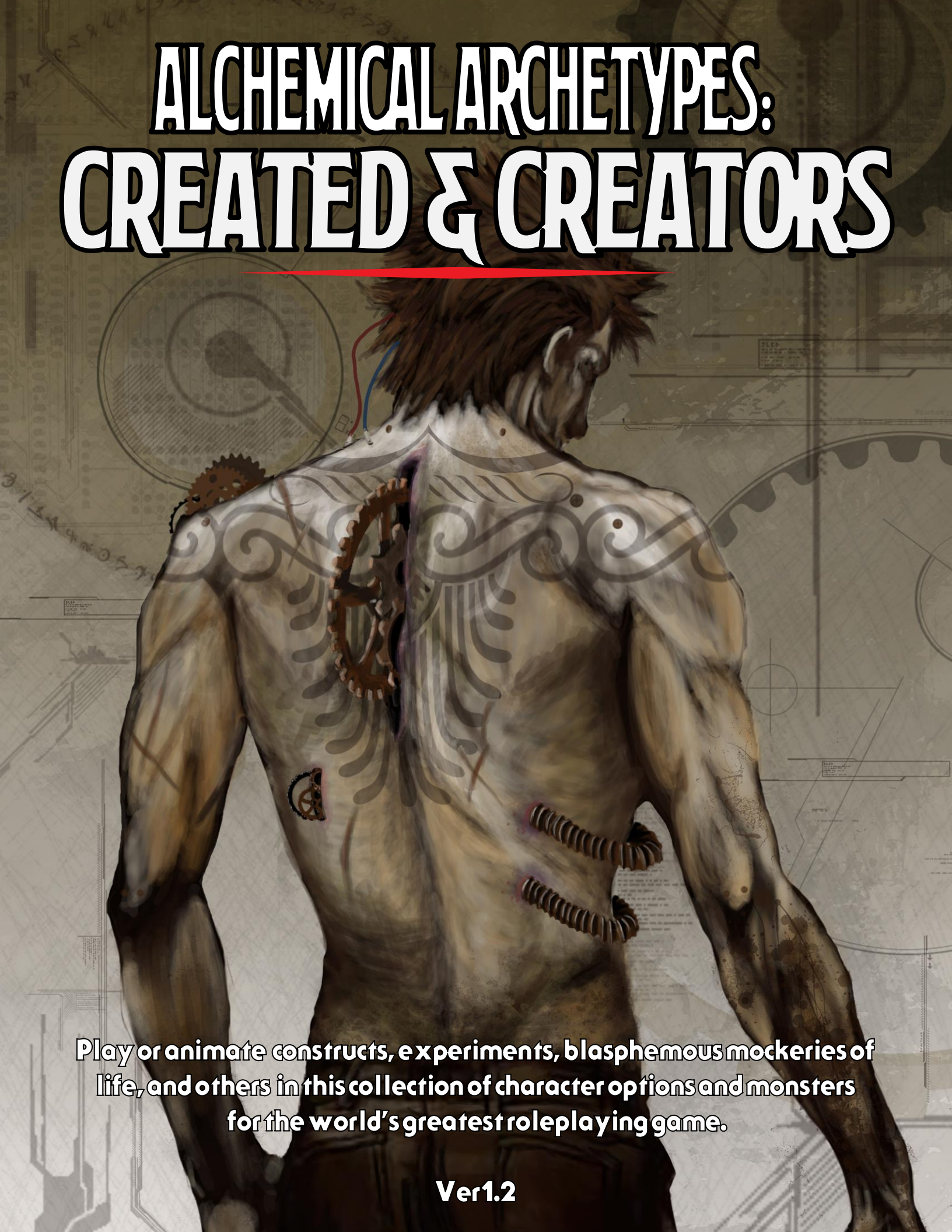
ALCHEMICAL ARCHETYPES: CREATED & CREATORS



Play or animate constructs, experiments, blasphemous mockeries of life, and others in this collection of character options and monsters for the world's greatest roleplaying game.

Ver1.2

- Contents -

A Note on Spells 0
New Races 1
Half-Golem 1
Creating a Half-Golem 1
Subraces 1
Clay 1
Flesh 1
Iron 2
Stone 2
Warforged 2
Frontliner 2
Heavy Infantry 3
Psiforged 3
Scout 3
Tactician 3
Class Archetypes 4
Barbarian 4
Path of the Juggernaut 4
The Form of the Juggernaut 4
Druid 5
Circle of the Solstice 5
Winter Druids of Barovia 5
Sorcerer 7
Alchemical 7
Variant Sorcerous Origin: Promethean 8
Variant Feature: Life Magic 8
Reanimated 9
The Nature of the Reanimated 9
Dread Constructs of Ravenloft 10
Warlock 11
The Eternal Engine 11
Pact of the Eye 12
Forms of the Pact of the Eye 12
Wizard 13
School of Vitalism 13
Spells 14
Create Item 14
Magnetism 14
Mindspeak 15
Reaver's Touch 15
Soul Homunculus 15
New Monsters 16
Dread Golem 16
Soul Homunculus 17
Soul Homunculus 17
Effect DCs for Construct Templates 18
Clay Construct Template 18
Flesh Construct Template 19
Iron Construct Template 20
Stone Construct Template 20
Example: The Clockwork Crawler (Iron Construct Carrion Crawler) 21
Example: The Reanimated Killer (Flesh Construct Orc Red Fang of Shargaas) 21
Example: Terracota Soldiers (Stone Construct Guards) 22
Example: The Terracota General (Stone Construct Warlord) 23

"God in pity made man beautiful and alluring, after his own image; but my form is a filthy type of yours, more horrid from its very resemblance."

—Mary Shelley, *Frankenstein*

Alchemical Archetypes: Created & Creators

By Jeremy Forbing

A Note on Spells

Spells marked with asterisks should be noted as follows:
*=This is a new spell described in this document.
In some cases, content from the author's other products has been adapted or included—rather than require you to reference those products, all necessary rules are repeated here.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2016 by Jeremy Forbing and published under the Community Content Agreement for Dungeon Masters Guild

Cover Art by Kenya Ferrand, Copyright 2011, used by agreement. http://nevermetpress.com

Most interior art comes via Sine Nomine Publishing, who rendered a great service to small publishers everywhere by releasing all the art paid for by the kickstarters for their games *Godbound, Scarlet Heroes, Silent Legions, Spears of the Dawn,* and *The House of Bone and Amber* into the public domain as a free resource. If you appreciate publishers who take the time to contribute to the industry as a whole, please check out their stuff!

Promethean sorcerer archetype artwork from JEShields. JEStockArt.com

Circle of the Solstice Druid art and Reanimated Sorcerer art from Publisher's Choice Quality Stock Art (C) Rick Hershey / Fat Goblin Games

Special thanks to *Rob Walz*, for his original artwork, used to illustrate the Flesh Golem Construct Template!

Other art from the public domain, or as provided by Wizards of the Coast for DM's Guild use with permission.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.
©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.



New Races

"My parents were the indentured servants of a wizard in Hillsfar... When I was nine, he sent them on an errand to Yulash. They took me along. Bad luck for all of us. We wandered right into the path of a dragon flight, reds out of the mountains to the west. One of them spotted our wagon and tore us apart. It ate my mother and father and my severed arm and leg, too, but then it flew away. I guess it wasn't quite hungry enough to finish me.

"Well, I would have bled out soon enough, except that the mage... showed up to salvage as much of his property as possible... My parents still owed him many years of service. By the laws of Hillsfar, if they couldn't pay the debt, it became their child's responsibility. The wizard just had to figure out a way to turn a one-armed, one-legged cripple into something useful…"

–Richard Lee Byers, *The Rage: The Year of Rogue Dragons, Book 1*

Half-Golem

You have had one or more portions of your body replaced with parts of a construct. Like all half-golems, you are the result of good-intentioned actions taken too far. Unlike an actual golem, the construct portions of your body are not animated by an elemental spirit, but by yours.

While the application of a poultice infused with curative herbs or the casting of a spell can save the life of an injured or diseased person, only powerful magic can replace a missing limb. Such magic is often beyond the reach of common folk who suffer such an amputation, so arcane artisans applied their knowledge of golem construction to come up with a way to restore such a person to wholeness.

While the initial results seemed promising, there was a limit to the effectiveness of the technique—merely replacing one limb is not enough to allow a mortal body to use it, due to its inhuman strength. Other changes are required to keep the new limb from tearing itself away from the body when its full strength is used. Replacing a single arm with an inhumanly strong one requires the replacement of most of the back and often at least one leg, for example. As a result, the term "half-golem" is apt.

The trauma of the transformation is too much for the minds of most. Due to this mental difficulty (and, according to some sages, also an innate magical taint in the substance of golems), the majority of those who survive the process are driven mad, turned to evil, or both. You are one of a minority who retain their innate personalities without descending into evil or insanity, but the difficulty of returning to your former life has set you on a new path. Before the change, you may have been a member of any race, but now your half-golem status defines you more than that heritage.

Creating a Half-Golem

A humanoid can be transformed into a half-golem by means of the same techniques as used to make a golem. It requires a *manual of golems*, and the required costs in gold and time are halved.

When the creation is completed, the humanoid's racial traits are replaced by those of the half-golem race, as if they had been returned to life by a *reincarnate* spell.

Half-Golem Traits

As a half-golem, you are a member of another race who has been transformed. You have the following racial traits, though some are based on your original race, referred as your "base race."

Ability Score Increase. Your Constitution score increases by 1 and your Strength score increases by 1.

Size. As your base race.

Speed. Your base walking speed is 25 feet or the speed of your base race, whichever is lower.

Heavy Limbs. When you take the Dash action, your speed is reduced by 10 for that action.

Living Weapon. If you wish, you can choose to inflict 1d6 damage with an unarmed strike instead of your normal unarmed strike damage.

Minor Magic Resistance. When you make a saving throw against a spell or other magical effect, you add half your proficiency bonus, rounded down, to the saving throw if it doesn't already include your proficiency bonus.

Partial Construct. Even though parts of you were constructed, you are a living humanoid, and can be healed normally. You roll with advantage when making a saving throw against a spell or effect that would alter your form.

Resilient Form. You have advantage on all saving throws against effects that would push you or cause you to fall prone, and you have resistance against bludgeoning damage from nonmagical attacks that are not adamantine.

Languages. As your base race.

Subrace. Choose one of the subrace options below:

Subraces

Clay

One or more of your limbs are sculpted from clay like the limbs of a stone golem. This clay is of an acidic nature, and exposure to acid strengthens and revitalizes you. It can barely contain your life force, allowing you to occasionally release it in a sudden burts of strength and speed.

Ability Score Increase. Your Constitution score increases by 1.

Acidic Clay. You have resistance to acid damage. When acid damage you would take is reduced by your resistance or another effect, you may use your reaction to gain temporary hit points equal to 1 + your level.

Burst of Haste. You use a bonus action to magically speed up your movements. Until the end of your next turn, you gain a magical +2 bonus to its AC and have advantage on Dexterity saving throws, and you can make a single melee weapon attack as a bonus action. After you use your burst of haste, you can't use it again until you complete a short or long rest.

Flesh

One or more of your limbs have been rebuilt from a grisly assortment of humanoid body parts stitched and bolted together. This enchanted muscle tissue responds to the power of lightning, invigorating you with vitality and strength.

Ability Score Increase. Your Strength score increases by 1.

Animating Spark. You have resistance to lightning damage. When lightning damage you would take is reduced by your resistance or another effect, you may use your reaction to gain temporary hit points equal to 1 + your level.

Fiery Frenzy. When you take non-lightning damage that reduces you to half your hit points or fewer, or when you take fire damage, you can use your reaction to enter a sudden frenzy. Until the end of your next turn, you have advantage on Constitution and Wisdom saves as well as melee attacks. After you use your fiery frenzy, you can't use it again until you complete a short or long rest. (If another trait or feature allows you to enter a similar state, like a barbarian's rage, this state and that one do not interfere with each other).

Iron

One or more of your limbs are wrought of metal, enchanted and smelted with rare tinctures and admixtures. Those parts of your body look as if they were covered with oversized plates of armor.

Ability Score Increase. Your Strength score increases by 1.

Forged in Fire. You have resistance to fire damage. When fire damage you would take is reduced by your resistance or another effect, you may use your reaction to gain temporary hit points equal to 1 + your level.

Metal Plating. Your metal portions grant you a +1 bonus to Armor Class.

Stone

One or more of your limbs are sculpted from mineral like the body of a stone golem. Like a statue's extremities, yours may be rough and rocky or as smooth as white marble. The enchantments that animate these parts change your relationship with time, and in combat you and your opponents can feel the world slowing around you.

Ability Score Increase. Your Constitution score increases by 1.

Slowing Aura. As an action, you slow the passage of time for the creatures nearest to you. Each creature other than you within 5 feet of you must make a Wisdom saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature who succeeds reduces its speed by 10 feet until the end of their next turn. A creature who fails reduces their speed by half for 1 minute and cannot take reactions until the end of their next turn. A target who failed can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. After you use your slowing aura, you can't use it again until you complete a short or long rest.

Stone Limbs. Your stone portions grant you a +1 bonus to Armor Class.

