



**MONKEYDM**

# COMPENDIUM OF METALLURGY

MERGE FLESH AND METAL IN THIS IRONCLAD BOOK



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# RACES



# RACE - METALLUS

Most humanoids would label Metallus constructs at first glance. They would be incorrect. Although not of flesh on the outside, the Metallus hide hearts and brains beneath their hard exterior. Despite this, they are always regarded as mindless golems. In truth, the most important thing to a Metallus is to find the balance between their heart and their shell. They are highly individualistic creatures, sculpting themselves into their best version to avoid The Corrosion - a deadly disease prevalent amongst their people. For this reason, the Metallus often turn philosophical or exemplary, embarking on adventures and wild journeys with an ardent desire to leave a mark on society.

## Metallus Features

- **Ability Score Increase.** Your Constitution score increases by 2.
- **Age.** Metallus lifespans depend primarily on what they call The Corrosion. This dreaded state comes when a Metallus does not find a good balance between their heart and their bodies, spending either too much time somewhere or not enough. Maturity is reached around 10 years old, and some never make it past 20, while others are still alive 2000 years after they were born.
- **Alignment.** As their culture is embedded with the fear of The Corrosion, they are highly individualistic and lawful creatures, tending to themselves and leaving behind things they feel might break their balance. Most Metallus are lawful neutral.
- **Languages.** You know Common and Primordial.
- **Metallic Body.** While you aren't wearing armor, your metallic skin gives you a base Armor Class of 13 + your Dexterity modifier.
- **Perfectly Balanced.** Whenever you roll a 10 on a d20, you revel in the balance you've achieved, gaining temporary hit points equal to twice your level and gaining advantage on your next ability check, attack, or saving throw.
- **Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- **Search for Balance.** You gain proficiency in one skill of your choice. Whenever you gain a level in any class, you may exchange one of your skill proficiencies for any other skill proficiency.
- **Size.** You weigh around 300 pounds and can stand between 6 and 8 feet tall. Your size is Medium.
- **Speed.** You have a walking speed of 30 feet.
- **Subraces.** Metallus differentiate themselves based on their metal. You can either be an Alloy, Gold, Iron, or Silver Metallus.



## Alloy Metallus Traits

Alloy Metallus are an anomaly but are often seen as the most powerful of their race. These children of multiple metals have an easier time achieving balance and usually stave off The Corrosion longer than any other Metallus. They often turn towards faith or meditation, becoming monks of timeless wisdom.

- **Ability Score Increase.** Your Wisdom score increases by 1.
- **Assimilate Metal.** When you don a suit of metallic armor, it becomes absorbed into your skin. While donned in this way, the armor cannot be removed against your will, your movement speed is not reduced if it otherwise would be by wearing it, and you can take long rests without taking it off.
- **Meditative Understanding.** Whenever you make a Wisdom (Insight) check or a Wisdom saving throw, you may add 1d6 to that roll. If you fail the check or saving throw, you may gain resistance against one damage type of your choice until the end of your next turn. Once you've used this feature, you can't do so again until you've finished a long rest.



## Gold Metallus Traits

Gold Metallus are the most individualistic of their race, chasing magics and riches to avoid ever feeling discontent. They are sharp-minded individuals who turn toward evil, but their appearance is a sight to behold.

- **Ability Score Increase.** Your Intelligence score increases by 1.
- **Glittering Glitz.** When a creature makes a spell or weapon attack against you, you may spend a reaction to make your golden skin glimmer. They must succeed on a Constitution saving throw (DC = 8 + your Constitution score + your Proficiency bonus) or become blinded until the end of their next turn. Once you've used this feature, you can't do so again until you've finished a short or long rest.
- **Knack of Gold.** You have advantage on Intelligence (Investigation) checks to uncover treasure, find stashes of gold or gold pouches.

## Iron Metallus Traits

Iron Metallus are hardened in the forge and find their strength through trial and error. Their bodies are strong, their minds even stronger, making them excellent fighters and even better artisans.

- **Ability Score Increase.** Your Strength score increases by 1.
- **Iron Fists.** When you make an unarmed strike, the strike deals 1d6 + your Strength modifier bludgeoning damage, or 1d8 + your Strength modifier if you hit with both hands.
- **Forgeborn.** You have resistance to fire damage and gain proficiency with smith's tools.

## Silver Metallus

The Silver Metallus are often seen as the most approachable of their people. They are not as stern as Iron Metallus or glitzy as Gold Metallus. They achieve peace through community and discussion, being especially good at conducting discussions or even energy.

- **Ability Score Increase.** Your Charisma score increases by 1.
- **Silver Tongue.** You gain proficiency in the Deception, Intimidation, or Deception skill. As an action, you can grant yourself advantage on all checks using either skill for one minute. Once you've used this feature, you can't do so again until you've finished a long rest.
- **Conductivity.** Whenever you take fire or lightning damage, your next weapon attack deals an additional 1d4 damage of that type.



# MECHA-GOBLINS

*Mecha-Goblins are a byproduct of the Metallus' worst age, when one of their rulers – militaristic and industrialist – destroyed peaceful goblin communities and transformed them into humanoid-construct hybrids. After years of service, these goblins up-roared, razed workshops, factories, and forges indiscriminately, slowly becoming the free and chaotic underground dwellers they are now.*

• **Ability Score Increase.** Your Constitution score increases by 2, and your Strength score increases by 1.

• **Age.** Mecha-Goblins are a mix of flesh and machine, living twice as long as regular goblins. They reach maturity after 2 years of life and live to about 120 years.

• **Alignment.** Because of their twisted minds, Mecha-Goblins are almost always chaotic, but not necessarily evil.

• **Creature Type.** You are a mix of mechanical and human. Your creature type is both construct and humanoid.

• **Cyborg Build.** Despite being a construct, you retain enough humanity to be healed normally. You can be healed by all magical healing spells, even if they can't normally heal constructs. In addition, you don't need to eat or drink.

• **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.

• **Destructive Demeanor.** Your attacks and spells deal double damage to objects and structures. In addition, if you roll a 20 on an attack roll, you gain temporary hit points equal to your level. Once you've gained temporary hit points from this feature, you can't do so again until you've completed a short or long rest.

• **Languages.** You can speak, read, and write Common and Goblin.

• **Mechanical Strength.** You can use weapons with the heavy property without disadvantage.

• **Mecha-Goblin Magic.** You know the produce flame cantrip. Starting at 3rd level, you can cast the spell *burning hands* with this trait. Starting at 5th level, you can also cast the *heat metal* spell with this trait, without requiring a material component. Once you cast one of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Constitution is your spellcasting ability for these spells when you cast them with this trait.

• **Size.** Mecha-Goblins stand between 2 and 4 feet tall, but weigh around 150 to 200 pounds due to their metallic parts. Your size is Small.

• **Speed.** Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

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# SUBCLASSES



# DRUID - CIRCLE OF THE SUBTERRANEAN

Throughout history, druids have shunned metals. To most druidic circles, nature is what can be found above ground - the vines, roots, leaves, and animals. Because of this, druids from the Circle of the Subterranean are often frowned upon. Their choice to wear metal and hide away from the sun is a disgrace. Still, this disgrace has saved countless underground ecosystems, protected against unlawful mining practices, and provided them with great power. Because of this, society at large heralds them as heroes.

## Defender of Cave and Ore

When you join this Circle at 2nd level, you move away from other druids and choose your own path. You can now wear and use metal and can see in dim light and nonmagical darkness normally for up to 120 feet.

