THE GREASEMONKEY'S HANDBOOK

A GUIDE TO BUILDING AND PILOTING MECHANIZED CONSTRUCTS
IN THE WORLD'S GREATEST ROLEPLAYING GAME

CREATED BY
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On The Cover

A group of adventurers combat a fearsome warforged titan in this cover, painted by Ralph Horsley. The scene presented here is a fantastic example of the type of titanic encounters you can expect when using constructs from this Handbook.

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Disclaimer: This handbook contains a host of incredibly awesome, destructive, explosive and mechanical possiblities. We do not, however, take any responsibility for TPKs or character deaths resulting from, but not limited to: Challenging a heavy mech to a game of fisticuffs, casting deconstruct while inside a space-faring vehicle, picking a fight with modrons of mechanus, overloading a plasma engine trying to 'make it go faster', or consuming strange potions in skull-shaped bottles.
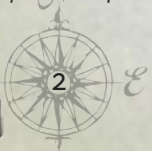
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CHAPTER 1: AN INTRODUCTION TO THE ATUM SYSTEM

Dungeons and Dragons is filled with fantastical machines, magical constructs, and everything in between. What if you could create one of these constructs for yourself?

The Greasemonkey's Handbook has been designed from the ground up to be just that. In this book you will find rules for building, maintaining, outfitting and fighting with or alongside your very own All Terrain Utility Machine - or A.T.U.M for short.

ATUMS AND YOU.

ATUMs come in many different shapes and sizes. From large, one man walkers to gargantuan multi-crewed transports, ATUMs can be built and modified for almost any task. Once an initial frame has been successfully constructed, these machines also become highly customizable.

PILOTS

The most important aspect of any ATUM is the pilot. The pilot is responsible for not only the operation of the machine itself, but also its maintenance and crew. An ATUM is only ever as good at the pilot that controls it.
Pilots using military grade ATUMs are expected to undergo intense training regimes to adapt to long, drawn out combats on the battlefield.

Few creatures have the natural aptitude for ATUM combat, as it can vary wildly from traditional hand-to-hand combat or ranged fire-fights. Those that do, however, are widely sought after and respected by friend and foe alike.

There are a number of different types of pilot, with most falling under basic civilian or industrial duties. For those pilots that choose the adventuring lifestyle, however, they often fall into one of three types, either a Junker, Nomad, or Grey Wolf.

THE JUNKER

Junkers see the world as an open oyster, always filled with financial opportunities. Known to some as mechanical merchants, travelling traders and legs for hire, Junkers are well known and, for the most part, well - liked in most communities.

If an item requires transport, or an artefact needs recovering, it's very rare for a Junker to say no - not without at least attempting to negotiate a price first.

Unlike other pilots, who often seek personal thrill or exploration, Junkers often elect for the simpler things in life, be them honest or otherwise. In their eyes, the heavier the coin purse, the greater the success.

THE NOMAD

Unlike Junkers, Nomads are often inwardly focused. Driven, intelligent and uncompromising, these pilots make it their life's work to push the boundaries of exploration, understanding and development of the world around them. The greatest joy for a Nomad pilot is discovering something new.
Sometimes, that will be waking up to see the dawn from a new mountain range. Or, it can simply be joining up with a travelling group of merchants and learning how best to apply their skills to a new situation.

Whatever they choose to pursue, Nomads always have one thing in common: their ATUM is their home. And whether or not they choose a life of culture, solitude or society, they will always be happiest when in their pilot's seat, or making new and exciting modifications to their ever expanding collection of hardpoints.

THE GREY WOLF

Born from a life of necessity, or one of violence and vengeance, a Grey Wolf is a fearsome opponent to face, both on and off the field of battle. Grey Wolves view ATUMs as a means to an end, often putting themselves and their constructs through great risk and danger in battle, if it means granting them a cleaner kill. Grey Wolves fear little, and the trust in their ATUM skills is unmatched, and for good reason.

Grey Wolves are renown for their fierce loyalty when fighting in groups, and their savage ferocity when fighting alone. Many of these pilots thrive in the midst of battle; putting their skills to use as mercenaries for hire, hunting vast monsters or evasive bounties. However, it is not the money that drives many pilots to a life of a Grey Wolf, but the thrill of the hunt, or the taste of victory at the sight of fleeing, defeated foes.

ATUM Types

The term ATUM is used as a cover-all term for all Utility Machines that utilize a particular set of chassis.

Each chassis sits in a particular category size, either Light, Medium or Heavy. The heavier the chassis, the bigger the size. After a category is designated, the ATUM will then fall under one of three class types: Civilian, Industrial or Military. An ATUM is a vehicle (construct), and therefore not a creature in the conventional sense, as it requires a pilot to control it.

Civilian Class

Civilian class ATUMs can be anything from simple, traditional wheeled passenger vehicles to huge, heavily tracked long distance haulers. ATUMs in this class are often found transporting lower class VIPs, or can be seen operating as mobile tourist attractions or transportation over particularly rugged or inhospitable terrain.

Sometimes, a rather wealthy individual may look into developing an ATUM for their own personal use, or begin converting a simplistic civilian ATUM into something combat-capable. While these designs are far less armored than their industrial or military counterparts, they can be outfitted with a collection of basic weapon mounts or other hardpoints.

These hardpoints are frequently used by rebellious factions during civil wars, or in areas populated heavily by dangerous gang cultures. While not exactly conventional hardpoints ordinary civilians have access to, these weapons and upgrades are still far below the quality line than industrial military technology, and therefore are still considered a civilian-level threat.

Industrial Class

Industrial class ATUMs are large, mostly bipedal constructs that require specialized licences in order to pilot in civilian areas.

Their mechanized manipulators grant additional flexibility when combined with an industrial-strength frame, allowing industrial ATUMs to lift vast pallets of product with little effort.

These ATUMs are popular choices for construction sites, research expeditions, or anywhere crew or businesses have heavy-lifting requirements.

Industrial ATUM chassis differ from their civilian and military counterparts due to their increased durability and heavier chassis armor. Whilst not intended as combat-capable constructs, their ability to shrug off most minor damage combined with heavy-hitting construction equipment makes industrial class ATUMs a very popular choice for private security forces.

Military Class

Military class ATUMs are certainly a sight to behold. Designed from the ground up to be far more heavily armored than their other classmates, even the arrival of a single category 2 military class ATUM can be enough to tip the tides of a skirmish. From huge anti-tank rifles to gigantic rear mounted artillery guns, military ATUMs are by far the most adaptable out of the three classes. That adaptability, however, does come with a price.

Not only are military class ATUM chassis difficult to come by, but unless they are government issue, the chances are you'll be picking one up from a black market arms deal - and not for a cheap price either. Military grade weapons, ammunition and hardpoint upgrades are a rare and valuable commodity to those looking to stay at the top of the bounty hunting game.

It has been common practice for many years for junkers to scavenge the remnants of fierce and bloody battles between two warring factions - the potential to discover valuable military-grade weaponry making it a risk worth taking.
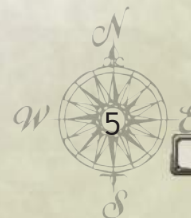
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Chapter 2: ATUM Combat

Piloting your ATUM

You can use a bonus action on your turn to mount or dismount an ATUM. When mounted inside an ATUM, you are always assumed to be piloting it, unless you are the member of another pilot's crew, in which case a commander must be chosen to be acting pilot. The other creatures inside must then choose whether to take the role of a gunner or an engineer.

Crews

Some ATUMs have the capacity to house multiple creatures at the same time, called a crew. A crew consists of a commander, who is in charge of piloting the ATUM, gunners, who are responsible for operating additional hardpoint modules, and engineers, who are responsible for using additional active upgrade modules.

A gunner can use any hardpoint module not used by the commander or another gunner, provided they are physically able to do so. An engineer can use any active upgrade module not used by the commander or another engineer, again, provided they are physically able to operate the controls.

Proficiency

You must be proficient in land vehicles to pilot an ATUM. A creature can use modules within the ATUM without proficiency, however, as per the rules for proficiency on page 14 of the *Player's Handbook*.

Creature Size

While ATUMs vary in size, the vast majority of cockpits are designed to house medium or smaller creatures. A large creature counts as 3 creatures for the purposes of fitting inside an ATUM's cockpit, and huge or greater sized creatures cannot fit inside ATUMs at all (unless your Dungeon Master says otherwise!).

ATUMs and Resistances

An ATUM is an unaligned vehicle which requires operation by a creature. Unless specified by the Dungeon Master, or other rule (such as an Artificial Intelligence), it is not, in any way, a sentient creature or construct with a mind of it's own. The ATUM has immunity to necrotic and poison damage, disease, and the poisoned, exhausted, frightened and unconscious conditions. These immunities do not transfer to any creatures inside the ATUM.

ATUMs and Lasting Effects

ATUMs are inanimate constructs, but can still be inhibited by effects such as paralysis (an electrical overcharge, or locked-up gear, for example), or more permanent effects such as petrification. When afflicted with such an effect, it is assumed that the ATUM's hardpoints are also affected. While an ATUM requires the crew to operate its hardpoint modules, the modules still rely on the ATUM being functional in order to be operational.

For example, if the ATUM is petrified, the crew wouldn't be able to fire the artillery hardpoints, because the hardpoints would also be affected.

Your Dungeon Master could decide that one hardpoint module worked, or that the petrification only affected the legs of the ATUM, for a more cinematic "last stand" against a lich's impending undead army, for example. The rules presented here function as guidelines, and if your Dungeon Master wishes to tweak some of them to make your game more interesting, epic or cinematic, they are encouraged to do so.

ATUM Special Rules

When inside an ATUM, the following rules apply.

• Your game statistics are replaced by the statistics of the ATUM when making attack rolls, ability checks and saving throws with it against an effect or creature, or when moving, but you retain your alignment, personality, and Dexterity, Intelligence, Wisdom and Charisma scores. You also retain all of your skill and saving throw proficiencies.

• When part of a crew, all creatures inside the ATUM are considered to share the ATUM's space and move as a group, using the ATUM's movement to do so.

• You are considered to be in total cover and cannot be directly targeted by any creature outside of the ATUM. Any attack that would normally target you instead targets the ATUM unless specified by the rules shown below. If damage would reduce the ATUM to 0 hit points, all creatures inside the ATUM take any remaining damage individually, and the ATUM is destroyed.

• When the ATUM is required to make a Strength, Dexterity or Constitution saving throw, the pilot makes the save using the Strength or Constitution modifier listed on the ATUM's profile, or their own Dexterity modifier.

• If your ATUM is the target of an effect or spell that requires an Intelligence, Wisdom or Charisma saving throw, that effect or spell targets one random creature inside the ATUM instead. If the ATUM is unmanned, it is instead unaffected.

• If the ATUM is subject to an effect that would leak inside it, such as noxious fumes, gases or liquids, you and other creatures inside the ATUM must also make the saving throw, unless the ATUM has been sealed from such effects, either magically or otherwise.

• If your ATUM is below 50% of its maximum hit points and an enemy hits you with a weapon attack, if that attack roll exceeds the AC of your ATUM by 5 or higher, the attack hits one random creature inside the ATUM in addition to the ATUM itself; rolling damage separately for the ATUM and the creature.

• If your ATUM is struck by a critical hit, both the ATUM and one random creature inside it take the attacks damage, rolling that damage separately for both ATUM and creature.

• You retain the benefit of any features from your class, race or other source and can use them if the ATUM is physically capable of doing so. However, you cannot use any of your special senses, such as darkvision, or damage resistances, (though your ATUM can have upgrades which grant you such features).

• You can cast spells, but only spells that target either yourself, your crew members, or your ATUM, which counts as a creature (construct) when you target it. Mounting an ATUM doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.

• When an ATUM or an equipped module or manipulator weapon calls for a saving throw, the DC is equal to 12 + your proficiency bonus.
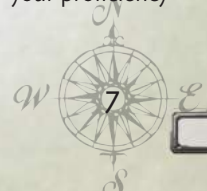
Modules and Chassis Categories

An ATUM is composed of a chassis category and mobility type, which determines its size, speed, base hit points, Armor Class, the maximum crew it can house, its Strength and Constitution score, and total module slots. These module slots are used to attach or install various weapons, tools and upgrades, as shown below.

Using Different Module Types While Piloting

There are two types of module - hardpoints or upgrades. Here you can find detailed descriptions on both modules and their sub-types.

Hardpoint Module Types

Hardpoint modules consist of five distinct categories: Melee, Arm, Ballistic, Energy and Tool.

Melee Hardpoints

Most conventional melee weapons, such as greatswords or scimitars, will be too small to wield by an ATUM. Instead, ATUMs have their own specialised melee hardpoints that require a special hardpoint module, called a manipulator, to wield.

In addition to these specialised hand-held weapons, an ATUM can also be installed with a larger, more cumbersome weapons. These weapons, known as melee hardpoint modules, are connected directly to the chassis of the ATUM via a metallic limb or support joint. You can use your action to make a single weapon attack with one melee hardpoint module your ATUM has equipped, though some upgrades can increase the number of attacks a hardpoint is capable of making.

In addition to this, ATUMs can never be disarmed of a melee hardpoint module - unless their enemy decides to rip the entire arm off, that is!

Arm Hardpoints

Arm hardpoints are mechanical limbs with a form of hand attached to the end of it, often referred to as a manipulator. Unlike other hardpoints, manipulators do not require an action to use, but instead simply require a free hand.

A manipulator gives the pilot or crew member the ability to interact or perform actions with objects and creatures outside the ATUM, as if using their own arm, such as making an unarmed strike, wielding a weapon, or grappling an enemy creature. More details on manipulators can be found later in this handbook.

Ballistic Hardpoints

Ballistic Hardpoints are special hardpoints that deal nonmagical bludgeoning, piercing or slashing damage, that can be fired as an action on your turn. All ballistic hardpoints, though powerful, also require the installation of an ammo box, detailed later in this handbook.

Some upgrade modules can allow for these hardpoints to be fired repeatedly using the same action, detailed in the upgrades section later in this handbook.

Energy Hardpoints

Unlike ballistic hardpoints, energy hardpoints do not require ammunition in order to fire. Instead, energy weapons draw from the fuel source the ATUM uses, transforming the fuel into highly concentrated, manipulated expulsions of heat in order to deal damage. As long as the ATUM has fuel remaining, energy weapons can fire without limitation.

Similar to their ballistic counterparts, however, they still require an action to fire, but can also have upgrade modules allowing for additional hardpoints to be fired simultaneously using the same action.

Tool Hardpoints

Tool Hardpoints are heavy mechanical limbs designed for construction and demolition. They function very much the same as any other melee or ranged hardpoint, but each individual hardpoint can never be activated more than once per turn, regardless of upgrades applied to the ATUM, due to the excessive energy or slow rate of movement most tool type hardpoints have.
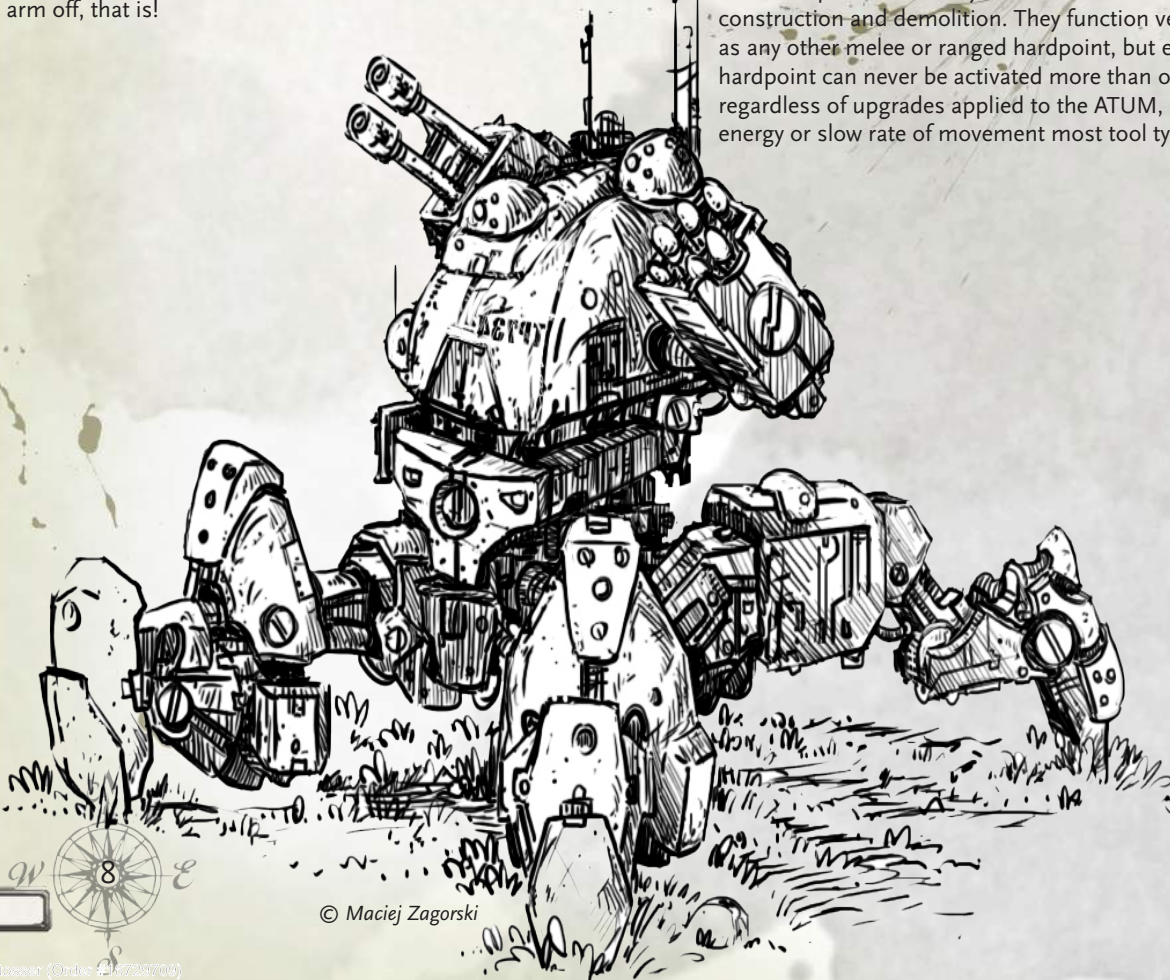
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Module Slots and Upgrades

ATUMs have always been built from the ground up to be adaptable to any situation you require in your campaign, and are very powerful constructs to have access to. To help retain balance when using one or more ATUMs within a party, each chassis type has a very limited amount of module slots. Modules, both hardpoints and upgrades, all use these slots.

Upgrades

While ATUMs can have access to a wide array of various tools and weapon modules, special enhancement options, called upgrades, are also available. These modules can help transform a simple ATUM into something far more specific and personalized.

The number of upgrades an ATUM can have installed is limited only by its module slots, and you cannot take the same upgrade more than once. Though it should be noted that while these modules can vastly improve an ATUM's performance, they not only increase the overall cost of maintenance, but also drastically reduce the number of hardpoint modules the chassis can equip.

Upgrade Module Types

There are two distinct types of upgrade module, **Passive** and **Active**.

- **Passive** modules are upgrades that increase the performance of the ATUM by granting special boons that don't require an action to use, like darkvision, a climbing speed, or the ability to fire a weapon twice in the same round.

- **Active** modules are upgrades that require an action to activate, and normally don't last for more than a few minutes at a time. These upgrades can grant the ATUM special immediate bonuses, such as an increase in speed, or a temporary boost to resistances

Rolling a Natural 1

If you roll a 1 on an attack roll or ability check when using a module installed on your ATUM, you must immediately roll on the fault table, shown below. You can also find this table in the *Special Rules* section of this PDF (pg 41).

Fault Table

1d8	Effect	Description
1	Nothing	Nothing Happens
2	Misfire	The module fails to activate, and the action fails.
3	Jammed	If the module is a hardpoint it is jammed and requires an action to clear before it can be used again. If it is not a hardpoint then immediately re-roll, ignoring a result of 3.
4	Emergency Shutdown	The module is cannot be used for 1d4 rounds.
5	Module Damage	The module's quality drops by one category.
6	Module Break	Something inside the module breaks. The module quality becomes *Broken*.
7	Internal Combustion	Something catches fire inside the module! At the start of each of your turns, your ATUM takes 2d6 fire damage until you spend an action to extinguish the fire.
8	Boom!	Something inside the module explodes! Your ATUM takes 3d10 thunder damage from the force of the explosion. Immediately re-roll on this table, ignoring a result of 8.

Chapter 3: ATUM Maintenance

Unlike other constructs, ATUMs are unable to regain hit points normally, and class as a construct, not a creature, for the purposes of healing spells or abilities. They cannot use hit dice normally, and do not recover hit dice or hit points during a long rest.

Instead, a creature can elect to spend up to four hours each long rest performing field repairs to recover an ATUM's hit points. At the end of each hour of repairs, the ATUM can spend two of its hit dice.

For each hit die spent in this way, the repairing player rolls the die and adds the ATUM's Constitution modifier to it. The ATUM regains hit points equal to the total. The ATUM must spend 24 hours inactive over a period of three days in order to regain all spent hit dice, or be repaired in a workshop, shown later in this chapter.

Armour Plating and Class Modifiers

Certain ATUM class types grant additional bonuses to their chassis category, as shown in the table below. More details on these bonuses can be found in Chapter 5 : *Constructing your ATUM*.

As civilian class ATUMs are not designed to be well armoured or strong, but are mostly designed to be cheap or out of necessity, their strength lies in their affordable nature when equipping civilian modules. In addition, the lack of armour grants a slight increase to mobility, at the cost of armour class.
Industrial class ATUMS are frequently built with extreme stability in mind, granting them additional resilience to conventional small arms fire at the cost of movement, and also gain an industrial-grade module slot to fit one tool.
Military class ATUMs are designed to be efficient, responsive, and heavily armoured without compromising firepower. The result is a large boost in armour plating, slight increase to mobility, and an additional module slot.

Armour Plating

This is a collection of reinforced armour plates, scales, or other physical defensive shielding that grants the ATUM additional protection against incoming damage.
This armour plating functions as an additional pool of hit points, separate from the ATUM, it's pilot, or any temporary hit points either has.
Whenever your ATUM takes damage from an attack, spell or effect, you can choose to have the armour plating take some, or potentially all, of that damage instead, taking hit points from the armour plating value instead of the ATUM's hit points.
Once the armour plating value drops to 0, it cannot absorb any more damage, and must be repaired in a workshop where you have access to the sufficient materials.

Damage Threshold

Each armour plating value comes with an additional number in brackets, shown as (x). This is the maximum damage the plating can absorb from a single attack, spell or effect. If the damage dealt to your ATUM exceeds this threshold, any excess damage remaining is dealt to the ATUM's hit points instead.

For example, if an ATUM had an armour plating of 10 (10), and suffered 9 points of piercing damage, you could choose to instead divert some or all of that damage to the armour plating's 10 hit points, as the damage dealt does not exceed the plating's threshold of (10).
If, however, your ATUM suffered 11 points of damage, you could divert up to 10 points of that damage to the armour plating, but the remaining 1 damage would be taken from the ATUM's hit points due to the armour plating's threshold limit.

Class Type

Type	Armour Plating	Movement Speed Bonus	Other Bonuses
Civilian	–	+ 10 feet	-1 AC, Civilian module cost -50%.
Industrial	10 (10)	- 10 feet	Resistant to nonmagical bludgeoning damage. Chassis Resistance (1d12), +1 Module Slot (Tools only).
Military	30 (10)	+ 5 feet	Resistant to nonmagical piercing damage. Chassis Resistance (1d6), +1 Module Slot.

Severe Damage Points

Sometimes, an ATUM will suffer tremendous damage, either from the powerful blows of an industrial ATUM, or maybe a precise, thunderous barrage from a high calibur hardpoint. Whenever an ATUM takes damage to their hit points equal to double their Constitution score from a single attack, it suffers one point of severe damage.

Severe damage is damage that is far too difficult to repair via field repairs, and requires a workshop to fix.

An ATUM cannot fully regain hit points when it has a point of severe damage. For every point of severe damage an ATUM has, its Armour Class is reduced by 1, and it's maximum hit points are reduced by 10. If an ATUM receives 5 or more points of severe damage, it becomes inoperable until the severe damage is repaired.
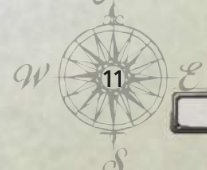
ATUM Workshops

In addition to performing field repairs, pilots often choose to take their ATUMs into specialised workshops. Whilst smaller, simpler constructs can be repaired using basic materials easily scavenged from a battlefield, more complex or heavily armoured ATUMs require a workshop to be completely repaired.

Armour plating, upgrades and hardpoints can only be repaired or replaced in a workshop.

Finding a Workshop

Depending on how industrial or accessible a location is will dictate whether or not a workshop can be found that is suitable for the type of repairs your ATUM requires.

A workshop can be anything from a blacksmith's shop to a high-tech military installation, though whether or not they will have the supplies you require depends entirely on the complexity of your ATUM, and how populated an area is. You are far more likely to find a good workshop in a bustling city filled with trade than you are a backwater village in the middle of the jungle, for example.

Whenever you enter a new location, or are looking for a workshop to affect repairs for your ATUM, roll a d20 and consult the ATUM Workshop Location Table, adding modifiers to the roll where applicable.

If your result is 10 or higher, you successfully find a workshop suitable for your needs. Otherwise, you can attempt to look for one again after you have taken a long rest, though remember - in some areas, depending on the complexity of your ATUM, it might never be possible to find a workshop with the materials you need.

Repairing your ATUM using a Workshop

While ATUMs can be repaired in the field, certain hardpoints, as well as armour plating and severe damage, will require more materials, time and tools than a normal adventurer has access to.
When this happens, the ATUM will require repairing within a workshop.
When using a workshop you do not own, you must pay a rental fee of 1d4 gp per day.
When repairing an ATUM inside a workshop, a creature can spend 100gp on materials and 2 hours of work to repair up to 100 of the ATUM's hit points.

Specialist Repairs

Specialist repairs are repairs that cannot be performed outside of an ATUM workshop. Listed below are a collection of these repairs, how long each repair takes, and the cost in gp for materials, if any.

Specialist Repairs

Type of Repair	Repair Duration	Material Cost
Hardpoint Swap	30 minutes	None
Severe Damage	2 Hours per point	100gp
Armour Plating	1 Hour per 10 hit points	50gp per 10 hit points
Replacing a Fuel Tank	30 minutes	10gp per fuel tank

An Example of Using the Workshop Location Table

Bellowbrand has an ATUM designed for hunting dangerous monsters. It's heavily armoured and sports a fearsome military cannon, but on a light bipedal frame.
Bellowbrand is looking for a workshop to use in a new town, and so the player rolls a d20, and applies any modifiers from the table to it, as shown below:

- **Hardpoint Variations (+3) -** The ATUM has 2 different variations of hardpoint.
- **Hardpoint Types (-6) -** The ATUM has 3 Military hardpoints (-6), and 1 Industrial Hardpoint (+0).
- **Chassis Category (+3) -** This ATUM has a Light Chassis
- **Mobility Type (+3) -** The ATUM is bipedal.
- **ATUM Class (-2) -** This is a Military Class ATUM
- **Armour Plating Threshold (-2) -** The ATUM's threshold is (30)
- **Current Location (+5) -** Bellowbrand is looking in a large city.

Working out the total, Bellowbrand has a -10 modifier and a +14 modifier from the table above. This gives his roll an overall modifier of +4.
Bellowbrand's player rolls the d20 with a +4 modifier, and gets a 14. Luckily, this time there is a workshop available for him to use. Though the more complex his ATUM gets, the harder it will be to use a workshop that isn't custom made, or within a military compound still accessible to non-military personnel.

ATUM Workshop Location Table

Roll Modifiers	-5	-2	+0	+3	+5	+10
Hardpoint Variations	8+	4 - 7	3	2	1	None
Hardpoint Types	–	Military	Industrial	Civilian	–	–
Chassis Category	Heavy	Medium	–	Light	–	–
Mobility Type	–	Quadrupedal, Tracked	Wheeled	Bipedal	–	–
ATUM Class	–	Military	Industrial	Civilian	–	–
Armour Plating Threshold	(40+)	(30)	(10)	(5)	None	None
Current Location	Outpost	Village	Town	City	Large City	Military Compound

Custom Workshops

Once an ATUM reaches a certain level of complexity, it will be increasingly more difficult to find a workshop capable of repairing it. Pilots that reach this stage are often Grey Wolves; their constant pursuit of stronger opponents demanding an increasingly more complex ATUM, filled with specialized hardpoints and upgrades. Regardless of their reasons, pilots with these advanced ATUMs require very specific workshops to ensure repairs are carried out smoothly and quickly.

In order to keep pace with the advancements of the ATUM itself, or simply to make life easier when working on upgrades, these pilots will choose to invest in their own workshop. Each workshop varies in size and design, from small, workshops hidden away in the recesses of a large city, to huge flying airships or large underground hangers.

However they choose to develop their workshop, a pilot will always ensure it fits their ATUM's requirements as closely as possible. The workshop can also generate additional income, if the pilot chooses to open their doors to other ATUMs in need of repair while they are out adventuring.

Constructing a Personal Workshop

Constructing a workshop takes time, money and skill. Adventurers that decide to create their own workshop will frequently have it under construction for a number of weeks, months, or even years, depending on its complexity and their workforce.

To begin construction on your own workshop, you should first consider what type of workshop you would like to create. There are many variations, but most designs will fall into one of three size categories: 1, 2 or 3.

You can also refit smaller versions of these workshops onto an ATUM chassis by using the workshop upgrades, shown later in this handbook. These upgrade modules follow all the same rules for workshops listed here, but also have their own limitations, noted in their descriptions.

Category 1 workshops can be used by light ATUMs. Category 2 workshops can be used by light or medium ATUMs, and category 3 workshops can be used by all ATUM sizes.

Category 3

Workshops of this size are designed to house all ATUM sizes, but focus mainly on supporting heavy ATUMs. Category 3 workshops are gigantic, gargantuan constructions, designed to repair and refit the largest and most heavily armoured of ATUM types. As these vast machines struggle to enter most large cities, category 3 workshops are developed outside them, or as titanic compounds, designed from the ground up to supply and repair ATUMs of impossible size.

Unlike their smaller counterparts, a category 3 workshop is so large, they can never be adapted into an ATUM or airship to act as a mobile workshop. Heavy ATUMs require a category 3 workshop for the majority of their major repairs. These constructs must normally rely on field repairs and their incredibly high armour plating to keep them running when adventuring for any length of time, and rarely deploy themselves too far from a major city to ensure they have easy access to such facilities, should they be frequently required.

Due to these limitations, Junkers can often be seen banding together and investing in a heavy ATUM, utilizing its swamping array of hardpoints to maximize fuel and cargo space for trading between larger cities, and often adding a smaller category 1 workshop to earn additional income from passing nomads, or battle damaged grey wolves emerging from a recent victory.

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Category 2

Category 2 workshops are the most commonplace workshop available to ATUM pilots. These workshops can be constructed within city limits, and can often be seen in most major municipalities - mostly those with heavy trade routes, or along the edge of recent warzones, and usually used by medium ATUMs.

Medium ATUMs are huge machines often built for industrial purposes, where their size can be most useful. Small enough to fit inside construction yards, and large enough to house numerous flexible hardpoints, these ATUMs are the workhorses for the majority of pilots, a trait their workshop counterparts mirror with ease. Nomads are well known for utilizing medium ATUMs due to their adaptable nature, varied hardpoints and ability to house areas for sleeping or additional fuel without compromising size.

Category 1

Unlike the larger designs of heavys or mediums, light ATUMs and category 1 workshops are much smaller, rarely pushing the boundaries of large constructs, or traditionally sized blacksmith buildings. A category 1 workshop focuses on individual ATUMs one at a time, and while numerous, rarely stock a compliment of materials for more than a particular speciality. In similar fashion, light ATUMs have limited hardpoints in comparison to their larger brethren, and so are used in specialised roles, from fast, lightly armoured scouts to heavily armoured military frontline fighters with limited weapon options.

Pilots that choose a light ATUM chassis are normally skilled and adept with a particular set of hardpoints, making them masters of their craft. However, this specialisation means very often against larger targets, these ATUMs fall short. Grey Wolves are well known for their use of light ATUMs, with groups of four or five working together against a larger foe; their weaknesses bolstered by skills of the pilots around them to create efficient and deadly 'hunting packs'. While frighteningly efficient, a hunting pack can also find themselves out of commission for weeks at a time if relying on a single category 1 workshop, due to the workshop's limited space and supplies.
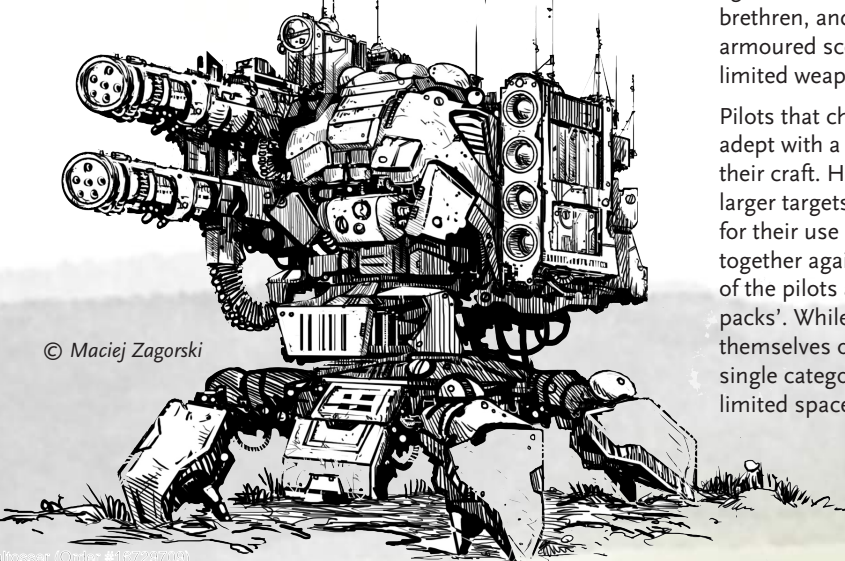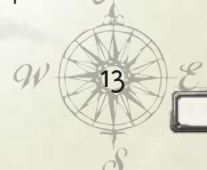
Choosing a Build Location

Once you have chosen the category of workshop you wish to build, it's now time to choose a location to build in. This can be a village, town, city, or possibly even a location hidden deep within an ancient forest, or on the edge of a mountainous region. Wherever you choose to develop your workshop, it is important to consider whether or not your new workshop will be left open for other pilots to use.

Having a workshop in a location with a large volume of traffic will also grant you the potential for an additional income, if you choose to leave your workshop accessible when out adventuring. Below is a list of general locations and their earning rate per week, should you choose to leave your workshop open to the public.

At the end of each week you leave your workshop open to the public, roll the value next to your location, and multiply that value by the earning bonus shown on the Size Category table, then subtract any upkeep costs from the total. This is how much profit or loss the workshop has made that week. If you are out adventuring, you must return to your workshop to collect any profit or pay any losses you have incurred.

Installing a Workshop on an ATUM

If you instead choose to install your workshop onto an ATUM, you can choose to spend a number of weeks (a minimum of 1, and a maximum of 4), setting up your ATUM near any of the above locations, remembering to have additional fuel needed for the duration of your stay.

For each week of downtime you spend at this location, you earn it's weekly rate, and must pay that location's upkeep cost to cover any expenses you may incur from local taxes.

Workshop Locations

Location	Weekly Earning Rate	Upkeep Cost
Village	1d6 x 2 gp	5 gp
Town	2d8 x 2 gp	10 gp
City	2d10 x 4 gp	20 gp
Large City	3d10 x 5 gp	35 gp
Along a Major Trade Route	3d10 x 5 gp	25 gp
Along a Minor Trade Route	2d8 x 2 gp	7 gp
Uncivilised Terrain (mountains, deserts, etc)	1d6 gp	none

Size Category Weekly Earning Bonus

Size Category	Extra Earning Bonus	Extra Upkeep Cost
1	No Bonus	None
2	x2	5 gp
3	x3	10 gp

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Building your Workshop

Once you have chosen your location, you will need to begin work on constructing your workshop. Below is a base list of the workshop categories, their costs and time to construct. The costs shown below also include materials, the cost to hire a crew to assist the construction, and any additional construction costs building the workshop may entail.

Workshop Construction Costs

ATUM Workshop Category	Construction Cost	Construction Time
1	5,000gp	60 days
2	15,000gp	100 days
3	50,000gp	400 days

Upkeep Fines

Weeks of unpaid upkeep	Additional Fine Amount
4	100 gp
8	200 gp
12	300 gp
16	400 gp
20	500 gp
24	600 gp
28	700 gp
32	800 gp
36	900 gp
40	1,000 gp
44	1,100 gp
48	1,200 gp
52	1,300 gp

Workshop Maintenance

Your workshop doesn't require a large amount of maintenance to ensure it's running smoothly, though depending on the location you choose to construct the workshop in, each week you will have to pay an upkeep cost to keep the workshop running.

This upkeep cost represents the tax cost (if any) for the land the workshop is built on. Workshops inherently do not require power or any other maintenance other than material costs, which a pilot must purchase separately.

Picking up Earnings and Paying Fines

When adventuring and leaving a workshop open to the public, you will generate a small income that will be stored in the workshop itself, based on how often the workshop has been used that week.

To claim this income, you must return to your workshop and collect any earnings it has made.
In addition to these earnings, you must also pay any losses you have incurred from your workshop. Losses are automatically taken out of your workshop earnings first. If you do not have enough in your earnings to cover these losses, you will have to return to your workshop to pay them yourself.

For every month (4 weeks) you do not return to pay these losses, you will incur an additional fine, shown on the table below.
If, after a year (52 weeks), you have not paid off all incurred losses and fines, your debt will be wiped and your workshop dismantled and destroyed.
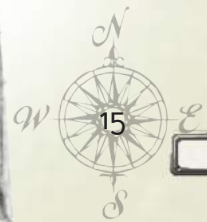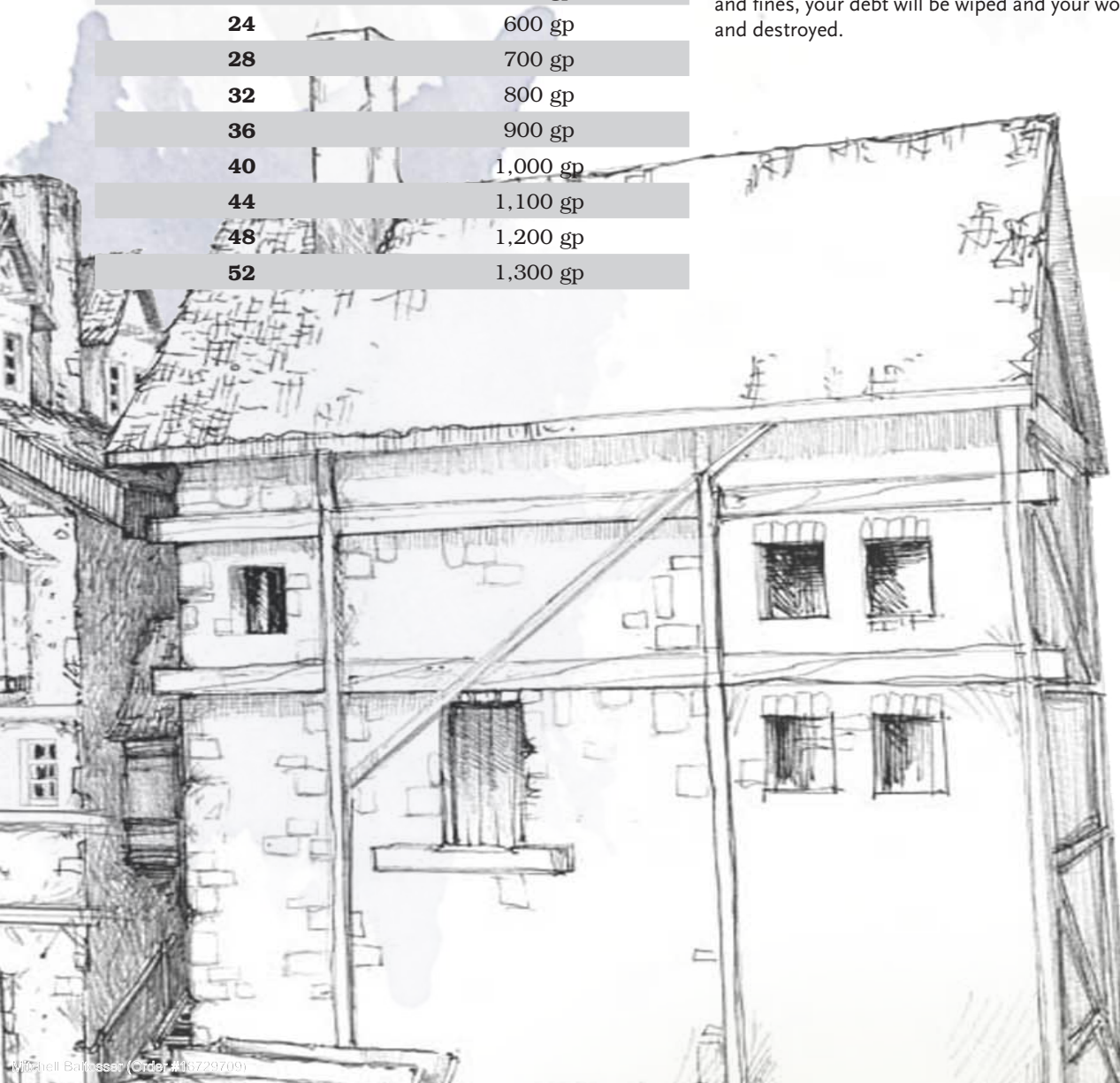
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CHAPTER 4: SALVAGING

The life of a pilot can be expensive and time consuming, especially with workshop and repair expenses. However, there is plenty of extra income to be made from salvaging other ATUMs, or scouring junkyards in large cities. Sometimes, a pilot can even be lucky enough to find functioning modules to refit their own ATUM with, dropping the source cost of such an item considerably. However, as any junker will tell you, not just any old piece of scrap will do. A pilot must search thoroughly - sometimes over a week or more - to find locations housing decent salvagable parts.

