

The background of the cover is a dense, intricate mechanical design. It features a large, prominent golden ring in the upper right quadrant, surrounded by numerous smaller gears, cogs, and shafts. The entire scene is rendered in shades of gold and brown against a dark, almost black background, creating a sense of depth and complexity. The lighting highlights the metallic textures and the interlocking parts of the machinery.

THE MECHANIST

A CLASS FOR DUNGEONS AND DRAGONS

5TH EDITION

WRITTEN BY: JOHN ADAMS

A dwarf readies himself against the charge of a ravening horde. The clank of clockwork machinery fills the air with each movement he makes as interlocking steel plates spread from his gauntleted fist to form a shield and a faint click grows into a roar as the saw-toothed blade of his axe shakes with dangerous intent as it shreds the air anticipating the bite of monstrous flesh.

A young human swings over a chasm suspended by a cable from the launcher on her wrist. She tosses a few metal spheres that release an explosion of barbed spikes into the waiting jaws of a hideous insectoid creature below.

Mechanists are men and women who use strange and fantastic inventions to accomplish incredible feats. Whether they encase themselves in mechanical armor or carry a plethora of strange gadgets for any situation, these adventurers are constant seekers of knowledge.

Adventurous Inventors

Technology, like magic, is a powerful tool for those with the ingenuity to create and harness it. Preferring field tests to boring laboratory experiments, Mechanists venture to distant realms and ancient civilizations seeking knowledge of any kind that might further their understanding of the sciences. Armed with various mechanical trinkets and fantastic inventions combined with their broad range of skills, makes them extremely versatile.

Rogue Scholars

The Mechanist may have started their journey in a lab at a prestigious academy, but their thirst for knowledge quickly led them to a life of exploration and discovery. Many still return to the universities and academies that sparked their infatuation with invention to leave tomes of forgotten knowledge hoping to inspire future inventors. Still others resent these institutions for stifling their creativity in boring lectures and hours of stagnant study. In

places where their brand of “experimentation” is looked upon as dangerous or even illegal, they often form secret guilds and cabals simply to exchange information of their discoveries.

Whatever their circumstance, all Mechanists are keenly aware that knowledge is power. Whether they choose to share their own or not, however, is unique to the individual.

Creating a Mechanist

To create your Mechanist, some consideration should be given to where they first began their exploration of the sciences. Were they a spoiled noble educated by private tutors, a merchant’s child sent off to a prestigious academy, or the child of a travelling tinker schooled on the road? Did you leave your place of learning by choice or were you expelled for your dangerous experiments? Is there a particular field of study that you value more than others? Is magic just another science for you to study or do you view its practitioners as dangerous and unbalanced? Do you wish to share what you learn with the world or do you jealously guard your discoveries against prying eyes?

Quick Build

Your Mechanist should have a high Intelligence attribute as that aids many of the class features, followed by either Dexterity or Constitution (Constitution works best with the Armorer path’s heavy armor proficiency). Second, choose the Sage background.

Class Features

Hit Points

Hit Dice: 1d8 per mechanist level

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

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

Proficiencies

Level	Proficiency Bonus	Features
1st	+2	Tinkerer, Eureka!
2nd	+2	Focused Study
3rd	+2	Inventor's Path
4th	+2	Ability Score Improvement
5th	+3	Jury Rig
6th	+3	Mechanical Foil
7th	+3	Inventor's Feature
8th	+3	Ability Score Improvement
9th	+4	Skilled Tinker
10th	+4	Rapid Construction
11th	+4	Inventor's Feature
12th	+4	Ability Score Improvement
13th	+5	—
14th	+5	Master Tinker
15th	+5	Deft Mind
16th	+5	Ability Score Improvement
17th	+6	Inventor's Feature
18th	+6	Mechanical Mastery
19th	+6	Ability Score Improvement
20th	+6	Grand Invention

Armor: Light armor, medium armor

Weapons: Simple weapons, hand crossbow, heavy crossbow, and firearms

Tools: Tinker's tools, smith's tools

Saving Throws: Constitution, Intelligence

Skills: Choose three from Arcana, History, Investigation, Medicine, Nature, and Perception

Equipment

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

- (a) scale mail or (b) leather armor
- (a) a heavy crossbow and 20 bolts or (b) primitive firearm of choice and 20 shots
- (a) An explorer's pack or (b) a dungeoneer's

pack

- A set of Tinker's tools
- A simple weapon of choice

Tinkerer

At 1st level, you are able to create a number of fantastical gadgets to aid you in your travels. You start knowing the design of two such devices and have them in your inventory. As you gain levels, you learn to create additional, and more powerful, gadgets as shown in the adjacent table.

