



EPTEKA

— ♦ ELVEN TECHNOLOGY ♦ —

BOOK PREVIEW



PROJECT PREVIEW

Welcome to this preview of **Epteka**, an upcoming 5e-compatible Kickstarter project.

THE PROJECT



Epteka introduces a fantasy technology system through two digital PDF books:

Epteka: Elven Technology

The heart of the project, a compendium of Epteka technology, presenting its mechanics, lore, magic items, and the many Masterpieces that make use of it.

Epteka: Nauteus Outpost

A compact adventure designed to bring Epteka technology directly to the gaming table. In this book, the adventurers are thrown into an austere elven outpost at the edge of the Underdark.

INSIDE THIS PREVIEW

Through this preview, we want to introduce the core mechanics of the Epteka system while also conveying its identity through layout, visual design, and atmosphere.

In this preview, you'll find:

- An introduction to the **Epteka system** and its mechanics
- A selection of **Epteka Items**
- Two **Masterpieces**:
 - Ormon's Vestment
 - Demastore's Gauntlets
- A first look at **Nauteus Outpost** and selected adventure content:
 - The Sentinel Control Room
 - Thalirion, Garrison Commander

All content shown here is part of a work in progress. Text, layout, artwork, maps, and mechanics may receive final adjustments before release.

BACK THE PROJECT

If you enjoyed this preview, help bring **Epteka** to life on Kickstarter.



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EPTKA

*It is difficult to control the way magic permeates objects and weapons.
From this desire for control, Epteka technology was born.*

Epteka is the finest expression of high elven technology. It uses mechanical elements to discipline the flow of arcane magic. The result: objects of great beauty and rarity, jewels of exceptional power.

Epteka technology channels what cannot be tamed and transforms it into a steady flow of energy. To do so, magic is stored within special mechanical cells: Epteka batteries. Epteka items are the catalysts of that stored energy.

The most wondrous of these objects are of such inestimable value and rarity that time and legend have given them the most fitting of names:

THE MASTERPIECES

KEY POINTS

- **Scalable power.** The same item can produce different effects depending on the energy spent.
- **Mechanical items.** Only the energy of an Epteka item is magical; everything else is pure engineering.
- **Resource optimization.** Players must decide when to conserve energy and when to unleash it.
- **Elegant complexity.** Epteka items offer more depth than ordinary magic items while remaining intuitive.
- **Easy integration.** The system can be introduced into most 5e campaigns without altering their structure.

EPTEKA AT THE TABLE

This manual introduces the Epteka system and the use of its powerful and wondrous objects by both Game Masters and players.

The mechanics explained in the following pages are designed to be intuitive and easy to run. The elements in this manual are meant to expand the game, not to overturn it.

FINDING EPTEKA ITEMS

Epteka items can be introduced into a campaign just like any other traditional magic item. They may appear as precious weapons, technological devices, experimental prototypes, or ancient treasures. Even a particularly powerful Epteka item can remain balanced if the party has limited access to the energy required to power it.

MANAGING ENERGY

Energy is a limited resource, and that limitation is the very heart of the system. Players must constantly decide whether to spend small amounts of power for minor effects or preserve their reserves for more dramatic moments. This creates tension, planning, and meaningful resource management without adding unnecessary complexity.

POWER AND BALANCE

Players armed with Epteka technology and fully charged batteries may choose to burn large amounts of energy to unleash devastating power in their next encounter. The Game Master should take this into account, weighing the party's strength against the energy reserves at its disposal.

PLUG & PLAY IN ANY SETTING

The elements of this manual are designed to be adaptable to any setting. Both the Epteka system and the dungeon of the Nauteus outpost can be used in a plug-and-play way and inserted easily into any story.

At the same time, the material presented here is framed, through stories and legends, within the original setting of Anthemon Fellowship. This setting, a classic fantasy world with elements inspired by ancient Greek mythology, is present throughout all of our manuals.



CORE MECHANISM

Epteka technology is the foundation of every energy-powered mechanism. Though its applications are countless, the underlying mechanism is always the same, and it works through three components:

The generator. It draws charges of magic from the fabric of the arcane and channels them into a battery. Generators come in many forms, from portable ones to those capable of powering an entire city.

The battery. Simple but delicate. In its most common form it is a small cylinder of Elenite fibers and other alloys, protected by a durable casing that contains its instability. A battery holds up to **20 charges**, visible through the glass panel on its front. An Epteka item spends the charges of the battery inserted into it.

