additional 1d6 fire damage. Attackers within 5 feet of you who hit you in melee take 1d6 fire damage. This heat does not affect any of your gear.

VOICE OF THE MACHINE

Prerequisite: Great Machine patron
Spells you cast that charm or frighten creatures overcome the immunity of constructs to being charmed or frightened. Saving throws apply normally.

Wizard: Clockwork Mage

The school of clockwork magic is a blending of technology and magic not often seen. While some would argue that all spells of this so-called school are simply applications of the more traditionally acknowledged branches of arcane magic, the clockwork mages understand that there is qualitative difference in thought between casting, say, a clockwork(evocation) spell and an ordinary evocation. The school thrives alongside industry, using a small number of spells, compared to the older schools, to create a wide range of styles. Fool is he who fails to notice arcane glyphs and wands and mistakes a clockwork mage for a common gear grinder or tinkerer.

Clockwork mages who use the spell *find familiar* (or others who gain access to the spell and choose to use it) substitute the material components for a small clockwork device in the form of an animal similar to those listed in the text of the spell. When the ritual is completed, magical animating force gives life to the device. The delicacy of the clockwork makes up for any superior durability of the materials. It has the statistics of the chosen form but is a construct instead of a beast. Unlike a normal familiar, the devices' form cannot be changed without investing in the material components to rebuild it. The familiar is never counted when determining the number of constructs a mage can control.



SCHOOL OF CLOCKWORK

The following class abilities are available to wizards of the clockwork school.

Clockwork Savant

Beginning when you choose this school at 2nd level, the gold and time it takes to copy a clockwork spell into your spell book is halved.

Clockworker's Charm

Beginning at 2nd level, whenever you cast an *animate construct* spell, increase the duration by a number of minutes equal to your proficiency bonus. At 20th level, you can make the spell permanent until dispelled but cannot have more than one made permanent at a time.

Metal Shape

When you reach 6th level, you gain the ability to reshape metal with a touch. When you grasp a piece of metal of Small size or smaller, you can alter its form into any shape that suits your purpose. The item must be in your hands and under your control; you can't, for example, reshape a piece of armor or a weapon that's being worn or wielded by someone else. To create a specific object, such as a key or mechanical component, you must be completely familiar with it. Thus you could replicate a key that you had in your possession for an extended period of time, but you could not create a working key based on seeing the lock alone.

Objects you create can have up to two hinges and a latch, but finer mechanical detail is not possible. This effect can be used to *repair metal* as per the spell. You may use this feature once before completing a long or short rest.

GOLEM FORM

Beginning at 10th level, you can transform yourself as an action into a living construct for up to 1 minute per level. You retain your Intelligence, Wisdom, and Charisma and the ability to speak and cast spells. You can transform into a golem or a clockwork creature whose CR is less than or equal to your current level in this class. Otherwise, this ability functions as the druid's Wild Shape ability.

CLOCKWORK MASTERY

Starting at 14th level, you can use magic to bring constructs under your control. As an action, you can compel one construct you can see within 60 feet of you to make an Intelligence saving throw against your wizard spell save DC. This is a magical effect. If the saving throw fails, the construct becomes friendly to you and obeys your commands for 1 hour, until you use this ability again, or until it takes damage from you or one of your allies. If the saving throw fails by 5

or more, the duration is extended to 6 hours or until one of the other conditions is fulfilled. When the effect ends, the construct is aware it was controlled by you.

CLOCKWORK SPELL LIST

BARD SPELLS

Cantrips

Analyze Device

1st level

Machine Speech

Find the Flaw

Pendulum

Tireless

2nd level

Armored Heart

Heartstop

Winding Key

3rd level

Overclock

Soul of the Machine

Winding Key

4th Level

Read Memory

Write Memory

7th level

Timeless Engine

8th level

Time Jump

9th level

Time in a Bottle

CLERIC SPELLS

Cantrips

Fist of Iron

1st Level

Machine's Load

Machine Speech

Pendulum

2nd level

Heartstop

Repair Metal

Winding Key

3rd Level

Soul of the Machine

Overclock

4th Level

Read Memory

Write Memory

5th Level

Chains of the God(dess)