Eureka!

Moments of inspiration strike you more often than most. You gain advantage on a single Intelligence ability or skill check. This ability must be declared before you roll and recharges after completing a short rest.

Focused Study

At 2nd level, you have become quite adept with your chosen field of study. You may choose 1 skill or tool with which you have proficiency. Any time you use this skill or tool your proficiency bonus is doubled.

Inventor's Path

Level	Gadgets Known
1st	2
2nd	3
3rd	3
4th	3
5th	4
6th	4
7th	4
8th	5
9th	5
10th	5
11th	6
12th	6
13th	6
14th	7
15th	7
16th	7
17th	8
18th	8
19th	8
20th	8

Upon reaching 3rd level, you choose a path of study that governs the style of invention that you choose to practice. The path of the Ironclad creates a powerful suit of armor enhanced with various mechanical apparatus. The path of the Gadgeteer creates devices for circumventing obstacles, debilitating foes, and devious traps. These paths are detailed at the end of the class description. Your choice grants you additional abilities at 7th, 11th, and 17th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can choose one ability score to improve by 2 points. Alternatively you can choose two ability scores to improve by 1 point. As normal, you can't raise an ability score above 20 using this feature.

Jury Rig

At 5th level, your skill with mechanical devices is such that you can quickly repair damaged mechanisms without the need for proper materials. This ability can be used on any broken mechanical apparatus, such as a wagon, crossbow, firearm, trap, or one of your gadgets and requires 1 minute of work and a successful Intelligence (Tinker) check with a DC of 13. Success on this check means the device or vehicle returns to working order for 1 day, after which it breaks down and must be fixed with the proper parts and materials. Alternatively, you can use this ability in combat to use whatever materials are available to assault your foes. As an action you construct an extremely simple and fragile device that affects your foe with the blinded, restrained, or poisoned condition. To accomplish this, you must succeed on an Intelligence (Tinker) check DC 13 and then make a melee attack, including your proficiency bonus, against your opponent. A successful hit affects the target with the desired condition until the end of your next turn.

Mechanical Foil

Upon reaching 6th level, you are able to easily spot weaknesses and faults in mechanical devices and constructs. As an action you may make a melee or ranged attack against a construct or vehicle. A successful hit gives the target the restrained condition for 1 minute. At the end of each of the target's turns they may make a Constitution saving throw, DC 8 + your proficiency bonus + your Intelligence modifier, success ends the effect. In addition, whenever you make a weapon attack against a construct, you deal additional damage equal to your proficiency bonus.

Skilled Tinker

Upon reaching 9th level, you have attained greater knowledge of the theories and principles of mechanical creation. Any gadgets you create receive a + 1 bonus to their attack roll or saving throw DC. Additionally, any gadgets that deal damage have their damage increased by 2 dice (2d6 becomes 4d6, etc.)

Rapid Construction

Upon reaching 10th level, your skilled hands are able to construct mechanical devices more quickly. The construction time for any item that requires an Intelligence (Tinker) or (Smith) check is halved.

Master Tinker

At 14th level, you are truly a mechanical wizard. Any gadgets you create are considered magical. Additionally, any gadgets that require a charge to operate can be charged in half the normal time to a minimum of 1 round.

Mechanical Mastery

Starting at 19th level, your ability to create and tinker with mechanical devices no longer requires proper tools. You are able to make Intelligence (Tinker) checks without tools but at only half of

your proficiency bonus.

