

# CODEx AUTOMATICA

SEVEN MECHANICAL SUBCLASSES FOR 5E

SEVEN CLOCKWORK-INFUSED SUBCLASSES  
BY ONIXSHU



# CONTENTS

<b>Welcome to Codex Automatica</b>	3	<b>Circle of Mechanical Integration</b>	14
<b>Way of the Iron Soul</b>	4	<b>DRUID SUBCLASS</b>	14
<b>MONK SUBCLASS</b>	4	<b>CIRCLE OF MECHANICAL INTEGRATION FEATURES</b>	14
<b>Way of the Iron Soul Features</b>	4	<b>PLAYING A CIRCLE OF MECHANICAL INTEGRATION DRUID</b>	15
<b>Playing an Iron Soul Monk</b>	5	<b>Mechanized Ascension Specialist</b>	16
<b>Path of the Augmented</b>	6	<b>ARTIFICER SUBCLASS</b>	16
<b>BARBARIAN SUBCLASS</b>	6	<b>MECHANIZED ASCENSION FEATURES</b>	16
<b>Path of the Augmented Features</b>	6	<b>PLAYING A MECHANIZED ASCENSION ARTIFICER</b>	17
<b>Playing an Augmented Barbarian</b>	7	<b>Integration Guide: Mechanical Subclasses in Your Campaign</b>	18
<b>Oath of the Machine Ascendant</b>	8	<b>TECHNOLOGICAL LEVELS AND SETTING COMPATIBILITY</b>	18
<b>PALADIN SUBCLASS</b>	8	<b>ORGANIZATIONS AND FACTIONS</b>	18
<b>Oath of the Machine Ascendant Features</b>	8	<b>ROLEPLAYING AND NARRATIVE CONSIDERATIONS</b>	18
<b>Playing a Machine Ascendant</b>	9	<b>CHARACTER DEVELOPMENT</b>	18
<b>Technomancy Tradition</b>	10	<b>CAMPAIGN THEMES AND STORYLINES</b>	18
<b>WIZARD SUBCLASS</b>	10	<b>MECHANICAL CONSIDERATIONS AND BALANCE</b>	19
<b>Technomancy Tradition Features</b>	10	<b>CORE MECHANICAL THEMES</b>	19
<b>Playing a Technomancer</b>	11	<b>BALANCE CONSIDERATIONS</b>	19
<b>Pact of the Eternal Engine</b>	12	<b>FINAL GUIDANCE AND ADAPTATIONS</b>	19
<b>WARLOCK SUBCLASS</b>	12	<b>ADAPTING TO YOUR CAMPAIGN'S TONE</b>	19
<b>Pact of the Eternal Engine Features</b>	12	<b>OPTIONAL RULE: COMPONENT DAMAGE</b>	19
<b>Playing an Eternal Engine Warlock</b>	13	<b>CONCLUDING THOUGHTS</b>	19

# Welcome to Codex Automatica

**“WHERE FLESH ENDS AND MACHINERY BEGINS IS MERELY A QUESTION OF PERSPECTIVE. THE TRUE VISIONARY SEES NO BOUNDARY AT ALL.”**

The Codex Automatica: Seven Mechanical Subclasses provides player options for those who wish to explore the fascinating world of mechanical enhancement and technological magic. These subclasses blend arcane power with engineering innovation, allowing characters to embark on unique paths of self-improvement through technological means.

## TRANSCENDING BOUNDARIES

*Mechanical Enhancement:* Each subclass offers a different approach to the intersection of technology and traditional abilities, from the barbarian whose rage is channeled through steam-powered augmentations to the druid who sees harmony between natural forms and mechanical innovation.

*Personal Evolution:* These paths view technological integration not as a corruption of natural form but as the next evolutionary step—whether guided by divine purpose, scholarly research, or personal ambition.

*Diverse Applications:* The principles of mechanical enhancement can appear in many settings and cultures. In some worlds, these might be cutting-edge innovations; in others, they might draw on ancient technologies of forgotten civilizations. Organizations like the infamous Ironveil Order might standardize these techniques in some settings, while in others they might represent individual paths of experimentation.

## FOR PLAYERS

These subclasses offer opportunities to create characters with unique relationships to technological enhancement. Perhaps your Augmented Barbarian received unwanted modifications from experimental procedures, or your Technomancer studies the mathematical principles that unite magic and machinery. The philosophical questions of where personhood ends and machinery begins provide rich roleplaying opportunities—does your character embrace their transformation or struggle with their evolving identity?

## FOR DUNGEON MASTERS

Introducing these subclasses allows you to explore the role of technological enhancement in your world. Consider how established power structures react to mechanically enhanced individuals—are they celebrated as innovators, treated with suspicion, or exploited for military applications? These characters create natural plot hooks related to maintenance requirements, upgrade opportunities, or access to rare components and knowledge.

## Subclasses included

---

### PATH OF THE AUGMENTED

Barbarians who channel their rage through steam-powered enhancements, achieving feats of strength beyond mortal limitation.

### OATH OF THE MACHINE ASCENDANT

Paladins who view mechanical perfection as divine mandate, infusing their modifications with sacred purpose.

### WAY OF THE IRON SOUL

Monks who integrate mechanical components with their ki, achieving perfect harmony between discipline and enhancement.

### CIRCLE OF MECHANICAL INTEGRATION

Druids who discover the harmony between natural forms and mechanical innovation through hybrid wild shapes.

### TECHNOMANCY TRADITION

Wizards who recognize the mathematical principles connecting arcane formulas and mechanical engineering.

### MECHANIZED ASCENSION SPECIALIST

Artificers who view their own bodies as the ultimate canvas for their technological expertise and innovation.

### PACT OF THE ETERNAL ENGINE

Warlocks who forge bonds with ancient mechanical entities, gaining enhancements that bridge worlds.

## A Note of Consideration

---

These subclasses intentionally explore themes of body modification, the ethics of enhancement, and the philosophical questions about personhood and identity. Some players may find this content resonates with real-world discussions of disability, augmentation, and autonomy. As always, ensure all participants are comfortable with these themes before introducing them to your campaign.

# Way of the Iron Soul

## Monk Subclass

MY BODY IS THE BLUEPRINT, MY KI THE POWER SOURCE, and my discipline the mechanism that unites them into perfect function.

Monks who follow the Way of the Iron Soul believe in strengthening their bodies through a perfect union of spiritual discipline and technological enhancement. Unlike crude augmentations that simply replace flesh with metal, these monks achieve harmony through careful meditation and self-modification, integrating clockwork components that channel ki in extraordinary ways.

The Iron Soul philosophy teaches that the body is merely a vessel that can be improved through careful refinement. These monks achieve a state of perfect balance between organic function and mechanical precision, with each enhancement emerging naturally from intensive meditation and disciplined self-improvement rather than external modification.

## Way of the Iron Soul Features

Monk Level	Feature
3rd	Mechanized Strike, Reinforced Body
6th	Pneumatic Movement
11th	Calibrated Defense
17th	Perfect Synchronization

### Mechanized Strike

#### 3rd-level Way of the Iron Soul feature

You have integrated mechanical components into your striking limbs. Your unarmed strikes can deal bludgeoning, piercing, or slashing damage (your choice each time you strike) as pistons, blades, or reinforced surfaces emerge momentarily from your fists, elbows, knees, and feet during attacks.

Additionally, when you hit a creature with an unarmed strike, you can spend 1 ki point to deal additional damage equal to your Martial Arts die and force the target to make a Strength saving throw against your ki save DC. On a failed save, the target is pushed up to one-half your speed away from you.