These locations are frequently found in jungles or vast deserts, where ATUMs run out of fuel and are abandoned; or across recent battlefields, where the possible payout, though dangerous, is much higher.

When coming across a junk pile you can elect to spend a certain length of time searching through it for salvage. The length of time spent searching, as well as other factors, can affect the success of your salvaging efforts.

SALVAGING UNITS

In order to salvage a junk pile, you must have a special module, called a salvaging unit, installed on your ATUM. This module allows the pilot or an engineer crewmen to scan nearby piles of scrap or destroyed ATUMs for any possible salvage. Without this module, ordinary pilots can't check for salvage, as ATUMs are complex machines, with each component requiring special on-board sensors to check for damages or functioning internal mechanisms.

Junkers have developed a knack for searching through salvage, being able to do it much better than most. Some Junkers have even managed to miniaturize the salvaging units into heavy, but portable, tool sets - allowing them to reliably search for salvage independently of their ATUM. Often this takes place in harder to reach places the construct would otherwise struggle to get to, such as the interior of gigantic flying fortresses, or in remote mountainside paths, barely large enough for light ATUMs to cross.

Destroyed ATUMs and other Vehicles

When an ATUM or other vehicle is destroyed, it leaves behind a junk pile that is one size smaller than its original size. For example, a huge ATUM or aircraft would leave behind a large junk pile when it is destroyed. However, modules can only be salvaged from ATUMs, unless the DM chooses otherwise.

When searching junk piles from other vehicles, your Dungeon Master might decide you find something else in the wreckage instead of a module, depending on your roll. For example, the wreckage of an aircraft might still have a functional fuel tank you could sell, or modify to fit on your own ATUM.

SEARCHING JUNK PILES FOR SALVAGE

To search a junk pile for salvage, make a Wisdom (Perception) check, consulting the salvage result table to find out how successful your attempt was. You must also decide how long you wish to search a junk pile for, consulting the salvaging time table and applying any modifiers it grants you to your Perception check. This table details the amount of metal you salvage (in lbs), as well as any additional items you might find. The longer you spend on a junk pile, the more chance you have of finding something useful.

A creature can only search a junk pile once. Unless you are a junker, a junk pile is destroyed once you've searched it.

Critical Fails and Successes

If you roll a natural 1 on your salvage attempt, you fail to find anything salvageable, and the scrap pile is destroyedm even if you are a junker.

If you roll a natural 20, however, you manage to find an additional masterwork module, as detailed under the *Module Quality* section of this chapter.

Salvaging Time Table

Size of Junk Pile	10 Minutes	30 Minutes	1-3 Hours	4+ Hours
Small	+1	+2	+3	+4
Medium	+0	+1	+2	+3
Large	-1		+1	+2
Huge	-2	-1	+0	+1
Gargantuan	-2	-1	+0	+1

Salvage Result Table

Size of Junk Pile	Result 0 - 10	Result 11 - 14	Result 15 - 19	Result 20 - 24	Result 25+
Small	–	1d4 x 20lbs	2d4 x 20lbs	3d4 x 20lbs	3d4 x 20lbs
Medium	–	2d4 x 20lbs	3d4 x 20lbs	4d4 x 20lbs	5d4 x 20lbs, 1 module
Large	–	3d4 x 20lbs	4d4 x 20lbs	5d4 x 20lbs, 1 modules	3d10 x 20lbs, 2 modules
Huge	2d4 x 20lbs	4d4 x 20lbs	5d4 x 20lbs, 1 x module	3d10 x 20lbs, 2 modules	4d12 x 20lbs 3 modules
Gargantuan	4d4 x 20lbs	5d4 x 20lbs, x1 module	3d10 x 20lbs, 1 x module	4d12 x 20 lbs, 3 modules	5d12 x 20lbs, 4 modules
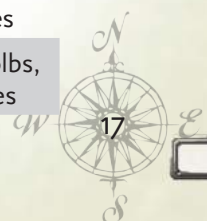
Salvaging Modules

For each module you find on the salvage result table, you must roll on the table below to determine that modules quality. The type of module (or modules, if you are lucky) you find is decided by your Dungeon Master.

Module Salvage Quality

Result (2d8)	Module Quality
2	Broken
3–6	Poor
7–11	Used
12–15	New
16	Masterwork

Module Qualities

When finding, salvaging or purchasing a module, its quality can differ depending on many factors. The quality of a module directly affects both its sale and resale value, and its overall effectiveness. The module quality table details the types of quality and their resulting effects.

Some modules, such as passive modules, might function the same, whether they are new or of poor quality. This is intentional, though it is down to your Dungeon Master whether or not these modules would have other benefits or negative effects stemming from their quality level.

Module Quality Table

Module Level	Module Quality	Value Multiplier	Effects
0	Broken	x0.25	Module is inactive and unusable.
1	Poor	x0.5	–1 to all ability checks, saving throws and attack rolls made when using this module and it gains the *Faulty* property (see Chapter 8 for this rule).
2	Used	x0.75	–
3	New	x1	+1 to all ability checks, saving throws and attack rolls made when using this module.
4	Masterwork	x2	+2 to all ability checks, saving throws and attack rolls made when using this module. In addition, attack rolls made with this module score a critical hit on a roll of 19–20.

Selling Modules

When deciding to sell a salvaged module, consult the hardpoint tables under Chapter 8: *Constructing Your ATUM* for the module's new price, applying the relevant multiplier from the Module Quality Table to work out the module's sale value.

For example, if you wanted to sell a masterwork laser gun, which has a new value of 300gp, the masterwork version of this hardpoint would be worth 600gp. If instead, you wanted to sell a used laser gun, the cost would be reduced to 225gp.

Improving a Module's Quality

You can improve a module's quality by one level, by spending 4 hours in a workshop and a number of gp equal to double the value of the module.

If one or more creatures help you with improving a modules quality, the amount of time it takes to perform the improvement is reduced by 1 hour.

An Example of Salvaging

Steve comes across a destroyed military class medium ATUM. It appears to have been destroyed recently, and has left behind a large junk pile, ripe with potential salvage.

Deciding to try his luck, Steve activates his salvaging unit, deciding to spend three hours searching the pile for scrap. Consulting the Salvaging Time table, this grants him an additional +1 bonus to his Wisdom (Perception) check.

He rolls the d20, getting a lucky total of 25. Consulting the Salvage Result table, Steve then rolls 3d10, and multiplies the result by 20 to work out how much metal scrap he has managed to salvage; managing to gain a total of 420lbs of scrap. A very profitable find.

In addition, Steve also finds two modules. He rolls twice on the salvage quality table, ending up with a *used* module, and a *new* module. His Dungeon Master then reveals that the *used* module is a fire group adapter upgrade, and the *new* module is a military class manipulator arm.

SALVAGING MODULES

When an ATUM sees combat, eventually it will take enough damage to warrant field repairs, or potentially more specific repairs inside a workshop.

A pilot can substitute scrap metal they have salvaged to help alleviate some of the costs of repairs - providing materials to repair the ATUM with instead of having to purchase some. When using salvaged scrap in this way, a pilot can choose to perform either a **patch job** or a **cost substitute.**

Patch Jobs

Sometimes an ATUM might require a quicker repair than what a field repair can reliably give it. Taking half an hour to haphazardly weld additional scrap metal over bullet holes, or reinforce an ATUMs structural integrity with additional scrap support rigs from other destroyed ATUMs is a commonplace occurrence during extended engagements where pilots don't have the luxury of time to take a break and work on more pressing repairs.

You can choose to take the patch job action during a short rest. A patch job is used to quickly repair hull damage, and can only be performed while the ATUM is stationary. You can perform this action once per short rest and twice per day, taking 30 minutes, a set of tinker's tools and up to 100lbs of scrap metal each time to do so. Once complete, the patched ATUM recovers 1d8 hit points per 10lbs of scrap used.

A patch job cannot be used to repair armour plating, or perform any other repair that would require a workshop, or take longer than 30 minutes.

Cost Substitutes

When an ATUM takes severe enough damage, or has run out of field repair options, a pilot will be forced to take it into a workshop for repairs. Such repairs can easily become very costly, especially for Medium or Heavy ATUMs. Many pilots help balance this necessary cost by providing scrap materials that can help drop the cost of repairs considerably.

For every 10lbs of scrap metal you substitute to make basic or specialist repairs to an ATUM in a workshop, the total cost of repairs for that ATUM is reduced by 10gp, to a minimum of 0.

For example:

Sally has recently come back from a fierce battle, and her Medium Military class ATUM has taken heavy damage, requiring the following list of repairs:

- 120 of its hit points
- 2 points of Severe Damage
- Refitting new armour plating (30 hit points)

The total cost of these repairs, not including the rental cost of the workshop, will cost Sally 550gp. She decides to substitute 400lbs of scrap metal to reduce the cost by 400gp, leaving her to pay 150gp out of her own pocket for repairs.

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SELLING SALVAGED SCRAP

Selling scrap metal is a great way to make extra money while adventuring out on the road. Some junkers even choose to make it their full-time job, investing in gigantic ATUMs outfitted with additional cargo capacity and trailers.

The value of scrap varies from location to location. For example, selling scrap in a large city could be far less lucrative if that city has little ATUM traffic passing through. However, selling scrap inside a city on the border of many conflicts will likely see far more mercenaries looking to get a good deal on modules or scrap they can use for extra plating or field repairs.

The salvage value table shows the general going rate for scrap salvage, mostly increasing in value the more of it is sold at once. Depending on various factors, such as the nearby location of a recent conflict, passing ATUM traffic or perhaps a particularly interested third party, these prices can increase or decrease by a percentage, decided by your Dungeon Master.

Salvage Value

Salvage Weight (lbs)	Common Price per lb
10 - 140	5sp per lb
141 - 240	10sp per lb
241 - 320	15sp per lb
321 - 640+	20sp per lb

Below are a few ideas of events that might affect the value of salvage in a region. These events can be anything from economic crashes to war efforts and general trade booms.

Salvage Value

Event	Modifier per lb
ATUM Trade Boom	+2sp
Recent Conflict (Small)	+1sp
Recent Conflict (Large)	+2sp
Ongoing War Effort	+5sp
Bandit Attacks on Trade Caravans	-1sp
Low ATUM traffic	-2sp
Economic Slump	-4sp

A Note on Additional Trade Factors

Another factor that might affect the value of scrap in a region is its location. Does the region have a lot of ATUMs to maintain, but struggles to get trade access in certain times of the year, and so is willing to pay more during inaccessible months?

Or perhaps the region is full of small rural farming villages who rarely see conflict or strife, so have little need for additional scrap salvage?

Having events and locations such as these helps to flesh out the world, making the economy feel far more vibrant and fluid. It can help players feel more engaged, and often push the narrative in a particular direction, as the group looks for greener pastures to gather or sell salvage.

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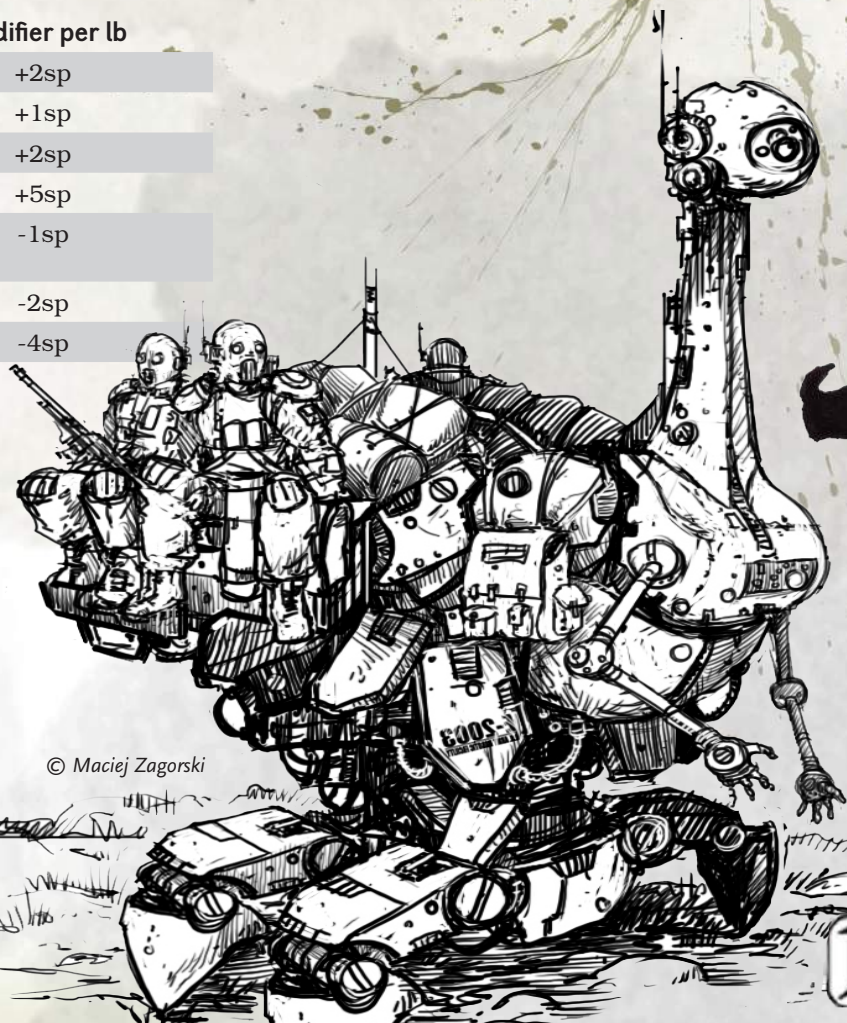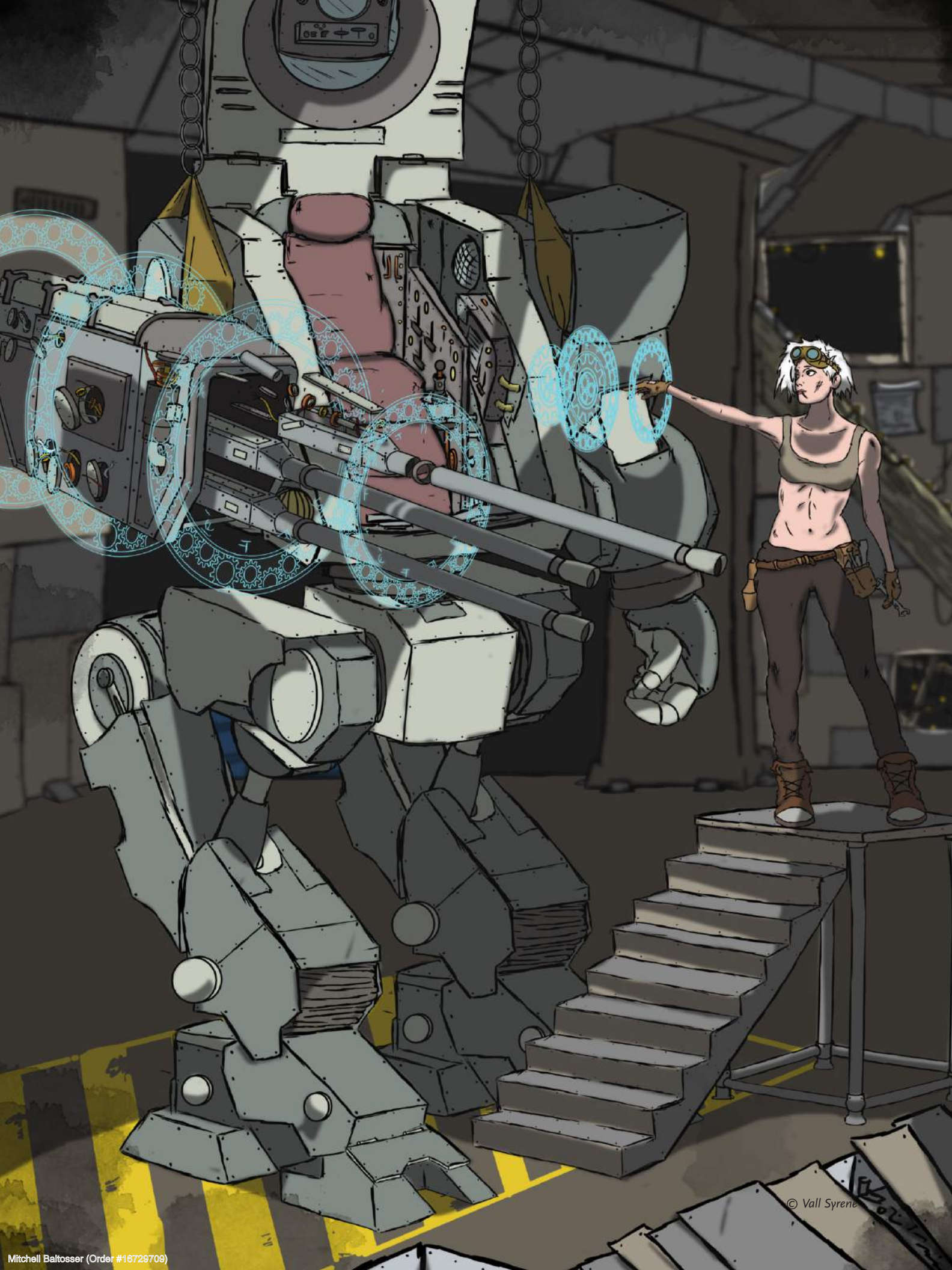
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Chapter 5: Constructing Your ATUM

Step One: Picking Your Chassis and Mobility Type

Choosing a chassis type is one of the most important aspects of constructing your own ATUM. Each category of chassis grants a different set of base statistics, and each mobility frame, when equipped to the chassis, gives it additional features.

Light Chassis

Light chassis have the highest base armour class, and lowest hit points and strength score, however they are also the cheapest option of the three categories, and only require a single pilot in order to operate efficiently. In addition, they are the most flexible chassis when
equipping a mobility frame, being the only chassis able to equip wheels.

Medium Chassis

Medium chassis are the most popular workhorse chassis for most ATUM pilots. The chassis boasts an increase in statistics across the board and an AC reduction, but also struggle from an increase in size, preventing it from utilizing the more numerous category 1 workshops for repairs, and cannot be equipped with wheels.

Heavy Chassis

Heavy chassis are far more expensive, and sport an impressive number of module slots, crew space and a low AC. Unfortunately, they are also the most expensive to repair effectively due to their high number of hit points. In addition, heavy chassis are limited to either tracked or quadrupedal frames, due to their immense size.

ATUMs and Ability Scores

ATUMs have their own Strength and Constitution score, but use the pilot's Dexterity ability score. For more details on ATUMs, ability scores, pilots, crew, saving throw DCs, and the general rules for ATUM combat, see "ATUM Special Rules" in Chapter 2 (pg 7).

Chassis Type

Category	Size	AC	Crew	Hit Points	Module Slots	Strength Score	Con Score	All other Ability Scores	Cost
Light	Large	19	1	142 (15d10 + 60)	3	18 (+4)	18 (+4)	Determined by Pilot	1,750 gp
Medium	Huge	17	3	230 (20d12 + 100)	5	22 (+6)	20 (+5)	Determined by Pilot	3,600 gp
Heavy	Gargantuan	15	5	350 (20d20 + 140)	10	26 (+8)	24 (+7)	Determined by Pilot	8,000 gp

Mobility Type

Type	Category Limit	Speed	Details	Cost
Wheeled	Light	60ft	Immune to prone	500 gp
Bipedal	Light, Medium	40ft	Stomp	500 gp
Quadrupedal	Light, Medium, Heavy	30ft	Ignores difficult terrain, Stomp	500 gp
Tracked	Medium, Heavy	50ft	Ignores difficult terrain, Immune to prone	500 gp

Left to Right: A Heavy, Medium and Light ATUM

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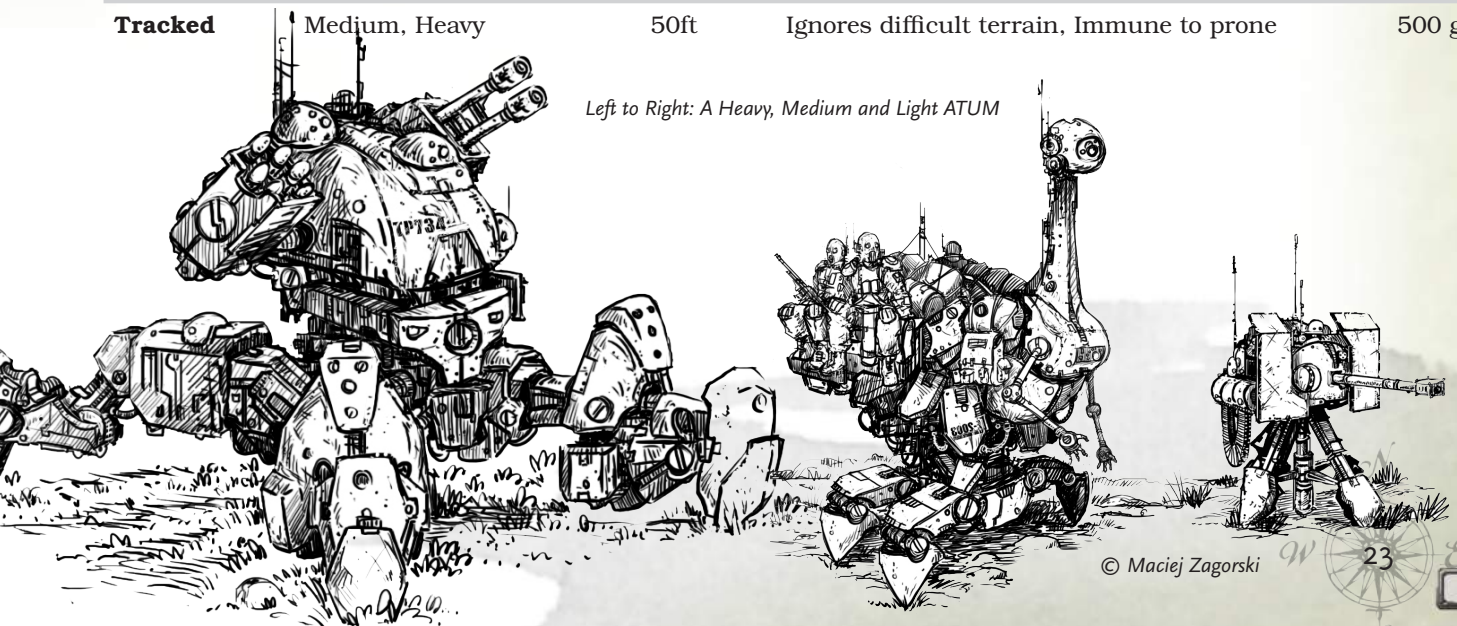
STEP TWO: PICK YOUR ENGINE AND FUEL TANKS

An ATUM cannot function without some form of engine to power it. Depending on your setting, an engine could be fueled by diesel, steam, electricity or something more fantastical. Whatever your system of fuel, an ATUM has access to four different grades of engine. The higher the grade, the more efficient the fuel consumption.

FUEL TANKS

Fuel tanks come in three sizes; small, medium and large. Each chassis has enough space for one fuel tank which connects directly to the engine, and a single backup tank. You can carry additional fuel tanks by installing a storage crate module or trailer.

Only one fuel tank can be connected to the engine at once.

You can replace an expended ATUM fuel tank during a short rest.

Tank Type

Fuel Tank Size	Details	Chassis Limit	Cost
Small	A single fuel tank.	All	100 gp
Medium	Counts as 2 fuel tanks	Medium, Heavy	250 gp
Large	Counts as 5 fuel tanks	Heavy only	500 gp

ENGINE TYPES

Engine types vary depending on location. A poor village, for example, might have a few average and poor engines available for purchase, while a large city might have a good stock of average and good engines, with a possibility for a few masterwork engines from a selected dealer that are highly sought after.

Engine Type

Engine Grade	Fuel Consumption Speed	Cost
Poor	3 days per fuel tank	100 gp
Average	7 days per fuel tank	250 gp
Good	10 days per fuel tank	500 gp
Masterwork	14 days per fuel tank	750 gp

USING FUEL

Fuel is used whenever the ATUM is active for any reason, such as combat or travel, for example. To keep fuel management simple, the engine type chosen dictates how long an installed fuel tank will last in days, regardless of the activity of amount of time during that day the ATUM is active for.

For example, if an ATUM was equipped with a poor grade engine and a small fuel tank, regardless of how many hours in the day the ATUM was active for, it would only have enough fuel to last it three days. If, however, the ATUM was equipped with an average grade engine, that same fuel tank could last for a total of 7 days.

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Step Three: Choose your ATUM Class

Class Costs

An ATUM's class dictates a number of important details. Firstly, it grants a specific set of bonuses, depending on the class chosen. Secondly, it allows access to modules of that class limit. When building an ATUM, you must choose it's starting class from the table below, paying the cost noted for that class. An ATUM's class can be converted later to a different class by use of a workshop at the cost shown on the table, though converting an ATUM from one class to another is certainly more costly.

Each ATUM can only have one class type at a time.

Module Adapters

An ATUM only has access to modules of its current class, unless you purchase a class module adapter for the new class. These adapters don't take up any module slots, as they are built into the structural integrity of the chassis, though, like class conversions, choosing to upgrade an ATUM later with any of these modules will cost considerably more due to the complex reconstruction required.

Installing an ATUM at any time with a class conversion or module adapter from this table will require a workshop.

ATUM Class Table

Name	Notes	Class Cost	Conversion Cost	Adapter Cost
Industrial Class	Makes the ATUM Industrial Class.	500 gp	1,000 gp	–
Military Class	Makes the ATUM Military Class.	800 gp	1,600 gp	–
Civilian Class	Makes the ATUM Civilian Class.	150 gp	300 gp	–
Module Adapter (Industrial)	Enables access to Industrial Class Modules.	–	–	250gp
Module Adapter (Military)	Enables access to Military Class Modules.	–	–	400gp
Module Adapter (Civilian)	Enables access to Civilian Class Modules.	–	–	75gp

ATUM Class Features

Below is a table listing all features each class type provides. This table has been added again here for ease of access, and can also be found in Chapter 3: *ATUM Maintenance* earlier in this handbook.

Class Type

Type	Armour Plating	Movement Speed Bonus	Other Bonuses
Civilian	–	+ 10 feet	-1 AC, Civilian module cost -50%.
Industrial	10 (10)	- 10 feet	Resistant to nonmagical bludgeoning damage. Chassis Resistance (1d12), +1 Module Slot (Tools only).
Military	30 (10)	+ 5 feet	Resistant to nonmagical piercing damage. Chassis Resistance (1d6), +1 Module Slot.

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STEP FOUR: CHOOSE YOUR LOADOUT

MODULE SLOTS AND HARDPOINT LIMITATIONS

On the next few pages are a list of various hardpoint and upgrade modules you can equip to your ATUM, broken down into class specific tables for either light, medium or heavy chassis. Each hardpoint or upgrade takes up a certain number of module slots, shown in the table. If you do not have enough module slots to meet the module's requirements, you cannot install it.

For example, a medium ATUM could equip anything from the light, medium or heavy tables, as long as the equipped hardpoint modules don't exceed it's module slot limit total of 5 and are of a compatible class type.

Upgrades are available for ATUMs of all types, and follow the same rules noted above, though you cannot choose the same upgrade module more than once.

MODULE SLOT LOCATIONS

Module slot locations have deliberately been left unspecified. This is to allow whatever ATUM design suits you.
Perhaps all three module slots on your tracked military class ATUM are all located on the chassis roof, to allow a single artillery gun to be installed like a tank?

Or perhaps instead, your module slots are on the left and right of your bipedal ATUM, turning it into a multi-manipulator monstrosity? The choice of visuals is entirely yours, and limited only to the guidelines in this handbook and your own imagination.
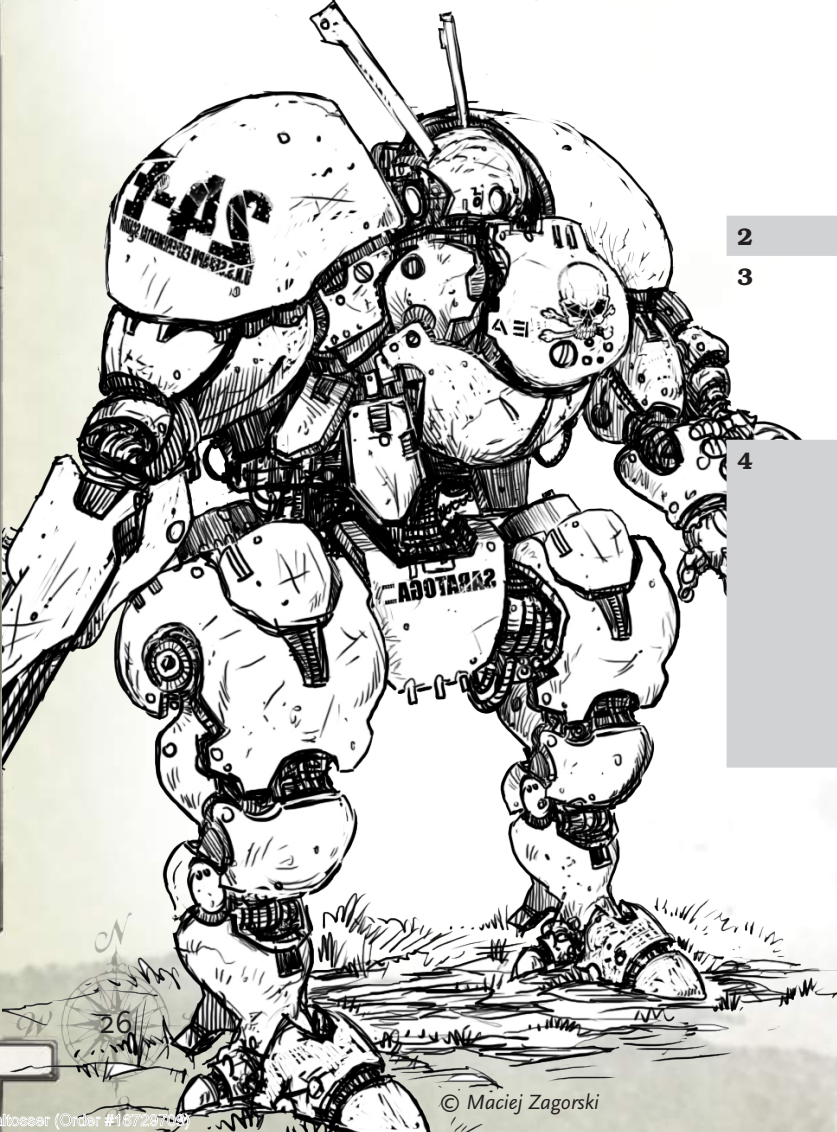
PURCHASING MODULES OF DIFFERENT QUALITY

Sometimes, a module might be just out of your price range, or you might be looking for a quick-fix to cover you until you can earn a bit more coin to improve it. Whatever your reasoning, purchasing modules of differing quality is practice many pilots have, and still use today.

The price of modules listed in the ATUM Module tables are the prices for modules that are New. If you wish to purchase a used module or a masterwork module, consult the module quality table to work out the hardpoints cost.

For example, if you wanted to purchase a masterwork laser gun, which has a new value of 300gp, the masterwork version of this hardpoint would cost 600gp. If instead, you wanted to purchase a used laser gun, the cost would be reduced to 225gp.

You cannot purchase poor or broken quality modules, you can only salvage them.

Module Quality Table

Module Level	Module Quality	Value Multiplier	Effects
0	Broken	x0.25	Module is inactive and unusable.
1	Poor	x0.5	−1 to all ability checks, saving throws and attack rolls made when using this module and it gains the *Faulty* property (see Chapter 8 for this rule).
2	Used	x0.75	–
3	New	x1	+1 to all ability checks, saving throws and attack rolls made when using this module.
4	Masterwork	x2	+2 to all ability checks, saving throws and attack rolls made when using this module. In addition, attack rolls made with this module score a critical hit on a roll of 19–20.

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ATUM Module Tables

Class Costs

Here you can find listed all the module types you can install onto your ATUM, including all hardpoints and upgrades, and new adventuring gear available for player characters and NPCs.

Additionally, many of the modules and equipment reference special unique rules such as Armour Piercing, or Forward-Facing. These special rules can be found listed in alphabetical order at the end of this chapter.
If a rule is written on an item's properties, but is not listed in this book's contents (such as the Ammunition, or Light property), the rule will refer to the *Player's Handbook*, unless specified in its entry.

Light Hardpoints

Name	Type	Slots	Range	Damage	RoF	Properties	Class	Cost
25mm Flak Battery	Ballistic	2	100ft	3d6 Slashing	2	Flak, Ammo Box (3), Reload (4)	Military	550gp
30mm Tank Cannon	Ballistic	2	200/500	2d8 Piercing	2	Armour Piercing, Ammo Box (2), Reload (4)	Military	600gp
Battering Ram	Tool	2	Melee	Special	–	Ram	Civilian	75gp
Civilian Manipulator	Arm	1	Special	1d8 Bludgeoning	–	Manipulator	Civilian	25gp
Fixed Machine-Gun	Ballistic	1	100/400	1d8 Piercing	3	Forward-Facing, Ammo Box (4), Reload (6)	Civilian	100gp
Heat Ray	Energy	2	500ft	2d8 fire	1	Laser, Plasma	Military	500gp
Laser Gun	Energy	1	300ft	2d4 Fire	2	Laser	Military	300gp
Light Carronade	Ballistic	1	60/120	3d10 Bludgeoning	1	Ammo Box (2), Reload (1)	Military	500gp
Light MG	Ballistic	1	80/320	1d10 Piercing	3	Co-Axial, Ammo Box (5), Reload (6)	Military	150gp
MT-01 Hornet Battery	Ballistic	3	120ft	2d6 Fire	4	Missile, Multi-rocket, Ammo Box (2), Reload (2)	Military	500gp
Pintle-Mount	Ballistic	1	80/320	1d6 Piercing	3	Pintle Mount, Ammo Box (4), Reload (6)	Civilian	100gp
Plasma Gun	Energy	1	80/320	2d6 Fire	1	Plasma	Military	500gp
Plasma-Torch	Tool	2	Melee	3d8 Fire	1	Armour-Cutter, Plasma	Industrial	450gp
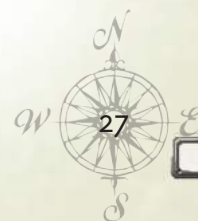
Medium Hardpoints

Name	Type	Slots	Range	Damage	RoF	Properties	Class	Cost
40mm Flak Battery	Ballistic	3	100ft	4d6 Slashing	3	Flak, Ammo Box (3), Reload (6)	Military	750gp
BeanBag Toaster	Experimental	3	100/250	Special	1	Special, Ammo Box (1)	Military	5,000gp
Carronade	Ballistic	2	100/180	5d10 Bludgeoning	1	Ammo Box (2), Reload (1)	Military	750gp
Circular Saw	Tool	2	Melee	3d8 Slashing	1	Armour Cutter	Industrial	450gp
Energy Blade	Melee	2	Melee, reach 10ft	2d8 Fire	1	Armour Cutter, Flesh - Bane	Military	450gp
Excavator	Tool	3	Reach 10ft	2d10 Bludgeoning	1	Excavation	Industrial	150gp
G-23 AT Rifle	Ballistic	2	300/600	3d10 Piercing	1	Armour Piercing, Ammo Box (3), Reload (2)	Military	900gp
Heavy MG	Ballistic	2	100/400	2d6 Piercing	3	Co-Axial, Ammo Box (3), Reload (6)	Military	500gp
Jackhammer	Tool	2	Melee	3d10 Bludgeoning	1	Demolisher	Industrial	450gp
Laser Cannon	Energy	2	500ft	2d6 Fire	1	Laser	Military	500gp
Light Artillery Gun	Ballistic	3	Special	6d6 Bludgeoning	1	Artillery, Ammo Box (2), Reload (3)	Military	800gp
Light Autocannon	Ballistic	3	160/400	3d6 Piercing	2	Ammo Box (5), Reload (6)	Military	450gp
Light Sniper Cannon	Ballistic	2	600/1200	2d12 Piercing	1	Ammo Box (3), Reload (2)	Military	650gp
Military Manipulator	Arm	1	Special	1d10 Bludgeoning	–	Manipulator	Military	75gp
Mining Drill	Tool	2	Melee	3d10 Piercing	1	Demolisher	Industrial	450gp
MT-02 Missile Launcher	Ballistic	2	80/250ft	3d10 Fire	1	Missile, Ammo Box (2), Reload (3)	Military	600gp
Napalm Battery	Energy	3	60ft	10d6 Fire	1	Spread (2), Flesh Bane, Reload (1)	Military	1,500gp
Pile Driver	Tool	2	Melee	3d6 Piercing	1	Armour-Piercing, Demolisher	Industrial	450gp
Plasma Autocannon	Energy	2	60/240ft	3d8 Fire	2	Plasma	Military	800gp
Reflector Shield	Tool	3	Melee	1d6 Radiant	–	Titan Shield	Military	750gp
Storm Hammer	Melee	2	Melee, reach 10ft	3d6 Bludgeoning	1	Crushing Force	Military	500gp
Tesla Arc Rifle	Energy	3	150ft	10d6 Lightning	1	Arc Lightning (1d3)	Military	1,850gp
Titan Cleaver	Melee	2	Melee, reach 15ft	3d6 Slashing	1	–	Military	400gp
Titan Flail	Melee	2	Melee, reach 20ft	2d8 Bludgeoning	1	Demolisher	Military	450gp
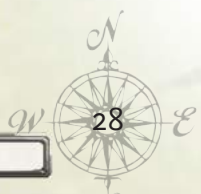
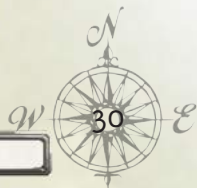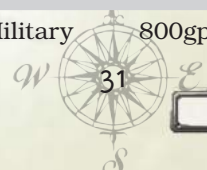| Name	Type	Slots	Range	Damage	RoF	Properties	Class	Cost
Big Fusion Gun	Experimental	8	200/500ft	2d10 Force	2d6	Special, Plasma, Armour Cutter, Flesh Bane, Demolisher	Military	8,000gp
Crane (Winch or Hook)	Tool	3	Reach 15ft	Special	1	Crane	Industrial	220gp
Crane (Wrecking Ball)	Tool	3	Reach 15ft	Special	1	Crane, Demolisher	Industrial	450gp
G-42 AT Rifle	Ballistic	2	300/600ft	3d12 Piercing	1	Armour Piercing, Ammo Box (3), Reload (2)	Military	1,000gp
Gauss Cannon	Ballistic	3	800ft	3d12 Piercing	1	Armour Piercing, Ammo Box (3), Reload (2)	Military	800gp
Grav-Cannon	Experimental	8	90ft cone	Special	1	Special	Military	8,000gp
Heavy Artillery Gun	Ballistic	5	Special	10d6 Bludgeoning	1	Artillery, Ammo Box (1), Reload (2)	Military	1,200gp
Heavy Autocannon	Ballistic	3	100/320ft	3d8 Piercing	2	Ammo Box (3), Reload (6)	Military	600gp
Industrial Manipulator	Arm	2	Special	1d12 Bludgeoning	–	Manipulator	Industrial	150gp
Inferno Cannon	Energy	5	–	16d6 fire	1	Spread (3), Flesh Bane, Reload (1)	Military	2,200gp
Ion Cannon	Experimental	11	500ft	10d20 Radiant	1	Special	Military	8,000gp
Mass Driver	Ballistic	5	1200/2000ft	10d10 Bludgeoning	1	Demolisher, Crushing Force, Ammo Box (1), Reload (1)	Military	3,000gp
MT-03 Missile Launcher	Ballistic	5	1000/2000ft	4d10 Bludgeoning	1	Missile, Ammo Box (1), Reload (1)	Military	2,850gp
MT-04 "Doomsday" Missile	Ballistic	10	1 Mile	10d10 Bludgeoning	1	Missile, Single Use	Military	5,000gp
Particle Accelerator	Energy	3	800ft	3d12 fire	1	Plasma, Armour Cutter, Flesh -Bane	Military	1,000gp
Plasma Launcher	Energy	3	Special	6d6 Fire	1	Artillery, Plasma	Military	1,000gp
Promethium Launcher	Energy	2	30ft	6d6 fire	1	Spread (2), Flesh Bane, Reload (3)	Military	800gp
Sniper Cannon	Ballistic	2	600/1200ft	2d12 Piercing	1	Ammo Box (3), Reload (3)	Military	500gp
Tesla Arc Cannon	Energy	5	200ft	16d6 Lightning	1	Arc Lightning (1d6)	Military	2,400gp
Tower shield	Tool	2	Melee	2d6 Bludgeoning	–	Titan Shield	Military	600gp
X-42 "Final Word" Assault Battery	Experimental	8	1 Mile	Special	10	Single Use, Missile, Special	Military	8,000gp

Manipulator Weapons

These weapons can only be wielded by ATUMs with manipulators, and are treated like standard weapons, as shown in the *Player's Handbook,* unless stated in their entries. An ATUM can store a maximum of 2 one-handed manipulator weapons, or one two-handed weapon, on its chassis at any time.