Grand Invention

All mechanists strive to create an invention of truly wondrous capabilities. Upon reaching 20th level, you have acquired the knowledge to create such an invention. You may choose one grand invention listed after the gadgets section.. Alternatively, you can work with your DM to create a unique Grand Invention that fits your style or field of study.

Inventor's Paths

There are two paths available for the mechanist to take: The Ironclad and the Gadgeteer.

Ironclad

The ironclad focuses his skills toward the creation of mechanical armor. Your designs are meant to protect those who place themselves in harms way and the best way to test them is in the field. Over time you will gain skills and abilities that allow you to survive the dangerous environments and situations common to exploration and your own brand of "field testing".

Clockwork Armor

Upon reaching 3rd level you have created the design for a suit of armor with powerful abilities made possible through complex clockwork machinery merged into the construction. This armor grants you an armor class of 16 with no Dexterity modifier. Additionally, the armor grants you a Strength score of 17 while worn. If your Strength is already 17, you gain advantage on Strength ability checks while wearing the armor. The armor must be wound at the beginning of each day for 10 minutes to gain the additional Strength. This is heavy armor and gives you disadvantage on all Dexterity (Stealth) checks. Constructing the Clockwork Armor requires a full week of work and materials that cost 300 gold pieces.

Field Tester

Since the best way to test your inventions is to use them, you have learned to use a greater variety of weapons and armor. You gain proficiency in heavy armor, shields, and one martial weapon of choice.

Improved Clockwork Armor

At 7th level, you have learned how to improve the abilities of your clockwork armor. The armor now grants you an armor class of 18 and Strength score of 19 while worn. If your Strength is already a 19, you gain advantage on all Strength ability checks. Additionally, you can make an unarmed attack as a bonus action that deals (1d4) bludgeoning damage. These modifications require 2 full days of work and 150 gold pieces worth of materials.

Shatter Defenses

Starting at 11th level, the knowledge you have acquired throughout your journey allows you to exploit a weakness in your opponent's defenses. As an action you make a weapon attack against the target ignoring any bludgeoning, piercing, or slashing resistance or immunity.

Perfected Clockwork Armor

At 17th level, the design of your clockwork armor has been perfected. The armor now grants you an armor class of 20 and a Strength score of 21. Additionally, you can make an unarmed attack as a bonus action that deals (1d6) bludgeoning damage. These modifications require 2 full days of work and 300 gold pieces worth of materials.

Gadgeteer

The gadgeteer has a device for every occasion. You are an expert at using your wits and technological savvy to survive the trials of any environment. You are skilled at disabling the traps of others as well as placing your own should the situation call for it. You are an expert at choosing the proper tool for the situation.

Always Prepared

Upon reaching 3rd level, you have expanded your knowledge of clockworks and mechanics in order to have a gadget on hand for any situation. You learn the design for 1 additional gadget of your choice. You gain another new gadget at 7th, 11th, and 17th levels when you acquire new Path features.

Locksmith

Starting at 3rd level, you have become particularly adept at manipulating miniscule mechanisms, particularly those inside of locks. You gain the proficiency for using thieves tools.

Grenadier

At 7th level, you have gained a keen eye for using grenade-like weapons; knowing just where to place your attack for maximum effect. When using attacks or gadgets with an area of effect, you add your proficiency bonus to the damage dealt.

Eye for Detail

Upon reaching 11th level, your knowledge of the workings of various mechanisms used for traps and hidden doors has allowed you to easily locate these mechanical constructions. You may use your Intelligence modifier in place of Wisdom when performing Perception checks to search for mechanical traps and hidden passages.

Perfect Timing

You know just when to use your gadgets to catch your opponents by surprise. If the gadget requires an attack roll you gain advantage on the roll. If the gadget requires a saving throw, the target gains disadvantage on the roll. This ability recharges after finishing a short rest.

Gadgets

Backpack Glider

This device appears to be a normal backpack, but transforms into a hang glider with the pull of a cord. The glider gives you a fly speed of 120 feet

though you are unable to gain altitude. For every 120 feet you travel, your altitude drops by 20 feet. The glider is rather cumbersome when it is deployed making attack rolls as well as Strength and Dexterity ability checks suffer from disadvantage. Repacking the glider takes 1 minute. The glider takes a full week to construct and a successful Intelligence (Tinker) check DC 17. The material cost is 35 gold pieces. You must be at least 5th level before choosing this gadget.

