

# Fallen Magic:

## Class Options

After centuries of magic, a city undergoes rapid industrialization. Massive machinery grows, as if overnight, along riverbanks. Brick chimneys burst like fungus, belching acrid black smoke. Massive sea crafts made of iron move eerily in the sea while dirigibles hang in the sky.

In such worlds, magic must transform to survive. Wizards may take up roles as courtiers and advisers. The magic of nature struggles to find root amidst newly cobbled streets and choked skies. Priests are ignored as the world undergoes harshly rigid order. Berserkers struggle to find a place as etiquette and decorum codify. Those with innate connections to magical powers must find a new place in society while others make pacts to increase their standing in increasingly mercantile societies.

This is the world of fallen magic. In such worlds, traditional adventurers are often displaced. Noble intrigue becomes commonplace as tradesfolk battle one another for social standing. Nobles and courtiers engage in conspiracy for the same reasons. Meanwhile, desperation in the grimy, soot-covered streets proliferates, casting commoners into cramped quarters, drinking polluted water, and scrambling for what work and coin they can. In response, various classes adapt, taking on new roles to fulfill traditional needs and innovate to ensure their survival.

## Barbarian Path:

### Path of the Steeled Soul

In an era of exploration, the wild spirit of the barbarian is valued as a soldier capable of profound destruction. In an effort to maximize their destructive capacity, the Path of the Steeled Soul melds weapon and body into one destructive entity. While raging, the weapon and warrior become one.

### Weapon Bond

Starting when you choose this path at 3rd level, when you rage you cannot be disarmed and double the damage bonus from strength for melee weapons. You have modified up to two melee weapons at a time such that they bond with you while you rage. When you do so, you exhaust a hit die. It takes eight hours of modification to a weapon for you to modify it to become a bonded weapon.

### Blooded Weapon

Beginning at 6th level, when you rage your blood becomes infused with the conditions you've rebuffed in combat. Once per turn, you may take a -5 penalty to your attack roll. When

you do so and hit, you may incur blinded, deafened, poisoned, or the target cannot take reactions until the end of your next turn.

### Clockwork Heart

Beginning at 10th level, while raging you gain advantage on saving throws against being charmed, frightened, poisoned, or stunned, as your heart ticks relentlessly.

### Adamantine Will

Starting at 14th level, when you are reduced to 0 hit points you are not incapacitated. You must still make death saving throws on your turn, and if take three you are killed, but you can otherwise act normally, including using items or other abilities to regain hit points. When you take damage, you automatically fail a death saving throw; if that hit is a critical hit, you take two.

## Bard College:

### College of Tactics

In an age of expansion, the traditional arts adapt to an era of vast armies, swiftly sailing navies, and strange aircraft. Coordinating fleets is no small endeavor, and doing so successfully requires natural charm, strategy, and specialized training. Bards of the College of Tactics inspire great deeds and dastardly feats in the battlefield, assuming a picture of the grand field of military conflict.

### Bonus Proficiency

When you join the College of Tactics at 3rd level, add the spell Thaumaturgy to your spell list. In addition, you gain proficiency with shields and with oratory as if it were a musical instrument.

### Tactical Inspiration

Also at 3rd level, you learn to inspire your troops in combat. When you use Thaumaturgy on your turn to increase the volume of your voice, you can use your bardic inspiration to inspire a number of creatures equal to your Charisma modifier (minimum of one) with an inspiration die one tier lower than normal.

For example, at 3rd level and with a Charisma modifier of 16 (+3), you can cast Thaumaturgy and then inspire three targets with 1d4 each. This ability uses only one inspiration die and can only be used if you have also cast Thaumaturgy on the same turn, even if you are under its effects from a previous casting.

### Officer's Gusto

Starting at 6th level, your enthusiasm taps wells of physical

fortitude, granting you additional bardic inspiration at the cost of physical exhaustion. You may expend hit dice as if they were bardic inspiration dice. You recover hit dice as normal during a long rest.

## Commander's Fervor

At 14th level, you have learned to infuse your bard spells with additional power. When you cast a bard spell with a spell slot higher than required and that spell has a description for using higher than necessary spell slots, you may use the spell at one tier greater than used. You are not able to gain the effect of spell powers for which you do not have at least one slot.

For example, if you were to cast the spell charm person using a 2nd level spell slot, you may target three creatures instead of only two. If the spell slot were 3rd level spell slot, you may target four creatures instead of three. At 14th level, you could not cast charm person using a 7th level spell slot to target eight creatures since you would not have an 8th level spell slot.