## Circle Spells

At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Subterranean Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

### Circle of the Subterranean Spells

DRUID LEVEL	SPELLS
3rd	continual flame, heat metal
5th	meld into stone, slow
7th	stoneshape, stoneskin
9th	creation, wall of stone

## Metallurgic Gifts

Also at 2nd level, you've not only learned to use metals but to extract their energy to enhance your spells. Whenever you deal damage or restore hit points to a creature with a spell, you may expend one use of your Wild Shape to place a Metallic Influence upon one creature (no action required). The Influence remains for 10 minutes, requiring concentration (as if concentrating on a spell), or until you lose concentration or place a new Metallic Influence upon a creature. You can choose from the Metallic Influences below:

- **Leaden Sluggishness.** At the start of each of its turns, the creature rolls 1d8. Its movement speed is reduced by an amount equal to five times the number rolled. In addition, it can use an action or a bonus action, but not both.
- **Iron Embrace.** At the start of each of its turns, the creature gains temporary hit points equal to 1d8 + your Wisdom modifier (minimum of 2). While it has temporary hit points, it has resistance to nonmagical bludgeoning, piercing, and slashing damage.
- **Liquimetal Coating.** At the start of each of its turns, the creature rolls 1d8. Its movement speed is increased by an amount equal to five times the number rolled. In addition, it can take the disengage action as a bonus action.





- **Silvered Barbs.** At the start of each of its turns, the creature rolls 1d8. It must subtract the rolled amount from its next attack roll or saving throw.

- **Golden Fangs.** At the start of each of its turns, the creature rolls 1d8. It can add the rolled amount to its next attack roll or saving throw.

## Underground Dweller

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By the 6th level, you have complete control over the underground. You can remember and navigate cave systems perfectly, and you no longer consume a tenth of the air an average human consumes while within a cave system. In addition, you gain a burrowing speed equal to your walking speed. If you choose to, a creature under your Metallic Influence can also gain this speed when you place the Influence upon it (no action required).

## Gemstone Gifts

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At 10th level, you expand your knowledge of the underground, granting you new abilities. You learn the following Gemstone Influences, which can be used exactly like your Metallic Influences:

- **Emerald Charm.** At the start of each of its turns, the creature must succeed on a Wisdom saving throw against your spell save DC or become charmed until the end of its next turn. While charmed in this way, you can choose the creature's movement and action telepathically (no action required). The creature cannot be forced to do something that would harm it outright.

- **Sapphire Boost.** At the start of each of its turns, the creature rolls 1d8. On a roll of 5 or higher, the creature gains an additional action this turn. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

## Improved Metallurgy

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At the 14th level, your control over metals and gems has become complete, requiring minimum attention. Your Metallic Influence and Gemstone Influence no longer require concentration. In addition, you may now have up to two Influences active at any given time.





## FIGHTER FORGEMASTER

Blacksmithing is an exact art. People believe it's all about hitting steel with a hammer until it straightens out, but they are wrong. You must find the precise balance between heat and cold, between strength and flexibility. Forgemasters have taken the art of the smithing a step further, integrating it into their battle technique and bringing destruction to their enemies.

### Master Smith

When you choose this archetype at 3rd level, you gain proficiency with smith's tools, if you aren't already proficient. If you are proficient with smith's tools, your proficiency bonus instead is doubled for all ability checks using smith's tools.

In addition, you cut the time and material needed to craft magical weapons and armor in half.

## Forgeheart

Also at 3rd level, you've learned to incorporate a small forge into a suit of heavy armor or a melee weapon of your choice. At the end of a long rest, you can touch a suit of armor or weapon and modify it. It becomes your Forgeheart until it is destroyed or you use this feature again. While wielding or wearing your Forgeheart, you gain the following benefits based on the Forgeheart's type.

- **Armor.** You gain resistance to fire damage and have advantage on all Dexterity saving throws against spells and magical effects that allow you to only take half damage.
- **Weapon.** The weapon can now deal either fire damage or its original damage type, and once per turn, on a hit, it can deal an additional 1d6 fire damage.

## Forge Stance

Also at 3rd level, you learn how to tap into your Forgeheart, creating a balance between melting and reinforcing your weapon or armor. When initiative is rolled, and as a bonus action on each of your turns, you can activate, deactivate or switch between one of the following Forge Stances. Only one Forge Stance can be active at a time.

### *Reinforced Forge*

Your forge cools all metal. Your Forgeheart gains the following benefit, based on its type:

- **Armor.** While wearing your Forgeheart, you reduce all damage you take by an amount equal to your Strength Modifier (minimum of 1).
- **Weapon.** Once per turn a successful hit with your Forgeheart, you reduce the target's armor class by an amount equal to your Strength Modifier (minimum of 1) until the start of your next turn.

While this stance is active, at the start of your next turn, your movement speed is reduced by an amount equal to 5 times the number of rounds you stayed in this Stance. If you take suffer this speed reduction more than 3 turns in a row, you become restrained until the start of your next turn.



## Smelting Forge

Your forge increases drastically in heat, nearly smelting the metal of your Forgeheart. Your Forgeheart gains the following benefit, based on its type:

- **Armor.** While wearing your Forgeheart, whenever a creature ends its turn within 5 feet of you or hits you with a melee attack, it takes fire damage equal to your Strength Modifier (minimum of 1).
- **Weapon.** Whenever you miss an attack with your Forgeheart, the target takes fire damage equal to twice your Strength Modifier (minimum of 2).

While this stance is active, at the start of your next turn, you take fire damage equal to your Strength Modifier times the number of rounds spent in this stance. This damage cannot be resisted or reduced. If you take this damage more than 3 turns in a row, you have disadvantage on all attacks, ability checks and saving throws until the start of your next turn.

## Blacksmith's Onslaught

At the 7th level, you've learned to use your Forgeheart as part of a deadly attack. Whenever you take the Attack action, you can choose to replace one of your attacks with a special attack determined by your Forgeheart's type and Forge Stance from the following list:

- **Ramming Shoulders (Armor - Reinforced).** In addition to the attack's normal damage, the target must succeed on a Strength saving throw (DC = 8 + your Strength modifier + your Proficiency bonus) or be pushed back a number of feet equal to 15 + five times the number of turns spent in this Stance and be knocked prone.
- **Explosive Forge (Armor - Smelting).** In addition to the attack's normal damage, each creature within 10 feet of you must succeed on a Constitution saving throw (DC = 8 + your Strength modifier + your Proficiency bonus) or become blinded until the end of its next turn and take fire damage equal to three times the number of turns spent in this Stance.
- **Hardened Bash (Weapon - Reinforced).** In addition to the attack's normal damage, the target must succeed on a Constitution saving throw (DC = 8 + your Strength modifier + your Proficiency bonus) or become stunned until the end of its next turn.

- **Smelter's Smite (Weapon - Smelting).** In addition to the attack's normal damage, the target also takes fire damage equal to five times the number of turns spent in this Stance.

Once you've used any of these abilities, you can't do so again until you use your Second Wind or finish a short or long rest.

## Dual Forge

When you reach 10th level, you've spent enough time with your forge to handle a second one at a same time. You can now have two Forgehearts: a suit of armor and a weapon. Both Forgehearts must be in the same stance when entering a Forge Stance.

## High Tolerance

By the 15th level, you've gotten used to the drawback of your forge. You no longer suffer the drawbacks of spending multiple turns in a stance.

In addition, your Forgeheart weapon and Armor gain a +1 bonus to attacks and damage, and armor class, respectively.

