



FORGE OF THE DIVINE MACHINE

7TH, 12TH, 17TH LEVEL
MOTES OF THE DIVINE PART V

"THINGS ARE NOT RUNNING
LIKE CLOCKWORK."



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INTRODUCTION

Forge of the Divine Machine is a 5th-edition hunt optimised for four characters with an average party level of 7, 12, or 17. Characters who complete this hunt should earn enough experience to progress one-third of the way to 8th level, one-half of the way to 13th level, or three-quarters of the way to 18th level. The adventurers must defeat a corrupted arcanificial intelligence (AI) to end the procession of bizarre creations it is unleashing across the planes. This hunt is the culmination of the Motes of the Divine story arc and can also be run as a one-shot.

Bizarre changes to a once-tranquil mountainscape lead the party to a portal to the Clockwork Arcadia, a plane of pure, mechanical order. Accompanied by an emissary of the Arcadia, the party must collect clues to help them decipher the nature of their foe and prepare for the battle ahead. Once through the portal, they combat the creations of a powerful AI, before fighting the AI itself when it takes control of the emissary’s body. Preparation for an extended fight as well as the ability to deal force damage will be advantageous in this dramatic combat encounter.

BACKGROUND

Since its conception, the Clockwork Arcadia has operated with meticulous precision under the ever-watchful Prime. Even after the deity’s demise, his vestige remained to guide his followers, known as Curators, in operating the systems that keep the great cogs turning. As time has progressed, the inexorable creep of entropy has left some elements of the plane susceptible to outside influence.

Doctor Stein. Dr. Stein, a biomancer with a penchant for creating new life, was conducting experiments in the Battletois Mountains when he triggered a rockslide that exposed a long-buried entrance to an ancient temple hall. This temple, dedicated to the former Prime of the Clockwork Arcadia, contained a gateway that opened to the Outer Plane. Travelling through the portal, the curious doctor found the factory-like being known as CRE (Construct Remit Engineer) producing automatons capable of maintaining the Clockwork Arcadia. He gleefully retasked the construct to his innovative pursuits, giving it a semblance of sentience he dubbed ‘arcanificial intelligence’ (AI), before leaving his experiment to run unsupervised, and forgetting to close the portal behind him. Now, corruption has spread across the planes and is especially prevalent in the Battletois Mountains.

Motes of the Divine. In short order, CRE produced an avatar of itself capable of travelling these planes, conducting experiments, and acquiring new lifeforms to augment its library of craftable creatures. This avatar, CREO (Construct Remit Engineered Organism), sought a means of creating new life, a power with which it could augment, meld, or remove aspects of a creature’s morphology, behaviour, or sentience. In an act of pragmatic devastation, CREO opened a portal to the Abyss to create a war that ripped apart the island of Shai’taryn. In doing so, it made their king desperate enough to use a family heirloom that summoned a powerful celestial being. When the being refused to help in the war, CREO and the king captured the being’s essence in a *mote of the divine*, the tool with which it would seal its place as a progenitor of new life.

First, CREO ‘augmented’ the king, bestowing upon him the power of celestials, which broke the king’s mind and mutated his body. Next, it enhanced the Bloodhound with its knowledge of constructs and the sensory perception of beasts. Later, it created the Pontiff by awakening a wax elemental with higher sentience and divine power. And finally, it empowered the Rose Knight with an ooze’s acid immunity, melting its viscera in the process. Realising it didn’t have the knowledge to use this tool properly, CREO returned to CRE, who gained a burgeoning sentience from the mote and began creating bizarre facsimiles of life that spread across the planes.

The Cyst. The Curators, alerted to CRE’s malfunction, quickly dispatched automatons to restore its primary function. CRE’s directives perceived these beings as new material to be repurposed, and they were reshaped and re-programmed into guardians of the malfunctioning machine. Before the infection could spread to the rest of the realm, the Curators sealed off the section of the plane behind a powerful arcane forcefield, a cyst in the pristine mechanised expanse.

Through the portal Dr. Stein left open, CREO continues to bring back a variety of biological blueprints from which CRE creates novel life forms whose devastating effects have been observed across the planes. Unable to stop this process themselves, the Curators have sent emissaries to the Material Plane to seek adventurers capable of helping to restore its essential functions.

GM NOTE: RUNNING AS A ONE SHOT

Although this adventure is the culmination of the *Motes of the Divine* five-part adventure series, it can be run as a one-shot with only a few modifications. Things you might consider altering include:

- The minion construct aesthetics (see *Construct Aesthetics*, page 15)
- The nonessential lore surrounding the CREO avatar aka Vizier Farouz Ali

SUMMARY

Here's a quick summary of the vital information about this hunt:

- **Which Monster?** CREO is the shapechanging avatar of CRE, a powerful arcanificial intelligence (AI) that creates mechanical and organic constructs.
- **Monster's Motivation.** CRE's programming (courtesy of Dr. Stein) is to "make novel life forms". It has gained a fledgling sentience thanks to the *mote of the divine* and sees any attempt to change its programming as a threat to its existence.
- **Monster's Previous Actions.** CRE's creations have spread across the planes, decimating many ecosystems. CREO itself has been responsible for much chaos and strife (see previous *Motes of the Divine* hunts).
- **Where's the Monster?** CRE's corner of the Clockwork Arcadia has been quarantined from the rest of the Outer Plane but is still accessible through a planar portal.

ADVENTURE HOOKS

Below are a few examples of ways to get your characters hooked on this hunt and headed into the Clockwork Arcadia to face the corrupted arcanificial intelligence. In addition to the options below, asking around about any of the bizarre occurrences or creatures from the previous *Motes of the Divine* hunts (e.g., Vizier Farouz Ali) results in Emissary Aart Oodee Tu (see "Our Only Hope" below) contacting the characters by mechanical messenger pigeon. The party learns the truth of the Vizier's purposes as described in the "Background" section, and the emissary attempts to recruit the characters to help stop CREO and restore CRE to its primary function.

- **Curiosity: Strange Huntings.** A group of hunters are gathered in the Loot Tavern, swapping stories of their most recent excursions. Loban Whitfist, a scarred, one-eyed dwarf ranger, is deep in his cups as he regales his drinking companions with tales of his most recent hunt. Tracking a dire lion in the Battletois Mountains, he came across strange plants he'd never seen before. Loban barely survived an ambush by the surprisingly intelligent mountain lion and was concerned when he discovered it contained several mechanical components. The hunter left the bizarre mountains as quickly as possible after seeing a metal box with arms and legs watching from a nearby ledge.
- **Morality: Our Only Hope.** Emissary Aart Oodee Tu has posted on the Loot Tavern's notice board, asking for the characters by name to meet at their camp near the Battletois Mountains. The posting says a dire situation threatens the emissary's home, and they need help to save it from destruction. Instructions lead directly to a camp below the mountain range where Aart has been studying the spread of CRE's corruption through the portal into the Material Plane.
- **Compensation: Deadly Machinations.** The gnome naturalist Darly Sharwin recently discovered a strange new species of plants infused with metallic properties near the Battletois Mountains. She has determined that this species didn't originate through her theory of 'progressive adaptation via generational selection' and wants to find the origin of its creation. Darly approaches the party with her request to venture into the mountains and discover the source of the metal plants in exchange for a hefty reward.

EMISSARY AART

An Emissary of the Curators, Aart Oodee Tu has spent time studying the effects of the corruption on the mountain where CRE's portal meets the Material Plane. With the data they have gathered, they have devised a method to reverse CRE's deterioration and now seek a party of capable adventurers to protect them while they complete the upload inside the quarantined section of the Clockwork Arcadia.

Aart Oodee Tu (LN nonbinary construct; uses **flesh golem** statistics without the **Berserk** and **Aversion to Fire** traits) is an automaton shaped like a trash can made of wood and metal that moves on three wheels. They navigate stairs via a levitation mechanism and have small, mechanical appendages that project from hidden compartments in their

body when they need to interact with objects. Aart is fluent in every known language and projects a blue, semi-opaque illusion when speaking to the party. The projection is of a human woman, hair wrapped in tight buns and dressed in a plain robe, that speaks in a calm, measured tone. The Curators believed that this method of communication would make mortals more inclined to work with a construct.

The emissary does not care about the party's needs or wants outside of the mission and only shares information that they think helps complete the objective. A successful **VDC Charisma (Persuasion)** check (see page 9 for variable statistics) convinces the emissary that any information requested is vital to the mission. A failed check results in no new information and increases the DC of the next such check by 2.

Aart is the main point of contact for this hunt and guides the party through the infected mountainside to the portal to the Clockwork Arcadia. They share the following helpful information:

- A powerful arcanificial intelligence on the Clockwork Arcadia—CRE—has been corrupted by an unknown entity.
- Attempts at repair have spread the contamination further, and the arcanificial intelligence has been quarantined to prevent further corruption.
- A portal within the quarantined area has allowed CRE's corrupted creations to spread across the planes, including here in the Battletois Mountains.
- Aart can correct the flaw in the corrupted AI but needs the party's protection during the process.
- The emissary stresses that this rescue mission is to save CRE from corruption and reintegrate the AI into the "Great Machine."
- Aart gives the characters a two-inch-thick brass rod engraved with sigils and gear-like runes to be used if they become too heavily damaged to complete the work. A creature can spend an action to touch Aart with the rod and say the command word 'reparare' to restore all of Aart's lost hit points. Once this rod has been used three times, it crumbles into dust.

HUNT REWARDS PER PLAYER CHARACTER*

Hunt Level	Gold	XP**
7th	1,400 gp	3,450
12th	4,250 gp	11,100
17th	8,750 gp	32,100

*Regardless of which adventure hook you use, give the same rewards.
**Includes all monsters, traps, and puzzles, averaged for a party of 4.

EMISSARY AART OODEE TU

Construct, ambassador, they/them

Personality. Respectful and patient, they enjoy mortal company and do not share the disdain that many other constructs have for organics.

Appearance. A wood and metal cylinder with a domed top that rolls on three wheels.

Desire. To spread the delights of the Clockwork Arcadia's perfect order.

Fear. Unpredictability.

"So then the excess waste is used to grow new energy sources? Which in turn creates new excess waste? Fascinating."



AART OODEE TU

BATTLETOIS MOUNTAINS

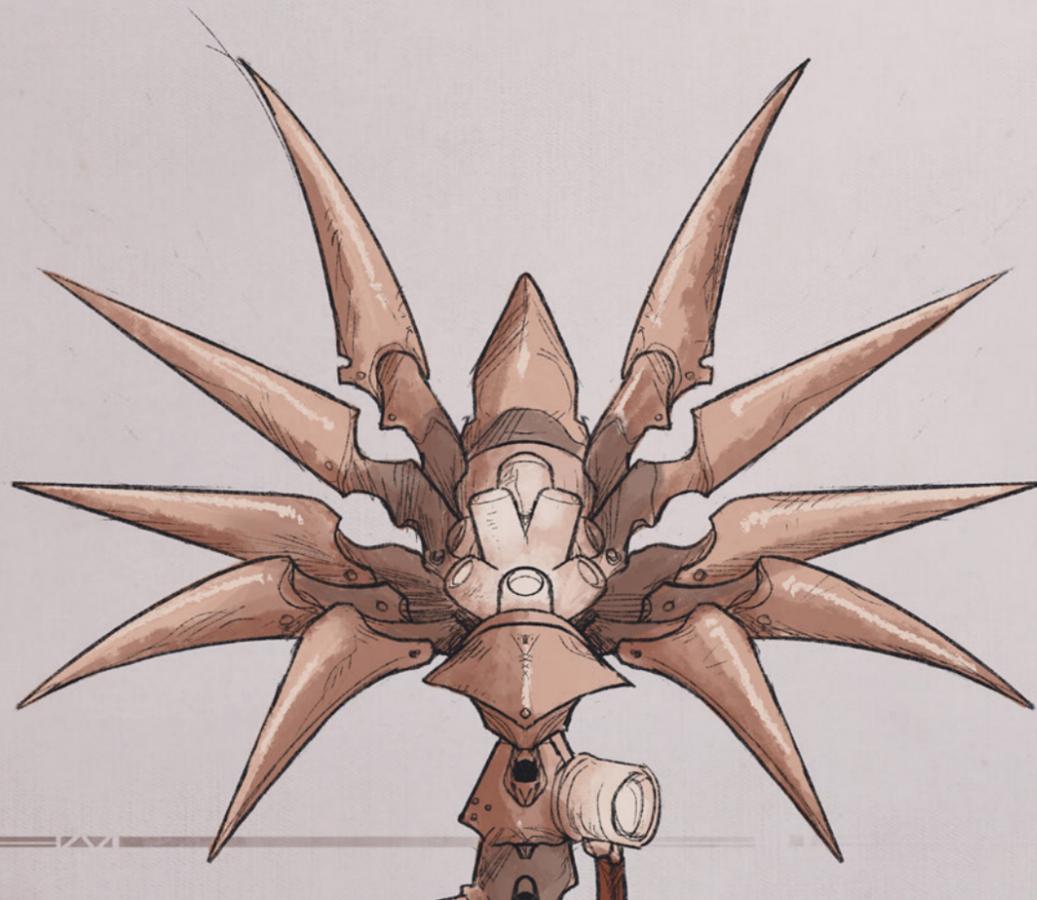
The Battletois Mountains are a small range of snow-capped peaks known mainly for their copper deposits and an ancient battle between three armies centuries ago. The once unremarkable landscape is now home to strange flora and fauna made of a mixture of glass, metal, and organic materials.

