



OVERCLOCK

— BACKERKIT —
SAMPLE CONTENT
A MAQE ARMOIRE PROJECT



The Hidden City

Far above the seas and shores, beyond the plains, forests, and hills, and surpassing the highest mountain peaks, lies a city that drifts amongst the clouds, unbeknownst to those who dwell below. Named for the primordial word for air, The Flying City of Aela takes the appearance of a 15-mile-wide spoked gear, atop which sprouts a city of towering brass, iron, stone and steel. Extending below the gear hangs a gargantuan hunk of rock that roughly resembles an upside-down mountain. Airships of all kinds, buoyed by canvas balloons and crackling arcane engines fill the surrounding sky, docking upon levitating platforms, expansive aeronomic fields, and atop glittering skyscrapers. From a distance, the entire city appears to be a singular massive clockwork contraption, its intricate gears and pistons in constant motion.

Despite this elegant dance of machinery, Aela's city planning is a sprawling mess of new and old, as rapid technological advancements continually alter the city's landscape. Sleekly designed metropolitan inns sit across the street from weathered limestone bathhouses. Above the uneven streets, tangles of brass and copper pipes hang like metallic cobwebs between the towering facades, whistling

with steam. Ancient minarets are fitted with pulley systems to accommodate non-flying guests, and industrial smithies are fueled by an enormous furnace built into the city's chassis. From the street to the tallest tower, the city's eclectic appearance is unified by the ubiquitous murmur of machinery.

Aela's Denizens

Though five centuries of trade and commerce have made Aela a veritable melting pot, its most notable residents are the Birdfolk. The term Birdfolk actually refers to a handful of avian humanoid ancestries, from the chicken-like Fowlfolk, to the glamorous Peafolk, to the somewhat bumbling Pigeekin. This smattering of peaceful cultures banded together to found Aela in an effort to escape a devastating war that ravaged their woodland homes. Now that the Birdfolk can only be found within the secretive city of Aela, the rest of the world believes they have gone extinct, using the complete annihilation of their homeland to explain their sudden absence from the historical record.

Despite their hardships, the vibrant array of Birdfolk cultures are alive and well in the flying city, lending to the eclectic and bizarre culture of Aela.

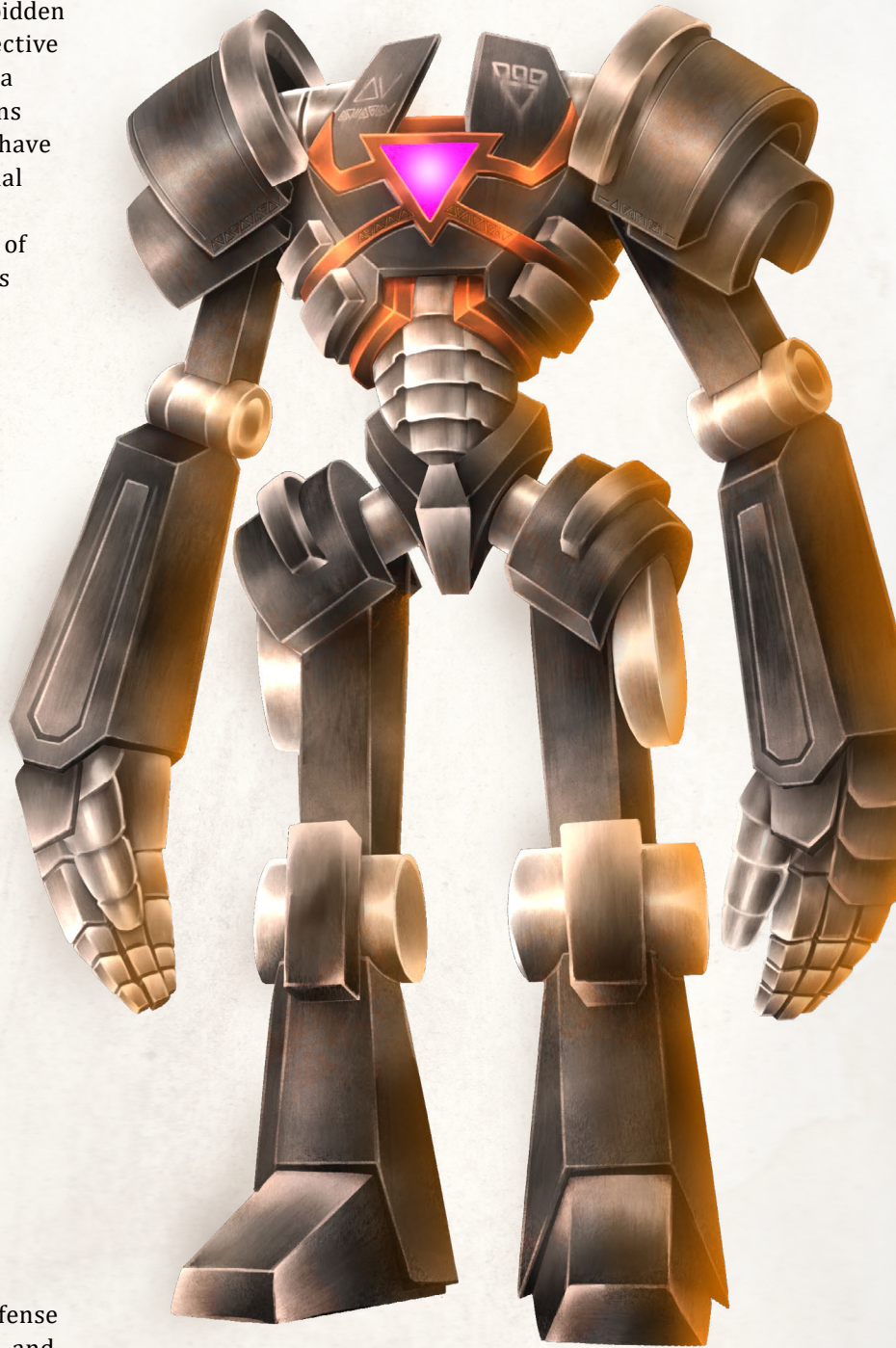
The Partition

Aela's technology far surpasses that of the world below, as the city thrives in the midst of an industrial revolution. However, Aelans are forbidden to share these inventions, as a mysterious collective of constructs known as The Partition enforces a strict code of secrecy. These hulking automatons seem to predate Aela by eons, though scholars have been unable to determine their origin or original purpose. The Partition is commanded by the Vowstone, a living crystal situated at the heart of Aela, whose alien intelligence tirelessly upholds Aela's concealment.

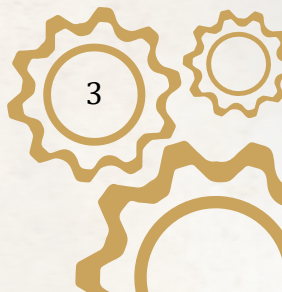
During Aela's founding 500 years ago, The Partition rescued Aela from invading armies as the vulnerable city first ascended into the sky, and thus the founders of Aela were in the Vowstone's debt. When the Vowstone implored the city declare a vow of secrecy, the founders of Aela promptly agreed, as they already feared that if Aela's advanced technology was circulated beyond the city's walls, it would be used to wage war against it.

