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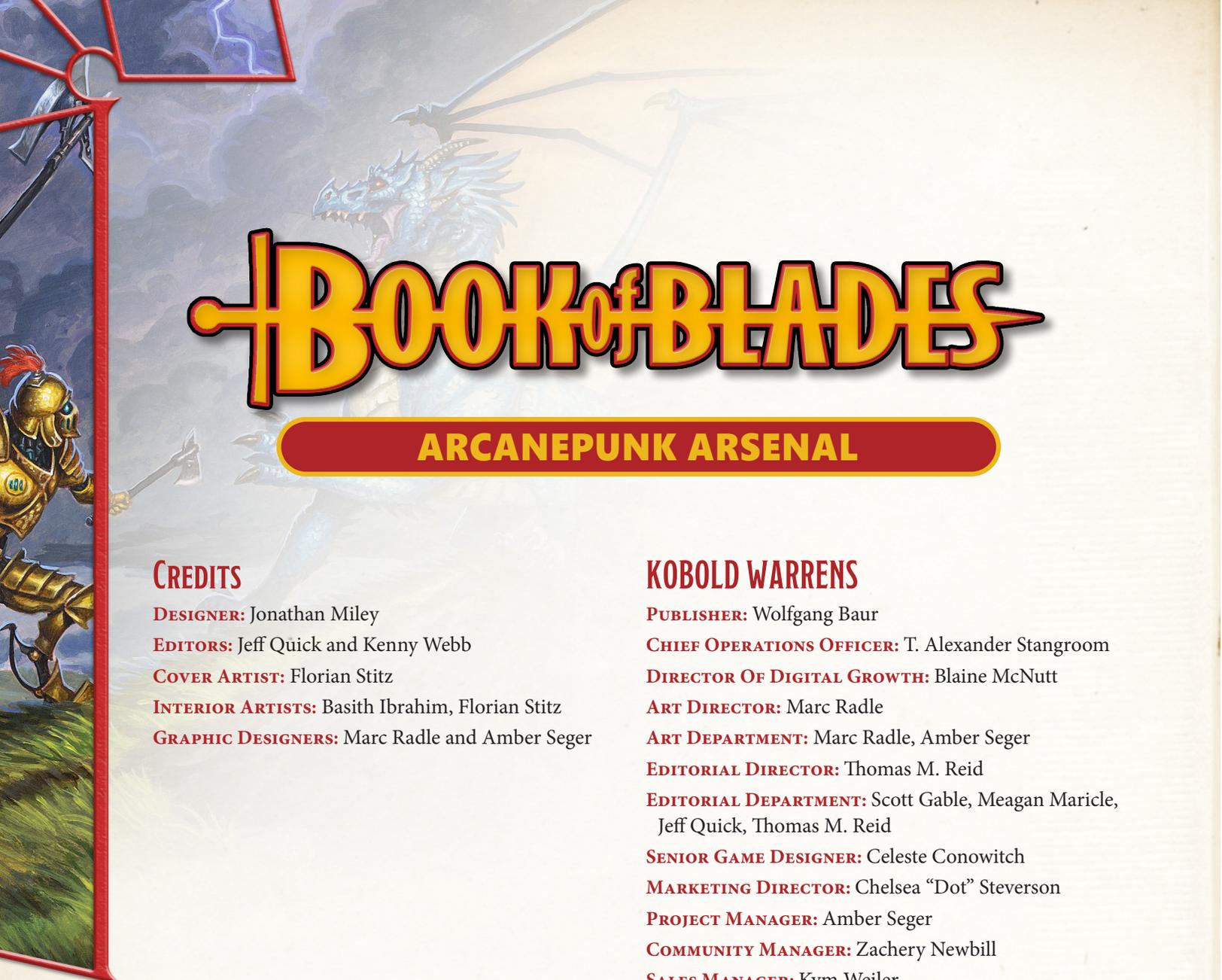
# BOOK of BLADES

ARCANEPUNK ARSENAL



Jonathan Miley

KOBOLD  
Press



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## ARCANEPUNK ARSENAL

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## INTRODUCTION

A party of adventurers stands ready as a clockwork monstrosity arises from a cloud of steam. Its bulky gauntlets come to life with hums and arcs of wicked magical energy.