Warforged

You are one of the warforged, a group of living constructs made by wizards, alchemists, or artificers to win military conflicts. Most sages believe that warforged, like other living races, have souls.

You are built of stone, metal, and wood fibers, wrapped around a metal skeleton. Your interior structure is latticed with tubes and pumps carrying a blood-like fluid that provides nourishment and lubrication for your mechanical parts. You were created without gender or identity, though you had rudimentary language skills at your creation and better instincts for movement than newborn of other races. Like such children, you were adaptive and inquisitive in your early months, learning new skills quickly. During this infancy, you may have been taught warfare or other pursuits, and would have believed any morals or rules you were taught as absolute truths, not questioning them until much later in life. The magic of your creation gives you an instinctive grasp of duty and hierarchy.

Like dwarves, warforged have an innate affinity for hard work and take great pride in it. They dislike idleness and failure, and often create endless chore lists or mission statements for themselves. They are especially fond of single-minded work that can be perfected in terms of physical efficiency, which makes them as useful in supporting a war effort as they are at fighting.

Unlike most humanoids, you have only two broad fingers and one thumb on each hand, and two toes, each half the width of your foot. Your face has two eyes (illuminated by colored light), a heavy brow, no nose or hair, and a toothless jaw. Since you lack the architecture for facial expressions, many creatures may perceive you as unemotional, but in fact you feel the same passions and social needs as other races, and yours eyes tend to brighten when your emotions are intense. A *ghulra*, a rune unique only to you, is engraved upon your forehead. Your name is probably one you chose yourself, or one based on a nickname you earned from close comrades.

Warforged Traits

Warforged characters have the following traits.

Ability Score Increase. Your Constitution score increases by 2.

Size. Most warforged are built to resemble slightly broader humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Ageless. You don't age like fleshly creatures do, and with proper maintenance you can likely function indefinitely.

Living Construct. Even though you are a construct, you are also a living creature, and can be healed normally. You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish. You also have resistance against poison damage and advantage on saving throws against poison.

Metal Construction. You gain a +1 bonus to AC and have advantage on all saving throws against effects that would push you or cause you to fall prone.

Resilient Construct. You have advantage on death saves.

Unsleeping Watcher. Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Languages. You can speak, read, and write Common and one other language of your choice.

Subrace. Choose one of the subrace options below.

Frontliner

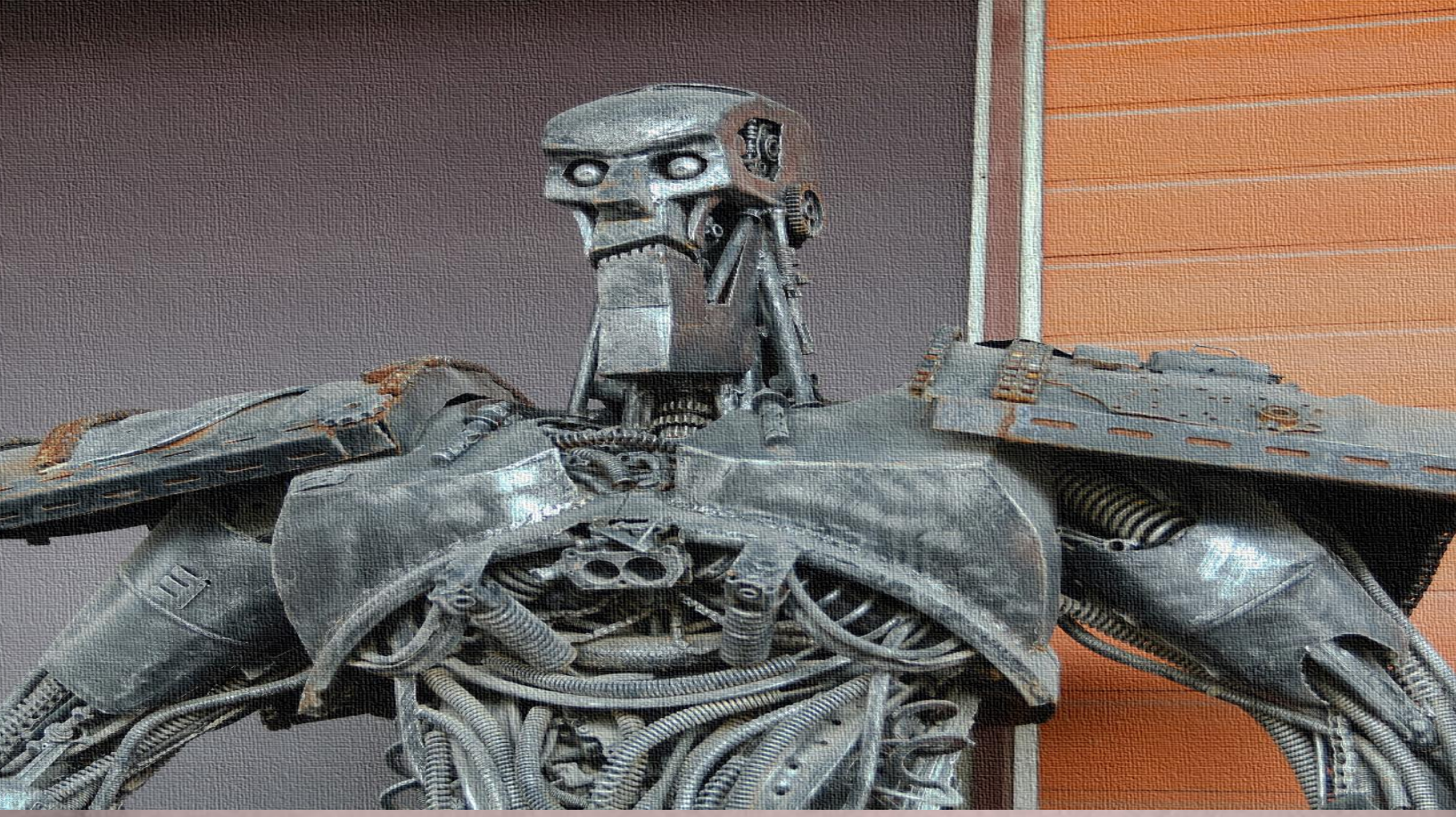
You were forged to be an infantry soldier.

Ability Score Increase. Your Strength score increases by 1.

Living Weapon. If you wish, you can choose to inflict 1d6 damage with an unarmed strike instead of your normal unarmed strike damage.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Warforged Weapon Training. You gain proficiency with one martial weapon of your choice.



Heavy Infantry

You were built using special magical materials that give you the equivalent of heavy armor at all times.

Ability Score Increase. Your Strength score increases by 1.

Adamantine Enhancements. You are proficient with heavy armor, and your Armor Class cannot be lower than 17. You can use shields, but you cannot wear other armor without using your Armor Bond trait (see below). You are considered to be wearing heavy armor at all times, and you have disadvantage on all Dexterity (Stealth) checks. In addition, you have resistance bludgeoning damage from nonmagical attacks that are not adamantine, and you have advantage on saving throws against effects that would cause you to be stunned.

Armor Bond. If you possess armor with which you are proficient that another creature of your size could wear, you can bond with it, causing you to wear it as part of your body. You bond with this armor as part of a short rest. At the end of the short rest, you are considered to be wearing that armor. Removing bonded armor from you requires an hour of disassembly (which can be done as part of a short rest). Any armor you wear is a part of you, and you can rest and perform all other activities normally when wearing it. The weight of any armor you wear becomes part of your own body weight and does not count against the total weight you can carry or lift.

Heavy Steps. Your base walking speed decreases to 25 feet, and your weight increases by 65 lbs.

Psiforged

You were made using trace amounts of psionically resonant deep crystal, providing you with increased psionic power and the ability to store psionic energy in your body.

Ability Score Increase. Your Wisdom score increases by 1.

Psionic Potential. You have a number of psi points equal to half your proficiency bonus (rounded down). Choose one of the following spells when you gain this trait: *catapult***, charm person,* or *command*. You can spend a psi point to cast the spell you chose, using Wisdom as your spellcasting ability. You regain all expended psi points from this trait when you finish a long rest.

Psychic Cantrips. You know your choice of one of the following cantrips: *mage hand, mindspeak*,* or *minor illusion* cantrips. If you cast *mage hand*, the hand is invisible.

Scout

You were crafted to patrol ahead and reconnioiter.

Ability Score Increase. Your Dexterity score increases by 1.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fleet of Foot. Your base walking speed increases to 35 feet.

Walking Point. You gain a +2 bonus to Wisdom (Perception) checks and your passive Perception score when you have no allies within 30 feet.

Tactician

You were designed to analyze enemy strategies and determine appropriate countermeasures.

Ability Score Increase. Your Intelligence score increases by 1.

Analytical Action. You gain a +1 bonus to initiative rolls, and may choose to make an Intelligence check instead of a Dexterity check when rolling for initiative.

Quick Command. As a bonus action, you can choose an ally within 30 feet and allow them to use their reaction to take the Dash or Disengage action. Once you use this trait, you cannot do so again until you finish a short or long rest.

Class Archetypes

Barbarian

New Primal Path:

Path of the Juggernaut

You have been subjected to a cruel ordeal that changed you forever. A necromancer, dark cultist, or other practitioner of foul blasphemies subjected you to wicked experiments that changed your fundamental nature. Though you escaped the tormentor who sought to transform you into a mindless henchman, lasting effects remain. Your rage is not only battle fury, but a transformation into a terrifying new body far different from the one you were born with.

Transforming Rage

Starting when you choose this path at 3rd level, you can choose to transform into a larger and more powerful form when you start to rage. If you choose to do so, until the rage ends, you grow as if affected by the enlarge effect of an *enlarge/reduce* spell. While in this larger form, you have advantage on all Charisma (Intimidate) checks, but disadvantage on all other Charisma checks. In addition, when you reduce a creature to 0 hit points while in this form, choose another creature who can see both you and the target you brought down. They must make a saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier or become frightened of you until the end of your next turn.

However, if the battle turns against you, you may return to your normal form and size earlier, while still raging. Whenever you take damage while you are in your larger form, you must make a Constitution saving throw. The DC equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, such as an arrow and a dragon's breath, you make a separate saving throw for each source of damage. If you fail the saving throw, you return to your normal form, losing the benefits of this feature, though your rage continues unabated.

Dense Form

At 3rd level, your altered form resists all attempts to move it or change it further. When making a saving throw against a spell or effect that would alter your form, push you, or cause you to fall prone, you add your proficiency bonus to that saving throw. If you already add your proficiency bonus with that saving throw, you add double your proficiency bonus to the roll instead of your normal bonus.

Implacable Rage

At 6th level, your inhuman form heals itself when it suffers a grievous blow. While raging, when you take damage that reduces you to half your hit points or fewer, as a reaction you can instantly regain hit points equal to twice your barbarian level. Once you use this feature, you cannot do so again until you finish a short or long rest.

Preternatural Vigor

At 10th level, your raging vigor allows you to shrug off effects that would stop normal mortals in their tracks. Right before you make a Constitution saving throw, you can give yourself advantage on the check. You can use this feature three times, and you regain expended uses when you finish a long rest.



Swift Retribution

At 14th level, you instinctively lash out when struck. Whenever a creature within 5 feet inflicts damage on you, it provokes an opportunity attack from you. If the opportunity attack hits, you can move up to 10 feet as part of the same reaction, and this movement does not provoke further opportunity attacks.

The Form of the Juggernaut

If you choose this primal path, it is up to you and your DM to determine the appearance of the larger form you can take on when you rage. Remember that this form gains the benefits of an *enlarge/reduce* spell's increase in size (including doubling of your physical dimensions, an even greater increase in weight, advantage on Strength checks and saves, and enlarged weapons), and so the description of the form should account for these things. The details of your new form grant no additional abilities except for the existing alterations granted by the Transforming Rage feature. Some possible ideas include:

- A bulging, hunchbacked, flesh golem-like construct.
- A massively muscular, hirsute form that mixes your features with those of a large animal, like the hybrid form of a werebear or other lycanthrope.
- A Large-sized version of a hill giant or other giant subtype.
- A cyclopean, tentacled horror, like an aberration from the Far Realms.
- A mechanical metal construct plated in thick armor and bristling with weapons instead of arms.
- A many-armed titan with over-sized metallic claws on each hand.
- A batrachian aquatic hybrid with scales and amphibious features.
- A mummified undead colossus.
- A berserk green- or gray-skinned goliath grown too muscular for the clothing that hangs from his frame in rags.
- A horned fiend with goat-like hooves and fiery red skin.

Druid

Every tree has its enemy, few have an advocate. In all my works I take the part of trees against all their enemies.

--J.R.R. Tolkien

New Druid Circle:
Circle of the Solstice

Ages ago, in an ancient wood, two previously opposed orders of druids banded together to combat unnatural invaders. A powerful alchemist sought an isolated dominion for his work, and sought to clear out and conquer a portion of the great forest for his use. His cadre of golems cut down trees, animals, and those who sought to defend them with unstoppable precision. Failing to stop this destruction, druids of summer and winter formed an alliance.