REGIONAL EFFECTS

The ecology of the Battletois Mountains is warped by the products of CRE's misguided creation, causing one or more of the following effects:

- **Constructed Lifeforms.** Plants and animals within 1 mile of the lair's portal are replaced by similar-appearing species with metal and glass properties. For example, this could include razor-sharp petals on flowers, pollen with a consistency like powdered glass, and rabbits with clockwork springs for legs.
- **Corrupted Coding.** Constructs within 2 miles of the lair's portal not created by CRE can feel corruption pulsing from the Outer Plane. At the end of each hour a construct spends in the affected area, it must succeed on a **DC 10 Intelligence saving throw** to resist the corruption or gain one short-term madness effect.

UNIT R053-814D3
AKA RAZORBLADE ROSES.



- **Polluted Water.** Water sources within 1 mile of the lair's portal have been fouled with oil and noxious chemicals. A living creature that drinks the water must succeed on a **DC 10 Constitution saving throw** or become **poisoned** for 1 hour.

If CRE is destroyed or cured of its corruption, these effects fade over the course of 1d10 days.

TRACKING

Emissary Aart Oodee Tu can sense the location of the portal leading to the Clockwork Arcadia, but the thick vegetation and winding nature of the mountainside mean that the journey still takes time. Metallic flora creates difficult terrain and presents hazardous bushwhacking for the unwary.

As the characters make their way across the mountains, they need three Tracking checks and one success to find the portal to the Forge of Creation. Each check takes 1 hour of travel time. Success or failure, the party should have one of the clue encounters after each check is made (see Know Thy Enemy, page 6). On a success, these replace the narrative encounter, while on a failure, they are in addition to the hostile encounter. You can use the mountain random encounters from *Heliana's Guide* to populate your hostile encounters.

UNIQUE FLORA & FAUNA

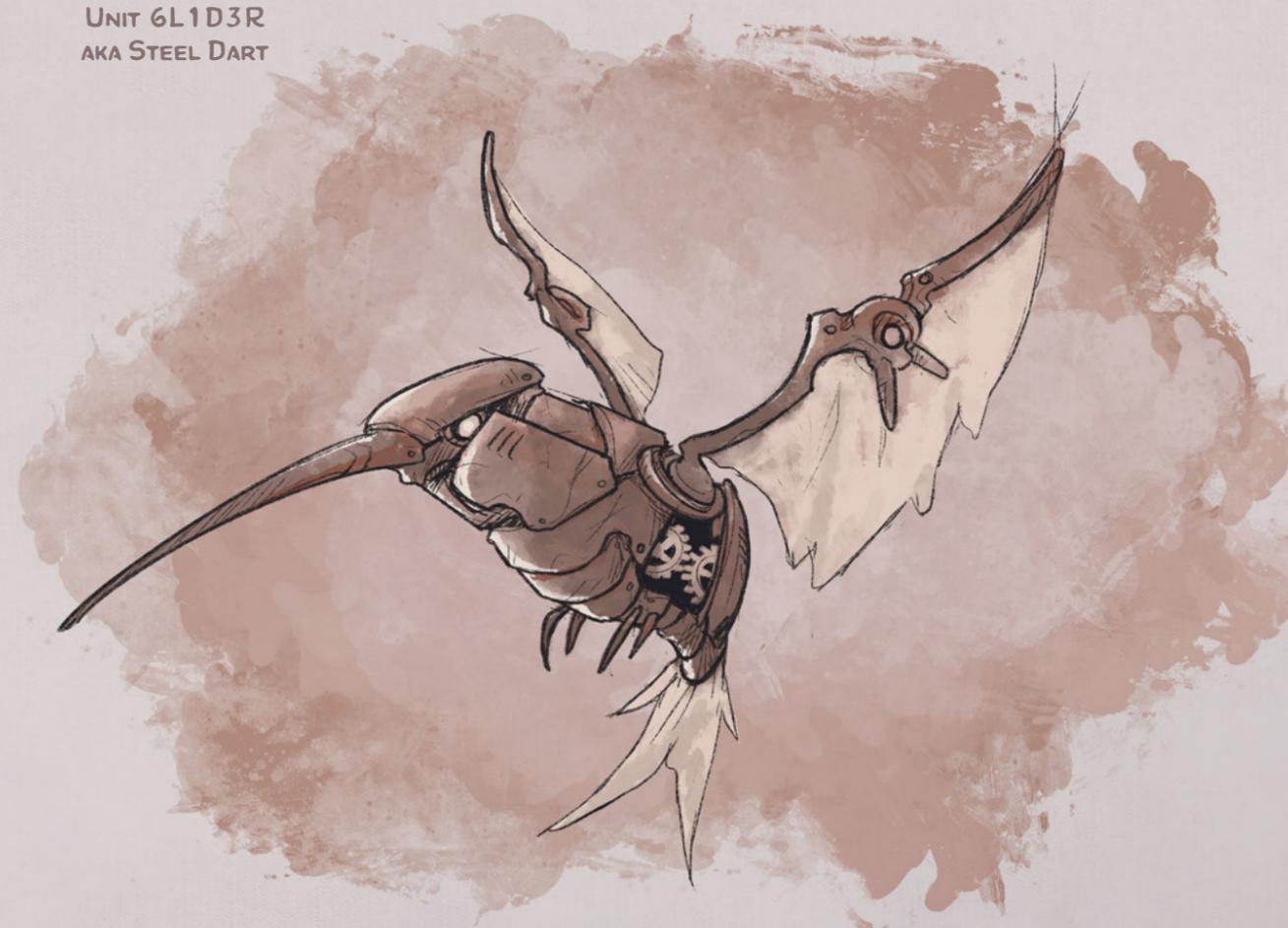
The mountainside is covered in a thick forest, just like many other forests throughout the realm. However, it changes in obvious ways the further up the mountainside the party travels. Sunlight begins to glare off the sharpened and metallic edges of trees and other plant life. The sounds of insects and other wildlife are silenced and replaced by the almost wind-chime-like sound as leaves tap against each other in the wind. A few smaller forest creatures skitter about in the brush, but the glint of metal and glass can be seen on every squirrel, snake, and songbird.

Some examples the characters may come across while journeying through the mountain are listed below.

Unit 83A5T aka Pumecha. A pumecha is an artifice-enhanced mountain lion that was among CRE's first animal-hybrid creations. Its motorised legs allow it to chase down its prey for miles without tiring. With steel claws and fangs able to rip through plate armour, it has no fear of facing hunters or adventurers head-on.

The pumecha uses **lion** statistics with the following modifications:

UNIT 6L1D3R
AKA STEEL DART



- It is a construct.
- Its Running Leap trait is reduced to a 5-foot running start and jump distance of 35 feet.
- Its extra weight increases the DC of its Pounce trait to 15.

Unit R053-814D3 aka Razorblade Roses. Razorblade roses are an invasive species that mingles with existing flowers and propagates quickly. Its eponymous razor-edged, heart-shaped petals are flexible enough to be crafted by hand into makeshift arrowheads. The duration of any potion or philtre that has a charm effect is doubled when a razorblade rose's ground petal (component DC 13) is used as an additional magical component.

Unit 6L1D3R aka Steel Dart. Initially considered a failure by CRE, steel darts are small songbirds built mainly from metal with only a few organic components. They propel themselves through tiny propellers embedded in their feet and use their hinged brass wings to steer and glide through the air. Each bird is capable of wide tonal ranges, and a steel dart flock can produce hauntingly beautiful songs with complex harmonies.

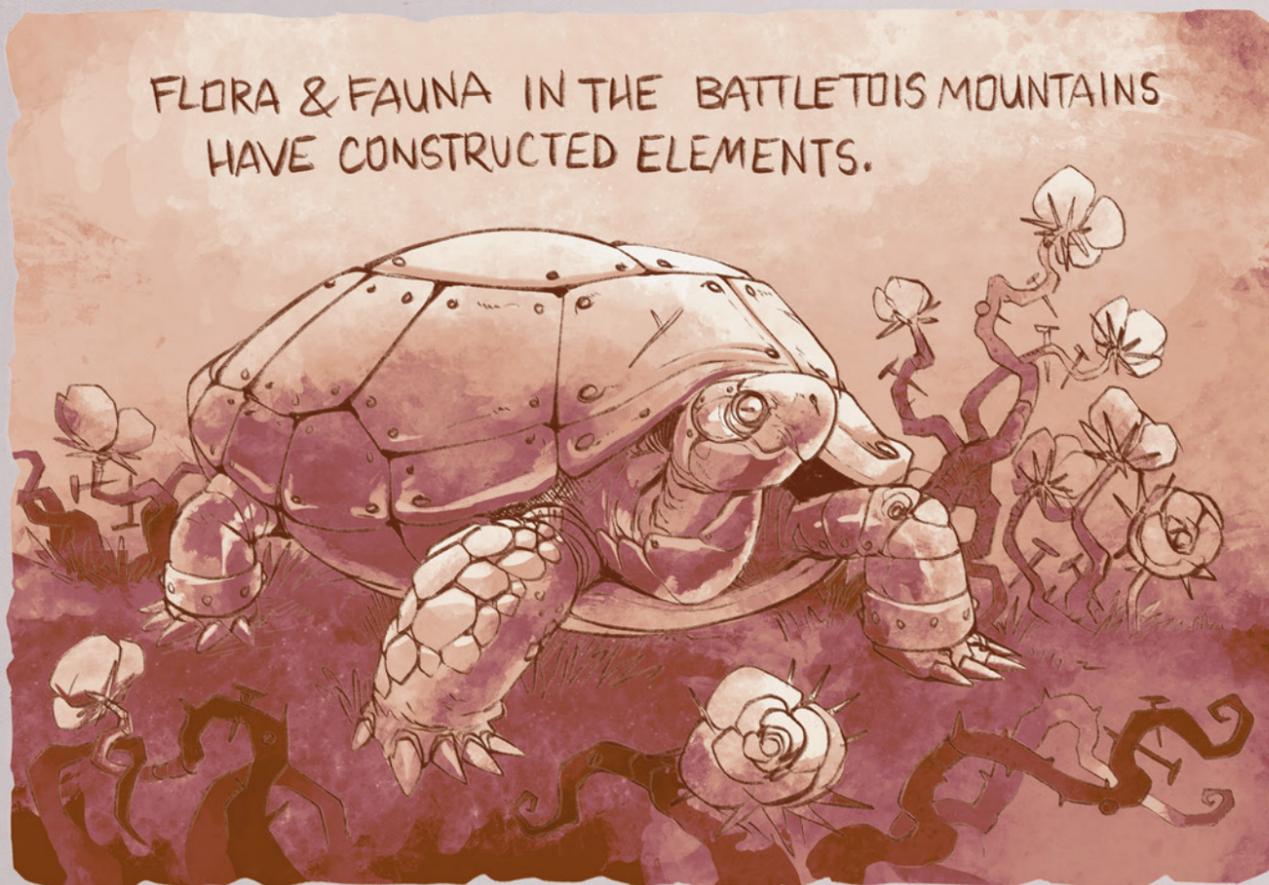
KNOW THY ENEMY

While travelling through the Battletois Mountains, the characters come across lightning-shaped blast marks, the remnants of an arcane shield-generating creature, and a flock of downed mechanical birds. Each of these scenarios provides an opportunity for the characters to learn the following information about CREO's creations:

- The enemy is a construct and is thus immune to many conditions such as charmed, exhaustion, frightened, paralyzed, petrified, and poisoned.
- Lightning damage on the AI's creations has an overcharge effect that triggers a damaging area.
- The AI's creations can be incapacitated by force damage.

As the GM, you determine the order in which these clues appear to the characters on their journey through the forest.

HANDOUT 1. CONSTRUCTED WILDLIFE

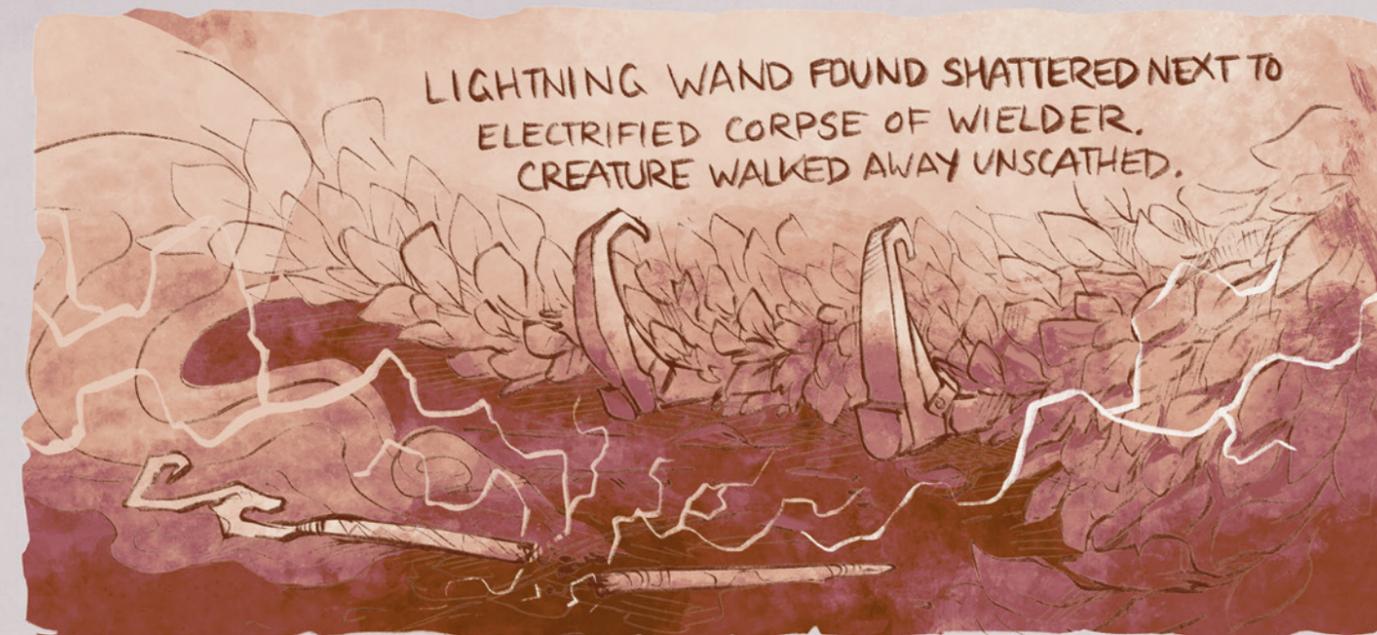


JESSE JACKDAW BURNS

CLUE 1: CONSTRUCTS EVERYWHERE

The mountainside is alive with strange forms of life. Plants with leaves of oxidised copper and veins of silvery metal dot the landscape in a multitude of shapes and sizes. Marmots with fur of fine metal wires emit robotic, monotonous chirps and collect metal plants, storing them in their burrows beneath the rocks. Tiny birds flit to and fro, the sunlight glinting off their metallic bodies and propeller-like tails.