Bolt Launcher

This device consists of a thin rectangular steel housing with a small circular hole in the front. The housing is mounted on a stock containing the device's trigger mechanism and a short vertical hand grip. The secondary component to the bolt launcher is a thin metal magazine that contains up to 10 crossbow bolts. The mechanisms inside the main housing of the device allow the bolts to be fired in quick succession rather than requiring a reload after each shot. Swapping magazines takes an action. Each bolt deals (1d10) piercing damage and has a range of 100/400. Constructing this device requires 4 full days of work and a successful Intelligence (Tinker) check DC 15. The material cost is 200 gold pieces. Creating a magazine can be done easily with a few hours of work and 1 gold piece.

Clockwork Blade

This device resembles a bladed weapon, such as a sword or axe, with one notable difference. Instead of a blade, the cutting edge consists of multiple tooth-like protrusions that move at amazing speed along the cutting edge when the weapon is activated. This allows the weapon to inflict more brutal wounds. The weapon deals an additional damage die of the same type as the base weapon (ex. a long sword becomes 2d8). The weapon must be wound for 10 minutes to operate for a full hour of constant use. The blade can be switched off when not in use to conserve its charge. Constructing this device re-

quires 3 full days of work and a successful Intelligence (Tinker) check DC 15. The material cost is 100 gold pieces. You must be at least 3rd level before choosing this gadget.

Collapsible Ladder

This device appears to be a metal rod approximately 6 feet long and 2 inches in diameter. Two buttons along the rod's length control the activation of the gadget. As a bonus action, you can press one button to extend the rod to its full length of 35 feet at which point thin metal prongs jut out from the sides of the device allowing you to use the rod like a ladder. Pressing the other button, as a bonus action, retracts the ladder back to its original length. The ladder requires 1 full day to construct and a successful Intelligence (Tinker) check DC 11. The material cost is 15 gold pieces.

Dart Launcher

This device is worn as a glove attached to a device that covers your wrist. It holds up to 6 darts that can be fired in succession by a button on the side of the glove. The darts are a ranged weapon attack with an effective range of 30/120 that deals (1d6) piercing damage. Reloading all six darts takes 1 round. The launcher takes 3 full days to construct with a successful Intelligence (Tinker) check DC 13. The material cost is 50 gold pieces.

Flameless Torch

This insulated brass rod is capped with a translucent glass sphere. Halfway down the rod is a small crank with a circular button just above it. Using the cranking for 10 minutes builds up a charge in the rod that lasts for 8 hours. Pressing the button while the rod is charged sheds bright light from the cap out to 15 feet and dim light for another 15 feet. The torch takes 1 full day to construct and requires a DC 11 Intelligence (Tinker) check. Materials to build the torch cost 10 gold pieces.

Flash Globe

This device is constructed of two glass domes secured on either side of a band of diminutive clockwork machinery forming a sphere. The device is charged by winding the clockwork for 1 minute, this charge is held until the device is used. As an action you can toss the globe up to 40 feet. When the glass breaks the device erupts in a flash, blinding everyone within 20 feet unless they make a successful Dexterity saving throw (DC 8 + your proficiency bonus + your intelligence modifier). Globes take 1 full day to construct 5 devices and a successful Intelligence (Tinker) check DC 14. The material cost is 50 gold pieces for 5 globes.

Lightning Staff

This weapon is composed of a long metal rod with a large copper sphere on one end and two thin copper prongs on the other. An electrical charge builds over time in the sphere from complex clockwork machinery. As an action, this charge can be released in a 100 foot line dealing (8d6) points of lightning damage to any creature caught in the area unless they make a successful Dexterity saving throw DC (8 + your proficiency bonus + your Intelligence modifier). A successful save halves the damage. The staff holds up to 5 charges and generates 1 charge automatically every day. Constructing this weapon requires a full week and a successful Intelligence (Tinker) check DC 16. The material cost is 500 gold pieces. You must be at least 5th level before choosing this gadget.