The catalyst. The crown of Epteka technology: the device this entire process exists to power. Hundreds upon hundreds of devices rely on it, and they fall into two families:

- **Epteka Items.** Simple mechanisms, magic and wondrous items, constructs, or vehicles.
- **Masterpieces.** The rarest and most powerful of them. Beyond its innate property, which is always active, using a Masterpiece to its full power requires entering *Harmony* with it. While in *Harmony*, you can bring the Masterpiece into its *Active State* and, while it is active, use the *Resonances* for which you meet the level prerequisite.

EPTEKA ITEMS

TIMEWINDER WATCH

Wondrous Item, Rare (Requires Attunement)

Capacity: none

Accumulator. The watch holds no battery. It stores up to 20 charges itself, is charged in a generator like any cell, and shows its remaining charge on the dial.

Time paradox. Once on each of your turns, you can spend 5 Epteka charges (no action required) to accelerate time around you. Until the start of your next turn, your Speed is doubled and your movement doesn't provoke Opportunity Attacks. Before the end of that turn, you can activate the watch a second time (no charges or action required) to teleport back to the space where you first activated it, or the nearest unoccupied space.



BRONZEWARD AEGIS

Shield, Rare,

Capacity: 1 Epteka battery

This bronze shield is embossed with elven motifs that glow faintly while it is Powered. The slot for its Epteka battery sits just above the fastening straps.

When you must make a Dexterity saving throw against a spell or another area effect, you can take a Reaction and spend 3 Epteka charges to protect yourself. You can spend 2 additional charges for each other creature of your choice within the area of the effect, up to a maximum of three additional creatures. You and each creature you protect gain Advantage on that saving throw.

POWERED

An Epteka item is Powered while it holds at least one Epteka charge, or while a battery with at least one charge is inserted in it.

An Epteka item is Magical only while it is Powered, or if it requires Attunement.



Damage	Properties	Mastery	Weight
1d12 Force	Ammunition (Range 150/600; Epteka Charges), Heavy, Loading, Two-Handed	Push	12 lb.

LONGSIGHT RIFLE

*Weapon (Rifle), Rare,
Capacity: 1 Epteka battery*

This long, bronze-barreled rifle is built around a narrow Epteka chamber and a refined sighting system. Rather than firing conventional ammunition, it converts stored arcane power into a projectile of devastating precision.

Arcane Ammunition. This weapon uses Epteka charges as ammunition. Each attack made with the rifle, including an overloaded shot, consumes 1 charge; the rifle can't fire unless it is Powered.

Overload. As a Magic action, you can spend 2 Epteka charges to overload the rifle's firing chamber. The next shot you make with the rifle within 1 minute has a range of 600/2,400, ignores Half Cover, and deals an extra 2d12 Force damage on a hit.

CINDERSTRING BOW

*Shortbow, Uncommon,
Capacity: 1 Epteka battery*

This bow seems to hold a constant heat beneath its metallic surface. While Powered, every arrow loosed from it leaves a brief trail of sparks.

Once on each of your turns, when you hit a creature with an attack made with this weapon, you can spend up to 3 Epteka charges to superheat the arrow on impact. The target takes an extra 1d4 Fire damage for each charge spent. If you spend 3 charges, each other creature within 5 feet of the target also takes 1d4 Fire damage.





ORMON'S VESTMENT

Type: Half Plate

Rarity: Very Rare

Capacity: 1 Epteka battery

Harmony: Only a creature that has died at least once can enter Harmony with Ormon's Vestment.

INNATE PROPERTY

You gain a +1 bonus to Armor Class while wearing this armor, and you are considered proficient with it even if you lack proficiency with Medium armor.

ACTIVE STATE

While wearing the armor, you can take a Bonus Action and spend 3 Epteka charges to activate it. The Vestment remains active for 1 hour or until you remove it. While the Vestment is active, you gain the following benefits:

Celestial Protection. You gain the benefits of the *Sanctuary* spell. When you make an attack roll, deal damage, or cast a spell, this effect is suppressed until the start of your next turn.

Pure Sciences. You have Advantage on Wisdom (Medicine) and Intelligence (Arcana) checks.

BLESSED CUIRASS

Resonance (Prerequisite: 7th Level)

When you are hit by an attack or fail a saving throw, you can take a Reaction and spend up to 5 Epteka charges.

- On a failed saving throw, you gain a bonus to the roll equal to the charges spent, potentially turning the failure into a success.
- When hit by an attack, you reduce the damage by 1d10 for each charge spent.



