



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, giving rise to objects of great beauty and rarity, true jewels of exceptional power.

Epteka technology is capable of channeling the uncontrollable arcane and transforming it into a 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 among these objects are of such inestimable value and rarity that time and story have come to give 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.** The magical component of an Epteka item is its energy; everything else is structure, technique, and ingenuity.
- **Resource optimization.** Players must decide when to conserve energy and when to unleash it.
- **Elegant complexity.** Epteka 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, by both Masters and Players, of powerful and wondrous objects.

The mechanics explained in the following pages have been designed to be intuitive and easy to manage.

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 introduces tension, planning, and meaningful resource management without adding unnecessary complexity.

POWER AND BALANCE

Players armed with Epteka technology and fully charged batteries may decide to consume large amounts of energy to unleash devastating power in their next encounter. It is therefore important that the Master take this into account, and the party's strength in relation to 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 lies at the heart of every energy-powered mechanism. Although it may take countless forms, its general principle always remains the same.

Epteka functions through three tools:

- **The generator.** The most mysterious of them all. The generator is the instrument capable of absorbing charges of magic through the fabric of the arcane and channeling them into a storage unit. There are many kinds of generators, ranging from portable ones to those the size of a tower.
- **The battery.** A simple but rather delicate device. In its most common form, it is a small cylinder containing Elenite fibers mixed with other alloys. Every battery is protected by a durable casing in order to reduce the risk of accidents caused by its instability.
- **The catalyst.** The crown of Epteka technology. The catalyst is the instrument powered by this entire process. Hundreds upon hundreds of devices make use of this technology: from the most ordinary mechanisms, to wondrous objects and great constructs, all the way to the rare and beautiful **Masterpieces**.

MAGIC ITEMS

TIMEWINDER WATCH

Wondrous Item, Rare (Requires Attunement)

While the watch is active, you can spend 5 charges (no action required) to accelerate time around you. Until the start of your next turn, your speed is doubled and your movement does not provoke opportunity attacks. Additionally, you can activate the watch a second time at any point during your turn (no charge or action required) to teleport back to the point where you first activated it.

You can benefit from this effect only once per turn.



BRONZEWARD AEGIS

Shield, Rare

This bronze-shaped shield is decorated with elven motifs. The slot for the Epteka battery is located just above the fastening straps.

When you must make a Dexterity saving throw against a spell or another area effect, you can use your 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. The protected creatures gain advantage on that saving throw.





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

LONGSIGHT RIFLE

Weapon (Rifle), Rare

This long rifle with a bronze barrel is built around a narrow Epteka chamber and a refined sighting system. Rather than using conventional ammunition, the rifle converts stored arcane power into a concentrated projectile of devastating precision.

This weapon uses Epteka charges as ammunition. Each attack made with the rifle consumes 1 Epteka charge. If no Epteka charge is available, the weapon cannot be used.

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 2d12 additional force damage on a hit.

CINDERSTRING BOW

Shortbow, Uncommon

This bow seems to hold a constant heat beneath its metallic surface. As long as a battery is inserted into the compartment in its grip, each arrow loosed from it leaves behind a brief trail of sparks.

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 1d4 additional fire damage for each charge spent. If you spend 3 charges, each creature within 5 feet of the target 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. You are considered proficient with this armor even if you lack proficiency with medium armor.

ACTIVE STATE

While wearing the armor, you can use a bonus action and spend 3 Epteka charges to activate it. The Vestment remains active for 1 hour or until it is removed. 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, the 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 make a saving throw or take damage, you can use your Reaction and spend up to 5 Epteka charges.

- If you spend these charges when making a saving throw, you gain a bonus to the roll equal to the number of charges spent.
- If you spend these charges when taking damage, you reduce that 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 to cause it to regain 4d10 hit points. In addition, you can choose one of the following additional benefits:

- End one of the following conditions: Blinded, Deafened, Poisoned, Paralyzed, Petrified.
- reduce the creature's Exhaustion level by 1.

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

BULWARK OF HOPE

Resonance (Prerequisite: 15th Level)

You can use a Magic Action and spend 10 Epteka charges to enhance the armor's powers until the 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 cannot be reduced.

Death Denied. When you or an ally within the cosmic aura are targeted by an effect that would kill you without causing you to fail death saving throws, you can choose to negate that effect, and the target creature instead drops to 0 hit points. 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 of these gauntlets, you gain a +1 bonus to the attack and damage rolls of your unarmed strikes.

ACTIVE STATE

While wearing both of these gauntlets, you can use a bonus action and expend 2 charges from each gauntlet to activate them. The Gauntlets remain active for 1 minute or until they are removed.

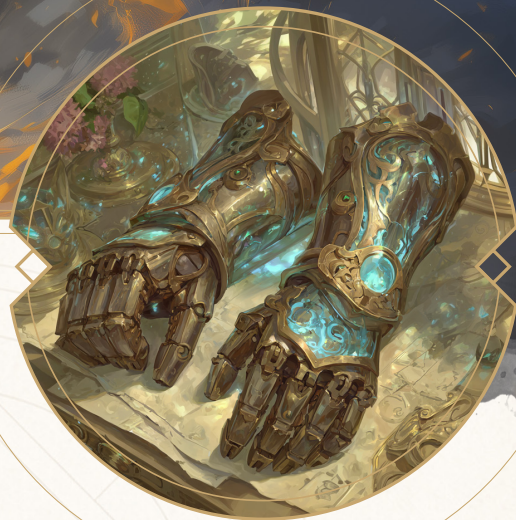
While the gauntlets are active, you cannot make weapon attacks or use a shield and, if you are not wearing armor, you gain a +2 bonus to AC. In addition, the damage dealt by your unarmed strikes is considered force damage.

CHARGED STRIKE

Resonance (Prerequisite: 5th Level)

As a bonus action, you can spend up to 3 charges maximum from a single gauntlet to empower your next strike. The next unarmed attack you make before the end of your turn has advantage and, if it hits, deals 1d6 extra damage for each charge expended.

The maximum number of charges increases at higher levels, becoming 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 charges, 2 from each gauntlet, no action required, to temporarily empower the gauntlets' activation. Until the start of your next turn, the reach of your unarmed strikes increases by 5 feet, and your unarmed strikes deal 1d8 additional damage. In addition, when you hit a creature for the first time on a turn with an Unarmed Strike, you can both deal damage to the target and push it 5 feet away from you.

AUTOMATIC DEFENSE

Resonance (Prerequisite: 13th Level)

The Gauntlets activate to protect you from the most dangerous flurries. When you are hit by an attack or before you must make a Strength or Dexterity saving throw, you can use your Reaction and spend 6 charges, 3 from each gauntlet, to activate Automatic Defense. Until the start of your next turn, you gain a +5 bonus to Armor Class, including against the triggering attack, and you have advantage on Strength and Dexterity saving throws.

In addition, while Automatic Defense is active, after a melee attack misses you, you can make an unarmed strike against the attacker. You can use this effect only once per resonance.