## Perfect Temperature

At the 18th level, you can unlock a point of perfect temperature for a small window of time. As a bonus action, you can activate both stances at the same time for 1 minute.

Once you've used this ability, you can't use it again until you finish a short or long rest.



# MONK - WAY OF THE METALSHAPER

*In this world, equilibrium reigns supreme – a delicate balance that must be maintained. Metal, often overlooked and dismissed as too rough, is in fact an exquisite embodiment of this fundamental principle. A pure, resolute, and beguiling metal harbors the elusive secrets of karmic quintessence, the very essence of life force known as Ki.*

*The Way of the Metalshaper, a sacred path of wisdom followed by devout monks, reveals the art of connecting to the Ki of various alloys. Through this practice, they channel the innate power of the metal, molding their body to mirror its properties. Unlike a blacksmith who forcefully forges and alters metal, the Metalshaper honors the metal's innate nature and allows it to guide the way, gently reshaping and reordering the metal as if it were an extension of their own body.*



## Metallic Self

Starting at 3rd level, you become one with metals. As a bonus action, you can expend 1 Ki Point to morph your body into a metallic state. When you do so, choose a damage type from the following: bludgeoning, piercing, slashing, acid, cold, fire, poison or thunder. You gain resistance to that damage type until the start of your next turn.

Additionally, for the next 10 minutes, your body retains metallic properties, granting you the following benefits:

- As a reaction to taking bludgeoning, piercing, slashing, acid, cold, fire, poison or thunder damage, you may expend 2 Ki Points to grant yourself resistance to that damage type until the start of your next turn.
- Whenever you successfully hit a creature with an unarmed strike, if you are not wearing any armor, you gain a +1 to your AC until the start of your next turn.
- Whenever you successfully hit a creature with an unarmed strike, you may move it up to 5 feet in any direction.

## Iron Rush

At 6th level, your connection to metals allows you to magnetize yourself, moving faster and with more impact than ever before. Once on each of your turns, you may turn one of your melee weapon attacks or unarmed strikes into an Iron Rush. As part of this attack, you may move up to 30 feet towards the target, then make the attack. This movement does not trigger attacks of opportunity. If the attack is successful, in addition to its normal damage, the creature's movement speed becomes 0 and it has disadvantage on all attacks on creatures other than you until the end of your next turn.

You can use this feature a number of times equal to 1 + your Wisdom Modifier (minimum of 2), and you regain all expended uses when you finish a long rest. If you have no uses available, you can spend 2 Ki Points to use this feature again.

## Golden Touch

At 11th level, you've found a way to impart the stillness of steel within others, tempering both their body and mind. As an action, you may spend 3 Ki Points to touch a willing creature, granting them the benefits of either your Metallic Self or Stillness of Mind feature. If you grant a creature your Metallic Self feature, any reactions it takes as part of that feature use your Ki Points.



# Ring of Steel

At 17th level, you begin to manifest a strong magnetic field. Whenever you make a successful melee attack against a creature, you may expend 5 Ki Points to create a Ring of Steel surrounding you and the damaged creature.

The Ring is formed of magical steel pillars, which form a 20-foot radius sphere around you and the damaged creature. For the next minute, or until you or the creature reach 0 hit points, you and other creatures within the ring that attempt to leave it by walking outside it or teleporting outside fail to do so and become stunned until the start of their next turn instead.

While within the Ring, you gain the following features:

- You can use your Metallic Self reactions without expending Ki Points.
- Your unarmed strikes deal an additional 1d10 bludgeoning damage.
- You are immune to the grappled, paralyzed, petrified, restrained, and stunned conditions.

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



# WIZARD - SCHOOL OF METALLURGY

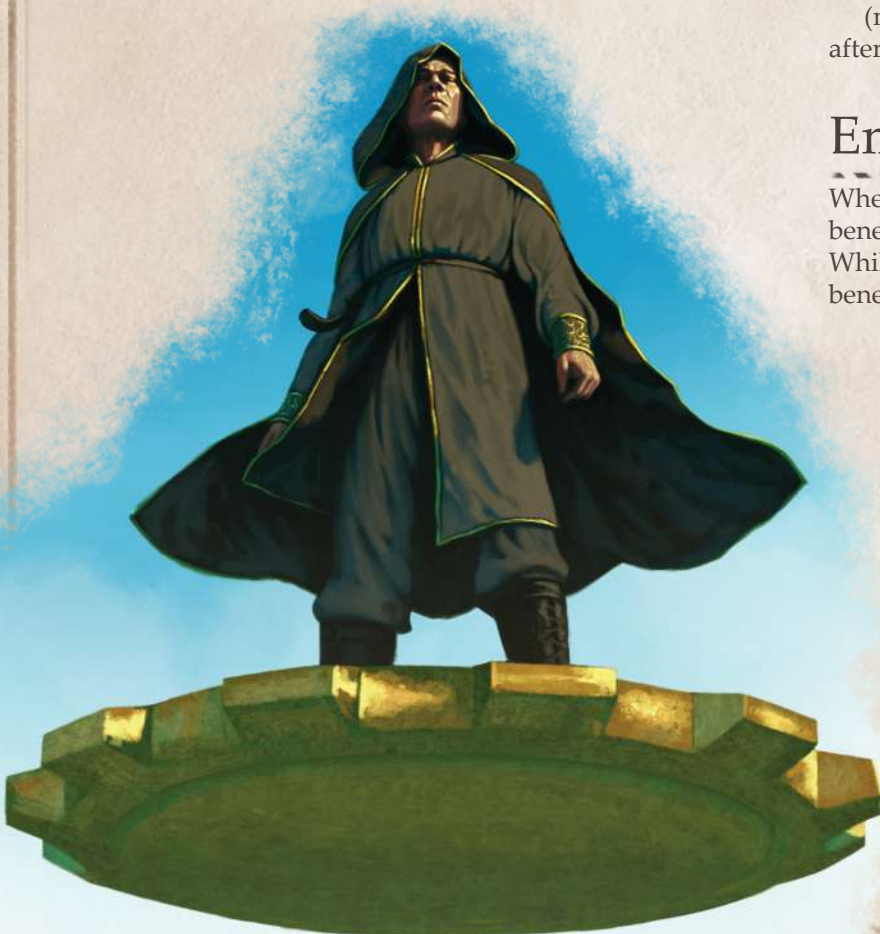
*Most wizards dislike having blood on their robes. They stay on the sidelines, rarely walking forward, even if only for a split second. Wizards who study within the School of Metallurgy don't get blood on their robes either, but for a different reason: layers of magical and metallic armor protect them – and their robes – against even the harshest of blows.*

## Metallurgy Savant

When you join this school at 2nd level, you've become an expert in spells that interact with armor. The gold and time you must spend to copy spells that grant you resistance to damage, alter your AC, or have the Ironclad ability into your spellbook is halved.

## Metallurgist's Armor

Also at 2nd level, you gain access to your Metallurgist's Armor. This armor combines floating metals you conjure and enchanted spectral plates. You add the *mage armor* spell to your spellbook, if it is not there already.



Once per long rest, you can cast *mage armor* without expending a spell slot, but only targeting yourself. when you do so, the spell's duration changes to 10 minutes, you are considered as wearing armor for the purpose of spells and abilities, and you gain one of the following armor benefits for the duration:

- **Quicksilver Armor.** Your AC becomes 12 + your Dexterity modifier, your speed increases by 15 feet, and attacks of opportunity against you are made at disadvantage.

- **Hexgold Armor.** Your AC becomes 14 + your Dexterity modifier (maximum of 2) and you have resistance against your choice of cold or fire damage.