These are signs of arcanepunk fantasy, a refreshing change to any traditional fantasy setting. The arcanepunk subgenre is a fantasy world where magic and science come together. Characters gain access to devices that emulate magic, typically with things like crystals and glyphs, to harness the raw magical energies. The subgenre pulls elements from steampunk and cyberpunk, which explore how morals and society change with the advancement of magical technology.

## FICTIONAL INSPIRATION

A stockpile of fictional inspiration for arcanepunk is spread across comics, video games, TV shows, and other works of fiction. Each of the following sources of inspiration has elements of arcanepunk sprinkled throughout, or the subgenre is core to its storytelling:

- **Comics.** *Battle Chasers* (Image Comics).
- **Video games.** *Final Fantasy* (Square Enix) and *World of Warcraft* (Blizzard Entertainment).
- **TV shows.** *Arcane: League of Legends* (Netflix) and *Castlevania* (Netflix).
- **Anime.** *Howl's Moving Castle* (Studio Ghibli), *The Vision of Escalowne* (Funimation), and *Outlaw Star* (Funimation).
- **Novels.** *Frankenstein* (Mary Shelley), the *Lotus War Book Series* (Jay Kristoff), and the *Discworld Series* (Terry Pratchett).



## HISTORICAL INSPIRATION

For historical inspiration, the Victorian Age (1837–1901) contains a treasure trove of information, from which various steampunk authors took their original inspirations. Real-life inventors like Nikola Tesla provide ample inspiration for arcanepunk games. On his steam-powered oscillating generator, Tesla wrote, “Steam was forced into the oscillator and rushed out through a series of ports, pushing a piston up and down that was attached to an armature. The magnetic armature vibrated up and down at high speed, producing an alternating magnetic field,” which we can transform into arcanepunk by exchanging the magnetic field for a magical one. Likewise, Leonardo da Vinci’s engineering innovations helped inspire many of the aesthetics of genres like arcanepunk and steampunk.

## WARFRAMES

Warframes are magically infused armors that a character can strap themselves into, or clockwork-powered vehicles that allow a character to wield a higher level of arcane firepower while enjoying the protection of the warframe’s armor. Warframes come in two types: armored suits and vehicles.

**Armored Suits.** Armored suits are activated by the vital life force of the wearer within them. When a user has suffered significant injuries (1/2 of their maximum hit points), the warframe armored suit powers down and ejects its wearer into an open space 5 feet away.

**Vehicles.** Warframe vehicles are clockwork devices used to transport many individuals, and they are typically used as siege weaponry. Unlike armored suits, the vehicle’s magic is powered by large gems that act as an arcane focus for their energy. These devices generally have weak points due to their larger frame, which can be exploited by clever foes.

## USING WARFRAMES

Generally, warframes are designed to be crewed by Small or Medium Humanoids. Warframe armored suits are significantly more cumbersome to get into than heavy armor, requiring 20 minutes to don. Once inside, however, the user can eject themselves from the armor as an action. Warframe vehicles require 20 minutes and a crew to prepare them for battle.

Warframes do not take actions independently of their crew. Wearers of warframe armored suits can take actions as normal, gaining access to the actions listed with the warframe. Crew members of warframe vehicles can Use an Object to operate one of the actions listed with the warframe. Most warframe vehicles also allow crew members to cast spells and make attacks from within the vehicle, though if the vehicle is submerged (as with the Devil Shark in the Sample Warframes below) such options will be greatly limited.

## BALANCING WARFRAMES

Not only do warframes bring elements of arcanepunk into your game, they also fulfill the specific power fantasy of becoming an unstoppable juggernaut. The fantasy of suiting up in an armored exoskeleton or climbing into the hatch of a magical tank is all about the feeling of invulnerability while cruising over any opposition. However, this power fantasy can easily clash with the goal of delivering tense combat. How do you challenge players once they have this kind of power? Consider the following options for dealing with the power level of warframes in your game:

- **Powerful, but expensive.** Make the warframe expensive to power, requiring either a wealth of arcane gems or unique magic items to fuel for a short time. This turns the warframe into an incredibly potent but limited resource at the PCs’ disposal, one that they will have to plan around carefully.
- **Temperamental machines.** Rather than present warframes as sleek, perfect technology, lean into the steampunk flavor and have the warframe frequently malfunctioning. Each time a creature takes an action while in a warframe armored suit or each time a creature activates an action of a warframe vehicle, roll a d20. On a result of 5 or less, the device suffers a random malfunction. See Malfunctioning Arcanepunk Devices at the end of this resource.