They combined their knowledge of alchemical herblore and study of lycanthropes to find a new use for their gift of Wild Shape. By communing with totem spirits each night and consuming herbal potions each morning, they learned to partially transform their bodies rather than fully assuming animal forms. The tales tell of their eventual triumph, but also speak of the terrible and cruel vengeance they took upon the alchemist.

Together, the two druidic orders formed the beginning of the Circle of the Solstice, and their ways have been passed down to you. Those of your circle are known to briefly use the features of several different animals in the same fight. You might charge into battle on the speedy hooves of an elk, escape a grapple with the muscular arms of a bear, grow the wings of an eagle to fly over an opponent, and then sink the fangs of a wolf deeply into the flesh of your prey, all within the space of a minute.

The cyclical passage of time is sacred to all druids, but druids of your tradition express this tie in a unique way. The year finds its greatest balance on the equinoxes (inspiring the druids of the Circle of the Equinox, as described in ***Ravenloft Archetypes II: The Core Domains Adventurers Guide***), but that balance is defined by its furthest extremes. It is on the solstices-- the longest day of the year and longest night of the year, recognized as the respective beginnings of summer and winter-- that the cycles of rising and falling darkness begin again.



Druids of other Circles often find the Solstice druids esoteric and strange; some even consider them downright insane. And yet, they also recognize the wisdom and careful precision they show in the use of their unique gifts. As a druid of the Circle of the Solstice, you are taught to embrace extremes of passion, growth, and change, pushing the far ends of the natural balance. Your rage in battle should be all-consuming, yet so should your passion in love or your joy in the natural world. It is by finding the deepest purity in everything that a balance between all things may be found.

In recent years, wandering packs of these druids have appeared in wild places threatened by unnatural incursions or reckless depletion of their resources. They bear a special animosity for constructs and undead which unnaturally mimic the true froms of nature. When iron abominations or skeletal hordes intrude on sacred places, or when the logging of trees becomes too greedy to ever be replenished, members of the Circle of the Solstice sometimes appear, unbidden and unheralded. They seek to free nature to express itself unmarred by such threats, and visit a terrible fury upon those who oppose them.

Solstice Druid Quirks

d10	Race
1-2	*You express affection with an unending shower of gifts—sometimes including fresh kills or the fruits of foraging.*
3-4	*When angry, you howl and roar like an enraged beast.*
5-6	*Discovering a new food or drink you enjoy leads you to seek out more and over-indulge in it to the point of near-sickness.*
7-8	*It's hard to resist basking in bright sunshine, which is usually followed by a satisfied nap.*
9-10	*You are driven to find the perfect mate and have as many children with them as possible.*

Winter Druids of Barovia

In the Dread Domains of Ravenloft, a particularly erratic group of Winter-aspected druids of the Circle of the Solstice dwell in Barovia, in the area of Yester Hill. These druids actually worship the darklord Strahd von Zarovich, believing his powers over the weather and elements in his domain represent a divine tie to the forces of nature.

Fang and Claw

Starting at 2nd level, when you choose this archetype, you can roll a d4 in place of the normal damage of your unarmed strike, and it inflicts your choice of piercing or slashing damage instead of your normal damage. You can use your choice of either Strength or Dexterity for the attack roll and damage bonus of this attack.

Shifting Action

Starting at 2nd level, when you choose this archetype, you can call on your tie to a bestial spirit to briefly transform part of your body. If you are not wearing heavy armor, you can take a bonus action on each of your turns in combat to gain temporary hit points equal to your druid level + your Wisdom modifier. If you wish, when you do so you can expend one spell slot to regain 1d8 hit points per level of the spell slot expended instead of gaining temporary hit points. Whenever you use your bonus action in this way, you also create one of the following effects:

- ***Charging Elk.*** Until the end of your next turn, if you move at least 20 feet straight towards a Large or smaller creature during your turn, the next melee attack you make against it before the end of that same turn is made at advantage and

inflicts extra damage equal to your Wisdom modifier. In addition, as part of the same bonus action, you may immediately take the Dash action.

- ***Eagle's Flight.*** Your jumping distance is doubled until the end of your next turn, and you gain a climb speed of 25. In addition, as part of the same bonus action, you may immediately fly up to 15 feet or climb up to 20 feet.
- ***Harrying Wolf.*** You make an unarmed strike. Until the end of your next turn, if you hit a creature with a melee attack, you can choose one ally within 5 feet of that target. That ally can immediately use its reaction to make one weapon attack against the same target. In addition, as part of the same bonus action, you may immediately make an unarmed strike.
- ***Sinews of the Bear.*** Until the end of your next turn, you add your Wisdom bonus to Strength checks and Strength saving throws, and add an additional 1d4 to the damage of melee attacks. In addition, as part of the same bonus action, you may immediately make an unarmed strike.
- ***Tiger Pounce.*** Until the end of your next turn, if you hit a creature with a melee attack, the target is also grappled if it is your size or smaller. In addition, as part of the same bonus action, you may immediately make an unarmed strike.

Once you use your Shifting Action feature, you cannot do so again until after the end of your next turn.

Feral Druid

At 6th level, your speed increases by 10 feet, and you gain advantage on Wisdom (Perception) checks related to hearing or smell. In addition, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Solstice Aspect

At 6th level, you chose what kind of druid of this circle you are going to be, taking on the seasonal aspect of Summer or Winter. You gain resistance to bludgeoning, piercing, and slashing damage that is not silver, but you also gain vulnerability to silver, and you must choose one of the following two aspects, which grants you further abilities.

- ***Aspect of Summer.*** You have resistance to fire damage, and you are considered naturally adapted to warm climates.
- ***Aspect of Winter.*** You have resistance to cold damage, and you are considered naturally adapted to cold climates.

Quickened Unarmed Strike

Beginning at 10th level, you can attack twice, instead of once, whenever you take the Attack action on your turn, as long as one of the two attacks is an unarmed strike. In addition, you gain a +1 bonus to melee attack rolls for unarmed strikes.

Smite the Unnatural

At 14th level, when you hit a creature with an unarmed strike, you can expend one druid spell slot to inflict extra damage. The extra damage equals 1d8 per level of the spell slot expended. The damage increases by 1d8 if the target is a construct or undead. You may choose for this damage to be of the same type as the damage of the unarmed strike, or it may be the type of damage to which you gained resistance from your Solstice Aspect feature.



Sorcerer

New Sorcerous Origin:

Alchemical

Whether through an event that befell an ancestor or exposure to magical potions or treatments in your own life, your body is infused with the transmutative power of alchemy. This spark of achemical magic within you persists as a lightning-like energy that grants you magical powers. Alchemists and wizards strive to create a transformative alchemical object called a transmuter's stone; you, however, are a living transmuter's stone.

As your powers grow, you can transform objects and create alchemical potions or other items. Then you learn to redistribute the energy within creatures and create undead or constructs. Eventually, your creations become more advanced, but can you ever truly grant them the spark of a living soul?

Living Alchemy

When you choose this Sorcerous Origin at 1st level, your touch can transmute a nonmagical object from one substance to another, temporarily changing its physical properties. You meditate while touching a nonmagical object that is composed only of one the following substances: iron, copper, silver, wood, or stone (but not a gemstone). You can transform it into any one of the listed materials. For each 10 minutes you spend in this meditative ritual, your touch can transform up to 1 cubic foot of material. After 1 hour, or until you lose your concentration (as if you were concentrating on a spell), the material reverts to its original substance.

In addition, you learn the *create item** and *mending* cantrips, and they count as sorcerer spells for you, but they do not count against your normal number of cantriips known from your sorcerer class.

Self-Infusion

At 1st level, with rest and concentration, you can create alchemical infusions which simulate the effects of certain spells. You learn one of the following spells: *dead man's tell*, false life, find familiar, mage armor,* or *soul homunculus**. Whenever you finish a long or short rest, you can cast the chosen spell without using a spell slot, though you still require components as normal. A spell learned from this feature is a sorcerer spell for you, but it does not count against your normal number of sorcerer spells known.

Infuse Potions

Starting at 3rd level, you can produce magic potions. You spend 10 minutes focusing your magic on a vial of mundane water and expend sorcery points to transform it into a potion. Once you have expended sorcery points to create a potion, your maximum number of sorcery points is reduced by the number spent until the potion is consumed or after 1 week, at which time the potion loses its effectiveness. You can create up to three potions at a time; creating a fourth potion causes the oldest currently active one to immediately lose its potency. If that potion has been consumed, its effects immediately end. Different types of potion have different sorcery point costs. See chapter 7 of the *Dungeon Master's Guide* for complete rules on potions.

Potion Created	Sorcery Point Cost
Climbing, growth, or healing	1
Mind reading or greater healing	2
Invisibility, superior healing, or water breathing	3
Resistance	4

Infuse Weapons and Armor

Beginning at 6th level, you can alchemically treat weapons and armor, infusing them with magical power. You spend 10 minutes focusing your magic on a mundane weapon, suit of armor, shield, or bundle of twenty pieces of ammunition, and expend sorcery points to infuse it with magical energy. The magic item retains its enhancement for 8 hours or until used (in the case of magic ammunition). You can infuse only one item at a time; if you infuse a second one, the first immediately loses its potency. Once you have expended sorcery points to create such an item, your maximum number of sorcery points is reduced by the number spent until the item becomes nonmagical. Different types of item have different sorcery point costs, as follows:

Magic Item Created	Sorcery Point Cost
+1 ammunition (20 pieces)	2
+1 weapon or +1 shield	3
+1 armor	4
+2 weapon or +2 ammunition (20 pieces)	5
+2 armor	6

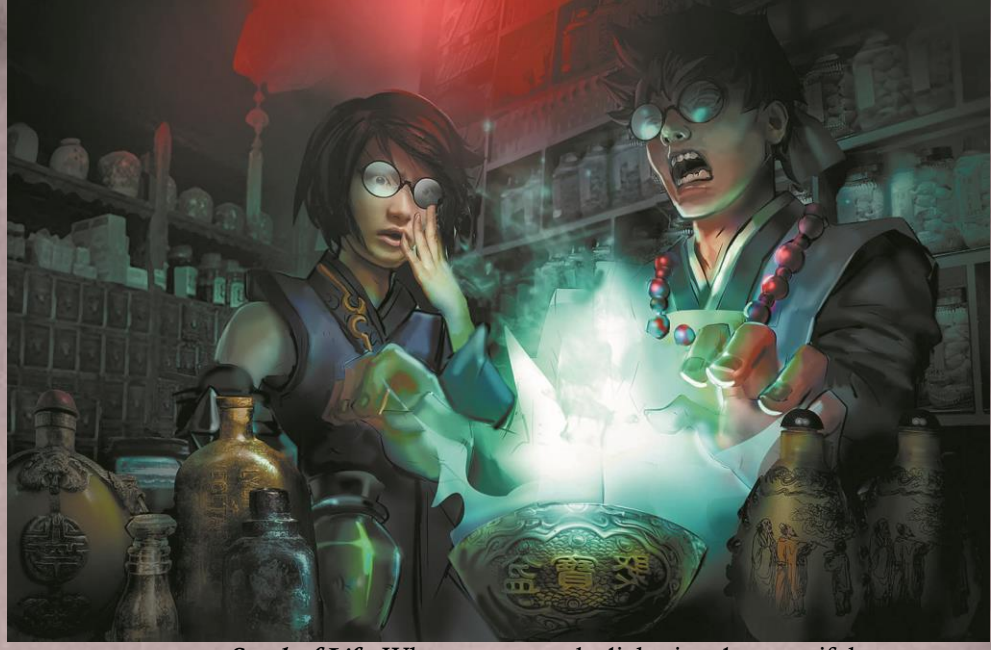
In addition, choose one of the following 3rd-level spells: *animate dead, aura of vitality, conjure animals, call lightning, magnetism*, plant growth*, or *revivify*. You learn the chosen spell, which is considered a sorcerer spell for you, but it does not count against your normal number of sorcerer spells known. If you choose the spell *conjure animals*, the creatures you conjure are considered constructs rather than fey.

Alchemical Reanimator

At 14th level, you learn the *simulacrum* spell, which is considered a sorcerer spell for you, but does not count against your normal number of sorcerer spells known.

In addition, you can spend 1 hour, 7 sorcery points, and 5,000 gp to complete a ritual which transforms a blank book into a *manual of golems*. When it is created, you roll randomly to determine what type of golem the manual creates, as per the description of the item. If you wish, immediately after the roll is made, you may spend your own Hit Dice (without regaining any hit points) to increase or decrease the roll by a number equal to the number of Hit Dice spent, changing the final result.

No one but you can use this *manual of golems*. No one but you sees the text on the *manual*'s pages, and it cannot be sold or traded. As an action, you can will the book to destroy itself, causing it to be consumed in eldritch flames (it is also destroyed as normal when it is used to create a golem). Your maximum number of sorcery points is decreased by 7 points



until the manual is destroyed. If you use this feature to create a second manual, the first one is immediately destroyed.