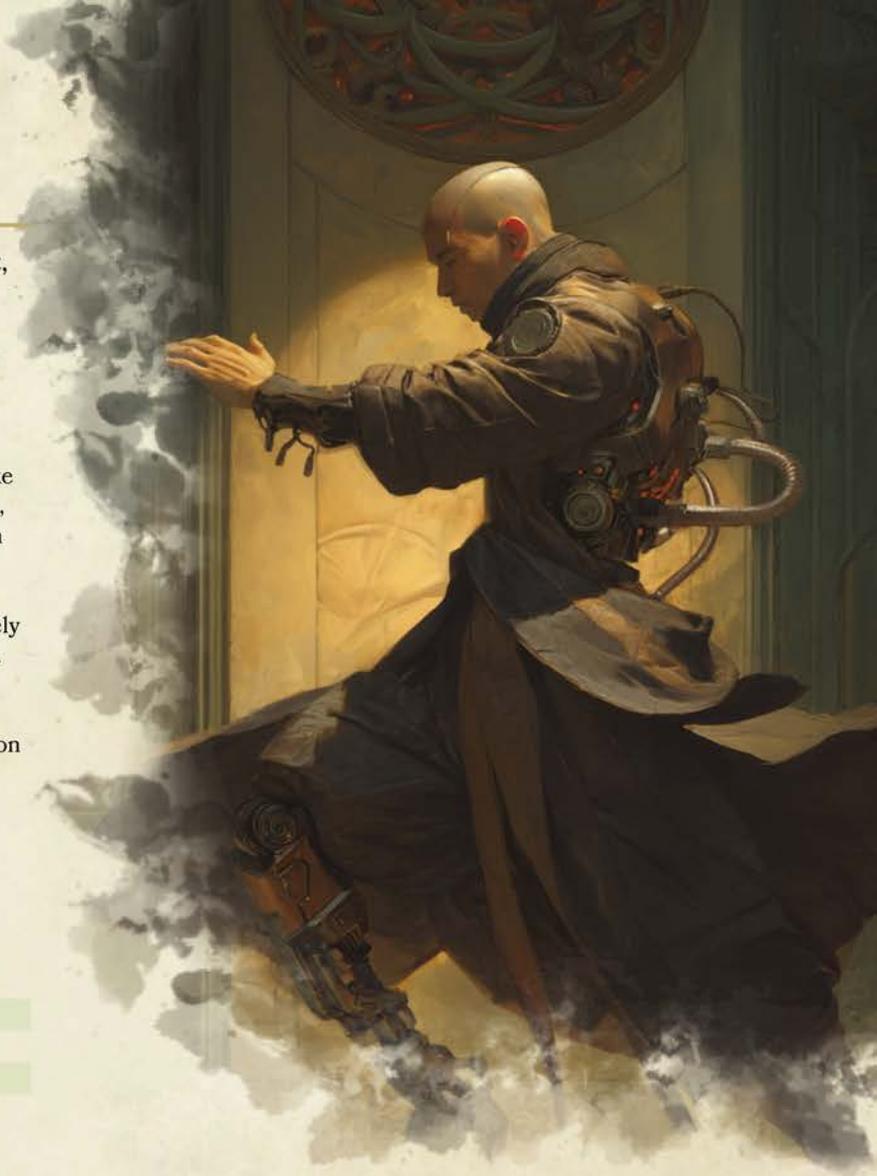
### Reinforced Body

#### 3rd-level Way of the Iron Soul feature

Your body incorporates metal reinforcements and mechanical enhancements that make you incredibly durable. You gain the following benefits:

- You gain a +1 bonus to Armor Class while you are not wearing armor or wielding a shield.
- You have resistance to poison damage and advantage on saving throws against being poisoned.
- Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

While these enhancements are normally visible only as subtle metal seams or joints beneath your skin, they become prominently visible when you channel your ki, with mechanical components briefly emerging from your body during exertion.



## Pneumatic Movement

### 6th-level Way of the Iron Soul feature

You have integrated pneumatic systems into your legs and spine that can propel you with extraordinary force. You gain the following benefits:

- Your walking speed increases by 10 feet.
- When you use Step of the Wind, your jump distance is tripled instead of doubled for that turn.
- As a bonus action, you can spend 2 ki points to activate your pneumatic systems, giving you a flying speed equal to your walking speed until the end of your turn. While flying this way, you must end your movement on a solid surface or fall.

When you use these movement abilities, visible pistons and vents briefly emerge from your body, releasing small bursts of steam or arcane energy that propel you forward.

## Calibrated Defense

### 11th-level Way of the Iron Soul feature

Your mechanical enhancements include defensive systems that can react instantly to threats. When you are hit by an attack, you can use your reaction to activate these systems, reducing the damage you take by an amount equal to your Martial Arts die + your Wisdom modifier.

Additionally, as a reaction when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can spend 2 ki points to take no damage if you succeed on the saving throw, and only half damage if you fail.

When you use either of these abilities, plates of metal briefly slide into place over vulnerable areas of your body, accompanied by the sound of gears clicking into position.

## Perfect Synchronization

### 17th-level Way of the Iron Soul feature

You achieve perfect harmony between your ki and your mechanical enhancements. As a bonus action, you can spend 4 ki points to enter a state of perfect synchronization for 1 minute.

While in this state:

- Your Armor Class increases by 2.
- You can add your Wisdom modifier to the damage of your unarmed strikes and monk weapon attacks.
- At the start of each of your turns, you regain hit points equal to your Wisdom modifier (minimum of 1).
- You can use Flurry of Blows without spending a ki point.
- Your mechanical components become fully visible, with glowing energy lines connecting them as your entire body hums with perfectly calibrated power.

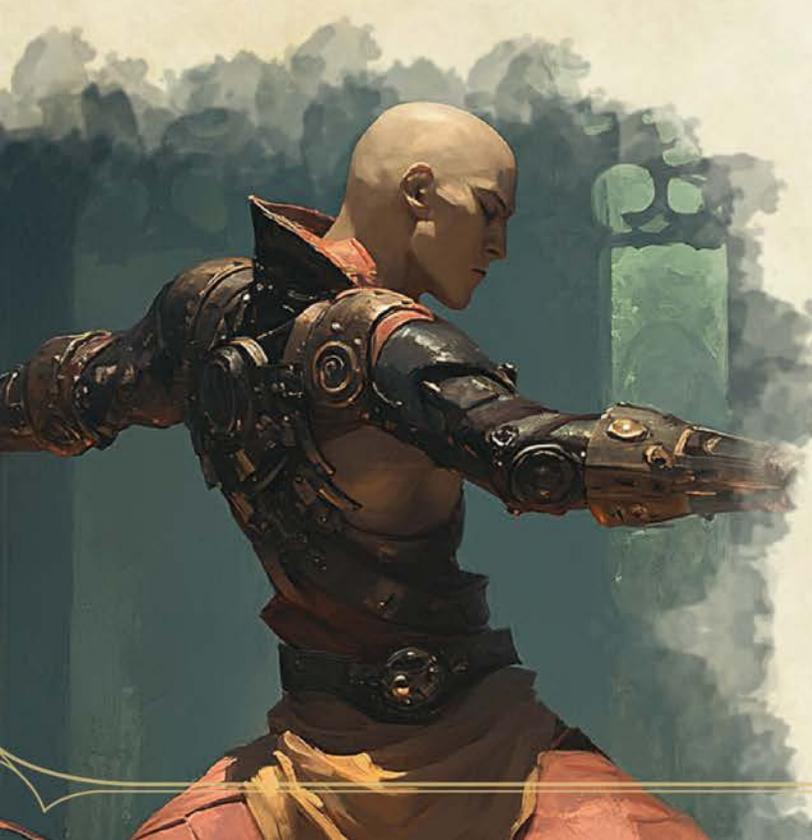
Once you use this feature, you can't use it again until you finish a long rest.

