

ARCANE TRADITIONS

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

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

SCHOOL OF MECHAMANCY

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

ENGINEERING SAVANT

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

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

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

MECHANICAL SPIDERS

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

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

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

AUTOMATONS

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

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

CONSTRUCT EMPATHY

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

CLOCKWORK KNIGHT

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

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

MECHANICAL SPIDER

Small Construct, unaligned

Armor Class 10

Hit Points 1

Speed 20ft., climb 20ft.

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

Damage Immunities poison, psychic

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

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

Languages –

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

ACTIONS

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

AUTOMATON

Small Construct, unaligned

Armor Class 12

Hit Points 10

Speed 20ft.

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

Damage Immunities poison, psychic

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

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

Languages –

ACTIONS

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

CLOCKWORK KNIGHT

Medium Construct, unaligned

Armor Class 12

Hit Points 20

Speed 30ft.

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

Damage Immunities poison, psychic

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

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

Languages –

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

ACTIONS

Multiattack. The clockwork knight makes two longsword attacks.

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

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