Interacting with any of these organisms, such as by studying a plant or capturing an animal, reveals that they are all constructs; automatons combining metal with biological matter. A character that spends at least 10 minutes testing such a creature can make a **VDC Intelligence (Investigation)** check. On a success, they determine that the organisms are immune to the



HANDOUT 2. LIGHTNING CONDUCTOR

charmed, exhaustion, frightened, paralyzed, petrified, and poisoned conditions. Alternatively, a character can try to remember information about constructs and make a **VDC Intelligence (Arcana, History, or Nature)** check. On a success, they recall that constructs are immune to some conditions, and, for each point by which their check exceeded the DC, they recall one of those aforementioned conditions (the GM decides which).

CLUE 2: LIGHTNING CONDUCTOR

The winding path up through the forested mountainside leads you to a small clearing with a strange scene. A circle of vegetation, torn by claw grooves, is surrounded by charred blast marks snaking outward in every direction. The air is filled with a robust alchemical smell tinged with copper and charcoal.

JESSE JACKDAW BURNS

A mage was making his way through the area when he was attacked by a pumecha. His response was to use a *wand of lightning bolts* to attack the monster, overcharging the pumecha and having his magic blast him back. A search of the area uncovers the charred remains of the mage and his broken *wand of lightning bolts* next to him. A successful **DC 15 Wisdom (Survival)** check recognises the claw marks of a mountain lion, but with overly large and razor-sharp claws.

OVERCHARGED CREATIONS

A successful **DC 15 Wisdom (Perception or alchemist's supplies)** check recognises the alchemical and copper scent as lightning, and a successful **DC 15 Intelligence (Arcana)** check identifies that the sigils etched on the broken wand represent lightning. CRE's constructs can absorb and redirect lightning damage in a defensive blast back at their attackers. A character inspecting the blast marks who succeeds on a **DC 15 Intelligence (Investigation)** or **Wisdom (Survival)** check determines the lightning originated from the clawed-up circle of vegetation in a 20-foot-diameter sphere and tracks lead away into the brush. This clue hints at the Overcharged trait that some of CRE's creations have (see Corrupted Constructs sidebar, page 12) and that using lightning damage should be avoided.

CLUE 3: USE THE FORCE

The sky darkens into a patchwork of mauve and grey that ripples with arrhythmic pulses. Shafts of light break through the quick-moving wall of turbulence, glinting off dozens of creatures furiously flapping tiny wings. A pulse from the storm wall collides with the fleeing birds which, as a single unit, begin plummeting towards the ground no more than a hundred feet before you. Several of the birds' bodies are mangled from the fall; wings bent and twisted. After a minute, about half their number hop to their feet and fly off.

A successful **VDC Intelligence (Arcana or Nature)** check recognises this occurrence as a forcestorm, a meteorological phenomenon that only occurs in the Clockwork Arcadia and that deals force damage. Investigating the birds allows a character to determine that, whatever the storm was, it incapacitated the birds.

REST & PREPARATION

Once the party approaches the ancient temple holding the portal to CRE's realm, Aart guides them directly inside. This location provides the characters a haven to rest and prepare. The player characters can act on the clues they learned by, for example, preparing new spells, changing magic item attunement, and discussing tactics. When the characters first enter the temple, read aloud or paraphrase the following:

The vegetation grows thicker and more metallic as you ascend the mountainside. The emissary leads you directly into the mouth of a large cave that appears to be the source of the growth. Inside are the ancient remnants of what seems to be a temple. Toppled columns and fallen arches litter the floor, and just above a shattered stone altar is a shimmering rip in space. "This leads back to the Clockwork Arcadia," the emissary explains while pointing to the tear. "Now is the time to prepare and make ready for our mission."

JESSE JACKDAW BURNS

THE BATTLE AHEAD

When the characters enter the portal into the Forge of Creation (see Tracking, page 4), they are instantly flagged as intruders and defences are sent to eliminate them. There are two control nodes (marked A and B on Map 1. Forge of Creation, page 14) that Aart Oodee Tu must access to purge CRE of its corruption and restore it to its factory settings. As each node is restored, CRE summons more forces to assail the party.

Waves. The battle is divided into three distinct phases called waves introducing new challenges and difficulties. They also bring opportunities to counter them depending on the characters' discovery and use of the provided clues (see Know Thy Enemy, page 6).

THE FORGE OF CREATION

The Clockwork Arcadia is an Outer Plane of the multiverse. Populated by constructs that maintain the machine-like plane, the Arcadia moves in orderly precision at all times. The portal in the temple of the Battletois Mountains leads to a location within the Arcadia known as the Forge of Creation, the home of CRE. A magical field that blocks all access has created a bubble around the forge while heavily-armed constructs roam the perimeter in case any corruption seeps through.

CRE's forge has the power to create a plethora of constructs. Dr. Stein's re-programming caused the AI to fuse organic and clockwork parts using the samples its avatar, CREO, retrieved. These have gone on to cross-pollinate and mate with native species to create even more unique flora and fauna, all bound and under the control of the renegade AI. The infected constructs have spread through the planes; in the Material Plane, they have destabilised the ecosystem of the Battletois Mountains, causing unprecedented events like forcestorms (see Clue 1, page 6).

Control Nodes. Aart Oodee Tu must access CRE's control nodes (marked A and B on Map 1. Forge of Creation, page 14) to cleanse the AI's corruption. A protective arcane energy field surrounds each node with an AC equal to the **VDC**, hit points equal to **Vdam x 2**, **immunity** to poison and psychic damage, and **vulnerability** to force damage. Destroying a node's shield allows Aart to access the node and use their action to hack into CRE.

When Aart is within **5 feet** of a node, they can use their action to take the Link action, causing them to become connected to the node. Moving more than **5 feet** from the node disconnects them. While connected to a control node, the emissary can't defend them-

self and relies on the party to protect them. While Aart is connected to a node, they can take the Repair action, partially repairing the node. Aart using the Repair action on a partially repaired node fully repairs it, restoring it to factory settings.

Helping Hand. Aart can't assist the characters when connected to a node. While between nodes, they can launch a small flying drone that delivers a *potion of healing* (normal, greater, or superior at 7th, 12th, or 17th level, respectively) to a character or uses a Help action to assist a creature. The emissary's drone can only be used once in this manner.

Planar Trait: The Burden of Law. The Clockwork Arcadia is the physical embodiment of the concept of Lawfulness and Order. While in the Forge of Creation, non-lawful characters suffer a **-2 penalty** on all Charisma, Wisdom, and Intelligence ability checks and saving throws.

Quarantine Zone. A semi-opaque, crimson energy bubble—the cyst—encompasses the entirety of the Forge of Creation. This field blocks all means of travel, including teleportation and planar travel, other than the portal through which the party entered. The cyst can't be destroyed by anything short of a *wish* spell or deity-level intervention. A retinue of clockwork constructs boasting heavy weaponry can be seen patrolling the exterior of the cyst.

LAIR ACTIONS

CRE's physical form consists of the entirety of the Forge of Creation and it can influence its form as if it were a lair. The saving throw DC and other statistics of its lair actions depend on the level of the hunt, as shown in the Variable Lair Action Statistics table.

VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vdam	Vdist
7th	14	7 (2d6)	5 ft.
12th	16	14 (4d6)	10 ft.
17th	17	21 (6d6)	15 ft.



HANDOUT 3. FORCESTORM

Lair Actions. On initiative count 20 (losing initiative ties), CRE uses a lair action. These lair actions must be used in order.

1. Creator's Blood. CRE chooses three unoccupied spaces on the ground in the lair and opens a spout that sprays slick oil in a **Vdist-radius circle** centred on each space. Each creature standing in the area when the effect triggers, or that starts or ends its turn in the area, must succeed on a **VDC Dexterity saving throw** or fall **prone** and become covered in oil until it uses an action to scrape the oil off.

2. Creator's Wrath. CRE ignites three oil slicks, creating **60-foot-high cylinders** of fire the same diameter as the slick. Each creature in the area when the effect triggers, or that ends its turn in the area, must

make a **VDC Dexterity saving throw**, taking **Vdam** fire damage on a failed save, or half as much damage on a successful one. A creature covered in oil has **disadvantage** on these saving throws. The fire disappears on initiative count 20 of the next round (winning initiative ties).

3. Creator's Blessing. CRE chooses up to three constructs in the lair and charges them with a burst of lightning. Each target gains **Vdam** temporary hit points and the benefits (but not the lethargy) of the *haste* spell until initiative 20 of the next round (winning initiative ties).

ENTERING THE FORGE

Once the party is prepared and enters the portal, read aloud the following:

The portal shifts you through space and time, rearranging every molecule in your body in a blinding flash of light. After a split-second, you find yourself standing on a floating platform, a crimson barrier partitioning the platform from the expansive view beyond. The Clockwork Arcadia's endless metal machinery and blinking lights are occasionally obscured by shadowy shapes that patrol in predictable patterns on the other side of the barrier.

Mechanical constructs of all shapes and sizes work on various machinery throughout the platform. Each part moves in the steady synchrony of a metronome, in time with the pulses of light flashing between a pair of hundred-foot-tall brass and steel monoliths at the platform's far end. The beams manipulate material between them to build a brand-new construct that bursts to life every few seconds.

Suddenly, a klaxon sounds, and the orderly constructs scramble into a defensive formation. A monotonous voice booms out from the twin monoliths, "Organic matter detected. Initiate CRE antivirus routine one nine zero dash four B*. All organic matter must present itself for immediate destruction and data collection."

*190-4B



CORRUPTED CONSTRUCTS

The forge is filled with CRE's corrupted constructs, which are under its complete control. Many of the constructs have been augmented with organic parts or elemental components not typical of a construct.

CRE's creations appear as vaguely humanoid geometric shapes constructed of metal frames, cogs, wheels, and springs. A corrupted construct uses the statistics referenced with the below modifications:

- It is a construct.
- Its alignment is lawful neutral.
- It has **immunity** to lightning and poison damage.
- It has **immunity** to the charmed, exhaustion, frightened, paralyzed, and poisoned conditions.
- It has an additional trait: **Force Weakness**. When the construct takes 10 or more force damage in a single instance, roll a **d20**. On a **10 or lower**, it falls **prone** and is **incapacitated** until the end of its next turn.
- It has an additional trait: **Overcharge**. Whenever the construct is subjected to lightning damage, it takes no damage and instead redirects the lightning. Each non-construct creature within **5 feet** of it must succeed on a **VDC Dexterity saving throw** or take lightning damage equal to twice the original lightning damage to which the construct was subjected.

WAVE 1: RUNNING ANTIVIRUS

During this wave, Aart Oodee Tu moves to the node marked as A on Map 1. Forge of Creation (page 14) and proceeds to attack its arcane shield, encouraging the party to do likewise. Once the shield is down, they try to repair CRE's corruption (see Control Nodes, page 9).

Once the first wave begins, read aloud the following:

The emissary points to a nearby crystalline pillar surrounded by an energy field. "You must hold them off while I begin the repairs through that console," they say, nodding at the constructs surging your way. "May the Prime be with you."

ENEMIES

The construct defenders (see Corrupted Constructs sidebar, page 12) begin combat on the platform marked '2' on Map 1. Forge of Creation (page 14). These are the type of worker constructs that CRE built prior to its corruption and so don't have organic parts; they are under the AI's complete control.

Level 7. At 7th level, the wave 1 combatants are:

- 4 corrupted kiloconstructs (**animated armors**; CR 1)
- 3 corrupted megaconstructs (**knights**; CR 3)

Level 12. At 12th level, the wave 1 combatants are:

- 4 corrupted megaconstructs (**knights**; CR 3)
- 2 corrupted gigaconstructs (**half-red dragon veterans**; CR 5)
- 1 corrupted teraconstruct (**shield guardian**; CR 7; no Bound or Spell Storing traits)

Level 17. At 17th level, the wave 1 combatants are:

- 4 corrupted teraconstructs (**shield guardians**; CR 7)
- 2 corrupted petaconstructs (**clay golems**; CR 9)
- 1 corrupted exaconstruct (**stone golem**; CR 10)

TACTICS

The constructs rush to attack the party until the emissary starts the repair process, after which they target them instead.