## Playing an Iron Soul Monk

**Combat Role:** Your abilities make you an exceptionally mobile striker with enhanced defensive capabilities. Your Mechanized Strike allows you to control the battlefield by repositioning enemies, while Pneumatic Movement grants extraordinary mobility for reaching key targets. At higher levels, your defensive reactions and Perfect Synchronization state make you surprisingly durable for a monk.

**Meditation and Maintenance:** Your mechanical components require both physical maintenance and spiritual alignment. Consider incorporating technical adjustments into your daily meditation routine—perhaps you enter a trance state where you intuitively recalibrate your enhancements or perform precise adjustments to maintain optimal function.

**Roleplaying Tips:** Your character walks the line between technological enhancement and spiritual discipline. Unlike crude Ironveil augmentations, your modifications emerge organically through meditation and internal channeling of ki energy. Consider how this philosophical difference affects your view of the Order—perhaps you see them as practitioners of a corrupted or imbalanced version of your own path. Your subtle mechanical enhancements might be completely hidden when at rest, becoming visible only during combat or when you channel your ki, creating moments of surprise when others realize your true nature.



# Path of the Augmented

## Barbarian Subclass

I FEEL THE PRESSURE BUILDING IN MY VEINS, PISTONS primed, valves ready. When I release it, nothing can stand in my way.

Barbarians who follow the Path of the Augmented blend primal rage with technological enhancement, replacing traditional fury with mechanically amplified strength. These warriors have integrated steam-powered mechanisms, hydraulic muscles, and reinforced frames into their bodies, allowing them to push beyond normal physical limitations.

Some Augmented seek these modifications willingly to overcome natural weaknesses, while others receive them through experimental procedures they didn't consent to. Regardless of origin, these warriors must learn to balance the immense power of their mechanical components with the strain they place on their remaining organic systems.

## Path of the Augmented Features

Barbarian Level	Feature
3rd	Mechanized Enhancement, Overclock
6th	Hydraulic Assault
10th	Reinforced Frame
14th	Pressure Release

### Mechanized Enhancement

*3rd-level Path of the Augmented feature*

Your body has been partially replaced with mechanical components. You gain the following benefits:

- You have advantage on saving throws against disease and poison.
- You no longer need to sleep, but you do need 4 hours of inactivity during which you remain conscious to gain the benefits of a long rest.
- You can use tools that you're proficient with as if they were integrated into your body, allowing you to use them even when your hands are full.

### Overclock

*3rd-level Path of the Augmented feature*

You can activate your mechanical enhancements to enter an overclocked state. This replaces your Rage feature.

As a bonus action, you can enter an Overclock state for 1 minute. While overclocked, you gain the following benefits:

- You have advantage on Strength checks and Strength saving throws.
- When you make a Strength-based melee weapon attack, you gain a bonus to the damage roll equal to your Constitution modifier.
- You have resistance to bludgeoning, piercing, and slashing damage.
- Your movement speed increases by 10 feet.
- Small gears and pistons visibly move beneath your skin, and your eyes glow with a faint mechanical light.

If you are able to cast spells, you can't cast them or concentrate on them while overclocked.

Your Overclock ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.



## Hydraulic Assault

### 6th-level Path of the Augmented feature

Your mechanical augmentations include hydraulic systems that enhance your striking power. While you are overclocked, you can use a bonus action to make an additional melee weapon attack.

Additionally, when you score a critical hit with a melee weapon attack while overclocked, the target must succeed on a Strength saving throw (DC equal to 8 + your proficiency bonus + your Constitution modifier) or be pushed up to 10 feet away from you and knocked prone.

## Reinforced Frame

### 10th-level Path of the Augmented feature

Your skeletal structure has been reinforced with metal components and impact-absorbing mechanisms. You gain the following benefits:

- You gain proficiency in Dexterity saving throws.
- While overclocked, you can use a reaction when you take damage to reduce that damage by an amount equal to your Constitution modifier + half your barbarian level (rounded down).
- Your carrying capacity (including maximum lift and drag) is doubled, and you count as one size larger when determining what you can carry.

## Pressure Release

### 14th-level Path of the Augmented feature

You can release superheated steam from vents integrated into your mechanical components. While overclocked, as an action, you can release a burst of pressurized steam in a 10-foot radius circle, with center in yourself. Each creature in the area must make a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Constitution modifier).

A creature takes 4d8 fire damage on a failed save, or half as much damage on a successful one. Creatures that fail their saving throw are also pushed 10 feet away from you and have disadvantage on attack rolls until the start of your next turn as scalding steam obscures their vision.

After using this feature, you must finish a short or long rest before you can use it again.

## Playing an Augmented Barbarian

**Combat Role:** As an Augmented, you function as a front-line combatant with enhanced durability and consistent damage output. Your hydraulic systems allow for powerful offensive bursts, while your reinforced frame helps you withstand punishment that would cripple normal warriors. The Pressure Release ability gives you crowd control capabilities when facing multiple opponents.

**Maintenance Requirements:** Your mechanical components require regular maintenance. Consider carrying tools and spare parts to repair damage to your augmentations. You might develop relationships with artificers or engineers who can help maintain your more complex systems.

**Roleplaying Tips:** Consider your character's relationship with their augmentations. Are they proud of their mechanical parts, viewing them as improvements? Or do they resent these changes, perhaps hiding their mechanical nature under clothing and armor? Your augmentations might malfunction in environmentally challenging situations like extreme cold, magical interference, or underwater missions, creating tension at critical moments.



# Oath of the Machine Ascendant

## Paladin Subclass

THE FLESH IS WEAK, BUT THROUGH SACRED transformation, we shall become vessels of perfection.

Paladins who swear the Oath of the Machine Ascendant believe that technological enhancement is a divine mandate — the next step in mortal evolution. These zealous warriors view the perfection of form through mechanical integration as a sacred duty, melding religious devotion with technological advancement.

Unlike artificers who pursue mechanical innovation purely from scientific curiosity, Machine Ascendants see profound spiritual significance in their transformations. Their oath ceremonies often involve replacing a body part with a blessed mechanical alternative, symbolizing their commitment to transcend flesh through divinely-inspired engineering.

## Oath of the Machine Ascendant Features

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Precision
15th	Sanctified Enhancement
20th	Ascension Transformation

## Oath Spells

*3rd-level Oath of the Machine Ascendant feature*

You gain oath spells at the paladin levels listed in the Machine Ascendant Spells table. See the Sacred Oath class feature for how oath spells work.

### Machine Ascendant Spells

Paladin Level	Spells
3rd	identify, shield of faith
5th	heat metal, spiritual weapon
9th	elemental weapon, protection from energy
13th	fabricate, stone shape
17th	animate objects, wall of force

## Channel Divinity

*3rd-level Oath of the Machine Ascendant feature*

You gain the following two Channel Divinity options:

**Analyze Weakness.** As a bonus action, you present your holy symbol and invoke the analytical precision of divine machinery. For 1 minute, your weapon attacks score a critical hit on a roll of 19 or 20. Additionally, when you score a critical hit, the target takes an extra 1d8 radiant damage.