Weaving a web of ancient and modern incantations, the founders and The Partition fashioned a system of magical vows meant to ensure Aela's seclusion. All sentient creatures that are born within or travel to the city are forced to take one of three vows: to never leave the city of Aela, to travel between worlds, but never speak of Aela to the world below, or to leave Aela and recall any memories of Aela as strange dreams. These vows aren't simply promises, but each serves as a magical ward, powerful enough to thwart most mind-reading and truth-detecting magic. Each creature's vow is recorded and stored within the Vowstone, which is instantly alerted the second a vow is broken.

The breaking of a vow is the highest offense both in legality and principle in the city of Aela, and such an offender is quickly and ruthlessly prosecuted by The Partition, whether it be via deadly force or the altering and erasure of memories. Regardless of the numerous precautions, there are occasional rumors of Aela's existence that circulate the surface world.



PARTITIONER NO. 5



PLAYER ANCESTRIES



FOWLFOLK
IMAGINATION CLERIC

Player Ancestry - The Steamweld

Technological Marvels:

Steamwelds are a lineage of bio-constructs created nearly 200 years ago, and vary greatly in size, shape, and abilities. Typically bronze or copper, with accents of iron and wood, Steamwelds bear complex clockwork mechanisms that closely mimic the functions of a humanoid body, barring some of the more cumbersome aspects of organic life.

Steamwelds' highly complex forms make them one of the most versatile constructs of Aela, and much like other Aelan constructs, they can be equipped with a vast array of upgrades to become even further specialized. However, Steamwelds are set apart from other constructs of Aela by one key difference: each Steamweld possesses a soul.

Steamweld Traits

Steamweld share a number of traits in common with each other.

Age

Steamwelds don't age in the traditional sense, gaining sentience as soon as they are created. The first Steamwelds were created 200 years ago, so a Steamweld can be anywhere from 200 years to mere days old.

Creature Type

You are considered both a Humanoid and a Construct.

Size

Steamwelds are constructed in a variety of shapes and sizes, and can be anywhere from 3 to 6 feet tall. They're built from heavy materials, and can weigh between 100 and 350 lbs. Your size is either Small or Medium.

Speed

Your base walking speed is 30 feet.



Mechanical Nature

You take the form of a mind and soul bound to a mechanical form, granting you resistance to poison damage, and immunity to disease and the poisoned condition.

Active Rest

You don't need to sleep and magic can't put you to sleep. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as reading or keeping watch.

Player Ancestry - The Steamweld

Steamweld Fuel

You don't need to eat, drink, or breathe but you must consume one flask of oil every two days in order to function at full capacity. If you go three or more days without partaking in oil, your movement speed is halved and you have disadvantage on attack rolls and ability checks until you consume a flask of oil.

Minor Repairs

If you or another creature casts the mending cantrip targeting you, you regain hit points equal to 1d6 plus your proficiency bonus. Once you regain hit points from this feature, you cannot regain hit points in this way until you finish a long rest.

The hit points you regain from this feature increase to (2d6 + proficiency) at 5th level, (3d6+ proficiency) at 11th level, and (4d6+ proficiency) at 17th level.

Languages

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

Specialized Builds

Steamwelds are typically designed with a specific purpose in mind, usually a job or task, making them as varied in abilities as they are in appearance. Pick one of the following subraces, which determines the initial purpose for which you were built, as well as your unique abilities.

Galeforce

Designed specifically with labor in mind, Galeforce Steamwelds are fitted with powerful hydraulics that mimic exaggerated humanoid musculature, making their upper bodies appear oversized. Galeforce Steamwelds were created primarily for construction and demolition, but find plenty of work as hired muscle as well, even if only for their imposing appearance.

Ability Score Increase

Your Strength score increases by 2 and your Constitution score increases by 1.

Powerful Build

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

Hydraulic Brawn

Your hydraulic cables and pistons allow you to accomplish inhuman feats of strength. Whenever you make a Strength ability check or saving throw, you can activate your auxiliary hydraulics to give yourself advantage. You can use this feature a number of times equal to your proficiency bonus, and regain all expended uses after a long rest.

Streamline:

Fashioned to be as lightweight and agile as possible, Streamline Steamwelds are slick and aerodynamic, and are characterized by holes bored through many of their larger metallic components, as a way to reduce excess weight. Streamline Steamwelds make good use of their increased quickness, excelling as anything from messengers to spies, but are also well suited to be marksmen or even dancers.

Ability Score Increase

Your Dexterity score increases by 2 and your Charisma score increases by 1.

Lightweight Frame

Your lightened frame allows you to move more quickly. Your base walking speed increases to 35 ft.

Automatic Precision

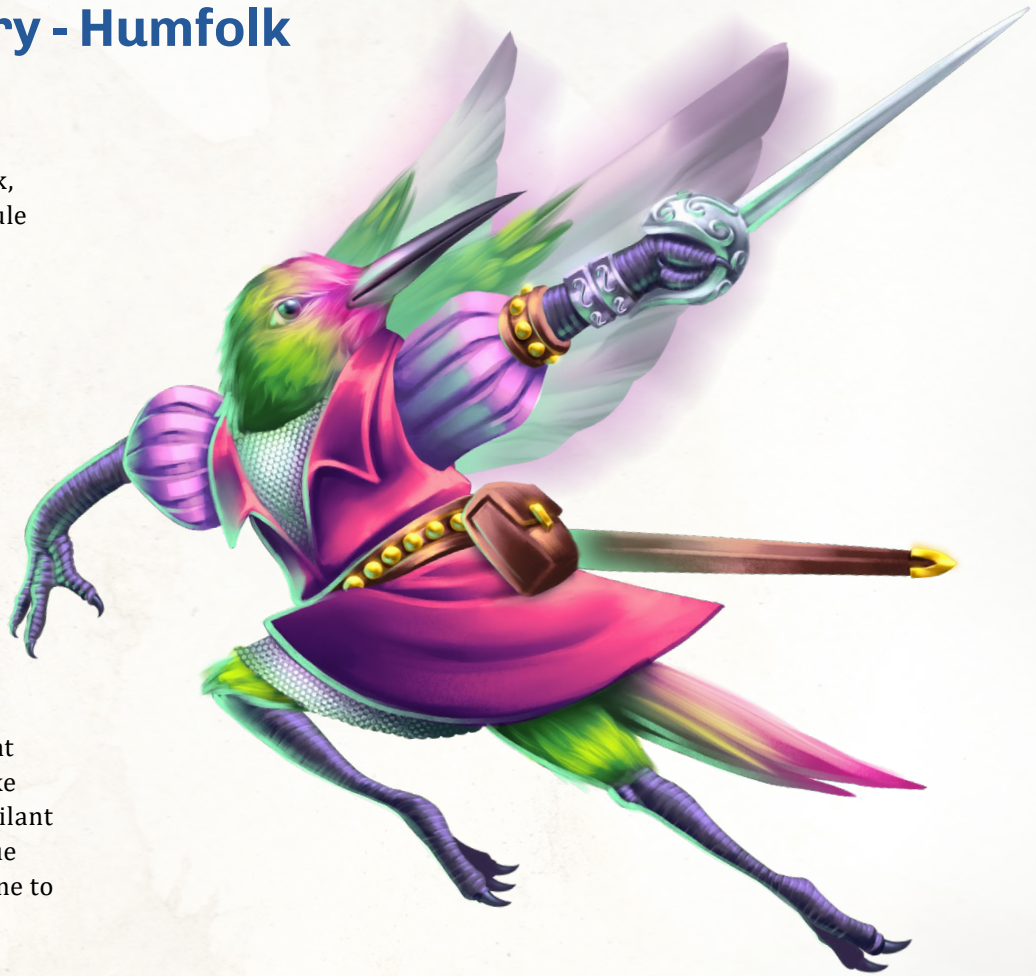
When you make an attack roll using your Dexterity modifier, you can roll 1d6 and add it to the attack roll. If the attack was part of a readied action, you can instead roll 1d10 and add it. You can use this feature a number of times equal to your proficiency bonus, and regain all expended uses after a long rest.