- **Limited time only.** As with other incredibly powerful resources like airships or legendary artifacts, it is up to you to decide if the warframe is making life too easy for the PCs and needs to be taken away. Perhaps the technique of crafting warframe power cores has been lost to time, and when the core runs out of charges, the warframe will become unusable. Or perhaps a villain steals the warframe with the plan of mass-producing their own version of it.

## BASIC STATISTICS

Warframes come in various sizes, capabilities, and levels of magical technology. The basic statistics of a warframe armored suit are Size, Crew Capacity, Enhanced Armor Class, Armored Resistances, Immunities, and Vulnerabilities, Enhanced Speed, and Enhanced Ability Scores.

**Size.** Warframe armored suits range from Medium to Large and act as a suit of powered armor the character wears. Warframe vehicles range from Large to Gargantuan and act like a mix of siege weaponry and transport.

**Crew Capacity.** The crew capacity represents the maximum number of creatures the warframe can host.

**Enhanced Armor Class.** Any user fully encased in the armor benefits from a bonus to AC.

**Armored Resistances, Immunities, and Vulnerabilities.** Warframes have resistances, immunities, and vulnerabilities applied to the device user. Warframes are typically immune to poison since the users are protected from inside the warframe.

**Enhanced Speed (Movement Types).** This covers the various speeds and travel capabilities of the warframe, along with any enhancements to the user's current speed if it's an armored suit.

**Enhanced Ability Scores.** A warframe armored suit has ability scores for Strength, Dexterity, and Constitution that the wearer uses in place of their own ability scores.

## SAMPLE WARFRAMES

Drop the following sample warframe armored suits and vehicles directly into your game, or use them as models for creating your own warframes.

### The Armored Mage

*Warframe Armored Suit, Very Rare*

Mages, metallurgists, and craftspeople combined their efforts to create this slender, graceful warframe. Though it stands 8 feet tall and weighs 500 pounds, the armored suit cuts an elegant, regal silhouette, framed by a dashing cape. Its arcane magic technology empowers any user with spell slots and innate magical abilities.

**SIZE:** Medium

**CREW CAPACITY:** 1

**ENHANCED ARMOR CLASS:** +2

**ENHANCED SPEED:** 30 ft., fly 80 ft.

**ENHANCED ABILITY SCORES:**

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	18 (+4)	—	—	—

**ARMORED RESISTANCES:** bludgeoning, piercing, slashing

**ARMORED IMMUNITIES:** poison

**Magic Resistance.** The warframe's user has advantage on saving throws against spells or other magical effects.

**Archmage Boosters.** All spells cast by the warframe's user while inside the device are further enhanced by its arcane technology. The user's spell save DC and spell attack bonus each increase by 2.

**Magical Weapons.** The warframe's weapon attacks are magical.

### ACTIONS

**Elven Blade.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.



## The Dwarven Lord

Warframe Armored Suit, Very Rare

Deep in the forges of their mountain halls, the dwarves constructed their version of the warframe armored suit. They made the warframe in their own image—bulky, hearty, and powerful. An imposing sight on the battlefield, the warframe carries a massive maul of war and features a faceplate of an impassive dwarven visage.

**SIZE:** Medium

**CREW CAPACITY:** 1

**ENHANCED ARMOR CLASS:** +2

**ENHANCED SPEED:** 35 ft., burrow 80 ft.

**ENHANCED ABILITY SCORES:**

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	18 (+4)	—	—	—

**ARMORED RESISTANCES:** acid, bludgeoning

**ARMORED IMMUNITIES:** fire, poison

**Siege Weapon.** The warframe deals double damage to objects and structures.

**Magical Weapons.** The warframe's weapon attacks are magical.

### ACTIONS

**Dwarven Maul.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

**Flame Breath.** The warframe opens its faceplate to spew flames in a 30-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save or half as much damage on a success. This ability can only be used twice before it must be recharged by the crew during a long rest.