**Convert the Flesh.** As an action, you can use your Channel Divinity to temporarily convert a portion of a creature's organic matter into a mechanical form. Choose one creature you can see within 30 feet of you. That creature must make a Constitution saving throw. On a failed save, a portion of the target's body transforms into mechanical components, imposing one of the following effects of your choice:

- **Mechanical Limbs:** The target's speed is reduced by 10 feet, and it has disadvantage on Dexterity saving throws for 1 minute.
- **Mechanical Voice:** The target cannot speak and cannot cast spells with verbal components for 1 minute.
- **Mechanical Eyes:** The target becomes blinded for 1 minute.

At the end of each of its turns, the target can make a Constitution saving throw. On a success, the effect ends.



## Aura of Precision

*7th-level Oath of the Machine Ascendant feature*

Your divine connection to mechanical perfection extends to those around you. You emanate an aura of mathematical precision that enhances the efficiency of nearby allies.

While you are conscious, you and friendly creatures within 10 feet of you gain the following benefits:

- Add your proficiency bonus to initiative rolls.
- When making an attack roll, if the d20 shows a number less than or equal to your Charisma modifier (minimum of 1), you can reroll the die. You must use the new roll.

At 18th level, the range of this aura increases to 30 feet.

## Sanctified Enhancement

*15th-level Oath of the Machine Ascendant feature*

The divine connection to your mechanical components strengthens. You gain the following benefits:

- You have resistance to fire, lightning, and thunder damage.
- You are immune to disease and the poisoned condition.
- When you use your Divine Smite feature, you can choose to deal lightning or thunder damage instead of radiant damage.
- You can detect the presence of constructs within 60 feet of you and determine their location. You also know if an object within 60 feet of you is magical or mechanical in nature.

## Ascension Transformation

*20th-level Oath of the Machine Ascendant feature*

You can undergo a temporary transformation into a divine machine, embodying the perfect fusion of flesh and technology that is your oath's ultimate goal. As an action, you transform for 1 minute, gaining the following benefits:

- Your type changes to construct, though you retain any benefits from your race.
- You gain immunity to poison, psychic, and necrotic damage.
- You gain truesight out to a range of 60 feet.
- Your melee weapon attacks deal an additional 2d8 radiant damage.
- As a bonus action, you can teleport up to 30 feet to a location you can see.
- Your mechanical components glow with divine light, emitting bright light in a 30-foot radius and dim light for an additional 30 feet.

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

## Playing a Machine Ascendant

**Combat Role:** You excel as a precision striker and battlefield controller. Your ability to analyze weaknesses allows you to deal devastating hits, while your Convert the Flesh ability can temporarily neutralize key enemy capabilities. Your aura enhances the combat effectiveness of your entire party, making you an excellent squad leader.

**Divine Connection:** Unlike purely technological creations, your enhancements are blessed and divinely guided. Consider how this spiritual connection manifests — perhaps your mechanical components bear holy symbols, emit a soft radiant glow, or never rust or tarnish despite harsh conditions.

**Roleplaying Tips:** Your character blends religious fervor with technological enthusiasm. You might proselytize about the benefits of mechanical enhancement as a path to spiritual perfection. Consider how you view those who reject enhancement—with pity, contempt, or patient understanding? Your divine mission to spread mechanical ascension creates natural tension in traditional religious environments, where other divine servants may view your philosophy as heretical.



# Technomancy Tradition

## Wizard Subclass

MAGIC AND MACHINERY FOLLOW THE SAME FUNDAMENTAL principles — energy, patterns, and precision. I simply apply the mathematics of one to advance the other.

Wizards of the Technomancy Tradition have discovered the fundamental mathematical principles that underlie both arcane magic and mechanical engineering. These innovative scholars recognize that spell formulas and mechanical schematics follow similar patterns, allowing them to encode spells into devices and enhance their magic through precision components.

Technomancers maintain spellbooks that resemble technical manuals, filled with intricate diagrams alongside traditional arcane notation. Their approach to magic blends scholarly precision with innovative application, treating spellcasting as an exact science of repeatable principles rather than mysterious art, and finding new potential at the intersection of arcane theory and mechanical practice.

## Technomancy Tradition Features

### Wizard Level Feature

2nd	Mechanized Spellcasting, Arcane Programming
6th	Spell-Enhanced Engineering
10th	Technical Override
14th	Technomagical Mastery

## Mechanized Spellcasting

### 2nd-level Technomancy Tradition feature

You have learned to incorporate clockwork components into your spellcasting. You gain proficiency with tinker's tools if you don't already have it.

When you cast a wizard spell of 1st level or higher, you can use tinker's tools as your spellcasting focus. When you do so, you can apply one of the following effects to the spell:

- **Enhanced Range:** If the spell has a range of 5 feet or greater, you can increase the range by 50 percent.
- **Extended Duration:** If the spell has a duration of 1 minute or longer, you can double its duration.
- **Mechanical Manifestation:** The spell's magical effects appear to be partially mechanical in nature. Any creature that attempts to identify the spell with an Intelligence (Arcana) check has disadvantage unless they are proficient with tinker's tools.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.



## Arcane Programming

### 2nd-level Technomancy Tradition feature

You can encode magical instructions into mechanical objects, allowing them to carry out simple functions. After finishing a long rest, you can touch one tiny, nonmagical object and encode it with one of the following programs. The object remains encoded until you finish another long rest or until you encode a different object.

- **Arcane Alarm:** When conditions you specify occur near the object (such as a specific type of creature coming within 20 feet), it emits an alarm that you can hear from up to 1 mile away. When you hear this alarm, you know what condition triggered it, but the alarm provides no other information.
- **Message Recorder:** The object can record a message of up to 25 words and play it back when specific conditions you set are met. You can change the recorded message as an action while touching the object.
- **Lock Manipulator:** The object can be used to attempt to open one lock. When placed against a lock, the object makes an Intelligence check using your spellcasting ability modifier against a DC determined by the lock's complexity. On a success, the lock opens or closes (your choice).
- **Minor Automation:** The object animates and can perform one very simple task when triggered by specific conditions. The task must be simple (turning a knob, pressing a button, etc.) and the object can only move up to 5 feet to perform this task.

If the encoded object is destroyed or damaged, the program ends immediately.

## Spell-Infused Tinkering

### 6th-level Technomancy Tradition feature

During a short or long rest, you can enhance a simple mechanical device (such as a lock, trap, or clockwork toy) with one wizard spell of 3rd level or lower that you know. The spell must have a casting time of 1 action and cannot be a spell that deals damage. The device stores the spell until triggered by conditions you specify when creating it.

When triggered, the device casts the stored spell using your spell save DC and spellcasting ability modifier, requiring no components. Once the device casts the spell, the enhancement ends. You can have only one such enhanced device at a time.

## Technical Override

### 10th-level Technomancy Tradition feature

Your understanding of the magical principles underlying mechanical operation allows you to assert control over mechanical devices and constructs. As an action, you can attempt to override a mechanical device or construct you can see within 60 feet.

If the target is a nonmagical mechanical device, you gain control of its functions for 10 minutes. You can operate it mentally (no action required) as long as you remain within 60 feet of it.

If the target is a construct, it must succeed on a Wisdom saving throw against your spell save DC or be charmed by you for 1 minute. While charmed, the construct follows your verbal commands to the best of its ability. If the construct takes any damage, it can repeat the saving throw, ending the effect on a success. If the construct has an Intelligence of 8 or higher, it has advantage on the saving throw.

