

MECHA-GOBLINS

Mecha-Goblins are a byproduct of the Metallus' worst age, when one of their rulers – militaristic and industrialist – destroyed peaceful goblin communities and transformed them into humanoid-construct hybrids. After years of service, these goblins up-roared, razed workshops, factories, and forges indiscriminately, slowly becoming the free and chaotic underground dwellers they are now.

• **Ability Score Increase.** Your Constitution score increases by 2, and your Strength score increases by 1.

• **Age.** Mecha-Goblins are a mix of flesh and machine, living twice as long as regular goblins. They reach maturity after 2 years of life and live to about 120 years.

• **Alignment.** Because of their twisted minds, Mecha-Goblins are almost always chaotic, but not necessarily evil.

• **Creature Type.** You are a mix of mechanical and human. Your creature type is both construct and humanoid.

• **Cyborg Build.** Despite being a construct, you retain enough humanity to be healed normally. You can be healed by all magical healing spells, even if they can't normally heal constructs. In addition, you don't need to eat or drink.

• **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

• **Destructive Demeanor.** Your attacks and spells deal double damage to objects and structures. In addition, if you roll a 20 on an attack roll, you gain temporary hit points equal to your level. Once you've gained temporary hit points from this feature, you can't do so again until you've completed a short or long rest.

• **Languages.** You can speak, read, and write Common and Goblin.

• **Mechanical Strength.** You can use weapons with the heavy property without disadvantage.

• **Mecha-Goblin Magic.** You know the produce flame cantrip. Starting at 3rd level, you can cast the spell *burning hands* with this trait. Starting at 5th level, you can also cast the *heat metal* spell with this trait, without requiring a material component. Once you cast one of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Constitution is your spellcasting ability for these spells when you cast them with this trait.

• **Size.** Mecha-Goblins stand between 2 and 4 feet tall, but weigh around 150 to 200 pounds due to their metallic parts. Your size is Small.

• **Speed.** Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Art by LPG