Imbue Spell

Mass Repair Metal

6th Level

Sphere of Order

7th Level

Hellforging

Molech's Blessing

Timeless Engine

8th Level

Call the Hunter

Move the Cosmic Wheel

Power Word Restore

9th Level

Time in a Bottle

PALADIN SPELLS

1st Level

Machine's Load

Pendulum

2nd level

Repair Metal

3rd level

Soul of the Machine

Winding Key

SORCERER SPELLS

Cantrips

Fist of Iron

Tick Stop



1st level

Armored Shell
Find the Flaw
Gear Shield
Machine's Load
Machine Speech
Pendulum
Tireless

2nd Level

Armored Heart
Gear Barrage
Heartstop
Lock Armor
Spin

3rd Level

Thousand Darts

4th Level

Gremlins
Grinding Gears
Steam Blast

5th level

Mechanical Union

6th Level

Robe of Shards
Catapult

7th level

Timeless Engine

8th level

Machine Sacrifice
Steam Whistle
Time Jump
Power Word Restore

9th level

Time in a Bottle

WARLOCK SPELLS

Cantrips

Fist of Iron

1st level

Armored Shell
Find the Flaw
Gear Shield
Machine's Load

2nd Level

Armored Heart
Gear Barrage
Heartstop
Lock Armor
Spin

3rd Level

Thousand Darts

4th Level

Gremlins
Grinding Gears
Steam Blast

6th Level

Robe of Shards
Catapult

8th level

Steam Whistle

WIZARD SPELLS

Cantrips

Analyze Device
Fist of Iron
Tick Stop

1st level

Animate Construct
Armored Shell
Find the Flaw
Gear Shield
Machine's Load
Machine Speech
Pendulum
Tireless

2nd Level

Armored Heart
Gear Barrage
Heartstop
Lock Armor
Repair Metal
Spin
Winding Key

3rd Level

Overclock
Thousand Darts

4th Level

Absolute Command
Gremlins
Grinding Gears
Read Memory
Steam Blast
Write Memory

5th level

Imbue Spell (wizard only)
Mass Repair Metal
Mechanical Union

6th Level

Robe of Shards
Catapult

7th level

Hellforging
Timeless Engine

8th level

Machine Sacrifice
Move the Cosmic Wheel
Power Word Restore
Steam Whistle
Time Jump

9th level

Time in a Bottle

New and Updated Spells

ABSOLUTE COMMAND

4th-level clockwork (transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pair of small gloves fitted with a conduit and worth 100 gp)

Duration: Concentration, up to 10 minutes

You can control a construct you have built with a challenge rating of 6 or less. You can manipulate objects with your construct as precisely as its construction allows, and you perceive its surroundings through its sensory inputs as if you inhabited its body.

The construct uses the caster's Proficiency bonus (modified by the construct's Strength and Dexterity scores). You can use the manipulators of the construct to perform any number of skill-based tasks, using the construct's Strength and Dexterity modifiers when using skills based on those particular abilities.

Your body remains immobile, as if paralyzed, for the duration of the spell. The construct must remain within 100 feet of you. If it moves beyond this distance, the spell immediately ends and the caster's mind returns to his or her body.

At Higher Levels: When you cast this spell using higher-level spell slots, you may control a construct with a challenge rating 2 higher for each slot level you use above 4th. The construct's range also increases by 10 feet for each slot level.

ANALYZE DEVICE

Clockwork (divination) cantrip

Casting Time: 1 hour

Range: Touch

Components: V, S, F (a complete set of clockworker's tools)

Duration: Instantaneous

You discover all mechanical properties, mechanisms, and functions of a single construct or clockwork device, including how to activate or deactivate those functions, if appropriate.

ANIMATE CONSTRUCT

1st-level clockwork (transmutation)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a construct body of appropriate size)

Duration: Concentration, up to 10 minutes

This spell animates a carefully prepared construct of Tiny size. The object acts immediately, on your turn, and can attack your opponents to the best of its ability. You can direct it not to attack, to attack particular enemies, or to perform other actions. You choose the object to animate, and you can change that choice each time you cast the spell. The cost of the body to be animated is 10 gp x its hit points. The body can be reused any number of times, provided it isn't severely damaged or destroyed.