Duplicates you create with the *simulacrum* or *clone* spells and golems you create with a *manual of golems* gain special benefits: they have advantage on all Charisma (Intimidate) checks, as well as all Strength checks and Strength saving throws, and their carrying capacity (including maximum load and maximum lift) is doubled. However, they also have disadvantage on Charisma (Persuasion) and Charisma (Deception) checks against humanoids and beasts, who sense something unnatural and feel an instinctive distrust. Only one duplicate creature you have created with *clone* or *simulacrum* can have these benefits at one time. If you grant these benefits to another duplicate creature you create with one of these seplls, those benefits are lost by any other creatures who had them.If you wish, when you create a duplicate with the *simulacrum* or *clone* spell, you can cause the duplicate's race to be changed to half-golem when it is created, as if you had cast *reincarnate* on it.

Eldritch Vitality

At 14th level, you sustain yourself with an eldritch energy that takes the form of magical lightning. You gain resistance to lightning damage, and your magic sustains you so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, you no longer need food or water.

Master Creator

When you reach 18th level, you have mastered the creation of life itself, granting you a number of benefits.

Alchemical Duplication. You learn the *clone* spell, which is considered a sorcerer spell for you, but does not count against your normal number of sorcerer spells known.

Clone the Dead. You can cast *clone* on the dead as well as the living, essentially returning the deceased to life as a clone of their former self. To do so, you must be touching the dead creature, which cannot be undead and cannot have been dead for more than 100 years (this increases to 200 years if you use a 9th level spell slot). The duplicate has full hit points and is free of any diseases or poisons that afflicted the dead creature. Until they finish a long rest, the matured clone is at a -2 penalty to all attack rolls, saving throws, and ability checks. Cloning a creature that has been dead for one year or longer taxes you greatly. Until you finish a long rest, you can't cast spells again, and you have disadvantage on all attack rolls, ability checks, and saving throws.

Energized Growth. When you cast the *clone* spell, the duplicate created grows to the desired age within 10 days, rather than requiring 120 days.

Harvest Life. Whenever you cast a necromancy spell of 2nd-level or higher, you can use your reaction to regain sorcery points equal to half the spell's level (rounded down). (Gaining sorcery points in this way can never increase your pool of sorcery points to a number higher than your sorcerer level.)

Spark of Life. Whenever you take lightning damage, if the damage is higher than your sorcerer level (as determined before it is reduced by your resistance or another effect), you can use your reaction to give yourself or a creature within 60 feet that you affected with a spell within the last hour (including creatures you created, summoned, or returned to life) temporary hit points equal to your sorcerer level.

Variant Sorcerous Origin: Promethean

The following variant on the Achemical Sorcerous Origin gains most of the same features, but derives them from a different source. They replace the Living Alchemy feature of the Alchemical Sorcerous Origin with the the Promethean Vitality feature, described below.

Somewhere in your past or ancestry, a being was granted life by magical means. Perhaps you are descended from a revenant, vampire, or other undead creature who somehow gained true life. Alternately, it may be be that a golem or other construct was unexpectedly endowed with a soul in the course of its creation, and later bore progeny. One legend says that when a sculptor fell in love with his magnum opus, a divine force granted the statue life, and the pair married and had children. Other tales tell of a folk hero sowing dragon's teeth in the earth and raising up warriors. In some cases, a mystical embalming process like that which creates a mummy grants living immortality instead of undeath. Any one of these could have been your ancestor—or perhaps you yourself were the one granted life. In rare instances, the spark that sustains such sorcery can even occasionally be granted by *raise dead, reincarnate, resurrection, simulacrum,* or *clone* spells.

However it came to you, this spark of vigor within you persists as lightning-like energy, and it grants you magical powers. It has also inspired your path. This animating energy once bestowed vitality upon dead flesh or inert matter, and you know that it can do so again. You seek what is perhaps the most vital of all magical secrets: the power to create life itself.

Variant Feature: Life Magic

At 1st level, your understanding of the magical energies that relate to the vitality of living creatures invigorates you and makes you an expert in mortal physiology. You are proficient in light armor, you gain a +1 bonus to your Armor Class when you are not wearing heavy armor, and you gain proficiency in the Medicine skill. You double your proficiency bonus when adding it to Intelligence (Medicine) checks. FInally, you learn the *reaver's touch** and *spare the dying* cantrips, and they count as sorcerer spells for you, but they do not count against your normal number of cantriips known from your sorcerer class

New Sorcerous Origin:
Reanimated

You died, but that wasn't the end. Before your death, you were no sorcerer, but now you have become something else. Driven by madness, genius, passion, or all three, a magical artificer re-created your body and infused it with ghoulish life. Using a combination of alchemy, necromantic knowledge, and blasphemous medical lore, they stitched a new body together for you, replacing portions of you that could not be revived with pieces of a half-dozen other corpses. Yet the final ingredient was lightning, a primal elemental spark that reignited life in your constructed form, but also imbued your soul with magical power.

Your soul is as mortal as any other, but like your body it has been rejuvenated by the crackling power of the tempest, and that arcane potential grows every day. In some ways, as you must teach yourself what it is to walk as one of the living once more, magic comes more easily to you than the everyday activities of your former life. The one who created you is no longer a part of your existence—perhaps they were gone before you woke up alone in their laboratory, or you fled from them in shocked revulsion at what you had become, or some other quirk of destiny sent you out into the world on your own. Whatever purpose drove your creation, you are now free to choose your own path.

The Nature of the Reanimated

A sorcerer with the Reanimated sorcerous origin is much like a flesh golem, but represents a far more advanced and subtle level of magical craftsmanship. This allows the sorcerer to retain the mental faculties they knew in life, and perhaps even some or all of their former memories and personality. The scars from the surgeries that were part of their reanimation are hard to miss unless they endeavor to hide them. However, their various body parts are well-matched and artfully assembled. No remnants of wire or metal staples mar their fleshly visage, and their movements are neither clumsy nor artificial.

Lightning Vitality

At 1st level, the lightning used to return you to life continues to sustain your reanimated state. Whenever you are subjected to lightning damage, you take no damage, and you may choose to regain a number of spent Hit Dice equal to the highest level spell slot you have remaining. Once you choose to regain Hit Dice this way, you may not do so again until you finish a short or long rest.

In addition, when you are below half your hit point maximum but have at least 1 hit point at the start of your turn, you regain 1 hit point as long as you have at least 1 of your Hit Dice remaining. Whenever you regain hit points by any means, if you place a severed body part on the place from which it was removed, the part reattaches as you heal. Finally, you learn the *shocking grasp* cantrip. It does not count against your number of cantrips known as listed on the Sorcerer table.

Reanimated Flesh

At 1st level, your flesh was once dead, but is now alive and has been reassembled, making you more resilient in some ways but more vulnerable in others. You gain the following traits:

- Even though you were re-constructed from dead tissue, you are a living creature. You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish, and you rest each day just as you did when you were alive.
- You have resistance to bludgeoning and poison damage, but also vulnerability to slashing and fire damage.
- If you are below half your hit point maximum when you take slashing damage from an attack, you must make a Dexterity save. The DC equals 10 or one quarter of the slashing damage you take, whichever number is higher. If you fail, some small part of your limbs—a quarter of your foot, half your hand, the top of your shoulder, etc.—has been cut from your body. This reduces your speed by half for 1 minute, and the end of which time, the dismembered part has found its way to you (by rolling, creeping, or some stranger means) and reattached itself, and you regain your speed. The part cannot be prevented from rejoining you by any means unless you wish it.
- If you are below half your hit point maximum when you take fire or psychic damage, you must make a Wisdom save. The DC equals 10 or one quarter of the fire or psychic damage you take, whichever number is higher. If you fail, you are frightened of the source of that damage until the end of your next turn.
- Living creatures sense something frightening about you, even if you hide your scars. You have advantage on Charisma (Intimidate) checks against living humanoids and beasts, but disadvantage on Charisma (Persuasion) rolls against them.

Flesh Golem Strength

At 6th level, the energies sustaining your reconstructed form have caused it to become superhumanly strong and tough. You have advantage on all Strength checks and Strength saving throws, your carrying capacity (including maximum load and maximum lift) is doubled, and you can roll a d6 in place of the normal damage of your unarmed strike.

In addition, whenever you cast a cantrip or spell that inflicts lightning damage, you can spend 1 sorcery point to enter a state of increased resilience. While in this state, you have resistance to piercing damage, you are immune to poison damage and the poisoned condition, and when you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Berserk Construct

Starting at 6th level, if you become frightened, it affects you differently. You do not have disadvantage on attack rolls from the frightened condition, but while you are frightened, the first thing you do at the beginning of each turn is use your bonus action to make a melee attack against a randomly determined creature within your reach. If there is no creature within reach, you use your bonus action to attack an object within reach, with preference for an object smaller than yourself. If there is no object, you use your bonus action to move 5 feet away from the source of fear (which may provoke opportunity attacks), unless there is no empty space into which you can move, in which case you lose your bonus action.



Spark of Life

Starting at 14th level, you can use the life-giving lightning that keeps you alive to increase the power of some spells. When you cast a wizard spell of 1st through 5th level that deals lightning damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you decrease your maximum hit points by 2d8 for each level of the spell, immediately after you cast it. Once that happens, for each additional time you use this feature before finishing a long rest, you decrease your maximum hit points by 1d8 plus an additional 1d8 for each previous time you've used this feature since your last long rest.

Rampaging Golem

When you reach 18th level, you can give in to your nature as a construct temporarily, becoming a brutal engine of destruction. Whenever you are reduced to less than half your hit point maximum, you can spend 7 sorcery points as a reaction to consciously unleash your instincts while attempting to retain control, which requires your concentration (as if you were casting a concentration spell). For 1 minute or until you lose your concentration, you gain the following traits:

- You become a construct, and are no longer affected by effects that target humanoids (though you are affected by effects that target constructs).
- You are immune to poison damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine. You are also immune to the charmed, exhausted, paralyzed, petrified, and poisoned conditions, and to any effect that would alter your form.
- At the beginning of your turn, you regain hit points equal to 5 + your Constitution modifier if you have been subjected to lightning damage since the beginning of your previous turn.
- You can roll a d12 in place of the normal damage of your unarmed strike, and your unarmed strikes are considered magical, and inflict extra damage equal to your Charisma modifier.
- When you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.
- If you take damage and you haven't attacked or damaged a hostile creature since the beginning of your last turn, you must make a Wisdom save. The DC equals 15 or one quarter of the damage you take, whichever number is higher. If you fail, you are frightened of the source of that damage until the end of your next turn.

When this effect ends, you do not lose these traits right away unless you are not conscious. If you are conscious, you must immediately make a melee attack against all creatures or objects within 5 feet when this effect ends, with a separate attack roll for each target. These attacks do not use any action, and they are made against all creatures, regardless of if they are friend or foe. After these attacks, you immediately lose all the traits gained from this effect. You then fall unconscious until the beginning of your next turn. Once you use this feature, you can't use it again until you finish a short rest.

Dread Constructs of Ravenloft

In most lands, the animation of a construct requires the use of great magics and expensive materials, and specifically a *manual of golems*. In the dread domains of Ravenloft, however, such restrictions do not always apply. The Dark Powers may potentially reward the mad desire to bring life to the inanimate no matter what the nature of the creator is. When they do so, the results are always tragic.

Such constructs are created not through magic, but through the dark desires of a creator obsessed with giving life to the inanimate. The possible reasons for such an obsession are numerous. The creator may see the creation of life as a noble scientific experiment, an artistic project, or the opportunity to restore life to a lost loved one. The reasons are ultimately immaterial; what matters is the obsession itself. That obsession is the seed that ultimately gives the construct "life." The assembly of the golem's body, whether it be the sculpting of a statue or the sewing together of corpses, serves to imprint the construct with the creator's desires. The mechanism of animation, whether it be a fervent prayer or a channeled bolt of lightning, serves to focus the creator's anticipation to a crescendo. It is the emotion of this moment, when the creator is watching to discover whether his life's ambition has resulted in feverishly desired success or desperately feared failure, that truly serves to animate the construct. From the dark desires of its creator and the eager participation of the dark powers, the evil construct is born.

Warlock

New Otherworldly Patron:
The Eternal Engine

By making this pact, you have intertwined your own future with a larger destiny, and connected yourself with inexorable forces advancing a grand cosmic plan. Your inscrutable patron takes the unusual form of a great celestial machine—perhaps a creator of other machines—that has existed since time immemorial. You may know this being as Primus, lord and creator of the modrons on the lawful plane of Mechanus. In the Forgotten Realms, your patron may be a servant or exarch of the forge deity Gond or a gnomish god of invention (such as Nebelun the Meddler or Rill Cleverthrush). It may manifest in the extraplanar city of Sigil as the Great Foundry, where members of the faction known as the Believers work to manufacture all the city's metal goods and forge themselves into divine ascendants. In other worlds, your patron may be the creation, experiment, or domain of another deity, such as Reorx of Krynn or Murlynd of Oerth. In Eberron, they may be a servant of the god Onatar, but it is also rumored that at least one warlock has somehow made his pact with the lightning rail network that connects different parts of Khorvaire.

Whatever the nature of your patron, it is also tied to the clockwork plane of Mechanus, where endless gears turn in a precise cycle. Like all machines, it exists for a specific purpose. However, that purpose is not always easy to discern. Its reach extends through all of creation, and it pursues its aims according to lawful and orderly principles, though you may not share your patron's goals or alignment.

