

PACT OF THE DIVINE MACHINE



In your most turbulent time of trouble, you reached out and made a deal with a mysterious mechanical machination known as a Divine Machine. The machine granted you new defensive abilities to keep yourself alive, turning you into a bolstered bastion of defense. You can extend these defensive capabilities to your allies to aid and assist their survival as well. The reason for a Divine Machine's machinations mostly go unknown, but they have invested interest in the survival of their warlocks.

Expanded Spell List

When you choose the Divine Machine, your patron allows you to select from an expanded list of spells whenever you learn a warlock spell. The following spells are added to the warlock spell list for you.

| Divine Machine Expanded Spells | |
|--------------------------------|---|
| Spell Level | Spells |
| 1 st | Alarm, Shield of Faith |
| 2 nd | Barkskin (appears as metal), Heat Metal |
| 3 rd | Tiny Hut, Tiny Servant |
| 4 th | Death Ward, Summon Construct |
| 5 th | Antilife Shell, Circle of Power |

Mechanical Guidance

At 1st level the technical teachings taught to you by your benevolent, benign benefactor have granted you new, state-of-the-art, savvy skills. You gain proficiency in tinker's tools and one other skill or artisan's tool of your choice. Additionally you also learn to speak, read, and write Modron and one other language of your choice.

Machine's Protection

Also at 1st level, your patron's sensational, sanctified safeguarding steels your skin and passionately protects you. You gain a +1 bonus to your AC and proficiency in heavy armor. This bonus to AC increases to +2 at 14th level. When you wear armor, you may incorporate it into your body, as if it were a second set of skin. While incorporated, you ignore the Strength requirements of heavy armor, you do not have disadvantage on Dexterity (Stealth) checks, and your armor cannot be removed against your will or be seen by others unless you choose to show them. Incorporating armor into your body takes 1 hour and can be done as part of a rest. To remove a suit of armor from your body, it takes another hour.

Improved Armor

At 6th level your patron's protection provides; strengthening your skin, making it as refined and durable as the strongest, sturdiest steel. You resist non-magical bludgeoning, piercing, slashing damage. At 14th level this improves to any bludgeoning, piercing, and slashing damage.

As an action you can grant another creature you can touch these resistances for 1 minute. Once you do so, you cannot do so again until you finish a long rest unless you expend a spell slot to do so.

Divine Assistance

At 10th level the Divine Machine's safe, sagacious, and steady hand allows you to twist and turn routinely repugnant and risky complex conundrums into simple solutions. Whenever you or a creature you can see within 60 ft. of you rolls an attack roll, saving throw, or ability check you may use your reaction to turn the roll into a 10. You may use this reaction after the roll is made but not before you know whether the roll succeeds or fails. You may use this reaction a number of times equal to your Charisma modifier, regaining all expended uses upon finishing a long rest.

Calculated Risk

Also at 10th level, you can take your patron's potentially powerful protection and use it to equally enhance other areas and aspects of yourself and allies (for a small cost). As a bonus action, you may reduce any bonus to your AC by an amount equal to or less than your Charisma modifier and grant that bonus instead to the next d20 test you make or the next d20 test a creature within 30 ft. of you makes. This AC reduction lasts until the start of your next turn.

Deus Ex Machina

At 14th level, the Divine Machine itself will salaciously step in to safeguard and amazingly assist you when you are in deceitful, destructive, or dire times of need. Whenever you fail a D20 test you may choose to succeed instead. You may use this ability once per long rest.



Pact of the Divine Machine

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