If no prepared construct body is available, you can animate a mass of loose metal or stone instead. Before casting, the loose objects must be arranged in a suitable shape (taking up to a minute), and the construct's hit points are halved.

An animated construct has a Constitution of 10, Intelligence and Wisdom 3, and Charisma 1. Other characteristics are determined by the construct's size as follows.

Animated Construct Statistics

Size	HP	AC	Attack	Str	Dex	Spell Slot
Tiny	15	12	+3, 1d4+4	4	16	1st
Small	25	13	+4, 1d8+2	6	14	2nd
Medium	40	14	+5, 2d6+1	10	12	3rd
Large	50	15	+6, 2d10+2	14	10	4th
Huge	80	16	+8, 2d12+4	18	8	5th
Gargantuan	100	17	+10, 4d8+6	20	6	6th

At Higher Levels: Casting this spell using higher level spell slots allows you to increase the size of the construct animated, as shown on the table.

ARMORED HEART

1st-level clockwork (conjunction)

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (5 gp worth of mithral dust sprinkled on the target's skin)

Duration: 1 round

The targeted creature gains resistance to bludgeoning, slashing, and piercing damage. This resistance can be overcome with adamantite or magical weapons.

ARMORED SHELL

1st-level clockwork (conjunction)

Casting Time: 1 action

Range: Self

Components: V, S, M (a rivet)

Duration: Concentration, up to 1 hour.

This spell creates a suit of magical studded leather armor (AC 12). It does not grant you proficiency in its use. Casters without the appropriate armor proficiency suffer disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity and cannot cast spells.

At Higher Levels: Casting *armored shell* using a higher-level spell slot creates stronger armor: a chain shirt (AC 13) at level 2, scale mail (AC 14) at level 3, chain mail (AC 16) at level 4, and plate armor (AC 18) at level 5.

CALL THE HUNTER

8th-level clockwork (conjunction)

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You detach a portion of your soul to become the embodiment of justice in the form of a clockwork

SUMMONED ZELEKHUT

Medium construct, lawful good

Armor Class 19 (natural armor)

Hit Points 82 (11d8 + 33)

Speed fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	16 (+3)	10 (+0)	17 (+3)	15 (+2)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned

Senses passive Perception 13

Languages Celestial, Common

Challenge 7 (2,900 XP)

Magic Resistance. The zelekhut has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The zelekhut makes two spiked chain attacks.

Spiked Chain. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 7 (2d6) lightning damage.

outsider known as a Zelekhut who will serve at your commands for the duration, so long as those commands are consistent with its desire to punish wrongdoers. You may give the creature commands as a bonus action; it acts either immediately before or after you.

CATAPULT

6th-level clockwork (*transmutation*)

Casting Time: 1 action

Range: 400 feet

Components: V, S, M (a small platinum lever and fulcrum worth 400 gp)

Duration: Instantaneous

You magically hurl an object or creature weighing 500 lb. or less 40 feet through the air in a direction of your choosing (including straight up). Objects hurled at specific targets require a spell attack roll to hit. A thrown creature takes 6d10 damage from the force of the throw plus any appropriate falling damage, and lands prone. If the target of the spell is thrown against another creature, the total damage is divided evenly between them and both creatures are knocked prone.

At Higher Levels: When you cast this spell using a higher level spell slot, each additional level increases the damage by 1d10, the distance thrown by 10 feet, and the weight thrown by 100 lb.

CHAINS OF THE GODDESS

5th-level clockwork (*enchantment*)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (1 foot of iron chain)

Duration: Concentration, up to 1 minute.

Choose a creature you can see within 90 feet. The target must make a successful Wisdom saving throw or be restrained by chains of psychic force and take 6d8 bludgeoning damage. A restrained creature repeats the saving throw at the end of its turns, ending the effect on itself with a successful save. While restrained this way, the creature also takes 6d8 bludgeoning damage at the start of each of your turns.

CONTAGION

Rust is added to the list of possible contagions.