## Siege War Wagon

Warframe Vehicle, Uncommon

Bandits and warlords use this warframe vehicle for sieges and raids. The vehicle's creation starts with a simple, large wagon, but the heavy modification adds armor plating, weaponry, and a powerful, spinning saw blade. Traditionally, horses would be needed to transport such a war weapon, but these wagons are outfitted with arcane gems on their wheels, which propel them forward.

**SIZE:** Large

**CREW CAPACITY:** 2

**ENHANCED ARMOR CLASS:** +3

**ENHANCED SPEED:** 40 ft.

**ARMORED RESISTANCES:** bludgeoning, piercing, and slashing from nonmagical attacks

**ARMORED IMMUNITIES:** poison

**Juggernaut.** If the warframe moves at least 30 feet straight toward a target and hits with a Saw Blade on the same turn, the target takes an extra 10 (3d6) bludgeoning damage.

**Siege Weapon.** The warframe deals double damage to objects and structures.

**Gem Powered.** Four gems power the magic of the warframe vehicle. Each of the four wagon wheels has a ruby embedded in it. This arcane focus propels the wagon forward. When a gem suffers at least 30 damage, it cracks. Subtract 10 feet from the vehicle's speed for each cracked gem.

### ACTIONS

**Saw Blade.** A crew member can control the buzzing blade by directing it toward any creature within 5 feet of the Siege War Wagon. The crew member must make a melee attack roll, and if they successfully hit, the blade deals 9 (2d10) slashing damage.

**Mounted Heavy Crossbow.** A crew member can use the crossbow to attempt a ranged attack with a range of 120/480 feet. If successful, the target takes 7 (2d6) piercing damage and 3 (1d6) fire damage. Whirring gears immediately load a new bolt after the crossbow is fired.

## The Devil Shark

*Warframe Vehicle, Very Rare*

A team of sea explorers and necromantic researchers created this warframe from the skeletal remains of a great devil shark. A combination of twisted science and hellish rituals have restored a semblance of life to the creature. The warframe can carry a large crew, dive deep into dark waters, and harness the powers of the reanimated creature. Four large blue gems provide the power for the warframe's swimming speed and Freezing Breath Blast weapon.

**SIZE:** Gargantuan

**CREW CAPACITY:** 5

**ENHANCED ARMOR CLASS:** +3

**ENHANCED SPEED:** 0 ft., swim 60 ft.

**ARMORED RESISTANCES:** fire

**ARMORED IMMUNITIES:** cold, poison

**Magic Resistance.** The warframe vehicle's users have advantage on saving throws against spells or other magical effects while within the vehicle.

**Underwater Life.** The arcane magic that powers the warframe provides breathable air.

**Gem Powered.** Four gems power the magic of the warframe vehicle. There is one large blue gem on the base of the vehicle's shark head, which powers the Freezing Breath Blast. The other three gems are on the bottom of the vehicle and provide propulsion. When a gem suffers at least 30 damage, it cracks. When the gem powering the Freezing Breath Blast weapon cracks, the vehicle loses that attack action. When a gem providing propulsion cracks, the vehicle's swim speed is reduced by 20 feet.

### ACTIONS

**Death Jaws.** A crew member can activate this weapon by making a melee attack, targeting one creature within 10 feet of the warframe vehicle. If successful, the target takes 14 (4d6) piercing damage and is grappled.

**Death Frenzy.** The warframe makes three Death Jaws attacks, dealing necrotic damage instead of piercing. This ability can be used twice before it must be recharged by the crew during a long rest.

**Freezing Breath Blast.** A crew member can activate this weapon by making a ranged attack with a range of 60 feet, targeting one creature. If successful, the target takes 13 (3d8) cold damage, and if the target has a swim speed, it's halved until the start of its next turn.

## The Dragon's Broadside

*Warframe Vehicle, Very Rare*

A four-story siege engine topped with a mechanical dragon's head, this warframe breaches castle walls while raining lightning and fire on the fortress's hapless defenders. Arcane gems enhance the vehicle's clockwork technology, powering the warframe's draconic lightning. Reinforced wooden walls protect each of the vehicle's levels.

**SIZE:** Huge

**CREW CAPACITY:** 5

**ENHANCED ARMOR CLASS:** +3

**ENHANCED SPEED:** 40 ft.

**ARMORED RESISTANCES:** bludgeoning, piercing, and slashing from nonmagical attacks

**ARMORED IMMUNITIES:** lightning, thunder, poison

**Magic Resistance.** The warframe vehicle's users have advantage on saving throws against spells or other magical effects while within the vehicle.