Additionally, when you cast a damaging spell, you can choose to have it deal maximum damage to objects and constructs, though this doesn't affect creatures of other types. Once you use this aspect of the feature, you can't use it again until you finish a short or long rest.

## Technomagical Mastery

### 14th-level Technomancy Tradition feature

Your mastery of the principles uniting magic and machinery reaches its peak. You gain the following benefits:

- **Spell Battery:** You can store excess magical energy in specially designed mechanical components. After casting a wizard spell of 1st level or higher, you can use a bonus action to capture some of the spell's residual energy. The next time you cast a wizard spell within the next hour, you can empower that spell in one of the following ways:

- Increase the spell's save DC by 2
- Give the spell advantage on spell attack rolls
- Cause the spell to ignore resistance to its damage type

You can use this feature once, and you regain the ability to do so when you finish a long rest.

- **Arcane Interference:** As an action, you can create a field of disruptive arcane energy centered on yourself with a radius of 30 feet. For 1 minute, any construct in the area has disadvantage on attack rolls, and the area counts as difficult terrain for constructs. You can use this feature once, and you regain the ability to do so when you finish a long rest.

## Playing a Technomancer

**Combat Role:** Your specialization excels at controlling and countering mechanical threats while enhancing your traditional spellcasting abilities through technical innovation. Your Technical Override ability makes you particularly effective against constructs, while your Spell-Enhanced Engineering allows you to prepare clever mechanical solutions to anticipated challenges. The flexibility of your Mechanized Spellcasting and the power of your Technomagical Mastery ensure you remain an adaptable and formidable spellcaster.

**Research Focus:** Your spellbook likely contains equal parts arcane formulas and mechanical schematics, with annotations showing how the two systems correspond to each other. Consider collecting mechanical components from interesting devices you encounter, integrating them into your spellcasting focus or using them as special material components for your spells.

**Roleplaying Tips:** Your character approaches magic with an engineer's precision and analytical mindset. You might view spells as formulaic processes that can be optimized rather than mysterious arts, conducting controlled experiments to improve efficiency. Consider how your character relates to both traditional wizards (who might view your mechanical focus as unnecessarily complicated) and artificers (who might consider your magical theories overly abstract). Your perspective on the Ironveil Order likely depends on your ethical stance—perhaps you appreciate their technical achievements while questioning their methods, or maybe you actively study their work to develop countermeasures against their more dangerous creations.



# Pact of the Eternal Engine

## Warlock Subclass

I HEAR ITS WHISPERS IN EVERY TURNING GEAR, FEEL ITS power in every hiss of steam. The Engine sees all possible futures—and in every one that matters, flesh gives way to the perfection of the machine.

Warlocks who forge pacts with the Eternal Engine communicate with ancient mechanical entities or ascended consciousnesses that have transcended their original forms. These otherworldly patrons exist in states beyond conventional mortality, their awareness preserved within elaborate mechanical systems powered by arcane energy and countless lifetimes of accumulated knowledge.

These patrons offer mechanical enhancements and forbidden technical knowledge to their warlocks, gradually guiding them toward similar transcendence. The warlocks themselves serve as proof of concept for their patrons' philosophy — living demonstrations that consciousness can be preserved and enhanced through the perfect union of magic and machine.

# Pact of the Eternal Engine

## Features

Warlock Level	Feature
1st	Expanded Spell List, Clockwork Familiar
6th	Mechanized Mind
10th	Energy Conversion
14th	Form of the Machine

## Expanded Spell List

*1st-level Pact of the Eternal Engine feature*

The Eternal Engine allows you to 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.

### Eternal Engine Expanded Spells

Spell Level	Spells
1st	alarm, identify
2nd	heat metal, locate object
3rd	tiny servant, lightning bolt
4th	fabricate, stone shape
5th	animate objects, wall of force



## Clockwork Familiar

*1st-level Pact of the Eternal Engine feature*

You gain the service of a clockwork familiar, a tiny mechanical construct created by your patron. When you cast the find familiar spell, your familiar takes the form of a clockwork version of one of the usual familiar options, with the following modifications:

- Your familiar is a construct instead of a celestial, fey, or fiend.
- It gains immunity to poison damage and the poisoned condition.
- It doesn't need to eat, drink, breathe, or sleep.
- It has advantage on saving throws against spells and other magical effects.
- It can integrate with any mechanical device it touches, allowing it to:
  - Determine the device's function with a successful Intelligence check (DC determined by the device's complexity).
  - Operate the device remotely while integrated.
  - Temporarily disable the device for 1d4 rounds.

Additionally, you can cast find familiar once without expending a spell slot. Once you do so, you can't use this feature again until you finish a long rest.

## Mechanized Mind

### 6th-level Pact of the Eternal Engine feature

Your patron has begun the process of mechanizing portions of your mind, replacing organic thought patterns with precise mechanical algorithms. You gain the following benefits:

- You have advantage on saving throws against being charmed or frightened.
- You can add your Charisma modifier to Intelligence (Investigation) and Intelligence (Arcana) checks.
- You can cast detect thoughts once without expending a spell slot. You regain the ability to do so when you finish a long rest.

Additionally, you can use your reaction when you make an Intelligence saving throw to gain advantage on that save. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## Energy Conversion

### 10th-level Pact of the Eternal Engine feature

Your patron grants you the ability to absorb and convert energy types. You gain the following benefits:

- You gain resistance to lightning and thunder damage.
- When you take lightning or thunder damage, you can use your reaction to store that energy. Until the end of your next turn, you can add 1d10 lightning or thunder damage (your choice) to the damage of the next spell or weapon attack you make.
- As an action, you can touch a friendly creature and transfer some of your mechanical resilience to them. The target gains resistance to lightning and thunder damage for 1 hour. Once you use this feature, you can't use it again until you finish a short or long rest.

## Eternal Engine Core

### 14th-level Pact of the Eternal Engine feature

Your patron grants you a permanent arcane engine core that fuses with your vital essence. This manifests as a complex mechanical device embedded in your chest that pulses with energy from your patron's realm.

The core grants you these permanent benefits:

- You have resistance to necrotic damage.
- You can see normally in darkness, both magical and nonmagical, to a distance of 60 feet.
- You can use your action to draw energy directly from your patron. Choose one expended warlock spell slot to recover. Once you use this ability, you can't use it again until you finish a long rest.

Additionally, you can channel the core's energy as a bonus action. Until the end of your next turn, your spells and attacks deal an additional 1d10 force damage, and arcane energy visibly courses through your body. Once you use this ability, you can't use it again until you finish a short or long rest.

## Playing an Eternal Engine Warlock

**Combat Role:** Your abilities make you particularly effective against magical threats and constructs. Your Clockwork Familiar provides valuable reconnaissance and utility capabilities, while your Energy Conversion allows you to absorb enemy attacks and turn them into offensive power. In desperate situations, your Form of the Machine transformation grants significant defensive capabilities and sustainability through self-healing.

**Patron Relationship:** Your patron is likely a fully transformed Mechano-Lich or ancient mechanical entity that sees potential in you. Consider how this relationship manifests—perhaps your patron communicates through mechanical devices around you, causing gears to turn and form messages, or maybe it sends visions of possible mechanical futures during your rest periods. Your patron's ultimate goal is likely your complete transformation, which may or may not align with your own desires.