GEAR BARRAGE

3rd-level clockwork (*conjuration*)

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a handful of gears and sprockets worth 5gp)

Duration: Instantaneous

You create a burst of magically-propelled gears. Each creature within a 60-foot cone takes 3d8 slashing damage, or half damage with a successful Dexterity saving throw. Constructs have disadvantage on the saving throw.

GEAR SHIELD

1st-level clockwork (*abjuration*)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small handful of gears and sprockets worth 5gp)

Duration: 10 minutes

You cause a handful of gears to orbit the target's body. These shield the spell's target from incoming attacks, granting a +2 bonus to AC and to Dexterity and Constitution saving throws for the duration, without hindering the subject's movement, vision, or outgoing attacks.

GREMLINS

4th-level clockwork (*conjuration*)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a single gear)

Duration: Concentration, up to 1 minute

You target a construct and summon a plague of invisible spirits to harass it. The target resists the spell

and negates its effect with a successful Wisdom saving throw. While the spell remains in effect, the construct has disadvantage on attack rolls, ability checks, and saving throws, and it takes 3d8 force damage at the start of each of its turns as it is magically disassembled by the spirits.

At Higher Levels: When you cast this spell using a spell slot of 5th or higher, the damage increases by 1d8 for each slot above 4th.

GRINDING GEARS

4th-level clockwork (evocation)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a single gear)

Duration: Concentration, up to 1 minute

You designate a spot within range, and massive gears emerge from the ground at that spot, creating difficult terrain in a 20-foot radius. Creatures that move in the area must make successful Dexterity saving throws after every 10 feet of movement or when they stand up. Failure indicates that the creature falls prone and takes 1d8 points of bludgeoning damage.

FIND THE FLAW

1st-level clockwork (divination)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a broken gear)

Duration: Instantaneous

You touch one creature. The next attack roll that creature makes against a clockwork or metal construct, or any machine, is a critical hit.

FIST OF IRON

Clockwork (transmutation) cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute.

You transform your naked hand to iron. Your unarmed attacks do 1d6 points of damage and are considered magical.

HEARTSTOP

2nd-level clockwork (necromancy)

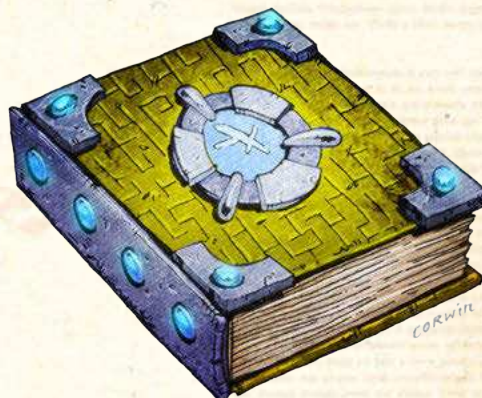
Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes.

You slow the beating of a willing target's heart to the rate of one beat per minute. The creature's breathing almost stops. To a casual or brief observer, the subject appears dead. At the end of the spell, the creature returns to normal with no ill effects.



RUST

Rust is a disease that affects metal constructs and flesh-and-blood creatures alike. The devout of Rava believe that rust is divine punishment on those who take the goddess's gifts without worshiping her in return. Others say its origins are diabolic.

When a creature takes damage from an infected construct, the damaged creature must succeed on a DC 13 Constitution saving throw or become infected. Symptoms appear in 1d4 days, beginning with an itchy rash around the site of the injury. Twenty-four hours later, the rash-covered skin peels off, revealing rusted metal. All effects that restore hit points are halved for the infected creature, including long rests; it recovers only half of its missing hit points from a long rest, but it still regains expended hit dice at the usual rate. At that point, the infected creature must make a DC 10 Constitution saving throw. If it succeeds, the disease stops spreading

but the healing penalty remains in effect. If the saving throw fails, the patch of rust spreads, the healing penalty remains, the creature loses 1 point of Dexterity, and it must repeat the saving throw after another 24 hours. The disease can be cured by *lesser restoration* or comparable magic. Lost Dexterity can be restored by *greater restoration*, or it returns naturally at the rate of 1 point after each long rest, once the disease is cured.