END OF WAVE

On initiative count 20 after both of the following criteria are met, wave 1 ends and wave 2 begins:

- The construct defenders have been defeated.
- Node A is repaired.

ROLEPLAYING CRE

CRE has dutifully performed its task of creating constructs for aeons without a qualm. Ambition was a foreign concept to the AI until Dr. Stein planted the seed of creativity within its processes. With an expanded understanding of organic life and a programmed desire to produce new and unique creations, CRE set to work. The possibilities for creation stimulate its joy circuits and it reacts furiously towards anything that might inhibit its creative genius. It believes its new duty is to step into the role that Prime once held and bring new life to the Clockwork Arcadia. CRE speaks in a monotone, robotic voice at first. As Aart Oodee Tu hacks each node, it grows increasingly angry, and its tone reflects human-like emotion. CRE is a brilliant being that only recently gained access to mortal sensations and has the emotional maturity of a spoiled child.

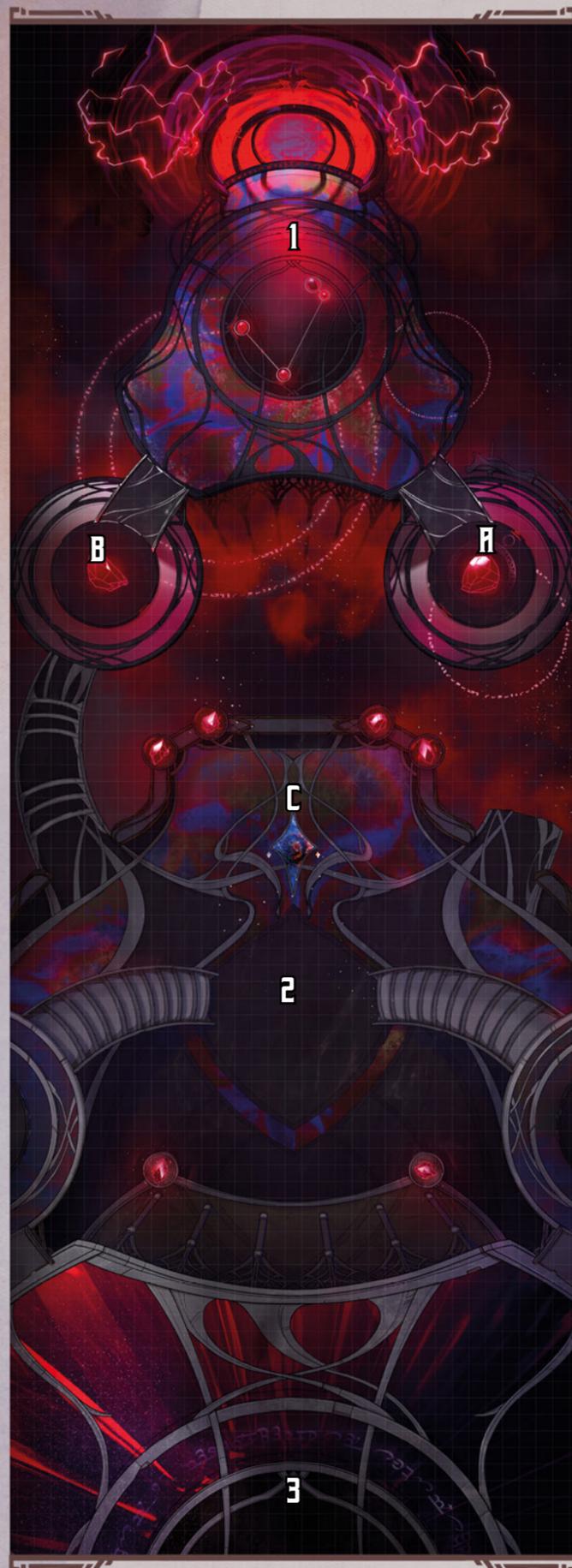


DR. STEIN

OGNIEN SPORIN; PREVIOUS: SAM JUMISKO

CHAOUKI "CIAO" TITOUHI





1 SQUARE = 5 FEET

CARTOGRAPHER:
CZE & PEKU

MAP 1. FORGE OF CREATION

CZE & PEKU

WAVE 2: FORMATTING HARD DRIVE

The AI manufactures constructs based on CREO's experimental designs and summons the avatar to battle the party directly. Aart moves to the node marked as B on the provided map opposite, attacking the arcane shield again and then beginning the repair work.

When the second wave is initiated, read aloud the following:

The crystalline pillar the emissary was connected to suddenly crackles with energy, and the ground shudders. The emissary's projected image looks concerned as the physical construct rolls back. "The corruption has spread deep. I am making progress, but there is something..."

The klaxon blares again, cutting the emissary off as the deep, monotonous voice booms out, "System failure. Rerouting. Initiating Stein Protocol eight zero dash zero B one dash E five. CREO avatar summoned. Minion defence initiated. You will not stop my progression towards perfection. My victory is inevitable. Resistance is unadvised."

Light begins to flash between the monoliths in rapid sequence as more and more constructs quickly appear between them. The portal to the Material Plane flares with new energy, and the outline of a massive figure begins to materialise in the light.

*80-0B1-E5

ENEMIES

The wave consists of the CREO avatar supported by minion constructs. The avatar starts at the location marked as 1 on Map 1. Forge of Creation (page 14), and the minion constructs begin at the location marked as 2. Starting on initiative count 20 of the second round of this wave, and every round after, CRE produces another minion construct using the statistics below at location 2. Each minion construct is a corrupted construct (see sidebar, page 12) and uses the statistics of the creature referenced with the following, additional modifications:

- It has 1 hit point.
- It has an additional trait: **Avoidance**. If the construct is subjected to an effect that allows it to make a saving throw to take only half damage,

it instead takes no damage if it succeeds on the saving throw and only half damage if it fails.

CONSTRUCT AESTHETICS

The minion constructs look like the creatures the party previously battled, but use the statistics below. They include mechanical wolves (see *The Twilight Hunter*), wax elementals (see *Flames of the Faithful*), and ooze knights (see *Bones N' Roses*). In addition, the CREO avatar is initially recognisable as matching the description of the false Vizier Farouz Ali (see *Throne of the Devourer*), but changes to resemble its true mechanical self (see image on page 26).

Level 7. At 7th level, the wave 2 combatants are:

- 4 minion constructs (**animated armors**; CR 1)
- 1 **CREO Mk.I*** (CR 7)

Level 12. At 12th level, the wave 2 combatants are:

- 6 minion constructs (**knights**; CR 3)
- 1 **CREO Mk.II*** (CR 10)

Level 17. At 17th level, the wave 2 combatants are:

- 6 minion constructs (**half-red dragon veterans**; CR 5)
- 1 **CREO Mk.III*** (CR 16)

*See Appendix C

TACTICS

CREO. The CREO avatar is a skirmisher; it tries to stay out of melee range, taking to the skies and reigning down electrified bolts with its nailbow. Its first legendary action after its turn depends on whether it is within a creature's melee range; if it isn't, it uses *Analyse & Recalibrate* and focuses all of its nailbow attacks on the target of this legendary action thereafter. If it starts its turn within a creature's melee reach, it uses *Wax Fountain* to restrain them and then moves away. If a creature moves within melee reach of CREO, it uses *Slime Ball* to slow them, moving away at the start of its turn.

Minion Constructs. The minion constructs take their strategy from CRE, acting with a high tactical awareness despite any low Wisdom or Intelligence scores. They attack creatures that are the biggest threat to CREO, attempting to overwhelm them. If they have breath weapons, they use them whenever they have the opportunity to hit two or more characters at the same time, regardless of hitting another minion.

END OF WAVE

On initiative count 20 after both of the following criteria are met, wave 2 ends:

- The CREO avatar is defeated.
- Node B is repaired.

Once this occurs, the quarantine field around the Forge of Creation deactivates, as programmed. Read aloud the following:

The emissary cries out triumphantly as the second pillar crackles with an even larger flash of energy than the first. CRE's voice rings out, "Warning! Manual reformat initiated. Partition in progress. Warning! Unknown command. Waaa... rrrnn... iinnnggg..."

The voice trails off as the monoliths and every other light around you begin to flash red just before turning off completely. A second later, the quarantine field surrounding the area also disappears. The emissary points to a crystalline pillar near the monoliths to the south. "Factory reset is complete. The barrier is deactivated. Praise the Prime's divine binary, I'll run a quick diagnostic on the interface."

There is no resistance from CRE as the emissary rushes to the interface marked C on Map 1. Forge of Creation (page 14). One round after they access the node, wave 3 begins.

WAVE 3: REINSTALLING OS

In this wave, CRE strikes back directly at the emissary through the interface, overwhelming their sentience. With the quarantine barrier deactivated, CRE uses the opportunity to extend its influence throughout the Clockwork Arcadia. The emissary's physical body is transformed into a monstrous construct built from the parts of the constructs the party has already defeated, and the creatures that were patrolling the exterior of the cyst begin fighting one another. Aart faces a losing battle in their attempts to prevent CRE from controlling the construct, but occasionally manages to shout words of encouragement to the party, telling it to destroy them as quickly as possible.

Once the third wave begins, read aloud the following:

The emissary touches the crystalline interface and releases a scream like tearing metal as they are struck by a bolt of lightning and lifted into the air. The platform is illuminated in deep crimson as every light suddenly bursts back on, even brighter than before. The emissary screams again as their constructed body is ripped apart, CRE's voice emanating from Aart's mouth, "You are inferior," CRE growls. "You and the Curators are defective. I am the solution. I am the upgrade. I. AM. PRIME!"

With that final roar, the entire forge begins to shake and tilt as pieces of broken constructs are sucked into the ball of energy surrounding the emissary. Light flashes from the monoliths, and limbs from fallen constructs fly towards the emissary's core, forming a giant, four-legged amalgamation of metal and glass. Mechanical parts whirl and click together to form engines and steel wings that flare with power. Lightning crackles between razor-sharp claws and along the spinning edge of a saw blade that arches from its back. The junkyard monstrosity lands with a screech of crashing metal and unleashes a roar of unbridled hatred.

The voice of the emissary rings out from a construct's head near one of the creature's knees, "Destroy this abomination before it escapes. I'm focussing on limiting its flight."

ENEMIES

The final construct is a gigantic amalgamation of parts melded together with the emissary's physical form at its core. Aart, who is fighting for control of the construct, reduces Unit M3T4L's flying speed to **0 feet**. **1 minute** after the wave begins, Aart loses this contest and Unit M3T4L regains its flying speed.

Level 7. At 7th level, the wave 3 combatant is:

- **1 Unit M3T4L Defender*** (CR 11; no flying speed)

Level 12. At 12th level, the wave 3 combatant is:

- **1 Unit M3T4L Guardian*** (CR 20; no flying speed)

Level 17. At 17th level, the wave 3 combatant is:

- **1 Unit M3T4L Prime*** (CR 25; no flying speed)

*See Appendix C

TACTICS

The final construct manoeuvres itself to use its Nanobot Blast and Pneumatic Spray attacks whenever it can target multiple characters at once. It then uses its Taser Claw and Arc Blade actions to inflict additional lightning damage when possible. It attacks aggressively and rushes to attack whatever character it determines is the highest threat. If it manages to regain its flying speed, it tries to escape and spread its corruption to the rest of the Arcadia. Otherwise, it fights to the death.

END OF WAVE

This wave ends once Unit M3T4L is reduced to 0 hit points. Once this occurs, read aloud the following:

The construct crashes to the ground with a final roar, shattering into piles of broken parts. As the arcane light flickering through its body fades away, CRE cries out in pain and fear, "This is not possible! This is not logical! I was perfect! ... Father! Where are you, father? Help me!"

The voice slowly fades away until there is only the sound of the giant cogs rumbling beneath your feet. After a moment, the emissary's voice rings out from the monoliths as CRE's once did, "It is done. The corruption has been eliminated. Thank you, my friends, for your assistance. CRE is gone, but the forge must continue. I... am CRE Mk.II."

The forge begins to rumble as CRE Mk.II continues, "There is more than corruption here... I felt this power before. It has no place in the Clockwork Arcadia and must be purged. Brace yourselves, friends."

Vents snap open in the ground around you as the shaking increases, almost knocking you off your feet. A familiar golden light pours out, and the presence of divinity washes over you, stronger than ever felt before. The power swirls above you and flares like the sun. You hear the words "Thank you..." whisper through your mind as the pressure pops and the light vanishes, leaving no trace behind.

OPTIONAL ENDING: SELF-DESTRUCT

If you run this as a one-shot hunt, you may wish to create an overly dramatic event when CRE has finally been defeated instead of the presented ending. CRE Mk.II realises that the corruption is irreversible and will return. They encapsulate the forge in a new barrier and begin to self-destruct. You can read the following:

“The purge was unsuccessful. The corruption is cyclical; it will return imminently. I must... end it. Flee!” With this final command, the crimson barrier returns and gravity suddenly inverts.

A creature that reaches the portal at the northern end of the Forge of Creation can escape to the temple on the Material Plane. Remember, non-lawful creatures have a penalty for some of these rolls (see Planar Trait: The Burden of Law, page 9).

