



IRONBOUND

My purpose? I was designed to protect. My master expected a soulless killer, but I am no murderer, and I refuse to serve a coward.

The ironbound are an oddity in Elanor. Their subservient automata brethren widely known as animarium knights have been around for decades, but these new models exhibit an unusual degree of sapience. With their will no longer leashed to masters, the ironbound serve only the causes in which they believe. This often leads them to abandon their original purpose and band with others on the path to adventure.

SPIRIT-POWERED MACHINES

The ironbound are intricate constructs forged by Selovast's master artificers. Thousands of parts move

together in sync to control each of its joints; alchemical fluids moderate heat and maintain their internal engine; secondary systems lined with arcane glyphs buzz alight in response to major system malfunctions. Their body is powered by a single spirit core battery, drawing raw magic from the animar held within. Unlike simpler animarium knights with detachable cores, the steel heart of an ironbound is integrated deep into their system, mimicking the central nervous system of humanoids. While this design increases their body's control and accuracy, it makes the core impossible to salvage. In that sense, an ironbound is much like a humanoid: if the body perishes, the spark is gone with it, and can only be recovered with powerful divine magic.

PURPOSE VERSUS FREEDOM

Few artificers craft an ironbound without a clear purpose in mind. The task is too expensive and demanding to result in a machine without function. Some are crafted to be elite guards of the most noble, or hunters of the most vile. Others are made for research and information gathering, and act as scholars or spies. They could also be designed with political purpose in mind, acting as orators, emissaries, or book-keepers of great operations.

Despite the nature of their predetermined function, the thing that distinguishes the ironbound is not their designated purpose. It is their ability to ignore it. In fact, the name "ironbound" was self-chosen to differentiate them from servile animarium knights. If an ironbound follows its purpose, it is by choice.

NEW AWAKENING

The shock of waking up as a physical entity is universally harrowing to the ironbound. They recall roaming the Everlast as free animar, but are now stuck in metallic prisons. It takes days or weeks to learn to operate their new body, which still lacks the

freedom of flying between the realms. Yet, a more subtle mental impression accompanies this physical adaptation: a mysterious sense of loss that afflicts even the most jovial of their kind. They describe it as being torn off, disconnected from a bigger whole, one that they can no longer sense or understand.

After getting used to their body, the ironbound are presented with expectations and demands from their masters. Many of them comply at first, feeling a subtle mental push towards their designated purpose. As time goes by, the emotional nature of their animar emerges and overshadows their original instructions. Often, this leads to conflict with the ironbound's masters.

IRONBOUND IN THE WORLD

Highly intelligent constructs are a foreign concept to Elanor, even in cosmopolitan cities like Selovast. An ironbound can pass itself off as a simpler automaton by remaining quiet and following a humanoid around. However, as soon as they show independence, mouths gape and fingers point.

Ironbound face difficulty at every turn: people view them as pets—to be returned to their owner when lost; criminals see them as valuable opportunities for kidnapping and sale; even the famous Construct Laws of Selovast consider them property, denying them humanoid rights in court. Ironbound who escape from powerful masters face even greater challenges. Bounties for the construct's retrieval appear throughout the region, and even those who understand and sympathize with the ironbound's plight may not help, fearing the repercussions.

IRONBOUND PERSONALITY

Each ironbound has an animar trapped at the core of their being. In a sense, the ironbound is that animar. They have an urge to proliferate the emotion that manifested them, spreading it to the people around them. Unlike animar, ironbound also have a Purpose—the reason for which they were made. This Purpose does not control them, but it tends to inform their choices. An ironbound that was created to serve as a bodyguard feels an urge to protect, even if they dislike the assaulted target. The struggle between the ironbound's core emotion and Purpose defines who they are. Understanding both is vital to the creation of your character's personality.

The identity of an ironbound's creator is also a vital aspect of your character's story. Who are they? Are they still alive? If not, how did they perish? If they are alive, what is the relationship between them and your character? In some cases, a life of adventure aligns with an ironbound's Purpose, and may even benefit

their creators. In less fortunate instances, the ironbound is forced to escape their master's agents, lest they are captured or destroyed.