Lightning Trap

This device consists of a flat copper plate with a small box connected to one side by thin cables. The device is charged by cranking a lever on the box for 10 minutes. This charge is held until the device is used. Activating and placing the trap requires a full round. Any creature stepping into the space occupied by the trap suffers (10d6) lightning damage. A successful Dexterity saving throw DC (8 + your proficiency bonus + your Intelligence modifi-

er) halves the damage. The trap can be reused after it is discharged. Constructing this device requires 2 full days and a successful Intelligence (Tinker) check DC 17. The material cost is 300 gold pieces. You must be at least 8th level before learning this gadget.

Magnetic Gauntlet

This device appears to be a plate armored gauntlet with several small metal cylinders attached along the back of the wrist and coiled copper cable in the palm, a clockwork mechanism occupies space on the forearm. The device is charged by cranking the clockwork mechanism for 10 minutes. This generates enough charge for 3 minutes of operation. When activated, the gauntlet can be used to draw metallic objects within 30 feet of the wearer towards the gauntlet at a rate of 20 feet per round. The objects must weigh less than 10 pounds. The wearer can also use the gauntlet to assist in climbing metal structures or vehicles granting them advantage on ability checks to do so. Alternatively, The wearer can choose to expend a large amount of stored power in the gauntlet in a single action. This allows them to pull held items free with a successful Intelligence check contested by a creature's Strength. Success indicates that you now hold the item. Performing this action reduces the remaining charge by 1 minute. Constructing this device requires 1 week of work and a successful Intelligence (Tinker) check DC 15. The material cost is 150 gold pieces.

Mechanical Lockpick

This palm sized cylindrical device has a small opening at one end and several sliders along its length. The sliders are used to select the probe which best fits the lock you are attempting to open. Once the device is inside the lock, the press of a button starts the process of picking the lock. The mechanical lockpick uses clockwork mechanisms to power the device and it must be wound for 5 minutes after

each use. The device grants you advantage on any Dexterity (lockpick) test. The lockpick can be constructed in 1 day with a successful Intelligence (Tinker) check DC 13. The price of materials is about 15 gp.

Net Launcher

This device consists of a large cylindrical barrel flared at one end with a winch and shoulder stock at the other. In order to fire, the winch must be wound until the springs are in firing position, taking 1 full round and a specially designed canister is loaded manually into the barrel. Once this has been completed, as an action, you can fire the net canister to a range of 30/120. A successful hit restrains the target. Each round, at the end of their turn, the target can make a Dexterity saving throw DC 15 to escape the net. Constructing this device requires 1 full day of work and a successful Intelligence (Tinker) check DC 13. The material cost is 40 gold pieces. Each net canister requires 2 hours of work and 4 gold pieces of materials.

Piston Boots

These boots are made of steel plates and heavy leather with a thick metal plate lining the sole and 2 heavy rods that run along the side to a ring around the top of the boot shaft. As part of a jump you can activate the boots causing the pistons to fire, doubling your jump distance. The pistons must be reset, which takes a full round, before they can be used again. Constructing this device requires 3 full days and a successful Intelligence (Tinker) check DC 13. The Material cost is 80 gold pieces.

Piston Hammer

The head of this maul has been modified with powerful pistons that activate when the hammer strikes a target. On a successful hit, the target of the strike must make a Strength saving throw DC (8 + your proficiency bonus + your intelligence

modifier) to resist being shoved 5 feet backward from the force of the blow. The pistons must be reset as a bonus action before they can be used again, though the maul is still an effective weapon in that time. Constructing this device requires 2 full days of work and a successful Intelligence (Tinker) check DC 13. The material cost is 30 gold pieces.