Expanded Spell List

The grand cosmic plan with which your patron is aligned lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Eternal Engine Spell List

Spell Level	Spells
1st	*command, shield*
2nd	*calm emotions, heat metal*
3rd	*beacon of hope, magnetism**
4th	*compulsion, fabricate*
5th	*animate objects, modify memory*

Combat Precognition

Starting at 1st level, the predictive insight of your patron allows you to avoid harm. When an attack hits you, as a reaction you may force the attacker to reroll the attack, using the lower of the two rolls. Until the end of your next turn, all attack rolls against you are made at disadvantage, and you have resistance to bludgeoning, slashing, and piercing damage from nonmagical attacks that are not adamantine. You may use this ability twice, regaining all expended uses when you finish a short or long rest.

Axiomatic Hierarchy

At 1st level, the Eternal Engine teaches you the Modron language. Modrons communicate with you as if you were a member of their hierarchy, of equivalent rank to a monodrone. As you gain warlock levels, they treat you as if your rank in the modron hierarchy had also increased, treating you as a duodrone at 2nd level, a tridrone at 3rd level, a quadrone at 4th level, and a pentadrone if you are 5th level or higher in your warlock class. However, no matter what level you attain, modrons will never obey orders from you that are not harmonious with those issuing from above the ranks of the pentadrones (such as those from Primus himself).

Your understanding of these unique embodiments of Mechanus the plane of Law not only grants you insights into other constructs, but into other extraplanar creatures whose natures are tied to those of their home planes. However, you must concentrate on such creatures to gain benefits from this in combat. Whenever the subject of a concentration spell you are maintaining (such as the *hex* spell) is a celestial, construct, elemental, fey, or fiend, your attacks inflict extra damage on that creature. Once per turn, when you successfully hit the target with an attack roll, you inflict extra damage equal to your proficiency bonus.

Modron Servant

At 6th level, the Eternal Engine grants you the service of a pentadrone, a five-armed construct that is the most advanced form of modron (as described in the *Monster Manual*). Your pentadrone is your devoted servant, obeying your commands without hesitation and working to protect you in combat. It has the following modifications:

- It is a construct instead of a beast.
- It can magically disguise itself as a Large beast of your choice with a Challenge rating of 2 or lower (such as warhorse), physically rearranging its form to appear to be the new creature, but not gaining any of its traits or abilities.
- It understands the languages you can speak when you create it, but it can only speak the Modron language.
- If you are the target of a melee attack and your modron servant is within 5 feet of the attacker, you can use your reaction to command the servant to respond, using its reaction to make a melee attack against the attacker.
- It does not have the truesight sense, but instead has darkvision with a range of 120 feet that is not impeded by magical darkness. When you reach 11th level as a warlock, this becomes truesight with a range of 120 feet.

The pentadrone considers you to be one rank above it in the grand hierarchy to which it is devoted, and it recognizes no other authority beyond yours and that of your patron. It obeys your orders to the best of its ability. In combat, it rolls its own initiative and acts on its own. If the pentadrone is killed, it disintegrates, meaning it cannot be returned to life via normal means. However, whenever you finish a long rest, you can choose to have your patron send you a new modron servant—if the previous pentadrone still exists, it disintegrates as soon as your new servant appears to replace it.



Partial Construct

At 10th level, parts of your body have been replaced by eldritch machinery, enabling it to function more efficiently. You no longer need to breathe, eat, or drink, and you gain resistance to poison damage as well as nonmagical bludgeoning, piercing, or slashing damage that is not adamantine.

Mind of Metal and Wheels

Starting at 14th level, you can temporarily allow the influence of your patron to alter your mind and body, giving you the perfect and emotionless logic of a construct and the ability to project this way of being into the minds of those around you. As a bonus action, you can enter this unique mental state, gaining the following traits:

- You are immune to psychic damage and the charmed and frightened conditions.
- You gain a +2 bonus to AC.
- Once during your turn, if you move at least 20 feet in a straight line towards a target before making an attack roll against it, you gain advantage on that attack roll.
- While in this state, you can cast the *calm emotions* spell at will, without expending a spell slot or material components. When you cast *calm emotions* in this way, it is not considered a concentration spell for that casting, but the duration is decreased, and the spell lasts only until the end of your next turn.
- You have disadvantage on all Wisdom and Charisma checks and opportunity attacks.

This state lasts for one minute or until you end it with a bonus action. You can use this feature a number of times equal to half your proficiency bonus (rounded down). You regain all expended uses of it when you finish a short or long rest.

New Warlock Pact Boons:

These pact options are alternative to the Pacts of the Blade, Chain, or Tome.

Pact of the Eye

When you choose this pact at 3rd level, one of your eyes is replaced with a false magical eye provided by your pact patron. If you are already missing one or more eyes, this mystical eye can appear where that eye should be. The eye grants you certain persuasive and perceptive powers. Except during turns when you cast a spell, this eye appears identical to how your normal eye should look, unless you choose to reveal it. When you reveal the eye purposefully, it remains revealed for one minute. During that minute, you have advantage on Charisma (Intimidation) checks but disadvantage on Charisma (Persuasion) checks.

Additionally, when you use one of your warlock spell slots to cast a divination or enchantment spell of 1st or 2nd level, you can immediately regain that spell slot as if it had never been used. Once you regain a spell slot in this way, you cannot do so again until you complete a short or long rest. If some effect causes you to lose your eye, you can perform a 1-hour ceremony to receive a replacement from your patron. The ceremony can be performed during a short or long rest, and it destroys the previous eye.

Some warlocks who make this pact have both eyes replaced instead of just one. Other are cursed to have their new eye or eyes visible at all times. The effects of these variations are essentially cosmetic, with neither granting any additional abilities or changes an eye's function.

Forms of the Pact of the Eye

When the false eye gained from the Pact of the Eye is revealed, it is clearly not the eye of any normal mortal creature. Its appearance depends on your pact patron.

The Archfey. The eye appears jewel-like and colorful, resembling a real eye covered in a glossy varnish. It looks very much like the magic item called a *hag eye*, as created by a coven of hags.

The Eternal Engine. The eye resembles a spherical device of brass and polished wood, with a crystalline lens at its center.

The Fiend. A demonic eye, slitted like that of a reptile, limned in red or green flame.

The Great Old One. A void of solid black, occasionally glinting with violet starlight, that distorts the reflections of those who stare into it.

The Undying. Golden in color, this eye has no iris, but is unstead marked by a simple black shape symbolizing the patron (an hourglass, a hand, a skull, etc.).

Wizard

New Arcane Tradition:
School of Vitalism

You are student of vitalism, an arcane philosophy that identifies life-sustaining energies as form of magic. As a vitalist, you begin your studies with the basics of alchemy, but also learn to draw life energy out of creatures directly and use it to fuel magical effects. Eventually, you learn to infuse this vitality into lifeless matter, including unmoving plants, inanimate objects, and even fallen corpses. This lifeforce sparks and crackles like lightning when you retain or channel it, the potential energy of life roiling beneath your attempts at control.

Manipulate Lifeforce

At 2nd level when you choose this arcane tradition, you identify the energies that sustain living creatures around you as a form of magic that you can harvest and control for a variety of benefits.You learn the *reaver's touch** and *shocking grasp* cantrips if you don't already know them, and you add the *false life* and *soul homunculus** spells to your spellbook.

Alchemical Vitalism

At 2nd level, you can distill magical energy to life-giving force in the form of a quick elixir that accelerates a body's healing powers. In order to use this benefit, you must have alchemist's supplies with you, and you must have at least one vial of mundane water. By performing an alchemical ritual that takes 10 minutes, you expend a spell slot to change one or two vials of water into the same number of curative admixtures. Unlike a potion, the admixture does not need to be imbibed, merely inhaled or applied to the body. As such, it can be used as either an action or a bonus action. When a curative admixture is used, the creature who uses it can heal either itself or another creature within 5 feet of it for a number of hit points equal to the level of the spell slot used to create it. When a creature is healed in this way, it may also spend one of its own Hit Dice as a reaction to regain additional hit points.

Only two curative admixtures you create with this feature can retain their effectiveness at one time. If you create a third one when two others are currently active, the oldest of the active admixtures is immediately transformed back into mundane water. When you reach 10th level, performing the alchemical ritual can change up to three vials of water into curative admixtures, and you can have up to three curative admixtures active at once instead of two. All your curative admixtures lose effectiveness 8 hours after you create them.

Convert Vitality

Starting at 6th level, you can manipulate the raw substance of vitality more directly, drawing it out of others with necromantic techniques or using it to empower spells as a crackling magical energy like lightning. Once during your turn, when you inflict 10 or more necrotic damage on one or more creatures, you can use your reaction to either spend a single Hit Die or regain a single Hit Die. However, the hit points gained from spending a Hit Die in this way are only temporary hit points with one exception: if the damage reduced one or more creatures to 0 hit points, you may choose to gain actual healing from the spent Hit Die instead.

When you cast a spell that inflicts lightning damage, if you have used this feature to regain one or more Hit Dice within the past hour, you can add your Intelligence modifier to one damage roll of that spell.

In addition, you add the *animate dead* and *revivify* spells to your spellbook as wizard spells.

Construct Rebirth

At 10th level, you add the *animate objects* and *reincarnate* spells to your spellbook as wizard spells. However, when you cast *reincarnate*, you roll on the table below to determine the new race of the reincarnated creature, rather than the normal table listed in the spell description. If you wish, immediately after the roll is made, you may spend your own Hit Dice (without regaining any hit points) to increase or decrease the roll by a number equal to twice the number of Hit Dice spent, changing the final result.

d100	Race
01-20	*Half-golem (clay)*
21-50	*Half-golem (flesh)*
51-70	*Half-golem (iron)*
71-90	*Half-golem (stone)*
91-100	*Warforged*

Rules for the half-golem and warforged races appear near the beginning of this document.

Life Magic

At 10th level, you can use your vital energies to replace depleted magic. As a bonus action on your turn, expend two or more Hit Dice (without regaining any hit points from them) to regain an expended spell slot. The level of the spell slot you regain is equal to half the number of Hit Dice spent. You cannot regain a spell slot above 5th-level with this feature.

If, when you use this feature to regain a spell slot, you have also used your Convert Vitality feature to regain one or more Hit Dice within the last hour, you gain an additional benefit: You have resistance to lightning damage for 1 hour.

Eldritch Reanimator

At 14th level, you add the *simulacrum* spell to your spellbook. In addition, you can spend 1 hour, one spell slot of 6th level or higher, and 5,000 gp to complete a ritual which transforms a blank book into a *manual of golems*. You do not roll to determine what type of *manual of golems* it is; it can only be of the type which creates flesh golems.

No one but you can use this *manual of golems*. No one but you sees the text on the *manual*'s pages, and it cannot be sold or traded. As an action, you can will the book to destroy itself, causing it to be consumed in eldritch flames (it is also destroyed as normal when it is used to create a golem). You cannot regain the spell slot used to create the manual until the manual is destroyed. If you use this feature to create a second manual, the first one is immediately destroyed.

Duplicates you create with the *simulacrum* or *clone* spells, golems you create with a *manual of golems,* and undead you create with *animate dead* gain special benefits: they have advantage on all Charisma (Intimidate) checks, as well as all Strength checks and Strength saving throws, and their carrying capacity (including maximum load and maximum

lift) is doubled. However, they also have disadvantage on Charisma (Persuasion) and Charisma (Deception) checks against humanoids and beasts, who sense something unnatural and feel an instinctive distrust. Only one creature you have created with can have these benefits at one time. If you grant these benefits to another duplicate creature, those benefits are lost by any other creatures who had them. If you wish, when you create a duplicate with the *simulacrum* or *clone* spell, you can cause the duplicate's race to be changed to half-golem when it is created, as if you had cast *reincarnate* on it.

Manipulate Lifeforce

At 14th level, your magic sustains you so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, you no longer need food or water, and you gain resistance to necrotic damage.

Spells

The *reaver's touch* cantrip is considered part of the spell list for any existing spellcasting class, while the *create item* cantrip and *soul homunculus* spell are only granted by certain classes and archetypes. The *magnetism* spell is added to the wizard spell list.

Create Item

Conjuration cantrip
Casting Time: 1 bonus action
Range: 50 feet
Components: V, S
Duration: Concentration, up to 1 hour
From thought, you create matter, equipping yourself with the simple implement you need. You summon one piece of adventuring gear worth 2 gp or less which you can hold in one hand, and which must weigh less than 10 lbs. It cannot be a weapon or a piece of armor, and you cannot use it as an improvised weapon, or to attack or hinder another creature in any way. If the item is more than 10 feet away from you at the end of your turn, the spell ends if you are not touching it again by the end of the following turn. This object may simulate the effects of a tool or tool set which requires proficiency, but it can only be used to make one ability check, for a task that takes 1 round or less, after which time the spell ends. Anyone who holds the item or examines it closely can tell it is not real. When the spell ends, the item disappears.



Magnetism

3rd-level transmutation
Casting Time: 1 action
Range: 50 feet
Components: S, M (a lodestone)
Duration: Concentration, up to 1 minute
This spell allows you to draw iron or steel objects to yourself by projecting a magnetic ray at any object within range. Choose one object within range that is nonmagical and made of ferrous metal. This object must weigh less than 40 lbs. Each round the spell lasts, you can target one object you can see within range of the spell with this effect as an action,

If the object isn't being worn or carried, it immediately flies into your space, where you either catch it with your hand (requiring no action) or let it fall at your feet.