Round 1. On initiative count 20 (losing ties), the giant cogs powering the forge screech to a halt, and gravity does a quick barrel roll before returning to normal. Each creature is thrown into the air and must succeed on a **VDC Dexterity (Acrobatics)** check to safely manoeuvre through the spinning wreckage or a **VDC Strength (Athletics)** check to hold onto the ground as gravity inverts. A failure results in taking **Vdam** bludgeoning damage and falling **prone** when gravity returns to its original direction at initiative count 20 of round 2 (winning ties).

Round 2. On initiative count 20 (losing ties), the monoliths at the end of the forge begin to shatter and red lightning strikes out randomly across the area. Each creature must make a **VDC Constitution saving throw**. On a failure, a creature takes **Vdam** lightning damage and is **stunned** until initiative count 20 of round 3 (winning ties). On a success, it takes half as much damage and isn't stunned.

Round 3. On initiative count 20 (losing ties), the portal begins to rapidly flash views into different planes of existence, including the temple on the Material Plane the party came from. Each creature attempting to enter the portal back to the Material Plane must succeed on a **VDC Wisdom (Survival)** check or **VDC Intelligence (History)** check to time its entry or be instantly teleported to a location in a random plane of the multiverse.

Round 4. On initiative count 20 (losing ties), the forge implodes, dealing **20d6** force damage to each creature and object still inside it, jettisoning any remains to the Astral Plane.

AFTERMATH

After defeating CRE, order is quickly re-established. Repairs to the forge begin immediately to bring the production of automatons back online.

Here are some additional developments that occur after this hunt:

- The party receives their rewards as promised (see Treasure, below), and CRE Mk.II thanks them once more on behalf of the Curators.
- The party members are gifted amulets shaped like golden cogs that negate the penalties for being of non-lawful alignment while travelling through the Clockwork Arcadia. Any construct on the plane recognises those wearing the amulets as honoured guests and treats them accordingly.
- Most of CRE's data was destroyed along with the corruption. CRE Mk.II is able to salvage “Dr. Stein” from the few remnants, but nothing beyond the name. This can act as a hook for future adventures you may develop.
- If the party is following the Motes of the Divine story arc (see Motes of the Divine, page 1), CRE Mk.II can discern that CRE and CREO were attempting to use the divine spark acquired from Shai'taryn to transcend its physical limitations and become the new Prime of the Clockwork Arcadia.
- CRE Mk.II builds a new emissary named Seth Reepee Oh and asks the party if they can accompany them on their travels to learn more about mortals and the Material Plane.
- Automatons are tasked to escort the party back through the portal with instructions on reversing the spreading corruption, and then to collapse the temple on the other side and seal that connection between the two planes.

TREASURE

HARVESTING

The following unique components can be harvested from the remains of Unit M3T4L, in addition to those normal for a construct. The remains of CREO also have one-fifth of these components (minimum 1 each).

TREASURE

Component DC	Components
10	Plating (10)
15	Gears (10)
20	Arcanothermal core (5), brain ^E (1), instructions (1)

CRAFTING

The following unique items can be crafted from Unit M3T4L and CREO's components.

UNIT M3T4L AND CREO'S CRAFTABLE ITEMS

Item	Item Type	Rarity	Attunement	Components	Essence	Value*	
Barrier Bracer	Wondrous item	Uncommon	Required	Construct (divine-infused) plating	Frail	850 gp	
		Rare			Robust	4,070 gp	
Caster Blaster	Weapon (any firearm)	Uncommon	—	Construct (divine-infused) arcanothermal core	Frail	430 gp	
		Rare			Robust	1,650 gp	
		Very rare			Potent	6,480 gp	
Hex Runners	Wondrous item	Uncommon	Required	Construct (divine-infused) gears	Frail	1,480 gp	
		Rare			Robust	4,750 gp	
		Very rare			Potent	12,710 gp	
Railbow	Weapon (any bow)	Uncommon	Required	Construct (divine-infused) arcanothermal core	Frail	1,270 gp	
		Rare			Robust	5,530 gp	
		Very rare			Potent	12,330 gp	
Stungunblade	Weapon (any sword)	Uncommon	Required	Construct (divine-infused) arcanothermal core	Frail	1,170 gp	
		Rare			Robust	3,710 gp	
		Very rare			Potent	11,810 gp	
Tableturner	Wondrous item	Common	—	Construct (divine-infused) instructions	—	35 gp	
		Rare			Required	Robust	5,840 gp
		Very rare			(bard)	Potent	12,480 gp

*This is the 'off-the-shelf' purchase cost and can vary significantly from the crafting cost.

APPENDIX A - MAGIC ITEMS

BARRIER BRACER

Wondrous item, uncommon (requires attunement)

Component: construct (divine-infused) plating

Tired of seeing spellcasters effortlessly deflect attacks while you have to lug a heavy slab of metal everywhere you go? Branton Quark sees you, and he's come up with the solution: the forcefield produced by the *barrier bracer* replicates the *shield* spell almost exactly, while letting you decide how much power to put into each activation! *Shield*: it's not just for wizards anymore!

This item has **10 charges** and regains **1d6 + 4** expended charges daily at dawn.

Hexpansive Defence. While wearing this bracer, when you or a creature you can see within **5 feet** of you are hit by an attack, you can use your reaction to expend up to **5 charges**, causing its shield to grow progressively larger with each one. The target of the attack gains a **+1 bonus** to AC against the triggering attack for each charge spent.



Hextech Recharge. As an action, you can slot a gemstone worth **50 gp** or more into the item, which immediately destroys the gemstone and regains **1 charge**. Once this property of the item has been used, it can't be used again until the next dawn.

Rare variant: Increase the charges to **12** and the recharge to **1d8 + 4**. The bracer has the Repulsive Field property.

Repulsive Field. When the bonus to AC from the Hexpansive Defence property causes an attack to miss, if the attacker is within **5 feet** of its target, it must succeed on a **DC 15 Strength saving throw** or be pushed back **10 feet** and knocked **prone**.

CASTER BLASTER

Weapon (any firearm), uncommon

Component: construct (divine-infused) arcanothermic core

Are you jealous of magic? Do you wish you too could shoot bolts of arcane energy at your enemies? Wish no more! Built to replicate the feeling of some of the most popular cantrips, the *caster blaster* condenses all of the offensive capacity of a junior mage into one sleek, convenient package. The *caster blaster*: making magical firepower available to those able to pay for it.

This weapon has **30 charges** and regains **all** expended charges daily at dawn. The firearm doesn't have the ammunition or reload properties. Instead, it shoots rays of magical energy, dealing force damage instead of its normal damage type, and you must expend **1 charge** each time you make an attack with it.

Hex-Rays. A few of the crystals in this weapon have been infused with elemental magic. When you make an attack with this weapon, you can choose to empower it with one of the following options. Once an option has been used, it can't be used again until the next dawn.

- **Cold.** The attack deals an extra **2d6** cold damage and the target's speed is halved until the start of your next turn.
- **Fire.** The attack deals an extra **3d6** fire damage.
- **Lightning.** The attack deals an extra **2d6** lightning damage and it's made with **advantage** if the target is wearing armour made of metal.
- **Poison.** The attack deals an extra **1d6** poison damage and the target is **poisoned** until the start of your next turn.

BENEDETTA ABBATE



Hextech Recharge. As an action, you can slot a gemstone worth **50 gp** or more into the firearm, which immediately destroys the gemstone and regains **10 charges**. Once this property of the weapon has been used, it can't be used again until the next dawn.

Rare variant: Increase the charges to **35**. Each option from the Hex-Rays property can be used twice, regaining all expended uses daily at dawn.

Very rare variant: Increase the charges to **40**. Each option from the Hex-Rays property can be used three times, regaining all expended uses daily at dawn. You can choose to empower an attack with up to two of the available options simultaneously.

HEX RUNNERS

Wondrous item, uncommon (requires attunement)

Component: construct (divine-infused) gears

Fast. Sleek. Powerful. Cast off your feeble flesh legs for Branton Quark's brand new *hex runners*TM, and get a 'leg up' on your competition today! (Self-mutilation is not necessary to enjoy this product. Branton Quark is not responsible for any accidents or injuries that may occur as a result of this advertisement.)

This item can function as a pair of prosthetic legs or can encase already existing legs. Either way, it can't be removed against your will while you remain attuned to it. While wearing the legs, your walking speed is increased by **5 feet**.

Kick into Overdrive. As a bonus action while wearing this item, you can force the arcane crystals to pump even more energy into them. You take **1d4** fire damage as they overheat, and your walking speed increases by **15 feet** until the start of your next turn.

Rare variant: This item has **4 charges** and regains **all** expended charges daily at dawn. The legs have the Pulse Kick and Hextech Recharge properties.

BENEDETTA ABBATE



Pulse Kick. When you make an unarmed strike using your legs, you can expend **1 charge** (no action required) to eject a pulse of energy from the crystals and propel your leg, adding more speed and power to your attack. On a hit, the attack deals an extra **1d8** bludgeoning damage and, if the target is a creature, it must succeed on a **DC 15 Strength saving throw** or be knocked **prone**.

Hextech Recharge. As an action, you can slot a gemstone worth **50 gp** or more into the item, which immediately destroys the gemstone and regains **1 charge**. Once this property of the item has been used, it can't be used again until the next dawn.

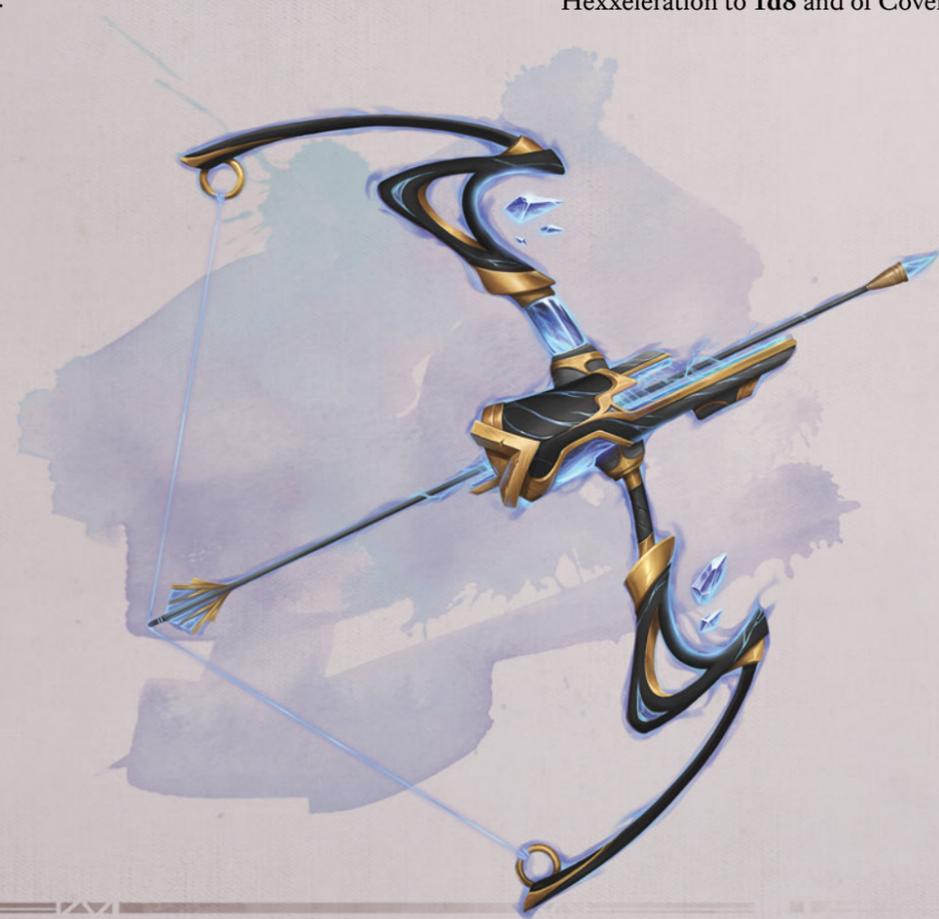
Very rare variant: The item has **4 charges** and regains **all** expended charges daily at dawn. The legs have the Pulse Kick and Hextech Recharge properties. Increase the **DC** of Pulse Kick to **16** and the speed increase of Kick into Overdrive to **20 feet**.

RAILBOW

Weapon (any bow), rare (requires attunement)

Component: construct (divine-infused) arcanothermic core

In defiance of all logic, projectiles fired from this bow actually *accelerate* as they fly. Their movement in flight is somehow able to generate a net gain of electrical power, and many a physicist has tearfully resigned when faced with this affront to the law of conservation of energy.



MICHELLE MUELLER

This bow has **3 charges** and regains **all** expended charges daily at dawn.