Player Ancestry - Humfolk

Glamour and Ostentation:

The smallest of the Birdfolk, Humfolk resemble delicate, miniscule birds with elongated beaks and iridescent feathers. Humfolk once flitted through verdant woodlands, filling the canopy with the gentle thrum of rapid wingbeats. With a fast-paced culture of freedom and self-expression, Humfolk society was artistic, vibrant, and chaotic.

Biologically similar to their namesake, hummingbirds, Humfolk expend inordinate amounts of energy with their speedy flight, often leaving them with a delicate physicality, and a fondness for sugary treats. But what Humfolk lack in physique, they make up for in astounding agility and jubilant bursts of enthusiasm. Humfolk value liberation over all else, and are prone to flights of fancy.



Humfolk Traits:

Humfolk share a number of traits in common with each other.

Ability Score Increase.

Your Dexterity score increases by 3 and your Constitution score decreases by 1.

Age.

Humfolk age fairly quickly, reaching maturity by around age 13. Despite their quickened aging, They can live anywhere from 150 to 350 years.

Size

Humfolk are between 2 and a half to 3 feet tall. They are slight and wiry, only reaching about 30 to 40 pounds in weight. Your size is Small.

Speed.

Your base walking speed is 30 feet.

Fragile.

You are vulnerable to bludgeoning damage.

Humfolk Agility.

You can add your proficiency bonus to initiative rolls, and can take the Dash or Disengage action as a bonus action on each of your turns.

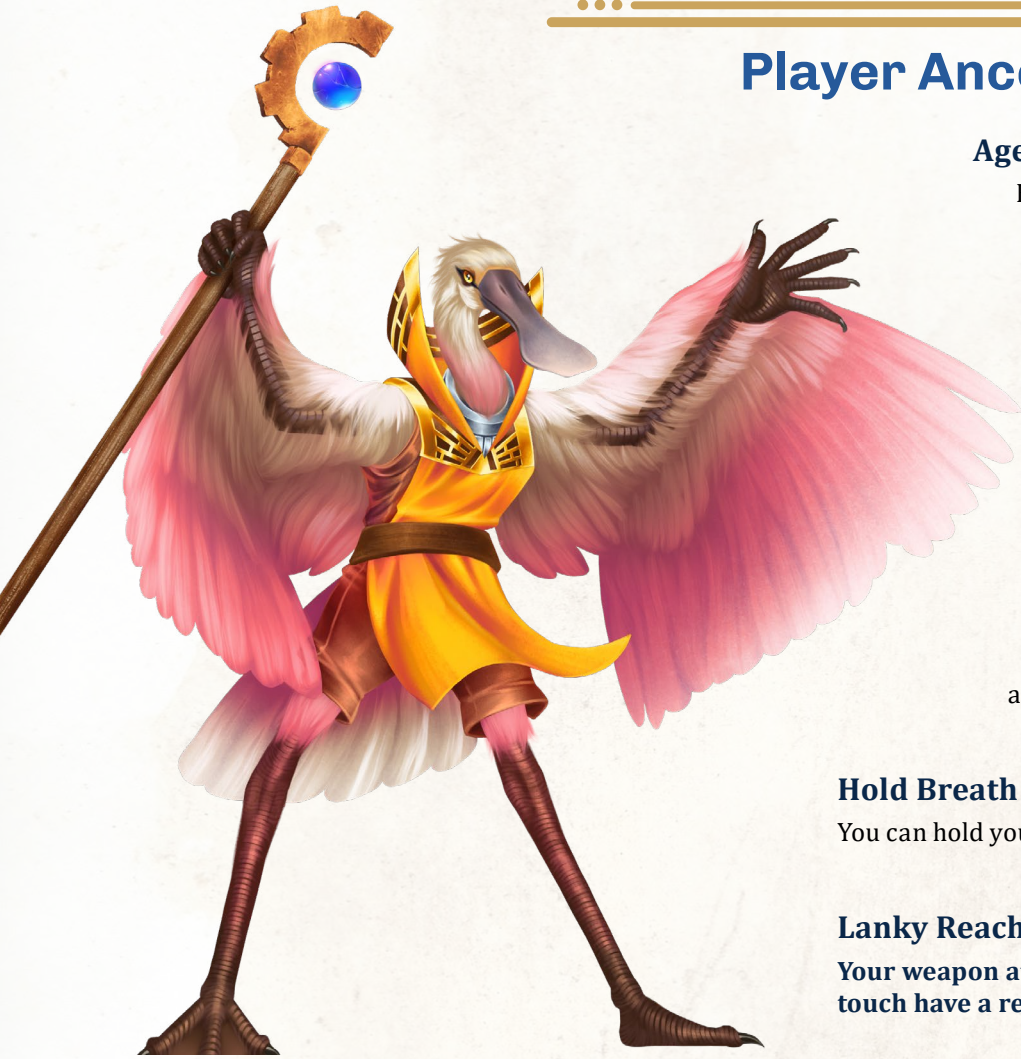
Humfolk Flight.

You have a flying speed of 60 feet and can hover. To use this speed, you can't be wearing medium or heavy armor.

Languages.

You can speak, read, and write Common and Sylvan.

Player Ancestry - Heronfolk



Age

Heronfolk age similarly to humans, reaching maturity around age 20. Heronfolk typically live for around 90 years.

Size

Heronfolk stand between 7 to 8 feet tall. They are thin and lanky, usually weighing between 100 and 200 pounds. Your size is Medium.

Speed.

Your base walking speed is 40 feet, and you have a swim speed of 20 feet.

Hold Breath

You can hold your breath for up to 15 minutes at a time.

Lanky Reach

Your weapon attacks and spells with a range of touch have a reach of 5 feet greater than normal.

Heron's Grace

When you make a Dexterity (acrobatics) check or a Dexterity saving throw, you can use your reaction to gain advantage on the roll. You can use this feature an amount of times equal to your Dexterity modifier, and regain all expended uses after a short or long rest.

Winged Arms

You have a flying speed of 30 ft. However, it is difficult to maintain flight in the heat of battle. While you are in combat, you must land at the end of each of your turns, otherwise you fall.