If the object is being held or carried by a creature, that creature must roll a Strength saving throw. If it fails, the creature drops the object, and the object flies to your space, where you either catch it with your hand or let it fall at your feet, as above. If the object is being worn by the creature (like a helm or a chain shirt), the creature makes the same Strength saving throw, but has advantage on the roll.

If the item is secured in some way (such as being chained to a wall or tied down with rope), you make an ability check to break the restraint, as if you were making a Strength check to break or burst whatever is securing it with your own hands. Instead of making a Strength check, you make a check with your spellcasting ability score (adding your proficiency bonus). If the check succeeds, you free the item and it flies to your space as described above.

You can also attempt to move a metal creature that weighs less than your limit for this spell (such as some kind of tiny construct). The creature makes a Strength saving throw with advantage against this effect. If it fails, you can move it to you just as you would move an object with this spell.

Until this spell ends, your ability to carry, lift, push, or drag any objects you have moved to your space with this spell is calculated as if you had a Strength score of 20 (giving you a carrying capacity of 300 lbs. and allowing you to push, lift, or drag up to 600 lbs. if you are Small or Medium sized).

If you move during the spell's duration, you can choose for any object that you moved to your space with this spell which you are not carrying, lifting, pushing, dragging, or wearing to either move with you as you go (levitating just above the level of your feet) or remain in the square you moved it to.

Once you have moved an object to your space with this spell, you have advantage on saving throws and opposed rolls against effects that would cause you to drop it, and creatures seeking to move the item from your space have disadvantage on rolls to do so. When the spell ends, if you are holding,

wearing, or carrying an object that is too heavy for you, it falls softly to the ground, landing harmlessly at your feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the weight limit of objects you can move with this spell increases by 10 lbs. for every spell level above 3rd. When you cast this spell using a spell slot of 5th or 6th level, you can choose up to two objects within range each time you use your action for this spell, instead of just one. If the spell slot is 7th level or higher, you can choose up to three objects instead.

Mindspeak

Divination cantrip
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 1 round
You send a telepathic message to one creature within range. The target (and only the target) receives the message as your voice whispering in their mind. They can send a telepathic message back in reply. This ability to communicate lasts until the start of your next turn. You can't communicate with an unwilling creature.

Creatures with Intelligence scores of 2 or less aren't affected by this spell. You don't need to share a language with a creature for it to understand your telepathic utterances, but the creature must understand at least one language in order to communicate this way. If you cannot see or hear the target, you must be familiar with the target and know its approximate location with range. If the creature is not within range, the spell fails.

Reaver's Touch

Necromancy cantrip
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous
The touch of your hand drains a target's life energy, allowing you to sacrifice animals and other creatures to make their vitality your own. Make a melee spell attack against the target. You have advantage on the attack if your target is a beast. On a hit, the target takes 1d6 necrotic damage, and you gain temporary hit points equal to half the damage inflicted (rounded up). The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Soul Homunculus

1st-level conjuration (ritual)
Casting Time: 1 hour
Range: 10 feet
Components: V, S, M (10 gp worth of mandragora root and other herbal supplies, which become the homunculus and are consumed, and a glass bottle with a tiny laboratory inside that costs 25 gp)
Duration: Instantaneous
You remove a portion of your soul to create an alchemical homunculus (see Appendix A) that resembles you. This is a complicated process, as it first requires the creation of special clear glass bottle, wide-mouthed and slightly larger than a wine bottle, that contains a miniature alchemical laboratory. It costs 25 gp to obtain this, whether you create the bottle laboratory yourself or have it made. When you cast this spell, you mix an alchemical paste and use it to treat a fresh mandragora root, which then magically shrinks down to be inserted into the bottle. Over the course of the hour casting time, the treated root and inserted, and then transforms into a small version of an infant of your race. It then matures at an unnerving rate over, reaching the same age as you before the end of the ritual, its development ending when it becomes a smaller yet otherwise identical copy of you.

During that same hour, the magic of this spell adjusts the laboratory in the bottle to suit the needs of its inhabitant, including scribing basic references into the blank books within it and manifesting appropriate attire for the homunculus—generally the garb of a sage, student, or research scholar, but with extra protective layers for experimentation. The magic also strengthens the bottle, transforming it from glass into unbreakable crystal. Once this spell is cast, the bottle cannot be broken or destroyed while you are alive.

Upon creation, the homunculus is ready to work. While your soul homunculus is within 120 feet of you, you can communicate with it telepathically. It can always use the Help action for Intelligence (Arcana) or Wisdom (Medicine) checks you make, whether it is in its bottle or not, as long as it is within 120 feet of you.

The soul homunculus can leave the bottle, growing to its normal size (approximately one-tenth of your own height) and appearing in an unoccupied space adjacent to the bottle, or in a space occupied by you (if you are within 120 feet).

The statistics of a soul homunculus appear in Appendix A of this document. As a bonus action, you can summon your soul homunculus from out of its bottle, or you can send it back. It can also use a bonus action on its own to enter or leave the bottle, but will not do so against your will.

Your soul homunculus acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A soul homunculus can't attack unless you use your action telling it to do so, but it can take other actions as normal. When the soul homunculus drops to 0 hit points, it falls unconscious, but regains hit points at the beginning of its turn as long as you are alive. While you are alive, it is not destroyed unless it takes damage equal to twice its maximum hit points in a single turn. If it is destroyed, the bottle laboratory remains intact, and you can create a new soul homunculus by casting this spell again. If you do so, you can re-use the same bottle laboratory if you still possess it, but must purchase any other components again. You can't have more than one soul homunculus at a time. If you cast this spell while you already have a soul homunculus, you simply recreate a new version of the same one.

Finally, when you cast a spell with a range of touch, your soul homunculus can deliver the spell as if it had cast the spell. Your soul homunculus must be within 120 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

(The statistics for soul homunculi appear in the New Monsters section.)

New Monsters

Golem, Dread

Dread golems are fashioned by creatures touched by true insanity, brilliant hubris, or absolute wickedness. Yet the forces that animate them are evil gods or other dark powers beyond mortal ken. They resemble flesh golems, but they are independent creatures who possess a dark intelligence and wickedly quick reflexes.

Still Human Inside. Unlike other golems, a dread golem is not animated by an elemental spirit, but by the soul belonging to the brain used to make the golem, or that of another creature transferred into it. As such, it has an intelligent mind much like that of a mortal humanoid. This spirit is usually warped in the process, however. Therefore, it is much more primitive and childlike, and may retain very little memory of its former existence.

Most dread golems live as hermits and long to be accepted by mortal creatures, though they are usually too evil or insane to fit in. The inevitable rejection they suffer leads to a deep hatred of living creatures, especially humanoids. Most eventually murder their creators.

Macabre Creation. The fool or genius who fashions a dread golem does so with much the same process as a flesh golem, but must harvest its parts from at least six corpses: one for each limb, another for the head and torso, and yet another for the creature's brain. Most creators use an even larger collection of parts. For instance, the eyes may be drawn from one body, while the hands come from another. The result, sewn into a scarred mass, is always ghastly, though a dread golem is far less repulsive than a flesh golem. The dread golem is made of strangely "living" tissue, and its body is highly resilient.

Dread Golem

Medium construct, lawful evil

Armor Class 18 (natural armor)

Hit Points 145 (18d8 + 64)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	19 (+4)	14 (+2)	12 (+1)	9 (-1)

Saving Throws Dex + 7, Con + 9, Wis + 5, Cha +3

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

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

Skills Arcana +6, Insight +5, Medicine +6, Perception +5, Stealth +7

Senses darkvision 120 ft., passive Perception 15

Languages All languages known by its creator, telepathy (creator only, unlimited range if on the same plane)

Challenge 11 (7,200 XP)

Anchored Form. The golem is immune to any spell or effect that would alter its form, put it to sleep, or cause it to be teleported against its will.

Lightning Absorption. Whenever the flesh golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Regenerating Spark. The dread golem regains 1 hit point at the start of its turn if it has at least 1 hit point. If the dread golem takes acid or fire damage, this trait doesn't function at the start of the dread golem's next turn. When reduced to 0 hit points, the golem does not die unless it has taken fire or acid damage during the same turn, or takes fire or acid damage before that turn ends. Instead, it merely becomes unconscious, and if at least half of it parts remain intact, it can be stitched and repaired, and re-awakens to consciousness as soon as it regains hit points.

Telepathic Bond. The golem has a constant telepathic bond with its creator. The golem is constantly aware of all of its creator's thoughts, hopes, fears, dreams, and desires. It can see through its creator's eyes and always knows its creator's location. It can also "speak" telepathically to its creator. As long as the dread golem and its creator are on the same plane of existence, this ability has unlimited range and cannot be blocked by any means magical or otherwise. The dread golem's deep bond with its creator invariably leads to hatred and contempt. The golem acutely senses any anger or disappointment the creator feels toward the golem and knows its creator's darkest and most humiliating secrets. No creator can maintain the loyalty of a dread golem in the face of this intrusive intimacy. This is a one-way power only. The creator has no such bond with her creation.

Actions

Multiattack. The golem makes three slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

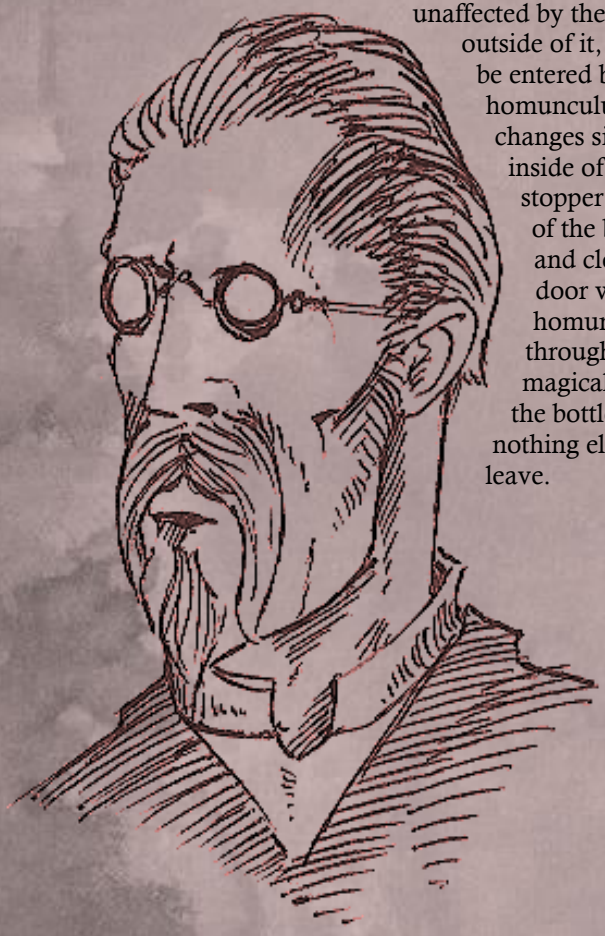
Strangle. As a bonus action during its turn, the dread golem can force a Large or smaller creature within 5 feet that it has already hit twice with its slam attack this turn to make a DC 17 Dexterity saving throw or be grappled. Until the grapple ends, the target takes 14 (2d8 + 5) bludgeoning damage at the start of each of the dread golem's turns. The dread golem cannot use his multiattack action while grappling a creature in this way.

Soul Homunculus

Soul homunculi are small constructs the size of a squirrel, that function something like a wizard's familiar, but bear a greater resemblance to their creator than any beast. They appear as diminutive humanoids dressed like scholars, though their robes are thick and protective. They do not have an independent existence, but live as extensions of the soul of their creator. They are created by casting the *soul homunculus* spell.

Flesh and Blood Duplicates. The soul homunculus not only resembles its creator physically, but knows everything its creator knows, including all the langauges the creator can speak and read. It thinks of itself as a sage, and is driven to solve mysteries with alchemy or scholarship, preferably within the safe confines of its laboratory (see below). It has no larger goals beyond obeying its master's will and discerning arcane secrets. Though it has no physical needs while its master is alive, it also likes to indulge in good food, beverages, and the like, though it enjoys them as luxuries rather than pursuing them actively. Generally, it likes the same cuisine and drinks as its creator, and it sleeps, breathes, and speaks much as its creator does, but it doesn't actually require food, water, air, or sleep. In many ways, it is a very sophisticated yet small flesh golem, but made of alchemical ingredients rather than corpses and enlivened by a spark of its master's essence.

Researching Constructs. Soul homunculi live in special bottles that contain tiny alchemical laboratories and libraries. The bottle is customarily carried or kept by the construct's creator. The tiny demiplane within the bottle has its own gravity, remains a comfortable temperature, and maintains a pocket of breathable air. The interior of the bottle is generally unaffected by the world outside of it, and can only be entered by a soul homunculus, which changes size to fit inside of it. The wax stopper at the mouth of the bottle opens and closes like a door when the homunculus passes through it, but a magical field around the bottle allows nothing else to enter or leave.