- **Truesteel Armor.** Your AC becomes 17, you have disadvantage on Dexterity (Stealth) checks, have advantage on Strength saving throws, and can't be pushed or knocked prone against your will.

## Dependable Protections

When you reach the 6th level, you learn to control the form of your armor to better suit your needs. The duration of your Metallurgist's Armor increases to 1 hour.

In addition, for the duration, you can change between any of the three of your armor benefits as a bonus action. You can use this bonus action a number of times equal to your Intelligence modifier (minimum of 1), and regain all expended uses after completing a long rest.

## Empowered Metallurgy

When you reach the 10th level, you can push the benefits of your Metallurgist's Armor to their apex. While wearing your Metallurgist's Armor, the armor benefits improve in the following ways:

• **Quicksilver Armor.** You can take the Disengage action as a bonus action. In addition, When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw.

• **Hexgold Armor.** When you summon the armor, choose a skill you are proficient in. While you wear the armor, your proficiency bonus is doubled for any ability check you make that uses that skill.

• **Truesteel Armor.** You are immune to the frightened, paralyzed and petrified conditions.

## Master Metalshaper

Starting at 14th level, your Metallurgist's Armor duration increases to 8 hours, and whenever you summon it, you gain 50 temporary hit points. Once you've gained temporary hit points from this feature, you can't do so again until you finish a long rest.



# SPELLS







## Turn to Shrapnel

*7th-level evocation* (sorcerer, warlock, wizard)

**Casting Time:** 1 Action

**Range:** 100 feet (30-foot radius)

**Components:** S, M (a molten ball of various metals worth at least 500 gold)

**Duration:** Instantaneous

You focus on a suit of nonmagical armor or a nonmagical weapon, attempting to destroy it in its entirety. Choose a nonmagical object made of metal within range. If the object is not worn or carried, it bursts into shrapnel. If the object is being worn or carried, you must make a spell attack against the creature wearing or holding it. On a hit, the object explodes into shrapnel.

When the object explodes, each creature within a 30-foot radius sphere centered on it must make a Dexterity saving throw. A creature previously holding or wearing the object has disadvantage on this saving throw. A target takes 10d6 piercing damage on a failed save or half as much damage on a successful one.

**At Higher Levels:** When you cast this spell using a spell slot of 9th level, you can also target magical items. If you target a magical item, you must make an ability check using your spellcasting modifier for the spell to take effect. The DC is 10 for a common item, 12 for uncommon, 14 for rare, 16 for very rare, 18 for legendary, and 20 for an artifact.

## Voltage Bolt

*3rd-level evocation* (sorcerer, warlock, wizard)

**Casting Time:** 1 Action

**Range:** 90 feet

**Components:** V, S, M (a lightning rod made of silver worth at least 100 gold)

**Duration:** Instantaneous

You create a charge of voltaic energy and release it toward a target of your choice that you can see within range. If the target is wearing metal armor or is made of metal, an additional charge is created which leaps toward another target within 30 feet of the original target. This process can repeat up to two times. A target can be a creature or an object and can be targeted by only one of the charges.

A target must make a Dexterity saving throw. On a failed save, the target takes 1d8 lightning damage + an additional 1d8 lightning damage for each target before it. On a successful save, a target takes half damage.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can create an additional charge for each slot level above 3rd.

## Alloy Armor

*4th-level transmutation* (cleric, druid, paladin, sorcerer, wizard)

**Casting Time:** 1 Bonus Action

**Range:** Touch

**Components:** S, M (an ingot of gold, iron or silver worth at least 50 gold, which the spell consumes, and a suit of metal armor)

**Duration:** 10 Minutes

You magically infuse a metal armor with a metal of your choice, giving it a benefit based on the metal consumed from the following list:

- **Iron Reinforcement.** The armor grants a +2 to AC for the next 10 minutes.
- **Silver Spikes.** Whenever a creature hits the armor's wearer with a melee attack for the first time on a turn, it takes magical piercing damage equal to your spellcasting modifier (minimum of 1).
- **Golden Glimmer.** Whenever a creature ends its turn within 10 feet of the armor's wearer or comes within 10 feet of the armor's wearer, it must succeed on a Constitution saving throw against your spell save DC or become blinded until the start of your next turn.

The benefit lasts for 10 minutes, or until the armor is infused with a new benefit or is destroyed.



**MONKEY NOTE:**

When a spell has an **Ironclad** section, it means the spell will have additional effects if the caster is wearing metal armor (thus making the spells better for half-casters and armored classes).

## Ironbound Rush

*2nd-level transmutation* (artificer, cleric, paladin, ranger, sorcerer, wizard)

**Casting Time:** 1 Action

**Range:** Self

**Components:** S

**Duration:** Instantaneous

You rush forward up to 50 feet in a straight line, reinforcing yourself with metal. This movement stops early if you come in contact with a surface or a creature. If you come in contact with a creature, they must succeed on a Strength saving throw or take 3d6 bludgeoning damage and be knocked prone.

**Ironclad.** If you are wearing metal armor, the damage becomes 3d10, and you can choose to push back the target up to 15 feet in a straight line in addition to knocking them prone.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the distance you move increases by 10 feet for each spell slot above the 2nd, and the damage increase by 1d6 (or 1d10) for each slot level above 2nd.

## Iron Will

*2nd-level enchantment* (artificer, cleric, paladin, sorcerer, wizard)

**Casting Time:** 1 Reaction (which you make when a creature within range is forced to make an Intelligence, Wisdom or Charisma saving throw)

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 round

You empower a creature's mind, steeling it against incoming mental corruption. Choose a creature within range. The next time it makes an Intelligence, Wisdom or Charisma saving throw before the spell ends, it does so with advantage.

**Ironclad.** You and the creature also gain temporary hit points equal to your Spellcasting modifier (minimum of 1).

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you can choose an additional target for each spell level above the 2nd.

## Fires of the Forge

*5th-level evocation* (artificer, cleric, druid, paladin)

**Casting Time:** 1 Action

**Range:** 200 feet (10-foot radius)

**Components:** V, S, M (a golden ingot, a steel ingot and a bronze ingot worth 50 gold each)

**Duration:** Concentration, up to 1 minute

You stoke the fires of a spectral forge, forming three 10-foot radius, 40-foot-high cylinders within range. Until the spell ends, bright light fills the cylinders.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in roaring flames, and it must make a Constitution saving throw. It takes 3d8 fire damage on a failed save or half as much on a successful one.

Creatures in contact with any metal objects (such as weapons or suits of armor) have disadvantage on all attack rolls and ability checks while within the area.

On each of your turns after you cast this spell, you can use an Action to move one of the circles 100 feet in any direction

**Ironclad.** You gain advantage on all attack rolls and ability checks while within the cylinders, and do not take damage from the spell.

## Metallic Shielding

*3rd-level abjuration* (artificer, cleric, paladin, sorcerer, wizard)

**Casting Time:** 1 Reaction (which you take when you or a creature within 5 feet are hit by an attack)

**Range:** 5 feet

**Components:** S, M (a nonmagical metallic object that weighs at least 15 pounds which is within 15 feet, which the spell breaks)

**Duration:** 1 Round

You break a nonmagical object within 15 feet, turning it into a shield against incoming attack. Until the start of your next turn, you or a creature within 5 feet of you have a +6 bonus to AC, including against the triggering attack. If there is no nonmagical metallic object within 15 feet (such as a metal door, chest or plate of metal), the spell fails.