Languages

You can speak, read, and write Common and two other languages of your choice.

Wading Wanderers:

Heronfolk take the general appearance of wading birds, like herons, storks, spoonbills, and flamingos. They boast extremely long limbs, towering over Aela's other residents. Despite their gangly appearance, Heronfolk move with deliberate grace and poise.

Originally hailing from a swampy, flooded section of the forest, Heronfolk lived as nomads, migrating in conjunction with the rains. To this day, many Heronfolk are afflicted with a sort of wanderlust, leading many of them to seek employment on airships or as Stormchasers.

Heronfolk Traits:

Vulturekin share a number of traits in common with each other.

Ability Score Increase

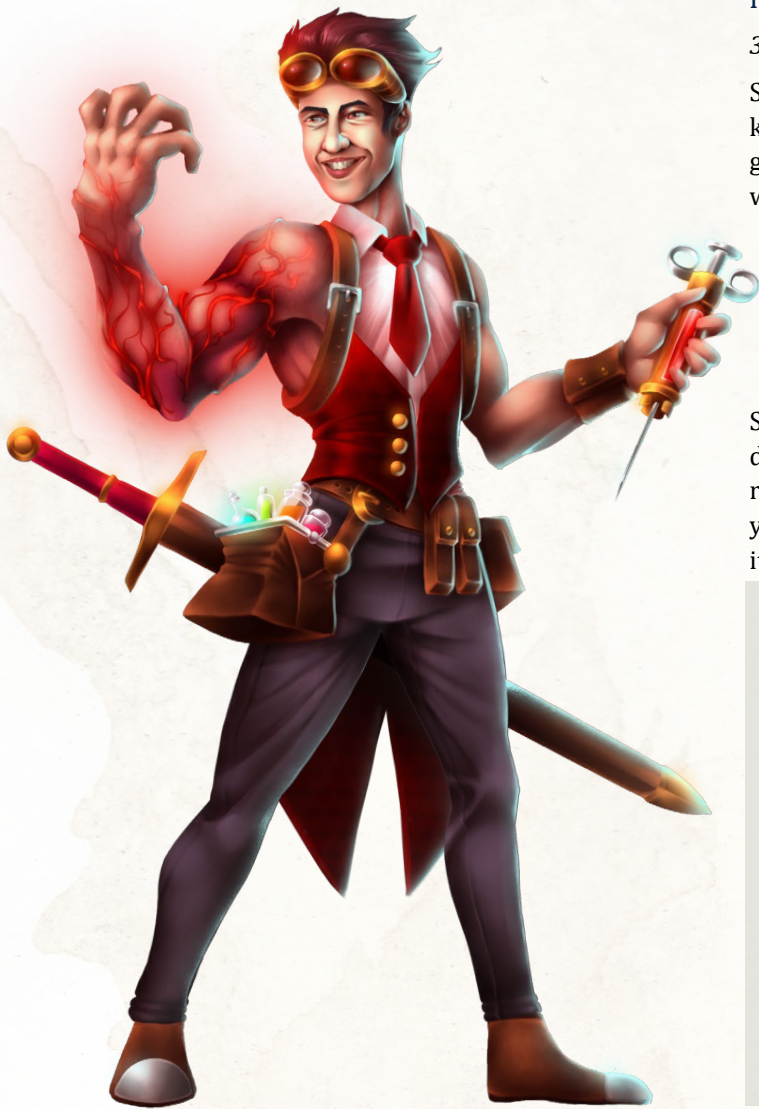
Your Dexterity score increases by 2, and your Wisdom score increases by 1.

SUBCLASSES

SCHOOL OF
ELECTROMAGNETISM
WIZARD



Barbarian Subclass - The Path of Alchemic Vigor



Novice Alchemist:

3rd level Barbarian Feature

Starting at 3rd level, you've gained a functional knowledge of the chemical sciences and biology. You gain proficiency in the Medicine skill, and proficiency with your choice of either the herbalist's kit or alchemist's supplies.

Alchemic Rage:

3rd Level Barbarian Feature

Starting when you choose this path at 3rd level, you've developed unique chemical elixirs to augment your rage. When you enter a rage, you can choose to inject yourself with one of the following elixirs, granting you it's effects for the duration of your rage:

Agility: Your speed increases by 5 ft., and you gain a +1 bonus to your AC and Dexterity saving throws.

Fervor: Whenever you make a Wisdom or Intelligence saving throw, roll (1d6) and add it to the result. Additionally, your rage can only be ended early if you are incapacitated.

Fortitude: You gain temporary hit points equal to (1d10 + your barbarian level), and have advantage on saving throws made to resist being stunned.

Vitriol: Your blood becomes acidic. Whenever a creature within 5 ft. hits you with a weapon attack, it takes (1d4) acid damage.

Your elixirs are formulated specifically for your biology, and have no effect on other creatures. If you inject an elixir without entering a rage, it has no effect. If you create an elixir and don't use it, it becomes inert after 1 minute.

Chemical Tolerance:

6th level Barbarian Feature

Starting at 6th level, your experimentation has left you with a high tolerance for chemical effects. You have resistance to acid and poison damage, and have advantage on saving throws made to resist poison.

Bookish Berserker:

Though the word "barbarian" usually evokes imagery of muscle-bound warriors, Aelan alchemy has created an entirely unique type of berserker. Barbarians who follow the Path of Alchemic Vigor are scholars, whose studies revolve around enhancing the body with potent elixirs. Able to amplify the body's natural fight or flight response, these barbarians imbibe or inject carefully-brewed concoctions in battle, enlarging their muscles and inducing a powerful battle trance that rivals the most ferocious berserker's adrenaline-fueled rage.

Barbarian Subclass - The Path of Alchemic Vigor

Improved Elixirs:

10th Level Barbarian Feature

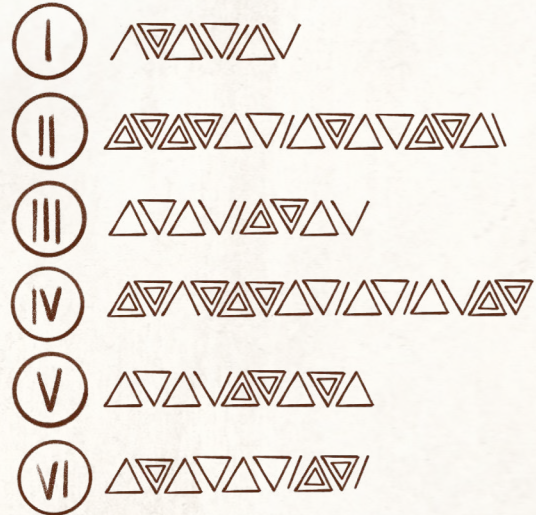
By 10th level, your elixirs have become even more potent. Whenever you use an elixir, you gain an additional effect based on the elixir.

Agility: You can take the Dash or Disengage action as a bonus action.

Fervor: Your bonus rage damage is doubled. If you attack recklessly and hit, your bonus rage damage is tripled.

Fortitude: You gain resistance to one of the following damage types: acid, cold, fire, lightning, or thunder.