Name	Damage	Weight	Properties	Class	Cost
Arm Shield	2d4 Bludgeoning	15lbs	Titan Shield	Military	100gp
Chain Gun	3d4 Piercing	20lbs	Ranged 60/120, Reload (3), Twin Shot, Arm Mount	Military	350gp
Energy Shield	2d4 Force	5lbs	Titan Shield	Military	360gp
Energy Sword	1d8 Fire	10lbs	Finesse, Light, Flesh-Bane	Military	140gp
Flamethrower	5d6 Fire	30lbs	Spread (1), Reload (1), Arm Mount	Industrial	250gp
G-30 AT Rifle	2d8 Piercing	50lbs	Ranged 300/600, Reload (2), Two-Handed, Heavy, Armour Piercing	Military	500gp
Great Hammer	2d6 Bludgeoning	28lbs	Two Handed, Heavy	Industrial	100gp
Heavy Assault Rifle	2d6 Piercing	40lbs	Ranged 100/400, Reload (3), Two-Handed	Military	240gp
Kite Shield	1d8 Bludgeoning	24lbs	Titan Shield	Military	165gp
Laser Rifle	1d6 Fire	24lbs	Ranged 300ft, Laser, Two Handed	Military	300gp
Light Assault Rifle	1d10 Piercing	25lbs	Ranged 80/320, Reload (5),Two-Handed	Military	120gp
MT-00 Wrist Rocket	2d6 Fire	45lbs	Ranged 80/250, Reload (3), Missile, Arm Mount, Twin Shot	Military	200gp
Plasma Rifle	1d10 Fire	35lbs	Ranged 80/320, Plasma, Two-Handed	Military	400gp
Sniper Rifle	2d6 Piercing	40lbs	Ranged 600/1000, Reload (2), Two-Handed, Heavy	Military	300gp
Titan Broadsword	1d10 Slashing	28lbs	Light, Versatile (1d12)	Military	100gp
Titan Dagger	1d8 Piercing	20lbs	Light, Finesse, Thrown 30/60	Military	20gp
Titan Flail	1d10 Bludgeoning	35lbs	Reach +10ft	Industrial	75gp
Titan Greataxe	2d6 Slashing	25lbs	Two-Handed, Heavy	Industrial	100gp
Titan Greatsword	2d8 Slashing	120lbs	Two-Handed, Heavy, 22 Strength Required	Military	230gp
Titan Halberd	1d12 Slashing	40lbs	Two-Handed, Heavy, Reach +10ft	Military	75gp
Titan Scimitar	1d8 Slashing	20lbs	Finesse, Light	Military	40gp
Titan War Axe	1d10 Slashing	30lbs	Versatile, Heavy (1d12)	Military	100gp
Titan War Pick	1d8 Piercing	20lbs	Light	Industrial	40gp

UPGRADE MODULES

Name	Type	Module Slots	Properties	Class	Cost
Acid-resistant Frame	Passive	3	Grants the ATUM resistance to acid damage.	Industrial	600gp
Active Countermeasures	Active	2	As a bonus action, you scramble the targeting systems of enemy sensors. Until the end of your next turn you cannot be target - locked. Charge (2)	Military	750gp
Advanced Targeting Module	Active	2	As an action, you stack additional tracking information on a target you have target-locked. Until the end of your next turn, any missile hardpoints fired at that target have advantage.	Military	550gp
Category 1 ATUM workshop	Passive	2	Medium or Heavy ATUMs only. This workshop can repair one ATUM at a time. Installation of this workshop takes 30 days, and once complete, increases engine fuel consumption speed by 1 day per tank.	All	8.000gp
Category 2 ATUM workshop	Passive	3	Heavy ATUMs only. This workshop can repair one ATUM at a time. Installation of this workshop takes 60 days, and once complete, increases engine fuel consumption speed by 2 days per tank.	All	20,000gp
Docking Clamps	Active	2	ATUM can be carried by an aircraft or ship, locked to the hull. Can be activated or deactivated as an action. When active, ATUM is incapacitated.	All	500gp
Emergency Oxygen Supply	Active	1	Grants an internal oxygen supply, allowing the crew to breath normally for 1 hour in pressurized ATUMs. Charge (2)	All	450gp
Energy Field	Passive	2	Titan Shield	Industrial	800gp
External Storage Trailer	Passive	1	Special.	All	100gp
Fire Group Adapter	Passive	1	Requires Fire Group Modulator. Grants the use of one additional fire group. Pilot can swap between the 2 different fire groups as a bonus action on their turn.	Military	2,000gp
Fire Group Modulator (Ballistic)	Passive	2	This upgrade links up to three ballistic hardpoints the ATUM has into a fire group, allowing the pilot to spend an action to fire all linked hardpoints at the same target simultaneously.	Military	2,200gp
Fire Group Modulator (Energy)	Passive	2	This upgrade links up to three energy hardpoints the ATUM has into a fire group, allowing the pilot to spend an action to fire all linked hardpoints at the same target simultaneously.	Military	2,800gp
Flotation Device	Active	2	When activated, prevents the ATUM from sinking for 1 hour. Charge (1)	All	250gp
Fuel Surge	Active	2	As a bonus action, you can push your engine to gain a brief surge of speed. You can take one additional action this turn. On your following turn, you cannot take any actions, but can still move. Charge (2)	Industrial	850gp
Heat Dispersal Units	Active	2	When activated as a bonus action, grants the ATUM resistance to fire damage for 1 hour. Charge (2).	Industrial	500gp
Hull Reinforcement	Passive	2	The ATUM gains +2 hit dice. In addition, roll these dice, adding the ATUM's Constitution modifier to each die. The ATUM's maximum hit points increase by this amount.	Civilian	400gp
Increased Armour Plating	Passive	1	Increases armour plating hit points by 10.	Military	500gp
Increased Servo Responders	Passive	2	Increase one hardpoints ROF value by 1.	Military	800gp

UPGRADE MODULES

| Name	Type	Module Slots	Properties	Class	Cost
Internal Heater	Active	2	When activated as a bonus action, grants the ATUM resistance to cold damage for 1 hour. Charge (2).	Industrial	500gp
Lightning Rod	Passive	2	Grants the ATUM resistance to lightning damage when standing on solid ground.	Industrial	600gp
Mobility Booster	Passive	2	Any mobility type required. Grants the mobility type +10ft movement speed.	All	450gp
Module Splitter	Passive	1	Grants two additional module slots, but reduces AC by 2	All	1,300gp
Motion Sensor	Active	1	You can activate this module as an action. Until the end of your next turn, the ATUM grants the pilot and crew blindsense out to 500ft. This only shows a creature's location when it moves during the sonars duration, but doesn't identify the creature in any other way.	Military	800gp
Night Sensors	Active	1	You can activate this module as an action. For the next ten minutes, the ATUM grants the pilot and crew darkvision out to a range of 100 feet.	Industrial, Military	500gp
Nitros	Active	1	As a bonus action, increase your movement speed by 100ft until the end of the current turn. Charge (2)	Civilian	100gp
Oil Slick	Active	1	As an action, you can target a point on the ground you can see within 10ft of you, and apply the effects of the Grease spell to that area for 1 minute.	Civilian	100gp
Passenger Compartment	Passive	2	A Passenger Compartment has enough space to transport up to 4 medium creatures. These creatures count as crew but cannot interact with the ATUM's modules.	All	50gp
Penetration Dampeners	Active	2	When choosing to divert damage to your armour plating, you can use your reaction to double your threshold against that damage. Charge (3).	Military	1,100gp
Pressurized Cockpit	Passive	2	Pressurizes the ATUM, allowing it to function underwater, or in space.	All	1,000gp
Salvaging Unit	Active	1	When activated, allows the pilot to scan for salvage. Duration: 1 hour.	Civilian, Industrial	200gp
Servo-Clamp Booster	Active	1	When activated, grants the ATUM advantage on Strength checks for 1 hour. Requires Manipulator, Charge (3)	Industrial	500gp
Speed-Loader	Active	2	Can reload one ballistic hardpoint as a bonus action. Charge (2)	Military	800gp
Stabilizing Gyros	Passive	1	Advantage on saving throws against being moved or being knocked prone	Industrial	150gp
Storage Crate	Passive	1	Can store up to 250lbs of extra materials or other items, or one additional small fuel tank.	All	75gp
Structural Integrity Support	Passive	3	The ATUM gains +5 hit dice.In addition, roll these dice, adding the ATUM's Constitution modifier to each die. The ATUM's maximum hit points increase by this amount.	Industrial	1,000gp
Thermal Imaging	Active	1	You can activate this module as an action. Until the end of your next turn, each crew member in the ATUM knows the location of any being that emits a body heat signature above 98.6°F (37°C) within 100 feet of it. Your DM has final say on whether a creature's body temperature is high enough to be shown on thermal imaging.	Military	500gp
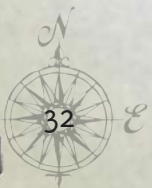
ADVENTURING EQUIPMENT

USING NEW EQUIPMENT

The new weapons listed below are intended to be used alongside traditional weapons found in the *Player's Handbook*, at the discretion of your Dungeon Master. A DM could choose to have only some of these items available to players, all of them, or none of them, dependant on campaign setting and accessibility. A weapon with no damage type uses the damage type of it's ammunition, detailed on page 34.

Name	Cost	Damage	Weight	Properties
Martial Weapons (Firearms)				
Compact Pistol	25gp	1d4	2lbs	Light, Reload (1), Concealed, Ammunition (range 30/80)
Revolver	40gp	1d6	4lbs	Light, Reload (6), Ammunition (range 80/300)
Semi - Auto Pistol	120gp	1d4	3lbs	Light, Reload (4), ROF (2), Ammunition (range 80/200), Specialist
Plasma Pistol	220gp	1d6 Fire	2lbs	Light, Plasma, (range 30/60)
Heavy Revolver	60gp	1d8	5lbs	Reload (6), Ammunition (range 100/300)
Bolt Rifle	120gp	1d10	12lbs	Two-Handed, Reload (4), Ammunition (range 200/800)
Assault Rifle	250gp	2d4	15lbs	Two-Handed, Reload (6), ROF (2), Ammunition (range 200/600)
Shotgun	125gp	1d12	10lbs	Two-Handed, Reload (2), Ammunition, Spread (1) (DC 13), Flesh-Bane (DC 13)
Firebox	25gp	Special	1lb	Thrown Explosive (20/60) When thrown at a point within range, it explodes in a 5-foot radius sphere. Creatures in the area must succeed on a Dexterity saving throw (DC equal to 10 + your prof bonus), taking 3d6 fire damage on a failed save, or half as much on a success.
Sniper Rifle	500gp	2d6	20lbs	Heavy, Two-Handed, Reload (2), Armour-Piercing, Ammunition (500/1200)
Heavy Sniper Rifle	700gp	2d8	25lbs	Heavy, Two-Handed, Reload (2), Armour-Piercing, Ammunition (700/1000), Specialist
Light Machine-Gun	200gp	1d6	10lbs	Two-Handed, Reload (8), ROF (2) Ammunition (range 450/800)
Heavy Machine-Gun	400gp	1d8	40lbs	Two-Handed, Heavy, Reload (10), ROF (3), Ammunition (range 350/800), Specialist,
Heavy Flamer	450gp	3d6 Fire	40lbs	Two-Handed, Heavy, Reload (3), Spread (1) (DC 15), Specialist
Laser Rifle	450gp	1d4 Fire	8lbs	Two-Handed, Laser, (range 120)
Plasma Rifle	600gp	1d8 Fire	12lbs	Two-Handed, Heavy, Plasma, (range 60/120), Specialist
Twin-Barrel Missile Launcher	800gp	1d12 Fire	40lbs	Two-Handed, Heavy, Reload (2), MT-00, Missile Ammunition (range 80/200)
Anti-Tank Rifle	900gp	2d8	45lbs	Two-Handed, Heavy, Reload (2), Armour-Piercing, Demolisher, Ammunition (range 300/1200), Specialist
Martial Melee Weapons				
Energy Blade	250gp	1d6 Fire	2lbs	Finesse, Light, Versatile (1d8), Flesh-Bane (DC 13)
Energy Dagger	140gp	1d4 Fire	1lb	Finesse, Light
Power Gauntlet	300gp	1d8 Bludgeoning	30lbs	Light, Powerful Blow (DC 13), Demolisher
Tesla Glove	175gp	1d6 Lightning	1lb	Light, Arc Lightning (1) (DC 13)
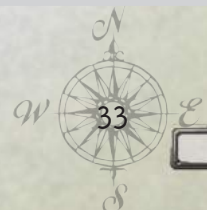
Firearms and Ammunition

Some ranged weapons listed on page 33 have ammunition requirements. Unlike conventional ammunition, all firearm ammunition is purchased in magazines, or clips, instead of individual rounds. A weapon's magazine lasts for as long as the Reload (x) property listed on its profile, regardless of the amount of shots the weapon might actually fire.

When a creature reloads a weapon, that magazine clip is assumed to be empty, and can either be discarded, or refilled at a weapons dealer, armoury, ATUM Workshop or an appropriate blacksmiths.

The list of ammunition magazines available for purchase are listed below, alongside their weapon types.

| Weapon Type	Cost Per Magazine	Properties
Nonmagical Ammunition		
Pistol	1gp	Deals piercing damage
Revolver	1gp	Deals piercing damage
Rifle	2gp	Deals piercing damage
Shotgun	1gp	Deals slashing damage
Sniper	1gp	Deals piercing damage
Heavy Sniper	5gp	Deals piercing damage
Machine Gun	5gp	Deals piercing damage
MT-00 Missile	20gp	See *Missile* special rule
Anti Tank	25gp	Deals piercing damage

A collection of steampunk plasma rifles often employed by Grey Wolves

Flamethrowers

In a similar style to Tesla weaponry, compact, hand held flamethrower designs don't require ammunition in order to function. Instead, these weapons draw briefly on the power of the elemental plane of fire, sending forth a burst of flames towards their unfortunate opponents before rapidly cooling in order to repeat the process anew.
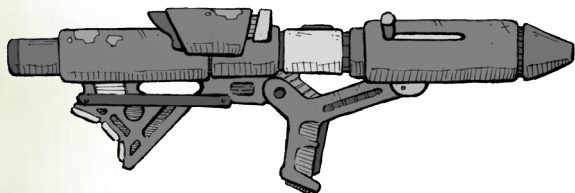
Tesla Power

Tesla weaponry utilizes arcs of powerful lightning or electricity; unleashing in a sparking volley of dancing violence that can jump from one creature to the damge, should they be close enough. This close range proximity has meant their use is mainly focused on melee combat weapons, where the booming arcs of short range electrical energy can be most effective.

Advanced elements of Tesla technology use battery cells or solar charges in order to maintain functionality. More primitive or steampunk designs are frequently seen using powerful static metal nodes, charged with magical energy from the elemental planes to achieve the same result.
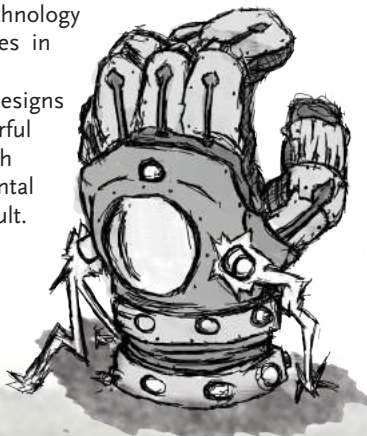
Plasma Weaponry

Similar to their larger cousins, plasma weapons come in a variety of shapes and sizes. From futuristic atomic-powered pistols to steampunk contraptions, fueled by a wild combination of magic and industrial technology, plasma weapons can deal devastating damage when in the right hands.

Though users must beware - for super-heated weapons such as these aren't always the most reliable pieces of equipment. Many plasma weapons, while not requiring ammunition, can overheat, exploding in a shower of sparks that can severly burn the shooter.
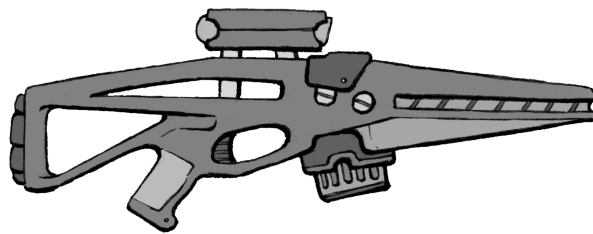
Lasers

Lasers are mostly the staple of futuristic tech, using energy cells, solar batteries or miniaturized fusion reactors to generate a focused beam that deals pinpoint damage to it's target.

Some steampunk variations of the laser design include utilizing extreme heat, magic and pressure to create a ball of focused light, which is then magnified through multiple lenses to increase it's potency before finding it's mark. Focused on a point for long enough, a laser can eventually combust or melt it's victim, leaving survivors with horrible, cauterized wounds.
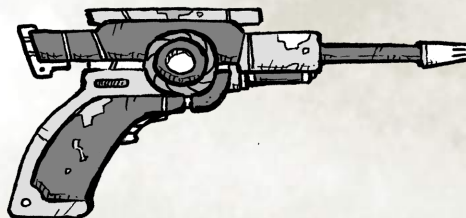
Hotshot Ammuntion

Standard ammunition deals the nonmagical damage type specified on it's entry, unless a special rule from the firing weapon specifies otherwise. In certain engagements, however, adventurers might find themselves facing a foe that requires more specilized ammunition to take down reliably. Particularly wary adventurers, or those hunting creatures weak to silver or adamantine, will often invest in special ammo magazines, known as "Hotshot Ammo". Hotshot ammunition comes in many different types, with each variation utilizing a different damage type or additional property.

Hotshot magazines can only be purchased from towns or major cities, though sometimes smaller traders may have a limited stock available, albeit at a more inflated price. To work out the cost of purchasing a hotshot clip for your weapon, add the price shown below to the base cost for a clip of that weapon type, shown above. For example, inferno rounds for a revolver would cost 26gp; a total of 25gp from the hotshot cost, and 1gp from the base clip cost.

Weapon Type	Hotshot Cost	Properties
Hotshot Ammunition		
Inferno	25gp	Deals fire damage
Nitrogen	25gp	Deals cold damage
Acidic	25gp	Deals acid damage
Tesla	25gp	Deals lightning damage
H.E.	125gp	Explodes out in a 5-foot radius sphere upon hitting a target. Creatures in the area (including the target) must succeed on a DC 14 Dexterity saving throw, taking 1d8 fire damage on a failed save, or half as much on a success.
Poison	50gp	On a hit, target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. Failed saves can stack the poison's duration, to a maximum of 10 minutes.
Paralysis	100gp	On a hit, target must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. A target can repeat the saving throw at the end of each of it's turns, ending the effect on a success.
Tranquilizer	50gp	On a hit, a large or smaller target must succeed on a DC 10 Constitution saving throw or become unconscious for 1 hour. If a target succeeds on it's saving throw and is hit by another tranquilizer round in the same turn, the DC increases by 1, to a maximum of 17. A sleeping creature remains asleep in this manner until a creature spends an action to rouse them, or they take damage of any kind. This ammunition has no effect on undead or constructs, or any creature that cannot be put to sleep.
Silvered	30gp	This ammunition has been silvered.
Sanctified	30gp	Deals an additional 1d4 radiant damage to undead and fiends.

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Firearm Modifications

A firearm is composed of six particular components; a frame, barrel, grip, magazine, the sights, and a muzzle. Standard firearms are purchased with stock components, but each component can be modified using the tables below. A component can only have one modification equipped or affecting it at any time. The DM decides how many of the below options are available and suit your campaign. Some modifications change the damage die of a weapon. The damage die steps for these modifications are shown below.

Firearm Modification Table

Damage Dice Steps
d3 -> d4 -> d6 -> d8 -> d10 -> d12 -> 2d6 -> 2d8 -> 2d10 -> 2d12

Modification	Cost	Properties
Frames		
Lightened Frame	15gp	Reduces the weapon's weight by 5lbs, to a minimum of 1lb, reduces it's damage die by one step, to a minimum of a 1d3, and grants it a +1 bonus to attack rolls.
Weighted Frame	35gp	Increases the weapon's weight by 5lbs, increases it's damage die by 1 step, to a maximum of 2d10, and grants it a -2 penalty to attack rolls.
Calibrated Reciever	40 gp	When scoring a critical hit with the weapon, you deal an additional 1d4 of the ammunition's type.
Barrels		
Long Barrel	35gp	Increases the weapon's long range by 200
Short Barrel	35gp	Grants the weapon the *Concealed* rule. If the weapon already has this rule, you gain a +1 bonus to Dexterity (Sleight of Hand) checks to hide the weapon.
Snub-Nose Barrel	35gp	Grants the weapon the *Concealed* rule, and you gain a +4 bonus to Dexterity (Sleight of Hand) checks to hide the weapon. In addition, the weapon reduces it's damage die by one step, to a minimum of a 1d3.
Grips		
Short Stock	30gp	Grants the weapon the *Concealed* rule. If the weapon already has this rule, you gain a +1 bonus to Dexterity (Sleight of Hand) checks to hide the weapon.
Marksmen's Stock	35gp	Increases the weapon's normal range value by 50, up to the maximum long range of the weapon. This does not increase the weapon's maximum range.
Comfort Grip	30gp	You gain a +1 bonus to the attack roll when firing the weapon within its normal range.
Sharpshooter's Grip	60gp	When firing the weapon, attacking at long range doesn't impose disadvantage on your attack rolls.
Magazines		
Large Magazine	25gp	Grants a +1 bonus to the weapon's Reload (x) value.
Quick-Load Magazine	35gp	Once per short rest, you can reload the weapon as a bonus action.
Drum Magazine	60gp	Grants a +3 bonus to the weapon's Reload (x) value. In addition, when reloading the weapon, you must spend both an action and a bonus action on your turn to do so.
Sights		
Reflex Sight	45gp	Grants a +1 bonus to attack rolls made with the weapon.
Scoped Sight	80gp	Increases the weapon's normal range by 100, up to the weapon's maximum range.
Darkvision Scope	150gp	When aiming with the weapon, you gain darkvision out to the weapon's normal range.
Muzzles		
Bayonet (blade or chainsaw)	45gp	Allows the weapon to be used as a simple melee weapon, dealing 1d4 piercing (blade) or 1d6 slashing damage (chainsaw) on a successful hit. A chainsaw bayonet can only be installed on a two-handed ranged weapon, such as a bolt rifle or shotgun.
Suppressor	80gp	When you are hidden from a creature and miss it with a ranged weapon attack, from this weapon, making the attack doesn't reveal your position.
Compensator	30gp	The weapon's maximum range is reduced by 100 (to a minimum of 30), and you gain a +1 bonus to attack rolls made with the weapon.

SPECIAL RULES

Some modules and equipment come with additional special rules listed in their entries. These rules can be found after the Manipulators entry, written in alphabetical order.

MANIPULATORS

A module with this special rule is an arm with a set of fingers attached to it. A manipulator requires a free hand to use when piloting an ATUM, and functions like an ordinary hand, allowing you to make unarmed strikes, wield and throw weapons, grapple enemies and benefit from additional features your class gives you, with a few exceptions:

• When attacking with or using a manipulator, your Strength Score is replaced by the score of the manipulator. A list of manipulator types is listed below.

• If you are using a pair of manipulators to make unarmed strikes, you can make one additional unarmed strike as a bonus action.

• When making Strength saving throws, you use the ATUM's chassis or manipulator Strength modifier, whichever is better.

• Manipulators can only wield weapons designed for creatures of their size category, or one size larger.

• Manipulators on a light chassis have a reach of 5 feet.

• Manipulators on a medium chassis have a reach of 10 feet.

• Manipulators on a heavy chassis have a reach of 15 feet.

MANIPULATOR TYPES

Type	Strength Score
Civilian	20 (+5)
Industrial	26 (+8)
Military	22 (+6)

Attacking in Melee without a Manipulator

An ATUM without a manipulator can still make unarmed strikes, but can only make a single attack against a target within 5 feet, using the chassis's Strength modifier for attack and damage rolls, and dealing 1d6 bludgeoning damage on a hit.

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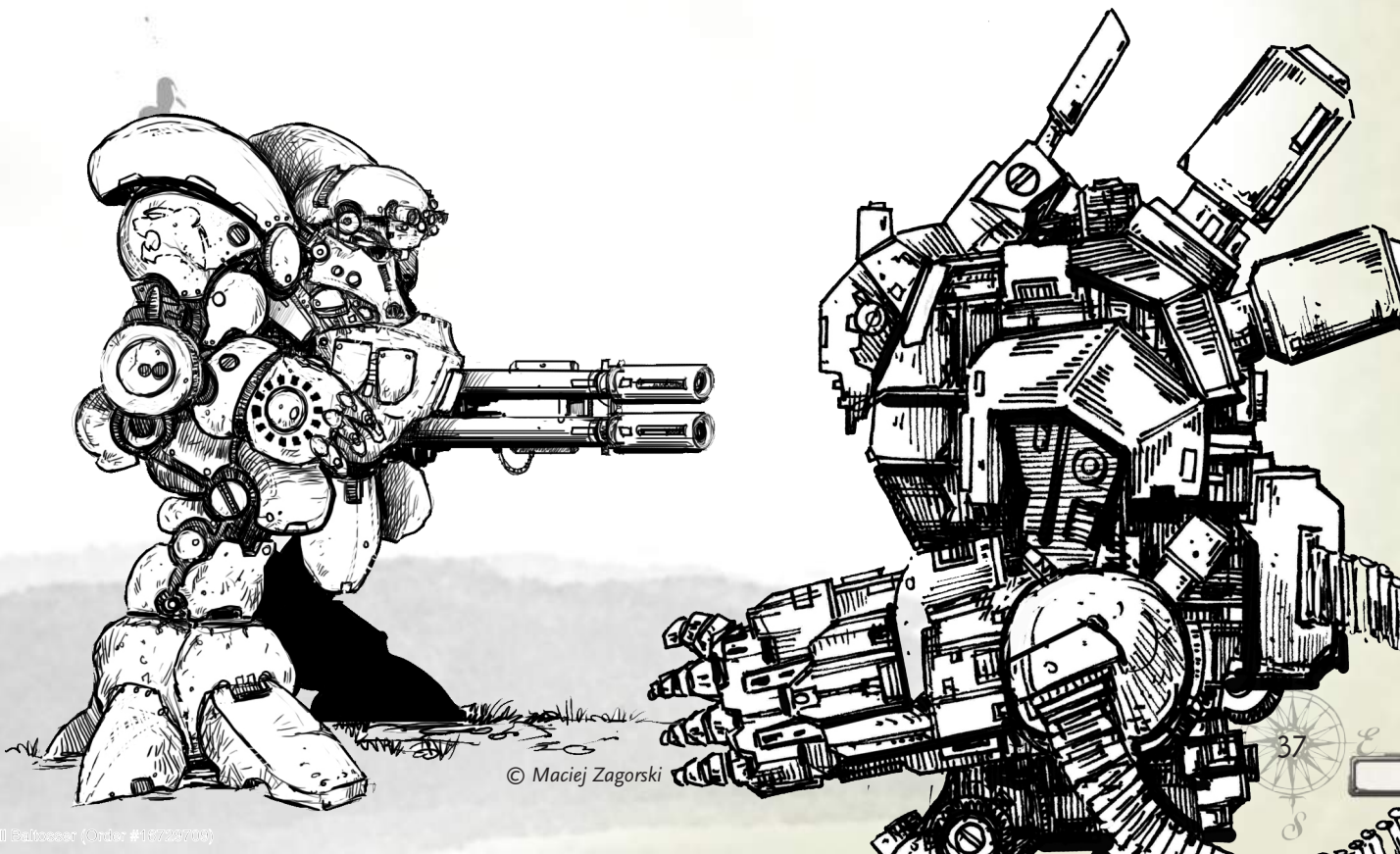
Ammo Box (X)

A hardpoint with this rule is assumed to hold enough ammo to only be used in a certain number of encounters before needing to be reloaded.

For example, a mass driver with an ammo box of (2) can only be used in 2 different encounters before the ammunition for it runs out and it needs to be reloaded.

An ammo box holds ammo for a single type of module.
For example, if you have three light MGs installed, they all use the same ammo box.
If you have three different modules, such as a light MG, heavy MG and a light autocannon, each module will require its own ammo box.

Storing Ammo Boxes

Each chassis can hold a number of ammo boxes equal to half its module slots, rounded down. Certain upgrades can allow for additional ammo boxes to be stored.

Reloading Ammo Boxes

Unlike conventional reloading, an ammo box takes ten minutes to reload, and must be reloaded by hand.

Buying Additional Ammo Boxes

Additional or replacement ammo boxes can be purchased from town or city weaponsmiths. Consult the table below for prices and general availability when in a settlement.

Ammo Box Availability and Costs

Location	Ammo Boxes Available	Cost Per Box
Village	1d4 -1	120gp
Town	2d4	85gp
City	3d4+1	50gp
Military Base	5d4+5	25gp

Arc Lightning (X)

Whenever a hardpoint or weapon with this rule hits a target, roll a d6. On a 3 or more, the lightning arcs towards a number of creatures shown in the brackets that are within half the hardpoint's maximum range, or within 5-feet of the melee weapon, starting from the creature closest to the original target.

The target creatures must succeed on a Dexterity saving throw, taking the attacks initial damage on a failed save, or half damage on a successful one.

Arm Mount

Weapons with this rule must be mounted on a manipulator arm. They still require an action to fire, but the manipulator can also carry a weapon or be used as normal when an arm mount is equipped.

Armour - Cutter

Armour-Cutters are powerful heat based hardpoints designed for shearing off metal plating or heavy armour.
A hardpoint with this rule can choose to deal all damage directly to the armour plating of a target, regardless of its threshold.

If this damage would reduce the armour plating's hit points to 0, or the target has no armour plating to begin with, it must succeed on a Constitution saving throw or have its AC reduced by 1, to a minimum of 10. A creature's worn armour is destroyed if its AC value is reduced to 10.
This reduction lasts until the target repairs the damage during a short or long rest, or is healed with the *Reconstruct* spell.

This rule has no effect on organic targets, or creatures not wearing armour.

Armour - Piercing

Weapons or hardpoints with this rule ignore armour plating and resistances to nonmagical piercing damage.

Artillery

An artillery hardpoint is a set of cannons, often used to blanket large areas with sustained fire. These cannons range from pairs of short, rapid firing howitzers to long, multi-barrelled batteries mounted on the back of category 1 ATUMs.

Artillery hardpoints have a special set of ranges, called a range band, shown below.

- **Range Band 1:** 60ft - 240ft
- **Range Band 2:** 241ft - 500ft
- **Range Band 3:** 501ft - 1 Mile

Artillery hardpoints cannot depress far enough to reliably direct-fire at a target. **To represent this, an artillery hardpoint cannot shoot a target that is within 60 feet of it.**

To fire artillery, you must spend your action and choose a target point within one of these three ranges, consulting the range band table below to find out the explosion radius.
This radius is measured in feet from the chosen target point.

Range Band	Explosion Radius
1	15 feet
2	30 feet
3	60 feet

Each creature in the selected radius must succeed on a Dexterity saving throw, taking the artillery module's noted damage on a failed save, or half as much on a success.

An artillery hardpoint module can never be fired more than once per turn, regardless of upgrades.

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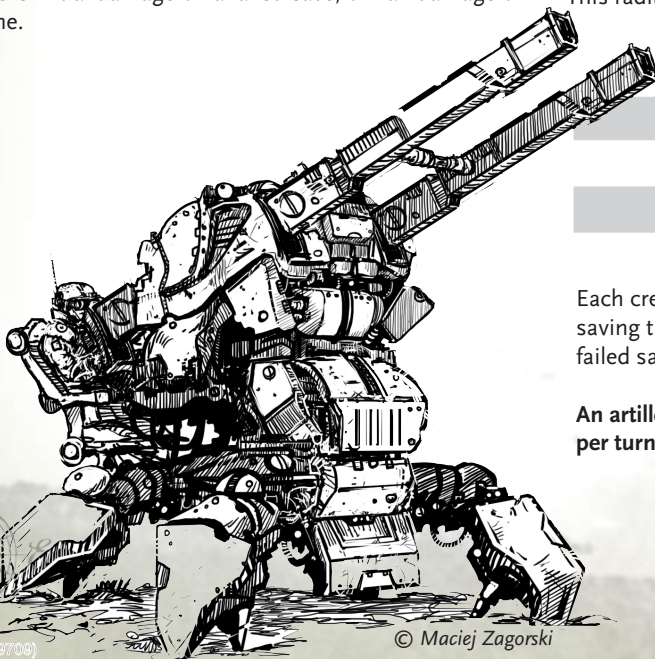
CHARGE (X)

Modules with the charge rule can be activated or used a number of times equal to the number in the brackets. Once expended, these modules must be reloaded, or have new charges installed by visiting a workshop.

CHASSIS RESISTANCE (X)

ATUMs with this rule are hardier than most, and build to withstand punishment.

As a reaction when the ATUM takes nonmagical bludgeoning, piercing or slashing damage, the pilot can use their reaction to roll the die shown in brackets next to the chassis resistance rule (x), reducing the incoming damage by the value shown on the dice.

For example, if an ATUM would be hit by a weapon that dealt 20 piercing damage and had a chassis resistance of (1d12), the pilot could use their reaction to roll the die and reduce that damage by 1d12.

CO - AXIAL

Ballistic or energy hardpoints with this rule can be mounted alongside another ranged hardpoint at the cost of one module slot, instead of their normal cost, and their damage dice is reduced by one step. For example, a Light MG would have its damage die reduced from 1d10 to 1d8.

Whenever the main hardpoint is used, you can fire the co-axial hardpoint at the same target as a bonus action on your turn.

A hardpoint module can only have one co-axial hardpoint attached at a time.

CONCEALED

You can hide a weapon with this rule on your person.

Make a Dexterity (Sleight of Hand) check. The total rolled becomes the Wisdom(Perception) or Intelligence (Investigation) check DC required for another creature to notice the concealed weapon.

When concealed in a coat or pocket, the weapon can be fired once while counting as hidden, granting you advantage on the attack roll.

CRANE

Cranes are extending hardpoints attached to either a hook, lifting winch, or wrecking ball. As a bonus action, the crane's reach can be extended by 15 feet, to a maximum of 60 feet.

When extended further than 30 feet in this way, the ATUM cannot move.

Using the Hook or Winch

If using the winch or hook, the crane can be used to either move an object not being carried by another creature within it's reach as an action, or can be swung at a target, dealing 1d10 bludgeoning damage on a hit.

A Hook or Winch can lift an object weighing up to 2 tons if attached to a light ATUM. This limit increases to 4 tons if the hardpoint is attached to a medium ATUM, or 6 tons if attached to a heavy ATUM.

Using the Wrecking Ball

If using the wrecking ball, as an action you can swing it in a 10-foot wide, 15-foot long arc.

A creature within the arc must succeed on a Dexterity saving throw, taking 4d10 bludgeoning damage and being knocked prone on a failed save, or half as much on a success.

This damage increases by 1d10 when used by a medium ATUM, and 2d10 when used by a heavy ATUM.

DEMOLISHER

Hardpoints with this rule deal double damage when rolling damage against structures.

In addition, when dealing damage to constructs or creatures made of earth, stone or metal, the hardpoint deals an additional die of damage.

EXCAVATION

A hardpoint with this rule can reshape dirt, sand or clay in an area no bigger than 20 feet on any side in any manner.

You can choose to raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such change can't exceed half the area's largest dimension.
So if you affect a 20-foot square, you can create a pillar up to 10 feet high, raise or lower the square's elevation by up to 10 feet, dig a trench up to 10 feet deep, and so on.
It takes 10 minutes for these changes to complete.

EXPERIMENTAL

Hardpoints with this rule are dangerous, sporadic and often unstable. These hardpoints are not sold at normal markets, but instead require a quest from your Dungeon Master in order to obtain, and rarely will there be more than one or two in the world, due to their complexity.

In addition, these hardpoints can be used solely at your Dungeon Master's discretion. Below is a list of each experimental hardpoint and it's special rules. It should be noted that before using any experimental hardpoint, the user must first roll on the experimental hardpoint table.
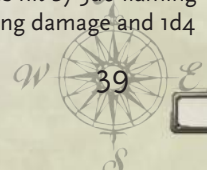
Experimental Hardpoint Table

Result (d8)	Effect	Description
1 - 4	Nothing	You are lucky this time as nothing bad happens.
5 - 7	Misfire	The module fails to activate.
8	BANG!	Something explodes! Your ATUM takes 5d8 force damage. Immediately re-roll, ignoring a result of 8.

Beanbag Toaster

The Beanbag toaster is an experimental hardpoint of gnomish design; accidentally created after trying to develop a more efficient toast-delivery system. A battery of toasters welded together forms the hardpoints base, while a funnel brimming with gunpowder-filled beanbags acts as the hardpoints auto-loader. When fired, the beanbags are briefly cooked inside the toasting mechanism, before catching fire and being catapulted out towards a target, exploding violently on impact.

As an action, you can choose to fire the beanbag toaster at one target you can see within range. For the next minute, the beanbag toaster will continue to fire until all ammunition (beanbags) have been expended, choosing a different target within 20ft of the previous target it fired at during the beginning of each of your turns (no additional actions required by you). If there are no other targets within range, the hardpoint will continue to fire at the same target it fired at previously.
Make a single ranged attack roll against your chosen target each time this hardpoint fires. On a hit, the target is hit by 3d6 flaming beanbags. Each beanbag deals 1d4 bludgeoning damage and 1d4 fire damage.

Grav-Cannon

The gravity cannon is an experimental hardpoint, powered by small arcane runestones and developed by dwarven engineers as a method of industrial mining. Each runestone contains a sealed anti gravity spell.

You can use an action on your turn to fire the cannon. When fired, the runestones expel a brief pulse of magical energy in a 90-foot cone, changing the gravity to face away from the cannon for an instant. Each creature in the area must succeed on a Dexterity saving throw or fall in a straight line away from the cannon. A creature continues falling in this manner until it leaves the cones area of effect or strikes a piece of terrain. When leaving the cones area of effect, a creature lands prone, taking fall damage equal to the distance it moved.

Once fired, you must spend an action cooling down the runestones before the cannon can fire again.
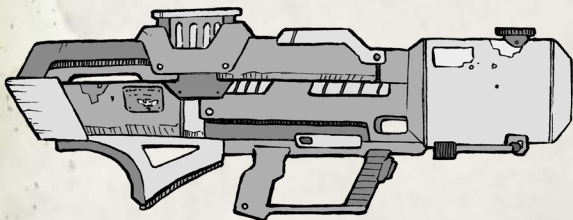
Ion Cannon

The ion cannon was developed in response to the increasing number of undead giants being recruited into enemy armies. Requiring a vast surplus of power and module slots, the ion cannon requires mounting on a quadrupedal heavy chassis, and cannot move on the same turn it fires.
You can spend an action to charge up the ion cannon, and spend an additional action to fire it at a target you can see within range. When fired, the ion cannon emits a powerful radiant beam of energy in a 20ft wide line towards its target. The target, and any creature in the line must succeed on a Constitution saving throw, taking 10d20 radiant damage on a failed save, or half as much on a success.
Any objects not being worn or carried that are caught in the beam are destroyed, and any terrain with a section caught in the line has that section disintegrated.

Once fired, you must spend an action to vent the heat from the cannon before you can use it again.

Big Fusion Gun

The big fusion gun, or BFG for short, is essentially a gigantic assault cannon, mounted on multiple module slots. It requires mounting on a quadrupedal heavy chassis in order to reliably maintain sufficient recoil dampening.
When fired, this hardpoint launches forth a volley of sustained plasma fire, peppering its target with projectiles that strike with the force and heat of a small meteor.

You must spend your bonus action to brace before firing the BFG. In addition, the plasma effect from this hardpoint means it overheats on the roll of a 1-2, instead of a 1. After firing, it then overheats on the roll of a 1-10.

As an action, choose one target within range and roll 2d6. This is the hardpoints ROF for this attack. On a hit, the target takes 2d10 force damage, and is pushed 5ft back in a straight line.

X-42 "Final Word" Assault Battery

The X-42 Missile Battery, code named "Final Word" was an experimental missile battery developed under the supervision of human engineers as a method of wiping out armies of invading undead hordes using a single salvo. The missile battery is a single use saturation hardpoint, designed to cover an entire area with lethal, explosive shrapnel with a single volley of diamond-tipped rockets.

To fire the X-42 missile battery, you and two other crew members must spend your actions to lock, prepare and fire the hardpoint. Once the first crew member has prepared the hardpoint with their action, choose a point within range. The second crew member then chooses up to ten targets within 60ft of this point, locking onto them as an action.
Finally, once the hardpoint has been prepared and the targets locked, you can spend your action to fire. The battery consists of ten cluster-missiles, which explode on top of the target, showering explosive shrapnel on it and the ground around it in a 20-foot radius, centered on the target.
A creature caught in one or more of these radiuses must succeed on a DC 22 Dexterity saving throw, taking 10d6 bludgeoning damage and 10d6 fire damage from each radius they are caught in on a failed save, or half as much on a success.