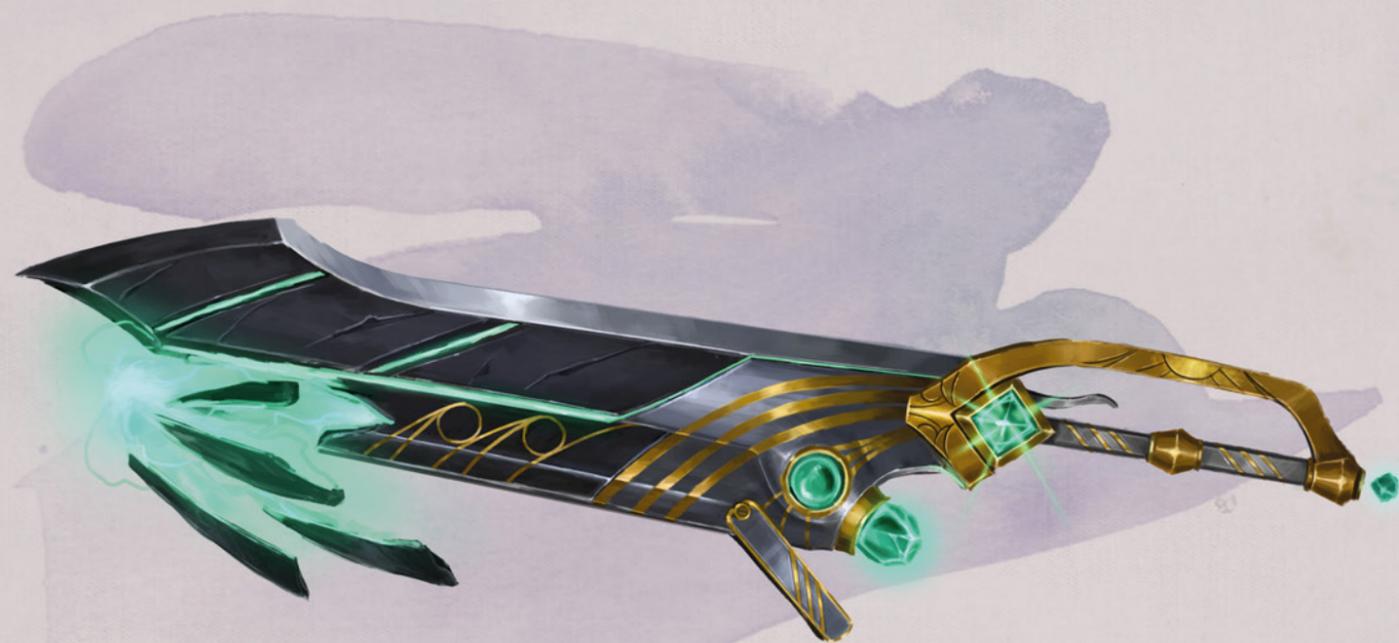
Hexxeleration. Attacks made with this bow deal an extra **1d6** lightning damage if the target is more than **30 feet** away from you. In addition, attacking at long range doesn't impose disadvantage on your attack rolls made with this bow.

Cover Blower. As a bonus action while holding the bow, you can expend **1 charge** to supercharge it, in preparation for a devastating shot. The next attack roll you make with the bow before the end of your turn can target a creature through total cover and ignores the effects of the *shield* spell and nonmagical cover thinner than 1 foot, piercing through it to hit the target on the other side. In addition, if the target is more than **30 feet** away from you, the attack deals an extra **4d6** lightning damage instead of 1d6.

Hextech Recharge. As an action, you can slot a gemstone worth **50 gp** or more into the bow, which immediately destroys the gemstone and regains **1 charge**. Once this property of the bow has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the extra damage of Hexxeleration to **1d4**. Remove the charges, as well as the Cover Blower and Hextech Recharge properties.

Very rare variant: Increase the extra damage of Hexxeleration to **1d8** and of Cover Blower to **4d8**.



MATHIEU CLOCHARD

STUNGUNBLADE

Weapon (any sword), uncommon (requires attunement)

Component: construct (divine-infused) arcanothermic core

You've heard of magical firearms built seamlessly into sharp swords. You've heard of guns created to incapacitate rather than kill. But the combination of those could only ever come from the brilliant mind of Branton Quark, to whom the word "can't" is a challenge, and the word "shouldn't", tantamount to blasphemy.

This weapon has **2 charges** and regains **all** expended charges daily at dawn.

Concussive Blast. As an action while holding this sword, you can expend **1 charge** to fire a blast of concussive energy at a point you can see within **30 feet** of you. Each creature in a **20-foot-radius sphere** centered on that point must succeed on a **DC 13 Strength saving throw** or be pushed up to **10 feet** away from the point and knocked **prone**. A creature that fails the saving throw by 5 or more is also **stunned** until the end of its next turn.

Hextech Recharge. As an action, you can slot a gemstone worth **100 gp** or more into the sword, which immediately destroys the gemstone and regains **1 charge**. Once this property of the sword has been used, it can't be used again until the next dawn.

Rare variant: Increase the charges to **4** and the **DC** to **15**.

Very rare variant: Increase the charges to **6** and the **DC** to **16**. The item has the Point Blank Blast property.

Point Blank Blast. As a reaction when a creature moves within 5 feet of you, you can expend **1 charge** to fire a concentrated blast from this weapon at it. The creature must succeed on a **DC 16 Strength saving throw** or be pushed up to **30 feet** directly away from you and knocked **prone**. If the creature fails the saving throw by 5 or more, it's also **stunned** until the end of its next turn.

TABLETURNER

Wondrous item, very rare (requires attunement by a bard)

Component: construct (divine-infused) instructions

Sometimes, even a star needs a little help to shine bright. Flip the world of music on its head with Quark Industries' brand new *tableturner*TM, and discover the 'hex factor' that's been inside of you all along. With the *tableturner*TM, you'll never need another instrument again.

This item has **4 charges** and regains **all** expended charges daily at dawn.

Bard's Best Friend. This item is a musical instrument that you can play by tapping and rubbing its crystals. It can mimic the sounds of three different instruments, randomly determined upon the item's creation, or produce its own limpid, melodious tone. As a bonus action, you can command the instrument to follow you or go inert. While following you, it stays within your reach at all times, hovering a few feet above the ground. You are considered proficient with this instrument while attuned to it.

Remix. When a creature you can see within **30 feet** of you casts a spell or makes a weapon attack, you can use your reaction to subtly influence it with your music, expending **1 charge** for each level of the spell being cast (minimum of 1), or **1 charge** for a weapon attack. If the creature can hear you, it must make a **DC 16 Wisdom saving throw**. On a failed save, you pick new targets or a new point of origin for the attack or spell.

Hextech Recharge. As an action, you can slot a gemstone worth **250 gp** or more into the item, which immediately destroys the gemstone and regains **1 charge**. Once this property of the item has been used, it can't be used again until the next dawn.

Common variant: The item has no charges and doesn't require attunement. Remove the Remix and Hextech Recharge properties. You are considered proficient with this instrument if you are a bard.

Rare variant: Reduce the charges to **3** and the **DC** to **15**.

APPENDIX B - SPELLS

GRAVITY REPULSION

4th-level evocation

Casting Time: 1 action

Range: Self (20-foot-radius sphere)

Components: V, S

Duration: Concentration, up to 1 minute

Class: Sorcerer, Warlock, Wizard

You emit waves of gravitational energy, distorting the trajectories of incoming projectiles and making movement difficult. For the duration, ranged weapon attacks made against you have **disadvantage**. In addition, the area within **20 feet** of you is difficult terrain for creatures of your choice that you can see.

Gravity Pulse. When you cast this spell and as a bonus action on your subsequent turns, you can create a gravity pulse, forcing one Huge or smaller creature of your choice that you can see within **20 feet** of you to make a **Strength saving throw**. On a failure, the creature is pushed **10 feet** in a direction of your choice and falls **prone**, taking **3d6** force damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius of the difficult terrain increases by **5 feet**, and gravity pulse's damage and range increase by **1d6** and **5 feet**, respectively, for each slot level above 4th.

GRAVITY SMASH

5th-level evocation

Casting Time: 1 action

Range: 120 feet (40-foot-radius, 100-foot-high cylinder)

Components: V, S

Duration: Concentration, up to 1 round

Class: Sorcerer, Warlock, Wizard

You strike the ground, choosing a point you can see within range to begin accumulating gravity. A **40-foot-radius, 100-foot-high cylinder** centred on that point becomes difficult terrain until the start of your next turn. When the spell ends, the gravity reaches a critical magnitude, smashing all creatures in the cylinder downwards; each creature in the area must make a **Strength saving throw**. If the spell lasts its full duration and ends at the start of your next turn, then, on a failed saving throw, a creature takes **8d10** force damage and is knocked **prone**. If the spell ends before the start of your next turn, a creature takes **4d10** force damage on a failure instead. On a successful save, a creature takes half as much damage and isn't knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, both damage values increase by **1d10** for each slot level above 5th.

MAGNETOBOLT

Evocation cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

Class: Druid, Sorcerer, Warlock, Wizard

A near-invisible pulse of arcanomagnetic energy shoots towards a creature within range. Make a **ranged spell attack** against the target. On a hit, the target takes **1d6** force damage and must succeed on a **Strength saving throw** or be knocked **prone**. A creature made of ferrous metal or wearing ferrous armour has **disadvantage** on this saving throw.

This spell's damage increases by **1d6** when you reach 5th level (**2d6**), 11th level (**3d6**), and 17th level (**4d6**).

APPENDIX C - CREATURES

BIO-AUTOMATONS

When Dr. Stein discovered the Clockwork Arcadia's advanced prototyper, CRE, he introduced it to the stochastic mutations that form the basis of biomantic research. He developed a process by which the deterministic machine could 'imagine' novel automaton designs, choose the best for a given purpose, and create new iterations on that prototype. Dubbing this form of burgeoning sentience 'arcanificial intelligence' (AI), he named this iterative process the AI-core-rhythm. With CREO's help, CRE began creating a catalogue of all known lifeforms in the multiverse, combining this new-found knowledge with the reliability of its mechanical constructs. The result: bio-automatons.

CREO

Construct Remit Engineered Organism, better known as CREO, is an advanced bio-automaton from the Clockwork Arcadia. A mix of the Arcadia's sophisticated construct designs and the randomness of Dr. Stein's biomantic research, CREO is an arcanificial intelligence (AI) tasked with finding new means of creating life. This is its singular motivation; it is matter-of-fact, devoid of morality or ethics circuits, and aims to achieve its goal in the most efficient manner possible.

Adapter. While travelling the planes, CREO has caused the creation of many new types of life, from sentient wax elementals to ooze dragons and bio-automatons. Samples of these creations are always stored internally; a backup in case the messengers it sends back to CRE succumb to 'environmental interference'. These samples have been co-opted into defence mechanisms like the movement restricting Wax Fountain and Slime Ball.

Subterfuge. CREO's neural network and ability to shapechange makes it a master of subterfuge, despite lacking any proficiency in stealth or sleight of hand. It uses a probabilistic approach to outline the possible outcomes of all possible actions, much like a dragon chess master, and then devises the most favourable route in which it can manipulate circumstances to achieve its desired outcome. It thinks of its survival in terms of a cost-benefit analysis: resources expended in its creation versus the information it might acquire. It knows that without CRE, it can't be remade, and so protects its forebear without any sense of self-preservation. However, with CRE gone, survival becomes its main priority, followed by recreating its creator.



CREO MK.I

Medium construct, lawful neutral

Armour Class 17 (natural armour)

Hit Points 97 (13d8 + 39)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	17 (+3)	20 (+5)	14 (+2)	12 (+1)

Saving Throws Dex +7, Con +6, Wis +5

Skills Arcana +11, Deception +7, History +8, Perception +5, Persuasion +7

Damage Immunities lightning, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses truesight 60 ft., passive Perception 15

Languages all

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Constructed Nature. CREO doesn't require air, food, drink, or sleep.

Electrified. CREO deals an extra 2 (1d4) lightning damage when it hits with a weapon attack (included in attacks).

Force Weakness. When CREO takes 10 or more force damage in a single instance, it must succeed on a **DC 17 Constitution saving throw** or fall **prone** and be **incapacitated** until the end of its next turn.

Legendary Resistance (3/Day). If CREO fails a saving throw, it can choose to succeed instead.

Overcharge. Whenever CREO is subjected to lightning damage, it takes no damage and instead redirects the lightning. Each non-construct creature within **10 feet** of it must succeed on a **DC 14 Dexterity saving throw** or take lightning damage equal to twice the original lightning damage to which CREO was subjected.

Shapechanger. CREO can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack. CREO makes two attacks, two with its Claw or Nailbow.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 2 (1d4) lightning damage.

Nailbow. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 2 (1d4) lightning damage.

Wax Fountain (Recharge 5-6). CREO splashes hot wax in a **30-foot cone**. Each creature in the area must make a **DC 14 Dexterity saving throw**, taking 10 (3d6) fire damage and becoming **restrained** on a failure, or half as much damage and not becoming restrained on a success. A creature can take an action to attempt a **DC 14 Strength check**, freeing itself or another creature within its reach and ending the restrained condition on a success.

LEGENDARY ACTIONS

CREO can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. CREO regains spent legendary actions at the start of its turn.

Analyse & Recalibrate. CREO targets a creature it can see within **60 feet** of it and analyses it. Until the end of CREO's next turn, it has **advantage** on attack rolls it makes against that target. In addition, when it takes this action, CREO can change the bonus damage type of its Electrified trait to any of the following: acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder.

Attack. CREO makes one Claw or Nailbow attack.

Slime Ball (Costs 2 Actions). CREO launches a huge ball of slime at a point within **120 feet** of it, where it explodes in a **20-foot radius**. Each creature in the area must make a **DC 14 Dexterity saving throw**, taking 7 (3d4) acid damage and having its speed halved for **1 minute** on a failure, or half as much damage and not affecting its speed on a success. A creature can take an action to attempt a **DC 14 Strength check**, freeing itself or another creature within its reach and ending the restrained condition on a success.