**Boarding Planks.** The forward walls of the top two levels of the warframe vehicle can be lowered from the inside by gear cranks as a bonus action. Once the walls have been lowered, they can be used to board an adjacent enemy structure.

**Gem Powered.** Six gems power the magic of the warframe vehicle. At the base of the vehicle, each of the four large, armored wheels has a single gem that powers its movement. The other two gems are embedded in the eyes of the dragon's head. When a gem suffers at least 30 damage, it cracks. When a gem powering a wheel cracks, the vehicle's speed is reduced by 10 feet. If both gems on the dragon's head crack, the vehicle loses its Draconic Lightning attack action.

### ACTIONS

**Draconic Lightning.** A crew member can activate the Draconic Lightning attack by using levers on the top level of the vehicle to point the dragon's head, firing lightning in a 100-foot line that is 10 feet wide. Any creature in the line must make a DC 15 Dexterity saving throw or take 28 (8d6) lightning damage on a failed save or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

**Oil Pot Launcher.** A crew member can use the Oil Pot Launcher on the second floor of the vehicle, launching a clay pot of flammable oil at a target. The crew member makes a ranged attack roll at a creature or a target area, ranged 120/480 feet. If successful, the clay pot collides with the target, shatters, and coats a 20-foot radius area in oil.



**Flame Ballista.** A crew member can use the Flame Ballista on the third floor of the vehicle. The crew member makes a ranged attack roll, ranged 120/480 feet, at a single target. If successful, the target takes 11 (2d10) piercing damage and 3 (1d6) fire damage.

## ARCANEPUNK MAGIC ITEMS

The magic items detailed below carry forward the core idea of arcanepunk: the fusion of magic and technology. Harnessing the power of arcane gemstones, PCs can overload these items to create explosive results.

### GEM POWER SOURCES

Wielders of magic in heroic fantasy are no strangers to arcane focuses and reagents to power their abilities. Arcanepunk items blend magic and technology, requiring a power source to channel the magical energy flowing through the device. Various types of arcanepunk items allow for different power sources, but those listed below use different gems to control the flow of magic.

### CHARGES, OVERCHARGING, AND REPAIRING

The magic items below have charges like wands, which are used to fuel their magical properties. The charges represent magical energies channeled through the gems embedded in the item. Each item has an overcharge ability that allows the user to push the item further, but at the risk of potentially shattering its gem, rendering it temporarily useless. If the overcharge results in the item's gem shattering, it loses its magical abilities until the gem is replaced and the listed repair ritual has been completed. The item can be repaired using Artisan's Tools (SRD) during a long rest. The cost of repairing the item is that of a sizeable gem worth 100 gp.

### MAGUS RUNE ARMOR

*Armor (Scale Mail), Rare*

*An opalite gem adorns the center of the chest of this red scale armor, trimmed in gold.*

This armor has 7 charges. When you cast a spell while wearing the armor, you can expend a charge to activate protective runes as a bonus action. You gain a bonus to AC equal to the level of the cast spell, which lasts until the start of your next turn. Used charges refresh daily at dawn.



**Overcharge.** When you expend the armor's last charge, you can overcharge the item. The bonus to AC is doubled. Roll a d20. The armor's gem shatters on a 1 or 2, and its magical abilities are inert until repaired.

**Repairing.** The gem must be replaced with an opalite gem, which you must imbue with magic using an available spell slot.

### ALCHEMICAL GAUNTLET

*Wondrous Item, Uncommon (Requires Attunement)*

*This gauntlet has five gems on the inside of its palm in a circle, which are the color of fire (orange), acid (green), lighting (bright white), thunder (violet), and cold (blue).*

The gauntlet has 5 charges, one for each of its gems. After a successful attack, you can expend a charge to cover the target in an alchemical plasm. The next time the target takes damage, they take an additional 2d6 damage of the type corresponding to the expended gem. The gauntlet regains 1d4 used charges daily at dawn.



**Overcharge.** When you expend the gauntlet's last charge, you can overcharge the item. The target becomes vulnerable to the damage type corresponding to the expended gem until the end of your next turn. Roll a d20. The gauntlet's gems shatter on a 1 or 2, and its magical abilities are inert until repaired.