The X-42 missile battery cannot then be fired again until it has been reloaded at a workshop.
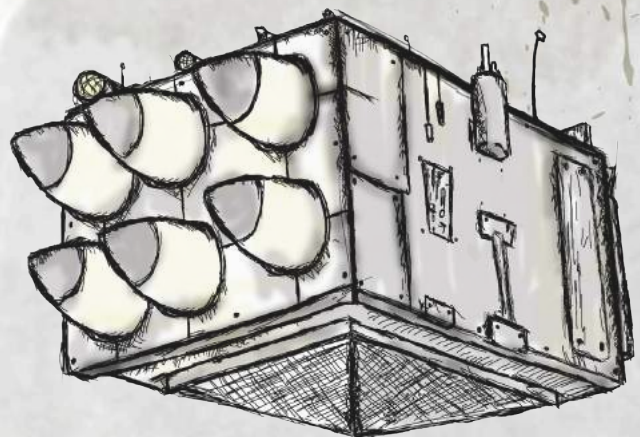
FAULTY

Whenever you use/activate this module you must first roll a d20.
If you roll a 1 then you must immediately roll on the Module Fault table.
If this weapon also has the Plasma rule, roll the d20 for this rule first.

Fault Table

1d8	Effect	Description
1	Nothing	Nothing Happens
2	Misfire	The module fails to activate, and the action fails.
3	Jammed	If the module is a hardpoint it is jammed and requires an action to clear before it can be used again. If it is not a hardpoint then immediately re-roll, ignoring a result of 3.
4	Emergency Shutdown	The module is cannot be used for 1d4 rounds.
5	Module Damage	The module's quality drops by one category.
6	Module Break	Something inside the module breaks. The module quality becomes *Broken.*
7	Internal Combustion	Something catches fire inside the module! At the start of each of your turns, your ATUM takes 2d6 fire damage until you spend an action to extinguish the fire.
8	Boom!	Something inside the module explodes! Your ATUM takes 3d10 thunder damage from the force of the explosion. Immediately re-roll on this table, ignoring a result of 8.

FLAK

Flak hardpoints fire shredding rounds that explode mid air, scattering the are around it with fuselage-tearing shrapnel. When firing a hardpoint module with this rule, choose a target you can see within range. Each creature in a 15-foot cube (including and centered on the target) must succeed on a Dexterity saving throw, taking the flak modules noted damage on a failed save, or half as much on a success.

FLESH - BANE

Hardpoint modules with flesh - bane are particularly dangerous to organic foes.
Whenever an unarmoured creature takes damage from a module or weapon with this rule, they must succeed on a Constitution saving throw or have their armour class reduced by 1 until the end of their next turn.
This AC reduction can be stacked on a single target up to three times. This does not affect constructs or creatures without flesh, such as wind elementals.

FORWARD FACING

Modules with this rule can only be fixed facing forwards, and has a 45 degree firing arc. The ATUM must turn to face its target if it wishes to fire a forward firing hardpoint.

LASERS

Lasers are concentrated beams of heat that deal damage through pinpoint accuracy instead of traditional ballistic rounds. Lasers deal more damage the more the same target is hit with the ranged weapon or hardpoint. You can choose to focus fire when you make a ranged attack roll against a creature you can see within range. On a hit, the next attack roll you make against it with that hardpoint or ranged weapon has advantage.
In addition, if you attack that same creature again on your following turn with the same hardpoint or ranged weapon, the damage die increases by one step. The dice steps are shown below. This effect can stack up to 4 times, but is lost if you miss, or don't continue to attack the same creature each round using the ranged weapon or hardpoint.

Damage Dice Steps

d3 -> d4 -> d6 -> d8 -> d10 -> d12 -> 2d6 -> 2d8 -> 2d10 -> 2d12

MISSILES

Missiles take many forms, from huge batteries of clustered warheads to smaller, piercing explosive shells, and are a popular shoulder mounted addition to many bipedal ATUMs.

Missiles have two different fire modes, **Targeted** and **Saturation.**

Targeted

When firing a missile hardpoint in this mode, you must spend a bonus action to lock onto a target. The target remains locked for one minute, until it is successfully hit by the hardpoint, or leaves the hardpoints range. A pilot does not require line of sight when firing a missile hardpoint at a locked target.

Once locked, you can fire the hardpoint at the target as an action on your turn, dealing the hardpoints noted damage (without adding any other modifiers) on a hit.

Saturation

Instead, of firing a volley of missiles at a single target, you can instead spend your action to fill an area with the entire armed and ready ammunition at your disposal. To do so, choose a point within range and consult the missile table below to work out the radius and damage dealt. Each creature in that radius must succeed on a Dexterity saving throw, taking the table's noted damage on a failed save, or half as much on a success.

Once fired in this manner, a missile hardpoint will need to be reloaded before it can be fired again.

Missile Table

Missile Type	Explosion Radius	Damage
MT-00	5ft	4d6 fire
MT-01	10ft	6d6 fire
MT-02	20ft	12d6 fire
MT-03	60ft	18d6 fire
MT-04	120ft	26d6 fire

Multi-Rockets

Multi-rockets are batteries of small but deadly missiles that can be individually locked onto many different targets at a time as part of a single bonus action. These missiles are often called 'hornets' due to their swarming nature when being fired.

When using a multi-rocket, you can lock onto a number of targets in range equal to the hardpoints ROF value as a bonus action. You can choose the same target more than once, or different ones. Make a single attack roll for all targets. Each target takes the noted damage in the hardpoints entry.

For every additional missile locked onto a single target, that target takes an additional die of the hardpoints damage.

Multi-Rockets and Ammunition

Unlike other ROF hardpoints, when you fire a multi-rocket hardpoint, all locked missiles fire at once, and you make a single attack and damage roll against all locked targets.

When calculating when to reload, a multi rocket hardpoint only counts as making one attack per action, regardless of its ROF value, unless it uses the saturation fire mode above.

Pintle Mount

A pintle mount is a fixed mount that allows a weapon to be freely traversed and/or elevated while keeping it in one fixed position.

The hardpoint is always two-handed, and requires a crew member other than the pilot to operate it. In addition, a pintle mount must be attached to either the front, back, left, right or top of the ATUM. If attached to the top, it has a domed arc of fire, and can shoot 360 degrees. If attached elsewhere, the hardpoint has a 180 degree firing arc.

Passengers can fire pintle mounts.

Plasma

Plasma weapons and hardpoints fire a highly corrosive, concentrated burst of heat that explode briefly on impact, causing even creatures with innate resistances to such high heat extreme damage, at the risk of overheating.

Overheating and Extreme Damage

Before firing a module or ranged weapon with this rule, roll a d20. If a 1 is rolled, the hardpoint overheats, and cannot be used until you spend an action to vent the excess heat. In addition, roll the attack's damage.
If the attack came from a hardpoint, your ATUM then takes half of this damage, which ignores resistance. If the attack came from a ranged weapon held by you, you instead take the damage.

If a natural 20 is rolled, the attack instead ignores resistance to fire damage, and deals an additional die of damage to the target.

Each time you fire a hardpoint or ranged weapon with this rule, the chance for it to overheat increases by one step on the d20 roll. For example, if you fire a hardpoint once, it will overheat on the roll of a 1. If you fire it twice, the second shot will overheat on a 1 or 2, and so forth.

Venting Heat

You can use an action on your turn to vent all heat build-up from a plasma hardpoint or ranged weapon. This resets the overheating d20 roll back to 1.

Powerful Blow

A hardpoint or weapon with this rule ignores resistance to bludgeoning damage. In addition, if the attack roll exceeds the target's AC by 5 or more, it must succeed on a Strength saving throw or be pushed back 5 feet per damage die and knocked prone.

Ram

A ram is a reinforced slab of armour plating, steel or other protective covering that is mounted on the front of the ATUM.

If an ATUM with this rule moves at least 20 ft straight toward a target and then hits it with an unarmed strike on the same turn, the target takes an extra 1d10 bludgeoning damage. If the target is a creature, it must succeed on a Strength saving throw or be knocked prone. If the target cannot be knocked prone, it is instead pushed 10 feet away from the ATUM in a straight line.

This damage increases to 2d10 if the ATUM has a medium chassis, or 3d10 if the ATUM has a heavy chassis.

Rate of Fire (ROF)

All hardpoints (apart from manipulators, their ranged weapons and adventuring equipment) require your action to attack with or activate.

Some hardpoints and weapons, however, make more than one attack (or shot) when activated. The number of attacks a hardpoint or ranged weapon makes each time it is activated is shown under the rate of fire column, or in brackets, abbreviated as ROF (x).

For example, a hardpoint with ROF (2) would attack twice when activated with an action. An ordinary ranged weapon with ROF(2) would instead make 2 seperate shots each time a character made an attack with it. So a fighter with 2 attacks would make 4 shots.

Reload (x)

If a weapon has this rule, it must be reloaded after it has been fired the number of times shown in the brackets (x).
It takes an action to reload a module or ranged weapon.

For example, if a weapon has Reload (3), the weapon can be fired three times before needing to be reloaded.

Single Use

A hardpoint with this rule can be fired once before needing to be reloaded with a new ammo box.

Specialist

Weapons with this rule require specialist training to use. Unliike other weapons, **specialist weapons cannot be used by someone who is not proficient with them.**
You can become proficient in a specific specialist weapon by finding an instructor willing to teach you, and spending 4 hours a day for 100 days training with the weapon with your instructor.
The training costs 2gp per day. After you spend the requisite amount of time and money, you gain proficiency with that specialist weapon.

Spread

Spread modules deal damage in a cone over a wide area. Creatures caught in the cone must succeed on a Dexterity saving throw, taking the module's noted damage on a failure, or half as much on a success.
Each spread range falls into a particular value, shown in the brackets next to the rule. Compare the value to the table below to find out the range of the module.

Value	Range
1	15-foot Cone
2	30-foot Cone
3	60-foot Cone

Some hardpoints have the ability to fire a globule towards a target, which then explodes on impact, showering the area nearby with damage. This is shown by the module also having a range on it's profile.

If the module has a range, the cone can be placed anywhere within that range, with the short end facing towards you.

STOMP

An ATUM with this rule can perform a special melee weapon attack, called a stomp. As a bonus action, the pilot can elect to kick or crush one target it can see within 5-feet of it that is it's size category or smaller with the ATUM's foot.
Make a melee weapon attack against the target, using the ATUM chassis Strength modifier for the attack and damage rolls. On a hit, the target takes 1d10 bludgeoning damage.

This damage increases to 2d10 if the ATUM has a medium chassis, or 3d10 if the ATUM has a heavy chassis.

Trample

If an ATUM performs a stomp attack on a prone creature and successfully hits, that creature takes an additional 2d10 bludgeoning damage.

TITAN SHIELDS

These shields are huge towering sheets of armour plate designed to take the heaviest of blows. Some are held using manipulators, while the largest of them are built directly onto an arm from the chassis. A shield grants an ATUM special features, shown below.
In addition to these features, a shield can be used to make a special melee weapon attack called a slam. You cannot benefit from more than one shield at a time.

As a bonus action, make a melee weapon attack against a creature you can see within range. On a hit, that creature takes the titan shield's noted damage and must succeed on a strength saving throw or be shoved 10ft away from the ATUM in a straight line.

STORAGE AND STORAGE TRAILERS

Storage crates are always considered to be accessible both internally and externally, unless the pilot specifies otherwise when installing the upgrade module.

Anything stored in crates still counts towards the ATUM's carrying capacity, if the carrying capacity rules are in effect.

Storage Trailers

Trailers are upgrade modules pulled by ATUMs, must like a conventional trailer. Each trailer can store up to 500lbs of equipment or materials, and has a single module slot, which can be used to attach another trailer, hardpoint, upgrade module or one additional fuel tank of any size.

Unlike other modules, trailers can be targeted directly by attacks. If reduced to 0 hit points, trailers are reduced to a small scrap pile, and any separated trailers must be reattached to an ATUM before they can be moved again or the ATUM has access to any modules installed on them.
Trailers have an AC of 15, 55 (10d10) hit points, and increase the length of the ATUM by 10 feet per trailer.

When a trailer is installed, you must also install an additional mobility type for it. The ATUM does not benefit from any features of this mobility type, and can only ever move at the lowest speed available to it.
An ATUM can pull a number of trailers equal to its chassis Strength modifier.

Shield Features Table

Shield Type	AC bonus	Features
Tower Shield	+3	As a bonus action, you can dig the shield into the ground. While dug-in, your movement becomes 0, and you count as being behind three-quarters cover. You can spend a bonus action again to raise the shield and return to normal.
Energy Field	+1	As a reaction when you would be hit by an attack, you can flare up the shield, adding a +5 bonus to your AC for that attack. You regain the use of this feature after a short rest.
Arm Shield	+1	you can wield a light weapon in the same manipulator as this shield.
Kite Shield	+2	None
Energy Shield	+1	This shield can be doffed or donned as a bonus action. When you take damage other than psychic, bludgeoning, piercing or slashing damage, you can use your reaction to have the energy shield absorb half the damage dealt to you. The shield then loses its AC bonus, damage, and features until you finish a short rest.
Reflector Shield	+2	When you would be hit by a ranged attack, you can spend your reaction to deflect that attack towards a target you can see within 10-feet of you. That target must succeed on a Dexterity saving throw or be hit by the deflected attack

TWIN SHOT

If you have two of these hardpoints or weapons equipped at a time, and take the attack action on your turn, before making the attack roll, you can declare to fire both weapons at the same target simultaneously.
Make the attack roll as normal, but add together the damage from both weapons or hardpoints on a successful hit. This expends ammunition from both hardpoints at the same time. You can also reload them both as part of the same reload action.

Chapter 6: Character Options

This chapter provides an additional mechanically-themed character archetype option for each class found in the Player's Handbook, as well as a new ATUM Pilot prestige class, accessible for adventurers of any class from 5th level and above.

Each class has a collective term that describes its subclasses; in the fighter, for instance, the subclasses are called martial archetypes, and in the paladin, they're sacred oaths. The table below identifies each of the subclasses in this book. In addition, the section for druids presents new Wild Shape options, and the warlock has been granted a few new Eldritch Invocation features.

The chapter concludes with a selection of additional feats for a character to choose from, all themed around the operation of ATUMs and mechanical improvements.

Subclasses

Class	Subclass	Level	Description
Barbarian	Path of the Juggernaut	3rd	A furious, armoured behemoth that crushes anything in its path.
Bard	College of Metal	3rd	Uses devastating battle hymns to bolster allies and incapacitate foes.
Cleric	Mechanus Domain	1st	Clad in magical mechanical armour, serves the One and the Prime.
Druid	Circle of Steel	2nd	Commands a powerful mechanical companion that assists allies and protects them in combat.
Fighter	Tinker Knight	3rd	Wields mechanical weaponry and creates armour modifications.
Monk	Way of the Gear	3rd	Channels ki through mechanical body parts.
Paladin	Oath of the Primus	3rd	A divine soldier, maintaining law and order through mechanical might.
Ranger	Tech Hunter	3rd	Hunts down constructs and ATUMs with fearsome, evolving weaponry.
Rogue	Hijacker	3rd	Hacks enemy constructs and takes control of other creatures in order to achieve their goal.
Sorcerer	Steel - Born	1st	Harnesses metal manipulation magic and coats themselves in a skin of steel to defend against attacks.
Warlock	Otherworldly Patron: Modron	1st	Forges a pact with a modron, the mysterious mechanical beings inhabiting Mechanus.
Wizard	School of Automation	2nd	Utilizes powerful speallweaving and automation magic to dominate the battlefield.
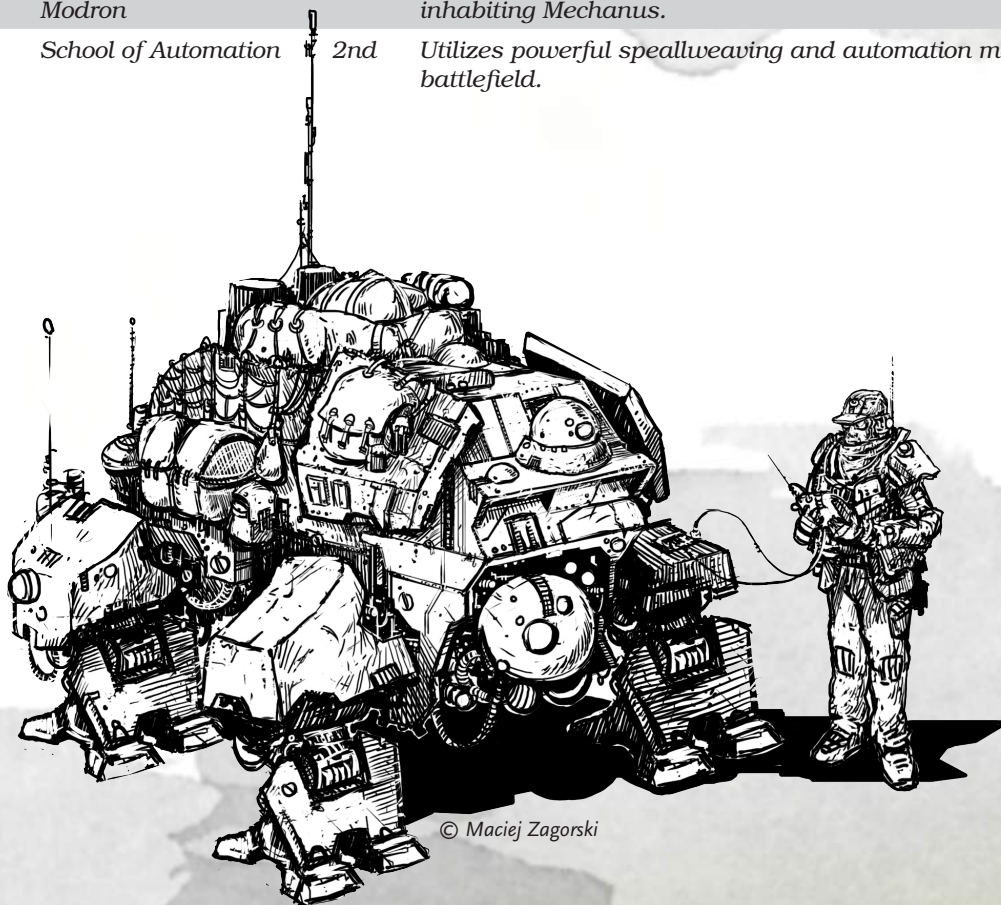
© Maciej Zagorski
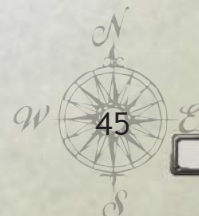
Barbarian

Path of the Juggernaut

All barbarians draw strength from a deep fury within themselves, channeling their rage into powerful displays of raw power, strength, speed and agility. Such displays are often hindered by cumbersome, heavy plate armour, which most barbarians happily shed in favor of lighter protection, such as leather, or no protection at all.

Those who follow the path of the Juggernaut, however, use the weight of heavy armour to their advantage, transforming themselves from agile hunters into unstoppable behemoths.

Juggernauts hone their skills in fighting pits or gladatorial arenas, where they crush their enemies like flies against the arena walls, trampling their corpses underfoot as their thunderous momentum carries them towards their next foe.

Path of the Juggernaut Features

Barbarian Level	Feature
3rd	Bonus Proficiencies, Armored Rage
6th	Relentless Momentum
10th	Hulking Powerhouse
14th	Armored Behemoth

Bonus Proficiencies

When you choose this path at 3rd level, you become proficient with heavy armor and improvised weapons that rely on strength.

Armored Rage

Beginning at 3rd level, if you are not wielding a shield, you can gain all the benefits of your rage while wearing heavy armor. In addition, when you reach 5th level, you can use your Fast Movement feature even while wearing heavy armor.

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Relentless Momentum

By 6th level, your mastery of heavy armor allows you to use its weight to your advantage when you rage, turning you into a devastating, unstoppable battering ram.

While raging, for every 30 feet you move on your turn, you generate 1 momentum point, to a maximum of 3 points per round. You can spend momentum points to fuel special manuevers, as shown below.

You can have a maximum number of momentum points stored at any time equal to your proficiency bonus. These points are lost if your rage ends, you spend them, or if you haven't moved at least 30 feet since your last turn.

Crushing Strike (1 pt). When you hit a large or smaller creature with a melee weapon attack, you can force that creature to make a Dexterity saving throw or be knocked prone, and take extra bludgeoning damage equal to 1d6 + half your barbarian level.

Trample (1 pt). You can spend a bonus action to trample one creature you can see that is within 5 feet of you and knocked prone. That creature must succeed on a Dexterity saving throw, taking 2d6 bludgeoning damage on a failed save, or half as much on a successful one. This damage increases to 3d6 at 11th level, and 4d6 at 17th level.

Slam (1 pt). When you hit a Large or smaller creature with a melee weapon attack, you can force that target to make a Strength saving throw. On a failed save, the target takes bludgeoning damage equal to 1d6 + half your barbarian level and is pushed up to 15 feet away from you. If this would force the target to come into contact with another creature, both creatures must succeed on a Dexterity saving throw or be pushed back a further 5 feet and be knocked prone. If the target instead comes into contact with an object or piece or terrain it cannot move through, such as a brick wall, it instead takes an additional 1d6 bludgeoning damage for every 5 feet it moved before colliding with the terrain or object.

Demolish (3 pts). You charge forwards up to 40 feet in a straight line as a bonus action on your turn. You demolish a hole equal to your size in any nonmagical objects that aren't being worn or carried, including furniture, walls or other terrain or structures less than 1-foot thick within that line. If you come into contact with an object, piece or terrain or structure that is thicker than 1 foot, you must succeed on a Strength (Athletics) check or stop moving. The DC for this check equals 15 + the target's thickness in feet. If you would come into contact with a creature, that creature must succeed on a Dexterity saving throw or be knocked prone and trampled (see *Trample* above). If the creature is huge or greater, they instead take 1d6 bludgeoning damage per 5 feet you moved, and you stop moving.

Hulking Powerhouse

At 10th level, you have advantage on saving throws against being stunned and against magical effects that would slow your movement. In addition, whenever you score a critical hit or reduce a creature to 0 hit points after moving more than 30 feet on your turn, you gain 1 momentum point.

Armored Behemoth

Beginning at 14th level, whenever you make a Strength or Dexterity saving throw, you can choose to make a Constitution saving throw instead. You can use this feature twice. You regain all expended uses after a long rest.

In addition, if you would lose all momentum points as a result of not moving, you can use your reaction and expend one use of your rage feature to retain a number of the lost momentum points equal to your Constitution modifier.

Bard

College of Metal

The College of Metal is the home of bards who draw their power from aggressive, powerful ballads, constructing their instruments from the plane-touched metals of Mechanus. Fueled by bright, explosive performances, these bards are most often seen clad in heavy splint armour, supporting armies during great battles. When fighting alongside smaller bands of adventurers, these bards focus their music into terrifying displays of instrumental power to both bolster allies and demoralize their enemies.

The bards of this college are regarded by others with a mixture of awe and terror, with their intimidating presence and explosive musical ability a stark contrast to other bardic colleges. Instead of tales of grandeur and adventure woven on carefully tuned lutes, these bards sing stories of colossal battles or fierce conflicts on modified battleaxes, using steel strings or hollowed bone. Bards from the College of Metal can become so enthralled and focused on the music they create they sometimes enter a mysterious battle trance, quaking the ground and arcing bolts of arcane lightning across the battlefield with each note. Heroic bards of this college use their power to inspire oppressed populaces and combat those that seek to destroy or conquer through military might or force.

College of Metal Features

Bard Level	Feature
3rd	Bonus Proficiencies, Battle Hymns
6th	Notes of Power
14th	Number of the Fiend

Bonus Proficiencies

When you join the College of Metal at 3rd level, you gain proficiency with heavy armor and the Intimidation skill.

Battle Hymns

At 3rd level, you learn to perform energetic displays of musical prowess to bolster your allies and hinder your opponents.

Whenever you cast a spell of 1st-level or higher with a casting time of 1 action or less, you can use one of the following Battle Hymn options of your choice. You can't use more than one Battle Hymn per turn.

Ride the Lightning. When you cast a spell that deals lightning damage, you can expend one use of your Bardic Inspiration to deal additional lightning damage to one target damaged by the spell. The extra damage equals the number you roll on the Bardic Inspiration Die. You can then use your reaction to teleport a number of feet up to half the range of the spell you cast in a direction you choose.

Thunderstruck. When you cast a spell that deals thunder damage, you can expend one use of your Bardic Inspiration to force one creature targeted by the spell to make a Constitution saving throw against your spell save DC. On a successful save, the creature takes additional thunder damage equal to the number you roll on the Bardic Inspiration Die. On a failed save, the target is instead stunned until the end of your next turn.

Kill 'Em All. When you cast a spell that heals a creature, you can expend one use of your Bardic Inspiration to fill them with murderous rage. The next attack roll made by that creature has advantage, and the attack deals additional damage equal to the number rolled on the Bardic Inspiration Die.

Ten Thousand Fists. You can expend one use of your Bardic Inspiration to fill one creature you can see within 30 feet of you with boundless energy for a brief instant. That creature can use its reaction to immediately make two unarmed strikes against a target it can see within range, rolling the Bardic Inspiration Die and adding the number rolled to the damage of each attack.

Notes of Power

At 6th level, you can manipulate your Battle Hymns by focusing on a particular set of rhythmic notes through an instrument you are proficient with, sending out pulses of arcane energy to batter your foes and embolden your allies.

Whenever you use a Battle Hymn, you can use your reaction to begin a musical performance that lasts for one minute and is audible out to 300 feet. While performing in this way, you gain the following benefits:

• You can replace any attack roll you make with a Charisma (Performance) check versus the target's AC. If you match or exceed the AC, the attack successfully hits the target, and it deals additional force damage equal to your Charisma modifier.

• Any friendly creatures that are within 60 feet and can see and hear you cannot be charmed or frightened, and gain a number of temporary hit points equal to your Charisma modifier, which last for 1 hour.

• Hostile creatures that move within 10 feet of you must succeed on a Strength (Athletics) check versus your Charisma (Performance) check or be pushed back 5 feet away from you and be knocked prone.

Once you use this feature, you must finish a long rest before you can use it again.

Number of the Fiend

Starting at 14th level, whenever you use a Battle Hymn option, you can roll a d6 and use it instead of expending a use of your Bardic Inspiration.

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Cleric

Mechanus Domain

Some clerics find themselves drawn to the interweaving mechanical mechanisms of machinery, seeing it as a blessing of advancement and protection they should gift to the world. Through divine prayer and worship of such creations, these clerics draw their divine strength from Mechanus, a cog - driven, divine plane of constructs.

Clerics of Mechanus often follow a rigid set of rules, which they follow with absolute loyalty and unflinching certainty. For them, the complex, unmoving nature of the machine shows a perfection no mortal can truly attain. To ensure the protection of the vulnerable and the weak, they must strive to emulate the strength and endurance shown by the unflinching, unmoving construct in both their lifestyle and combat.

Mechanus Domain Features

Cleric Level	Feature
1st	Domain Spells, Bonus Proficiencies, Armour of Clockwork
2nd	Channel Divinity: Blessings of the Primus
6th	Soul of Mechanus
8th	Divine Strike (1d8)
14th	Divine Strike (2d8)
17th	Avatar of the Geared City

Domain Spells

You gain domain spells at the cleric levels listed in the Mechanus Domain Spells table. See the Divine Domain class feature in the Player's Handbook for how domain spells work.

Mechanus Domain Spells

Cleric Level	Spells
1st	*Armour of Mechanus, Prevention*
3rd	*Steelskin, Sword of Mechanus*
5th	*Iron Storm, Metal Meld*
7th	*Judgement, Shape Metal*
9th	*Fabricate Clockworks, Mechanical Wrath*

Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency with martial weapons and tinker's tools.

Armour of Clockwork

At 1st level, your connection to Mechanus allows you to draw on the armour of constructs to protect you. You can cast the *armour of mechanus* spell on yourself at will, without expending a spell slot or material components.

Channel Divinity: Blessings of the Machine

Starting at 2nd level, you can use your Channel Divinity to create a mechanical construct to aid you. You conduct an hour long ritual that crafts a modron of challenge rating 1/4 or lower. The modron is completed at the end of the hour, manifesting itself in an unoccupied space of your choice on a surface within 5 feet of you. You can have one modron created in this way at a time. If you create another modron

using this feature and still have a previous one summoned, it is replaced by the new one.

The modron you construct has a value in materials of 50gp. As part of this ritual, you must lay out metal, which can include coins, with a value equal to the modron. The metal irretrievably transforms and melds to create the creature at the ritual's end.

The summoned modron obeys your orders to the best of its ability and understands one language you know, but cannot speak. In combat, it rolls its own initiative and acts on its own. If the modron is killed, it explodes into scrap metal before turning to dust, leaving behind any items or weapons it was carrying that were not summoned alongside it as part of the ritual.

You can use this feature to create a more powerful modron construct as you gain levels in this class. At 5th level, you can create a modron with a Challenge Rating as high as 1/2. This increases to 1 at 11th level, and 2 at 17th level.

Soul of Mechanus

By 6th level, your soul has been imbued with the mechanical venerability of Mechanus itself. You can use this venerability whenever you cast the *armour of mechanus* spell to enhance it further, granting the target a base AC of 14 + your Wisdom modifier instead of the spells normal AC effect.

You can use this feature a number of times equal to half your proficiency bonus, rounded down. You must then finish a long rest before you can do so again.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine mechanical wrath.

Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 lightning damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Avatar of the Geared City

By 17th level, your blessed connection to the divine plane of machines becomes more powerful:

• When you cast *armour of mechanus* on yourself, the spell grants you resistance to bludgeoning, piercing and slashing damage from non-magical attacks for the duration.

• You are always considered under the effect of the *sanctuary* spell whenever a construct targets you with a weapon attack.

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Druid

Circle of Steel

Druids who are members of the Circle of Steel hail from heavily industrialized areas, often living amongst disused constructs and mountains of discarded techology. Circle of Steel druids believe that to protect the world they call home and guide cultural advancements towards a better future , they must embrace the world as it is, embracing the machine as simply an extension of nature's grandeur.

Melding the mechanical might of the machine with the purity and adaptable evolution of nature, these fierce warriors draw upon mechanical magic to aid them in battle, amassing companions of steel and adopting the form of menacing constructs to combat the unnatural threats of the world.

Circle of Steel Features

Druid Level	Feature
2nd	Bonus Proficiencies, Machine Shape
6th	Steel Companion, Steel Bond
10th	Iron Protector
14th	Improved Steel Bond

Circle Spells

Your magical connection to machinery infuses you with the ability to cast certain spells. At 3rd, 5th, 7th and 9th level you gain access to certain spells from the table below.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Circle of Steel Spells

Druid Level	Spells
3rd	*Steelskin, Prosthesis*
5th	*Instruct, Metal Meld*
7th	*Shape Ammunition, Shape Metal*
9th	*Fabricate Clockworks, Mechanical Wrath*

Bonus Proficiencies

When you join the Circle of Steel at 2nd level, you gain proficiency with martial weapons (firearms), and can wear armour or wield a shield made of metal if you so choose.

Machine Shape

The rites of your circle grant you the ability to transform into constructs, as well as animal forms. Starting at 2nd level, you can use your Wild Shape to transform into a construct, abiding by the limitations shown on the Beast Shapes table in the *Player's Handbook*.

Steel Companion

By 6th level, the natural mechanical magic you eminate draws to your side a mechanical companion, fabricated from the discarded scrap around you. You form a powerful bond with the creature, which assumes the form of a beast of your choice that has a challenge rating of 1/4 or lower.

The creature has the statistics of the chosen form, but its type becomes construct, it becomes immune to disease, poison, and the poisoned condition, and does not need to eat, sleep or breathe.

Steel Bond

Your magical bond grants you and your companion a variety of features:

- Your companion can make a single weapon attack as an action on its turn.
- It obeys your commands as best it can without question, rolling initiative like any other creature, but you determine its actions, decisions, and so forth. If you become incapacitated, your companion guards your body, remaining within 5 feet of you at all times until you are no longer incapacitated.
- It adds your Wisdom modifier (minimum of 1) to it's AC, attack roll and saving throws.
- Whenever you gain a level in this class, it gains an additional hit die, increasing its hit points accordingly.
- Whenever you gain the Ability Score Improvement class feature, it can also improve one ability score of your choice by 2 or two ability scores by 1. As normal, you can't increase an ability score above 20 using this feature.
- It shares your alignment and has a similar personality trait to you.
- As a bonus action on your turn, you can expend one spell slot to have your companion regain 1d8 hit points per level of the spell slot expended.
- If your companion is killed, providing you are still alive, its spirit reforms after one week; fabricating a new body for itself as soon as you are close enough to enough metal materials for it to do so.

Iron Protector

When you reach 10th level, your companion becomes resistant to nonmagical bludgeoning, piercing and slashing damage from firearms, vehicles and constructs. It extends this feature to you while you remain within 5 feet of it.

Improved Steel Bond

By 14th level, your magical connection to the mechanical world around you has improved your companion's bond to you. It gains the Shield Guardian's *Shield* and *Spell Storing* features (see page 271 of the *Monster Manual* for more details), and you require no amulet in order for you or it to perform either ability.

Dragonborn © Daniel Comerci

FIGHTER

TINKER KNIGHT

A Tinker Knight excels at the creation and modification of armor and weaponry. Usually born or raised amongst dwarves or gnome tinkerers originating from the continent of Khorvaire, Tinker Knights are equally trained in the art of offensive and defensive combat. These warriors are often employed by wealthy nobles for protection, or brought along to political meetings as a statement of power. Drawn in by the lure of ancient artifacts or magical technology, a Tinker Knight will often embark on vast journeys to discover such a prize; using their impressive array of technical skills and mechanical knowledge to barter passage on ships to pastures new. Some return many years later, their armor gleaming with enhanced magical tech, while others never look back; their gaze always drawn to the next mysterious object lurking in a forgotten tomb, waiting to be discovered.

Tinker Knight Features

Fighter Level	Feature
3rd	Bonus Proficiency, Avid Tinkerer, Trained Specialist (MK I)
7th	Artifact Hunter
10th	Advanced Tinkerer, Trained Specialist (MK II)
15th	Reactive Modifications, Trained Specialist (MK III)
18th	Master Tinkerer

BONUS PROFICIENCY

When you choose this archetype at 3rd level, you gain proficiency with tinker's tools, and your proficiency bonus is doubled for any check you make with them.

AVID TINKERER

Starting at 3rd level, your training with modifications becomes apparent. As part of a long rest, you can spend 2 hours making modifications to one nonmagical weapon or piece of armor with which you are proficient. Choose one of the modifications from the appropriate table below. For the next 8 hours, the object gains the chosen modification and its properties.

Modification Table (Weapons)

Modification	Properties
Damage	The weapon gains a +1 to damage rolls
Accuracy	The weapon gains a +1 to attack rolls
Range	The weapon's short and long range increases by 40 feet. If this weapon is a melee weapon, it instead gains the *thrown* property (*range 20/40*)
Weight	If the weapon has the *heavy* property, it loses it. If the weapon does not have the *heavy* property, it instead gains the *light* property.

Modification Table (Armor)

Modification	Properties
Strengthened	The armor gains +1 AC
Lightened	The armor no longer imposes disadvantage on stealth checks, and has -1 AC
Reinforced	The armor grants resistance to nonmagical bludgeoning, piercing or slashing damage

TRAINED SPECIALIST

At 3rd level, you complete work on a new special equipment design which is personalized to your campaign theme. For example, a weapon could be a steampunk greathammer or magically-powered rocket launcher, while a piece of armor could be a steam-powered mechanized suit or nano-tech second skin. Work with your DM to find a weapon or armor design that bests suits your character and setting.

The special item adopts the statistics of the closest object it resembles; you become proficient with it, and it gains the *Specialist* property, if it didn't have it already. You can modify the appearance of your special item whenever you gain a level in this class, changing it's statistics to match the new design accordingly.

Your special item gains additional features as you reach higher levels in this class: If the item is a weapon, it gains a +2 to attack and damage rolls at 10th, and becomes a magical item with a +3 to attack and damage rolls at 15th. If the item is a piece of armor, it instead grants a +1 bonus to AC at 10th, and becomes a magical item with a +2 to AC at 15th.

ARTIFACT HUNTER

Starting at 7th level, you have advantage on Intelligence (History) checks to recall information about magical items or artifacts, as well as on Wisdom (Survival) checks to track a creature you know to be in possession of one, or the artifact's last known location.

ADVANCED TINKERER

At 10th level, you can apply modifications to two objects, instead of one, and each object can have up to two modifications at once.

REACTIVE MODIFICATIONS

Starting a 15th level, once when a creature wearing a piece of armor you modified takes damage, it can spend a reaction to gain resistance to that damage type for 1 hour.

MASTER TINKERER

At 18th level, you can apply modifications to three objects, instead of two, and each object can have up to three modifications at once. In addition, you can attune a magical object to your special item as part of a long rest, which lasts until you attune another object in its place, or remove it as part of a long rest.

While attuned in this way, the magical object doesn't count towards the limit of items you can have attuned, and is treated as part of your special item, which moulds its appearance to represent its new magical properties.

For example, attuning a Staff of Frost might cover your special item in a constant, thin layer of frost, while a Staff of Fire might make it constantly warm to the touch.

Monk

Way of the Gear

Monks of the Way of the Gear learn to channel their life energies through mechanical modifications, believing the path to true enlightenment comes from being more machine than mortal. They teach that such modifications, when combined with extreme training and medititation, can unlock the latent abilities, both physical and mental, that lie dormant in all sentient creatures.

Way of the Gear Features

Monk Level	Feature
3rd	Disciple of the Machine
6th	Arcane Reflection, Overcharge
11th	Psionic Augmentation
17th	Enlightened Form

Disciple of the Machine

When you choose this tradition at 3rd level, you replace one body part, either your hand, arm or leg with a mechanical prosthesis, which you use to better channel your ki, allowing you to magically harness the power of automation magic through a special discipline style called the Gear Discipline, described below.

The Gear discipline requires you to spend ki points each time you use it.

You learn a number of automation spells when you first gain this feature, and learn more automation spells as you gain levels in this class. The number of spells you know is listed in the Gear Discipline table below. You can cast these spells at the ki point cost shown in the Spells and Ki Points table, using your mechanical prosthesis as your spellcasting focus, and Wisdom as your spellcasting modifier. See chapter 10 in the *Player's Handbook* for the general rules of spellcasting.

Additionally, whenever you gain a level in this class, you can replace one of the automation spells you know with another automation spell of your choice, abiding by the spell level limit shown in the Gear Discipline table.

Spells and Ki Points

Spell Level	Ki Cost
1st	2
2nd	3
3rd	5
4th	6

Gear Discipline

Monk Level	Spells Known	Level Limit	Ki Point Limit
3rd	3	1st	-
6th	5	2nd	5
11th	7	3rd	7
17th	9	4th	9

Arcane Reflection

Starting at 6th level, you can also use your Deflect Missiles feature when you are hit by a ranged spell attack, though you cannot attempt to catch the spell, only deflect it, using your Wisdom modifier + your proficiency bonus to make the ranged spell attack.

Overcharge

By 6th level, you have mastered the ability of enhancing the effects of spells you can cast through your mechanical augmentation. You can spend additional ki points to increase the level of an automation spell that you can cast, provided that the spell has an enhanced effect at a higher level, as the *Reconstruct* spell does. The spell's level increases by 1 for each additional ki point you spend. For example, if you are a 6th-level monk and you cast Iron Sphere, you can spend 4 ki points to cast it as a 3rd-level spell (the spell's base cost of 3 ki points plus 1).

The maximum number of ki points you can spend to cast a spell in this way (including its base ki point cost and any additional ki points you spend to increase its level) is determined by your Ki Point Limit, as shown in the Gear Discipline table.

Psionic Augmentation

At 11th level, you replace part of your brain with a complex system of mechanical augmentations, unlocking your latent psionic abilities. You do not need to perform the verbal or somatic components of automation spells you can cast.

In addition, once per long rest, you can spend 7 ki points to cast *telekinesis*, requiring no components, and you learn the mage hand cantrip. The hand is invisible when cast, and has a range of 10 feet. It vanishes if it's ever more than 10 feet away from you, or you cast the spell again.

Enlightened Form

By 17th level, your have attained enlightenment through your augmentations, replacing your limbs and many internal organs with mechanical counterparts to better channel your ki.

You replace your type with construct, though your mortal parts can still be healed as normal, and your metal augments grant you a +1 bonus to AC. In addition, once per long rest, you can spend 11 ki points to cast *Mind Blank*, targeting yourself.

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Paladin

Oath of the Primus

The Oath of the Primus calls to paladins who seek to serve justice and preserve order throughout the material plane and beyond. A creature that swears themselves to this oath isn't just responsible for upholding justice and order, but also acts as an extension of Primus's will.

Tenants of the Primus

The tenants of the Oath of the Primus revolve around the destruction of chaos and the maintenance of order and justice. Paladins who uphold these tenents take great pride in the services they perform as divine soldiers of Primus, and pursue those in conflict with these tenents with dogged determination and tenacity.

Obedience. Respect the laws of the land, and do not seek to undermine those following them.

Destroy the Enemies of Order. Those who defy order defy the Primus. Such creatures should be purged, lest their heresy spread.

Justice is Law. Tolerate no dissent, and fuel no corruption. Justice is absolute. You shall serve as an extension of Primus's will; to be judge, jury and excecutioner in the name of the One and the Prime.

Uproot the Seeds of Chaos. The evils of chaos is a bane that must be purged at every opportunity. Leave no stone unturned and have no mercy when hunting the enemies of order.

