

RANGER: CONCLAVE OF THE MONKEY WRENCH

Finally reaching the ledge overlooking the valley, he was in awe of the destruction the king's new "masheens" managed to spread in one week. Orc lumber parties he could deal with - a few arrows loosed from the canopy and they scattered, for a while. But now these metal horrors not only cut away all the trees, they were stripping the hillside in search of their precious gold. Tightening the grip on the hatchet he swore an oath to dismantle them one by one.

Where other rangers protect the settled lands from the dangers of the wilds, you have sworn the exact opposite. When civilised peoples get too greedy and selfish in their taking of natural resources, fielding hulking machines to despoil the nature, you are there to maintain the boundaries.

The Conclave of the Monkey Wrench creed is based on the belief that while civilisation has its merits, there is a line it mustn't cross. Rangers who adhere to these tenets protect civilised lands as much as curb unchecked exploitation.

Against the Machine

When you pick the Conclave of the Monkey Wrench you gain one type of constructs as a bonus favoured enemy. You can choose from mechanical (clockwork, steam, gas powered), electrical (droids, robots), or magitek constructs. Constructs that are single-component (flying sword), organic (flesh golem), or purely magical (animated statues) are exempt. Further in text whenever "construct" is mentioned it refers to the type you have chosen.

Monkey Wrench

Starting at 3rd level you have the ability to fashion your personal tool and weapon, the Monkey Wrench. Its precise design depends on the setting and the DM, but it should be based on a hand tool. You have proficiency for this weapon automatically, and it has the stats of a hammer. Setting-dependent variations using different stats should be discussed with the DM.

When you attack a construct with your Monkey Wrench you can add your proficiency bonus to your damage roll. Additionally you can add your Wisdom modifier whenever you roll to sabotage machinery using the Monkey Wrench.

Ranger level Feature

3rd	Against the Machine, Monkey Wrench, Black Finger
7th	Monkey Scuttle
11th	Jury-rig
15th	Short Circuit

Black Finger

You develop a natural knack for technological devices, whether they're machines, weapons, or vehicles. You can add your proficiency modifier to all checks used to determine the function of a device.

Monkey Scuttle

Rangers of the Conclave of the Monkey Wrench need to be fleet of foot and able to quickly traverse difficult industrial terrain. Beginning at 7th level you are able to move through such obstacles with ease. You gain climbing speed, and moving through difficult industrial terrain costs no extra movement. Running jumps require only 5 feet of movement and all checks you make while jumping are made with advantage.



Jury-rig

Sometimes the weapons at your disposal don't have the punch or durability required to fight hulking steel machines and their masters. Starting at 11th level you can try to even the odds by fashioning weaponry from your opponents' lifeless husks. This scratch-built equipment doesn't last long, but you weren't planning to hold on to them longer than necessary, anyway.

You can spend 10+1d6 minutes over the remains of a construct and create a weapon of your choice from the table below. The weapon has one use only, unless stated otherwise. This feature can be used once between long rests without expending a spell slot, otherwise you use one 3rd level slot. The effects of the weapons are the same as a corresponding 3rd level spell, or in case of cantrips as a cantrip cast by an 11th level character.

Spell	Weapon suggestions
Scorching Ray	Heatgun
Ray of Frost	Coolant Jet
Lightning Bolt	Discharger
Acid Arrow	Corroder
Thunderwave	Waveblaster
Elemental Weapon	Arc Sword, Charged Hammer, Freezer Mace, etc.

The exact form of the improvised weapon depends on the source construct, and player creativity. As always the DM has final word.

Short Circuit

From 15th level onward you can cast the Haywire (UA) spell without expending a spell slot to sabotage technological devices. You can use this ability a number of times equal to your Wisdom modifier (minimum of once) per long rest. The range is 90 feet and the spell affects a 10-foot-radius sphere centred on a point of your choosing. The spell lasts for an amount equal to your Wisdom modifier in turns, minimum one turn.

Devices not held by anyone are automatically affected. If held by a creature, a Wisdom save by the creature is required to determine whether the device is affected. At the start of each turn a d6 roll is required to determine the effect for that turn:

- 1 – The device shuts down and must be restarted. Do not roll again until it is restarted.
- 2-4 – The device doesn't function.
- 5 – The device goes through a serious failure and depending on its type* deals 3d6 damage to its wielder (if any) and one random creature within 5 feet of the device. Clockwork devices deal slashing damage; steam- and combustion-powered devices deal fire damage; electric devices lightning damage; and magitek devices deal force damage.
- 6 – The device functions normally.



DIFFICULT INDUSTRIAL TERRAIN

Scaffoldings, pipes and ducts, chains, wires, tanks, all sorts of obstacles you could encounter in a refinery, on an oil rig, or in a factory.



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The Haywire spell is from *Unearthed Arcana 7 - Modern Magic* available at https://media.wizards.com/2015/downloads/dnd/UA_ModernMagic.pdf

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