**Repairing.** The gems must be replaced with similarly colored gems. As part of repairing the item, each gem must be touched with the corresponding element, such as fire from a burning ember or cold from a block of ice.

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### RUSTED TIME BLADE

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*Weapon (Any Sword), Rare (Requires Attunement)*

*This curved blade has a garnet gem below the guard.*

The blade has 5 charges. After a successful melee attack roll with the blade, the user can expend a charge to corrode the target's nonmagical armor or weapon. If the object is metal armor or a metal shield, it takes a permanent and cumulative -1 penalty to the AC it provides. If the AC bonus drops to +0, the item is destroyed. If the object is a weapon, it takes a -1 penalty to damage rolls. The blade regains 1d4 used charges daily at dawn.

**Overcharge.** When you expend the blade's last charge, you can overcharge the item. The penalty to the target's armor or weapon is doubled. Roll a d20. The blade's gem shatters on a 1 or 2, and its magical abilities are inert until repaired.

**Repairing.** The gem must be replaced with a similarly colored gem, and a nonmagical, rusted metal item must be broken the next morning after the gem is repaired to complete the ritual.



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### ABERRANT EYE CANNON

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*Wondrous Item, Very Rare (Requires Attunement)*

*This slimy, wiggling tentacle has a petrified eye of an Aberration on one end, and fragments of purple, glowing gemstones are embedded in it.*

Once attuned, the tentacle slithers itself onto your shoulder or arm, then can be pointed as an action at a creature of your choice within 50 feet. The eye cannon has 7 charges for the following properties:

- **Charm (1 Charge).** The targeted creature must succeed on a DC 15 Wisdom saving throw or be charmed by you for 1 hour or until you or one of your allies harm the creature.
- **Blast (2 Charges).** The targeted creature must succeed on a DC 15 Dexterity saving throw or take 14 (4d6) force damage. If this damage reduces the creature to 0 hit points, it is reduced to a pile of fine gray dust.
- **Paralyze (1 Charge).** The targeted creature must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The eye cannon regains 1d6 + 1 expended charges daily at dawn.



**Overcharge.** When you expend the eye cannon's last charge, you can overcharge the item, which has different effects depending on the chosen property. Charm and Paralyzing double the duration. Blast doubles the damage dealt. Roll a d20. The eye cannon's petrified Aberration eye shatters on a 1 or 2, and its magical abilities are inert until repaired.

**Repairing.** The eye cannon can only be repaired by finding another Aberration eye, which must then be petrified before being fitted into the eye cannon.



### SHADOW ESSENCE AMULET

*Wondrous Item, Uncommon*

*This brass amulet has an emerald embedded in its center. While wearing this amulet, you can sometimes hear the whispering voices of the recently deceased in the area.*

The amulet has 7 charges for the following properties:

- **Incorporeal Movement (1 Charge).** As a bonus action, you gain the ability to move through other creatures and objects like rough terrain. You take 5 (1d10) force damage if you end your movement inside an object and are pushed into an open adjacent square.
- **Shadow Cloaking (2 Charges).** Ghostly shadows allow you to take the Hide action as a bonus action until the start of your next turn.

The amulet regains 1d6 + 1 expended charges daily at dawn.

**Overcharge.** When you expend the amulet's last charge, you can overcharge the item, which has different effects depending on the chosen property. Incorporeal Movement allows you to move through

other creatures and objects like normal terrain. Shadow Cloaking turns you invisible until the start of your next turn. Roll a d20. The amulet's gem shatters on a 1 or 2, and its magical abilities are inert until repaired.

**Repairing.** The gem must be replaced with a similarly colored gem and repaired at night in a graveyard or an area of the recently deceased. Be warned, the spirits of the dead may try to stop the repair ritual.

### ARCANE ELECTROMAGNETIC ROD

*Wondrous Item, Rare (Requires Attunement)*

*This rod resembles a jagged lightning bolt. Sparks pop from a sapphire fixed to the top of the rod.*

The rod has 7 charges. Once placed into the ground using an action, you can spend 1 charge as a bonus action to activate the rod to emit a 30-foot radius electromagnetic pulse. All creatures within range suffer from disadvantage on spell concentration checks. Any creature beginning its turn within the radius must make a successful DC 15 Strength (Athletics) check or be pulled 10 feet closer to the rod. The pulse does not affect you. The rod regains 1d6 + 1 expended charges daily at dawn.