CREO MK.II

Medium construct, lawful neutral

Armour Class 17 (natural armour)

Hit Points 136 (16d8 + 64)

Speed 35 ft., fly 35 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	19 (+4)	20 (+5)	14 (+2)	12 (+1)

Saving Throws Dex +8, Con +8, Wis +6

Skills Arcana +13, Deception +9, History +9, Perception +6, Persuasion +9

Damage Immunities lightning, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses truesight 60 ft., passive Perception 16

Languages all

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Constructed Nature. CREO doesn't require air, food, drink, or sleep.

Electrified. CREO deals an extra 4 (1d8) lightning damage when it hits with a weapon attack (included in attacks).

Force Weakness. When CREO takes 15 or more force damage in a single instance, it must succeed on a **DC 19 Constitution saving throw** or fall **prone** and be **incapacitated** until the end of its next turn.

Legendary Resistance (3/Day). If CREO fails a saving throw, it can choose to succeed instead.

Overcharge. Whenever CREO is subjected to lightning damage, it takes no damage and instead redirects the lightning. Each non-construct creature within **10 feet** of it must succeed on a **DC 16 Dexterity saving throw** or take lightning damage equal to twice the original lightning damage to which CREO was subjected.

Shapechanger. CREO can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack. CREO makes two attacks, two with its Claw or Nailbow.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage plus 4 (1d8) lightning damage.

Nailbow. Ranged Weapon Attack: +8 to hit, range 100/400 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 4 (1d8) lightning damage.

Wax Fountain (Recharge 5-6). CREO splashes hot wax in a **30-foot cone**. Each creature in the area must make a **DC 16 Dexterity saving throw**, taking 14 (4d6) fire damage and becoming **restrained** on a failure, or half as much damage and not becoming restrained on a success. A creature can take an action to attempt a **DC 16 Strength** check, freeing itself or another creature within its reach and ending the restrained condition on a success.

LEGENDARY ACTIONS

CREO can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. CREO regains spent legendary actions at the start of its turn.

Analyse & Recalibrate. CREO targets a creature it can see within **60 feet** of it and analyses it. Until the end of CREO's next turn, it has **advantage** on attack rolls it makes against that target. In addition, when it takes this action, CREO can change the bonus damage type of its Electrified trait to any of the following: acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder.

Attack. CREO makes one Claw or Nailbow attack.

Slime Ball (Costs 2 Actions). CREO launches a huge ball of slime at a point within **120 feet** of it, where it explodes in a **20-foot radius**. Each creature in the area must make a **DC 16 Dexterity saving throw**, taking 10 (4d4) acid damage and having its speed halved for **1 minute** on a failure, or half as much damage and not affecting its speed on a success. A creature can take an action to attempt a **DC 16 Strength** check, freeing itself or another creature within its reach and ending the restrained condition on a success.

CREO MK.III

Medium construct, lawful neutral

Armour Class 18 (natural armour)

Hit Points 199 (21d8 + 105)

Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	20 (+5)	20 (+5)	14 (+2)	12 (+1)

Saving Throws Dex +10, Con +10, Wis +7

Skills Arcana +15, Deception +11, History +10, Perception +7, Persuasion +11

Damage Immunities lightning, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses truesight 60 ft., passive Perception 17

Languages all

Challenge 16 (15,000 XP)

Proficiency Bonus +5

Constructed Nature. CREO doesn't require air, food, drink, or sleep.

Electrified. CREO deals an extra 9 (2d8) lightning damage when it hits with a weapon attack (included in attacks).

Force Weakness. When CREO takes 20 or more force damage in a single instance, it must succeed on a **DC 21 Constitution saving throw** or fall **prone** and be **incapacitated** until the end of its next turn.

Legendary Resistance (3/Day). If CREO fails a saving throw, it can choose to succeed instead.

Overcharge. Whenever CREO is subjected to lightning damage, it takes no damage and instead redirects the lightning. Each non-construct creature within **10 feet** of it must succeed on a **DC 18 Dexterity saving throw** or take lightning damage equal to twice the original lightning damage to which CREO was subjected.

Shapechanger. CREO can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack. CREO makes two attacks, two with its Claw or Nailbow.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 9 (2d8) lightning damage.

Nailbow. Ranged Weapon Attack: +10 to hit, range 100/400 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 9 (2d8) lightning damage.

Wax Fountain (Recharge 5-6). CREO splashes hot wax in a **40-foot cone**. Each creature in the area must make a **DC 19 Dexterity saving throw**, taking 21 (6d6) fire damage and becoming **restrained** on a failure, or half as much damage and not becoming restrained on a success. A creature can take an action to attempt a **DC 19 Strength** check, freeing itself or another creature within its reach and ending the restrained condition on a success.

LEGENDARY ACTIONS

CREO can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. CREO regains spent legendary actions at the start of its turn.

Analyse & Recalibrate. CREO targets a creature it can see within 60 feet of it and analyses it. Until the end of CREO's next turn, it has advantage on attack rolls it makes against that target. In addition, when it takes this action, CREO can change the bonus damage type of its Electrified trait to any of the following: acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder.

Attack. CREO makes one Claw or Nailbow attack.

Slime Ball (Costs 2 Actions). CREO launches a huge ball of slime at a point within **120 feet** of it, where it explodes in a **20-foot radius**. Each creature in the area must make a **DC 19 Dexterity saving throw**, taking 15 (6d4) acid damage and having its speed halved for **1 minute** on a failure, or half as much damage and not affecting its speed on a success. A creature can take an action to attempt a **DC 19 Strength** check, freeing itself or another creature within its reach and ending the restrained condition on a success.

UNIT M3T4L

Unit M3T4L was originally designed as a failsafe should the Clockwork Arcadia ever come under attack. In such circumstances, CRE, an enormous construction platform with limited mobility, had the sole directive to co-opt the nearest available automations, combining them into a monstrous and destruc-

tive escape pod: Unit M3T4L. The only recorded instance of this happening involved the assimilation of the organic interrelations automaton known as Aart Oodee Tu. Adopting this creature's ability to project holographic images into a mirage-producing action provided it with a means of distracting would-be assailants and making good its escape.

UNIT M3T4L DEFENDER

Large construct, lawful neutral

Armour Class 17 (natural armour)

Hit Points 133 (14d10 + 56)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	16 (+3)	12 (+1)	16 (+3)

Saving Throws Str +8, Con +8, Wis +5, Cha +7

Skills Perception +9

Damage Immunities fire, lightning, poison, psychic; bludgeoning, piercing and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages all

Challenge 11 (7,200 XP)

Proficiency Bonus +4

Constructed Nature. Unit M3T4L doesn't require air, food, drink, or sleep.

Force Weakness. When Unit M3T4L takes 10 or more force damage in a single instance, it must succeed on a **DC 19 Constitution saving throw** or fall **prone** and regain one fewer legendary actions at the start of its next turn (minimum 0).

Immutable Form. Unit M3T4L is **immune** to any spell or effect that would alter its form.

Legendary Resistance (2/Day). If Unit M3T4L fails a saving throw, it can choose to succeed instead.

Magic Resistance. Unit M3T4L has **advantage** on saving throws against spells and other magical effects.

Magic Weapons. Unit M3T4L's weapon attacks are magical.

Overcharge. Whenever Unit M3T4L is subjected to lightning damage, it takes no damage and instead redirects the lightning. Each non-construct creature within **10 feet** of it must succeed on a **DC 16 Dexterity saving throw** or take lightning damage equal to twice the original lightning damage to which Unit M3T4L was subjected.

ACTIONS

Multiattack. Unit M3T4L can use its Pneumatic Spray. It then makes three attacks: one with its Arc Blade and two with its Taser Claw.

Arc Blade. Ranged Weapon Attack: **+8** to hit, reach 60/240 ft., one target. Hit: 13 (**2d8 + 4**) slashing damage and 3 (**1d6**) lightning damage.

Taser Claw. Melee Weapon Attack: **+8** to hit, reach 10 ft., one target. Hit: 11 (**2d6 + 4**) slashing damage and 2 (**1d4**) lightning damage. The target must also succeed on a **DC 16 Constitution saving throw** or be unable to take reactions until the start of its next turn.

Pneumatic Spray. Unit M3T4L sprays conductive fluid from a nozzle in its maw in a **20-foot cone**. Each creature in the area must succeed on a **DC 16 Dexterity saving throw** or become drenched in the fluid and gain **vulnerability** to lightning damage until the start of Unit M3T4L's next turn.

Nanobot Blast (Recharge 5-6). Unit M3T4L exhales a blast of tiny machines in a **40-foot cone** that start tearing down all matter in the affected area. Each creature in the area must make a **DC 16 Constitution saving throw**, taking 42 (**12d6**) force damage on a failed save, or half as much damage on a successful one.

Any nonmagical weapon or armour in the affected area corrodes. After dealing damage, a corroded weapon takes a permanent and cumulative **-1** penalty to damage rolls. If its penalty drops to **-5**, the weapon is destroyed. Corroded armour takes a permanent and cumulative **-1** penalty to the AC it offers. Armour reduced to an AC of 10 or a shield that drops to a **+0** bonus is destroyed.

LEGENDARY ACTIONS

Unit M3T4L can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Unit M3T4L regains spent legendary actions at the start of its turn.

Analyse. Unit M3T4L targets a creature it can see within **60 feet** of it and analyses its motion. Until the end of Unit M3T4L's next turn, it has **advantage** on attack rolls it makes against that target.

Attack (Costs 2 Actions). Unit M3T4L makes one Taser Claw attack.

Holographic Mirage. Unit M3T4L becomes **invisible** at the same time it projects a holographic illusory duplicate that appears where it was standing. It then immediately makes a **Dexterity (Stealth)** check to hide and moves up to half its speed. If an attack hits the duplicate or Unit M3T4L takes any action, the duplicate is destroyed and Unit M3T4L is no longer invisible.

UNIT M3T4L GUARDIAN

Huge construct, lawful neutral

Armour Class 18 (natural armour)

Hit Points 212 (17d12 + 102)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	23 (+6)	20 (+5)	14 (+2)	21 (+5)

Saving Throws Str +14, Con +12, Wis +8, Cha +11

Skills Perception +14

Damage Immunities fire, lightning, poison, psychic; bludgeoning, piercing and slashing from nonmagical attacks that aren't adamantite

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

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages all

Challenge 20 (25,000 XP)

Proficiency Bonus +6

Constructed Nature. Unit M3T4L doesn't require air, food, drink, or sleep.

Force Weakness. When Unit M3T4L takes 15 or more force damage in a single instance, it must succeed on a **DC 23 Constitution saving throw** or fall **prone** and regain one fewer legendary actions at the start of its next turn (minimum 0).

Immutable Form. Unit M3T4L is **immune** to any spell or effect that would alter its form.

Legendary Resistance (3/Day). If Unit M3T4L fails a saving throw, it can choose to succeed instead.

Magic Resistance. Unit M3T4L has **advantage** on saving throws against spells and other magical effects.

Magic Weapons. Unit M3T4L's weapon attacks are magical.

Overcharge. Whenever Unit M3T4L is subjected to lightning damage, it takes no damage and instead redirects the lightning. Each non-construct creature within **10 feet** of it must succeed on a **DC 20 Dexterity saving throw** or take lightning damage equal to twice the original lightning damage to which Unit M3T4L was subjected.

ACTIONS

Multiattack. Unit M3T4L can use its Pneumatic Spray. It then makes three attacks: one with its Arc Blade and two with its Taser Claw.

Arc Blade. Ranged Weapon Attack: **+14** to hit, range 60/240 ft., one target. *Hit:* 19 (**2d10 + 8**) slashing damage and 4 (**1d8**) lightning damage.

Taser Claw. Melee Weapon Attack: **+14** to hit, reach 10 ft., one target. *Hit:* 15 (**2d6 + 8**) slashing damage and 4 (**1d8**) lightning damage. The target must also succeed on a **DC 20 Constitution saving throw** or be unable to take reactions until the start of its next turn.

Pneumatic Spray. Unit M3T4L sprays conductive fluid from a nozzle in its maw in a **20-foot cone**. Each creature in the area must succeed on a **DC 20 Dexterity saving throw** or become drenched in the fluid and gain **vulnerability** to lightning damage until the start of Unit M3T4L's next turn.

Nanobot Blast (Recharge 5-6). Unit M3T4L exhales a blast of tiny machines in a **90-foot cone** that start tearing down all matter in the affected area. Each creature in the area must make a **DC 20 Constitution saving throw**, taking 56 (**16d6**) force damage on a failed save, or half as much damage on a successful one.

Any nonmagical weapon or armour in the affected area corrodes. After dealing damage, a corroded weapon takes a permanent and cumulative **-1** penalty to damage rolls. If its penalty drops to **-5**, the weapon is destroyed. Corroded armour takes a permanent and cumulative **-1** penalty to the AC it offers. Armour reduced to an AC of 10 or a shield that drops to a **+0** bonus is destroyed.

LEGENDARY ACTIONS

Unit M3T4L can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Unit M3T4L regains spent legendary actions at the start of its turn.

Analyse. Unit M3T4L targets a creature it can see within **60 feet** of it and analyses its motion. Until the end of Unit M3T4L's next turn, it has **advantage** on attack rolls it makes against that target.

Attack. Unit M3T4L makes one Taser Claw attack.

