Clockwork adept

Masters of invention, clockwork adepts are specialists that blend precision craftsmanship, arcane knowledge, and clockwork understanding into a seamless art. Whether modifying developing technologies or creating entirely new ones from the ruins around them, these individuals combine their arcane talents and their specialized knowledge to repair technology and build new ingenious devices. Trained extensively in the arcane arts and engineering, these men and women use their intimate understanding of both magic and mechanics to unravel the heresy surrounding technology in Soburin (and sometimes, the realms beyond)—for good or ill.

Clockwork Components

Beginning when you select this school at 2nd level, you start to unlock the secrets of artifice. You learn the mending cantrip and gain proficiency with augmetics (as a tool kit proficiency). Every day when you prepare your spells, choose a number of spells equal to your proficiency bonus. You may spend an extra hour while preparing spells to fashion devices using clockwork components that enable you to cast these chosen spells without the need for verbal or material components (though any components costing 1 gp
or more are required to craft a device). Additionally, these spells and their effects are immune to counterspell, detect magic, dispel magic, and other spells that affect magic. You must choose what level spell slot a spell occupies when you prepare a spell this way, and the clockwork components required cost 5 gp per spell level prepared.

Greater Clockwork Components

Starting at 6th level, you increase the number of spells you are able to prepare with clockwork components by your Intelligence modifier. You also learn how to craft augmetics and technological devices of Uncommon rarity (including pistols and muskets), but unlike normal you are able to craft these items at a rate in gold piece value equal to your wizard level + your proficiency bonus + your

Intelligence modifier each day.

Bonded Tool

Beginning at 10th level, choose a number of cantrips equal to half your Intelligence modifier. You craft an artisan’s tool that allows you to cast these cantrips as if you had prepared them with clockwork components. Your bonded tool has 20 hit points and an AC of 5 + your wizard level. You also learn how to craft augmetics and technological devices of Rare rarity.

Clockwork Companion

Starting at 14th level, you are able to craft a clockwork companion. Choose any creature of a CR up to your proficiency bonus that is of the humanoid or beast type. You create a copy of that creature, whose type changes to construct. It gains immunity to the charmed, exhaustion, frightened and poisoned conditions, and to poison damage, but otherwise it retains all of its normal statistics. It always follows your commands to the best of its ability, even self-destructive ones. Crafting this clockwork companion requires one week and 400 gp per CR of the created creature. You also learn how to craft augmetics and technological devices of Very Rare rarity.

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