**Overcharge.** When you expend the rod's last charge, you can overcharge the item. Creatures that fail their Strength (Athletics) check also take 11 (2d10) lightning damage. Roll a d20. The rod's gem shatters on a 1 or 2, and its magical abilities are inert until repaired.

**Repairing.** The gem must be replaced with a similarly colored gem. The rod must then be struck by lightning, natural or magical, to reactivate.

## CLOCKWORK CHARACTER OPTIONS

The list below provides clockwork augmentations for gearforged characters that can replace limbs with weapons or utility gadgets. You're sure to find something here that cranks the gears of your clockwork mind.

### CLOCKWORK AUGMENTATIONS

A clockwork augmentation replaces the existing part of the gearforged equipping it. To replace the current part, the gearforged needs to spend a short rest making the alterations (along with needing a Tool Kit or Work Bench). All gearforged have five available body slots (head, left and right arms, torso, and legs) for clockwork augmentations. Just like regular armor and weapons, clockwork augmentations can be enchanted as magic items. See the Clockwork Augmentations table below.

#### CLOCKWORK AUGMENTATIONS

Augmentation	Body Slot	Cost
Sage Sight	Head	200 gp
Hunter's Lock	Head	2,000 gp
Horned Helm	Head	475 gp
Hidden Compartment	Arm	100 gp
Fist of Wrath	Arm	1,500 gp
Shadow's Touch	Arm	800 gp
Wings of Flight	Torso	5,000 gp
Propeller Jet Diver	Torso	2,000 gp
Vampiric Spikes	Torso	3,000 gp
Leaper Legs	Legs	1,000 gp
Fall Bracer Legs	Legs	500 gp
Arachnid Legs	Legs	3,000 gp

**Sage Sight.** These replacement eyes allow you to read three languages of your choice. Once implanted, you can read the languages, but you can't speak them and you can't understand the spoken languages. The languages can be altered with one week of adjustments using Smith's Tools.

**Hunter's Lock.** You can lock on with your sight for short periods, allowing for greater precision. This augmentation has 2 charges. As a part of an attack action, you can expend a charge to gain advantage on the attack. Additionally, you can expend a charge to gain advantage on a single Wisdom (Perception) ability check. Used charges refresh after a long rest.

**Horned Helm.** Modeled after a minotaur, the horns of this augmentation allow you to perform a gore charge action. After moving at least half your speed in a straight line toward a target, you can make a melee attack with advantage. If successful, the target takes 7 (2d6) piercing damage and is knocked prone.

**Hidden Compartment.** The storage compartment concealed in this augmentation can hide two objects of Tiny size or smaller. You can access the compartment with a Use an Object action. Anyone trying to discover the hidden compartment can do so with a successful DC 15 Wisdom (Perception) check.

**Fist of Wrath.** The Fist of Wrath is an oversized, three-clawed arm. Unarmed strikes with this augmentation use a d4 for damage. If you already have improved unarmed damage, your damage goes up one die step (for example, d6 if they already use d4 for unarmed strikes). When successfully struck by a melee attack but before damage is rolled, you can use your reaction to make an opposed melee attack roll. If your attack roll meets or exceeds the attacker's, the attacker's weapon is caught by the Fist of Wrath. The damage is prevented and the attacker becomes grappled until the start of their next turn.

**Shadow's Touch.** You can activate one of the following utilities as a bonus action. Except for Snatch & Grab, while one of the utilities is activated, the hand cannot hold items.

- **Thieves' Tools.** The fingers of the augmentation unfurl into a variety of delicate instruments. The hand now functions as Thieves' Tools.
- **Assassin Dagger.** A poisoned dagger appears from the palm, which can be used as a regular dagger, but also does an additional 1d4 poison damage on a successful attack.
- **Snatch & Grab.** The hand of the augmentation is connected to a retractable cable in the arm, which has a reach of 60 feet. While the hand is extended, you can still manipulate the hand's digits. As a bonus action, the Snatch & Grab shoots forward up to its maximum range and returns, carrying any single unattended object under 50 lbs.