Polarized Shield

This device resembles a heavy steel shield rimmed with copper cables connected to an insulated box that rests just above the hand holds. When activated, the device emits a powerful magnetic force that can either attract or repulse metallic items depending on the device's setting. In attraction mode, any foe that strikes you with a metallic weapon must make a Strength saving throw DC (8 + your proficiency bonus + your Intelligence modifier) or become disarmed as their weapon adheres to your shield. In repulsion mode, when a foe strikes you, you may spend a reaction to halve the damage they inflict for a single attack. To charge the device you must crank a small handle on the capacitor housing for 10 minutes which generates enough energy for 1 minutes of operation. This charge is held until it is used. Constructing this device requires 4 full days of work and a successful Intelligence (Tinker) check DC 16. The material cost is 150 gold pieces. You must be at least 5th level before choosing this gadget.

Portable Wall

This device consists of a series of interlocking steel sheets that can be rolled up into a cylinder roughly the size of a quarterstaff. The wall takes a full round to deploy and becomes a 5 foot wide by 4 foot high steel barricade granting anyone behind it cover from incoming attacks. The device takes 2 full days to construct and requires a successful Intelligence (Tinker) check DC 12. The material cost is 50 gold pieces. The device is also quite heavy, weighing approximately 20 pounds.

Quill Bomb

This gadget is a small cylindrical device resembling a spiked cudgel. The device is activated, then thrown up to 50 feet away where it then launches spikes in every direction out to 20 feet. Any creature caught in the area must make a Dexterity saving throw, DC (8 + your proficiency bonus + your Intelligence modifier), or suffer (8d6) piercing damage. A successful save halves the damage. The bomb requires 1 full day to construct 3 devices and a successful Intelligence (Tinker) check DC 15. The material cost is 75 gold pieces for 3 bombs. You must be at least 5th level before choosing this gadget.

Shield Gauntlet

This device, at first glance, appears to be a normal armored gauntlet. Closer inspection reveals a stack of interlocking plates running the length of the forearm and minute mechanical workings along the fingers and thumb. As a bonus action you may activate the gauntlet, causing the interlocking plates to form into a light steel shield. While the shield is activated you may not use that hand to perform any skill checks or spell casting. To construct this device requires a full day of work and a successful Intelligence (Tinker) check DC 12. The material cost is 30 gold pieces.

Shock glove

This glove is an amalgam of copper and iron pieces with an insulating interior layer of cloth and rubber. A trio of large capacitors connected to copper plates over the knuckles are charged by a removable crank that builds up a charge after 10 minutes of use. A successful melee attack with the glove discharges the stored energy into the target dealing (2d8) lightning damage and stunning them. A successful Constitution saving throw (DC 8 + your proficiency bonus + your intelligence modifier) negates the stun. The glove holds enough energy for 3 strikes before needing to be recharged. Construct-

ing this device requires 3 full days and a successful Intelligence (Tinker) check DC 14. The material cost is 100 gold pieces.

Snare Globe

This small metallic sphere is composed of interlocked bands of steel that, a few seconds after being activated, expand to wrap around a target before constricting again. The globe is thrown as a ranged attack. A successful hit deals (2d6) bludgeoning damage as the bands constrict and any target up to large size is restrained. The target can attempt to free itself as an action with a successful Strength or Dexterity saving throw (DC 8 + your proficiency bonus + your Intelligence modifier). The snare globe can be reset after use. This device requires 1 full day to construct and a successful Intelligence (Tinker) check DC 12. The material cost is 10 gold pieces.

Spell Absorption Matrix

This device is a mithril rod approximately 2 feet long capped with concentric adamantine rings. Complex clockwork machinery within the haft of the rod is used to charge the device by winding it for 10 minutes. As an action you can activate the matrix causing the adamantine rings to begin revolving in different directions. The motion of the rings and energy flowing through them attracts magical energies to the device. Any spell or magical ability performed within 20 feet of you is immediately pulled into the rod and absorbed without any effect. This effect lasts for 1 minute after activating the matrix or until 9 levels of spells are absorbed. Constructing this device requires 3 full weeks of work and a successful Intelligence (Tinker) check DC 20. The material cost is 700 gold pieces. You must be at least 12th level before choosing this gadget.