Oath of the Primus Features

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of the Machine God (10 ft.)
15th	Eyes of the Mechanical Servant
18th	Aura of the Machine God (30 ft.)
20th	Champion of the One and the Prime

Oath of the Primus Spells

Paladin Level	Spells
3rd	*Prevention, Reconstruct*
5th	*Shield of Mechanus, Sword of Mechanus*
9th	*Instruct, Metal Meld*
13th	*Shape Ammunition, Shape Metal*
17th	*Aspect of the Primus, Mechanical Wrath*

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Sanctified Ammunition. You can use your Channel Divinity to magically bless a ranged weapon you are holding, sanctifying its ammunition with holy power for a number of rounds equal to your Charisma modifier. For the duration, when you hit a creature with a ranged weapon attack using this sanctified weapon, you can choose to divine smite with it, expending spell slots as normal.

Divine Judgement. You can use your Channel Divinity to instill the fear of judgement and order in one creature you can see within 60 feet of you. That creature must succeed on a Wisdom saving throw or become frightened of you.

The frightened creature's speed becomes 0, it drops whatever it is holding, and must spend it's action grovelling and begging for mercy. In addition, while a creature is frightened of you in this way, the next weapon attack you make that hits the target is a critical hit. An affected creature remains frightened of you for 1 minute, you end the effect as a bonus action on your turn, or it takes damage.

Aura of the Machine God

Beginning at 7th level, a powerful divine aura eminates out from you in a 10 foot radius while you're not incapacitated. You decide what form of aura this takes; Order, Obedience, or Retribution. You can change your auras form when you finish a long rest.

Order. You and friendly creatures within range have advantage on saving throws to resist mind-altering effects from spells or other sources, such as *Dominate Person* or a dragon's *Frightful Presence*.

Obedience. Enemy creatures in your aura have disadvantage on saving throws to avoid being charmed by you.

Retribution. When you deal damage to a creature in your aura with your divine smite feature, that creature takes additional radiant damage equal to your Charisma modifier (minimum of 1).

At 18th level, this aura increases to 30 feet.

Eyes of the Mechanical Servant

Starting at 15th level, you gain truesight out to a range of 30 feet.

Champion of the One and the Prime

At 20th level, you become a feared avatar of order and justice in the name of the One and the Prime. You can draw upon a wellspring of divine power and assume the form of a large construct, taking on an appearance you choose.

For example, your skin might take on a smooth, steel texture, you might sprout a set of large mechanical arms, or your armour might appear on you as a multitude of rotating gears and mechanical components.

Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

* You cannot be affected be a spell of 3rd-level or lower unless you choose to be.
* You become immune to poison and the poisoned condition, and cannot be charmed or frightened.
* Whenever you successfully damage an enemy creature with your Divine Smite, you regain 2d8 hit points.

Once you use this feature, you can't use it again until you finish a long rest.
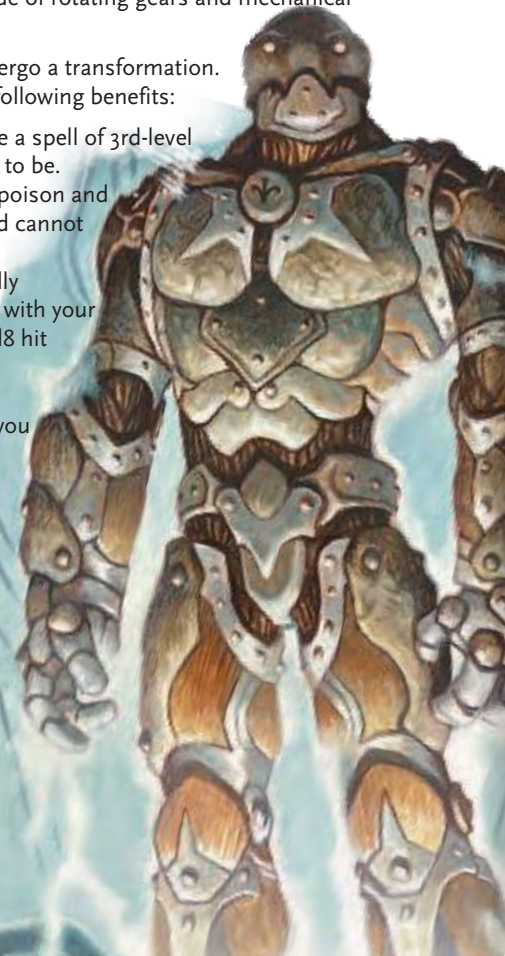
Ranger

Tech Hunter

You have dedicated yourself to hunting down vast mechanical behemoths, be them elemental constructs, or powerful ATUMs of war. A Tech Hunter seeks out these constructs and ATUMs, often choosing to dispatch such a target through the use of ambushes and fast-acting traps. Skilled at taking apart their target using specialist techniques and adapting weaponry, Tech Hunters are fearsome adversaries to face on the field of battle and experts at tracking, disabling and destroying mighty machines of war.

Tech Hunter Features

Ranger Level	Feature
3rd	Tech Hunter Magic, Target Overlay, Weapon Adaptation
7th	Hunter's Blow
11th	Quickstrike
15th	Target Overclock

Tech Hunter Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Tech Hunter Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Tech Hunter Spells

Ranger Level	Spells
3rd	*Reconstruct*
5th	*Prosthesis*
9th	*Deconstruct*
13th	*Dimension Door*
17th	*Wall of Gears*

Target Overlay

At 3rd level, you gain the ability to mark a target you can see within 120 feet of you with a special projected overlay, that only you can see, as a bonus action on your turn. This overlay feeds you helpful information on the targets current vitals or internal components. If you use this feature against an ATUM, you also know the number of creatures currently inside it and the types of weapon modules the ATUM has installed, but not the creature's type, current condition or any other information pertaining to them. You can move the mark to a different target as a bonus action.

Your mark lasts for 10 minutes. For the duration, once on your turn, you can grant yourself advantage on your next weapon attack against the marked target. If the attack hits, it deals an additional 1d4 damage of the weapons type. You can grant yourself advantage in this way a number of times equal to your Wisdom modifier. Once this limit has been reached, the mark ends on the target, and you cannot use this feature again until you finish a long rest.

Weapon Adaptation

Starting at 3rd level, you learn how to adapt your weapon to best fit a particular scenario. Choose one feature from the list below. One weapon of your choice gains the benefits of this feature whenever you use it. You can change the weapon or it's adaptation feature when you finish a long rest. You can only have one adapted weapon at a time. If you adapt a new weapon, it replaces the previous one.

Construct-Scrambler. When you hit a construct or ATUM using this weapon, you can use your reaction to magically scramble the target's accuracy. The target has disadvantage on its next attack roll. You can use this feature a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.

Spell-Breaker. Once per short rest, when a construct you can see within 30 feet of you targets you with a spell (innately cast or otherwise), you can use your reaction to make a weapon attack against it using this weapon. On a hit, the target takes 1d6 force damage and you gain advantage on the saving throw.

ATUM-Killer. When you hit an ATUM using this weapon, you can spend your reaction to deal an additional 1d8 lightning damage to one random creature inside the ATUM. You can use this feature a number of times equal to your Wisdom modifier. You regain all uses of this feature when you finish a long rest.

Hunter's Blow

Starting at 7th level, your adapted weapon attacks count as magical for the purposes of overcoming resistances to bludgeoning, piercing and slashing damage.

Quickstrike

Beginning at 11th level, your proficiency with rapid attacks grants your adapted weapon the following additional features:
• When you hit a target with your adapted weapon, you can make a single weapon attack against that target as a bonus action.
• Your adapted weapon grants you a +1 to attack rolls.

Target Overclock

By 15th level, you can spend an action on your turn to overclock your Target Overlay feature. This overclocking feature lasts for 1 minute or until your Target Overlay feature ends, and grants you the following benefits:

• Once on your turn when you hit a marked target with your adapted weapon, the target takes an additional 1d10 damage of the weapon's type.
• Your weapon gains a +2 bonus to attack rolls against the marked target.
• The marked target displays a vitality stage on the overlay depending on its remaining hit points, as shown on the table below.

Vitality Stages

Stage	Current Hit points
3	400 or greater
2	399 - 200
1	200 - 100
0	99 or fewer
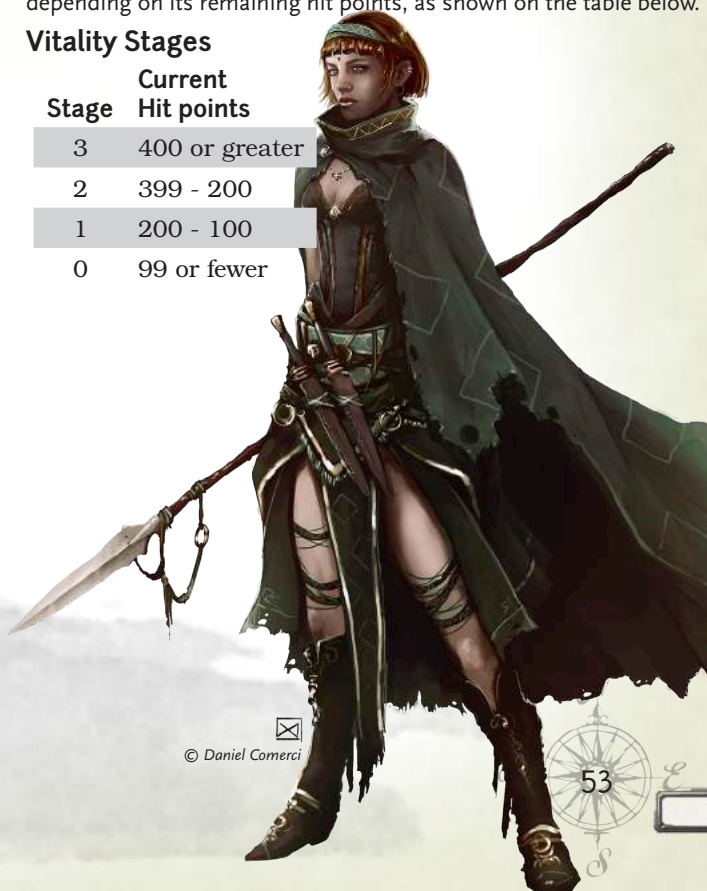
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Rogue

Hijacker

As a Hijacker, you excel at commandeering ATUMs, constructs and even other creatures with ease. Using your exceptional intelligence, wit and a selection of specialist equipment, you are capable of moving silently while quietly taking control over your enemies, sending them to wreak havoc in your stead.

Many Hijackers find themselves attached to mechanized military detachments or hired by ATUM pilots; both to protect their group from hostile hijacking attempts and to perform surgical strikes to destabilize an enemy position from within.

Hijacker Features

Rogue Level	Feature
3rd	Hijack, Bonus Proficiencies
9th	Surgical Insertion
13th	Advanced Hijacker Cells
17th	Sabotage

Bonus Proficiencies

When you choose this archetype at 3rd level, you gain proficiency with vehicles and firearms.

Hijack

At 3rd level, as part of a long rest, you gain the ability to create a special device, called a hijacking cell. A hijacking cell has an appearance similar to a high-tech, steampunk or magical microchip that's around an inch in diameter.

When you hit a creature, construct or vehicle with a weapon attack that would trigger your sneak attack, instead of dealing the additional sneak attack damage, you can choose to hijack the target by attaching a hijacking cell to it.

You can create and store a number of Hijacking cells equal to your Intelligence modifier, and can have only one hijacking cell on a target at a time.

Saving Throws. Some of your Hijack features require your target to make a saving throw to resist or avoid the hijacking cell's effects. The saving throw DC is calculated as follows:

Hijack save DC = 8 + your proficiency bonus + your Intelligence modifier.

Spotting a Hijacking Cell. To the untrained eye, a hijacking cell can easily be mistaken as a smudge of dirt, or a button on a shirt. A successful Wisdom (Perception) check against your Hijack DC will reveal the cell, which can be removed as free action by any creature upon its discovery.

Duration. A hijacking cell remains on a target for 1 minute or until it is removed, at which point it breaks down into dust and is lost.

Controlling a Hijacked Target

When within 120 feet of a hijacked target you can see, you can spend your action to attempt to take direct telepathic control of it. A creature can only be controlled in this way if its Challenge Rating is equal to half your Hijacker level, rounded down.

You and the target must make contested Intelligence checks. If you succeed, the target becomes controlled by you until the start of your next turn. On a failure, the target is unaffected. If a target does not have an Intelligence of its own, such as a vehicle or an ATUM (note the pilot is ignored for this check), your check must total 10 or higher in order to succeed.

If your fail your Intelligence check against a creature, that creature can immediately use its reaction to make a Wisdom (Insight) check versus your Hijack DC. On a success, it knows something attempted to control it's actions. How well it's deductive reasoning is, however, is down to your DM.

For example, an ogre might suspect godly intervention, while a particularly intelligent creature may very quickly realize the culprit is you and the attached hijacking cell.

A controlled target takes only the actions you choose, and doesn't do anything you don't allow it to do. During this time you must retain line of sight to the target, and you must concentrate on the feature as if concentrating on a spell. Each time the target takes damage, you must make an Intelligence saving throw with a DC equal to half the damage dealt, or lose your concentration. If your concentration is broken, the hijacking cell is destroyed, and you take a number of d4 in psychic damage equal to the creature's Challenge Rating from the sudden telepathic backlash.

ATUMs and Direct Control. If you successfully control an ATUM, you can have the ATUM move, make one attack with an installed module, or a make a single unarmed strike. As a reaction, the pilot of the ATUM can make an Intelligence (Investigation) check versus your Hijack DC. On a success, the pilot regains control of the ATUM and your control is lost, though the hijacking cell remains.

Surgical Insertion

At 9th level, your talent for quick surgical strikes has made removing attached hijacking cells much more difficult. Removing a hijacking cell attached by you now takes an action, instead of a free action.

Advanced Hijacker Cells

By 13th level, you have improved on your hijacking cells enough for them to remain on a target for 1 hour before breaking down.

In addition, once per long rest you can attempt to subjugate a target under your direct control as a bonus action on your turn. The target must succeed on an Intelligence saving throw or become under your control for the hijacking cells duration. The control effect ends immediately if the attached cell is removed from the target.

Sabotage

Starting at 17th level, once per long rest you can cause an attached hijacking cell to emit a lethal shockwave. As an action, choose a hijacked target. If the target has 100 hit points or fewer, it dies as the cell explodes. Otherwise the target takes 10d10 thunder damage. Creatures within 20 feet of the target when the cell explodes must also succeed on a Constitution saving throw or be knocked prone and incapacitated until the end of their next turn.

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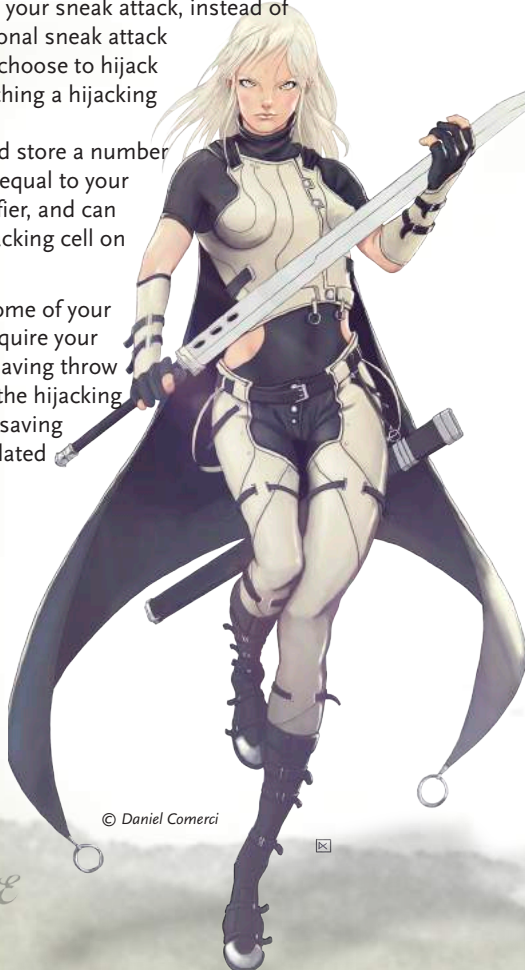
Sorcerer

Steel-Born

Your innate magic comes from the raw magical power of the arcane construct. To be able to access such magical automation power at will is a rare gift. Many with this ability can often trace their lineage back to a particular ancestor, whom became infused with construct magic after crossing paths with one of the mysterious Inevitables.

The power of this automation magic transforms your physical form, making each Steel-Born different from another. Some may have skin like silvered steel, while others may only have a single eye, similar to the mysterious modrons that call Mechanus home. At your option, you can pick from or roll on the Prime-Touched Quirks table to create a quirk for your character.

Prime-Touched Sorcerer Quirks

D8	Quirk
1	Your skin is reflective like polished metal.
2	Your eyes glow an eerie blue in the dark.
3	Your hair is actually strands of thin metal wiring that stiffens when cut.
4	Your bones have metal fibres, increasing your weight by 25lbs.
5	Your body rattles like a toolbox when struck with a heavy blow.
6	Your heart ticks like a clock.
7	You have a single eye that never blinks.
8	You sometimes act erratically when not given clear directions by an ally.

Prime-Touched Features

Sorcerer Level	Feature
1st	Metallic Resilience
6th	Construct's Protection
14th	Prehensile Limbs
18th	Energy Form

Metallic Resilience

As the power of Mechanus flows through your form, it transforms your physical attributes, granting you additional benefits. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.
In addition, whenever you cast a spell of 1st level or higher, small shards of metal and debris are drawn to you, forming a protective barrier that grants you a +1 bonus to AC until the start of your next turn.
This bonus increases to a +2 at 14th level, and +3 at 18th.

Construct's Protection

By 6th level, objects and structures are more attuned to your presence, and can leap to your defence when you are attacked. For example, a particularly fragile brick wall might collapse on a wizard attempting to cast a spell, forcing them to quickly move out of the way to avoid being crushed, or an underground pipe might burst in front of a sword-wielding fighter, showering them with water to aid your escape.
When another creature you can see within 60 feet of you makes an attack roll against you or forces you to succeed on a Strength or Dexterity saving throw, you can use your reaction and spend 2 sorcery points to have an object or structure interrupt the action, causing the attack roll against you to have disadvantage, or granting you advantage on the saving throw.

You can use this feature a number of times equal to your Charisma modifier. You regain all expended uses when you finish a long rest.

Prehensile Limbs

At 14th level, you can use a bonus action to manifest a pair of prehensile mechanical limbs from your back.
While the limbs are present, you have a climbing speed of 30 feet, and the limbs can be used to grasp simple objects and tools.
The limbs have enough strength to lift or carry you and any equipment you are carrying, and have a reach of 10 feet.
You can have the limbs assist you with a physical task or project as a bonus action, granting you advantage on any ability check related to the aforementioned activity.
The limbs last until you're incapacitated, you die, or you dismiss them as a bonus action.

Energy Form

Starting at 18th level, once per long rest, you can spend 8 sorcery points as a bonus action to magically transform yourself into a being of pure energy. In this form, you have resistance to all damage, and have a flight speed of 30 feet.
In addition, while in this form, when you take damage from a spell or magical effect, you can spend your reaction to absorb a portion of it's residual raw magic, gaining a number of sorcery points equal to your Charisma modifier. You can use this feature once per long rest.

You remain in this form for 1 minute. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action.

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Warlock

Otherworldly Patron: Modron

Your patron is one of the many modrons that inhabit Mechanus. Your binding pact with such a mysterious creature transforms your soul into pure, mechanical energy, allowing you to commune with objects and percieve the interworkings of the machine with absolute clarity.

Being connected to such a deity can cause changes in your behaviour and beliefs. You might find yourself driven to destroy the demons of chaos and enemies of order, or developing a fascination with the finer details found in smithing and techological craftsmanship.

Primus Features

Warlock Level	Feature
1st	Expanded Spell List, Energized Soul
6th	Mechanical Soul
10th	Protection From Chaos
14th	Blinding Soulfire

Expanded Spell List

The Primus lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Primus Expanded Spells

Spell Level	Feature
1st	*Prevention, Reconstruct*
2nd	*Fuse, Prosthesis*
3rd	*Metal Meld, Requisition Modrons*
4th	*Fabricate, Shape Metal*
5th	*Fabricate Clockworks, Reboot*

Energized Soul

At 1st level, your soul burns with the pure energies of Primus. You can innately cast the *light of the primus* cantrip at will, without requiring verbal or somatic components.

In addition, you can choose to have the spell target yourself instead of an object. If casting the spell in this way, instead of hurling an object, the explosion of light centers on you, forcing each creature of your choice within range to make the saving throw.

Mechanical Soul

At 6th level, you have learned how to project a portion of your soul into mechanical objects and inanimate constructs. As an action, you can touch an inanimate object or construct made of metal and experience any events that have occurred within 20 feet of it within the last 24 hours. These events you experience project around the object or construct for the next ten minutes, appearing as a ghostly, spectral recording only you can see. You see and hear the events as if you were there, but cannot use your other senses.

You can pause the recording, but cannot passively speed it up or slow it down. You can, however, specify a particular time of day, such as "early morning" or "9:24pm", or say a phrase such as "go backwards two minutes" or "forward ten minutes", and the recording will fast-forward or rewind to that point before playing as normal.

Once you use this feature, you can't use it again until you finish a long rest.

Protection From Chaos

Starting at 10th level, your Energized Soul feature becomes more powerful, shielding your mind from the machinations of chaotic creatures. Whenever you cast the *light of the primus* cantrip on yourself, you become immune to the charmed and frightened conditions, and have advantage on saving throws against mind-altering effects, such as *tasha's hideous laughter* or an Umber Hulk's confusing gaze.

Blinding Soulfire

Starting at 14th level, when you hit a creature with an attack while under the effects of your Energized Soul feature, you can transpose part of your soul into the target creature for a short time.

If the target is not a construct, it suddenly and violently emits a torrent of pure energy, taking 10d8 radiant damage and becoming blinded for 1 minute as your energized soul burns it from the inside out. In addition, the target eminates bright light out to 10 feet, and dim light for an additional 20 feet for the duration of the blindness. A blinded target can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

Once you use this feature, you can't use it again until you finish a long rest.

Eldritch Invocations

At 2nd level, a warlock gains the Eldritch Invocations feature. Listed here are a few new options for that feature, in addition to the options listed in the *Player's Handbook*. If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time you meet its prerequisite. A level prerequisite refers to your level in the warlock class.

Construct Communion

Prerequisite: 5th level

You can understand and commune with all constructs, regardless of whether they speak a language or not.

Otherworldly Protection

Prerequisite: 7th level

You can cast *death ward* once using a warlock spell slot. You can't do so again until you finish a long rest.

Iron Warden

Prerequisite: 15th level

You can use your action to gain resistance to bludgeoning, piercing and slashing damage from nonmagical weapons for 1 hour. Once you use this Invocation, you can't use it again until you finish a long rest.

Wizard

School of Automation

Students of the School of Automation explore the equilibrium between all magical elements; enabling them to perceive and understand the weave of raw magic down to its purest and simplest form. This mechanical comprehension of magic allows the user to manipulate magical effects in far more ways than simple spellcraft.

Some automancers use this knowledge to further magical exploration; blending the lines between science and the mystic arts. Others find employment in military forces, or as part of a mercenary group; serving as an adaptable defense against spells or elemental effects that would otherwise devastate the battlefield. Automancers are considered some of the most dangerous and useful spellcasters many schools have to offer, able to manipulate the spells of enemy casters to serve their own needs and magically transform one elemental type to another.

This blend of spellcraft partners well with evokers and transmuters, and it is not uncommon to see a trio of such wizards combining their specialty talents when adventuring together.

School of Automation Features

Wizard Level	Feature
2nd	Automation Savant, Spellweaving
6th	Enhanced Spellweaving
10th	Empowered Automation
14th	Spellweaving Mastery

Automation Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy an automation spell into your spellbook is halved.

Spellweaving

At 2nd level, you learn the complex art of spellweaving: the blueprint for drawing raw magic from the Weave. When a creature you can see within 60 feet of you casts a damage-dealing spell with an instantaneous duration, you can use your reaction to spellweave that spell, altering it's properties in a myriad of different ways.

You can choose a number of properties to change from the spellweave table below equal to your intelligence modifier. The target spell replaces its original property with the new one chosen by you.

For example, you could change the range of a *Fireball* to a range of self, causing the

spell to explode on top of the caster, change its damage type from fire damage to lightning damage, or even change its saving throw from Dexterity to Wisdom.

Spellweaving is a taxing process, both on the mind and body. To successfully perform a spellweave, you must add together the cost of all the properties you wish to change, and expend a number of spell slots equal to the spellweave's total cost.

For example, if the spellweave has a cost of 4, you could expend one 4th-level slot, two 2nd-level slots, or one 3rd-level and one 1st-level slot. **You cannot create a spellweave with a total cost higher than double your highest available spell-slot.**

If you perform a spellweave on an unwilling creature, that creature can use their reaction to make a spellcasting check using their spellcasting ability modifier against your spell save DC. On a success, the spellweave fails, and the spell is cast as normal.

Enhanced Spellweaving

Beginning at 6th level, once per long rest, whenever you perform a spellweave, you can also attempt to siphon off a small portion of that spell's raw essence. Make an Intelligence (Arcana) check against the spell's save DC. On a success, you regain a number of spell slots with a combined level equal to half the spell's level, rounded down.

For example, if you attempt to spellweave a 3rd-level *Burning Hands* spell, you could also regain one expended 1st-level spell slot, regardless of whether the spellweave is successful or not.

Empowered Automation

Starting at 10th level, if an automation spell would require you to target a pile of scrap or debris, you can choose to conjure the amount of scrap required directly from the plane of Mechanus instead. If the spell would manipulate this scrap in some way permanently, it instead remains for 10 minutes before vanishing.

Spellweaving Mastery

By 14th level, you have mastered the technique of raw magical manipulation. You can perform a spellweave against an innate elemental or magical effect, such as a dragon's breath weapon or a mindflayer's mind blast.

Instead of making a spellcasting check, an unwilling creature can use its reaction to force you to make an Intelligence saving throw versus the target effect's DC. On a failure, the spellweave fails, and the target effect continues as normal.

In addition, once per long rest, you can use your Enhanced Spellweaving feature to siphon away part of that innate effect. Make an Intelligence (Arcana) check against the effect's DC. On a success, you regain a number of spell slots that have a combined level equal to the effect's save DC, divided by 3, rounded down.

For example, if you chose to siphon power from a dragon's DC 21 breath weapon, you could regain up to 7 levels worth of spell slots. You could recover one 7th level slot, two 3rd-level and one 1st-level slot, or one 5th-level and one 2nd-level spell slot.

Spellweave Table

Damage Type	Cost	Area of Effect	Cost	Spell Radius/ AoE	Cost	Line/ Cylinder Length	Cost	Spell Range	Cost	Ability Score	Cost
Acid	+1	Cone	+1	5ft	+1	10ft	+1	Self	+1	Str	+1
Cold	+1	Cube	+1	10ft	+2	30ft	+2	5ft	+1	Dex	+1
Fire	+1	Cylinder	+2	15ft	+3	60ft	+3	15ft	+2	Con	+1
Lightning	+1	Line	+1	20ft	+4	90ft	+4	30ft	+3	Int	+3
Poison	+1	Sphere	+2	30ft	+5	120ft	+5	60ft	+4	Wis	+2
Thunder	+1	-	-	40ft	+6	150ft	+6	90ft	+5	Char	+2
Force	+2	-	-	50ft	+7	200ft	+7	120ft	+6	-	-

ATUM Pilot Prestige Class

Prestige Classes

In order to join a prestige class, you must first check with your Dungeon Master. A DM can opt to include or disallow prestige classes in the game. Typically, a prestige class requires you to undertake specific actions in the game so that your character can begin pursuing that class.

If those actions aren't already possible in your campaign, talk to your DM about integrating the prestige class that interests you. A prestige class uses the normal D&D multiclassing rules (see chapter 6, "Customization Options," in the *Player's Handbook*).

When your character is ready to advance a level, you can choose to gain a level in a prestige class. Your levels in all your classes, including prestige classes, are added together to determine your character level.

Prequisites

Taking up a prestige class through multiclassing involves meeting certain prerequisites, just as with multiclassing into a standard class. You must meet the ability score prerequisites for your current class and for the prestige class in order to qualify for it.

A prestige class requires a minimum character level and a minimum score in at least one ability, as well as requiring that you complete a specific deed — finding a magic item, defeating a monster, surviving a particular challenge, and so on — before being able to take up that class.

Experience Points

Just as with the standard rules for multiclassing, the experience point cost to gain a level is always based on total character level, not your level in a particular class.

Hit Points and Hit Dice

Each prestige class specifies the hit points you gain from it. You add together the Hit Dice granted by all your classes and prestige classes to determine your pool of Hit Dice. If the Hit Dice are the same die type, you simply pool them together.

Proficiency Bonus and Proficiencies

Your proficiency bonus is always based on your total character level, not your level in a particular class. A prestige class specifies whether it grants proficiencies when you enter it.

Prestige Class Features

You gain prestige class features just like normal class features. Sometimes, a prestige class can improve features you have gained from other classes. If a prestige class grants Channel Divinity, Extra Attack, or Unarmored Defense, that feature is treated the same way as if you had gained it from multiple standard classes.

Spellcasting

Some prestige classes grant spellcasting. Each prestige class provides details on how to determine your overall spellcasting ability, using the rules for spellcasting and multiclass characters found in the *Player's Handbook*.

Becoming an ATUM Pilot

Pilots are special individuals trained to pilot large vehicular constructs called All Terrain Utility Machines, or ATUMs, for short. These machines can be outfitted with various different hardpoints and upgrades, making the ATUM one of the most versatile vehicles an individual can have the luxury of calling their own.

From gigantic walking trade caravans to packs of smaller constructs bristling with vicious missile launchers and deadly close combat weapons, ATUMs have become popular and useful in many different scenarios, and pilots are widely sought after for jobs or bounties.

Though many individuals are capable of controlling an ATUM's basic utilities, only a few accomplished operators have the talent to unlock the true capabilities these advanced machines are capable of. Many aspiring Nomads choose the academic route, advancing through their regional ATUM Academy before obtaining a licence to construct basic civilian class, category 1 ATUMs for trade purposes or travel.

Others join the military, choosing to obtain their skills through combat training, emerging on the other side grizzled veterans, their piloting skills perfected after many years of intense conflict.

Particularly ambitious individuals - especially ones who aren't fond of the law - tend to introduce themselves to the pilot life by building an ATUM from scratch in a backwater town or workshop. These pilots shirk the academies and militaristic routes in favor of a more dangerous path, filled with independance, experimentation, adventure and freedom, at the cost of the learned support and ease of ATUM replacement from an unfortunate encounter or combat engagement gone bad.

Prerequisites

In order to advance as an ATUM pilot, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Dexterity 13.** ATUM pilots need agile fingers and quick reactions to master the speed and mobility of such large machines.

- **Intelligence 13.** Piloting an ATUM is not a simple task. Pilots must be quick thinking and have a comprehensive knowledge of the complex inner workings of an ATUM to be able to use one effectively.

- **Character level 5th.** Before you can begin the studies and practices of an ATUM pilot, you must first prove you are capable of remaining level-headed and surviving in various, potentially dangerous, situation. You must be a 5th-level character before you can gain levels in the ATUM pilot prestige class.

- **Proficiency with Vehicles.** ATUMs are a special class of vehicle, but share many similarities with other mechanical constructs. You must be competent with driving vehicles (land) and tinkering with them to begin to understand the complex mechanics of an ATUM.

- **Access to an ATUM.** You must find or build an ATUM of your own, by using a workshop to create one yourself, or purchasing a pre-built ATUM from a passing ATUM trader.

Class Features

As an ATUM pilot, you gain the following class features.

Hit Points

Hit Dice: 1d8 per ATUM pilot level.

Hit Points per Level: 1d8 (or 5) + your Constitution modifier per ATUM pilot level.

Proficiencies

Tools: You gain proficiency with Tinker's Tools, if you are not proficient already, and your proficiency bonus is doubled for any checks you make with them.

Saving Throws: None

Skills: None

Equipment

The ATUM pilot class does not grant any special equipment.

Rookie Pilot

At 1st level, you become part of a particular group of pilots, learning simple tricks to gear your ATUM's performance towards that particular pilot type. Choose from the Junker, Nomad or Grey Wolf. Your chosen pilot type grants you an additional features listed below, and grants you more of these features as you gain levels in this prestige class.

Pilot Type

Junker

Your practise of scouring empty battlefields has given you a knack for finding objects of worth and other noteworthy features hidden in the landscape. When piloting your ATUM, you have advantage on Wisdom (Perception) checks and Intelligence (Investigation) checks to find objects or hidden features.

Nomad

You are good at managing your fuel store more efficiently. When journeying for more than a day, your engine's fuel consumption speed is decreased by 1. For example, if you had a poor grade engine and journeyed for a day, its fuel consumption speed would decrease from 3 days per fuel tank to 4 days.

Grey Wolf

You have spent many a battle under heavy gunfire, and know how to keep your calm in tense situations. When piloting an ATUM, you have advantage on saving throws against being frightened.

Common insignias used by Junkers (left) and Nomads (right)

Adept Pilot

By 2nd level, you have developed further down the path of ATUM pilot, honing your skills to be one step further ahead than traditional adventurers. Choose one of the following talents from the list below.

Pilot Talent

Mechanic

You are especially talented at repairing, upgrading and modifying ATUMs, both your own, and others.

You become far more proficient when effecting field repairs on your ATUM. Whenever you roll hit dice for your ATUM when performing field repairs, you can spend one additional hit dice.

In addition, once per long rest, when you spend a short rest either working alone, or helping another creature to repair, upgrade or otherwise modify an ATUM, you can grant that ATUM an additional temporary bonus from the list below. An ATUM cannot benefit from more than one bonus at a time.

- **Quick Fix:** The ATUM gains temporary hit points equal to 2d4 x your proficiency bonus. These temporary hit points last for 2d4 hours.

- **Oiled Joints:** The ATUM gains an additional 10ft of movement speed for 2d4 hours.

- **Improvised Autoloader Tweak:** One ballistic hardpoint the ATUM has an additional 2 to its reload (x) value. This bonus lasts until the end of the next encounter that hardpoint is used in.

For example, a hardpoint with Reload (2) would become Reload (4) until the end of the next encounter that hardpoint is used in.

Warrior

You are a frontline fighter, specialized in close or mid range ATUM combat. Fearsome and dedicated, your ATUM is a shield and sword you wield with the grace of a dancer and the ferocity of a wolverine, outstepping your opponents in deadly duels or saturating them with overwhelming firepower.

Fighting Style

When piloting an ATUM, you adopt a particular style of fighting as your specialty.

Choose two fighting styles from the list of optional features. You can't take the same fighting style option more than once, even if you get to choose again.

- **Crack Shot:** You gain a +1 bonus to attack rolls you make with ranged hardpoints.

- **Defender:** While you are piloting an ATUM, that ATUM gains a +1 bonus to its AC.

- **Heavy Hitter:** Once per turn when you roll damage for a melee hardpoint attack, you can reroll the hardpoints damage dice and use either total.

- **Quick Strider:** When piloting an ATUM with the Bipedal or Quadrupedal mobility type, that ATUM's speed increases by 10 feet.

- **Missile Specialist:** When you roll a 1 or 2 on a damage die for an attack you make with ranged hardpoint, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The hardpoint must have the missile property for you to gain this benefit.
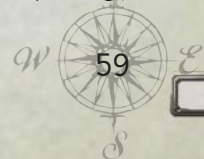
- **Plated Combatant:** When piloting an ATUM, that ATUM's armour plating damage threshold increases by 10.

- **Ballistics Specialist:** Any ballistic hardpoint you use has its ammo box value increased by 1. A hardpoint can only be affected once with this feature per long rest.

- **Energy Specialist:** When you make an attack roll with an energy hardpoint, you can choose to roll an additional d20, and use either result. You can choose to roll the additional die before or after you make the attack roll, but before the outcome of the roll is determined. You can use this ability once per short rest.

Tactician

Your understanding of an ATUM's mobility, hardpoint strength and battlefield flexibility has given you a tactical edge on the battlefield.

You gain three superiority dice, which are d8s, which you can expend when piloting an ATUM. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.
In addition, you learn two maneuvers from the maneuver list below.

Saving Throws
Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

> **Maneuver save DC:** 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

- **Flanking:** When you move on your turn, you can expend a superiority die to choose a friendly pilot within 60ft of you who can see or hear you. That pilot can use its reaction to move up to half its speed towards a target of your choice.

- **Pinning Fire:** When you make an attack roll against a creature or ATUM using a ranged hardpoint or weapon, you can expend one superiority die to attempt to pin it in place. You add the superiority die to the attack roll, and if the attack hits, the hardpoint or weapon deals its normal damage, and the target must succeed on a Dexterity saving throw or have its speed reduced to 0ft until the end of its next turn.

- **Squad Support:** As a bonus action on your turn, you can call on an ally to support you in battle. When you do so, choose a friendly pilot or crew member within 60 feet of you who can see or hear you and expend one superiority die. That pilot or crew member can immediately use its reaction to make one weapon or hardpoint attack against a target of your choice, adding the superiority die to the attack's damage roll.

- **Targeting Array:** As a bonus action on your turn, you can help your allies by target-locking a creature or ATUM - making them more susceptible to missile attacks.
Choose one creature within 120 feet of you that you can see and isn't behind total cover and expend a superiority die. Make a ranged weapon attack against that target, adding the superiority die to the attack roll.

On a hit, the target becomes target-locked for all allies within their missile hardpoint range until the end of your next turn, or until the lock is lost as normal.

- **Covering Fire:** You give covering fire to an ally as they move. As a bonus action, expend one superiority die and choose one friendly creature you can see within 60 feet of you.
Until the end of your next turn, if an enemy creature makes an attack roll against that ally, you can elect to spend your reaction to take the attack action against it, rolling the superiority die and adding it to any attack rolls you make as part of that action.

If you hit, the target takes the weapon of hardpoints normal damage, and has disadvantage on any attack rolls made until the end of their next turn.

- **Draw Fire:** You distract one creature or ATUM pilot that can see and hear you. As a bonus action, you can expend one superiority die to force that creature or pilot to make a Wisdom saving throw.
On a failed save, the target has disadvantage on all attack rolls that do not target you, and any saving throws a friendly creature other than you makes against it have advantage until the end of your next turn.
A creature with an intelligence of 16 or higher has advantage on this save.

A Junker Merchant taking a break from salvaging

Veteran Pilot

By 3rd level, you have honed your skills, facing many encounters that have shaped your piloting techniques to better suit your approach, both in and out of combat. You gain a new pilot feature depending on your pilot type:

Junker

Your sharp tongue, persuasive nature and eye for a good deal have made you far better at finding and negotiating better prices for ATUM modules, ammo boxes and fuel.
You gain proficiency with Charisma ability checks you make to barter, sell, or find out information about a particular ATUM, module, ammo box or fuel tank, and your proficiency is doubled when making such checks.

In addition, whenever you sell salvage, you can always sell it for at least the common price per lb, regardless of any negative salvage value modifiers.

Nomad

Spending so much time travelling with ATUMs has made you much more adept when navigating dangerous terrain, and fending off natural predators in the wild.
You have proficiency with Wisdom (Survival) and Intelligence (History) checks to navigating dangerous terrain, recall information about any creature of size large or greater within your current local region, or to figure out directions to the nearest settlement with an ATUM workshop, and the safest or fastest route to get there.

In addition, your proficiency bonus is doubled when making the aforementioned checks.

Grey Wolf

You have become a veteran combatant, able to keep your cool under the most pressuring of situations, while inflicting incredible damage with your weapons of choice.
While piloting your ATUM, you are immune to being charmed or frightened, though if you were charmed or frightened before mounting your ATUM, the effect remains.

In addition, you have advantage on initiative rolls and, once per short rest, if your ATUM would be struck by a critical hit, you can use your reaction to maneuver the ATUM to a more advantageous position, preventing any creatures inside the ATUM from taking the critical hit damage. The ATUM still takes the critical hit damage as normal.
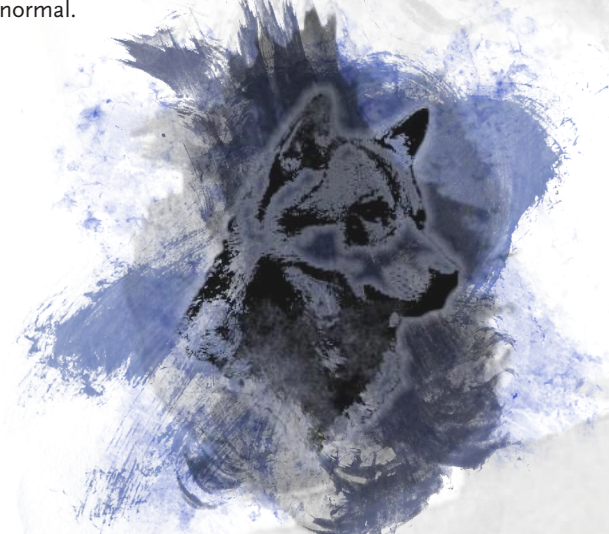
A common insignia used by Grey Wolf packs

Expert Pilot

At 4th level, you have become an expert in your chosen pilot type, and are well known among your peers.

You can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.
In addition, your pilot type grants you the following feature:

Junker

You know exactly what to salvage and how to do it. Whenever you roll a perception check to search for salvage in a junk pile, you can treat a d20 roll of 10 or lower as 11.

Nomad

Keeping an ATUM moving has always been your top priority. Whenever you or another pilot performs a patch job on an ATUM you are piloting, that ATUM doesn't need to be stationary.