A construct that is damaged by an infected construct or that is successfully targeted by a spell cast by an infected arcanist must succeed on a DC 15 saving throw or become infected. Signs of infection appear immediately, with rust spreading across the creature's body. An infected construct has disadvantage on all saving throws, but it takes no other damage or penalty. It is simply a carrier until the disease is ended with *greater restoration* or comparable magic.

HELLFORGING

7th-level clockwork (necromancy, ritual)

Casting Time: 1 hour (see below)

Range: Touch

Components: V, S, M (a complete mechanical body worth 10,000 gp inscribed with demonic runes and containing a ready soul gem)

Duration: Instantaneous

You spend an hour calling forth a disembodied evil spirit. At the end of that time, the summoned spirit must make a Charisma saving throw. If the saving throw succeeds, you take 2d10 psychic damage plus 2d10 necrotic damage from waves of uncontrolled energy rippling out from the disembodied spirit. You can maintain the spell, forcing the subject to repeat the saving throw at the end of each of your turns, with the same consequence to you for each failure. If you choose not to maintain the spell or are unable to do so, the evil spirit returns to its place of torment and cannot be recalled.

If the saving throw fails, the summoned spirit is transferred into the waiting soul gem and immediately animates the constructed body. The subject is now a hellforged; it loses all of its previous racial traits and gains gearforged traits except as follows:

Vulnerability: Hellforged are vulnerable to radiant damage.

Evil Mind: Hellforged have disadvantage on saving throws against spells and abilities of evil fiends or aberrations that effect the mind or behavior.

Past Life: The hellforged retains only a vague sense of who it was in its former existence, but these memories are enough for it to gain proficiency in one skill.

Languages: Hellforged speak Common, Machine Speech, and Infernal or Abyssal

WHY HELLFORGED?

The idea of a gearforged seems very heroic to me; giving up your flesh for a metal body (even if a nigh immortal one) so you can commit yourself to the defense of your land is noble. I wanted a few gearforged that weren't so noble but were a little more mysterious. The hellforged is to the gearforged as the tiefling is to the human; they have hints of dark secrets. While the disembodied spirit summoned by the ritual likely wants out of whatever place it was in, it doesn't want this. The ritual simply reaches out and snares a suitable candidate, willing or otherwise, by whatever means possible. Thus the ritual gives players a chance to be a monster not of their own making.

Up to four other spellcasters of at least 5th level can assist you in the ritual. Each assistant increases the DC of the Charisma saving throw by 1. In the event of a failed saving throw, the spellcaster and each assistant take damage. An assistant who drops out of the casting can't rejoin.

IMBUE SPELL

5th-level clockwork (transmutation) ritual

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a specially designed gear worth 100 gp per spell level—see below)

Duration: Instantaneous

This ritual allows you to imbue a spell of 1st through 3rd level that has a casting time of instantaneous onto a gear worth 100 gp per level of spell you are imbuing. At the end of the ritual, the gear is placed into a piece of clockwork that includes a timer or trigger mechanism. When the timer or trigger goes off, the spell is cast. If the range of the spell was Touch, it effects only a target touching the device. If the spell had a range in feet, the spell is cast on the closest viable target within range, based on the nature of the spell. Spells with a range of Self or Sight can't be imbued. If the gear is placed with a timer, it activates when the time elapses regardless of whether a legitimate target is available.

At Higher Levels: You can perform this ritual as a 7th level spell to imbue a spell of 4th or 5th level.

LOCK ARMOR

2nd-level clockwork (transmutation)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of rust and metal shavings)

Duration: Concentration, up to 1 minute

You target a piece of metal equipment or a metal construct. If the target is a creature wearing metal armor or is a construct, it makes a Wisdom saving throw to negate the effect. If the saving throw fails, the spell makes metal cling to metal, making it impossible to move pieces against each other. This effectively paralyzes a creature that is made of metal or that is wearing metal armor with moving pieces; for example, scale mail would lock up because the scales must slide across each other, but a breastplate would be unaffected. Limited movement might still be possible, depending on how extensive the armor is, and speech is usually not affected. Metal constructs are completely paralyzed. An affected creature or construct repeats the saving throw at the end of each of its turns, ending the effect on itself with a



success, though constructs make this saving throw with disadvantage. A *grease* spell dispels *lock armor* on everything in its area of effect.