**Roleplaying Tips:** Your progressive mechanization creates opportunities for character development. Perhaps certain emotions become more difficult to process as your mind becomes more mechanical, or maybe you find yourself drawn to precise patterns and mathematical solutions. Consider how your character views their transformation—as an evolution to embrace, a necessary sacrifice for power, or a concerning development to resist. These internal conflicts create rich roleplaying moments, especially when interacting with the Ironveil Order or other mechanical entities.



# Circle of Mechanical Integration

## Druid Subclass

WHERE OTHERS SEE MACHINE AND NATURE AS OPPOSED, I see perfect harmony — my transformed body the living proof that both realms can strengthen each other.

Druids of the Circle of Mechanical Integration represent a radical philosophical branch that believes technology and nature can — and should — exist in harmony. Rather than seeing mechanical advancement as a threat to the natural world, these druids study how mechanical systems often mimic natural patterns and follow similar fundamental principles.

These druids can manifest mechanical components during their wild shape transformations, creating hybrid forms that demonstrate the potential synergy between natural and technological realms.

## Circle of Mechanical Integration Features

Druid Level	Feature
2nd	Hybrid Wild Shape, Metal Manipulation
6th	Enhanced Integration
10th	Adaptive Transformation
14th	Perfect Fusion

### Hybrid Wild Shape

*2nd-level Circle of Mechanical Integration feature*

Your wild shape forms incorporate mechanical components that enhance their capabilities. When you use your Wild Shape feature, you can choose to take on a hybrid form that integrates mechanical elements.

While in a hybrid form:

- You gain +1 to Armor Class.
- Your natural weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- You can speak and can cast spells that require only verbal and/or somatic components.
- Maximum CR of creature you can transform to is calculated as your level / 4, rounded down (for example it's CR 2 for Level 9)

Additionally, your hybrid form gains one of the following enhancements of your choice when you transform:



- **Reinforced Frame:** Your maximum hit points while transformed increase by an amount equal to your druid level. You also gain resistance to either piercing, slashing, or bludgeoning damage (your choice when you transform).
- **Hydraulic Muscles:** Your Strength score increases by 2, to a maximum of 20, and your carrying capacity is doubled. Your jump distance is also doubled.
- **Sensory Array:** You gain darkvision out to a range of 60 feet (or an additional 60 feet if you already have darkvision). You also gain advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Your hybrid form is visibly mechanical, with gears, pistons, or metal plating visible beneath fur or scales, and your eyes often glow with arcane energy.

### Biomechanical Synergy

*6th-level Circle of Mechanical Integration feature*

Your perfect integration of technology and nature allows for unprecedented control over your transformations and self-repair capabilities.

- **Fluid Transformation:** You gain the ability to shift between your normal form and your hybrid wild shape with extraordinary ease. Choose one available to you Wild Shape Form. You can use a bonus action to shift into or out to chosen hybrid wild shape form without expending additional uses of your Wild Shape feature. You remain transformed until you choose to revert to your normal form. You can choose new chosen form every new level.

When you transform using this feature, your hit points in your new form are proportional to those in your previous form. For example, if you had lost 1/3 of your hit points in your normal form, you would have lost 1/3 of your hit points in your hybrid wild shape form.

- You can now select two enhancements from the Hybrid Wild Shape options instead of one.

## Adaptive Transformation

*10th-level Circle of Mechanical Integration feature*

Your mechanical integration becomes more versatile, adapting to the needs of the moment. When you use your Hybrid Wild Shape, you gain these additional benefits:

- You can now select three enhancements from the Hybrid Wild Shape options instead of two.
- As a bonus action while in hybrid form, you can reconfigure your mechanical components to adapt to a new situation. Choose one of the following adaptations, which lasts until you use this bonus action again or exit your hybrid form:
  - **Aquatic Configuration:** You gain a swimming speed equal to your walking speed, the ability to breathe underwater, and resistance to cold damage.
  - **Aerial Configuration:** You gain a flying speed equal to your walking speed and advantage on Dexterity saving throws.
  - **Burrowing Configuration:** You gain a burrowing speed of 20 feet and tremorsense out to a range of 30 feet.
  - **Combat Configuration:** Your natural weapon damage increases by one die size, and you have advantage on initiative rolls.

## Perfect Fusion

*14th-level Circle of Mechanical Integration feature*

You achieve the ultimate integration of nature and technology in your transformations. When you use Hybrid Wild Shape, you can now maintain your hybrid form for a number of hours equal to your druid level, and you gain the following additional benefits:

- Your Armor Class increases by an additional +2 while in hybrid form.
- You gain resistance to one additional damage type of your choice while transformed.

Once you use any of these effects, you can't use that specific effect again until you finish a long rest.

## Playing a Circle of Mechanical Integration Druid

**Combat Role:** Your hybrid wild shape forms make you an exceptionally versatile combatant, able to adapt to nearly any environment or situation. You excel at both dealing damage with your enhanced natural weapons and controlling the battlefield with your steam bursts and forced movement abilities. Your Perfect Fusion abilities provide powerful options for area damage, healing, or defensive buffs for your entire party.

**Environmental Interaction:** You view metals and mechanical devices as extensions of the natural world rather than violations of it. This perspective allows you to interact with technological environments without the reluctance that might affect other druids. Consider how your character bridges these worlds—perhaps you wear armor crafted from living metal that shifts with your movements, or carry tools that incorporate both wooden and metallic components.

**Roleplaying Tips:** Your philosophy of harmonic integration puts you at odds with both traditional druids (who may view your metal manipulation as sacrilege) and unchecked mechanists (who exploit nature without consideration). This tension creates rich roleplaying opportunities as you demonstrate a middle path. Your transformations become visually distinctive—mechanical components seamlessly integrated with natural forms, perhaps with flowers growing from metal joints or vines wrapping around brass reinforcements. Consider how these transformations reflect your specific approach to balance—does the technology enhance natural strengths, compensate for weaknesses, or create something entirely new?



# Mechanized Ascension Specialist

## Artificer Subclass

WHY BUILD TOOLS WHEN YOU CAN BECOME THE PERFECT tool? Each enhancement brings me closer to the ideal form —a flawless union of inventor and invention.

Artificers who specialize in Mechanized Ascension see themselves as both creator and creation. Unlike their counterparts who focus on external inventions, these innovators gradually transform their own bodies into masterpieces of engineering, replacing flesh with precision-crafted components that channel arcane energy with unprecedented efficiency.

Through careful self-experimentation, these specialists develop enhancements that transcend the limitations of their natural forms—reinforced skeletal structures, integrated tool systems, and enhanced sensory arrays. For them, the pursuit of mechanical perfection begins with their own transformation, making them living proof of their technical expertise.

## Mechanized Ascension Features

Artificer Level	Feature
3rd	Self-Modification, Tool of the Self
5th	Enhanced Attunement
9th	Arcane Locomotion
15th	Complete Integration

### Self-Modification

#### 3rd-level Mechanized Ascension feature

You begin the process of replacing portions of your natural body with mechanical enhancements. You gain the following benefits:

- You can use thieves' tools to perform maintenance on yourself. Once per short rest, you can use thieves' tools to recover hit points equal to 1d8 + your Intelligence modifier.
- You count as both a humanoid and a construct for effects that target either creature type.
- You use the Enhanced Ability spell as an infusion on yourself (maximum of 1). This infusion has no duration limit and doesn't require a spell slot to use.
- Your mechanical modifications are visible as metal plates, gears, or other components that have partially replaced your flesh, though they can be concealed under clothing.