## Divine Domain: Domain of Machinery

In worlds of industry and machinery, maintaining the structure of society falls on those who would otherwise be called to the priesthood. The gods of machinery—Onatar chief amongst them, but also Majere, Moradin, and Primus—are few, and clerics of this domain are often seen as worshippers of the concept of order. In practical terms, clerics of machinery work as engineers and, to a lesser extent, artificers. Few go to these clerics for guidance, but when gear stops working, they are in high demand.

## Machinery Domain Spells

| Cleric Level | Spells  |
|--------------|---|
| 1st          | Absorb elements (EE), create or destroy water |
| 2nd          | Heat metal, knock                             |
| 3rd          | Call lightning, protection from energy        |
| 4th          | Elemental bane (EE), fabricate                |
| 5th          | Animate objects, creation                     |

Note: Absorb elements and elemental bane are taken from the Elemental Evil supplement.

## Tools of the Trade

At 1st level, you gain proficiency with two artisan's tools of your choice. In addition, you may add half your proficiency

bonus to any check made with any artisan's tools with which you are not already proficient.

## Channel Divinity Artificer's Insight

Starting at 2nd, you can discern whether or not creatures you can see that in dim light are constructs. As an action, you can present your holy symbol and speak a prayer censuring constructs. Each construct that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

## Channel Divinity Control Machines

At 6th level, you can use your Channel Divinity to gain control of constructs.

As an action, choose one construct that you can see within 60 feet of you. That creature must make a Wisdom saving throw. If the creature succeeds on the saving throw, you can't use this feature on it again until you finish a long rest.

If the creature fails its save, you are able to control the construct as if you were its creator or programmer as long as it is within 60 feet of you. This effect lasts for 1 minute or until it takes damage from one of your allies.

## Machinist's Will

Starting at 8th level, you gain the ability to infuse your weapon strikes with force energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 force damage to the target. When you reach 14th level, the extra damage increases to 2d8.

## Automaton Brilliance

Starting at 17th level, when you use Control Machines, you may use two channel divinity charges to imbue constructs with independent will permanently. The construct's wisdom and intelligence are raised to 6 if not already at or above six and they can understand common and one other language spoken by you or their original creator. Such creatures are under the charmed condition permanently unless they take damage from you.

# Rogue Archetype:

## Wild One

In worlds of advanced industry, arcane sciences, and ransacked wilderness, preserving nature is often the responsibility of outlaws. In such civilizations, some rogues learn from druids to channel the will of nature to better infiltrate, waylay, and escape foes. Wild Ones channel nature's fury and mystery to take on wild shapes. While not as adept as druids, they are able to maintain their rogues' specialties in various forms, granting them unique and powerful combinations.

### Bonus Proficiencies

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When you choose this archetype at 3rd Level, you gain proficiency with herbalism kit. If you are already proficient, you may instead become proficient with poisoner's supplies, alchemist's supplies, leatherworker's tools, weaver's tools, or woodcarver's tools.

### Wild One Shape

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Starting at 3rd level, you can use your cunning action to magically assume the shape of certain beasts. You can use this feature once, which you regain when you finish a short or long rest. You have studied and learned the details of one beast and its kindred called a Line (see next section); you may shift between kindred forms as a bonus action. You gain additional shapes and transformations as you level. Once a shape becomes available, it is always available to you.

You can stay in a beast shape for a number of hours equal to one-third your rogue level (rounded down). You then revert to your normal form. You can revert to your normal form earlier by using a bonus action.

While you are transformed, the follow rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, Intelligence, Wisdom, and Charisma scores. If your Dexterity is greater than the beast's form, then you retain your Dexterity score. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9

damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You may gain the benefits of sneak attack with any natural weapons of your beast form even if they use strength as the associated attribute.
- Your equipment merges into your new form and has no effect until you leave the form. You may choose to drop any items you are holding during your transformation.

### Wild One Line Options

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While druids are able to transform into a variety of beasts, Wild Ones focus on a single set of related beasts called Lines. Wild Ones assume new abilities related to their lines at 7th Level, which are explained in the next section. More powerful forms become available at 13th Level. The below options are the most common, but you may work with your Dungeon Master to create alternatives.

**Amphibian Line.** Frog and giant frog at 3rd level; amphibious and swim at 7th level; bullywug and giant toad at 13th level.