**Ironclad.** If you are wearing metal armor, the metal attaches to your armor at the start of your next turn, granting you a +3 bonus to your AC until the end of your subsequent turn.



## Aura of Iron Winds

*4th-level evocation (artificer, cleric, paladin, ranger)*

**Casting Time:** 1 Action

**Range:** Self (30-foot radius)

**Components:** V

**Duration:** Concentration, up to 10 minutes

Slashing spectral iron swirls in a 30-foot radius centered on you. Until the spell ends, the aura moves with you, centered on you. Each creature of your choice that starts its turn within the aura or moves inside it for the first time on a turn, takes 2d4 slashing damage.

**Ironclad.** If you are wearing metal armor, whenever a creature takes damage from this spell, you gain temporary hit points equal to the damage dealt.

## Sleeping Steel

*3rd-level enchantment (cleric, druid, paladin, ranger, wizard)*

**Casting Time:** 1 Action

**Range:** 90 feet

**Components:** V, S

**Duration:** 1 Round

Choose a creature wearing metal armor within range. Its armor begins to emit lethargic vibrations. The creature must succeed on a Wisdom saving throw or fall unconscious until the start of your next turn.

**Ironclad.** If you are wearing metal armor, you also absorb with the creature's vitality. If the creature falls unconscious, you gain an additional action this turn. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an object action.

## Prison of Plate

*4th-level enchantment (bard, cleric, sorcerer, warlock, wizard)*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M (a ball of crushed metals worth at least 30 gold)

**Duration:** Concentration, up to 1 minute

Choose a creature wearing metal armor within range. Its armor begins to contort, twist and cage it. The target must succeed on a Constitution saving throw or take 6d8 bludgeoning damage and become paralyzed for the duration. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.



## Corrode

*3rd-level conjuration (druid, ranger, sorcerer, warlock, wizard)*

**Casting Time:** 1 Action

**Range:** 90 feet

**Components:** V, S, M (a suit of metallic armor)

**Duration:** Concentration, up to 1 minute

Make a ranged spell attack against a creature within range. On a hit, the creature takes 8d4 acid damage. If the creature is wearing metal armor, the acid corrodes it. When the creature is hit by the spell and at the start of each of its turns, roll 1d4. The armor's AC is reduced by the amount rolled, to a minimum of 10. A creature can end the effect early by using its action to wipe off the acid.

## Spectral Steel

*3rd-level enchantment (bard, cleric, paladin, wizard)*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** S, M (a suit of metallic armor)

**Duration:** Concentration, up to 10 minutes

You touch a suit of armor and infuse it with strength against otherworldly attacks. For the duration of the spell, any creature wearing the armor has resistance against necrotic and radiant damage, and has advantage on saving throws against spells and effects used by undead or creatures within the ethereal plane. In addition, creatures within the ethereal plane have disadvantage on all attacks against the creature.

**At Higher Levels.** When you cast this spell using a spell slot of 4th or 5th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 7th level or higher, the spell no longer requires concentration.

## Transmute Weapon

*transmutation cantrip (bard, cleric, druid)*

**Casting Time:** 1 Bonus Action

**Range:** Touch

**Components:** V, M (a metal weapon)

**Duration:** 1 minute

You touch a non-magical weapon and weave its material into any other weapon. For the duration of the spell, the weapon becomes another non-magical weapon of your choice.

## Lighten Load

*1st-level transmutation (paladin, ranger)*

**Casting Time:** 1 Bonus Action

**Range:** Touch

**Components:** V, M (a metal armor)

**Duration:** 1 hour

You touch a suit of armor and magically lessen its weight. For the duration of the spell, the suit of armor doesn't have a strength requirement or impose disadvantage on Dexterity (Stealth) check.



# Metallurgic Summons

3th-level abjuration (paladin, ranger, warlock)

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M (three iron shards)

**Duration:** Concentration, up to 1 hour

You touch a willing creature wearing metal armor. Until the spell ends, whenever the creature takes damage, the armor creates a shardling. For the duration of the spell, the shardling is an ally to you and your companions. In combat, it shares your initiative count, but takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger. At the end of its turn, the shardling is destroyed.

## SHARDLING

*Tiny construct, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 22 (5d4 + 10)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	7 (-2)	14 (+2)	1 (-5)	3 (-4)	1 (-5)

**Damage Resistances** fire, lightning

**Condition Immunities** blinded, charmed, deafened, frightened

**Senses** blindsight 30 ft. (blind beyond this radius), passive

Perception 6

**Languages** —

**Challenge** 1/2 (100 XP)

**Shard Body.** Whenever a creature damages the shardling with a melee attack or ends its turn within 5 feet of it, it takes 2 (1d4) piercing damage.

## ACTIONS

**Multiattack.** The shardling makes 1d4 piercing shard attacks.

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

# Forgefiend Feast

6th-level conjuration (druid, ranger, sorcerer, warlock)

**Casting Time:** 1 Action

**Range:** 60 feet (10-foot radius)

**Components:** V, S, M (three enchanted gold ingots worth at least 15 gold each, which the spell consumes)

**Duration:** Concentration, up to 1 minute

Using primordial powers, you conjure destructive forgefiends to consume the nearby metal. Choose two empty 5-foot squares within range. Two forgefiends appear, one in each space. When they emerge, each creature in a 10-foot radius centered on that space must make a Dexterity saving throw, taking 6d6 fire damage on a failure or half as much on a success. For the duration of the spell, the forgefiends are allies to you and your companions. In combat, they share your initiative count, but take their turns immediately after yours. They obey your verbal commands (no action required by you). If you don't issue any, they take the Dodge action and use their movement to avoid danger.

## FORGEFIEND

*Small beast, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 27 (5d6 + 10)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	2 (-4)	13 (+1)	7 (-2)

**Damage Resistances** fire

**Senses** passive Perception 11

**Languages** —

**Challenge** 2 (450 XP)

**Menace of Metal.** The forgefiend has advantage on attack rolls against creatures made of metal or wearing metal armor.

## ACTIONS

**Multiattack.** The forgefiend makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is made of metal or wearing metal armor, it takes an additional 3 (1d6) fire damage and the forgefiend regains hit points equal to the fire damage dealt.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.



# FEATS

## Ironclad Tank

*Prerequisite: proficiency with heavy armor*

You've spent your entire life in the heaviest of armor, making you an unstoppable war machine. While wearing plate armor and a shield, you gain the following benefits:

- Your movement speed cannot be lowered by spells or magical effects, and you ignore nonmagical difficult terrain.
- You have advantage on saving throws against spells and effects that would push you, knock you prone, grapple, or restrain you.
- Allied creatures within 5 feet of you are considered behind half-cover against ranged attacks and spells.

## Bronze-Blooded

You were born within the fires of the forge, granting you a powerful shield against heat and a short temper. You gain the following benefits:

- Increase your Strength, Constitution, or Charisma score by 1, to a maximum of 20.
- You gain resistance to fire damage.
- On the first round of combat, your movement speed is doubled.

## Leaded Inclination

*Prerequisite: 9th level*

Your mind is heavy like lead: heavy thoughts and questions plague you, but this weight stills your mind. You gain the following benefits:

- Increase your Constitution, Intelligence or Wisdom score by 1, to a maximum of 20.
- You learn the nondetection spell. You can cast the spell without expending a spell slot or requiring material components. When cast this way, the spell can only target nonmagical objects. Once you cast the spell in this way, you can't cast it in this way again until you finish a long rest. You can also cast the spell using spell slots you have of the appropriate level.
- You have advantage on Intelligence (Investigation) checks to untangle mysteries and plots, as well as on saving throws against the frightened condition.