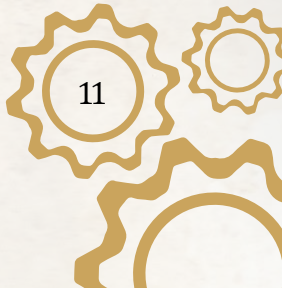
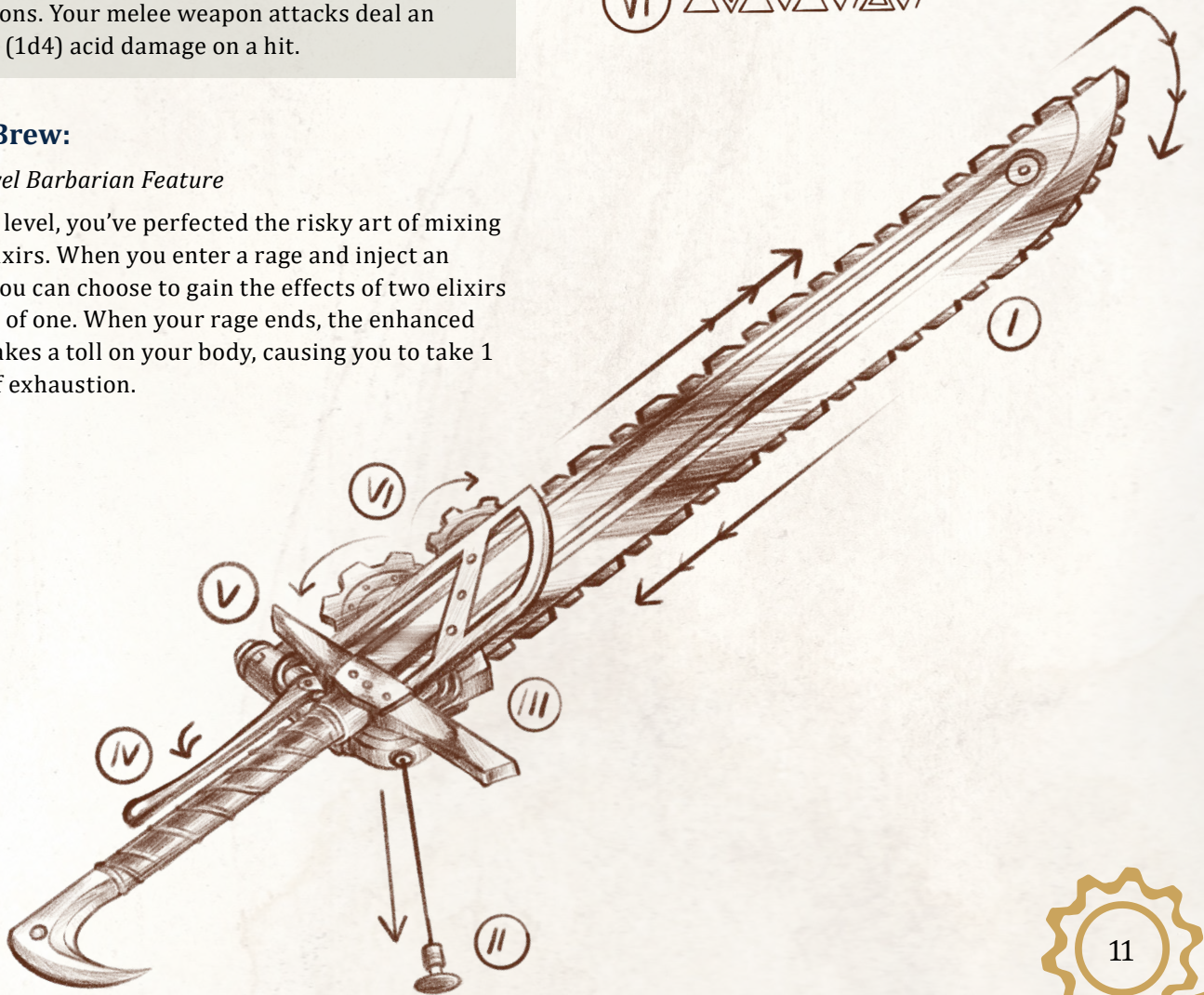
Vitriol: You secrete acid that covers your weapons. Your melee weapon attacks deal an extra (1d4) acid damage on a hit.



Bold Brew:

14th level Barbarian Feature

At 14th level, you've perfected the risky art of mixing your elixirs. When you enter a rage and inject an elixir, you can choose to gain the effects of two elixirs instead of one. When your rage ends, the enhanced elixir takes a toll on your body, causing you to take 1 point of exhaustion.



Druid Subclass - The Circle of Rust

Nature Finds a Way:

The flying city of Aela is a jungle of steam and steel. In such a mechanized society, one would assume druids would be entirely out of their element, able to access very little of their power.

However, even metal one day returns to the earth. Druids who practice rust magic take control of acid, oxidization, and the natural decay of metal. These druids are so attuned to chemical decomposition, that they can take the form of some of the most caustic creatures in existence: oozes.

Although rust magic was pioneered in Aela by an anti-technology paramilitary group known as the Rustmourn, there are those who seek to use rust magic for good. Whether they seek to corrode the very ground beneath their feet, or destroy threats to the city's peace, rust druids are not to be underestimated, even amongst their urban landscape.

Caustic Chemistry:

2nd level Druid Feature

When you choose this circle at 2nd level, your studies of erosion, oxidation, and the eventual decay of all things has yielded you the following benefits:

- You have proficiency with alchemist's supplies
- You know the Acid Splash cantrip, which counts as a druid spell for you.
- You have the Caustic Touch* spell prepared. It counts as a druid spell for you, and it doesn't count against the number of spells you can have prepared.
- You can identify any naturally occurring metal by sight, as well as discern its approximate age by the amount of oxidation present on its surface. You cannot use this feature to discern information about magical metals like adamantium and mithril.

**this spell is part of this supplement*





Druid Subclass - The Circle of Rust

Corrosive Form:

2nd level Druid Feature

When you choose this circle at 2nd level, your knowledge of acid and oxidation has yielded you the ability to become some of nature's most corrosive creatures. As an action, you can expend 2 uses of your wild shape feature to transform into an ooze of CR 1/2 or lower, rather than a beast.

If you transform into an ooze that has the "split" feature, you cannot use that ability, and you do not gain that ooze's lightning immunity.

When you reach 6th level, you can transform into an ooze of CR 1 or lower, when you reach 8th level, you can transform into an ooze of CR 2 or lower, and when you reach 10th level, you can transform into an ooze of CR 4 or lower.

Siege Magic:

6th level Druid Feature

Starting at 6th level, your magic has become destructive to objects and machinery. When you deal damage to a nonmagical object or structure with a druid spell of 1st level or higher, roll an additional two damage dice when determining how much damage an object or structure took.

Additionally, while wild shaping, your melee weapon attacks deal double damage to nonmagical objects and structures.

Vitriolic Strikes:

10th level Druid Feature

Starting at 10th level, your mastery over caustic magic empowers your attacks. 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) acid damage to the target, or (2d8) acid damage if the target is a construct.