**Arachnid Line.** Spider and giant wolf spider at 3rd level; venomous at 7th level; scorpion and giant spider at 13th level.

**Arthropod Line.** Giant crab and giant centipede at 3rd level; unarmored defense and climb at 7th level; giant wasp and rust monster. at 13th level

**Avian Line.** Axe beak and owl at 3rd level; flight at 7th level; giant owl and giant eagle at 13th level.

**Canid Line.** Mastiff and wolf at 3rd level; pack tactics at 7th level; blink dog and dire wolf at 13th level.

**Feline Line.** Cat and Panther at 3rd level; cat eyes at 7th level; lion or tiger at 13th level.

**Reptilian Line.** Constrictor snake and giant lizard at 3rd level; grapple mastery at 7th level; crocodile and fire snake at 13th level.

### Wild One Abilities

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At 7th Level, Wild Ones gain special abilities based on their Wild One Line. These traits are permanent and often manifest with physical changes to the Wild One.

**Amphibious and Swim.** Amphibian Line Wild Ones gain the amphibious trait, allowing them to breathe water or air. In

addition, they gain a swim speed equal to their normal speed and advantage to stealth when in or partially in water. Gills along the neck and regularly wet, glistening skin accompany this.

**Venomous.** As a bonus action, an Arachnid Line Wild One may secrete and coat a bladed weapon with venom. On a hit, the target must make a Constitution saving throw, the DC of which equals 8 + your proficiency modifier + your Constitution modifier. On a failed save, the target takes poison damage equal to half your sneak attack dice rounded down, or half as much on a successful save. Your teeth lengthen unnaturally and protrude from your mouth slightly while two pairs of hard, eye-like growths form near your temples.

**Unarmored Defense and Climb.** Wild Ones with of the Arthropod Line assume a hardened, subcutaneous shield that grants them unarmored defenses. When not wearing armor, your AC equals 10 + Dexterity modifier + Constitution modifier. Use this score while in Wild Shape. In addition, you gain a climbing speed equal to your normal speed as small, coarse hairs grow from your hands and feet.

**Cat Eyes.** Feline Line Wild Ones gain darkvision or, if they already have darkvision, superior darkvision instead of an additional form. When you gain this ability, your eyes become yellow and cat-like.

**Flight.** Avian Line Wild Ones become lighter as their bones become less dense and faces increasingly angular, especially their noses. They gain flight, equal to their speed, even in their typical form. While in flight, you make no additional sound and it requires a perception + your stealth modifier to be spotted from the ground.

**Pack Tactics.** The Canid Line Wild One has advantage on attack rolls against a creature if at least one of the Wild One's allies is within 5 feet of the creature and the ally isn't incapacitated. All of the Wild One's teeth grow to points and her mouth becomes faintly elongated and lupine.

**Grapple Mastery.** Reptilian Line Wild Ones learn to grapple and escape from grapples with easy. A successful melee attack may be treated as a successful grapple to a target one size larger than the character or smaller. The Wild One gains advantage on attacking grappled targets. In addition, when grappled, the Wild One gains advantage in escaping the grapple. Fine scales mottle the Wild One's skin, especially on her torso and back.

## Additional Transformation

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At 9th level, you gain an additional transformation, which you regain at the end of a short or long rest. You can perform this second transformation while in a Wild One form.

## Additional Wild One Shapes

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At 13th level you gain access to additional wild shapes based on your Wild One Line.

## Primal Expertise

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At 17th level, while in a Wild One shape, you gain double your proficiency bonus for all skills for which your wild shapes are proficient whether or not you typically know the skill. For example, while in a vulture form, gain +12 to perception bonuses and have a passive perception of 22.

## Sorcerous Origin: Gifted Operative

Your rare innate talents, referred to as the gift, have been honed by elite schools and often disturbing curricula. You have become an expert in espionage and spycraft. Few can practice the mastery of persuasion and seduction the way you can and even fewer have the capacity to deliver a fatal blow with keen focus. You are a scalpel for those who employ you, either at the behest of a state or for the right pay.

## Expertise

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At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and disguise kit. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

## Specialized Training

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At 1st level, take one of two options: Linguist or Performer.

**Linguist.** As a linguist, you gain proficiency with three other languages of your choice, which you speak as if you were native to the tongue. You will later learn new abilities.

**Performer.** As a performer, you gain proficiency with acrobatics and performance. As your practice blossoms, new traits emerge.