Spring Trap

This gadget consists of a steel plate connected to

powerful coiled springs. The trap can be set in 1 round and affects a single 5 foot square. Any creature large size or smaller stepping into the square must make a Dexterity saving throw DC (8+ your proficiency bonus + your Intelligence modifier) or be launched 15 feet in the direction the trap was pointed and fall prone. If the target strikes a wall or other creature they take (3d6) bludgeoning damage. Constructing this device requires 2 full days of work and a successful Intelligence (Tinker) check DC 12. The material cost is 25 gold pieces.

Storm Sphere

This small copper sphere is charged with an incredible amount of energy. A few seconds after activation, this energy is released in a terrifying display. As an action you throw the sphere at a designated area within 40 feet, at which point the device detonates affecting all creatures within 20 feet dealing (8d6) points of lightning damage and (4d6) points of thunder damage as well as deafening anyone affected. A successful Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your Intelligence modifier halves the damage and negates the deafening effect. The sphere cannot be reused. To construct the device requires 1 full day and a successful Intelligence (Tinker) check DC 17. The material cost is 75 gold pieces. You must be at least 10th level before selecting this gadget.

Wrist Grapple

This gadget is affixed to your wrist by cushioned metallic straps. It is somewhat bulky and difficult to conceal. The device is able to launch a bolt up to 200 feet that secures itself by penetrating up to 6 inches into solid stone making it impossible to recover. Once anchored, the press of a button allows you to ascend or descend the rope at a rate of 20 feet per round. The rope can be severed by pressing a second button with your thumb leaving the rope hanging and allowing you to move freely. A new bolt must be attached before the launcher can be

used again, and the device holds up to 400 feet of rope. Alternatively you may use a standard grapple attached to the rope, but the range is only 100 feet. Constructing this device requires 3 full days of work and a successful DC 13 Intelligence (Tinker) check. The materials to build the launcher cost 100 gold pieces.

Grand Inventions

Clockwork Spider

This invention is the pinnacle of clockwork mechanical creation, a massive spider created entirely out of machinery that can operate as a vehicle and carry up to 3 passengers. The clockwork spider has no real life of its own and cannot move without your direction, but it is an extremely sturdy machine that can travel incredible distances only requiring to be wound for 10 minutes once a week. Much like the creature that inspired it, the clockwork spider can also climb vertical surfaces with incredible agility and contains a winch and grapple

Clockwork Spider

Large Construct

AC: 14 (Armor plating) **Hit Points:** 85 (10d10+30)

Speed: 50 ft., climb 40 ft.

Str: 18(+4) **Dex:** 12(+1) **Con:** 16(+3)

Int: - **Wis:** - **Cha:** -

Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Passengers: The clockwork spider has room to seat 3 medium sized humanoids in addition to the pilot.

Grapple Launcher and Winch: A grapple can be fired from the abdomen to a range of 200 feet, allowing the spider to ascend or descend at a rate of 20 feet per round.

Actions

The clockwork spider cannot take actions without your direction.

Bite: Melee attack +6 to hit, reach 5ft., one target (1d10+4) piercing damage plus (2d6) acid damage.

within the abdomen allowing it to descend with equal ease. The spider requires an entire month of work and a successful Intelligence (Tinker) check DC 20. The cost of materials is 3,000 gold pieces.

Truesight Goggles

Through tireless research and extensive field studies you have created a device that allows you to see the world as never before. Layered crystalline lenses cut with exacting precision are fitted into a set of unwieldy goggles that allow you to filter out different forms of light and magical auras. The goggles grant you Truesight out to a range of 60 feet, enabling you to pierce illusions and see perfectly in absolute darkness. Constructing this device requires 3 full weeks of work and a successful Intelligence (Tinker) check DC 20. The material cost is 2,500 gold pieces.

Storm Armor

Your extensive research of the generation and control of lightning have allowed you to create a suit of armor that courses with its power. The storm armor is a suit of heavy plate armor insulated with heavy leather and rubber with a large copper and steel cylinder mounted on its back. The cylinder is a turbine that uses steam generated from coal (or another fuel source) and water that is stored in compartments next to the turbine. To fuel the turbine 10 pounds of coal lasts for approximately 2 days of continuous operation the 3 gallon water tank only needs to be refilled once a week.