Chemical Acuity:

14th level Druid Feature

By 14th level, you've mastered the art of chemical deconstruction. You gain resistance to acid damage, and whenever you roll to deal acid damage, you can reroll a number of the damage dice up to your Wisdom modifier (minimum of one). You must use the new rolls.



New Spell - Caustic Touch

1st level transmutation

Casting Time: 1 action

Range: touch

Components: V, S, M (a piece of dried citrus fruit)

Duration: Instantaneous

Your hand begins to drip with viscid ooze. Make a melee spell attack against a creature within range. On a hit, the target takes (3d4) acid damage, and if the target is wearing nonmagical metal armor, it is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d4 for each spell slot level above 1st.

Druid, Sorcerer, Wizard

Monk Subclass - The Way of Shifting Gears

Unusual Inspiration :

Inspired by the grace and precision of clockwork mechanisms, Monks of the Way of Shifting Gears take inspiration from the man made marvels around them. Not only do these brawlers mimic the movements of turning gears and pumping pistons in order to land deadly blows, but their tactics mimic the perfect cooperation of every cog and spoke of a machine. Monks of the Way of Shifting Gears view the battlefield as a complex contraption, allowing them to insert themselves as the missing piece amidst their allies to execute rapid-fire combinations of attacks.

Bonus Proficiencies

3rd level Monk Feature

When you choose this tradition at 3rd level, you gain proficiency with your choice of, smith's tools or tinker's tools, as well as warhammers and war picks, which count as monk weapons for you.

Machine-like Precision:

3rd level Monk Feature

Starting when you choose this tradition at 3rd level, your fighting style mimics the precise movements of machinery. When you take the attack action on your turn and hit a target with a melee attack, you can spend 2 ki points to gain advantage on all unarmed strikes against that target until the start of your next turn.



Monk Subclass - The Way of Shifting Gears

Dismantling Strikes:

6th level Monk Feature

By 6th level, your study of machinery has granted you a unique understanding of structural integrity. Your melee attacks deal double damage to objects and structures. When you hit a construct with a melee attack, it takes an additional martial arts die of damage. This extra damage is force damage.

Whirling Gear Technique:

11th level Monk Feature

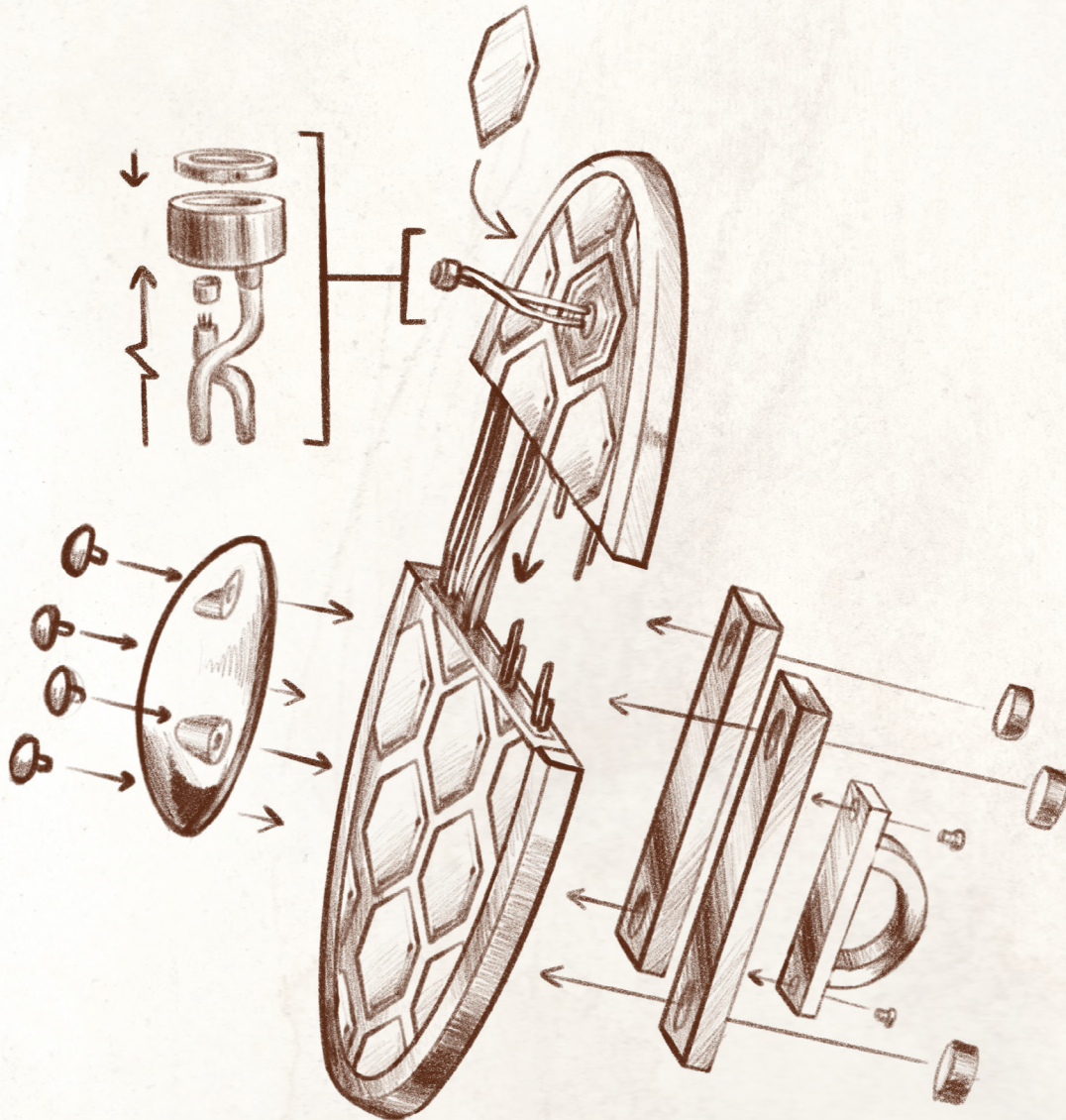
At 11th level, your technique has evolved to evoke the centripetal force of whirring machinery. When you hit a target with both attacks of your flurry of

blows, you can spend 3 ki points to make three more unarmed strikes against the same target or another target within 5 ft. of it. If you hit a creature with all three extra attacks, it is pushed back 10 ft. and knocked prone.

Well Oiled Machine:

17th level Monk Feature

By 17th level, your clockwork timing allows your allies to execute devastating maneuvers in combat. When you use your flurry of blows, you can expend up to 3 ki points, choosing one creature within 5 ft. of you for each ki point expended. Each selected creature can then immediately use its reaction to make one melee attack against a creature within range.



CLOCKWORK COMPANIONS

CLOCKTOPUS



Clockwork Companions

Clockwork Companions

Aela's menagerie of mechanical creatures is nearly as variable and diverse as the animal kingdom itself. In a city where progress is so often driven by constructs in all their forms and functions, it's common for small, pet-like automatons to serve as companions, helpers, and friends. The same can be said for adventurers, who form strong bonds with mechanical creatures known as "Clockwork Companions". Unlike typical animal companions, which are quickly outpaced and outmatched by an adventurer as they grow in power, these Construct Companions improve alongside their owner, via arcane and mechanical upgrades.