## La Magie Fatale

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At 6th level, any hit you make with a spell attack of level one or higher against a creature that is surprised by you is considered a critical hit. Spells that incur a saving throw are unaffected by this power.

## Exemplary Training

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At 14th level, your training deepens.

**Linguist.** If you took the Linguist option, gain proficiency and in your choice of two of the following skills: Intimidation, Deception, Persuasion, or Performance. Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

**Performer.** If you took the Performer option, when you take damage from an attacker that you can perceive, you may use your reaction to halve the damage (rounded down) against you and move five feet without incurring an attack of opportunity.

## Virtuoso

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Beginning at 18th level, when you use a spell or spell-like ability that causes the charm condition, the target fails the saving throw if it is neither resistant nor immune. If the target is resistant, the target makes a saving throw with disadvantage. If the target is immune, they are unaffected by your spell.

In addition, when you are disguised by using a disguise kit or spell, you become physically indistinguishable from the original as long as you are the same size category as the original. Not even truesight reveals you are not the original. In addition, whenever you make a Charisma (Performance) or Charisma (Deception) roll, including imitating another's voice, you can treat a d20 roll of 9 or lower as a 10.

## Warlock Patron: Primus and the Cog

In an era of grease, steam, and machinery, some swear themselves to automata and the unrelenting order of the machine. Such a patron ensures uncanny insight and power over the ways of artifice and will stand with the great marches ordered by Primus every 289 years. In between the marches, those who have sworn to Primus gain greater and greater connection to the machine god as well as his servants, the Modrons.

## Expanded Spell List

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Primus 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.

## Primus Expanded Spells

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| Spell Level | Spells                                       |
|-------------|--|
| 1st         | Thunderwave, unseen servant                  |
| 2nd         | Heat metal, locate object                    |
| 3rd         | Dispel magic, glyph of warding               |
| 4th         | Mordenkainen's private sanctum, wall of fire |
| 5th         | Animate objects, passwall                    |

## Mechanical Intuition

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Starting at 1st level, your patron bestows upon you the ability to interpret and interact with machinery with supernatural skill. Whenever you investigate, repair, or communicate with mechanical items or constructs, gain advantage; if you would be provided advantage for any other

reason, gain +5 to your roll. You also learn the language Modron.

As an action, you may speak with constructs regardless of their ability to understand language for one hour, though they may not be able to communicate to you in complex ways. In addition, spell attacks against constructs gain advantage. Once you use this ability, you cannot use it again until you finish a short or long rest.

## Servant of Primus

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At 3rd level, you gain modifications to your boon. If you take the Pact of the Chain, you can also summon a monodrone as a familiar. If you take the Pact of the Blade, gain Axiomatic Agent, granting you advantage on resisting being frightened. If you take the Pact of the Tome, mending is automatically added to your Book of Secrets and does not count as an additional spell for that pact.

## Icarean Flight

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Starting at 6th level, you can fashion a pair of wings that support your flight (but not others). By spending 200 gold and 4 hours and employing tinker's tools, you can create wings and a harness granting you a fly speed of 30 feet. Once every 24 hours you must spend at least 30 minutes maintaining your wings or they become inoperable, which you can do during a short or long rest. If your speed becomes zero or you are reduced to 0 hit points while in flight, your wings are destroyed. Your wings cannot support you while you wear medium or heavy armor.

## Axiomatic Blessing

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Beginning at 10th level, mechanical magics flow into you, granting you +1 AC as your skin grows metallic plates and you become immune to the charm and frightened conditions.

## Self-Augmentation

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Starting at 14th level, your blessings of Primus take on new and unusual limits. You maintain a pack of spare parts that are worth 200 gold. During a short or long rest, you may fashion these parts into one of three forms: arms, legs, or helmet. You cannot maintain more than one augmentation at a time even if materials are available.

**Additional Arms.** While equipped with mechanical arms, you may spend a bonus action to take a full action. If you have already cast a spell that takes an action this turn, you can only cast a cantrip with this ability. Your additional arms do not allow you to hold additional items.

**Tridrone Legs.** While equipped with mechanical legs, you ignore non-magical difficult terrain, gain a climbing speed equal to your typical speed, and cannot be knocked prone.

**Pentadrone Spectacles.** While wearing your helmet, you gain +5 to investigation and perception checks, including passive perception, cannot be surprised, and gain +1 to spell attacks.