Grey Wolf

You have learnt to hit with a striking, stunning force.
When you successfully hit a target with an ATUM hardpoint, you can force it to make a Strength saving throw.
On a success, the target staggers under the force of the blow and is knocked prone. On a failed save, it is also stunned until the end of your next turn. If you target an ATUM with this feature and it fails the save, the pilot and 1d3 random additional crew members inside the ATUM are stunned for the duration.
You can use this feature 3 times per long rest.

Expert Pilot

By 5th level, you have mastered the art of ATUM warfare, navigation and piloting. New recruits flock to you, hoping for an opportunity to train under your leadership, and mercenaries are quick to rally under your cause.

Mark of Renown

Choose a symbol, or insignia. This symbol becomes your ATUM's personal identifier as your renown increases. As part of a short rest, you can affix your ATUM with this insignia, either as a banner, flag, or painted marking.
Each insignia type grants a different bonus, as shown below:

Banner

When in combat, friendly ATUMs that are within 60 feet of you and can see your banner gain a bonus to their saving throws equal to your proficiency bonus. This feature doesn't stack with multiple banners. An affected pilot chooses which banner to gain the bonus from at the start of each combat.

Flag

When you hit an enemy ATUM or creature with an intelligence of 10 or higher within 60 feet of you with an ATUM hardpoint or manipulator weapon, and your target can see your flag, you can force it to make a Wisdom saving throw.
On a failed save, the target is frightened of you and has disadvantage on all saving throws made against your ATUM's modules until the end of your next turn.
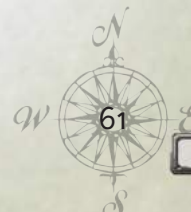
Marking

When a creature or enemy ATUM pilot starts its turn within 60 feet of you, if it can see your markings, must make a Wisdom saving throw versus your ATUM's save DC.
On a failed save, it briefly panics at the sight of your ATUM on the battlefield, and its attack rolls have disadvantage until the start of its next turn. A creature or ATUM pilot can only be affected by this feature once per turn.

This feature has no effect against creatures that cannot be frightened.

Mastered Type

At 5th level, your mastery of your pilot type grants you the following feature:

Junker

You have managed to successfully miniaturize the ATUM Salvaging Unit into a wearable headgear, which allows you to search for salvage outside of your ATUM. While wearing the headgear, you have darkvision out to 30 feet. If you already have darkvision, its range is instead increased by 30 feet.
This feature also applies to your ATUM if you are piloting whilst wearing this special headgear.

In addition, you are more adept at taking apart enemy targets in combat. When making an attack roll against a creature or ATUM, you can target a particular hardpoint or limb you can see within range. The limb can be an arm, wing, tail, or leg. Make the attack roll with disadvantage.
On a successful hit, the target takes the attack's normal damage, and gains a wound marker on that limb. If a limb or hardpoint gains 4 wound markers, it is severed, or becomes inoperable until repaired (DM's choice).
A target loses 1 wound marker for every 10 hit points it is healed by, and loses all wound markers at the end of a short or long rest.

Nomad

To further aid you in your travels, you have created (magically or otherwise), a basic artificial intelligence, which you have installed into your ATUM via a small mechanical "brain". The A.I. understands your spoken commands, but cannot speak.

When you are not in the pilot seat, it will allow the ATUM to operate autonomously, obeying any command you give it to the best of its ability (no action required by you). It rolls it's own initiative during combat and acts on its own. When acting autonomously, The A.I. grants the ATUM a Wisdom, Intelligence, and Dexterity score of 10, and a proficiency bonus of +4.

The A.I. cannot be directly targeted with attacks or spells, and for all intents and purposes, is simply another piece of the ATUM's hardware. If the ATUM is destroyed, the A.I. is destroyed as well. You can create a new A.I. by spending 48 hours over the course of 1 week in a workshop and 2,000gp on materials.

The ATUM can follow simple or complex commands. For example, you could command it to guard a hallway, navigate from one location to another while you sleep inside the cockpit, pick you up and place you in the pilot's seat, fight beside you in combat, or even help construct a building, provided you directed it correctly, and it had manipulator hardpoints.

Grey Wolf

You have become a master of combat, revelling in the destruction and terror you inflict on your enemies. During a long rest, you can outfit your ATUM with a fearsome display of trophies, kill markings and sigils, ranging from intimidating spikes of scrap welded onto the chassis, to inspirational high-flying banners or a flowing cape displaying your insignia, imitating the look of a knightly order.

Choose one of the following appearances for your ATUM below. Each appearance lasts until you change it for another one, or remove it during a long rest, and grant a special feature when you pilot your ATUM:

• **Marauder.** An enemy creature or ATUM that starts its turn within 20-feet of you and can see your ATUM's appearance must succeed on a wisdom saving throw versus your ATUM save DC.
On a failed save, until the end of your next turn, attacks that target make against you have disadvantage, and any damage it deals to your ATUM is reduced by 3.
This has no effect on a creature immune to being charmed.

In addition, you score a critical hit against that target on the roll of a 19 or 20. If another feature already grants you this increase, such as a fighter's improved critical, it instead increases this bonus by 1, to a maximum of 17-20.

• **Commander.** A friendly creature that is within 30 feet of your ATUM and can see your banners cannot be frightened. If it is already frightened, the effect is suppressed while the creature remains within this range.

In addition, if you attack a target, and a friendly creature or ATUM attacks the same target as you before the start of your next turn, it can roll a d4 and add the number rolled to the attack and damage roll, provided it is within 30 feet of you and can see your banners.

• **Protector.** You eminate a defensive aura that radiates out from your ATUM in a 15-foot sphere. Friendly creatures and ATUMs in this radius gain a +2 bonus to their AC. This AC bonus is lost as soon as the ally leaves your aura.
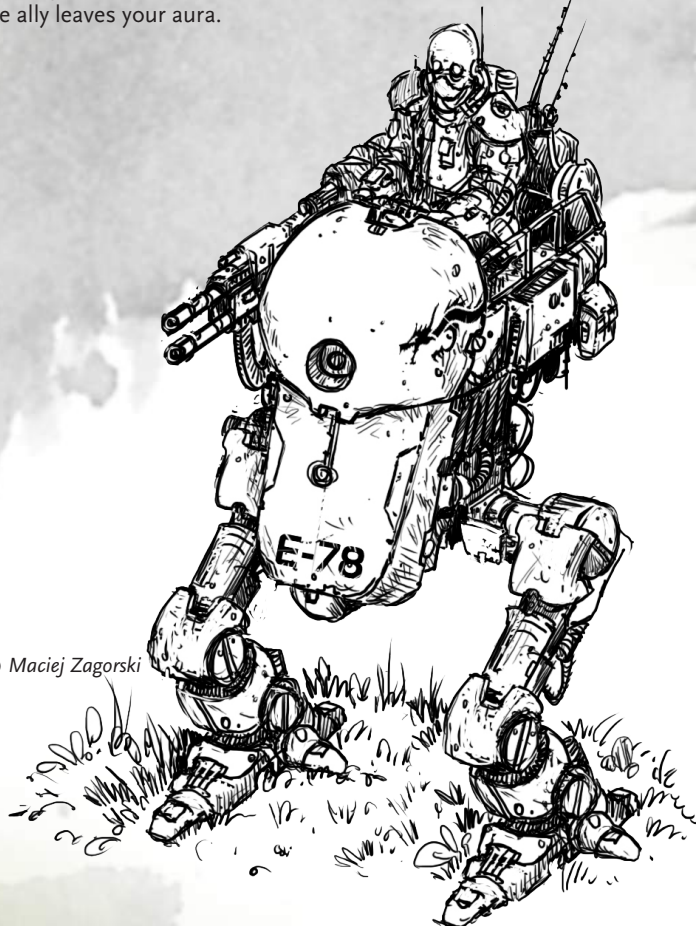
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Greasemonkey Feats

This section introduces a collection of special feats that allow you to explore the world of ATUMs further. These feats are similar to those found in the *Player's Handbook,* and are part of the optional rule in chapter 6, *"Customization Options."*
The DM decides whether they're used and may also decide that some feats are available in a campaign and others aren't.

The feats are presented below in alphabetical order.

Tinkerer

You have a talent for modifications, mechanical tweaks, and quick repairs - especially around ATUMs.
You gain the following benefits:

• You increase your Dexterity or Intelligence score by 1.

• You become proficient with tinker's tools, if you are not already, and your proficiency is doubled for any ability check you make with them.

• When performing a patch job, instead of repairing an ATUM's hit points, you can repair 1d6 hit points of its armour plating instead.

Hardware Savant

You have an uncanny ability to reroute an ATUM's power connectors and structural supports, making module installations fit and upgrades function much more efficiently.

When building or modifying an ATUM in a workshop as part of a long rest, you can spend 4 hours optimizing it's internal components. When an ATUM is optimized in this way, you grant it one of the following features, shown below.

An ATUM can only benefit from one of these features at a time. If it gains a new feature from this feat, it loses its previous benefit.

• **Tight Structure.** The ATUM has +1 module upgrade slot, and can house 1 less crew member.

• **Charge Increase.** One active upgrade module of your choice gains 1 additional charge.

• **Shock Absorbers.** The ATUM gains +1 AC, and is resistant to fall damage.

Mechanically Enhanced

You are more machine than mortal. Some call you crazy, others call you inspired. Whatever your motivation was, your new parts fit you better than ever.
You gain the following benefits:

• You have a mechanical implant, granting you increased strength, speed, toughness or observational skills. You increase your Strength, Dexterity, Constitution or Wisdom score by 1.

• You become more resilient, gaining a +1 bonus to AC.

You can choose this feat up to three times, gaining a +1 bonus to your AC each time you choose it, to a maximum of +3.
If you choose this feat twice, any type you have is replaced with construct.
If you choose it three times, you exchange your original race for the warforged race, changing your racial traits accordingly to match your new form.
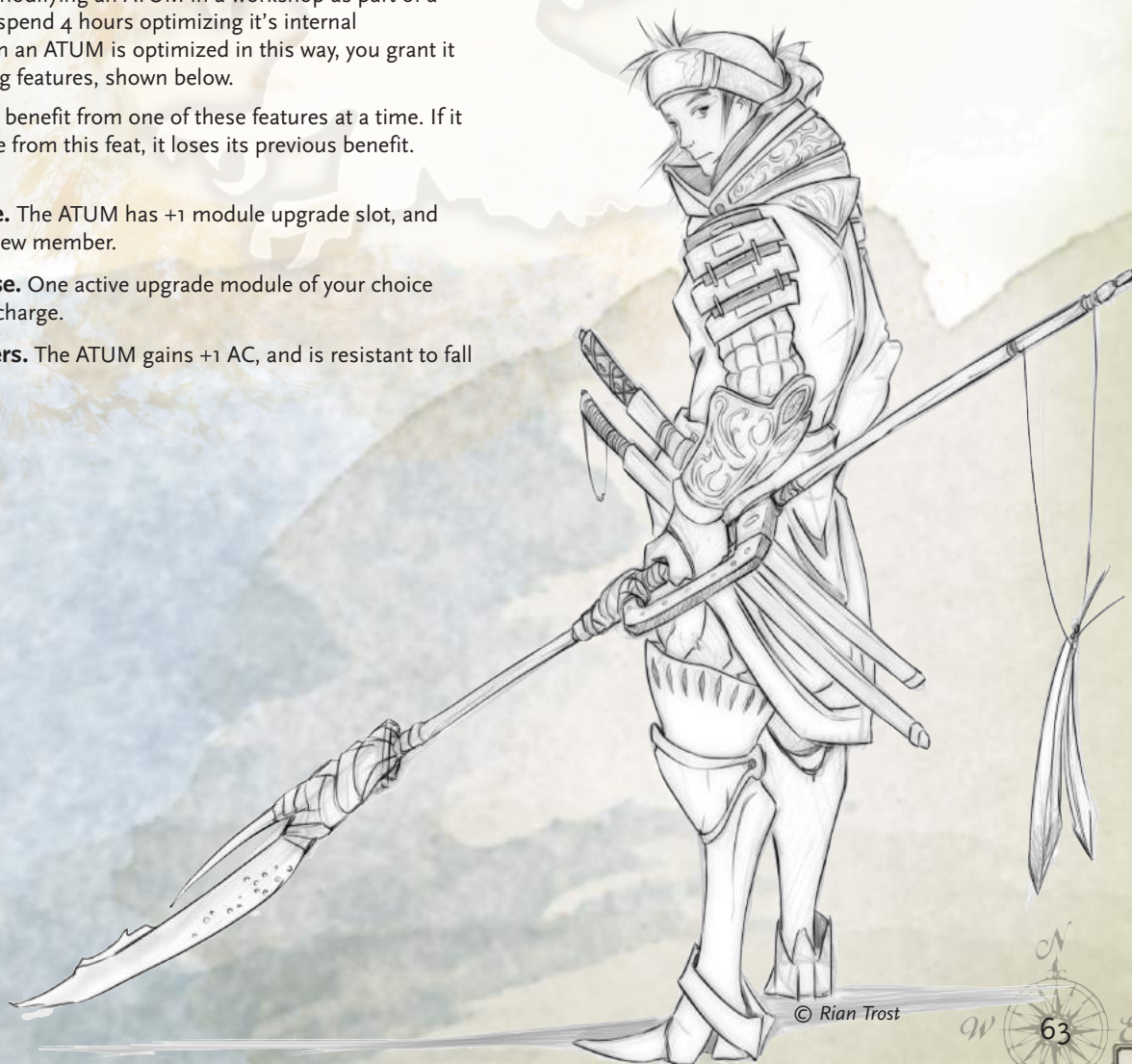
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Chapter 7: The Dungeon Master's Toolbox

As the Dungeon Master, it is your responsibility to oversee the game, weaving together the backgrounds of your adventurers and telling tales of their victories - or their demise. This chapter is for you, and you alone. It gives you new rules options, as well as tools for introducing ATUMs into your campaign.

It is a supplement to the tools and advice offered in both *Xanathar's Guide to Everything* and the *Dungeon Master's Guide*. The chapter begins with a collection of tips for introducing ATUMs into your world before presenting a detailed system for calculating an ATUM's rough Challenge Rating, and how best to balance encounters using these fearsome new machines.

The chapter then goes on to detail a set of variant rules for hacking, climbing ATUMs in combat and expanded engine types you can use to flesh out your world, a collection of NPC pilots for your party to encounter, complete with their own personalized ATUMs and a few introductory bounty hunts, and a collection of new magical items, including legendary ATUM modules and weapons.

The material in this chapter is meant to make your life as a Dungeon Master easier. Feel free to ignore anything in this chapter that wouldn't otherwise fit in your world. For example, if your world uses steampunk technology, or is a low magic setting with no spellcasters, then it's unlikely you will find use for a magical potion of arcane spirit. That said, don't hesitate to customize the items in this chapter if they don't entirely fit your campaign's theme. This book has been written with ease of compatibility in mind, and exists to serve you and the games you run as an aid, functioning as a foundation on which you can modify and tweak rules to better suit your own play style.

Introducing ATUMs to your campaign

Some Dungeon Masters might take this supplement into account when developing a new campaign, blending the ATUM system into their setting upon creation. However, if you already have an established campaign setting, such as Eberron, Spelljammer, a setting from the Forgotten Realms, or a homebrew setting of your own design, it might prove more difficult to simply drop the ATUM system into your world without raising a few questions from your players.

Below is a list of various plot hooks or story seeds you can use to introduce ATUMs into your games, organized into sci-fi, steampunk and magitech setting suggestions.

An Alien Artefact is Revealed (Sci Fi)

Some time ago, you heard mention of a new scientific discovery on one of the smaller moons, located at the edge of the system. For the most part, scientists claimed to have discovered a new rare element, which displayed properties of an alien origin. Further excavations revealed a mysterious artefact laying dormant many miles below the moon's surface - the remains of a colossal machine which explorers quickly began to uncover, before the project was quickly scrapped. That was some months ago, but already the first ATUM prototypes have now been seen on distant battlefields, pulsing with reverse-engineered alien technology.

A Mysterious Faction Emerges (Sci Fi)

A new faction has recently began rising to power in a few major settlements. They claim to have developed a breakthrough in automated technology by housing localized energy banks into large fusion batteries - effectively creating a stable, but dangerous, new weapon design. It didn't take long for such a faction to rise to power on outlying worlds - especially once they began mounting plasma weaponry onto vast, mobile, humanoid constructs...

An Inventor's Lament (Steampunk)

You have heard rumors of a crazed gnome inventor, known locally as 'Goose "Mad-Hat" Tinkertoy' looking for a collection of adventurers to help him recover his life's work. Looking into the strange request further, the locals tell of a large explosion a few weeks ago which left the gnome's workshop in ruins. Those that rushed out to help to crazy inventor were met by the sight of a vast, wheeled construct, belching noxious fumes and piloted by chattering goblins, vanishing over the horizon. Everyone knows Mad -Hat will not rest until his 'creation' is retrieved, though he does fear his design may have already made it into the hands of a much more sinister force...

The Travelling Salesman (Steampunk)

You hear thunderous footfalls echo down the path. You turn, greeted by the sight of a large chugging wagon, belching black smoke and steam from a vibrating engine mounted on its back. Six mechanical legs shift its bulk lazily towards you, before settling the contraption a few feet away with a audible hiss. Riding atop the mechanical marvel sits a small halfling, his brown leather hat embroidered with a gold trim and his waistcoat decorated with numerous pocket watches and trinkets.

"Why hello there, fellow travellers!" The halfling shouts over the din of the rattling engine. "You look like the sort in need of a new mode of transport! Brave adventurers such as yourselves shouldn't get caught out without the latest gear, believe me!"

The halfling clambers down a rickety rope ladder, pulling and pressing a number of levers and buttons as he drops to the floor. With a creak, the wooden wall of the wagon flops open, revealing a smaller mechanical suit inside.

"The name's Harol Porridgepot. A trader of items of the most interesting sort, if I don't say so myself!." The halfling grins, revealing a trio of gold teeth and jumps up onto a small pedestal.

"So, fellow explorers, what do you say? Fancy makin' a deal?"

The Wizard of High - Tower (Magitech)

A small parchment flutters into your open hand, wrapping itself around your fingers in the breeze. Unfurling it, you see a small message, inscribed in purple ink, which reads:

"To whom it may concern. Congratulations! I see this message has reached you well. Please head to High-Tower at your earliest convenience and request audience with Archmage Theri Longfellow. I am in need of someone of your talent to help me test my latest creation. Make haste, for this is one of ten different letters I have released to find a worthy candidate!"

As you finish reading, the letter explodes in a puff of violet smoke, before transforming into a small hand, which points east, towards a glittering tower in the distance.

The Magewright's Manifesto (Magitech)

You sigh as you see the new political candidates for mayor arrive atop the arcane podium. The city always seemed far more interested in voting for battle-hardened veterans or ex -warriors than students of the arcane arts, and you expected no different here. Though when the tall goliath stepped on stage, his robes billowing dramatically in the wind, you knew something was going to be different. The wizard smiled to the crowd as he began his speech describing a new world and new, better security policies.

But as rehersed and as captivating as the speech was, it was the gigantic construct, glowing with arcane runes and humming with magical power, that made the crowd fall into a hushed, nervous silence...
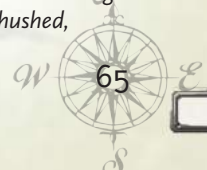
Balancing ATUM Encounters

In this section you will find details on calculating XP based encounters when one or more ATUMs are present on the battlefield. With such potent machines avaialble to adventurers and NPCs alike, it's important that you, as Dungeon Master, have at least some control over the difficulty of encounters your players will come to face with an ATUM in their possession.

As will every additional rule in this supplement, these encounter calculations are designed as a guideline to help keep encounters fun and challenging for your players.

ATUM Challenge Ratings

To work out the average Challenge Rating of an ATUM, you should consult the creature creation tables on page 274 of the *Dungeon Master's Guide,* applying it to the ATUM in the following manner.

Once the ATUM has been constructed, make a list of its total armour class, average hit points, save DC (12 + the pilot's proficiency modifier), highest attack bonus, and the average total damage it can deal when using all available modules over the course of 3 rounds, dividing that total by 3 to get the ATUM's average damage per round.

Compare these details to the table shown in the *Dungeon Master's Guide (pg 274),* beginning with the ATUM's hit points, to work out the median CR for the ATUM. Increase this Challenge Rating by 1 for every 2 upgrade modules the ATUM has installed.

The Challenge Rating produced with this method can serve as a good guideline when working out an encounter when only one ATUM is involved, such as the party of adventurers fighting against a goblin boss pilot, or a single party member using an ATUM to even the odds against an ancient dragon. You can also adjust the Challenge Rating accordingly, should you feel the ATUM is too powerful for it's category, or potentially too weak.

Balancing multiple ATUMs in an encounter

Fighting a single ATUM can be a memorable experience, especially at lower levels. However, once your group begins tinkering with ATUMs of their own, they might end up engaged in an encounter where both sides are using one or more ATUMs at a time. Below is a guideline for creating a balanced encounter when it's time for an ATUM-on-ATUM brawl.

First, work out the rough Challenge Rating for each ATUM involved in the combat. Next, look at the XP value each ATUM's Challenge Rating grants it. For example, an ATUM with a CR of 6 has an Xp value of 2,300.

Then work out the average XP value of creatures in the combat, including those piloting ATUMs. For characters, use the Medium XP threshold of their current level, found on page 82 of the *Dungeon Master's Guide.* For example, a 10th level fighter has a hard XP threshold of 1,200.

Add together all the XP values of enemies in the encounter, including any creatures, NPCs or ATUMs (and their respective pilots). This forms the total XP threshold for the encounter.

Add together the character's XP thresholds and the xp value of any allied NPCs or ATUMs they may have involved in the combat. This forms the party's total XP threshold for the encounter.
(For a more refined encounter when using a lot of enemies, you can also use the Encounter Multipliers table, also found on page 82 of the *Dungeon Master's Guide.)*

Comparing XP and Encounter Difficulty

Once you have worked out both the party XP threshold and the enemy's, compare the enemy encounter XP to the party's XP threshold total to work out the difficult of the encounter and consult the table below for the results.

Encounter Difficulty

Enemy XP comparison	Encounter Difficulty
75% or less	Easy
Equal	Medium
25% - 50% more	Hard
Double or more	Deadly

An Example of ATUM Encounter Balancing

Sally is a 10th level fighter. She is in a group with 3 other 10th level characters. Sally decides to pick a fight with a roving band of bandits. The party has a total XP threshold of 4800. There are ten bandits, which have a total XP value of 250 XP. An extremely easy fight. However, the bandits also have two Reaver Class ATUMS at their disposal.

Step 1: Work out a rough Challenge Rating for the bandit's ATUMs.
A Reaver Class ATUM is a medium bipedal walker, seating 3 people, with an AC of 16, 230 hit points, and a save DC of 14 (12 + the bandit's proficiency bonus). It is armed with a Heavy MG, an MT-02 Missile Launcher, and a Salvaging Module.

After working out the Challenge Rating of the hit points (CR 11), Armour Class (CR 8), save DC (CR 4), and the total average damage per round (63, CR 10), we can work out that the median Challenge Rating for the Reaver Class ATUM is 9, worth 5,000 XP.

Step 2: Compare the new Encounter and Threshold XP
Returning to Sally's encounter, we can see that adding a single Reaver Class ATUM to the enemy forces increases the overall encounter XP from 250 to 5,250, raising the encounter difficulty from trivial to roughly medium. However, Sally doesn't just spot one ATUM within the bandit's ranks, but **two,** raising the total encounter XP by an additional 5,000 XP, for a total of 10,250. Consulting the Encounter Difficulty table above, we can see that this encounter is now double the adventuring party's threshold XP; transforming a trivial encounter into a potentially deadly one.

Seeing the danger, Sally decides to bring her own ATUM to help give her group an edge in combat. Her ATUM, unlike the Reaver Class, is a light, tank-like construct, mounted on a tracked mobility frame and armed with a single heavy autocannon on a rotary turret.

This ATUM, being light, has room enough for only Sally herself to crew it. It has an AC of 19, 142 hit points, a save DC of 16 (12 + Sally's proficiency bonus of +4), and an average damage per round of 33.
Calculating the Challenge Rating of Sally's ATUM using the method shown above, we can see that with Sally in the pilot's seat, the ATUM has a Challenge Rating of 6, or 2,300 XP.

Step 3: Add or remove additional creatures.
Adding the XP of Sally's ATUM to her party's XP threshold, the total value increases from 4,800 to 7,100. Comparing this to the encounter XP and consulting the Encounter Difficulty table again, we can see the encounter is now only around 25% - 50% higher than the party's new threshold, transforming the potentially deadly encounter into a hard encounter instead.

SCALING ATUMS AND HACKING

ATUMs are big machines, with even the smallest construct being at least large in size. This can present a myriad of opportunities for heroics from your players or clever tactics from their enemies. One such popular method has always proven to stand out from the rest - climbing onto an enemy ATUM in combat.

In encounters with one or more ATUMs where other characters exist without a mechanized construct of their own, this can often become a common occurrence, and is also a very good tactic to take down an otherwise seemingly impossible foe.

In addition to this, some characters, NPCs or even monsters might find themselves more inclined to hack into enemy constructs or buildings, without having the class features or magical methods to do so. Below you can find variant rules for both scaling ATUMs and other creatures in combat, and hacking environments or constructs, such as mechanically sealed doors, or disarming explosives.

VARIANT RULE: CLIMBING AN ATUM OR CREATURE

You can attempt to climb an ATUM or creature as an action on your turn as long as the target is at least one size larger than you, and you have a free hand. You must be within 5 feet of your chosen ATUM or creature and spend 10 feet of movement to attempt to grip onto a hand-hold, external pipe, fur or other area of the target. Once mounted in this way, you share the target's space, move when they do, attacks made by you against the creature have advantage, and ranged attacks against you have disadvantage. At the start of each of the target's turns, they can make a Strength (Athletics) or Dexterity (Acrobatics) check, contested by your Strength (Athletics) check to attempt to shake you off. On a successful check, you are immediately thrown 10 feet away from the target in a random direction, taking 2d6 bludgeoning damage and landing prone.

You can automatically succeed at the ability check by expending a bonus action on subsequent turns to cling to your mounted target. While clinging, you cannot be shaken off, and attack rolls you make have disadvantage (you're too focused on holding on to attack effectively!).

You also immediately fall off the target if at any point you don't have a free hand to hold on with, or lose your balance, exhaust yourself or take damage, as specified below.

Scaling ATUMs and Creatures

Once climbing an ATUM or Creature, you can attempt to scale it, climbing further up towards a particular point of vulnerability. For smaller targets, this could be climbing onto the roof of a moving ATUM, while scaling a gargantuan creature could involve manoeuvring towards its head to make that all-important final blow.

To scale a target, you must spend your bonus action and movement swinging, grabbing, or otherwise clambering up the target. Bigger targets take longer to navigate, as shown on the table below. You can use your action speed up your climb, decreasing the time required by 1 round, to a minimum of 1.

Creature Size	Time taken to navigate to a particular point
Large	1 round
Huge	2 rounds
Gargantuan	3 rounds
Titanic +	4 rounds

Exhaustion, Taking Damage, and Balance

Holding onto a moving target is difficult at the best of times, let alone when it's trying constantly to shake you off. To represent this, at the end of each of your turns, you must make a Constitution saving throw with a DC equal to 11 + the number of rounds you have spent climbing the target. On a failed save, your body succumbs to the exhaustion of hanging on and you fall off the target, landing prone within 5 feet of the creature or ATUM. If you had spent this turn clinging, you make this saving throw with advantage. If you have instead taken damage on this turn, you make the save with disadvantage.

If you successfully navigate to the top of a creature, you can attempt to balance on it, freeing up your hands to wield firearms, heavy weapons, or perform somatic components of a spell you might otherwise have been unable to.

While balancing in the is way, you cannot cling to your target, and can only contest being shaken off with a Dexterity (Acrobatics) check.

VARIANT RULE: HACKING

Hacking is a commonplace skill employed by many characters in high-tech or sci fi settings. Here you can find a simple rule variant you can use to introduce hacking into your campaigns.

Hacking Sealed Doors or Computers

To hack into a computer interface, perhaps to access quest-pertaining information, disable alarm systems, or arm and disarm explosives, you must make an Intelligence (Investigation) check, with advantage is you are proficient with either Thieves' tools or Tinker's tools, consulting the table below for the average DC, based on the technological activity you wanted to perform.

Technological Activity Examples	DC
Accessing a non-encrypted terminal, rigging a timer on an explosive, unlocking sealed or alarmed doors	15
Defusing an explosive with complex coding, accessing encrypted terminals or protected data	20
Accessing alien technology, shutting down the electronic operations of an entire military base, re-coding an inert construct	25

Hacking Active Constructs and ATUMs

In certain circumstances, you can attempt to gain access to constructs or ATUMs currently in use, either in or out of combat. Perhaps a high-tech ATUM requires a special code to unlock its exterior door, or maybe a construct would explode if destroyed, so you decide instead to deactivate it. Whatever your reasons, your Dungeon Master can decide whether or not such an act is feasible, or even possible. If it is possible, to perform such a complicated activity, you must spend each round hacking into your chosen target by making an Intelligence (Investigation) check, with advantage if you are proficient with the tools noted above. The hacking check begins with a DC of 30, and decreases by 5 for every round that passes, to a minimum of 15. If you fail the check, you can reattempt the check at the start of your next turn. While hacking a target in this way, you must remain concentrating on the activity as if concentrating on a spell. If you lose your concentration before you succeed in your check, the hack fails.
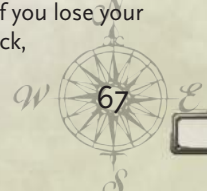
Expanded ATUM Engine Types

While the ATUM construction guide goes into great depth on creating your own personal designs, fuel types - and to an extension engine types - have been deliberately kept as simple as possible. This is to ensure when creating an ATUM, you would never be limited on what sort of fuel source or engine design that construct would require in order to function.

However, when deciding what fuel source would be best suited for your campaign, you or your players might find the open-ended options presented in Chapter 5 too simple.

Below you can find an expanded list of variant fuels alongside their own engine types. Each variant has a gold cost, description and functionality that grants you more in depth options for customization, should you feel either your players, campaign or villains require it.

It is also important to note these rules have been added here as variants which you, as Dungeon Master, can choose to add to your games as you see fit, and do not function as ordinary options players can choose when outfitting their ATUMs, as the benefits they grant can greatly change the flow of your story.

Feel free to completely ignore this section, or instead treat them as magical items in terms of rarity and rewards, should you allow your players limited access to them.

In addition, when balancing encounters with ATUMs using an engine type listed below, you should increase the ATUM's Challenge Rating by 1.

Variant Fuel Source: Lodestone Crystals

Often used to power magical airships, lodestones are refined from magically-infused ores found in floating islands. As the unrefined ores that make up the bulk of these islands gravitate close to one of the four elemental planes, they begin absorbing fragments of magical power from it, which manifest in the form of small crystals deep within the island's interior crust.

Once an elemental crystal has formed inside the island, the vegetation and flora adopt traits akin to that element. A lodestone isle infused with the elemental plane of water, for example, might house many beautiful waterfalls and litter the surrounding area in powerful sea storms, while an isle infused with the elemental plane of air might instead be inhabited by a number of air elementals or tribes of Aaracockra.

As these lodestone isles orbit small gateways into the elemental planes, many seek them out, knowing they not only act as a beacon of navigation when searching for an access point to such a plane, but also house within them a wealth of magical potency.

In the hands of experienced technicians and wizards, refined lodestones can function as both a fuel source and engine for ATUMs; generating an almost infinite source of power and never requiring the ATUM to refuel. Each lodestone also grants the ATUM a slight trait from it's infused element.

Lodestone engines are relatively rare, unstable, and for the most part, extremely expensive. Below you can find a table, listing the average cost of both the fuel and engine combination in a traditional, high magic setting (HM) and low magic setting (LM), as well as the benefits an ATUM will gain from having a lodestone engine installed.

In addition to the rules below, a lodestone engine cannot function inside an anti-magic field, and if a lodestone - powered ATUM is targeted by *dispel magic*, it must succeed on a Constitution saving throw against the caster's spell save DC or fall inert for 1 minute.

Lodestone Engine Element	Engine Details	Chassis Limit	Cost
Air	ATUM never requires refueling. Once per long rest, pilot can overcharge the lodestone engine to gain a flight speed of 40 feet for 10 minutes. Once engine has been over-charged, roll a d20. On a 1, the engine crystals overheat and the ATUM suffers 1d3 points of severe damage.	All	3,200 gp (LM) 2,000gp (HM)
Earth	ATUM never requires refueling. Once per long rest, pilot can overcharge the lodestone engine to gain resistance to nonmagical bludgeoning, piercing and slashing damage for 10 minutes. Once the engine has been overcharged, roll a d20. On a 1, the engine crystals overheat and the ATUM suffers 1d3 points of severe damage.	All	3,000 gp (LM) 1,800 gp (HM)
Fire	ATUM never requires refueling. Once per long rest, pilot can overcharge the lodestone engine to gain resistance to fire damage for 10 minutes. In addition, all installed hardpoint modules on the ATUM deal an additional 1d6 fire damage for the duration. Once the engine has been overcharged, roll a d20. On a 1, the engine crystals overheat and the ATUM suffers 1d3 points of severe damage.	All	2,400 gp (LM) 1,300 gp (HM)
Water	ATUM never requires refueling. Once per long rest, pilot can overcharge the lodestone engine to gain resistance to acid and cold damage for 10 minutes. In addition, all installed hardpoint modules on the ATUM deal an additional 1d6 cold damage for the duration. Once the engine has been overcharged, roll a d20. On a 1, the engine crystals overheat and the ATUM suffers 1d3 points of severe damage.	All	2,400 gp (LM) 1,300 gp (HM)

From Left to Right: Air, Earth, Water and Fire Lodestones
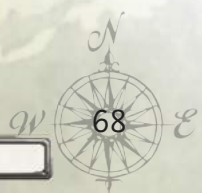
Variant Fuel Source: Plasma Engines

These engines are designed to house an especially volatile, but contained, fusion cell orb. A plasma engine can attach up to four fusion cells at a time. Each attached fusion cell grants the ATUM enough power to run reliably for 1 month before it burns out. Once a fusion cell has burnt out, it cannot be refueled or re-used, and a new cell must be purchased in its place.

Fusion cells are extremely potent, and boost the ATUM's mobility and reaction times by a large margin, however this does come with some major drawbacks. The table below details a list of the average costs of a plasma engine in a standard sci-fi setting, as well as the benefits an ATUM will gain from having a plasma engine installed.

An active fusion cell orb ready to be installed in a Plasma Engine

Plasma Engine Overloads

While very potent, a plasma engine's fusion cells are incredibly volatile. Each time the ATUM suffers a point of severe damage, or a critical hit, you must roll a d100. The overload risk column of the Plasma Engine Table shows the likelihood of a fusion cell overloading when the engine is stressed or takes damage.

If you roll equal to or below the overload risk value (70 or below for a low quality engine, for example), one random fusion cell installed in the plasma engine explodes. The ATUM takes 5d6 force damage from the sudden explosion, and the fusion cell is destroyed.

If this would leave the plasma engine with no installed fusion cells, it ceases to function until a new cell is installed.

A fusion cell orb can be installed or removed by hand as an action on your turn.

Plasma Engine Table

| Plasma Engine Quality	Fusion Cell Limit	Engine Details	Overload Risk	Chassis Limit	Engine Cost
Low Quality	3	Each fusion cell powers the ATUM for 1 month. While active, installed plasma weapon hardpoints deal 1 additional die of damage. Once per long rest, the pilot can spend a bonus action to increase the ATUM's movement speed by 20 feet for 1 minute.	70	All	800 gp
Medium Quality	5	Each cell powers the ATUM for 1 month. While active, installed plasma weapon hardpoints deal 1 additional die of damage. Once per long rest, the pilot can spend a bonus action to increase the ATUM's movement speed by 20 feet, and AC by 2 for 1 minute.	40	All	1,400 gp
High Quality	6	Each fusion cell powers the ATUM for 1 month. While active, installed plasma weapon hardpoints deal 1 additional die of damage. Once per long rest, the pilot can spend a bonus action to increase the ATUM's movement speed by 30 feet, it's AC by 2, and increase the maximum range of plasma and laser hardpoints by 100 feet for 1 minute.	15	All	2,500 gp

Purchasing Fusion Cell Orbs

Fusion cell orbs are a fairly common commodity, and high quality cells can be purchased from most ATUM workshops or vehicle traders for 150 gp each.

You can also find counterfeit fusion cells on black markets and cheaper cells elsewhere, though their quality may vary. These fusion cells often cost as little as 30 gp each, however most come with an increased overload risk when installed in a plasma engine. Your Dungeon Master can either roll randomly for the fusion cell quality, or simply choose from the table opposite.

Fusion Cell Orb Quality Table

Fusion Cell Quality	Overload Risk Increase	Cost
High Quality	+0 (No Risk)	150 gp
Medium Quality	+3 (Slight Risk)	100 gp
Low Quality	+5 (Average Risk)	75 gp
Black Market Counterfeits	+10 (High Risk)	30 gp
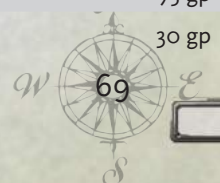
Variant Fuel Source: Soul Cages

Soul cages are engines fuelled by fiendish possession, necromancy or souls of long forgotten primal beasts. You can't purchase or install a soul cage as you would do a conventional engine. Instead, the ATUM must be infused with large influxes of magical energy, or planar magic, such as that from the Nine Hells, Shadowfell, the Abyss, or the Feywild, through summoning or soul-binding rituals. A character wishing to forge a soul cage for an ATUM must be confident they are powerful enough to bind such otherworldly forces to their will, as the forces that power the soul cage will always be yearning for freedom and revenge, especially when binding more powerful souls, such as those of a demon or devil, or simply be of such a powerful primal nature they are unwieldy and nigh uncontrollable.

An ATUM powered by a soul cage takes on a more animalistic, demonic or necrotic form, depending on the souls bound to them. Some ATUMs internal components, while still mechanical, appear twisted and muscular. Weapon hardpoints meld into the chassis like flesh to bone, and internal wiring springs to life, becoming flailing, grasping tendrils.

Soul Caged ATUMs and Pilots

A soul caged ATUM requires no pilot to function. Instead, the souls entombed within its chassis grant it a simplistic, primal sentience. This intelligence alters depending on the strength of the souls caged, and requires constant attention, less the souls break free of their bonds and turn the ATUM on its creator.

The Ritual of the Soul Cage

To create a soul caged ATUM, you must choose which type of soul cage you wish to bind. There are three types: Demonic, Spiritual, or Primal.

Demonic

The most dangerous, but also the most powerful method of soul cage creation, this summons the essence of demons or fiends from the lower planes and binds them to the ATUM, granting it elements of infused strength from the Abyss or Nine Hells.

Spiritual

A commonplace ritual used by vampires, necromancers, liches and practitioners of the art of necromancy, this draws upon the tortured souls of ghosts, ghouls and other creatures of the Shadowfell, melding them into the chassis of the ATUM to grant it an undead mockery of life.

Primal

Used by druids and spellcasters close to nature, this ritual calls upon the spirits of long-dead beasts from the Feywild or the Beastlands, fusing their primal souls into the core of the ATUM and filling it with a primal, nigh uncontrollable vigour.

Performing the Ritual

Once you have chosen your ritual, you must choose an ATUM you wish to soul cage, and spend 8 hours creating an intricate, complex summoning circle around it.
The summoning circle must be adorned with materials pertaining to your ritual type, worth a total of 3,000 gp.

• Golden vials of blood, eyes, fangs and precious gemstones if you are performing the demonic ritual.

• Skulls, tokens or precious items they had in life from each undead spirit, and fine clothes, trinkets and coins if you are performing the spiritual ritual.

• Animal bones, feathers and fangs from your chosen beasts, rare gemstones, and fine wines and fresh food if you are performing the primal ritual.

In addition, the ATUM must have an engine, but no fuel, and once soul-caged, all modules become part of its being and cannot be replaced. In addition, it no longer requires ammunition, but must still adhere to the reload (x) values presented in the weapon hardpoint's entry.

After completing the summoning circle, you must spend 1 hour chanting the summoning spell. You must chant in either infernal or abyssal for demonic rituals, deep speech or undercommon for spiritual rituals, and sylvan or primordial for primal rituals.
At the end of the spell's chant, and again at the start of each new long rest, you must make an ability check using your spellcasting modifier, with a DC of 20. You can choose to expend spell-slots to give yourself a bonus to the roll. The bonus equals the total value of all expended spell slot levels. For example, you could expend a 1st-level and a 2nd-level spell slot to gain a +3 bonus to the roll. **You must choose whether to expend these spell slots before making the ability check.**

On a successful check, the soul cage completes, transforming the ATUM into a demonic, undead or primal version of its previous form. It follows your instructions to the best of it's ability (no action required by you), and understands only the language used in the soul cage ritual.
If it does not receive an order from you, it will defend itself from attacks, but takes no further actions. In combat, it rolls it's own initiative and acts under your command, and follows all applicable special rules detailed under

A light ATUM's appearance transforms as it's infused with a spiritual soul cage
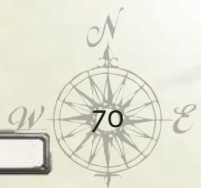
the Soul Caged ATUM Special Rules section. On a failed check, the soul cage completes, but it is not under your control. The ATUM becomes completely independent, and will instead follow the actions listed in the Free Will column of the Soul Cage table.