Bonding to a Companion

In order to allow an adventurer to travel and fight in harmony with such a complex automaton, each Clockwork Companion requires its owner to create a psychic bond with their new fabricated friend. Whenever a Clockwork Companion is created, its creator designates a willing creature for the Companion to be permanently bonded with. Instantly, the Companion and its new owner form an unbreakable bond that allows for telepathic communication and command. A person can only have one Clockwork Companion bound to them, and cannot bind to another unless the first Clockwork Companion is destroyed.

While you are bound to a Clockwork Companion, you can communicate telepathically with it from any distance, as long as you are both on the same plane of existence and neither of you are incapacitated. The Companion can understand you and follow your mental commands, but can only respond with quick flashes of imagery or sound, rather than language, unless specified otherwise. While you are on the same plane, you are always aware of the Companion's general location, as well as its current health and status conditions.

Leveling Up Constructed Companions

In combat, your Clockwork Companion takes its turn directly after yours in initiative order. You determine how the Companion uses its movement, action, and bonus action. If you are incapacitated or otherwise unable to mentally command your Companion, it spends its turn protecting you, or protecting itself if it cannot protect you. If you die in combat, your Companion ceases to act.

Repairing Clockwork Companions

A Clockwork Companion's hit points, hit die, and death saves all function the same as a Player Character. However, when your Clockwork Companion is damaged, it cannot be healed by conventional means. Whenever a Clockwork Companion is targeted with the mending cantrip, it can expend a Hit Die to regain hit points. In order for a Companion to gain the benefit of a short or long rest, you must spend an additional hour after the rest repairing the Companion with a set of Smith's Tools or Tinker's Tools.



Clockwork Companions

Getting Started With a Clockwork Companion

Each Clockwork Companion has a Lvl 1 Statblock in its description, which represents its stats and abilities at level 1, as well as its initial maximum hit points. As the Companion levels up, these initial stats and abilities are built upon and improved. Likewise, if you bond with a Clockwork Companion of a higher level, it immediately gains all of the benefits of previous level-ups.

Bonding to a Companion

Clockwork Companions are designed to increase in power alongside their bonded owner, due to their close telepathic bond. Clockwork Companions level up similarly to player characters, ranging from level 1 to level 20. When you obtain and bond with a Clockwork Companion, it becomes the same level as you are. Each time you level up, your Companion levels up as well. Effectively, your Clockwork Companion is always the same level as you are.

Like player characters, Clockwork Companions gain certain benefits when leveling up. Whenever a Clockwork Companion levels up, its maximum health increases. **Roll one of the Companion's hit dice and add its Constitution modifier. The Companion's hit point maximum is increased by that amount.**

Additionally, when a Clockwork Companion levels up, it may gain one of the following features, as determined by the Clockwork Companion Level-Up Table.

- **Ability Score Improvement:** Increase one of the Companion's ability scores by 2, or two of the Companion's ability scores by 1. You can't increase an ability score above 20 using this feature.
- **Extra Attack:** At certain levels, the Clockwork Companion gains an extra attack. Starting at 5th level, whenever the Companion takes the attack action, it can attack twice instead of once. At 11th level, the number of attacks increases to three.
- **Upgrade:** At certain levels, the Clockwork Companion gains an Upgrade of your choice. Each model of Clockwork Companion has its own individual Upgrade list, which can be found in the Upgrades section below.

Clockwork Companion Level-Up Table

Level	Prof. Bonus	Features
1	+2	
2	+2	Upgrade
3	+2	
4	+2	Ability Score Increase
5	+3	Extra Attack
6	+3	Upgrade
7	+3	
8	+3	Ability Score Increase
9	+4	
10	+4	Upgrade
11	+4	Extra Attack
12	+4	Ability Score Increase
13	+5	
14	+5	Update
15	+5	
16	+5	Ability Score Increase
17	+6	
18	+6	Upgrade
19	+6	
20	+6	

Upgrading Construct Companions:

As an adventurer and their Clockwork Companion journey together, the adventurer gains a deeper understanding of their Companion's inner workings. This deeper understanding and connection manifests as Upgrades: mechanical improvements to the Companion made by the bound owner upon leveling up. Some Upgrades have Prerequisites, which refer to the Companions level, or a separate Upgrade that is required beforehand. Each Companion's Upgrades are listed in each of their individual descriptions, and potentially causing the triggering attack to miss.

Clockwork Companion - Hearthforged Hound

Search and Rescue:

Hearthforged Hounds were designed to be search and rescue units, in order to protect and resuscitate those aboard stranded or crashed airships. Those lost in the expansive open sky quickly begin to succumb to the cold; in order to remedy this, Hearthforged Hounds are equipped with powerful combustion engines that allow them to radiate heat, providing much needed warmth to victims.

This temperature is variable, allowing the hound to become dangerously hot if threatened, warding off attackers with its searing form. The hound is also fitted with a small, magically refilling barrel, inside which is a potent melange of healing potion and hard liquor, which can wake even those on the very brink of death. Though all Clockwork Companions are loyal, Hearthforged hounds make particularly steadfast companions, becoming deeply beloved members of the team.

Hearthforged Hound Lvl 1 Statblock:

The statblock below represents the stats and abilities of a Hearthforged Hound at Lv 1. As this Companion levels up alongside its bound owner, its stats and abilities will improve, as shown in the Clockwork Companion Level-Up Table.



Level 1

AC: 12 | **HP:** 10 | **Hit Die:** 1d8 | **Speed:** 30 ft.

Str	Dex	Con	Int	Wis	Cha
+2	+1	+2	-4	+1	-5

Saving Throw Proficiencies Constitution +4

Skills Perception +3

Damage Resistances fire

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 10

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

Hearthforged Body. The hound sheds dim light in a 15-foot radius. A creature that touches the hound or hits it with a melee attack while within 5 feet of it takes (1d4) fire damage. The hound can regulate its body heat, decreasing its surface temperature to a comfortable warmth that instead protects creatures within 5 ft. of it from the effects of extreme cold. The hound can increase or decrease its body temperature as a bonus action.

Vitalizing Brew (Recharges After a Long Rest).

The hound targets a creature within 5 ft., administering a small amount of strong, alcoholic healing elixir. The target regains (1d4 + 1) hit points, and has advantage on saving throws made to resist exhaustion for 1 hour. If a dose of this elixir is stored outside of the hound's canister, it loses all magical properties after 1 minute, becoming nonmagical alcohol.

Actions:

Bite. **Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. Hit: (1d6 + Strength) piercing damage plus (1d4) fire damage.



Hearthforged Hound Upgrades

Multichamber Engine:

Prerequisites?: n/a

You upgrade the Hound's combustion engine. Whenever the Hound deals fire damage, you may choose to reroll the damage, and must use the new roll.

Improved Hearthforged Body:

Prerequisites?: Multichamber Engine

You fit the Hound's ribcage with thermal exhaust ports. The Hound's Hearthforged Body feature now deals (1d10) fire damage to attacking creatures.