# ITEMS



## Mold Breaker

weapon (any melee weapon), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

In addition, whenever an attack with this weapon brings a creature of CR 1 or greater to 0 hit points, if the attack dealt more damage than the creature had hit points, you gain temporary hit points equal to the excess damage dealt. Whenever you make a successful weapon attack while you have temporary hit points from this weapon, you can expend those temporary hit points to deal additional force damage equal to the amount expended.

## Rod of Magnetism

rod, rare (requires attunement)

This rod has an unnatural shine to it. While holding it, it gives the impression of permanent thrumming. The top of it is forked with two large spheres at the end, while the bottom has a third, smaller sphere.

While holding this rod, you can use your action to activate its magnetic aura, which expands in a 30-foot radius from the rod. While the aura is active, at the start of each of your turns, each metallic object that weighs less than 300 pounds is pulled 10 feet toward the rod. If the object is worn or animated (via the animate objects spell or as a construct), it must succeed on a DC 17 Strength saving throw or be pulled. Also, while within the aura, a creature wearing nonmagical metallic armor or wielding a nonmagical metallic weapon has disadvantage on all weapon attacks, Strength checks and saving throws, and Dexterity checks and saving throws.

The aura remains active for 10 minutes, until you turn it off or until you are disarmed of the rod.

Once you've activated the aura, it cannot be activated again until next dawn.



## Metallurgist's Gauntlet

wondrous item, rare (requires attunement)

The gauntlet is made of various metals, all joined together by a powerful magical essence and bound in the middle with a large blue gem – signs of ancient dwarven craftsmanship from generations past.

This gauntlet has 8 charges, and it regains 1d6+2 charges daily at dusk. You can expend charges to use any of the following features:

- **Metallic Transmutation.** You can expend any number of charges to turn that many square feet of lead, iron, copper, gold, or platinum within 30 feet of you into a different one of those materials. They return to their original state after 1 minute.
- **Metallic Manipulation.** You can expend 3 charges to cast the *heat metal* spell at 2nd level. You may expend additional charges to cast the spell at a higher level (1 charge for each level) to a maximum of 5th level. When cast in this way, the spell has a casting time of 1 bonus action.
- **Metallic Missile.** You can expend 5 charges to turn up to 10 pounds of metal within 90 of you into a missile and shoot the missile in a 60-foot long, 5-foot wide line, stopping early if it impacts against a solid surface or creature. If the missile would hit a creature, that creature must make a DC 15 Dexterity saving throw. On a failed save, the missile hits, dealing 4d8 bludgeoning damage.





## Smelter's Mallet

*weapon (any hammer), uncommon (requires attunement)*

Outfitted with a miniature furnace inside its head, this hammer is perfect for craftsmen, forgers, and even fighters who often fight metallic foes.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

While attuned to this weapon, you gain proficiency with smith's tools. In addition, whenever you successfully hit a creature with an attack, if the creature is wearing metal, the attack deals an additional 1d8 fire damage. You can only deal this damage once per turn.

## Quicksilver Sash

*wondrous item, very rare (requires attunement)*

Though its texture and weight are akin to fabric, this sash was woven with magical quicksilver – an alloy with ancient healing properties. It glimmers like a shiny precious metal when in bright light.

While attuned to this sash, you are immune diseases, to poison damage and the poisoned condition.

In addition, whenever you would become blinded, deafened, paralyzed, petrified, or stunned, you may spend your reaction to end the condition. You become immune to that condition until the start of your next turn. Once you've used this reaction, you can't do so again until the next dawn.

## Hexgold Magnet

*wondrous item, rare (requires attunement)*

A golden magnet carved with the intricate primordial runes of the Metallus, with a shape akin to that of a horseshoe but slimmer. While worn, metal cutlery always sticks to the wearer and must be torn off.

While attuned to this magnet, you can don and doff metallic armor and switch between metallic weapons as a bonus action.

This item has 4 charges, and regains 1d4 expended charges daily at dawn. You can use your action to expend 1 charge to attract any metallic object that weighs less than 50 pounds you can see within 60 feet of you to your hands:

- If the object isn't worn or carried, it flies directly into your hands.
- If the object is being carried, you and the creature carrying it must make contested Strength (Athletics) checks. You have a +5 bonus to the check. If you succeed on the check, the object flies into your hands.
- If the object is being worn, you and the creature wearing it must make contested Strength (Athletics) checks. You have a +5 bonus to the check. If you succeed on the check, the creature is pulled alongside the object 60 feet toward you.

## Metalmaster's Bracers

*wondrous item, very rare (requires attunement)*

Royal bracers made of fine gold and embellished with ruby and emerald gems. They are held together by clasps built of enchanted stones.

While attuned to these bracers, you know whether any metallic objects within 15 feet of you are magical or not, provided they are not behind total cover.

In addition, while wearing the bracers, you may use your bonus action to replace attunement to them with attunement to a metallic magical item you are holding. The bracers then unclasp from your hands and fall to the ground.



## Heatwave Shield

armor (shield), rare (requires attunement)

Within this sturdy frame burns an unrelenting flame, steadfast and unwavering in its intensity. Crafted with masterful precision, the steel of this shield is tempered with a mastery that defies the laws of nature, maintaining its shape even under the most extreme of conditions. The visage of a fearsome mouth emerges from its surface, from which billows forth a swirling mist of steam.

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

In addition, while attuned to this shield, if you've taken damage from three separate attacks or spells since the end of your last turn, you can use your reaction to release a flaming inferno within a 20-foot cone in front of you after suffering the third instance of damage. Each creature within the cone must make a DC 16 Dexterity saving throw, taking 4d8 fire damage on a failure and half on a success.

Once you've used this reaction, you can't do so again for 1 hour, or until you take 20 fire damage or more in a single round.

## Forgemaster's Powersuit

armor (any medium or heavy armor), very rare (requires attunement)

This armor, outfitted with small forges, electrical cords and reinforced metals, serves as the premier suit of armor for most forgemasters, ensuring safety at their workplace.

You have a +1 bonus to AC while wearing this armor. At the end of every long rest, choose between fire or lightning. You gain resistance to that damage type until the end of your next long rest.

In addition, while attuned to this armor, whenever you deal damage with a non-magical melee attack, that damage becomes magical.

## Firestarter Dagger

weapon (dagger), rare (requires attunement)

You have a +1 to attack and damage rolls made with this weapon. Attacks with this weapon deal fire damage instead of piercing.

In addition, you can use a bonus action to transfer the dagger's fire into another weapon of your choice. For the next hour, the weapon's damage type becomes fire and it deals an additional 2d4 fire damage on a successful hit.

Once you've used this ability, you can't do so again until you finish a long rest.



# MONSTERS



## FOUNDRY FOREMAN

Large construct, unaligned

**Armor Class** 18 (natural armor)

**Hit Points** 123 (13d10 + 52)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	7 (-2)	13 (+1)	3 (-4)

**Saving Throws** Str +9

**Damage Resistances** lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

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

**Senses** darkvision 60 ft., truesight 30 ft., passive Perception 11

**Languages** understands commands given in any language but can't speak

**Challenge** 9 (5,000 XP)

**Continue Production.** When under the stunned or incapacitated condition, the foreman can still take actions normally, but has disadvantage on ability checks and attack rolls.

**Rogue Construct.** The foreman cannot be controlled by machinery or other magic items that control constructs.

### ACTIONS

**Multiattack.** The foreman uses its Empower Machinery, then makes three lance attacks.

**Lance.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.  
*Hit:* 11 (1d12 + 5) piercing damage + 3 (1d6) lightning damage.