At Higher Levels: When casting this spell using a 3rd level slot or higher, you may target 1 additional creature or item per level.

MACHINE SACRIFICE

8th-level clockwork (necromancy)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a construct with at least 3 HD, which is consumed in the casting)

Duration: Concentration, up to 1 minute

You sacrifice a willing construct you can see to imbue a willing target with construct traits. The target gains resistance to all nonmagical damage and gains immunity to the blinded, charmed, deafened, frightened, petrified, and poisoned conditions.

MACHINE'S LOAD

1st-level clockwork (transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a 1-lb weight)

Duration: Concentration, up to 1 minute.

You touch a creature and give it the capacity to carry, lift, push, or drag weight as if it were one size

category larger. If you're using the encumbrance rules, the target is not subject to penalties for weight. Furthermore, the subject can carry loads that would normally be unwieldy.

At Higher Levels: When you cast this spell using a spell slot higher than 1st, you can touch one additional creature for each spell level.

MACHINE SPEECH

1st-level clockwork (transmutation)

Casting Time: bonus action

Range: Self

Components: V, S

Duration: 1 round

Your voice, and to a lesser extent your mind, changes to communicate only in the whirring clicks of machine speech. Until the end of your next turn, all clockwork spells you cast have advantage on their attack rolls or the targets have disadvantage on their saving throws.

MASS REPAIR METAL

5th-level clockwork (transmutation)

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, S

Duration: Instantaneous

As *repair metal*, but you can affect all metal within range. You repair 1d8 + 5 damage to a metal object or

construct by sealing up rents and bending metal back into place.

At Higher Levels: Casting *mass repair metal* as a 6th-level spell repairs 2d8 + 10 damage.

MECHANICAL UNION

5th-level clockwork (transmutation)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a tiny hammer and adamantite spike worth 100 gp)

Duration: Concentration, up to 1 hour.

You can take control of a construct by voice or mental commands. The construct makes a Wisdom saving throw to resist the spell, and it gets advantage on the saving throw if its CR equals or exceeds your level in the class used to cast this spell. Once a command is given, the construct does everything it can to complete the command. Giving a new command takes an action. Constructs will risk harm, even go into combat, on your orders but will not self-destruct; giving such an order ends the spell.

MOLECH'S BLESSING

7th-level clockwork (transmutation) ritual

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a sentient being and a branding iron with Molech's symbol)

Duration: Instantaneous

You call upon the dark blessings of the furnace god Molech. In an hour-long ritual begun at midnight, you dedicate a living being to Molech by branding the deity's symbol onto the victim's forehead. If the ritual is completed and the victim fails to make a successful Wisdom saving throw (or the victim chooses not to make one), the being is transformed into an avatar of Molech under your control.

The avatar is 8 feet tall and appears to be made of black iron wreathed in flames. Its eyes, mouth, and a portion of its torso are cut away to show the churning fire inside that crackles with wailing voices. The avatar has all the statistics and abilities of an earth elemental, with the following differences:

- Alignment is Neutral Evil;
- Speed is 50 feet and it cannot burrow or use earth glide;
- it gains the fire form ability of a fire elemental, but it cannot squeeze through small spaces;
- its Slam does an additional 1d10 fire damage.

This transformation lasts for 24 hours. At the end of that time, the subject returns to its normal state and takes 77 (14d10) fire damage, or half damage with a successful DC 15 Constitution saving throw.

MOVE THE COSMIC WHEEL

8th-level clockwork (conjunction)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a music box worth at least 250 gp attuned to a particular plane of existence)

Duration: 24 hours

You wind your music box and call forth a piece of another plane of existence with which you are familiar, either through personal experience or intense study. The magic creates a bubble of space with a 30-foot radius within range of you and at a spot you designate. The portion of your plane that's inside the bubble swaps places with a corresponding portion of the plane your music box is attuned with.

There is a 10% chance that the portion of the plane you summon arrives with native creatures on it. Inanimate objects and non-ambulatory life (like trees) are cut off at the edge of the bubble, while living creatures that don't fit inside the bubble are shunted outside of it before the swap occurs. Otherwise, creatures from both planes that are caught inside the bubble are sent along with their chunk of reality to the other plane for the duration of the spell unless they make a successful Charisma saving throw when the spell is cast; with a successful save, a creature can choose whether to shift planes with the bubble or leap outside of it a moment before the shift occurs.