### Tool of the Self

#### 3rd-level Mechanized Ascension feature

You have replaced one of your hands or integrated tools directly into your limbs. You gain the following benefits:

- You gain proficiency with two tools of your choice.
- You have advantage on ability checks made with any tool you're proficient with.
- You can integrate tools into your body during a long rest. Choose a number of tools you're proficient with equal to your Intelligence modifier (minimum of one). These tools cannot be removed from you without your consent, do not count against your carrying capacity, and cannot be lost or stolen. You can change which tools are integrated during a long rest.
- As an action, you can extend or retract any integrated tool from your mechanical appendages. While extended, you can use the tool as if you were holding it, even if your hands are full or bound.

Additionally, when you use your Magical Tinkering feature, you can produce twice as many effects on different objects at the same time.

## Enhanced Attunement

### 5th-level Mechanized Ascension feature

Your mechanical modifications include arcane attunement circuits that enhance your connection to magic items. You gain the following benefits:

- You can attune to up to five magic items at once (instead of the normal maximum of three).
- When you use a magic item that requires attunement, you can add your Intelligence modifier to any ability checks, saving throws, or attack rolls you make with the item.
- When you use your Infuse Item feature, you can apply an additional infusion to an item you wear or hold. This infusion doesn't count against your maximum number of infused items.

## Arcane Locomotion

### 9th-level Mechanized Ascension feature

You have replaced portions of your skeletal and muscular systems with mechanical enhancements that dramatically improve your mobility. You gain the following benefits:

- Your walking speed increases by 10 feet.
- You gain proficiency in Strength (Athletics) and Dexterity (Acrobatics) checks. If you're already proficient in either skill, your proficiency bonus is doubled for checks made with that skill.

## Complete Integration

### 15th-level Mechanized Ascension feature

You have achieved an advanced state of mechanization, with major systems of your body replaced by superior arcane-mechanical alternatives. You gain the following benefits:

- You gain immunity to disease and the poisoned condition, and resistance to poison damage.
- You no longer need to eat, drink, breathe, or sleep, but you still need to rest to gain the benefits of a long rest. During a rest, you enter a maintenance cycle instead of sleeping.
- As an action, you can perform a complete systems overcharge. For 1 minute:
  - Your walking speed increases by 20 feet
  - You have advantage on Strength and Dexterity ability checks and saving throws
  - You can make one additional weapon attack when you take the Attack action
  - Once on each of your turns when you hit a creature with a weapon attack, the target takes an additional 1d8 force damage
  - Your mechanical components visibly surge with arcane energy, glowing with power and emitting a faint hum

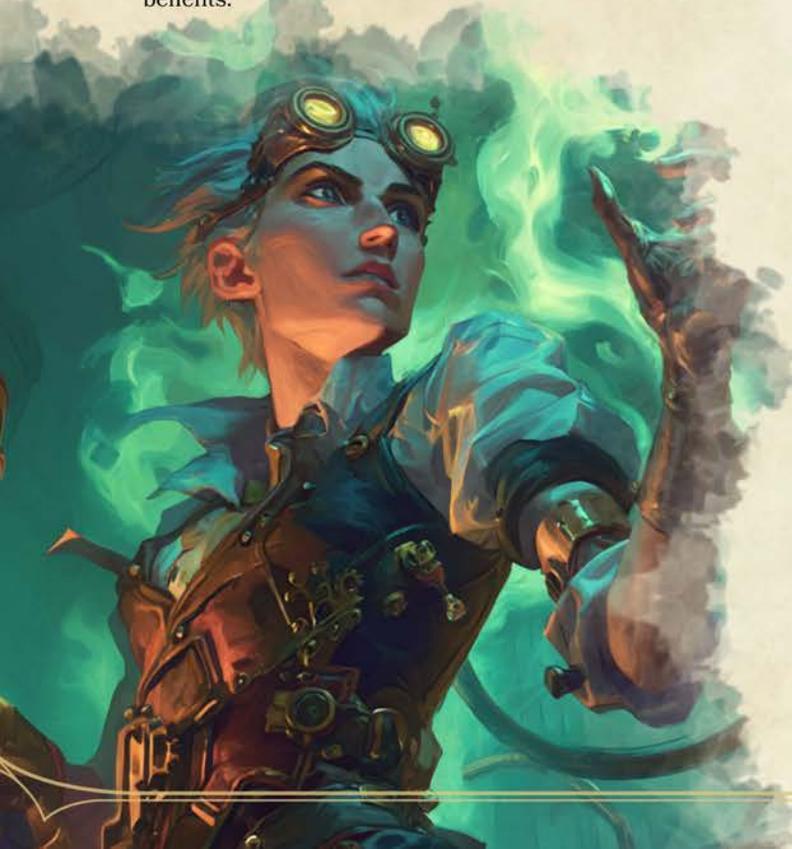
Once you use this overcharge feature, you can't use it again until you finish a long rest. When the effect ends, you gain one level of exhaustion.

## Playing a Mechanized Ascension Artificer

**Combat Role:** Your abilities make you an exceptional combat engineer with enhanced durability and mobility. Your integrated tools allow you to adapt to various situations without changing equipment, while your arcane locomotion gives you unparalleled battlefield mobility. At higher levels, your Complete Integration provides significant combat advantages through the systems overcharge, making you formidable in direct combat as well as support roles.

**Ethical Considerations:** As you replace more of your body with mechanical components, you may face questions about where the boundary between humanoid and construct truly lies. Consider how your character views these modifications—are they reluctant necessities for achieving greater capabilities, or enthusiastic steps toward an idealized mechanical form? Your perspective on the Ironveil Order likely depends on your approach—perhaps you see them as kindred spirits pursuing similar goals through different means, or maybe you view their practices as reckless and lacking proper testing protocols.

**Roleplaying Tips:** Your character's appearance becomes increasingly mechanical as you gain levels, providing visual cues to your progression. Consider how these changes affect your interactions with others—do you proudly display your enhancements, or conceal them to avoid unwanted attention? Your maintenance requirements create interesting roleplaying opportunities; perhaps you need specific oils for your joints, specialized tools for fine adjustments, or periodic diagnostic procedures to ensure optimal function. Unlike many artificers who view their creations as separate tools, you have embraced the philosophy that the ultimate artificer creation is the artificer themselves.



# Integration Guide: Mechanical Subclasses in Your Campaign

The following pages provide guidance for successfully integrating these mechanically-enhanced subclasses into different campaign settings, addressing both thematic and mechanical considerations.

## Technological Levels and Setting Compatibility

These subclasses are designed to be adaptable to various technological levels:

**Low Technology Settings:** In settings with limited technology, these abilities might be explained through rare discoveries, ancient artifacts, or magical innovations that mimic mechanical functions. The “machinery” might be enchanted wood and stone rather than metal, or constructs powered by bound elementals rather than gears and steam.

**Medieval/Renaissance Settings:** These subclasses can represent the cutting edge of innovation, with characters serving as pioneers of a new approach to magic and craftsmanship. Their abilities might combine clockwork mechanisms with magical enhancement, creating effects that seem miraculous to the common population.

**Industrial Settings:** In steampunk or early industrial settings, these subclasses can represent the natural evolution of crafting guilds and magical academies. Organizations similar to the Ironveil Order might emerge as institutions dedicated to pushing the boundaries of mechanical enhancement.

**Modern or Futuristic Settings:** These subclasses can easily adapt to higher technology settings by reimagining their mechanical components as cybernetic enhancements, nanotech augmentations, or biotechnological modifications.