**Electro-Magnetic Field (Recharge 5-6).** The foreman uses the electricity from its lance to create a 20-foot radius, 60-foot tall cylindrical force field, which lasts for 1 round. Each creature who starts its turn within the force field or steps inside its area for the first time on a turn must make a DC 17 Constitution saving throw. On a failed save, a creature takes 21 (6d6) lightning damage, is pulled to the ground and has its movement speed reduced to 0 until the end of their next turn. On a success, a creature takes half damage and suffers no additional effects.

**Empower Machinery.** The foreman chooses a construct other than itself within 60 feet. Until the start of the foreman's next turn, the target's movement speed is doubled, its weapon attacks deal an additional 7 (2d6) lightning damage and it has advantage on all saving throws.



## FOUNDRY REBUILDER

Medium construct, unaligned

**Armor Class** 17 (natural armor)

**Hit Points** 93 (11d8 + 44)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	18 (+4)	16 (+3)	5 (-3)	3 (-4)

**Skills** Medicine +3

**Damage Resistances** lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

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

**Senses** darkvision 60 ft., truesight 15 ft., passive Perception 7

**Languages** understands commands given in any language but can't speak

**Challenge** 7 (2,900 XP)

**Continue Production.** When under the stunned or incapacitated condition, the rebuilder can still take actions normally, but has disadvantage on ability checks and attack rolls.

**Exert Defenses (3/Day).** The rebuilder grants itself an additional reaction (no action required) and takes 16 (3d10) fire damage.

### ACTIONS

**Multiattack.** The rebuilder uses its Inspect & Protect, then makes two lightning blaster attacks.

**Inspect & Protect.** The rebuilder makes a Wisdom (Medicine) check to inspect another construct within 5 feet of it. On a roll of 14 or lower, the construct regains 9 (2d8) hit points. On a 15 or higher, the construct regains 18 (4d8) hit points and gains an electrical barrier. Until the end of the rebuilder's next turn, whenever a non-construct creature walks within 10 feet of the construct, it must succeed on a DC 14 or take 7 (2d6) lightning damage.

**Lightning Blaster.** Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 11 (2d6 + 4) lightning damage.

### REACTIONS

**Shield Production.** As a reaction to a construct other than itself being hit with an attack, the rebuilder shields it with an electromagnetic shield, granting it +3 AC until the start of the rebuilder's next turn, including against the triggering attack. If the attack still hits, the attacker takes lightning damage equal to the damage dealt.

## FOUNDRY FLAMESPEAR

Large construct, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 104 (11d10 + 44)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	7 (-2)	13 (+1)	3 (-4)

**Damage Resistances** fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

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

**Senses** darkvision 60 ft., truesight 30 ft., passive Perception 11

**Languages** understands commands given in any language but can't speak

**Challenge** 7 (2,900 XP)

**Continue Production.** When under the stunned or incapacitated condition, the flamespear can still take actions normally, but has disadvantage on ability checks and attack rolls.

**Rogue Construct.** The flamespear cannot be controlled by machinery or other magic items that control constructs.

### ACTIONS

**Multiattack.** The flamespear makes two flamespear attacks, then uses his burning chains.

**Bring to the Forge (Recharge 5-6).** The flamespear connects all his chains to a single spear, which he can throw to any point within 60 feet. Each creature connected to a chain must make a DC 15 Strength saving throw. On a failure, a creature is pulled to the spear, takes 13 (3d8) fire damage and become restrained for the next minute. A creature can break a restraint by spending its action to make a DC 15 Strength (Athletics) check, breaking the restraints on a success. On a success, a creature takes half damage and its chain is broken.

**Burning Chains.** Each creature connected to a chain must make a DC 15 Constitution saving throw, taking 9 (2d8) fire damage on a failure and half on a success.

**Flamespear.** Melee or Ranged Weapon Attack: +7 to hit, reach 10 ft. or range 60/120 ft., one target. Hit: 8 (1d8 + 4) piercing damage and 3 (1d6) fire damage, and the spear is stuck inside the target. The spear is connected to the flamespear by a long chain. A creature with a spear inside it cannot willingly move away from the flamespear. It can attempt to remove the spear by spending its action to make a DC 15 Strength (Athletics) check.



## CANNONBACK DEMOLISHER

Small construct, neutral evil

**Armor Class** 18 (natural armor)

**Hit Points** 82 (15d6 + 30)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	5 (-3)	10 (+0)	8 (-1)

**Damage Resistances** fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 9 (5,000 XP)

**Magic Weapons.** The demolisher's weapon attacks are magical.

**Nimble Escape.** The demolisher can take the Disengage or Hide action as a bonus action on each of its turns.

**Overheated Cannon.** Whenever the demolisher takes fire damage from a source other than its spheres, its cannon overheats. The next cannon attack the demolisher makes until the end of its next turn deals an additional 11 (2d10) fire damage and stuns the creature until the end of its next turn.

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

### ACTIONS

**Multiattack.** The demolisher makes two fiery claw attacks.

**Cannon.** *Ranged Weapon Attack:* +7 to hit, range 120/240 ft., one target. *Hit:* 19 (3d10 + 3) bludgeoning damage.

**Encircling Spheres (Recharge 5-6).** The demolisher creates three burning spheres of flame within 60 feet of itself. Each sphere has an AC of 15 and 20 hit points and lasts for 1 minute or until destroyed. The demolisher can move the spheres telekinetically as a bonus action. Whenever a creature hits a sphere with a melee attack or starts its turn within the sphere's space, it must make a DC 15 Dexterity saving throw. On a failure, a creature takes 7 (2d6) fire damage and has its AC reduced by 1d6 until the end of the demolisher's next turn. On a success, a creature takes half damage and suffers no additional effect.

**Fiery Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage and 3 (1d6) fire damage.

### BONUS ACTIONS

**Burning Shell (3/Day).** The demolisher creates a burning hot armor around it. It gains 5 (1d10) temporary hit points. Until the end of its next turn, whenever a creature hits it with a melee attack or ends its turn within 5 feet of it, it takes 7 (2d6) fire damage.



## MACHINE HULK

Huge humanoid construct (Mechanized Metallus), lawful evil

**Armor Class** 18 (natural armor)

**Hit Points** 187 (15d12 + 90)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	22 (+6)	3 (-4)	11 (+0)	5 (-3)

**Saving Throws** Str +12, Con +11

**Skills** Athletics +12

**Damage Resistances** cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** acid, poison

**Condition Immunities** exhaustion, frightened, petrified, poisoned

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Common

**Challenge** 14 (11,500 XP)

**Energy Drain.** Whenever a creature within 60 feet of the hulk casts a spell of 5th level or higher, that creature must make a DC 20 Constitution saving throw. On a failure, the spell fails and has no effect.

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

**Life in Steel.** The hulk is considered as wearing metal armor for the purpose of spells and other abilities.

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

**Magic Weapons.** The hulk's weapon attacks are magical.

### ACTIONS

**Multiattack.** The hulk uses its Metallic Reform, then makes two slam attacks.

**Metallic Reform.** The hulk draws from the deepest forges of the world to briefly enhance itself. Roll 1d8 to determine which of the following effects is inflicted upon the hulk:

1 - **Chemical Imbalance.** The hulk's body fails it in the time of need. It is stunned until the start of its next turn.

2-4 - **Reinforced Iron.** The hulk regains 20 hit points and its AC is increased by 2 until the start of its next turn.