THAUMATURGIC HAND

Resonance (Prerequisite: 11th Level)

As a Magic action, you can touch a creature and spend 4 Epteka charges: the creature regains 4d10 hit points. In addition, the creature benefits from one of these effects of your choice:

- End one of the following conditions: Blinded, Deafened, Poisoned, Paralyzed, Petrified.
- Reduce the Exhaustion level by 1.

A creature can't benefit from the Exhaustion reduction of this ability more than once per Long Rest.

BULWARK OF HOPE

Resonance (Prerequisite: 15th Level)

As a Magic action, you can spend 10 Epteka charges to enhance the armor's powers until its Active State ends. The Vestment gains the following benefits, in addition to those of its Active State:

Cosmic Aura. The armor generates an Emanation in a 30-foot radius around you. If an ally with 0 hit points starts its turn in the aura, it regains 1 hit point. In addition, the ability scores and hit point maximums of you and your allies within the aura can't be reduced.

Death Denied. When you or an ally within the aura would be killed by an effect that doesn't involve failing death saving throws, you can negate that effect; the target drops to 0 hit points instead, and Ormon's Vestment's Active State ends.



DEMASTORE'S GAUNTLETS

Type: Wondrous Item

Rarity: Very Rare

Capacity: 2 Epteka batteries (one per gauntlet)

Harmony: Only a creature with a Strength or Dexterity score of 16 or higher can enter Harmony with Demastore's Gauntlets.

INNATE PROPERTY

While wearing both gauntlets, you gain a +1 bonus to the attack and damage rolls of your Unarmed Strikes.

ACTIVE STATE

While wearing both gauntlets, you can take a Bonus Action and spend 4 Epteka charges to activate them. The Gauntlets remain active for 10 minutes or until you remove them.

The Gauntlets draw charges from either battery, in any combination.

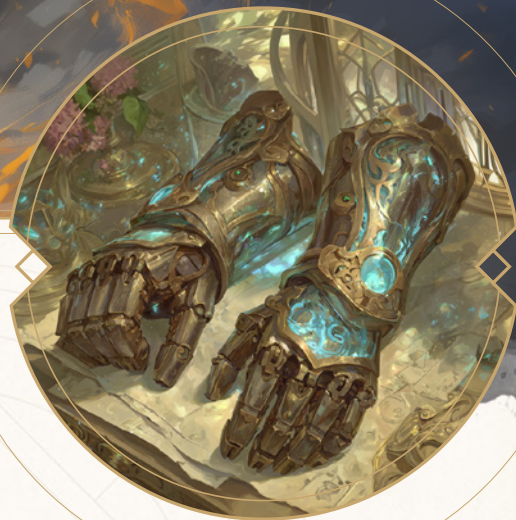
While the Gauntlets are active, you can't make weapon attacks or use a Shield. If you aren't wearing armor, you gain a +2 bonus to Armor Class. In addition, your Unarmed Strikes deal Force damage.

CHARGED STRIKE

Resonance (Prerequisite: 5th Level)

As a Bonus Action, you can spend up to 3 Epteka charges to empower your next blow. The next Unarmed Strike you make before the end of your turn has Advantage and, on a hit, deals an extra 1d6 damage for each charge spent.

The maximum number of charges you can spend increases at higher levels: 4 at 9th level, 5 at 13th level, and 6 at 17th level.



VIOLENT MODULE

Resonance (Prerequisite: 9th Level)

At the start of your turn, you can spend 4 Epteka charges (no action required) to push the Gauntlets beyond their limits. Until the start of your next turn, the reach of your Unarmed Strikes increases by 5 feet and they deal an extra 1d8 damage. In addition, the first time you hit a creature with an Unarmed Strike on each turn, you can both deal damage and push the creature 5 feet away from you.

AUTOMATIC DEFENSE

Resonance (Prerequisite: 13th Level)

Already in motion, the Gauntlets shift into a defensive pattern to turn aside the deadliest flurries. When you are hit by an attack, or before you make a Strength or Dexterity saving throw, you can take a Reaction and spend 6 Epteka charges to activate Automatic Defense. Until the start of your next turn, you gain a +5 bonus to Armor Class and you have Advantage on Strength and Dexterity saving throws, including against the triggering attack or effect.

In addition, while Automatic Defense is active, when a melee attack misses you, you can make one Unarmed Strike against the attacker (no action required). You can make this retaliatory strike only once per activation of Automatic Defense.