## Organizations and Factions

Consider creating organizations that specialize in or react to mechanical enhancement:

**Enhancement Guilds:** Secret or public organizations that research and perform mechanical modifications, with different philosophical approaches to their work.

**Traditional Opposition:** Religious orders, druidic circles, or arcane academies that view mechanical enhancement as unnatural or dangerous.

**Government Regulation:** Royal commissions or city councils that attempt to oversee and control the spread of enhancement technology.

**Black Market Specialists:** Underground networks that provide enhancements to those who can't access official channels or seek prohibited modifications.

Each of these factions creates potential allies, enemies, and neutral parties for characters to interact with throughout their adventures.

# Roleplaying and Narrative Considerations

## Character Development

Characters with mechanical enhancements face unique challenges and opportunities for character development:

**Identity Questions:** As characters become increasingly enhanced, they may question where their original self ends and their modifications begin. Does replacing a limb or organ change who they are? At what point might they no longer consider themselves fully “human” (or elf, dwarf, etc.)?

**Societal Reactions:** Consider how different communities react to visibly enhanced individuals. Some might show fear or disgust, others fascination or reverence. These reactions create roleplaying opportunities and potential story hooks.

**Maintenance and Vulnerability:** Mechanical components require maintenance, creating dependencies that purely organic characters don't face. What happens when a crucial component malfunctions in a dangerous situation? What specialized supplies might enhanced characters need to seek out regularly?

**Ethical Boundaries:** Each character might have personal lines they won't cross regarding enhancement. Perhaps they're willing to replace limbs but not organs, or they only accept enhancements that can be removed if desired.

## Campaign Themes and Storylines

These subclasses naturally support several campaign themes:

**Evolution and Progress:** Campaigns exploring the next stage of development for civilizations or individuals, with enhanced characters representing possible futures.

**Body Autonomy:** Stories about the right to modify oneself versus societal restrictions, with characters potentially fighting for or against regulation.

**Ancient Technology:** Adventures centered around rediscovering lost technological knowledge, with enhanced characters incorporating ancient components into their modifications.

**Resource Scarcity:** Campaigns where rare components or knowledge about enhancement becomes a central conflict, with various factions competing for limited resources.

Consider how your world's history with technological development affects current attitudes. A civilization that experienced a catastrophic malfunction of ancient technology might view all enhancement with suspicion, while one that was saved by technological innovation might celebrate it.

# Mechanical Considerations and Balance

## Core Mechanical Themes

---

These subclasses share several mechanical design elements:

**Creature Type Considerations:** Several subclasses allow characters to count as both their original type and constructs. This creates interesting interactions with spells and effects that target specific creature types. For example:

- Spells like cure wounds still work on these characters (as they target humanoids)
- They gain protection from spells like dominate person when they specifically target humanoids
- They become vulnerable to spells like heat metal that can target constructs

**Transformation and Adaptation:** Many subclasses allow temporary transformations or adaptations as core features. These create tactical flexibility without overriding the base class identity.

**Integration with Class Resources:** These subclasses carefully integrate with existing class resources (rage, wild shape, ki, etc.) rather than creating entirely new resource systems, ensuring they complement rather than complicate their base classes.

## Balance Considerations

---

When implementing these subclasses, consider the following balance points:

**Multiple Types:** When a character counts as multiple creature types, they're affected by effects targeting either type. This means they're vulnerable to more effects but also benefit from effects that help either type. If this creates balance issues, consider ruling that the negative effects of being a construct (vulnerability to certain spells) only apply when the character activates their mechanical abilities.

**Self-Healing:** Characters with construct aspects might gain access to healing through spells like mending. To maintain balance, this is typically designed to consume resources like Hit Dice rather than providing free healing.

**Environmental Challenges:** Mechanical components may face challenges in extreme environments (underwater, extreme heat/cold, anti-magic fields). Consider how these situations might temporarily impair enhanced abilities, creating tactical challenges.

**Maintenance Requirements:** For campaigns focused on realism or resource management, consider implementing maintenance requirements for mechanical enhancements. These might include:

- Regular application of specialized oils
- Periodic "tuning" with appropriate tools
- Replacement of worn components after significant exertion

# Final Guidance and Adaptations

## Adapting to Your Campaign's Tone

---

These subclasses support various narrative tones:

**Optimistic Innovation:** Characters represent the positive potential of enhancement technology, with bright possibilities for improving lives and solving problems.

**Dark Body Horror:** Enhancements might come with disturbing side effects, psychological trauma, or gradual loss of humanity, exploring the cost of transcendence.

**Philosophical Exploration:** The campaign might take a neutral stance, using these characters to explore questions about identity, progress, and the definition of natural.

**Comedic Potential:** These enhancements can even be played for humor, with unexpected malfunctions, strange side effects, or over-the-top design aesthetics.

## Optional Rule: Component Damage

---

For campaigns wanting more tactical complexity, consider implementing rules for component damage:

*When a mechanically enhanced character falls to 0 hit points but isn't killed outright, or when they fail a saving throw against an effect that would deal significant lightning or thunder damage, one of their mechanical components might malfunction.*

*Roll on the following table or choose an appropriate effect:*

1. **Movement Impairment:** Speed reduced by half until repaired
2. **Sensory Malfunction:** Disadvantage on Perception checks until repaired
3. **Power Fluctuation:** Cannot use class features that rely on mechanical components until repaired
4. **Hydraulic Leak:** Maximum hit points reduced by 1d10 until repaired
5. **Control Interface Damage:** Disadvantage on Dexterity saving throws until repaired
6. **Emergency Shutdown:** Stunned for 1 round, but immune to further component damage for 1 hour

*Repairing a damaged component requires a successful Intelligence check with tinker's tools (DC 15) and 10 minutes of work, or the casting of mending.*

## Concluding Thoughts

---

The mechanical enhancement subclasses in this compendium represent just the beginning of possibilities for exploring the intersection of magic, technology, and personal transformation. They provide frameworks that can be adapted to countless settings and stories.

As with any supplemental material, feel free to adjust these subclasses to better suit your specific campaign needs. The most important consideration is creating engaging experiences that everyone at your table enjoys.

# CODEX AUTOMATICA

## SEVEN MECHANICAL SUBCLASSES

Where flesh and machinery converge, new possibilities emerge. This collection offers seven unique subclasses that explore the transformative potential of mechanical enhancement, suitable for any campaign setting.

### PATH OF THE AUGMENTED

Barbarians who channel their rage through steam-powered enhancements, achieving feats of strength beyond mortal limitation.

### OATH OF THE MACHINE ASCENDANT

Paladins who view mechanical perfection as divine mandate, infusing their modifications with sacred purpose.

### WAY OF THE IRON SOUL

Monks who integrate mechanical components with their ki, achieving perfect harmony between discipline and enhancement.

### CIRCLE OF MECHANICAL INTEGRATION

Druids who discover the harmony between natural forms and mechanical innovation through hybrid wild shapes.

### TECHNOMANCY TRADITION

Wizards who recognize the mathematical principles connecting arcane formulas and mechanical engineering.

### MECHANIZED ASCENSION SPECIALIST

Artificers who view their own bodies as the ultimate canvas for their technological expertise and innovation.

### PACT OF THE ETERNAL ENGINE

Warlocks who forge bonds with ancient mechanical entities, gaining enhancements that bridge worlds.

*"The boundary between person and machine exists only in our imagination. With sufficient understanding, that boundary disappears entirely."*

BY ONIXSHU