Immolating Body:

Prerequisites?: Improved Hearthforged Body

The Hound can superheat its body, becoming red-hot. Whenever a creature is damaged by the hound's Hearthforged Body, it catches fire. For 1 minute, or until a creature uses an action to douse the fire, the flaming creature takes (1d10) fire damage at the start of each of its turns.

Blazing Charge:

Prerequisites?: Improved Hearthforged Body

The Hound can bodyslam foes with its scorching mass. If the Hound moves at least 20 ft. in a straight line towards a creature and hits it with a bite attack, the creature takes an extra (2d10) fire damage and must succeed a Strength saving throw against the Hound's Effect Save DC or be knocked prone.

Searing Bite:

Prerequisites?: Multichamber Engine

You wind glowing heating elements around the base of the Hound's teeth. The fire damage dealt by the Hound's bite attack increases to (1d10).

Immolating Bite:

Prerequisites?: Searing Bite

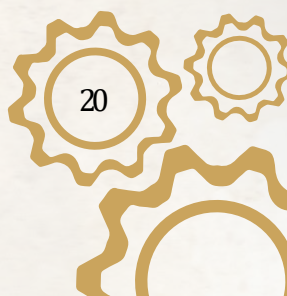
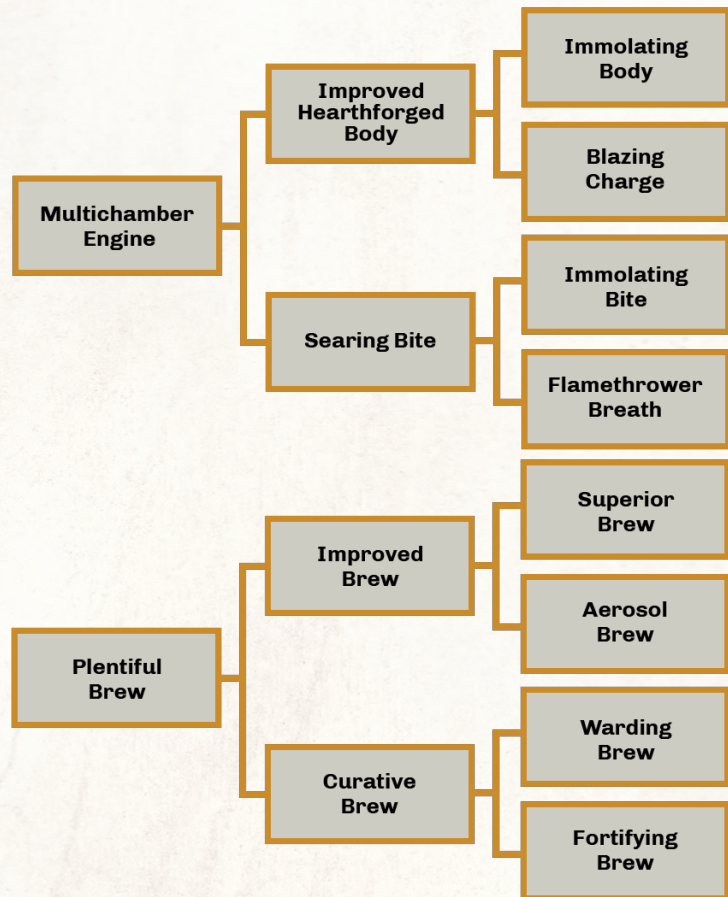
You retrofit the Hound with hyperconductive copper teeth, which glow red-hot. When the Hound hits a creature with a bite attack, the target catches

fire. For 1 minute, or until a creature uses an action to douse the fire, the flaming creature takes (1d10) fire damage at the start of each of its turns.

Flamethrower Breath:

Prerequisites?: Plentiful Draught

You install a pressurized tank of flammable gas within the Hound's throat, which ignites as it passes through its searing maw. As an action, the hound can breathe fire in a 15 ft. cone, forcing each creature in that area to make a Dexterity saving throw against the Hound's Effect Save DC. On a failed save, a creature takes (5d8) fire damage, taking half as much on a successful save. Flammable objects in this effect's area that aren't being worn or carried are set ablaze. Once the Hound uses this feature, it cannot use it again until it recharges after a Short or Long Rest.



Clockwork Companion Upgrades

Plentiful Brew:

Prerequisites?: n/a

You install an auxiliary tank to replenish the Hound's healing concoction. Whenever the Hound uses its Vitalizing Brew, roll a d4. On a roll of 4, the Hound can use the feature again before needing to recharge.

Improved Brew:

Prerequisites?: Plentiful brew

You enhance the recipe for the Hound's Vitalizing Brew. When a creature drinks the Brew, it now regains (8d4+8) hit points.

Superior Brew:

Prerequisites?: Improved Brew

You further enhance the recipe for the Hound's Vitalizing Brew. When a creature drinks the Brew, it now regains (10d4+10) hit points.

Aerosol Brew:

Prerequisites?: Improved Brew

You add a pair of grated nozzles to the Hound's cask, allowing it to release the brew as a vapor. When the Hound uses its Vitalizing Brew, it can release it as a healing mist, granting the benefits to any creature within 5 ft.

Curative Brew:

Prerequisites?: Plentiful brew

You add an herbal concoction to the Hound's Vitalizing Brew. When a creature drinks the Brew, it also cures the blinded, deafened, paralyzed, or poisoned condition.

Warding Brew:

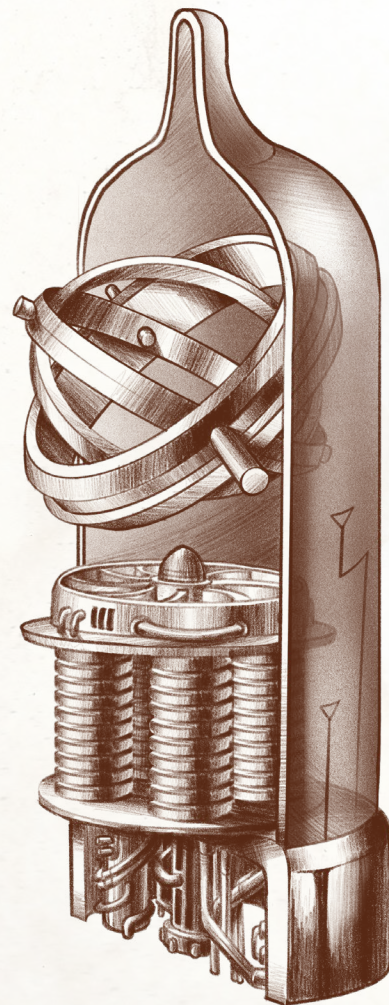
Prerequisites?: Curative brew

You suffuse the Hound's healing brew with holy water. When a creature drinks the Hound's Vitalizing Brew, it is temporarily warded against death. The next time the creature falls to 0 hit points during the next 8 hours, it falls to 1 hit point instead.

Fortify Brew:

Prerequisites?: Curative brew

You carve the Hound's cask with abjuration runes. When a creature drinks the Hound's Vitalizing Brew, it also gains temporary hit points equal to the hit points it regained.



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