Soul Homunculus

Tiny construct, lawful neutral

Armor Class 13 (natural armor, padded)
Hit Points 7 (2d4+2)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	13 (+1)	12 (+1)	14 (+2)	12 (+1)	9 (-1)

Damage Vulnerabilities fire
Damage Resistances necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, poison
Condition Immunities charmed, exhaustion, poisoned, unconscious

Skills Arcana+4, Medicine +4, Perception+3, Stealth+3
Senses passive Perception 13
Languages Primordial, all languages known by its creator, telepathy 120 ft. (creator only)
Challenge 1/2 (100 XP)

Bottle Laboratory. The bottle which the soul homunculus calls home cannot be broken or destroyed while the creator of the construct is alive.

Grow/Shrink. When entering or leaving the bottle laboratory it calls home, the soul homunculus changes size. When entering the bottle, it shrinks down to one half of its normal height. When leaving the bottle, it resumes its normal size and appears in an unoccupied space adjacent to the bottle, or in a space occupied by its master (if the master is within 120 feet).

Sustaining Bond. As long as its creator is alive, the soul homunculus does not need to eat, sleep, breathe, or drink (though it likes to do all of those things as often as its creator does) and it regains 1 hit point at the start of its turn. If it takes fire damage, it doesn't regain the hit point at the start of its next turn.

Innate Spellcasting. The soul homunculus's innate spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no material components:
At will: *vicious mockery, detect magic, invisibility* (self only)

Actions

Syringe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and 1 poison damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned until the end of its next turn. If the saving throw fails by 5 or more, the target is instead poisoned for 1d4 minutes and unconscious while poisoned in this way.

Acid Vial. *Ranged Weapon Attack:* +3 to hit, range 15/30 ft., one target. *Hit:* 1 acid damage.

Enter/Exit Bottle Laboratory. As a bonus action, the soul homunculus enters or leaves the bottle laboratory.

Construct Templates

"The automated figures stand
Adorning every public street
And seem to breathe in stone,
Or move their marble feet."

— Pindar, *Seventh Olympic Ode,* 464 BC

They say pride is the most deadly of sins, and it is of pride that the artificial monstrosities known as constructs are born. When mortals takes it upon themselves to create life, they tamper with forces that might better be left undisturbed. Many refuse to recognize the hubris of defying the natural order in this way. In some cases, the result is a mere functional automaton, but often, the result is a twisted mockery of life that can prove to be its creator's undoing.

Of course, the most famous examples of constructs are golems, whether made of clay, flesh, iron or stone. Generally, these take the form of humanoid creatures. In many cases, however, arcane experimenters have tried to use the techniques of golem creation to build imperfect copies of different creatures, from clay griffons and iron giants to terracotta armies and reanimated dinosaurs sewn together from dead flesh.

These templates allow the DM to build constructs imitating the forms and abilities of various creatures. Each creates a creature somewhat like a golem of the same material. Every one of the templates here will increase the Challenge rating of the base creature it is applied to by at least 1. Recalculate the rating after you apply the template.

At the end of the list of these templates, several worked examples appear, including the clockwork crawler, reanimated killer, terracotta soldiers, and terracotta general. These use monsters from the *Monster Manual* and *Volo's Guide to* Monsters as a base, applying these construct templates to create new creatures for your game.

Effect DCs for Construct Templates

The DCs for saving throws or ability checks against effects created by creatures with these templates applied are determined by the Challenge rating of the base creature, as indicated in the text of each template. Use the base creature's challenge rating and the table below to determine these DCs.

Challenge Rating of Base Creature	Saving Throw DC for Construct Version
3 or lower	14
4-8	15
9-11	16
12-15	18
16-19	19
20-23	20
24-26	21
27 or higher	22

Clay Construct Template

A beast, humanoid, giant, or monstrosity can become a clay construct. It keeps its statistics, except as described below.

Clay Construct Template

Type. The creature's type changes to Construct.

Alignment. The creature's alignment becomes Unaligned.

Armor Class. Increase by 4 due to natural armor (but will likely also be decreased by 1 due to the Dexterity penalty below).

Speed. Decrease the base creature's speed by 10 ft. (to a minimum of 10 ft.)

Ability Scores. Apply the following modifications to ability scores:

Ability Score	Modification
Strength	Increase by 4
Dexterity	Decrease by 2 (minimum 3)
Constitution	Increase by 2
Intelligence	Change to 3 (regardless of base creature's score)
Charisma	Decrease by 8 (minimum 1)

Damage Immunities. The clay construct gains immunity to the following forms of damage: acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine.

Condition Immunities. The clay construct gains immunity to the following conditions: charmed, exhaustion, frightened, paralyzed, petrified, poisoned.

Senses. The clay construct gains darkvision with a radius of 60 feet.

Languages. The clay construct understands the languages of its creator but can't speak.

Traits. If the clay construct has the Spellcasting or Innate Spellcasting traits, those traits are removed. The clay construct gains the following special traits:

- ***Acid Absorption.*** Whenever the clay construct is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.
- ***Berserk.*** Whenever the clay construct starts its turn with half its maximum hit points or fewer, roll a d6. On a 6, the clay construct goes berserk. On each of its turns while berserk, the clay construct attacks the nearest creature it can see. If no creature is near enough to move to and attack, the clay construct attacks an object, with preference for an object smaller than itself. Once the clay construct goes berserk, it continues to do so until it is destroyed or regains all its hit points.
- ***Corrosive Strike.*** When the clay construct hits a creature with a melee attack, that creature must succeed on a Constitution saving throw or have its hit point maximum reduced by an amount equal to 2d10 (11) + the clay construct's Strength modifier. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the greater restoration spell or other magic. (The DC of the Constitution saving throw is determined based on the Effects DCs table at the beginning of the Construct Templates section.)
- ***Magic Resistance.*** The clay construct has advantage on saving throws against spells and other magical effects.
- ***Magic Weapons.*** The clay construct's weapon attacks are magical.
- ***Protean Form.*** The clay construct is immune to any spell or effect that would alter its form and it gains advantage on Dexterity checks when it has at least half of its maximum hit points.



Flesh Construct Template

A beast, humanoid, or giant can become a flesh construct. It keeps its statistics, except as described below.

Flesh Construct Template

Type. The creature's type changes to Construct.

Alignment. The creature's alignment becomes Unaligned.

Armor Class. Increase by 2 due to natural armor (but will likely also be decreased by 1 due to the Dexterity penalty below).

Ability Scores. Apply the following modifications to ability scores:

Ability Score	Modification
Strength	Increase by 4
Dexterity	Decrease by 2 (minimum 3)
Constitution	Increase by 2
Intelligence	Change to 6 (regardless of base creature's score)
Charisma	Decrease by 6 (minimum 5)

Damage Immunities. The flesh construct gains immunity to the following forms of damage: lightning, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine.

Condition Immunities. The flesh construct gains immunity to the following conditions: charmed, exhaustion, frightened, paralyzed, petrified, poisoned.

Senses. The flesh construct gains darkvision with a radius of 60 feet.

Languages. The flesh construct understands the languages of its creator but can't speak.

Traits. If the flesh construct has the Spellcasting or Innate Spellcasting traits, those traits are removed. The flesh construct gains the following special traits:

- ***Aversion to Fire.*** If the flesh construct takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.
- ***Berserk.*** Whenever the flesh construct starts its turn with half its maximum hit points or fewer, roll a d6. On a 6, the flesh construct goes berserk. On each of its turns while berserk, the flesh construct attacks the nearest creature it can see. If no creature is near enough to move to and attack, the flesh construct attacks an object, with preference for an object smaller than itself. Once the flesh construct goes berserk, it continues to do so until it is destroyed or regains all its hit points. The flesh construct's creator, if within 60 feet of the berserk flesh construct, can try to calm it by speaking firmly and persuasively. The flesh construct must be able to hear its creator, who must take an action to make a Charisma (Persuasion) check (DC is determined based on the Effects DCs table at the beginning of the Construct Templates section). If the check succeeds, the flesh construct ceases being berserk. If it takes damage while still at half its hit points or fewer, the flesh construct might go berserk again.
- ***Immutable Form.*** The flesh construct is immune to any spell or effect that would alter its form.
- ***Lightning Absorption.*** Whenever the flesh construct is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.
- ***Magic Resistance.*** The flesh construct has advantage on saving throws against spells and other magical effects.
- ***Magic Weapons.*** The flesh construct's weapon attacks are magical.

Iron Construct Template

A beast, humanoid, giant, or monstrosity can become an iron construct. It keeps its statistics, except as described below.

Iron Construct Template

Type. The creature's type changes to Construct.

Alignment. The creature's alignment becomes Unaligned.

Armor Class. Increase by 6 due to natural armor (but will likely also be decreased by 1 due to the Dexterity penalty below).

Ability Scores. Apply the following modifications to ability scores:

Ability Score	Modification
Strength	Increase by 8
Dexterity	Decrease by 2 (minimum 3)
Constitution	Increase by 4
Intelligence	Change to 3 (regardless of base creature's score)
Charisma	Decrease by 8 (minimum 1)

Damage Immunities. The iron construct gains immunity to the following forms of damage: fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine.

Condition Immunities. The iron construct gains immunity to the following conditions: charmed, exhaustion, frightened, paralyzed, petrified, poisoned.

Senses. The iron construct gains darkvision with a radius of 120 feet.

Languages. The iron construct understands the languages of its creator but can't speak.

Traits. If the iron construct has the Spellcasting or Innate Spellcasting traits, those traits are removed. The iron construct gains the following special traits:

- ***Fire Absorption.*** Whenever the iron construct is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.
- ***Immutable Form.*** The iron construct is immune to any spell or effect that would alter its form.
- ***Magic Resistance.*** The iron construct has advantage on saving throws against spells and other magical effects.
- ***Magic Weapons.*** The iron construct's weapon attacks are magical.

Actions

The iron construct gains the Poison Breath action:

- ***Poison Breath (Recharge 6).*** As a bonus action, the iron construct exhales poisonous gas in a 15-foot cone. Each creature in that area must make a Constitution saving throw, or become poisoned until the end of the iron construct's next turn. (The DC of the Constitution saving throw is determined based on the Effects DCs table at the beginning of the Construct Templates section.) In addition, if any creature who fails this saving throw takes damage from a melee or ranged attack by the iron construct before the end of the turn, they take additional poison damage equal to the amount of damage that attack inflicted.

Stone Construct Template

A beast, humanoid, giant, or monstrosity can become a stone construct. It keeps its statistics, except as described below.

Stone Construct Template

Type. The creature's type changes to Construct.

Alignment. The creature's alignment becomes Unaligned.

Armor Class. Increase by 6 due to natural armor (but will likely also be decreased by 1 due to the Dexterity penalty below).

Ability Scores. Apply the following modifications to ability scores:

Ability Score	Modification
Strength	Increase by 6
Dexterity	Decrease by 2 (minimum 3)
Constitution	Increase by 4
Intelligence	Change to 3 (regardless of base creature's score)
Charisma	Decrease by 8 (minimum 1)

Damage Immunities. The stone construct gains immunity to the following forms of damage: poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine.

Condition Immunities. The stone construct gains immunity to the following conditions: charmed, exhaustion, frightened, paralyzed, petrified, poisoned.

Senses. The stone construct gains darkvision with a radius of 120 feet.

Languages. The stone construct understands the languages of its creator but can't speak.

Traits. If the stone construct has the Spellcasting or Innate Spellcasting traits, those traits are removed. The stone construct gains the following special traits:

- ***Immutable Form.*** The stone construct is immune to any spell or effect that would alter its form.
- ***Magic Resistance.*** The stone construct has advantage on saving throws against spells and other magical effects.
- ***Magic Weapons.*** The stone construct's weapon attacks are magical.

Actions

The stone construct gains the Slow action:

- ***Slow (Recharge 5-6).*** The stone construct targets one or more creatures it can see within 10 feet of it. Each target must make a Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. (The DC of the Wisdom saving throw is determined based on the Effects DCs table at the beginning of the Construct Templates section.)

Example: The Clockwork Crawler (Iron Construct Carrion Crawler)

This massive, slithering construct looks like a metal worm or centipede, but it is equipped with deadly poison that makes it a powerful guardian for the hoard of a powerful alchemist. The enchanted armor of its skin allows it to shrug off most attempts at harm. It stalks the halls of the alchemist's tower, capturing intruders with its iron tentacles and poisoning them to await the judgment of its master.

Clockwork Crawler

Large construct, unaligned

Armor Class 18 (natural armor)
Hit Points 63 (6d10 + 30)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	3 (−4)	12 (+1)	1 (−5)

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine.
Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned
Skills Perception +3
Senses darkvision 120 ft., passive Perception 13
Languages Understands the languages of its creator but can't speak.
Challenge 5 (1,800)

Fire Absorption. Whenever the clockwork crawler is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Immutable Form. The clockwork crawler is immune to any spell or effect that would alter its form.

Keen Smell. The clockwork crawler has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The clockwork crawler has advantage on saving throws against spells and other magical effects.

Magic Weapons. The clockwork crawler's weapon attacks are magical.

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

Actions

Multiattack. The clockwork crawler makes two attacks: one with its tentacles and one with its bite.

Tentacles. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one creature. *Hit:* 8 (1d4 + 6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) piercing damage.