Soul Caged ATUM Special Rules
Soul caged ATUMs follow all rules for ATUMs detailed in this supplement, with the addition of the rules shown below. If a rule written here directly contradicts a rule elsewhere in this supplement, defer to the rules found here instead.
Each soul cage type also grants the ATUM additional features, as shown in the Soul Cage table.

Unmanned Sentience
A soul caged ATUM requires no fuel to function, and is considered its own pilot for the purposes of abilities or effects. It has a Dexterity of 14, an Intelligence, Wisdom and Charisma score of 10, immunity to the charmed, and frightened conditions, and can be knocked unconscious. It is also a creature (construct), and either a fiend, demon, undead or fey, depending on the type of soul cage used. These ATUMs ignore any rules involving crew, (as they don't have any), and any effect or spell that would target the crew instead of the ATUM, instead targets the ATUM. It is always considered to have a proficiency bonus of +2, and is proficient in all saving throws.

Regenerative Chassis
Soul caged ATUMs do not require another creature to effect repairs on them, nor do they require the use of a workshop as frequently. Instead, an ATUM housing a soul cage can expend hit dice on a short rest to recover hit points like any other creature, and regains all expended hit dice and repairs all severe damage after finishing a long rest. However, a soul caged ATUM does not recover all lost hit points when completing a long rest, and must still visit a workshop or expend hit dice like any other ATUM.

Organic Modules
Soul caged ATUMs do not require ammunition for their installed hardpoints, ignore the ammo box rule, and cannot change modules. The ATUM must still abide by any other properties of the harpoints, include the reload (x) property.
The ATUM's modules are ingrained into them as flesh is to bone, and to remove one would be akin to removing an internal organ from a living creature.

Multiple Actions
ATUMs housing a soul cage can take 2 actions per round; one on their turn, and another at initiative step 3. This does not allow the ATUM to make additional movement or take additional bonus actions or reactions.

Nor Living or Dead
If a soul caged ATUM is reduced to 0 hit points, it collapses into its component parts, but is not destroyed. It can only be destroyed once the ATUM's soul cage engine has been reduced to 0 hit points. A soul cage engine is a medium object with an AC of 16 and 30 hit points.
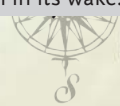If the soul cage is not destroyed, it will regrow a new body for itself in 2d6 days. This body will appear slightly more organic and twisted than the original, but is assumed to retain all modules the original version had installed. Once reformed, it will will follow the actions shown in the Free Will column of the Soul Cage table.

Challenge Rating Modifications
When creating a souls caged ATUM using the guidelines in Chapter 5 (pg 23) and balancing it for encounters (see pg 66) increase the ATUM's Challenge Rating by 2, and remember to take into account the additional action mentioned above when calculating it's average damage per round.

Freeing Bound Souls
If the soul cage's creator dies, or the soul cage itself is destroyed, the bound souls inside it are immediately teleported back to the planes of existence they were summoned from and are no longer bound. A soul caged ATUM with free will and an intelligence of 10 or higher can also choose to break their bindings by destroying it's soul cage as an action.

Soul Cage Table

Soul Cage	Alignment Guidelines	Soul Cage Features	Free Will
Demonic	Chaotic or Lawful Evil	The ATUM has resistance to fire and cold damage, and advantage on saving throws against spells and other magical effects. In addition, its Charisma and Intelligence scores increase by 4.	The ATUM actively seeks out its creator and attempts to kill them. If it can't find its creator, it instead goes on a killing spree, attacking the closest, most vulnerable creature it can see.
Spiritual	Lawful Evil or Neutral Evil	The ATUM's Intelligence score is reduced to 6, and it's Dexterity score is reduced by 4. It also gains the *undead fortitude* trait (PHB, pg 311). Once per long rest, the ATUM can exhale noxious fumes, which spread out from it in a 15 foot cone as an action on its turn. Each creature in the area must succeed on a DC 14 Constitution saving throw, taking 10d6 poison damage on a failed save, or half as much on a success.	The ATUM gravitates the the nearest source of life in the area and seeks to extinguish it. It will prioritize creatures speaking a language it understands, and holds no special interest in its creator.
Primal	Chaotic Neutral, Evil or Unaligned	The ATUM has a climbing and swim speed equal to its walking speed, and advantage on Wisdom (Perception) checks that rely on sound or smell. In addition, it's Intelligence score is reduced to 3, and its Wisdom score increases by 4. Once per short rest, the ATUM can emit a monstrous roar audible out to 300 feet. Any creature within the area that can hear or see the ATUM must succeed on a DC 14 Wisdom saving throw or be frightened of the ATUM for 1 minute. A frightened creature can attempt the saving throw again at the end of each of its turns, ending the effect on a success.	The ATUM reverts to its natural instincts - hunting and feeding. The ATUM will adopt the preferred habitat of whichever beast it resembles most, and actively seek out a suitable territory to claim. An ATUM resembling an ape, for example, would seek out jungles or mountains. While the ATUM will not require food or drink, it will still mimic such behaviour, leaving behind mangled carcasses or vegetation in its wake.

Soul Caged ATUM Examples

Below you can find stat blocks for each Soul Cage ATUM type. Feel free to use these stat blocks as creature encounters for your players, or simply as a guide for creating your own, using the ATUM character sheet presented at the end of this supplement.

Tweaking Soul Cage ATUMs For Lower Levels

You will notice that the ATUM examples presented here have relatively high Challenge Ratings. This is due mostly to the large amount of hit points and high AC ATUMs have.

If you want to introduce ATUMs to your party at a lower level, the easiest method of quickly doing this is to reduce both the ATUM's maximum hit points and armour class.

Pages 273 through 283 in the Dungeon Master's Guide has more details on the Challenge Rating changes this will make, but a good general guide is for every 50 hit points you remove, reduce the ATUM's Challenge Rating by 2.

In addition, each time you reduce the ATUM's AC by 2, reduce it's Challenge Rating by 1.

You can also remove a soul caged ATUMs additional action it would take on Initiative step 3, some or all of its additional features granted in the Soul Cage Table, or its proficiency with all saving throws, which will reduce its threat level considerably.

You can find a collection of lower-level soul caged ATUM examples on page 75 of this handbook.

Demon Engine

Huge construct (demon), chaotic evil

Armor Class 18 (natural armour)

Hit Points 230 (20d12 + 100)

Armour Plating 30 (10)

Speed 35 ft. (Quadrupedal)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	14 (+2)	10 (+0)	14 (+2)

Saving Throws Str +8, Dex +4, Con +7, Int +4, Wis +2, Char +4

Damage Resistances fire, cold, nonmagical piercing

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 10

Languages understands abyssal but can't speak

Challenge 16 (15, 000 XP)

Chassis Resistance. If the demon engine takes damage, it can use its reaction to reduce the damage dealt by 4 (1d6).

Demonic Soul Cage. The demon engine has advantage on saving throws against spells and other magical effects.

Mechanical Origin. The demon engine was originally constructed as a military class ATUM.

Quadrapedal Mobility. The demon engine ignores difficult terrain, and can perform a stomp as a bonus action.

Soul Caged ATUM. The demon engine is a medium ATUM, powered by a soul cage. It does not require fuel, has limited sentience, and doesn't need a pilot or a crew in order to function. The demon engine follows all other special rules for ATUMs found on pages 7, 70 and 71 of this supplement.

Actions

Light Autocannon. *Ranged Weapon Attack:* +4 to hit, range 160/400., one target. *Hit:* 12 (3d6 + 2) piercing damage. The autocannon has the *reload (6)* and *ROF 2* properties.

Thermal Imaging (pg. 32). Until the end of the demon engine's next turn, it knows the location of any being within 100 feet of it that emits a body heat signature above 98.6°F (37°C).

Bonus Actions

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

Reactions

Energy Field (1/Short Rest). When the demon engine would be hit by an attack, it can spend its reaction to flare up an arc of planar energy, adding a +5 bonus to its AC against the triggering attack.

Average human for size comparison

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Primal Engine

Large construct (fey), unaligned

Armor Class 19 (natural armour)

Hit Points 142 (15d10 + 60)

Armour Plating 10 (10)

Speed 20 ft., climb 20ft., swim 20ft (Quadrupedal)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	3 (-4)	14 (+2)	10 (+0)

Saving Throws Str +6, Dex +4, Con +6, Int -2, Wis +4, Char +2

Damage Resistances nonmagical bludgeoning

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 12

Languages understands primordial but can't speak

Challenge 12 (8, 400 XP)

Chassis Resistance. If the primal engine takes damage, it can use its reaction to reduce the damage dealt by 6 (1d12).

Mechanical Origin. The primal engine was originally constructed as an industrial class ATUM.

Mutated Manipulators. The primal engine has 2 civilian manipulators which have mutated into claw-like appendages. The appendages also function as the ATUM's front legs.

Primal Soul Cage. The primal engine has advantage on Wisdom (Perception) checks that rely on sound or smell.

Quadrapedal Mobility. The primal engine ignores difficult terrain, and can perform a stomp as a bonus action.

Soul Caged ATUM. The primal engine is a light ATUM, powered by a primal soul cage. It does not require fuel, has limited sentience, and doesn't need a pilot or a crew in order to function. The primal engine follows all other special rules for ATUMs found on pages 7, 70 and 71 of this supplement.

Actions

Manipulator Claw. *Melee Weapon Attack:* +7 to hit, range 5ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Plasma Torch. *Melee Weapon Attack:* +6 to hit, range 5ft., one target. *Hit:* 17 (3d8 + 4) fire damage. The plasma torch has the *armour cutter* and *plasma* properties.

Primal Roar (1/Short Rest). The primal engine bellows out an intimidating roar, audible out to 100 feet. Each creature in the radius that can hear the primal engine must succeed on a DC 14 Wisdom saving throw or become frightened of the primal engine for 1 minute. A frightened creature can attempt this saving throw again at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Offhand Strike. If the primal engine makes an attack with its manipulator claw, it can make one additional attack with its other claw as a bonus action, dealing 5 (1d8) bludgeoning damage on a hit.

Stomp. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Average human for size comparison
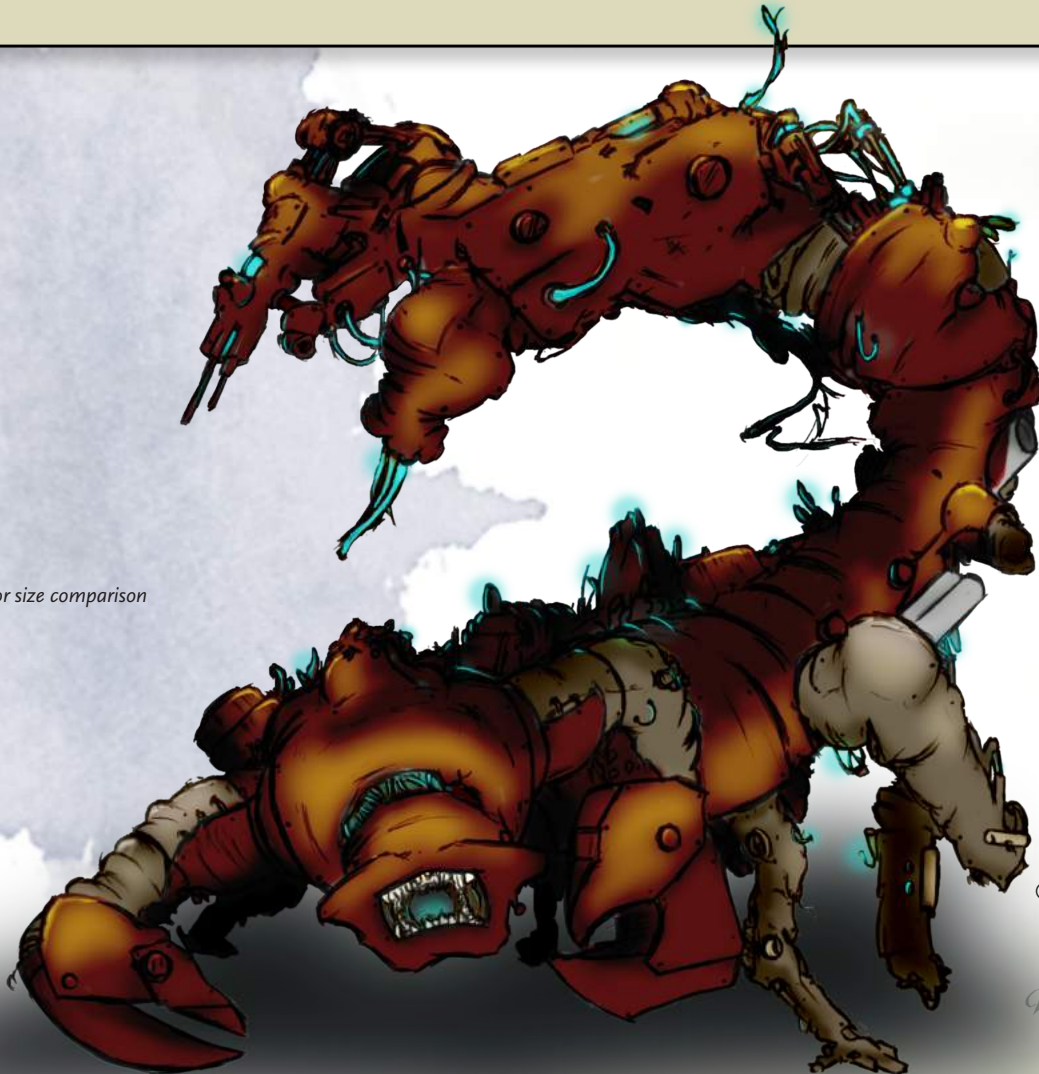
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SPIRIT ENGINE

Large construct (undead), lawful evil

Armor Class 18 (natural armour)

Hit Points 142 (15d10 + 60)

Armour Plating none

Speed 50ft., (Bipedal)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	10 (+0)

Saving Throws Str +6, Dex +2, Con +6, Int +0, Wis +2, Char +2

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 10

Languages understands primordial but can't speak

Challenge 9 (5, 000 XP)

Bipedal Mobility. The spirit engine can perform a stomp as a bonus action.

Mechanical Origin. The spirit engine was originally constructed as a civilian class ATUM.

Spiritual Soul Cage. The spirit engine has the *undead fortitude* trait, detailed below.

Soul Caged ATUM. The spirit engine is a light ATUM, powered by a spiritual soul cage. It does not require fuel, has limited sentience, and doesn't need a pilot or a crew in order to function. The spirit engine follows all other special rules for ATUMs found on pages 7, 70 and 71 of this supplement.

Undead Fortitude. If damage reduces the spirit engine to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the spirit engine drops to 1 hit point instead.

Actions

Manipulator Slam. *Melee Weapon Attack:* +7 to hit, range 5ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Noxious Breath (1/Long Rest). The soul engine exhales noxious fumes in a 15-foot cone. Each creature in the area must succeed on a DC 14 Constitution saving throw, taking 35 (10d6) poison damage on a failed save, or half as much on a success.

Bonus Actions

Offhand Strike. If the spirit engine makes an attack with its manipulator slam it can make one additional attack with its other manipulator as a bonus action, dealing 5 (1d8) bludgeoning damage on a hit.

Stomp. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Average human for size comparison

Lesser Primal Engine

Large construct (fey), unaligned

Armor Class 13 (natural armour)

Hit Points 67 (7d10 + 28)

Armour Plating 10 (10)

Speed 20 ft., climb 20ft., swim 20ft (Bipedal)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	3 (-4)	14 (+2)	10 (+0)

Saving Throws Str +6, Dex +4, Con +6, Int -2, Wis +4, Char +2

Damage Resistances nonmagical bludgeoning

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 12

Languages understands primordial but can't speak

Challenge 5 (1, 800 XP)

Bipedal Mobility. The primal engine can perform a stomp as a bonus action.

Chassis Resistance. If the primal engine takes damage, it can use its reaction to reduce the damage dealt by 6 (1d12).

Mechanical Origin. The primal engine was originally constructed as an industrial class ATUM.

Manipulators. The primal engine has 2 civilian manipulators.

Primal Soul Cage. The primal engine has advantage on Wisdom (Perception) checks that rely on sound or smell.

Soul Caged ATUM. The primal engine is a light ATUM, powered by a primal soul cage. It does not require fuel, has limited sentience, and doesn't need a pilot or a crew in order to function. The primal engine follows all other special rules for ATUMs found on pages 7, 70 and 71 of this supplement.

Actions

Manipulator Slam. *Melee Weapon Attack:* +7 to hit, range 5ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Primal Roar (1/Short Rest). The primal engine bellows out an intimidating roar, audible out to 100 feet. Each creature in the radius that can hear the primal engine must succeed on a DC 14 Wisdom saving throw or become frightened of the primal engine for 1 minute. A frightened creature can attempt this saving throw again at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Offhand Strike. If the primal engine makes an attack with its manipulator, it can make one additional attack with its other manipulator as a bonus action, dealing 5 (1d8) bludgeoning damage on a hit.

Stomp. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Average human for size comparison

LESSER SPIRIT ENGINE

Large construct (undead), lawful evil

Armor Class 10

Hit Points 38 (4d10 + 16)

Armour Plating none

Speed 50ft. (Bipedal)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	10 (+0)

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 10

Languages understands primordial but can't speak

Challenge 4 (1, 100 XP)

Bipedal Mobility. The spirit engine can perform a stomp as a bonus action.

Mechanical Origin. The spirit engine was originally constructed as a civilian class ATUM.

Lesser Spiritual Soul Cage. The spirit engine has the *undead fortitude* trait, and does not take an additional action at inititative step 3.

Soul Caged ATUM. The spirit engine is a light ATUM, powered by a spiritual soul cage. It does not require fuel, has limited sentience, and doesn't need a pilot or a crew in order to function. The spirit engine follows all other special rules for ATUMs found on pages 7, 70 and 71 of this supplement, with the exceptions given above.

Undead Fortitude. If damage reduces the spirit engine to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the spirit engine drops to 1 hit point instead.

Actions

Manipulator Slam. *Melee Weapon Attack:* +7 to hit, range 5ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Bonus Actions

Offhand Strike. If the spirit engine makes an attack with its manipulator slam it can make one additional attack with its other manipulator as a bonus action, dealing 5 (1d8) bludgeoning damage on a hit.

Stomp. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Average human for size comparison

Lesser Demon Engine

Large construct (demon), chaotic evil

Armor Class 12

Hit Points 29 (3d10 + 12)

Armour Plating 30 (10)

Speed 45 ft. (Bipedal)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	10 (+0)

Damage Resistances fire, cold, nonmagical piercing

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 10

Languages understands abyssal but can't speak

Challenge 3 (700 XP)

Bipedal Mobility. The demon engine can perform a stomp as a bonus action.

Chassis Resistance. If the demon engine takes damage, it can use its reaction to reduce the damage dealt by 4 (1d6).

Lesser Demonic Soul Cage. The demon engine has advantage on saving throws against spells and other magical effects, and does not take an additional action at initiative step 3.

Mechanical Origin. The demon engine was originally constructed as a military class ATUM.

Soul Caged ATUM. The demon engine is a medium ATUM, powered by a soul cage. It does not require fuel, has limited sentience, and doesn't need a pilot or a crew in order to function. The demon engine follows all other special rules for ATUMs found on pages 7, 70 and 71 of this supplement, with the exceptions given above.
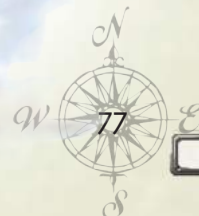
Actions

Heat Ray (Eyes). *Ranged Weapon Attack:* +2 to hit, range 500., one target. *Hit:* 9 (2d8) fire damage. The heat ray has the *laser* and *plasma* properties.

Bonus Actions

Stomp. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Average human for size comparison

NPC Pilots

Here you can find a collection of NPC pilots you can introduce to your players, either as villains, random encounters, or interesting characters your players could meet on their travels, complete with their own personalized ATUMs.
Each character has been designed with a simplistic and relatively vague backstory you can modify to easily fit your campaign style.

Using the NPC Challenge Ratings

When using an NPC listed here alongside their ATUM, ignore the ATUM's Challenge Rating. Instead, use the modified Pilot Challenge Rating for both the NPC and the ATUM as a singular entity.
The ATUM's Challenge Rating should only be used if a player somehow gets hold of the ATUM and decide they want to pilot it in future encounters, or you want to give that ATUM to a different villain in your campaign. Each ATUM example given here assumes it will have a pilot and no crew. Adding crew members will increase it's challenge rating. You can find more information on balancing ATUM encounters using their listed Challenge Rating or XP value on page 66 of this supplement.

Dulmond Broadbeard

Medium humanoid (dwarf), lawful good

Armor Class 14 (leather armour)

Hit Points 52 (8d8 + 16)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	12 (+1)	13 (+1)	14 (+2)

Saving Throws Constitution +4, Wisdom +3

Skills Athletics +4 Intimidation + 4 Perception +3

Damage Resistances poison

Senses passive Perception 13, darkvision 60ft

Languages common, dwarvish, giant

Challenge 2 (450 XP)

Dwarven Resilience. Dulmond has resistance to poison damage and advantage against saving throws against the poisoned condition.

Dwarven Stubborness. Dulmond has advantage on saving throws against being frightened.

Big Bertha. Dulmond pilots an ATUM called *Big Bertha*. He is proficient with vehicles (ATUMs), and follows the rules for piloting ATUMs found on page 7 of this supplement. When piloting, his proficiency bonus is a +2.

Actions

Multiattack. Dulmond makes 2 attacks; choosing either his battleaxe, revolver, battleaxe and revolver (1 attack each), or sledgehammer.

Battleaxe. Melee Weapon Attack: +4 to hit, reach 5ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Revolver. Ranged Weapon Attack: +5 to hit, range 80/300., one target. *Hit:* 6 (1d6 + 3) piercing damage. The revolver has the light and reload (6) properties.

Sledgehammer. Melee Weapon Attack: +4 to hit, reach 5ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage.

Dulmond Broadbeard

Background

Dulmond comes from a clan of highly industrious dwarves. As such he spent a lot of his early life working with industrial ATUMs excavating deep underground.
He was later drafted into military service and found his calling piloting heavy artillery ATUMs.
Even though his military career is long behind him, he still fights as a freelance pilot, and his services can be purchased for the right amount of coin.

Personality

Dulmond is a stern fellow, whose as unyielding as the heavily armoured ATUM that he pilots.
He has a strong sense of honour, and will fight to protect the weak and innocent from other mercenary groups, but respects the boundaries of law and cultures where possible.

ATUM

His ATUM is a massive, sturdily built artillery ATUM that isn't very fast, but can stand its ground, called *Big Bertha*.
The long range cannon *Bertha* packs can deliver devastation to his targets over large distances.
Dulmond's common tactic is to keep out of range of his enemy and saturate the area with explosive shells, softening up his targets for any allies to pick off.

Pilot Challenge Rating

When piloting *Big Bertha*, Dulmond's Challenge Rating increases to 14.

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Big Bertha

Huge Vehicle (Military class ATUM), unaligned

Armor Class 17 (natural armour)

Hit Points 230 (20d12 + 100)

Armour Plating 30 (10)

Speed 35 ft. (Quadrupedal)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	12 (+1)	13 (+1)	14 (+2)

Saving Throws Constitution +7, Wisdom +3

Skills Athletics +8 Intimidation + 4 Perception +3

Damage Resistances nonmagical piercing

Damage Immunities necrotic, poison

Condition Immunities frightened, poisoned, unconscious

Senses passive Perception 13

Languages none

Challenge 14 (11, 500 XP)

ATUM. Big Bertha is a medium ATUM, and requires a pilot to function. Bertha follows all special rules for ATUMs found on page 7 of this supplement, and her stat block assumes she is being piloted alone by Dulmond Broadbeard.

Chassis Resistance. If Bertha takes damage, the pilot can use their reaction to reduce the damage dealt by 4 (1d6).

Fuel Tanks and Engine. Bertha is equipped with a medium fuel tank and uses an average grade engine.

Quadrapedal Mobility. Bertha ignores difficult terrain, and can perform a stomp as a bonus action.

Actions

Multiattack. Bertha makes 3 attacks with her Heavy MG.

Heavy MG (new). *Ranged Weapon Attack:* +5 to hit, range 100/400., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Light Artillery Gun. Bertha fires her fearsome artillery round towards a point the pilot can see within one range shown below. Each creature in the target area must succeed on a DC 14 Dexterity saving throw, taking 21 (6d6) bludgeoning damage on a failed save, or half as much on a successful one. The artillery gun can be fired 3 times. It must then be reloaded as an action before it can be fired again.

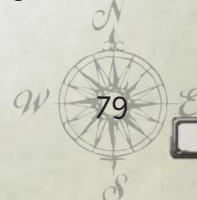| Range Band	Explosion Radius
1 (60 - 240)	15 feet
2 (241 - 500)	30 feet
3 (501 - 1 mile)	60 feet

Bonus Actions

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

Average human for size comparison

© Shaman's Stockart

Glukk Backstabba

Background

Glukk is the leader of a clan of goblin bandits, known as the 'Bloody Boyz' who pride themselves on ambushing unsuspecting traders and convoys.

After spending many years fighting his way up through the ranks of his clan, he eventually claimed the mantle of clan leader; killing off his previous predecessor in a bloody battle of backstabbing and guile, briefly before he reached maturity.

The years that followed under Glukk's rule saw some of the most successful and bloody victories across the region. Eventually, Glukk amassed enough riches and loot from pillaging local settlements he was able to finalize a secret, deadly project he had been working on - a mechanical monstrosity that came to be known as the 'Da Nut-Kracka'

Personality

Even for a goblin, Glukk is frighteningly cunning. He always plans several moves ahead, and is very fond of utilising traps, ambushes and suckerpunches to give himself the upperhand in a fight.

There are two main driving forces that motivate Glukk in life, money and being in charge - and anything that threatens to take those from him are dealt with swiftly and without mercy.

ATUM

Glukk prefers to keep his enemies within stabbing range, so his ATUM favours melee weapons and close-range guns.

He doesn't care about honour and will use any tactics he can if it means gaining the upperhand - even if he's already close to victory.

Pilot Challenge Rating

When piloting *Da Nut-Kracka*, Glukk's Challenge Rating increases to 5.

Glukk Backstabba

Small humanoid (goblin), lawful evil

Armor Class 13 (leather armour)

Hit Points 14 (3d6 + 3)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	11 (+0)	9 (-1)	9(-1)

Senses darkvision 60ft, passive Perception 9

Languages common, goblin

Challenge 1 /2 (100 XP)

Da Nut-Kracka. Glukk pilots a light ATUM called *Da Nut-Kracka*. He is proficient with vehicles (ATUMs), and follows the rules for piloting ATUMs found on page 7 of this supplement. When piloting, his proficiency bonus is a +2.

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Shooty *Ranged Weapon Attack:* +4 to hit, range 80/300., one target. *Hit:* 5 (1d6 + 2) piercing damage. The pistol has the light and reload (6) properties.

Sneaky. *Ranged Weapon Attack:* +4 to hit, range 80/300., one target. *Hit:* 5 (1d6 + 2) piercing damage. The pistol has the light and reload (6) properties.

Bonus Actions

Sneaky Offhand Shot. If Glukk makes a weapon attack with his dagger or shooty pistol, he can make a single ranged weapon attack using his sneaky pistol as a bonus action.

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DA NUT-KRACKA

Large Vehicle (Civilian class ATUM), unaligned

Armor Class 18 (natural armour)

Hit Points 142 (15d10 + 60)

Armour Plating None

Speed 50 ft. (Bipedal)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	11 (+0)	9 (-1)	9 (-1)

Damage Immunities necrotic, poison

Condition Immunities frightened, poisoned, unconscious

Senses passive Perception 9

Languages none

Challenge 5 (1, 800 XP)

ATUM. Da Nut-Kracka is a light ATUM, and requires a pilot to function. Da Nut-Kracka follows all special rules for ATUMs found on page 7 of this supplement, and its stat block assumes it is being piloted by Glukk Backstabba.

Modified Manipulators. Da Nut-Kracka is armed with two modified civilian manipulators (pg 37). These manipulators deal slashing damage instead of bludgeoning damage, have the *armour-piercing* special rule (pg 38), and are considered poor quality (pg 26).

Fuel Tanks and Engine. Da Nut-Kracka is equipped with a small fuel tank and uses a poor grade engine.

Bipedal Mobility. Da Nut-Kracka can perform a stomp as a bonus action.

Actions

Clawed Manipulator Slash. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 10 (1d8 + 5) slashing damage.

Night Sensors (Recharge 5-6). As an action, the pilot can activate a collection of special sensors, granting both pilot and ATUM darkvision out to a range of 100 feet for 10 minutes.

Bonus Actions

Sneaky Stab. If the pilot makes a melee weapon attack against a target using a clawed manipulator, they can make one offhand attack with the other claw as a bonus action, dealing 5 (1d8) piercing damage on a hit.

Stomp. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 10 (1d10 + 4) bludgeoning damage.

© Maciej Zagorski
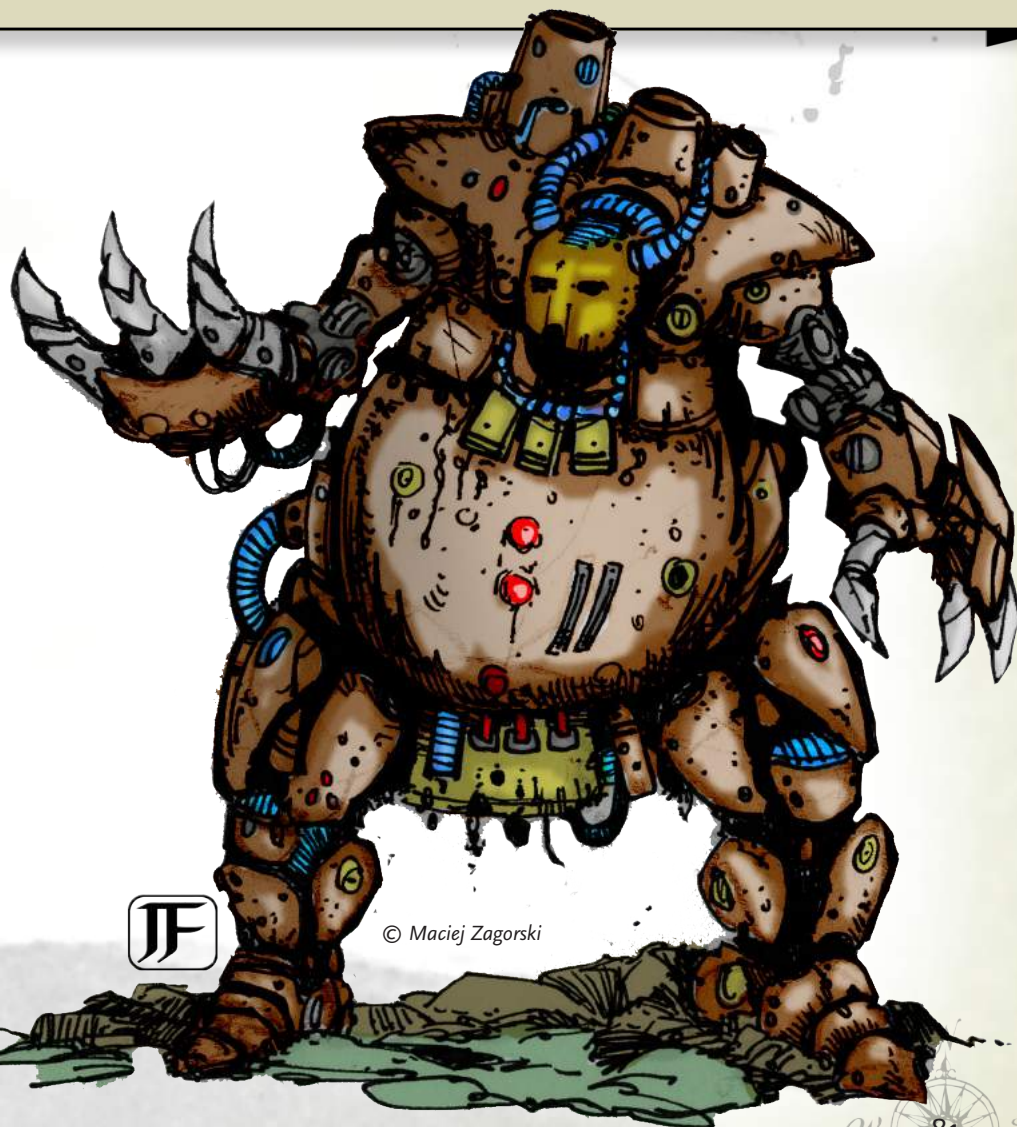
Average human for size comparison

RINI BURROWES

Background

A born gearhead, Rini found she had an affinity for fixing and piloting ATUMs from a very young age. Having experienced many mechanical mishaps in her time, it is not surprising to often see her cleaning grease or the remnents of a recent explosion from her gear.

After spending a few years working as a greasemonkey for a relatively obscure mercenary group, she eventually broke away into her own business. Now she travels around in her workshop-made-ATUM, *Rustbucket*, salvaging wrecks and offering her talents as a mechanic to those with coin to spare.

Personality

Rini has a bubbly, light-hearted personality, but she isn't entirely as innocent as she seems. She is extremely street-wise and an expert swindler and trader.

She is well known for using her talents, both as an spellcaster and con-artist, to get her hands on either money or rare and valuable ATUM tech. However, being a little bit cowardly and in her own words 'allergic to pain', she will often try to talk her way out of a fight or sticky situation rather than engage in a traditional firefight.

ATUM

Her personal ATUM, *Rustbucket*, is kitted out primarily for salvaging scrap metal and servicing ATUMs. Rustbucket is armed with a collection of simple weapons fitted for basic self-defence, and houses an ATUM workshop in its rear hull.

Rini's main tactic during combat is to run and avoid a up front fight, relying on her illusionary magic and heavy plating to protect her as she crushes her opponents using *Rustbucket's* heavy treads before fleeing. If cornered, Rini is far more likely to try and cut a deal than engage in any form of close-range combat.

Pilot Challenge Rating

When piloting *Rustbucket*, Rini's Challenge Rating increases to 15.

RINI BURROWES

Small humanoid (halfling), chaotic neutral

Armor Class 12 (15 with mage armour)

Hit Points 28 (5d6 + 10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Wisdom +4, Charisma +5

Skills Insight +4, Perception +4, Deception + 5, Persuasion +5

Damage Resistances poison

Senses passive Perception 14

Languages common, halfling

Challenge 2 (450 XP)

Cheeky Trader. Rini has advantage on Charisma (Persuasion) checks made to barter for ATUM modules or components.

Halfling Luck. When Rini rolls a 1 on the d20 roll for an attack roll, ability check or saving throw, she can reroll the die and must use the new roll.

Rustbucket. Rini pilots a light ATUM called *Rustbucket*. She is proficient with vehicles (ATUMs), and follows all the rules for piloting ATUMs found on page 7 of this supplement. When piloting, her proficiency bonus is a +2.

Stout Halfling Ancestry. Rini has advantage on saving throws against being frightened, can move through the space of any creature of a size larger than her, has advantage on saving throws against the poisoned condition, and resistance to poison damage.

Spellcasting. Rini is a 3rd-level spellcaster. Her spellcasting ability is Intelligence (DC 12, +4 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): mage hand, mending, minor illusion
1st level (4 slots): charm person, dismantle, mage armour, reconstruct
2nd level (2 slots): invisibility

Actions

Multiattack. Rini makes 2 attacks with her laser rifle.

Laser Rifle. Ranged Weapon Attack: +4 to hit, range 120ft., one target. *Hit:* 4 (1d4 + 2) fire damage. The laser rifle has the *two-handed* and *laser* properties.

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RUSTBUCKET

Gargantuan Vehicle (Industrial class ATUM), unaligned

Armor Class 15 (natural armour)

Hit Points 350 (20d20 + 140)

Armour Plating 40 (10)

Speed 50 ft. (tracked)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	14 (+2)	14 (+2)	16 (+3)

Damage Immunities necrotic, poison

Condition Immunities frightened, prone, poisoned, unconscious

Senses passive Perception 14

Languages none

Challenge 14 (11, 500 XP)

ATUM. Rustbucket is a heavy ATUM, and requires a pilot to function. Rustbucket follows all special rules for ATUMs found on page 7 of this supplement, and its stat block assumes it is being piloted by Rini Burrowes.

Category 2 Workshop. Rustbucket is equipped with a category 2 ATUM workshop (pg 13). This workshop can function as a mobile repair bay and can house 1 light or medium ATUM at a time. It increases Rustbucket's fuel use by 2 days per tank.

Chassis Resistance. When Rustbucket takes damage, the pilot can use their reaction to reduce the damage dealt by 6 (1d12).

Fuel Tanks and Engine. Rustbucket is equipped with a large fuel tank and uses a good grade engine.

Military Equipment. Rustbucket is equipped with a military-class module adapter.

Tracked Mobility. Rustbucket ignores difficult terrain and cannot be knocked prone.

Salvaging Unit. Creatures on board Rustbucket can scan scrap piles for salvage (pg 17).

Storage Crates and Passenger Seats. Rustbucket can store an additional 250lbs of scrap materials, and can carry up to 9 medium or smaller creatures: 4 passengers and 5 crew members.

Actions

Ram. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage.

Crush (Recharge 4-6). Rustbucket rumbles forward in a 15 foot wide, 50 foot long line. Each creature caught in the line must succeed on a DC 14 Dexterity saving throw, taking 35 (5d10 + 8) bludgeoning damage on a failed save, or half as much on a successful one. If a creature fails its saving throw by 5 or more, it is also knocked prone. A prone creature takes an additional 16 (3d10) bludgeoning damage as they are crushed by the treads.

Night Sensors (Recharge 5-6). As an action, the pilot can activate a collection of special sensors, granting both pilot and ATUM darkvision out to a range of 100 feet for 10 minutes.

Bonus Actions

Active Countermeasures (2/day). The pilot scrambles the targeting systems of enemy sensors. Until the end of Rustbucket's next turn, the ATUM cannot be target - locked by missiles (pg 41).
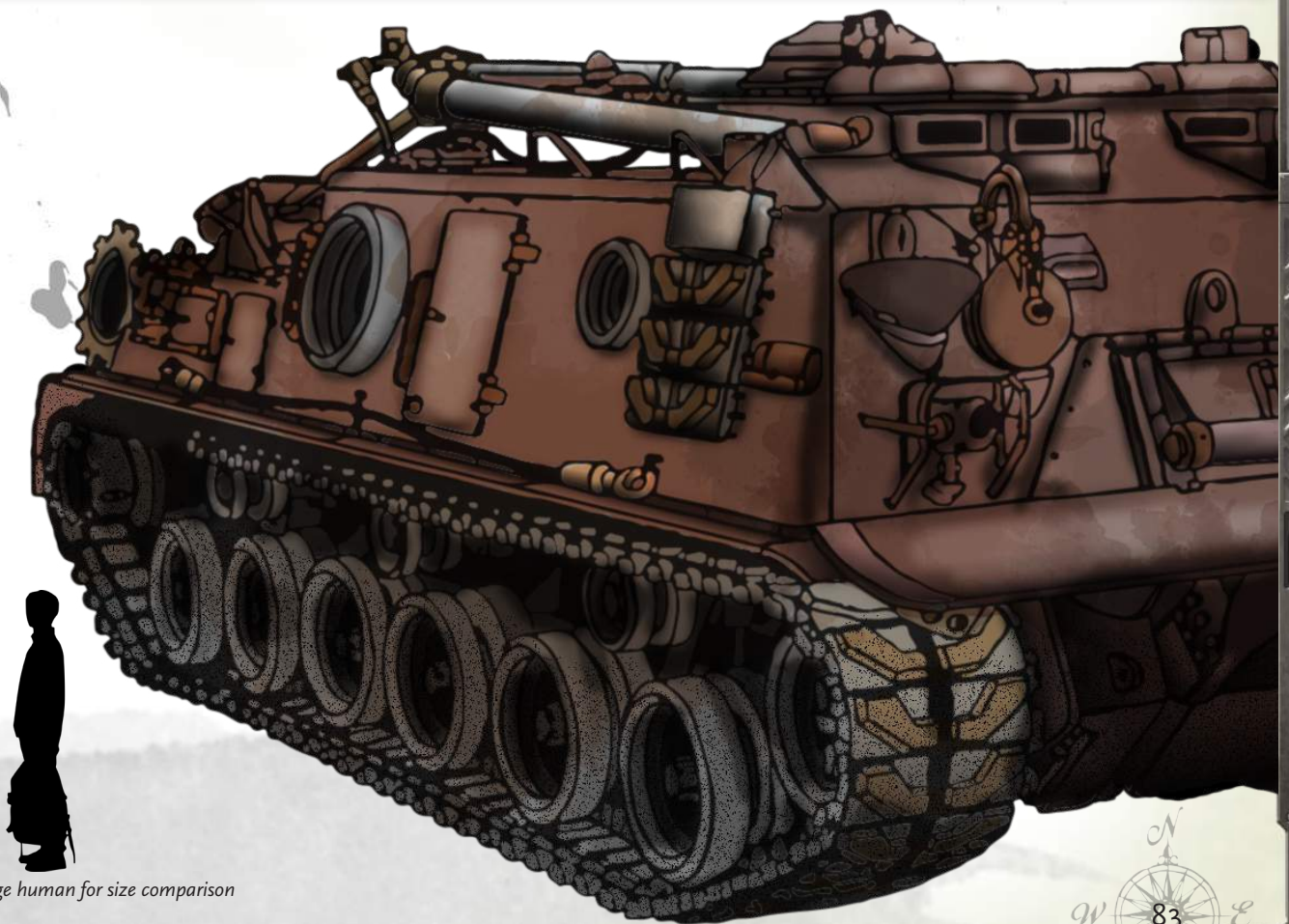
Average human for size comparison
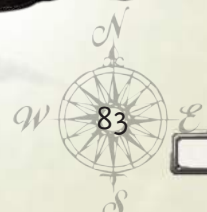
Captain Vokhal

Medium humanoid (goliath), neutral evil

Armor Class 18 (half plate and shield)

Hit Points 161 (19d8 + 76)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Strength + 8, Constitution +8

Skills Athletics +8, Intimidation + 6 Perception +6

Damage Resistances cold

Condition Immunities charmed, frightened

Senses passive Perception 16

Languages common, giant

Challenge 9 (5,000 XP)

Giant's Rage (1/day). The first time Vokhal is reduced to half his hitpoints or lower, he (not his ATUM) gains resistance to bludgeoning, piercing and slashing damage for 1 minute, has advantage on melee weapon attacks that use Strength, and all attacks made against him have advantage.