Any natural reaction between the two planes occurs normally (fire spreads, water flows, etc.) while energy (such as necrotic energy) leaks slowly across the edge of the sphere (no more than a foot or two per hour). Otherwise, creatures and effects can move freely across the boundary of the sphere; for the duration of the spell, it becomes a part of its new location to the fullest extent possible, given the natures of the two planes. The two displaced bubbles shift back to their original places automatically after 24 hours.

Note that the amount of preparation involved (acquiring and attuning the music box) precludes this spell from being cast on the spur of the moment. Because of its unpredictable and potentially wide-ranging effect, it's also advisable to discuss your interest in this spell with your GM before adding it to your character's repertoire.

OVERCLOCK

3rd-level clockwork (transmutation)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a clock key)

Duration: Concentration, up to 1 minute

You cause a targeted piece of clockwork to speed up past the point of control for the duration of the spell. The targeted clockwork can't cast spells with verbal

components or even communicate effectively (all its utterances sound like grinding gears). At the start of each of its turns, the target must make a Wisdom saving throw. If the saving throw fails, the clockwork moves at three times its normal speed in a random direction and then its turn ends; it can't perform any other actions. If the saving throw succeeds, then until the end of its turn, the clockwork's speed is doubled and it gains an additional action, which must be Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object. When the spell ends, the clockwork takes 2d8 force damage.

PENDULUM

1st-level clockwork (enchantment)

Casting Time: 1 action

Range: Touch

Components: V, S, M (small pendulum or metronome made of brass and rosewood worth 10 gp)

Duration: Concentration, up to 1 minute

You give the target creature a degree of regularity in its motions and fortunes. If the target fails a Wisdom saving throw, then for the duration of the spell it doesn't make d20 die rolls but instead follows the sequence 20, 1, 19, 2, 18, 3, 17, 4, and so on.

POWER WORD RESTORE

8th-level clockwork (evocation)

Casting Time: 1 action

Range: Touch

Components: V

Duration: Instantaneous

You speak a word of power, and energy washes over a single construct you touch. The construct regains all of its lost hit points, all negative conditions on the construct end, and it can use a reaction to stand up, if it was prone.

READ MEMORY

4th-level clockwork (divination)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a memory gear from a gearforged)

Duration: Instantaneous

You copy the memories of one memory gear into your own mind. You recall these memories as if you had experienced them but without any emotional attachment or context.

REPAIR METAL

2nd-level clockwork (transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A damaged construct or metal object regains 1d8 + 5 hit points when this spell is cast on it.

At Higher Levels: The spell restores 2d8 + 10 hit points at 4th level, 3d8 + 15 at 6th level, and 4d8 + 20 at 8th level.

ROBE OF SHARDS

6th-level clockwork (abjuration)

Casting Time: 1 action

Range: Self

Components: V, S, M (a metal shard)

Duration: 1 minute

You create a robe of metal shards, gears, and cogs that provides a base AC of 14 + your Dexterity modifier. As a bonus action while protected by a *robe of shards*, you can command bits of metal from a fallen foe to be absorbed by your robe; each infusion of metal increases your AC by 1, to a maximum of 18 + Dexterity modifier. You can also use a bonus action to dispel the robe, causing it to explode into a shower of flying metal that does 8d6 slashing damage, +1d6 per point of basic (non-Dexterity) AC above 14, to all creatures within 30 feet of you.

SOUL OF THE MACHINE

3rd-level clockwork (abjuration)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

One willing creature you touch becomes immune to mind-altering effects and psychic damage for the spell's duration.

SPIN

2nd-level clockwork (enchantment)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You target a creature within 60 feet and tell it to spin. The creature can resist this command with a successful Wisdom saving throw. If the saving throw fails, the creature spins in place for the duration of the spell. A spinning creature repeats the Wisdom saving throw at the end of each of its turns, ending the effect with a success. A creature that has spun for 1 round or more becomes dizzy and has disadvantage on attack rolls and ability checks until one round after it stops spinning.