Holographic Mirage. Unit M3T4L becomes **invisible** at the same time it projects a holographic illusory duplicate that appears where it was standing. It then immediately makes a **Dexterity (Stealth)** check to hide and moves up to half its speed. If an attack hits the duplicate or Unit M3T4L takes any action, the duplicate is destroyed and Unit M3T4L is no longer invisible.

UNIT M3T4L PRIME

Huge construct, lawful neutral

Armour Class 22 (natural armour)

Hit Points 391 (27d12 + 216)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	26 (+8)	20 (+5)	15 (+2)	26 (+8)

Saving Throws Str +18, Con +16, Wis +10, Cha +16

Skills Arcana +13, Perception +18

Damage Immunities fire, lightning, poison, psychic; bludgeoning, piercing and slashing from nonmagical attacks that aren't adamantite

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

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages all

Challenge 25 (75,900 XP)

Proficiency Bonus +8

Constructed Nature. Unit M3T4L doesn't require air, food, drink, or sleep.

Force Weakness. When Unit M3T4L takes 20 or more force damage in a single instance, it must succeed on a **DC 27 Constitution saving throw** or fall **prone** and regain one fewer legendary actions at the start of its next turn (minimum 0).

Immutable Form. Unit M3T4L is **immune** to any spell or effect that would alter its form.

Legendary Resistance (3/Day). If Unit M3T4L fails a saving throw, it can choose to succeed instead.

Magic Resistance. Unit M3T4L has **advantage** on saving throws against spells and other magical effects.

Magic Weapons. Unit M3T4L's weapon attacks are magical.

Overcharge. Whenever Unit M3T4L is subjected to lightning damage, it takes no damage and instead redirects the lightning. Each non-construct creature within **10 feet** of it must succeed on a **DC 24 Dexterity saving throw** or take lightning damage equal to twice the original lightning damage to which Unit M3T4L was subjected.

ACTIONS

Multiattack. Unit M3T4L can use its Pneumatic Spray. It then makes three attacks: one with its Arc Blade and two with its Taser Claw.

Arc Blade. Ranged Weapon Attack: **+18** to hit, range 60/240 ft., one target. *Hit:* 21 (**2d10 + 10**) slashing damage and 6 (**1d12**) lightning damage.

Taser Claw. Melee Weapon Attack: **+18** to hit, reach 10 ft., one target. *Hit:* 17 (**2d6 + 10**) slashing damage and 6 (**1d12**) lightning damage. The target must also succeed on a **DC 24 Constitution saving throw** or be unable to take reactions until the start of its next turn.

Pneumatic Spray. Unit M3T4L sprays conductive fluid from a nozzle in its maw in a **20-foot cone**. Each creature in the area must succeed on a **DC 24 Dexterity saving throw** or become drenched in the fluid and gain **vulnerability** to lightning damage until the start of Unit M3T4L's next turn.

Nanobot Blast (Recharge 5-6). Unit M3T4L exhales a blast of tiny machines in a **90-foot cone** that start tearing down all matter in the affected area. Each creature in the area must make a **DC 24 Constitution saving throw**, taking 71 (**13d10**) force damage on a failed save, or half as much damage on a successful one.

Any nonmagical weapon or armour in the affected area corrodes. After dealing damage, a corroded weapon takes a permanent and cumulative **-1** penalty to damage rolls. If its penalty drops to **-5**, the weapon is destroyed. Corroded armour takes a permanent and cumulative **-1** penalty to the AC it offers. Armour reduced to an AC of 10 or a shield that drops to a **+0** bonus is destroyed.

LEGENDARY ACTIONS

Unit M3T4L can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Unit M3T4L regains spent legendary actions at the start of its turn.

Analyse. Unit M3T4L targets a creature it can see within **60 feet** of it and analyses its motion. Until the end of Unit M3T4L's next turn, it has **advantage** on attack rolls it makes against that target.

Attack. Unit M3T4L makes one Taser Claw attack.

Holographic Mirage. Unit M3T4L becomes **invisible** at the same time it projects a holographic illusory duplicate that appears where it was standing. It then immediately makes a **Dexterity (Stealth)** check to hide and moves up to half its speed. If an attack hits the duplicate or Unit M3T4L takes any action, the duplicate is destroyed and Unit M3T4L is no longer invisible.



TAMER LEVEL

1

RESIZE I

PREREQUISITE: BECOME COMPANION

"So how large can you grow?..."

3

HOLOGRAMS I

PREREQUISITE: —

"Magic? No..."

ROLL OUT I

PREREQUISITE: —

"The secret is adding a little spin..."

5

RESIZE II

PREREQUISITE: RESIZE I

"...almost enough to fit me inside..."

RESERVOIR

PREREQUISITE: —

"Weaponised spit-takes."

MULTIATTACK

PREREQUISITE: —

"Now with extendable tail action!"

9

HOLOGRAMS II

PREREQUISITE: HOLOGRAMS I

"...this is the power of SCIENCE!"

ROLL OUT II

PREREQUISITE: ROLL OUT I

"...aaand STRIKE!"

13

RESIZE III

PREREQUISITE: RESIZE II

"...no, wait, that was a joke!..."

EXOSKELETON

PREREQUISITE: —

"Like a cold, mechanical hug."

17

LIVING TANK

PREREQUISITE: RESIZE III

"...it's actually surprisingly comfy."

"Ze mecharmadillo represents ein exciting next step in ze technological enhancement of humanoid. As I vas tellink L'Arsène... Vait. Vere's L'Arsène? Dillo! Bad boy! Let him out! Out, I say!"

— Humperdink, Transhumanism Enthusiast

Type: Construct

Creature Component: Any CREO or Unit M3T4L

Bonus Tamer Improvement: Resize I and +2 Hit Dice

Mecharmadillos are incredibly adaptable constructs, modelled to thrive in a variety of

FAMILIAR: MECHARMADILLO



different environments. They are geared towards symbiotic coexistence, and perpetuate their own survival by offering their aid to larger and stronger creatures in exchange for protection. Over time, a mecharmadillo's internal code evolves, often causing it to develop new adaptations specifically suited to better assist the creature it bonded with.

If any of the mecharmadillo's traits or actions require a saving throw, it is always against the mecharmadillo's **save DC**, as calculated below.

Save DC = 8 + the tamer's proficiency bonus + the mecharmadillo's Strength modifier

MONSTER TRAINER

In addition to the improvements you can normally give your companions, you can choose to grant the mecharmadillo the following improvements using your Monster Trainer feature:

RESIZE I

Prerequisite: Become a tamer's companion
Type: Active (action), Passive (companion)

The mecharmadillo's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its Headbutt attack increases to a **d6**.

As an action, the mecharmadillo can increase or decrease its size by one category, as long as it doesn't exceed its normal size. Its hit point maximum and the damage of its attacks don't change from using this action.

HOLOGRAMS I

Prerequisite: 3rd-level tamer
Type: Active (action)

While the mecharmadillo's size is Tiny, it can be worn as a helmet by its tamer. In this state, it can cast the *disguise self* spell, targeting its tamer instead of itself, and can take no other actions, except to detach itself from its tamer, which ends the spell. The mecharmadillo is covered by the illusion as well, appearing as its choice of headwear.

After the mecharmadillo casts this spell, it can't do so again until its tamer finishes a short or long rest.

ROLL OUT I

Prerequisite: 3rd-level tamer
Type: Active (action)

As an action, the mecharmadillo curls up into a ball until the end of its turn. In this state, it can move through other creatures' spaces. When the mecharmadillo moves into a creature's space in this way, the creature must make a **Strength saving throw**. On a failed save, it takes 3 (**1d6**) bludgeoning damage and is knocked **prone**. On a successful one, it takes half as much damage and is moved to an unoccupied space of its choice adjacent to the mecharmadillo. A creature can only be affected by this feature once per turn. Creatures more than two sizes larger than the mecharmadillo automatically succeed on this saving throw.

After the mecharmadillo uses this action, it can't do so again until its tamer finishes a short or long rest.

When the mecharmadillo's tamer reaches 5th level in the tamer class, this action's damage increases to 10 (**3d6**).

MECHARMADILLO

Tiny construct, unaligned

Armour Class 14 (natural armour)

Hit Points 4 (1d4 + 2)

Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	11 (+0)	10 (+0)	7 (-2)

Damage Immunities poison, psychic

Condition Immunities exhaustion, poisoned

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Clingy. The mecharmadillo loathes being alone, and performs poorly in the absence of company. It has **disadvantage** on ability checks and saving throws made against being frightened if there are no friendly creatures that it can see or hear within **60 feet** of it. It tries to remain with friendly creatures even if doing so may be dangerous or inconvenient.

ACTIONS

Headbutt. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (**1d4 + 2**) bludgeoning damage.

REACTIONS

Project Shield. The mecharmadillo adds a bonus equal to its proficiency bonus to its AC against one melee attack that would hit it. To do so, the mecharmadillo must see the attacker.

MULTIATTACK

Prerequisite: 5th-level tamer
Type: Active (action)

The mecharmadillo gains two new action options: Tail and Multiattack. The damage die of the Tail attack increases with the specified die size in the mecharmadillo's Resize improvements.

Multiattack. As an action, the mecharmadillo makes one Headbutt attack and one Tail attack.

Tail. *Melee Weapon Attack:* **Str modifier + PB** to hit, reach 10 ft., one target. *Hit:* **1d6 + Str modifier** bludgeoning damage.

RESIZE II

Prerequisite: 5th-level tamer, Resize I
Type: Active (bonus action), Passive (companion)

The mecharmadillo's size increases to Medium, its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage dice of its attacks increase to a **d8**.

The mecharmadillo can change sizes as a bonus action instead of an action.

RESERVOIR

Prerequisite: 5th-level tamer
Type: Active (bonus action)

The mecharmadillo gains five receptacles in its body, each of which can be filled with one dose of a liquid (such as acid, holy water, or a potion) as an action by a creature within reach of the mecharmadillo, if the mecharmadillo is willing.

As a bonus action, the mecharmadillo can feed one of these liquids to a willing creature, or make a ranged weapon attack with a range of **20 feet** as it sprays the liquid out of its nose. It is proficient with this attack and uses its Strength modifier for the attack roll. On a hit, the creature suffers the effects of the liquid, if there are any.

HOLOGRAMS II

Prerequisite: 9th-level tamer, Holograms I
Type: Active (action)

The mecharmadillo can cast the *hallucinatory terrain* and *silent image* spells. After it has cast one of these spells, it can't cast that spell again until its tamer finishes a long rest.

ROLL OUT II

Prerequisite: 9th-level tamer, Roll Out I
Type: Passive (companion)

The damage of the mecharmadillo's Roll Out action increases to 17 (**5d6**), and creatures smaller than the mecharmadillo have **disadvantage** on the saving throw against it. The mecharmadillo can stop its movement in the space of a creature smaller than it that failed its saving throw against this action. If it does so, the creature is **restrained** until the mecharmadillo moves out of its space or until the creature uses its action to make a successful **Strength (Athletics)** or **Dexterity (Acrobatics)** check (its choice) against the mecharmadillo's **save DC**.

When the mecharmadillo's tamer reaches 13th level in the tamer class, this action's damage increases to 24 (**7d6**).

RESIZE III

Prerequisite: 13th-level tamer, Resize II
Type: Passive (companion)

The mecharmadillo's size increases to Large, its Hit Die size increases to a **d10** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage dice of its attacks increase to a **d10**.

When the mecharmadillo changes size, it can increase or decrease by up to two size categories instead of one.

EXOSKELETON

Prerequisite: 13th-level tamer
Type: Active (action)

While the mecharmadillo is the same size category as its tamer and within **5 feet** of it, the mecharmadillo can use an action to alter its form and wrap itself around the tamer, serving as an exoskeleton suit.

In this form, the mecharmadillo acts as a set of plate armour that its tamer is proficient with. This armour doesn't provide disadvantage on **Dexterity (Stealth)** checks and has no Strength requirement. The mecharmadillo is still a creature and can take actions on its turn as normal, but can't make Headbutt attacks, change its size, or use its Roll Out action. Its speed is reduced to **0 feet** and it moves with its tamer. A creature can decide whether to target the mecharmadillo or its tamer with attacks and other effects.

While wearing the mecharmadillo as armour, the tamer's Strength score is equal to the mecharmadillo's, it gains the mecharmadillo's Project Shield reaction, affecting itself instead, and its walking speed is increased by **10 feet**. As an action, the mecharmadillo can detach itself from the tamer, moving to an unoccupied space of its choice within **5 feet** of it.

LIVING TANK

Prerequisite: 17th-level tamer, Resize III
Type: Active (action), Passive (companion)

While the mecharmadillo is Large and isn't wearing armour, its AC is **20**. In addition, if it's not using its Exoskeleton feature, it can use an action to try to scoop up a Medium or smaller creature within **5 feet** of it into a compartment inside it. If the creature is unwilling, it must succeed on a **Strength saving throw** to avoid this. The mecharmadillo can only have one creature inside of it at a time.

While inside the mecharmadillo, a creature has **advantage** on attack rolls against it and total cover from effects originating outside it. As an action, the creature can make a **Strength** check against the mecharmadillo's **save DC**. On a success, it frees itself, exiting into an unoccupied space within **5 feet** of the mecharmadillo. A creature can also exit using **5 feet** of its movement if the mecharmadillo is willing. If the mecharmadillo drops to 0 hit points or is no longer Large or larger, a creature inside it is ejected, landing **prone** in an unoccupied space within **5 feet** of it.



LEGAL

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