When powered, the suit is able to generate tremendous energy adding (2d6) lightning damage to any melee attack. As an action you are able to launch a bolt of lightning from your hand that deals (10d6) lightning damage to every creature in a 60 foot line. A successful Dexterity saving throw DC (8 + your proficiency bonus + your Intelligence modifier) halves this damage. The armor needs to build up a charge again after firing the bolt for 3 rounds. The armor provides an AC of 18, though

an Ironclad may modify their own Clockwork armor into Storm armor combining the abilities of both suits and taking the higher AC. To construct this device requires a full month of work and a successful Intelligence (Tinker) check DC 18. The material cost is 3,500 gold pieces.

Wind rider Suit

This incredible suit made of light flexible leather is combined with a large box-like backpack and two cylindrical tanks. The backpack expands to form wings at the push of a button, while the tanks contain fuel for a powerful turbine capable of launching you into the air. When it is fueled, the suit allows you to fly at 200 feet per round. The fuel is a highly volatile mixture similar to alchemist's fire. The two tanks hold enough fuel for 2 hours of continuous flight. The suit itself provides limited protection for you only granting an armor class of 11 and the bulkiness of the backpack unit limits your Dexterity bonus to AC to a max of +2. Constructing this device requires a full month of work and a successful Intelligence (Tinker) check DC 20. The material cost is 2,500 gold pieces. The cost to fill the fuel tanks is 100 gold pieces.

Arcane Suppressor

This device uses advanced theories on material resonance to create a field that can suppress magical effects. The device itself resembles a series of concentric hemispheres of various rare metals that revolve around a solid adamantine core. The device is charged by winding the complex clockwork machinery for 10 minutes. The charge is held until the device is activated and allows the suppressor to operate for 3 minutes.

As an action you can activate the suppressor and either throw it up to 20 feet or keep it in your possession. Once activated, the device resonates with any magical effects within a 20 foot radius disrupting them to such a degree that they no longer have an effect. Any spells or magical effects

cast within this radius while the device is active have no effect while the device is in operation. Once the suppressor ceases operation, any magic with duration still remaining takes effect.

Constructing this device requires a full month of work and a successful Intelligence (Tinker) check DC 20. The material cost is 3,000 gold pieces.

Firearms

Firearms are an extremely rare sight in most realms, but mechanists push the boundaries of technology beyond the typical limits and, as such, are familiar with the workings of various classes of firearms. The table below gives statistics for a few typical examples of this class of weapon.

Firearm	Cost	Damage	Weight	Properties
Black powder Pistol	100 gp	1d10	2 lbs	Reload, 20/80 range
Black powder Rifle	150 gp	2d10	81bs	Reload, 50/200 range
Blunderbuss	140 gp	3d6	7 lbs	Reload, Spread, 20/80 range
Pepperbox Pistol	200 gp	1d10	4 lbs	20/80 range
Pepperbox Rifle	450 gp	2d10	11 lbs	50/200 range
Hand Cannon	800 gp	3d10	30 lbs	Reload, 40/160

Black powder Pistol: These are single shot firearms that must be reloaded from the front of the barrel. The range is limited, but they pack a good punch.

Black powder Rifle: These are single shot rifles that fire higher caliber shot than the much smaller pistols.

Blunderbuss: This weapon fires a spray of grape-shot towards the target. This spread makes it more likely to strike beyond optimal range.

Pepperbox Pistol and Rifle: These weapons are multi-barreled versions of the black powder weapons. The four barrels are rotated after they are fired to

allow the shot from the next barrel to be used immediately. Reloading all four barrels takes 1 round.

Hand Cannon: This weapon is a single shot firearm of tremendous size resembling a miniaturized cannon. Each shot for the weapon weighs 2 pounds plus 1 pound of black powder.

Spread: The spread weapon property is unique to firearms and is used to describe a weapon that fires a spray of pellets or shot when it is fired. These weapons do not suffer from disadvantage when fired beyond their optimal range, but deal half damage.

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Written and Edited By: John Adams

Layout By: John Adams

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