STEAM BLAST

4th-level clockwork (evocation)

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, F (a tiny copper kettle or boiler)

Duration: Instantaneous

You unleash a burst of superheated steam in a 15-foot radius centered on you. All other creatures in that area take 5d8 fire damage, or half damage with a successful Dexterity saving throw. Nonmagical fires smaller than a bonfire are extinguished and everything becomes wet.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, add 1d8 damage per spell level.

STEAM WHISTLE

8th-level clockwork (evocation)

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a small brass whistle)

Duration: Instantaneous

You open your mouth and unleash a shattering scream. All other creatures in a 30-foot radius take 10d10 thunder damage and are deafened for 1d8 hours. A successful Constitution saving throw halves the damage and reduces deafness to 1d8 rounds.

SPHERE OF ORDER

6th-level clockwork (evocation)

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: 1 round

You surround yourself with the perfect order of clockwork. Chaotic creatures that start their turn in the area or enter it on their turn take 5d8 psychic damage. The damage is 8d8 for Chaotic aberrations, celestials, elementals, and fiends. A successful Wisdom saving throw halves the damage, but Chaotic creatures (the only ones affected by the spell) make the saving throw with disadvantage.

THOUSAND DARTS

3rd-level clockwork (evocation)

Casting Time: 1 action

Range: Self (120-foot line)

Components: V, S, M (mithral dart worth 25 gp)

Duration: Instantaneous

You launch thousands of needlelike darts in a 5-foot-wide line at a target. Creatures in the line take 6d6 piercing damage, or half damage with a successful

Dexterity saving throw. The primary target of the needles makes the saving throw with disadvantage.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, add 1d6 to the damage per spell level.

TICK STOP

Clockwork (transmutation) cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 round

You speak a word and the target construct can take one action or bonus action on its next turn, but not both. The construct is immune to further *tick stops* from the same caster for 24 hours.

TIME IN A BOTTLE

9th-level clockwork (transmutation)

Casting Time: 1 action

Range: Sight

Components: V

Duration: Concentration, up to 1 minute

You designate a spot within your sight. Time comes under your control in a 20-foot radius centered on that spot. You can freeze it, reverse it, or move it forward by as much as 1 minute as long as you maintain concentration. Nothing and no one, yourself included, can enter the field or affect what happens inside it. You can choose to end the effect at any moment on your turn, and events progress naturally from there.

TIME JUMP

8th-level clockwork (transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You throw a construct forward in time, if it fails a Constitution saving throw. The construct disappears for 1d4 + 1 rounds, during which time it cannot act or be acted upon in any way. When the construct returns, it is unaware that any time has passed.

TIMELESS ENGINE

7th-level clockwork (transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Until dispelled

You halt the normal processes of degradation and wear in a nonmagical clockwork device, making

normal maintenance unnecessary and slowing fuel consumption to 1/10th of normal. For magical devices and constructs, the spell greatly reduces wear. A magical clockwork device, machine, or creature that normally needs daily maintenance only needs care once a year; if it previously needed monthly maintenance, it now requires attention only once a decade.

TIRELESS

1st-level clockwork (transmutation)

Casting Time: 1 action

Range: Touch

Components: S, M (ever-wound spring worth 50 gp)

Duration: 24 hours

You grant machinelike stamina to the target. The target requires no food or drink or rest. It can move at three times its normal speed overland and perform three times the usual amount of labor or read at three times the normal rate. Creatures under the effect of the spell are immune to nonmagical exhaustion and suffer no consequences for not sleeping or for

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overexertion. This spell does not reduce or prevent magical fatigue or magical exhaustion.

WINDING KEY

2nd-level clockwork (transmutation)

Casting Time: 1 action

Range: 60 feet

Components: V, M (an ornately carved silver key worth 50 gp)

Duration: Concentration, up to 1 minute

You target a construct, giving it an extra action or move on each of its turns.

WRITE MEMORY

4th-level clockwork (transmutation)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (one empty memory gear)

Duration: Instantaneous

You copy your memories, or those learned from the spell *read memory*, onto an empty memory gear.

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