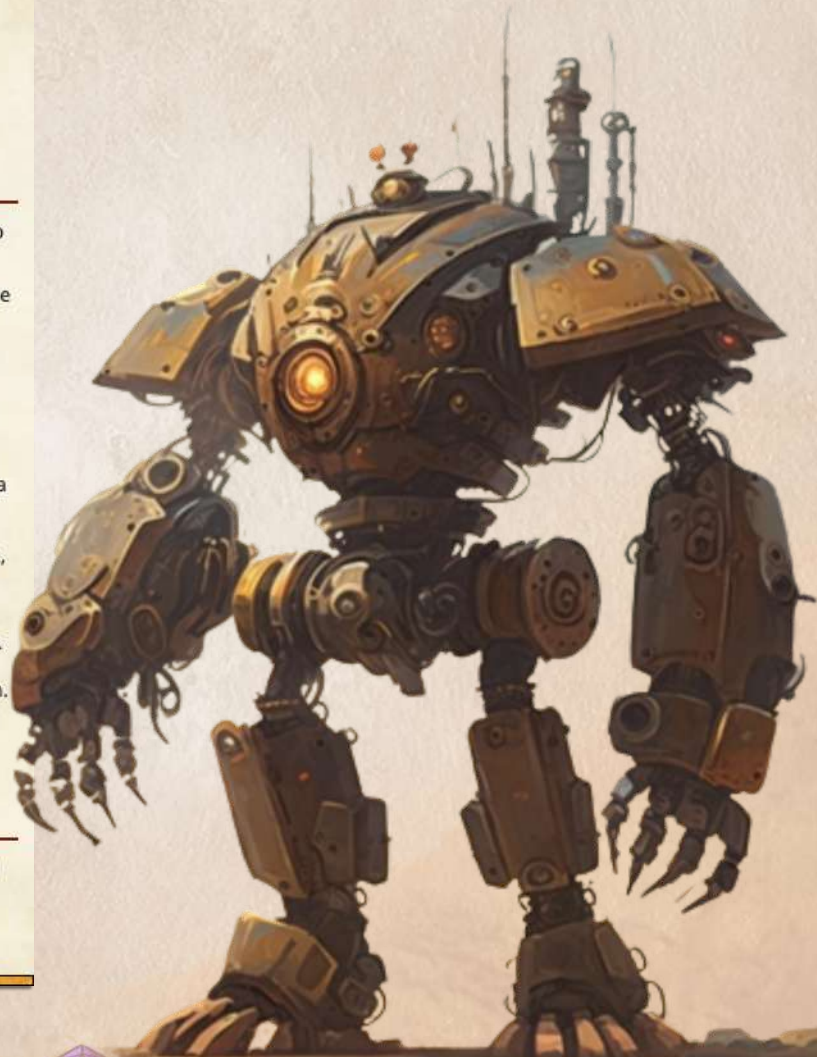
5-6 - **Acidic Upheaval.** The hulk's inner acidic blood comes out. Until the start of its next turn, whenever it is damaged by a melee attack, the attacker takes 20 (8d4) acid damage.

7-8 - **Reflective Gold.** The hulk's body becomes golden. Whenever it is targeted by a spell until the start of its next turn, it can deflect the spell onto a creature of its choice within 60 feet (no action required).

**Smash.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage and the target's movement speed is halved until the end of the hulk's next turn. The hulk can only reduce a target's speed in this way once per turn.

### REACTIONS

**Brutish Denial.** As a reaction to a creature making a successful melee attack against the hulk, the hulk can make a Smash attack against the attacker. If smash attack roll is higher than the original attack, the original attack misses.





Art by Roman Kuzmin

## AGGRESSIVE CHARBELCHER

Small construct (mecha-goblin), neutral evil

**Armor Class** 17 (natural armor)

**Hit Points** 36 (8d6 + 8)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	5 (-3)	10 (+0)	8 (-1)

**Skills** Stealth +8

**Damage Resistances** fire

**Condition Immunities** unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 5 (1,800 XP)

**Nimble Escape.** The charbelcher can take the Disengage or Hide action as a bonus action on each of its turns.

**Explosive Insides.** When the charbelcher is brought to 0 hit points, its stomach explodes, casting the *fireball* spell (DC 14) centered on itself.

**Overheated Rampage.** If the charbelcher is below half of its maximum hit points, it can make an additional fiery claw attack as part of its attack action.

### ACTIONS

**Fiery Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage and 3 (1d6) fire damage.

**Spellcasting.** The charbelcher casts one of the following spells, using Strength as the spellcasting ability (spell save DC 14):

1/day each: *flaming sphere*, *scorching ray*





## MOTHER OF MACHINERY

Large humanoid construct (Mechanized Metallus), lawful evil

**Armor Class** 20 (natural armor)

**Hit Points** 189 (18d10 + 90)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	20 (+5)	14 (+2)	11 (+0)	18 (+4)

**Saving Throws** Str +12, Cha +11

**Skills** Persuasion +18, Religion +9

**Damage Resistances** cold, fire

**Damage Immunities** acid, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

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

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Common

**Challenge** 21 (33,000 XP)

**Immutable Form.** The mother is immune to any spell or effect that would alter her form.

**Legendary Resistance (2/day).** If the mother fails a saving throw, she can choose to succeed instead.

**Life in Steel.** The mother is considered as wearing metal armor for the purpose of spells and other abilities.

**Machine Orthodoxy.** The mother can use the actions of any other construct within 90 feet of her.

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

**Magic Weapons.** The mother's weapon attacks are magical.

**Ossification Aura.** Whenever a non-construct creature starts its turn within 15 feet of the mother, if the mother isn't incapacitated, the creature must succeed on a DC 20 Constitution saving throw. On a failed save, the creature magically begins to turn to metallic bone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends and the creature is immune to the effect for the next 24 hours. On a failure, the creature is petrified until freed by the *greater restoration* spell or other similar magic.

**Speech of Machinery.** The mother of machinery can telepathically communicate to and understand every construct within 500 miles.

## ACTIONS

**Multiattack.** The mother uses its Disturb the Flesh, then makes two mechanical claw attacks.

**Mechanical Claw.** *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 21 (3d10 + 5) slashing damage.

**Disturb the Flesh (Recharge 5-6).** Non-construct creatures within 10 feet of the mother cannot activate or use abilities and features granted to them by their subclasses until the start of their next turn.

**Spellcasting.** The mother casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 19):  
At will: *corrode*, *iron will*  
2/day each: *ironbound rush*, *prison of plate*, *voltage bolt*  
1/day: *prismatic spray (acid only)*, *turn to shrapnel*

## LEGENDARY ACTIONS

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

**Claw.** The mother makes one mechanical claw attack.

**March of the Machine (Costs 2 Actions).** The mother disturbs all creatures within 15 feet of her. A target must succeed on a DC 20 Wisdom saving throw or lose its reaction. Then, the mother can move up to its full movement.

**Corrode The Flesh (Costs 3 Actions).** The mother releases an aura of corroding acid emanating from her. Each non-construct creature within a 30-foot radius of the mother must make a DC 20 Constitution saving throw, taking 30 (12d4) acid damage on a failed save, or half as much damage on a successful one.



# THANK YOU!

A BIG THANK YOU TO ALL OF THOSE WHO FOLLOW AND SUPPORT ME, WITHOUT YOU I COULDN'T HAVE BROUGHT THIS PROJECT TO LIFE.

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AND NOW ONTO THE NEXT PROJECT...

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A MASSIVE THANK YOU TO ALL MY PATRONS!

