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Magos of the Omnissiah

Artificer Subclass



Warhammer 40K Edition

Magos of the Omnissiah

Tech-priests of the Adeptus Mechanicus replace weakness with steel and commune with machine spirits older than most civilizations. Their bodies are laboratories, their prayers are system commands, and every battlefield is a testbed for sacred augmentation.

A Magos enhances allies with mechanized blessings, commands servo constructs, and pushes machines beyond their safe limits.

Tool Proficiency

When you adopt this specialization at 3rd level, you gain proficiency with smith's tools. If you already have this proficiency, you gain proficiency with tinker's tools instead.

Tech-Priest Augmentations

Also at 3rd level, your body houses sacred Mechanicus modifications. You gain the following benefits.

Augmented Physiology

You gain resistance to poison damage and advantage on saving throws against disease. You also gain a mechanical appendage called a mechadendrite.

Mechadendrite Strike. You can make a melee weapon attack with the mechadendrite.

- Reach: 10 feet
- Attack Ability: Intelligence
- Damage: 1d8 + your Intelligence modifier lightning or force damage

You can use this attack whenever you take the Attack action.

Machine Communion

You can communicate telepathically with constructs, vehicles, and magical devices within 30 feet.

In addition, constructs you control gain temporary hit points equal to your Intelligence modifier at the start of your turn.

Servo-Skull Construct

Additionally, at 3rd level, you construct a hovering servo-skull that assists you in battle. The servo-skull uses the stat block below. It acts on your initiative and obeys your commands. You can command it as a bonus action. If the servo-skull is destroyed, you can rebuild it during a long rest at no cost.

Servo-Skull

Small construct

Armor Class: 13 + your proficiency bonus

Hit Points: 5 × your artificer level

Speed: 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	4 (-3)

Damage Immunities: poison

Condition Immunities: poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: understands the languages you speak

Actions

Repair Protocol. The servo-skull can repair a construct or object it touches for 1d8 + your Intelligence modifier hit points.

Bonus Actions

Machine Assistant. The servo-skull can take the Help action.

Target Designation. The servo-skull marks a creature it can see within 60 feet. The next attack made against that creature before the start of your next turn has advantage.

Overcharge Protocol

At 5th level, you can push machines beyond their safe limits. When you activate an artificer infusion, cast a spell that targets a construct or magical device, or activate a magic item, you may choose to overcharge the effect. Choose one of the following benefits.

- Overcharged Output: Double the dice of healing or damage caused by the effect.
- Enhanced Machine Spirit: The target gains advantage on its next attack roll, saving throw, or ability check.
- Emergency Power: The target can immediately move up to half its speed without provoking opportunity attacks.

After the effect resolves, roll a d6. On a 1–2, the target suffers feedback, taking force damage equal to your artificer level. If the object is untargetable, you take the damage as feedback.

Sacred Machine Spirits

At 9th level, your connection to machine spirits deepens. You gain the following features:

Blessing of the Omnissiah

When you cast a spell that restores

hit points or repairs a construct, the target also gains temporary hit points equal to your Intelligence modifier + your proficiency bonus.

Machine Spirit Awakening

Once per turn when a creature you can see hits with a magic weapon, infused weapon, construct attack, or firearm, you can cause the attack to deal an additional 1d8 lightning damage.

Archmagos Ascension

Starting at 15th level, your body becomes a cathedral of steel and machine logic.

You gain the following benefits:

- Resistance to lightning and necrotic damage
- You no longer need to eat, drink, or breathe
- You have advantage on Constitution saving throws to maintain concentration

Additionally, you can perform a Rite of Absolute Overcharge. Once per long rest, as a bonus action, you invoke a sacred power surge. Choose one construct, weapon, or magical device within 60 feet. For 1 minute, it gains the following benefits:

- +2 bonus to attack rolls
- +2 bonus to damage rolls
- Deals an extra 2d8 lightning damage on hits
- It cannot suffer Overcharge feedback

When the effect ends, the target becomes inert until the end of its next turn as its systems cool.