Poison Breath (Recharge 6). As a bonus action, the clockwork crawler exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, or become poisoned until the end of the clockwork crawler's next turn. In addition, if any creature who fails this saving throw takes damage from a melee or ranged attack by the clockwork crawler before the end of the turn, they take additional poison damage equal to the amount of damage that attack inflicted.

Example: The Reanimated Killer (Flesh Construct Orc Red Fang of Shargaas)

A mad artificer, obsessed with creating true life of his own, used the corpses of murderers hung in the village square to create this powerful assassin. In his hidden workshop overlooking the town, he infused it with lightning from the stormy skies above, as well as eldritch darkness to help it hide. Despite being sewn together from multiple bodies, this murderous construct moves deftly and quietly when spying for its creator or stalking the artificer's enemies. The peasant leaders who tried to rally their neighbors to storm the artificer's castle with torches and pitchforks were never heard from again, thanks to the reanimated killer.

Reanimated Killer

Medium construct, unaliagned

Armor Class 16 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	6 (-2)	11 (+0)	5 (-3)

Damage Immunities lightning, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine.
Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned
Skills Intimidation -1, Perception +2, Stealth +4
Senses darkvision 60 ft., passive Perception 12
Languages Understands the languages of its creator but can't speak.
Challenge 4 (1,100 XP)

Aversion to Fire. If the reanimated killer takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Berserk. Whenever the reanimated killer starts its turn with 30 hit points or fewer, roll a d6. On a 6, the reanimated killer goes berserk. On each of its turns while berserk, the reanimated killer attacks the nearest creature it can see. If no creature is near enough to move to and attack, the reanimated killer attacks an object, with preference for an object smaller than itself. Once the reanimated killer goes berserk, it continues to do so until it is destroyed or regains all its hit points. The reanimated killer's creator, if within 60 feet of the berserk

reanimated killer, can try to calm it by speaking firmly and persuasively. The reanimated killer must be able to hear its creator, who must take an action to make a Charisma (Persuasion) check (DC is determined based on the Effects DCs table at the beginning of the Construct Templates section). If the check succeeds, the reanimated killer ceases being berserk. If it takes damage while still at 30 hit points or fewer, the reanimated killer might go berserk again.

Cunning Action. On each of its turns, the reanimated killer can use a bonus action to take the Dash, Disengage, or Hide action.

Devil's Sight. Magical darkness doesn't impede the reanimated killer's darkvision.

Hand of Shargaas. The reanimated killer deals an extra 2 dice of damage when it hits a target with a weapon attack (included in its attacks).

Immutable Form. The reanimated killer is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the reanimated killer is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Magic Resistance. The reanimated killer has advantage on saving throws against spells and other magical effects.

Magic Weapons. The reanimated killer's weapon attacks are magical.

Slayer. In the first round of combat, the reanimated killer has advantage on attack rolls against any creature that hasn't taken a turn yet. If the reanimated killer hits a creature that round who was surprised, the hit is automatically a critical hit.

Actions

Multiattack. The reanimated killer makes two scimitar or dart attacks.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) slashing damage.

Dart. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 10 (3d4 + 2) piercing damage.

Veil of Shadows (Recharges after a Short or Long Rest). The reanimated killer casts *darkness* without any components. Wisdom is its spellcasting ability.

Example: Terracota Soldiers (Stone Construct Guards)

An illustrious emperor, founder of a powerful dynasty, commissioned this army of constructs from the wizards of his court. Yet they were made not to serve him in life, but to guard him in death. Platoons of terracota sculptures in the shape of armed warriors were buried with the emperor in his massive mausoleum, to defend him during his eteral rest. Hidden for millennia, these stone guardians were thought by scholars to be merely decorative statues-- until someone disturbed the emperor's remains.

Terracota Soldier

Medium construct, unaliagned

Armor Class 21 (natural armor)
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	3 (-4)	11 (+0)	2 (-4)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine.
Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned
Skills Perception +2
Senses darkvision 120 ft., passive Perception 12
Languages Understands the languages of its creator but can't speak.
Challenge 2 (450 XP)

Immutable Form. The terracota soldier is immune to any spell or effect that would alter its form.



Magic Resistance. The terracota soldier has advantage on saving throws against spells and other magical effects.

Magic Weapons. The terracota soldier's weapon attacks are magical.

Actions

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Slow (Recharge 5-6). The terracotta general targets one or more creatures it can see within 10 feet of it. Each target must make a DC 14 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Example: The Terracota General (Stone Construct Warlord)

The same wizards who made the emperor his terracotta soldiers learned a great deal from the process of creating them. The culmination of their art was the creation of a construct commander to lead the platoons of stone warriors. Like a stone golem, this powerful sculpted warrior has little intelligence of its own to speak of, but its armor is inscribed with passages from the writings of great military leaders, and these enchanted writings allow it to direct and maneuver its subordinates in battle. In addition to marshalling the army of tomb guardians it was made to command, the construct is nearly indestructible on its own, and its armed limbs move with astonishing speed, making it the last line of defense against those who would disturb its emperor's rest.

Terracotta General

Medium construct, unaligned

Armor Class 23 (natural armor)
Hit Points 283 (27d8 + 162)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	22 (+6)	3 (-4)	12 (+1)	10 (+0)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine.
Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned
Saving Throws Str + 12, Dex + 6, Con + 10
Skills Athletics +12, Intimidation +4, Perception + 5, Persuasion + 4
Senses darkvision 120 ft., passive Perception 15
Languages Understands the languages of its creator but can't speak.
Challenge 17 (18,000 XP)

Indomitable (3/Day). The terracota general can reroll a saving throw it fails. It must use the new roll.

Immutable Form. The terracota general is immune to any spell or effect that would alter its form.

Magic Resistance. The terracota general has advantage on saving throws against spells and other magical effects.

Magic Weapons. The terracota general's weapon attacks are magical.

Survivor. The terracota general regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

Actions

Multiattack. The terracota general makes two weapon attacks.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Slow (Recharge 5-6). The terracotta general targets one or more creatures it can see within 10 feet of it. Each target must make a DC 18 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

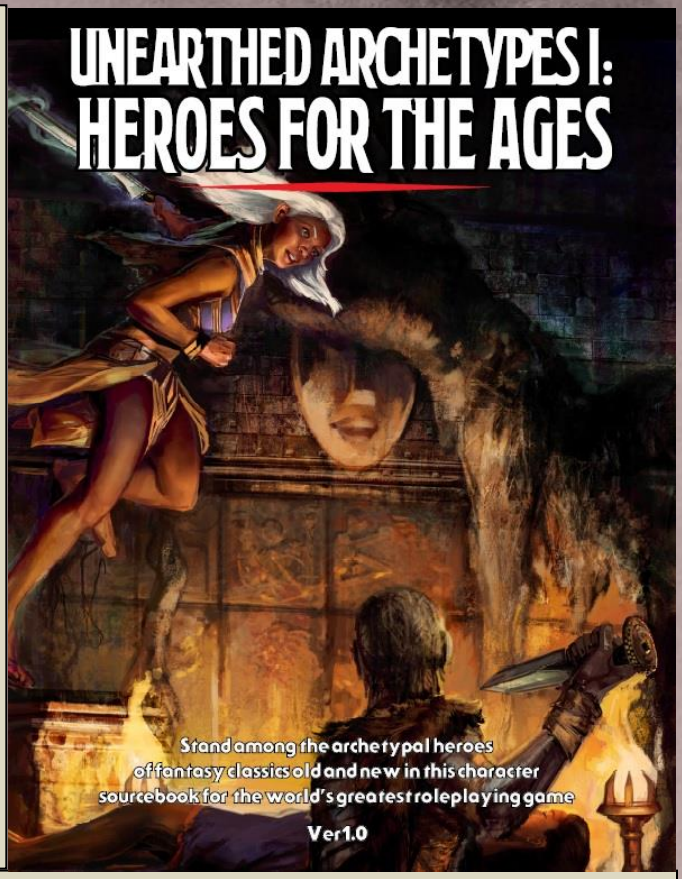
Legendary Actions

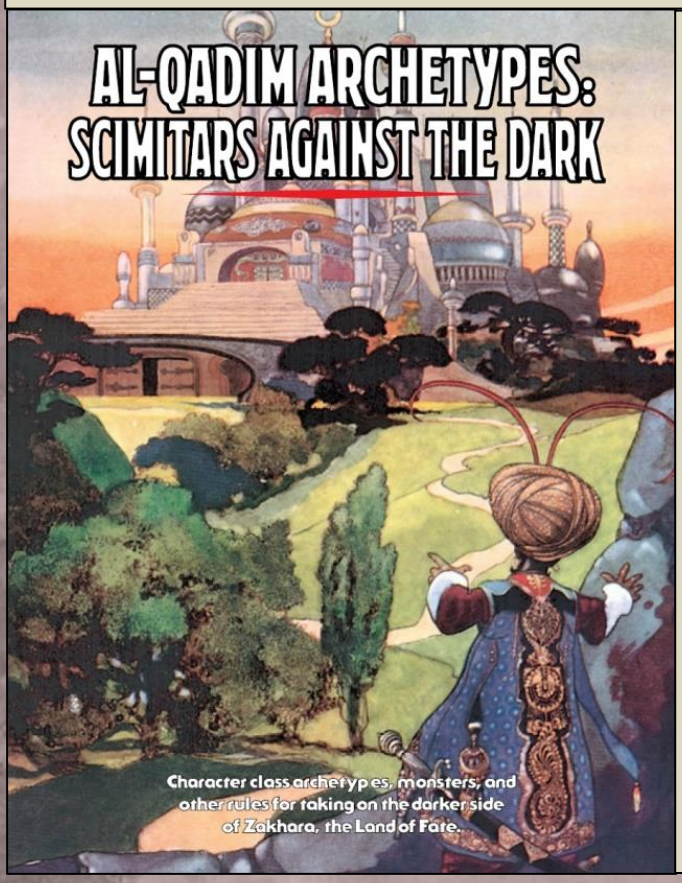
The terracota general can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The terracota general regains spent legendary actions at the start of its turn.

Weapon Attack. The terracota general makes a weapon attack.
Command Ally. The terracota general targets one ally it can see within 30 feet of it. If the target can see and hear the terracota general, the target can make one weapon attack as a reaction and gains advantage on the attack roll.
Frighten Foe (Costs 2 Actions). The terracota general targets one enemy it can see within 30 feet of it. If the target can see and hear the terracota general, the target must succeed on a DC 18 Wisdom saving throw or be frightened until the end of the terracota general's next turn.

Did you enjoy this DM's Guild product?
Even if you didn't, please share your opinion by leaving a rating and review on its product page. Positive ratings help people find material they might like, while critiques and constructive suggestions will be integrated into future updates of this product

Also from author Jeremy Forbing:
Unearthed Archetypes: Heroes for the Ages
With 7 new class archetypes, 7 human racial variants, 7 age categories for characters, 7 feats, new magic spells, and more, *Unearthed Archetypes: Heroes for the Ages* is designed to add classic fantasy tropes from page and screen to the D&D rules. It includes rules for playing: human bloodlines of mythic origin or supernatural power (such as the Targaryens in *A Game of Thrones*, the Numenoreans in *The Lord of the Rings*, or the Melniboneans of the Elric tales); child heroes (a la Narnia, Harry Potter, *The Neverending Story,* Arya Stark, etc.); characters visiting a fantasy realm from a nonmagical world similar to our own (as in the old D&D cartoon, *A Princess of Mars, The Wizard of Oz, The Chronicles of Narnia*, etc.); heroes who advance into old age over a long career (like Conan, Bilbo Baggins, or the Earthsea novels' Sparrowhawk); Skinchangers, druids who prefer to possess wild beasts rather than change their shape; warlocks of the Pact of the Scar, who harvest power from blood sacrifice; clerics of the Hearth domain, devoted to protecting home, family, and community; three specialized fighter archetypes; masters of disguise; characters born with prophetic gifts or devoted pets; Mongol-inspired horseback-raiding tribes; thief-acrobats; and more!
Price: $4.99 **Length:** 24 pages + cover





Also from author Jeremy Forbing:
Al-Qadim Archetypes: Scimitars Against the Dark
This PDF presents six new Forgotten Realms subclasses as well as new spells, new monsters for a wide range of challenge ratings, a new variant race and more, centered around the southern region of Zakhara, home of the *Al-Qadim* old-school D&D campaign setting. More than just rules, it includes roleplaying descriptions for each subclass, expanded setting material, and conversion suggestions to use these archetypes in any setting you wish. From wizards who slowly trade away their sanity for eldritch might to rangers born to sail the seven seas, from scholarly rogues who raid forbidden tombs armed with a distinctive weapon to fighters sworn to make war as part of larger order of warriors, these archetypes are adapted from RPG legend Wolfgang Baur's classic article "Campaign Journal: Scimitars Against the Dark" (which introduced the horrors of pulp authors like H.P. Lovecraft and Robert E. Howard to the Al-Qadim setting) and the original *Al-Qadim: Arabian Adventures* book. This document contains everything you need to role-play these new character options to the hilt, and join the fight against the ancient evils that threaten the Land of Fate!
Price: $5.95 **Length:** 32 pages + cover