**Wings of Flight.** As an action, you can spread the wings (which appear either angelic or batlike), gaining a fly speed equal to your movement speed until the



end of your next turn. While active, the wings can be used as an action to make a melee attack. On a hit, they do 1d6 slashing damage. These wings are considered monk weapons for unarmed monk strikes.

**Propeller Jet Diver.** You gain a swim speed of 40 feet. You can use the Dash action as a bonus action while underwater. While using the Dash action underwater, if you break the surface of the water, you may use any remaining movement to propel yourself up and out of the water.

**Vampiric Spikes.** As a bonus action, small, sharpened metal spikes burst out of the small holes that cover the front and back of the torso of this augmentation. While the spikes are activated, creatures you grapple take 1d4 piercing damage and you gain temporary HP equal to the amount of damage done by the spikes.

**Leaper Legs.** You have advantage on all Strength (Athletics) checks made for running or jumping. While adjacent to a wall, you can use your bonus action to jump up to 15 feet from the wall and sail

over enemies that are size Large or smaller without provoking attacks of opportunity.

**Fall Bracer Legs.** You can fall up to 60 feet without injury if you land on your feet. You have advantage on Dexterity (Acrobatics) ability checks made to land on your feet. If falling further than 60 feet, the first 60 feet of the fall is ignored when calculating damage.

**Arachnid Legs.** You have a move speed of 40 feet and a climb speed of 20 feet, but only during movement. If you stop moving while climbing a vertical surface, you lose your grip and begin to fall.

## MALFUNCTIONING ARCANEPUNK DEVICES

Arcanepunk items can fail spectacularly. The combination of unstable magical energies and experimental technology (often hastily repaired) creates the perfect formula for explosive results. When such devices fail, consider rolling on the Arcanepunk Malfunctions table.

### ARCANEPUNK MALFUNCTIONS

#### d20 Malfunction

- |    |  |
|----|--|
| 1  | The device overheats. It ceases to function for 1 round.   |
| 2  | A piece of cloth gets caught in spinning gears. Any damage dealt by the device is halved.  |
| 3  | An alarm siren wails, making spoken communication impossible until the machine is cooled down.   |
| 4  | Slow-spinning propellers snap off and fling outwards, dealing 1d4 bludgeoning damage to anyone within 10 feet.   |
| 5  | A cable line snaps from pressure and whips around; anyone within 10 feet must succeed on a DC 12 Dexterity saving throw or be knocked prone.   |
| 6  | Steam bursts from a side compartment, filling a 30-foot radius with thick smoke. The area is heavily obscured.   |
| 7  | Metal bolts holding whirling sawblades in place snap. The spinning blades shoot forward. Anyone caught in a 20-foot line in front of the blade takes 2d6 slashing damage.                |
| 8  | A popping sound is followed by a leak of oil. Treat a 10-foot square as though it is under the effects of the grease spell until cleaned.  |
| 9  | Steam hisses from a vent, whistling at an ear-piercing pitch, causing disadvantage on all spell concentration checks.  |
| 10 | Sparks fly, igniting anything flammable nearby. The hair of any creature within 10 feet stands on end.   |
| 11 | Rusty gears grind to a halt. If the device has a movement speed, it is 0 until repaired.   |
| 12 | The liquid inside the device springs a leak and soaks everything around.   |
| 13 | The device explodes in a fireball. Any creature within 30 feet must succeed on a DC 15 Dexterity saving throw, taking (21) 5d6 fire damage, or half of that damage on a successful save. |
| 14 | The targeting sensor goes haywire. The closest creature within range is attacked by the device's most damaging weapon or trait.  |
| 15 | The device pushes extra power forward, uncontrollably doubling all movement speed and damage for one round before seizing up and becoming nonfunctional.                                 |
| 16 | An energy pulse erupts, dealing 10 (3d6) force damage to all targets within 20 feet.   |
| 17 | Viewing lenses are broken on the device. Checks made using the device's viewing lenses have disadvantage.  |
| 18 | Gears and belts come tumbling out of the device and it shuts down. It requires repairs before it can operate again.  |
| 19 | A leaky feeding hose means the device requires double the normal fuel to produce the intended effect.  |
| 20 | The device overheats to the point that one side of it melts away, exposing the insides.  |

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