IRONBOUND TRAITS

Your ironbound character has the following traits.

Ability Score Increase. Increase one ability score by 2, and increase a different one by 1, or increase three different scores by 1.

Creature Type. You are a Construct.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Steel Form. Your metallic body is designed for durability. While you aren't wearing armor, your base Armor Class is 13 + your Dexterity modifier.

Spirit Healing. Your spirit core channels healing magic it receives to reconstruct your mechanical body, allowing you to benefit from magical healing even if it does not normally affect constructs. This includes spells like *cure wounds*, *healing word*, and more. Additionally, whenever the *mending* cantrip is cast on you, you can spend a Hit Die, roll it, and regain hit points equal to the number rolled plus your Constitution modifier (minimum of 1 hit point regained).

Spell Storing. Your body can store active spells, to be released later on your command. You can store a number of spell levels equal to half your Proficiency bonus (rounded up). Any creature can cast a spell into your body by touching it as the spell is cast. The spell must be of 1st level or higher, and have a casting time of 1 action. The spell has no effect, other than to be stored in your body. If your body can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

As an action, you can cast any spell stored in your body. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from your body is no longer stored in it, freeing up space.

Mechanical Nature. You have immunity to poison damage and the poisoned condition. You are immune to disease. You don't need to eat, drink, or breathe.

Recharge Mode. When you take a long rest, you enter a low-power mode to draw essence from the spirit realm, appearing deactivated to others. You must spend a total of 6 hours or more in this state to complete the rest. While in this mode, you have disadvantage on Wisdom (Perception) checks, but otherwise retain consciousness.

Languages. You can speak, read, and write Common and one other language that you and your DM agree is appropriate.

IRONBOUND FEATS

As an ironbound character, you have access to the following feats.

EMPOWERED REGENERATION

Prerequisite: Ironbound

You have mastered control of your steel body down to its internal mechanisms, making you much more durable than others of your kind.

- Your Constitution score increases by 1.
- You learn the *mending* cantrip. Whenever you cast it on yourself, you can choose to change its casting time to one action. You cannot cast it again this way until you finish a short rest.
- Whenever the *mending* cantrip is cast on you, you can spend a number of Hit Dice up to your Proficiency bonus. For each Hit Die you spend this way, roll the die and add your Constitution modifier to it. You regain hit points equal to the total.

SPELL STORING UPGRADE

Prerequisite: Ironbound

You've learned to store more powerful spells in your spirit core and activate them more effectively.

- Choose Charisma, Intelligence, or Wisdom. That ability score increases by 1.
- The number of spells you can store with your Spell Storing trait is doubled (equal to your proficiency bonus). Your body cannot store spells of 6th level or higher regardless of your available space. Additionally, your body can store spells with a casting time of 1 reaction or 1 bonus action. When you cast these spells from your body, you use their original casting time.

EVERLAST MAGIC

Prerequisite: Ironbound

You regain access to some of your animar powers, unlocking new magic. Choose a Spirit Aspect from the Spirit Aspect Table. You learn two spells associated with that aspect, and you can cast each of them once without expending a spell slot. You regain the ability to cast these two spells in this way when you finish a long rest.

You may pick this feat multiple times, choosing a different Spirit Aspect every time. When you pick this

feat for the first time, choose Charisma, Intelligence, or Wisdom. The chosen ability is your spellcasting ability for your Spirit Aspect spells.

SPIRIT ASPECT TABLE

Spirit Aspect	Spells
Anger	<i>thunderous smite, shatter</i>
Anticipation	<i>heroism, aid</i>
Disgust	<i>compelled duel, crown of madness</i>
Fear	<i>cause fear, darkness</i>
Joy	<i>cure wounds, lesser restoration</i>
Sadness	<i>bane, ray of enfeeblement</i>
Surprise	<i>faerie fire, enthrall</i>
Trust	<i>shield of faith, warding bond</i>

WANT MORE?

This is a sample from Knights of the Everlast, a supplement dedicated to constructs and their place in a magi-technological society. By joining us on Patreon, you gain access to the full PDF, and every other PDF we published. Learn more at:

www.patreon.com/BeyondTheScreen