D5: SENTINEL CONTROL ROOM

The room opens into a high-ceilinged cavern. The circular floor is composed of numerous metal components and has a hole at its center. Two bronze structures contain two pulsing energy charges. On a metal support along the wall hang three identical metal devices, inactive. A side stairway on the right leads to a small suspended balcony.

This room serves as the piloting center for Nauteus's outer sentinels: sophisticated Epteka flying constructs able to silently explore the countless caverns that extend through the Underdark around the outpost. Their presence allows for rapid exploration and eases the burden on reconnaissance soldiers.

The patrol drones can be piloted through the console on the balcony, which also controls the opening at the center of the room. The shaft leads directly into the great cavern of the Tube and serves as the passage through which the sentinels are lowered into the outer caverns. The opening is 5 feet in diameter and is suspended 100 feet above the cavern floor.

Pimwick. One of the remote pilots is in the room, working at the console. Pimwick is a gnome in the service of the elves of Nauteus. He works regularly in this room and knows its systems well. He is nervous, meticulous, and not very accommodating. He avoids confrontation, but does not cooperate unless the adventurers prove that their presence is justified.

Studying the Console. To understand how the console works, a character must study its buttons and mechanisms for 10 minutes, then make a DC 15 Intelligence (Arcana) check. *Success:* the character can attempt to pilot a sentinel. *Failure:* the character can try again after another 10 minutes of study.

Piloting a Sentinel. A character who has understood how the console works can place their hands on it and use a Magic action to become the pilot of one of the sentinels stationed in the room. That sentinel animates and is under the pilot's total control (App. Sentinel) until the piloting ends.

While piloting a sentinel, the character has the Incapacitated and Blinded conditions, and their Speed becomes 0. The piloting lasts up to 8 hours, but ends early if the pilot ends it, moves away from the console, or takes damage. It also ends if the sentinel is destroyed or moves to another plane.

THALIRION

Thalirion is the Garrison Commander (*Phrourarch*, in the language of the elves) and the highest-ranking soldier within the outpost. After nearly three centuries of service in the realm's most dangerous borderlands, he now stands at the peak of his career as commander of the most important outpost in the Underdark.

No one questions his strength in battle, and few could stand against him on the field. Yet Thalirion owes his reputation above all to his wisdom, composure, and ability to remain steady in the face of even the most terrifying dangers; his presence alone is often enough to steady those around him.

He usually handles tactical and bureaucratic matters from his office, but it is not uncommon to see him

personally overseeing the training of recruits or, on occasion, leading an expedition beyond the borders of the outpost.

Thalirion is tall and handsome, with stern features and long blond hair framing a focused, thoughtful face. He speaks in a calm tone, weighs his words carefully, and expresses both orders and ideas with clarity and precision.

THALIRION

Medium Humanoid (Elf), Neutral

AC 19

Initiative +2 (12)

HP 136 (16d8 + 64)

Speed 30 ft.

MOD				SAVE				MOD				SAVE			
Str	18	+4	+7	Dex	14	+2	+2	Con	18	+4	+7				
Int	14	+2	+2	Wis	16	+3	+6	Cha	15	+2	+2				

Skills Athletics +7, Insight +6, Perception +6

Gear Spear, Shortsword, Half Plate, Bronze Oath (App.)

Senses Darkvision 60 ft., Passive Perception 16

Languages Common, Elvish, Undercommon

CR 8 (XP 3,900; PB +3)

TRAITS

Shield Wall. While Thalirion is within 5 feet of an ally that has the Shield Wall trait and both are holding shields, Thalirion has Half Cover.

ACTIONS

Multiattack. Thalirion makes three attacks, using Spear or Shortsword in any combination.

Spear. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 20/60 ft. *Hit:* 11 (2d6 + 4) Piercing damage.

Shortsword. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Piercing damage, and Thalirion has Advantage on the next attack roll he makes against the target before the end of his next turn.

Shield Pulse (Costs 4 Epteka Charges). *Dexterity Saving Throw:* DC 16, each creature in a 15-foot Cone. *Failure:* 22 (5d8) Lightning damage, and the target can't take Reactions until the start of Thalirion's next turn. *Success:* Half damage only.

REACTIONS

Counterstroke. *Trigger:* A creature within 5 feet of Thalirion misses him with an attack roll. *Response:* Thalirion advances against the creature. *Strength Saving Throw:* DC 15, the creature. *Failure:* 14 (4d4 + 4) Bludgeoning damage, and the creature is pushed 5 feet away from Thalirion. Thalirion can then move up to 5 feet toward the creature without provoking Opportunity Attacks.