Goliath Resilience (2/day). When Vokhal takes damage, he can use his reaction to reduce the damage taken by 6 (1d12).

The Hammer of Fear. Vorkhal pilots an ATUM called *The Hammer of Fear*. He is proficient with vehicles (ATUMs), and follows the rules for piloting ATUMs found on page 7 of this supplement. When piloting, his proficiency bonus is a +4.

Actions

Multiattack. Vorkhal makes 3 attacks with his mace.

Mace. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Legendary Actions

Vorkhal can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Vorkhal regains spent legendary actions at the start of his turn.

Ferocious Strike. Vorkhal makes a weapon attack with his mace.

Intimidating Presence (Costs 2 Actions). Vorkhal bellows a fearsome giant's roar. Each creature within 60 feet of him that can hear the roar must succeed on a DC 15 Wisdom saving throw or be frightened of Vorkhal until the end of his next turn.

Rush of Arrogance (when piloting ATUM only). Vorkhal moves up to half his speed towards a creature he can see and makes a single manipulator attack.

Background

Vokhal is a mercenary leader with a fierce reputation for using overwhelming force in combat. Orphaned on the harsh streets from an early age, Vorkhal earned coin fighting in illegal bareknuckle boxing rings, often beating opponents to death before the bell could ring. When local law enforcement closed in on the illegal racket, however, his boss set up Vokhal to take the fall, knowing full well his penchant for violence and murder.
Vokhal fled, managing to escape the clutches of the guard but never forgetting the betrayal that nearly earned him the noose. Vorkhal spent following years amassing gold and plunder from various noble wars; fighting for whichever side paid him the most coin and eventually collecting his own band of pirates, smugglers and criminals in the process.
Now known to many as the Dread Captain, Vorkhal uses his amphibious ATUM, *The Hammer of Fear*, to strike terror into enemy ports and settlements far and wide; his services seen as a valuable commodity to those looking for a quick, and often violent, message to send to their enemies.

Personality

Living by his personal motto of 'might makes right', Vokhal is a very intimidating man. He has little patience for those who waste his time, and is extremely quick to anger. When enraged he becomes incredibly violent, striking out at anyone or anything unfortunate enough to be close at hand.

ATUM

Vokhal's ATUM, *The Hammer of Fear*, uses powerful manipulators and carries a devastating payload of ordnance. Beginning assaults with massed rocket fire, Vorkhal rarely waits more than a few minutes before charging into the recovering enemy forces, beating his enemies into submission with the ATUM's powerful industrial manipulators.

Pilot Challenge Rating

When piloting *The Hammer of Fear*, Vorkhal's Challenge Rating increases to 20.
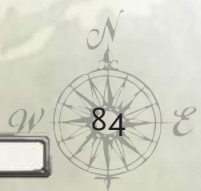
The Hammer of Fear

Huge Vehicle (Military class ATUM), unaligned

Armor Class 17 (natural armour)

Hit Points 230 (20d12 + 100)

Armour Plating 30 (10)

Speed 35 ft. (Quadrupedal)., swim 30ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Str +10, Con +9

Skills Athletics +10, Intimidation +6, Perception +6

Damage Immunities necrotic, poison

Condition Immunities frightened, poisoned, unconscious

Senses passive Perception 16

Languages none

Challenge 16 (15, 000 XP)

ATUM. The Hammer of Fear is a Medium ATUM, and requires a pilot to function. The Hammer of Fear follows all special rules for ATUMs found on page 7 of this supplement, and its stat block assumes it is being piloted by Captain Vokhal.

Aquatic. The ATUM has a swimming speed of 30 feet.

Chassis Resistance. When the ATUM takes damage, the pilot can use their reaction to reduce the damage dealt by 4 (1d6).

Fuel Tanks and Engine. The Hammer of Fear is equipped with a medium fuel tank and uses an average grade engine.

Modified Manipulators. The Hammer of Fear is armed with two modified military manipulators (pg 37). These manipulators also function as the ATUMs front legs and are considered *used* modules.

MT-02 Missile Launcher. The ATUM is equipped with an MT-02 missile battery. This module follows the rules for missiles found on pg 41 of this supplement.

Pressurized Cockpit. The ATUM can function underwater or in areas with no atmosphere, such as space. It can provide oxygen to the crew in such a situation for 2 hours. It must refuel in a workshop to use this feature again once all oxygen has been expended.

Quadrupedal Mobility. The Hammer of Fear ignores difficult terrain and can perform a stomp as a bonus action.

Actions

Multiattack. The Hammer of Fear makes 3 attacks with its manipulators, or fires 2 missiles.

Manipulator. *Melee Weapon Attack:* +10 to hit, reach 10ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage.

Missile Launcher (Targeted). *Ranged Weapon Attack:* +5 to hit, range 80/250., one target. *Hit:* 17 (3d10 + 1) fire damage. The weapon has the *missile*, *ammo box (2)*, and *reload (3)* properties.

Missile Launcher (Saturation, Recharge 5 - 6). The ATUM fires its entire payload of missiles towards a point on the ground the pilot can see within 250 feet. Each creature within a 20-foot radius sphere centered on that point must succeed on a DC 16 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much on a success.

Night Sensors (Recharge 5-6). As an action, the pilot can activate a collection of special sensors, granting both pilot and ATUM darkvision out to a range of 100 feet for 10 minutes.
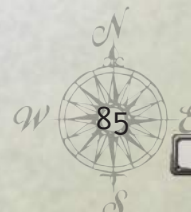
Bonus Actions

Lock Target. The pilot locks the ATUM's MT-02 missile launcher onto one target it can see within 250 feet.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

Average human for size comparison

© Shaman's Stockart

Greasemonkey Bounty Hunts

Below you can find a selection of bounties you can run for your players, using some of the NPCs and ATUMs in this handbook. These bounties have been designed to be simple, easy to run, and shouldn't last more than a session or two. Each hunt is broken down into 3-4 stages: Meeting any notables NPCs, Exploring the themes surrounding the quest, any combat or major encounters, and quest rewards upon completion.

There is also a short WANTED poster you can read to your players as a plot hook.

The quests presented here also assume your players do not have ATUMs, and you have access to the *Dungeon Master's Guide*, *Player's Handbook* and *Monster Manual*.

If your players have ATUMs, it is recommended to adjust the encounters accordingly by using the encounter balancing guide on page 66.

WANTED:
Brav peoples need to save my son!
He was taken by goblinz!
Plaese go quikly to the windmill and save him!

The Torment of Goblins

Recommended Level: *2*
Party Size: *4 - 6*
Difficulty: *Hard (4 players), Easy (6 players)*
Quest Creature: *4 goblins, Glukk Backstabba*
(Monster Manual, pg 166, Greasemonkey's Handbook, pg 80)

Quest overview

A small clan of goblins has moved into a networks of caverns, close to a sleepy fishing village. After preying on passing trade caravans and local fishermen for a few weeks, they have turned their attention to a more lucrative target - foolish amateur adventurers looking for quick and easy coin.

Using fake wanted posters they plan to lure in inexperienced heroes and ambush them in the nearby forests.

Stage 1: Meeting the NPC

The characters will find a crudely written wanted poster pinned to the noticeboard of the Lucky Duck tavern, located in the village of Soilmarsh.

The tavern is run by a stout human male called Terrance Gall. Upon asking Terrance about the wanted poster, he will explain that it was posted up anonymously a few nights prior, and that a pair of amateur heroes had already set off the previous day to deal with the goblins, but never returned.

If questioned further about who wrote the poster Terrance will truthfully explain that he does not know, and simply assumed a local trade caravan owner pinned the poster up on the noticeboard while the tavern was busy with patrons.

If asked about the whereabouts of the "windmill", Terrance will point out that it probably means the ruins of an old windmill out in the woods, and will give the characters easy directions of how to get there.

If a character investigates the poster in more detail, a DC 12 Intelligence (Investigation) check will reveal the poster was written crudely and quickly by someone with only a simple grasp of the common script, and feels slightly greasy to touch.
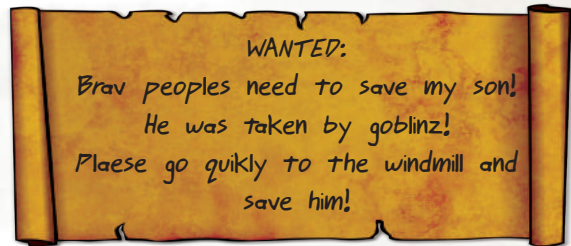
Stage 2: Exploration

The characters, following Terrance's directions, should arrive at the crumbling ruins of what was once a large windmill around midday. The windmill has been long since abandoned, and is located in the middle of a clearing.

A successful DC 12 Wisdom (Perception) check will reveal a large wooden stake sticking out of the ground near the outer wall of the old windmill. Tied to the stake appears to be a humanoid figure.

If a character approaches the figure, once they are within 10 feet it becomes apparent that it is a fake body, composed of straw and small barrels. A successful DC 15 Intelligence (Investigation) check will reveal the barrels to be filled with a crude gunpowder.

If a character lingers around the fake figure for more than 10 minutes, a flaming arrow will fly out from the treeline, striking the barrels and causing them to explode out in a 10-foot radius sphere. All creatures in the area must make a DC 13 Dexterity saving throw, taking (5) 2d4 fire damage on a failed save, or half as much on a successful one.

A character with the alert feat or any character that took the time to stand watch while the others investigated, will gain advantage on this saving throw.

If the characters realize it is a trap and refuse to go near the figure, or leave the figure early, the flaming arrow will go wide, narrowly missing the barrels and landing harmlessly in the mud of the clearing.

Stage 3: Combat

After the resulted of the fired arrow have been resolved, a group of 4 goblins, led by Glukk Backstabba, will jump out from the trees and attack.

Glukk will remain at range, firing away with his ranged weapons. If his underlings are defeated, or he is reduced to 6 hit points or fewer, he will flee; retreating into a nearby cave system hidden under the rotting trunk of a large oak tree, and vanish from sight.

Stage 4: Completing the Quest

If the characters defeat the goblins, they can attempt to track down their camp with a successful DC 14 Wisdom (Survival) check. The camp is hidden close to a small bog leading to the nearby fishing locations, and close to the main caravan trade route through the forest.

At the camp they will find the remains of the unfortunate heroes (2 medium humanoids, any race) who first took on the quest, as well as a small trove of jewel encrusted ruined weapons and armour. The equipment itself is worthless, but the inlaid gemstones are worth a total of 100 gold. A DC 10 Wisdom (Insight) check will reveal the armour and weapons belonged to a group of adventurers more interested in looking good than having any meaningful combat capability.

Upon returning to the tavern and explaining what happened, Terrance will apologise for the ordeal and immediately remove the poster, throwing it into the roaring fireplace with disgust. He will then award each character 2 gold for their trouble and offer them a free room, meal and board for the night as compensation.

Notable NPCs

The notable NPCs in this quest are listed below:

Name: Terrance Gall
Race: Human male
Alignment: Lawful Good
Occupation: Owner of the Lucky Duck tavern
Stat Block: Commoner (Monster Manual, pg 345)
Personality Traits: Honest, hard working, helpful and polite.

Big Trouble in a Little Mech

Recommended Level: 5 (Deadly), 6 (Hard)
Party Size: 4 - 6
Difficulty: Deadly (4 players), Medium (6 players)
Quest Creature: Grukk Backstabba (in ATUM), 8 goblins.
(Greasemonkey's Handbook, pg 80 - 81, Monster Manual, pg 166)

Quest overview
Grukk Backstabba and his crew have been seen stampeding around the small mining village of Helm's Peak, with Grukk leading the charge in a gigantic mechanical construct he is calling 'Da Nut Kracka'. Having recently aquired the ATUM, he has been rampaging through the village, sowing terror and subjugating the populace there. If he is not stopped, he will force the villagers to begin creating new ATUMs for him and his crew, before setting it alight and moving on to plunder more settlements in the region.

Stage 1: Meeting the NPCs
The WANTED poster will have been distributed to every inn and tavern in Helmtown, the major trade town closest to Helm's Peak Village. The character s should begin this quest in that Helmtown, or a town of your own design situated roughly a days travel from Helm's Peak.
Any member of the public will happily give directions to Helm's Peak. Some will believe the WANTED poster, and others will simply believe it is hearsay. After all, what kind of goblin could possibly get their hands on an ATUM?
If the characters head to the Eastern Barracks to speak with Captain Ducil, they will learn the rumors are indeed true, and Glukk Backstabba has managed to get his hands on a very dangerous mechanical construct, and is using it to terrorize the local militia and villagers.
As the Captain's forces are already stretched thin policing the town, no forces are available to attempt to apprehend Glukk, so WANTED posters have been distributed and a bounty placed on his head, in the hope adventurers or ATUM pilot mercenaries will be able to do what the guard cannot.

Stage 2: Exploration
The journey to Helm's Peak will be mostly uneventful, and take around a day, with the characters having time for 5 hours of sleep, or opting for a long rest if they need one.
Upon arriving in Helm's Peak, they will find it a destroyed mess, with many buildings either on fire, or ruined from attacks the previous night. Glukk will be situated in the center of town inside his ATUM, and can be seen gutting a previous adventurer with the ATUM's manipulator claws before throwin the dead body on a bloody pile of deceased villagers, ready to be burnt.
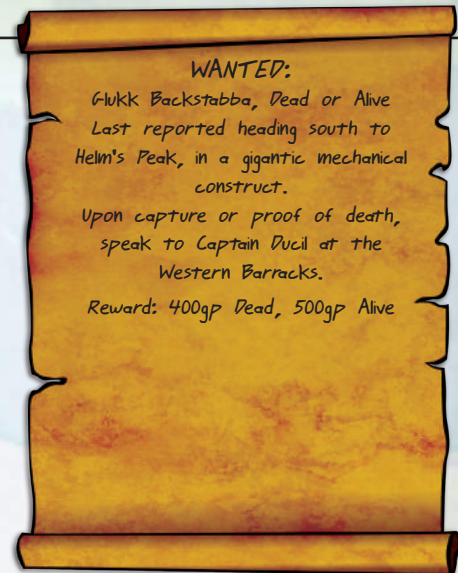There will be 2 goblins stationed on lookout for any potential intruders to the village.
If the characters do not have an ATUM, they can sneak past the guards with a successful DC 10 Dexterity (Stealth) check.
If the guards notice them, or spot any other ATUMs, they will ring a nearby alarm bell, alerting Glukk and the other goblins inside the village.
The other villagers will have taken shelter in the mines behind the village, and will have barricaded themselves in to prevent glukk from reaching them. They can last for 2 more days before they begin dying of dehydration. A successful DC 15 Wisdom (Perception or Survival) check will reveal their location, and they can be convinced to remove the barricades with DC 15 Charisma (Persuasion) check.
Alternatively, the barricade can be broken with a DC 20 Strength (Athletics) check.

WANTED:
Glukk Backstabba, Dead or Alive
Last reported heading south to Helm's Peak, in a gigantic mechanical construct.
Upon capture or proof of death, speak to Captain Ducil at the Western Barracks.
Reward: 400gp Dead, 500gp Alive

Stage 3: Combat
Glukk will have his goblin crew remain atop the ruins of the village houses, harrying the characters with ranged attacks. Glukk will happily charge into the nearest character with gusto, believing himself protected and untouchable in his gigantic ATUM. He will focus on one character at a time, choosing to kill spellcasters first (should he spot them casting spells), and will try to divide the party up in order for his goblin crew to better defeat them.

Glukk will be more inclined to capture the adventurers than kill them, though if any exhibit 'rightious' or 'guard-like' behaviour, he will ensure he adds their corpse to his burning pile.

If Glukk's ATUM is destroyed, he will attempt to flee the village. If he escapes, he will be considered a rival of the party, and vow to defeat them in future encounters.

Stage 4: Completing the Quest
Upon the defeat or capture of Glukk, the villagers (if found and informed of glukk's defeat) will praise the party as heroes, offering them free board and food from their limited hidden stores in the basement of their now destroyed guardhouse, and present the group with a number of precious gemstones and trinkets, worth a total of 10gp.
A DC 15 Intelligence (Arcana) check will reveal 2 of the trinkets to be magical items - a Charm of Cyrrollalee (pg 92), and an Amulet of Whispers (pg 91).
Returning to Helmtown and presenting Captain Ducil with Glukk, either dead or alive, will reward the characters the following:
• 400gp (dead), or
• 500gp (alive)

Notable NPCs
The notable NPCs in this quest are listed below:
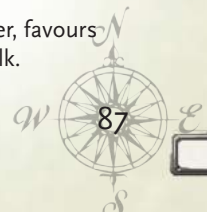
Name: Captain Ducil
Race: Any
Alignment: Lawful Good
Occupation: Captain of the Helmtown Guard (nearby major town)
Stat Block: Guard (Monster Manual, pg 347)
Personality Traits: No-nonsense, straight talker, favours adventurers, liked and trusted by the townsfolk.

A Mechanical Mishap

Recommended Level: 4
Party Size: 4 - 6
Difficulty: Hard (4 players), Easy (6 players)
Quest Creature: Lesser Primal Engine
(Greasemonkey's Handbook, pg 75)

Quest overview

A lesser primal engine has escaped from a nearby wizard's tower, and has made its home in the nearby jungles (or forest mountains, depending on your preference). The wizard, named Therin Coldspire, has tried to re-capture the ATUM, but has little tracking ability, and fears it's territory will lead it into confrontation with hunters from the nearby villages. He is looking to hire the party to capture the ATUM, or destroy it and return its unbound soul cage to him so he can continue his work on it.

Stage 1: Meeting the NPCs

The characters will hear rumors of the 'wild wizard in the tower' from the surrounding villages. Upon investigating further, they will be directed to a halfling called Torri Brinwall. Torri will explain he has been paid to act as a representative from the wizard Therin Coldspire, and is looking to recruit brave adventurers to help him re-capture his lost experiment - a soul caged ATUM called 'Bessie'. Torri will present the characters with a small parchment, detailing the advertisement of employment from Coldspire. If the group accepts the offer, he will give the group time to prepare what they require for hunting a rogue ATUM before snapping his fingers three times; magically teleporting the group to the base of the wizard's tower.
Once at the base of the tower, he will direct the group towards the ATUM's last known direction of travel, and wait for them in the wizard's tower.

Stage 2: Exploration

The jungle is thick and difficult to traverse. The group will have to move at half speed, and all terrain is considered difficult terrain when inside the jungle. The ATUM, Bessie, has taken on the form of a large ape, and will spend her time swinging between trees, aggressively attacking other creatures within 1 mile of her makeshift nest.
The characters can track Bessie's whereabouts by making a DC 15 Intelligence (Nature) or Wisdom (Survival) check. On a failed check, the character will lose her trail, and must spend a further 2 hours searching for evidence of tracks.
During this time, the characters must make a DC 15 Dexterity saving throw.. The characters that fail their saves trip on a set of exposed vines and tumble down a small ravine, taking 2d6 bludgeoning damage and their clothes become soiled.

A successful check will reveal a recently battered carcass of an elk, and tracks leading away into the undergrowth.
The elk's horns, pelt and flesh can be harvested with a successful DC 15 Wisdom (Survival) check or Dexterity (Sleight of Hand) check. The horns and pelt can be sold to local hunting outposts for a total of 2gp. The flesh, if properly packed, can be cooked or sold at a butcher's for 12sp. If cooked and eaten during a short rest, the smell will attract Bessie, who will attack the characters on sight. If the food is not cooked, the characters can find bessie in a small 20ft x 20ft clearing, pulling up berry bushes in an attempt to gather food. If she spots the party, she will threaten them first. If the characters don't leave, she will attack.

Stage 3: Combat

Bessie acts as a simple territorial beast would, choosing to incapacitate her foes by bludgeoning them to death, focusing on the character that appears most intimidating, or is dealing the most damage to her.
She will continue to fight even after taking great damage, and will chase fleeing characters mercilessly.

Stage 4: Completing the Quest

Upon the ATUM's destruction, the characters must return the soul cage to Torri in order to recieve payment from the reclusive wizard. If a particularly ambitious spellcaster attempts to control the soul cage, the must succeed on a DC 20 Intelligence (Arcana) check. On a failure, they immediately take 10 (3d6) psychic damage, and the soul cage shatters, returning the bound souls to the Feywild. On a success, the soul cage binds itself to the target character, and is classed as a companion for the next 8 hours, after which time the spellcaster must re-attempt the ability check to maintain control of the ATUM, as per the soul cage rules (pg 70-71).

If the ATUM's soul cage is destroyed or bound to a party member, Therin will not give the group a reward, instead reporting them to the local guards for theft, should they choose to take the ATUM for themselves.
If they successfully return the soul cage to Torri, Therin will emerge from his tower and thank them personally, presenting the group with 350gp, an instructional booklet on ATUM construction (worth 5gp), 2 potions of Arcane Spirit (Weak, pg 96), and a small handwritten ticket, allowing the group a single night's free stay in the Rusty Locke Inn, as thanks for their assistance.

Notable NPCs and Details

The notable NPCs in this quest are listed below:

Name: Torri Brinwall
Race: Male halfling
Alignment: Neutral Good
Occupation: Wizard's Assistant
Stat Block: Commoner (Monster Manual, pg 345)
Personality Traits: Posh, well spoken, friendly, chain smoker.

Name: Therin Coldspire
Race: Male halfling
Alignment: Neutral Good
Occupation: Wizard
Stat Block: Mage (Monster Manual, pg 347)
Personality Traits: Eccentric, smokes a bubble pipe (which functions as an actual tobacco pipe), friendly, flustered most of the time, and rather excitable.

Notable Area: Rusty Locke Tavern
Description: A small family run Inn which functions as a halfways house, connecting the surrounding villages. It's warm, cosy and provides great food and drink. Mostly populated by halflings.

Problematic Piracy

Recommended Level: *14 (Deadly), 15 (Hard)*
Party Size: *4 - 6*
Difficulty: *Deadly (4 players), Easy (6 players)*
Quest Creature: *Captain Vorkhal (in ATUM)*
(Greasemonkey's Handbook, pg 84 - 85)

Quest overview

The fearsome Captain Vorkhal has been raiding coastal towns along the Eastern Strait. Many attempts have been made to stop him, but each mercenary group that has attempted it has failed. The bounty on Vorkhal's head now includes the offer of masterwork components, should the captain be brought to justice.

Stage 1: Meeting the NPCs

The characters will find the advertisement for Captain Vorkhal's capture or assassination on every major city in the region. Asking anyone for more information, they will learn that Vorkhal is a dangerous adversary to face, and nobody that has taken up the bounty has lived to tell the tale.
A DC 15 Charisma (Persuasion) check will point the characters in the direction of a notable source of information regarding Vorkhal, known as Chen Daiyu. A failed check will still gleam the information the characters require, but will also cost them a total of 150gp in information bartering.
The group will be directed to a seedy establishment, known as Beggar's Bar N' Grill, which is run by Chen Daiyu. The building is a resturant, which functions as a front for smuggling expensive ATUM goods, and as a Category 2 Workshop.
Upon introducing themselves to Chen, she will explain that Vorkhal's attacks have begun to cause an influx in law enforcement, which is now affecting her 'business'. She will go on to offer the group a deal: kill vorkhal and end his pirate reign, and she will reward them with 5,000gp, and 3 masterwork ATUM modules of their choice. A DC 18 Wisdom (Insight) check will reveal she is being honest, and will keep her side of the deal, provided the characters complete theirs.
If the group accept her offer, she will reveal that Vorkhal will be travelling alone across the strait to meet up with a band of pirate mercenaries who have taken up residence in the town of Bleakbarrow, and this would be the perfect time to wipe his threat from the seas for good.

Stage 2: Exploration

The characters will have 3 days to navigate the strait and track Vorkhal before he vanishes off their radar and the quest is considered a failure. If the characters have ATUMs, Chen will ensure their chassis are watertight for the purposes of this quest. If the characters don't have ATUMs, then Chen will provide a small boat for them to track Vorkhal down the strait.
To track Vorkhal, character must succeed at a number of checks, with each success speeding up their progress, and each failure slowing it down. Any party member can attempt one of the following checks, but once the check has been made, it cannot be made again by another character.

• **Ask nearby villages for sightings of Vorkhal's ATUM:** DC 16 Charisma (Persuasion or Intimidation) check.
• **Check the waters for signs of dead creatures or unnatural disturbances:** DC 16 Intelligence (Nature) check.
• **Watch the skies for signs of exhaust fumes:** DC 16 Wisdom (Perception) check.
• **Listen to local reports of merchant vessel attacks on the strait:** DC 16 Intelligence (Investigation) check.

• **Use underground contacts to hear rumours of Vorkhal's last known whereabouts:** DC 16 Charisma (Persuasion or Intimidation) check.
• **Plot and follow the course Vorkhal is most likely to take to reach Bleakbarrow:** DC 16 Wisdom (Survival) check.

The party will locate Vorkhal once they make 3 successful checks. The checks don't need to be in succession. If they succeed the checks, they will be able to ambush Vorkhal astride a small desert island (120ft x 120ft), when he is making the final stretch of the journey to Bleakbarrow.
If the group fails to make the checks, they will not be able to ambush Vorkhal. Instead, Vorkhal will be waiting for them on the island, and will open fire on them as soon as the party gets into range.

Stage 3: Combat

Vorkhal is a fearsome fighter, and will not back down, even after his ATUM has been destroyed. He will focus on any ATUMs the party have brought with them first, before turning his attention to the spellcasters. He will make use of his manipulators to drown opponents in the waters nearby, should his ATUM remain watertight.

Stage 4: Completing the Quest

Upon the ATUM's destruction and Vorkhal's death, the characters can return to Chen for payment, and to receive their rewards.
If the party choose to loot Vorkhal's corpse, they will find a half plate and shield, 230gp, 2 potions of healing, a mace, 5 days of rations, and a leather bag, stuffed with a collection of items Vorkhal was intending to sell upon his arrival. The leather bag contains:
• A Mantle of Spell Resistance
(Dungeon Master's Guide, pg 180)
• A Necklace of Fireballs (3 beads)
(Dungeon Master's Guide, pg 182)
• A Wand of Enemy Detection (3 charges)
(Dungeon Master's Guide, pg 210)
Once a token of proof is shown to Chen of Vorkhal's death, she will award the party 5,000gp and their choice of 2 masterwork ATUM modules. If the party does not have an ATUM, she will instead offer them a free light bipedal or wheeled chassis, as completion for their deal. In addition, the group will be allowed free meals in her restaurant whenever they are in the city.

Notable NPCs

The notable NPCs in this quest are listed below:

Name: Chen Daiyu
Race: Any female
Alignment: Neutral Evil
Occupation: Restaurant Owner, Smuggler of ATUM modules
Stat Block: Assassin (Monster Manual, pg 343)
Personality Traits: Cunning, Respectful to those that keep their noses out of her business; honours her deals, but extremely intimidating and not to be trifled with.

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Magic Item Random Tables

Below is a list of random tables you can roll on when using the magical items from this book.

Uncommon Magical Items

1d3	Table Number
1	Table A
2	Table B
3	Table C

Uncommon Magical Items Table A

1d6	Magical Item
1	Amulet of Whispers
2	Night Blade of Shargaas
3	Potion of Arcane Spirit (Weak)
4	Horn of Grolantor
5	Boots of the Acrobat
6	Berserker Bracers

Uncommon Magical Items Table B

1d6	Magical Item
1	Withered Rod
2	Death Touched Dagger
3	Bracelet of Primus
4	Everlight Blade
5	Nipping Purse
6	Minotaur Ring

Uncommon Magical Items Table C

6d6	Magical Item
1	Mask of Rest
2	Wand of Reconstruction
3	Potion of Eagle Eye
4	Helmet of the Huntress
5	Erinyes Belt
6	Charm of Cyrorollale

Rare Magical Items

1d4	Table Number
1 - 2	Table A
3 - 4	Table B

Uncommon Magical Items Table A

1d8	Magical Item
1	Wand of Deconstruction
2	Steel Plates of Eldath
3	Cloak of Blades
4	Hammer of Moradin
5	Carving of Wondrous Power (Assault Platform)
6	Potion of Arcane Spirit (Strong)
7	Sceptre of Judgement
8	Orb of Direction

Uncommon Magical Items Table B

1d6	Magical Item
1	Bulwark of the Ancients
2	Carving of Wondrous Power (Iron Carronade)
3	Dragon Slayer
4	Otto's Outstanding Overclocker
5	Selune's Pistol
6	Plate of Helm
7	Potion of Comprehension
8	Torm's Blade

Very Rare Magical Items

Rare Magical Items Table

1d10	Magical Item
1	Counter Ring
2	Manual of Automation
3	Ring of the All Father
4	Staff of Metal Shaping
5	Everbright
6	Blessed White Branch
7	Dragon's Bane Greatbow
8	Shield of Talos
9	Potion of Glory
10	Staff of Wisdom

Legendary Magical Items

Legendary Magical Items Table

1d3	Magical Item
1	Scroll of Knowledge
2	Titan Killer
3	Tome of Tomfoolery
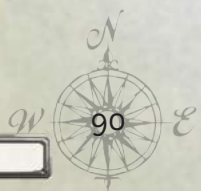
Magical Items

In this section you can find a list of magical items, listed in alphabetical order, as well as a number of random loot tables organised by rarity. Each magical item in this list belongs to one of the nine categories listed on page 139 of the Dungeon Master's Guide. In addition, some magical items will be listed as ATUM modules, either upgrades or hardpoints.

These magical modules follow all the normal rules for ATUM modules found on page 26 of this supplement, and any other rules specified in their entry. The quality of all magical modules is considered 'Used', unless specified otherwise in its entry.

Amulet of Whispers

Blessed White Branch

Amulet of Whispers
Wondrous item, uncommon
This small copper amulet glows a faint aquamarine colour when a creature is whispering within 500 feet of it. As an action while wearing the amulet, you can lift the amulet to your ear and listen to the whispers as if the creature was speaking directly to you. While using the amulet in this way, you are deafened to your surroundings. This amulet has no effect on a creature protected from Divination magic.

Berserker Bracers
Armour (arms), uncommon (requires attunement)
While wearing these bracers, you have proficiency with melee weapons with the heavy and two-handed properties, and you gain a +2 bonus to damage rolls made with such weapons.

Berserker Bracers

Blessed White Branch
Staff, very rare (requires attunement)
While you remained attuned to this staff, your Charisma score increases by 2, to a maximum of 20, and you have advantage on Charisma checks when interacting with giants.
In addition, this long white branch can be wielded as a magical quarterstaff, and has 5 charges.
As an action, you can expend 1 or more of its charges to cast *bless* (1 charge), or *beacon of hope* (3 charges). The cast spell lasts for 1d3 + 1 rounds instead of its normal duration, but does not require your concentration.
The staff regains 1d3 + 2 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff wilts and disintegrates into dust, destroyed.

Boots of the Acrobat

Boots of the Acrobat
Armour (feet), uncommon
These magical leather boots grant the bearer advantage on Dexterity (acrobatics) checks made when jumping to clear obstacles or creatively navigate vertical surfaces.

Bracelet of Primus
Wondrous item, uncommon (requires attunement)
While you wear this metal bracelet, you gain the effects of the *prosthesis* spell on one missing limb. The effect ends immediately if the bracelet is removed.

Bracelet of Primus

Bulwark of the Ancients
Wondrous item (ATUM upgrade module, 1 slot), rare
This strange blue orb glows bright green when near a passage to the Feywild. When installed on an ATUM, it coats the inside of the cockpit with leafy green vines, granting the crew advantage on saving throws against magical effects when inside the ATUM.

Bulwark of the Ancients
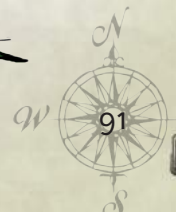
Carving of Wondrous Power

Wondrous item, rarity by figurine

A *carving of wondrous power* is a small wooden carving of a construct small enough to fit in a pocket. If you use an action to speak the command word and throw the carving to a point on the ground within 60 feet of you, the carving transforms into a construct or object representative of its actual size. For example, a carving of a naval cannon would expand to the correct proportions and size appropriate to fit on a ship.

If the space where the object would appear is occupied by other creatures or objects, or if there isn't enough space for the construct, the carving doesn't transform.

The construct counts as an inanimate object, and can only be activated by a creature proficient with its operation, as specified in its entry.

The construct exists for a duration specific to each carving. At the end of the duration, the construct reverts to its carving form. It reverts to a carving early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the construct becomes a carving again, its property can't be used again until a certain amount of time has passed, as specified in the carving's description.

Assault Platform (Rare). This wooden carving is of a wheeled mechanized gun platform. It can become a full-sized artillery piece, equipped with a heavy MG for up to 5 hours. Once it has been used, it can't be used again until 5 days have passed. It is treated as a wagon (PHB, pg 157) with AC 14 and 60 hit points. In addition to the normal rules found on page 28 of this supplement, the heavy MG also has the *forward facing* rule (pg 41). A creature can rotate the platform by using 5 feet of movement on their turn. The heavy MG has enough ammunition to last for the duration of the carving's transformation, and can be fired as an action by a creature on their turn, if they are proficient with firearms.

Iron Carronade (Rare). This wooden carving is of a short-barrelled naval gun. It can become a full sized artillery piece, equipped with a light carronade (pg 27) and mounted on a wooden platform for up to 5 hours. Once it has been used, it can't be used again until 5 days have passed. The artillery has an AC of 16 and 40 hit points, and a movement speed of 0ft. It weighs 300lbs. A creature can use half their movement to push or drag the artillery up to 10 feet or rotated into a new position, should they be strong enough to do so. The light carronade has enough ammunition to last for the duration of the carving's transformation, and can be fired as an action by a creature on their turn.

Charm of Cyrrollalee

Wondrous item, uncommon

While wearing this amulet, you have proficiency with cook's utensils. In addition, you have advantage on Charisma (Persuasion) checks when interacting with halflings.

Cloak of Blades

Wondrous item (shoulders), rare (require attunement)

This cloak has 10 charges. It regains 1d6 +4 expended charges daily at midnight.

You can use your action and expend 1 or more of its charges to reach into the cloak and pull out a glittering obsidian blade, which takes the shape of one of the following:

• A pair of daggers that hover in your space until used (1 charge)
• A double-edged shortsword that never leaves your grasp (3 charges)
• A smouldering longsword that is warm to the touch (5 charges).

You can use your action to make two weapon attacks with the blade against a creature you can see within 5 feet of you.
The blade is a magical weapon with a +1 to attack and damage rolls, and deals 1d6 (daggers), 2d6 (shortsword) or 3d6 (longsword) psychic damage on a hit.
The blade remains active for 1 hour, or until you draw a new blade from the cloak or sheathe your current blade as a bonus action.
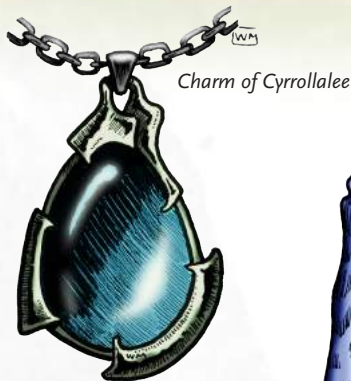
Counter Ring

Wondrous item, very rare (requires attunement)

This is a simple silver ring inlaid with a glistening emerald. The ring has 3 charges, and regains 1d3 expended charges daily at dawn.

If you are targeted by a spell while you wear this ring, you can expend your reaction and 1 charge to make an Intelligence (Arcana) check with a DC equal to 10 + the spell's level (+0 for cantrips). If you succeed, the spell fails and is absorbed into the ring, which glows a vibrant green when a spell is stored within it.

As an action, you can expend 1 charge to cast the stored spell, abiding by any verbal, somatic or material components that spell requires, and uses your spell save DC and spellcasting modifiers.

The ring can store a maximum of 1 spell at any time. The stored spell remains in the ring for 8 hours or until cast.

If the spell is not cast within 8 hours, it is consumed by the ring and lost. The ring then regains 1 expended charge.
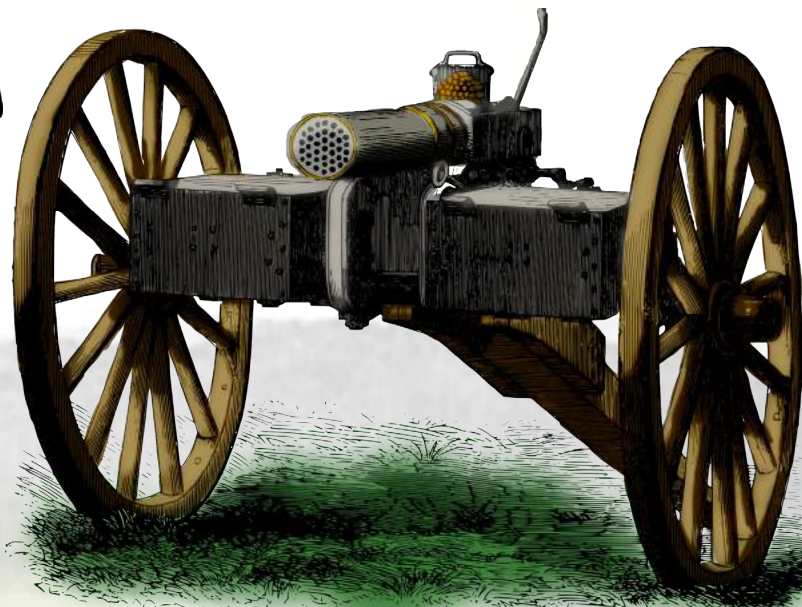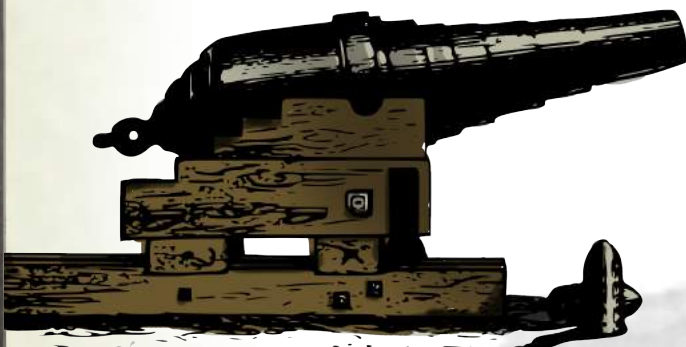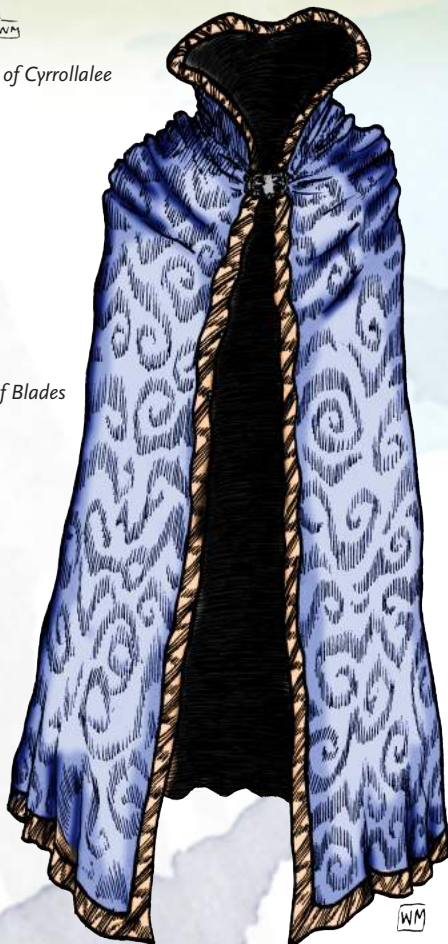

Carvings of Wondrous Power.
Above: Iron Carronade
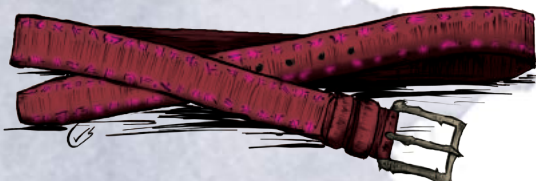**Right:** Assault Platform

Charm of Cyrrollalee

Cloak of Blades

Counter Ring

Death-Touched Dagger

Erinyes Belt

Dragon Slayer

Dragon's Bane Greatbow

DEATH-TOUCHED DAGGER
Wondrous item (dagger), uncommon
When you have this dagger on your person, you can hold the blade and speak the command word "unlife" to gain the ability to commune with undead creatures using one language you know for the next hour.
Once the dagger has been used in this manner, it cannot be used again until the next dawn.

DRAGON'S BANE GREATBOW
Weapon (longbow) very rare, (requires an ATUM with two or more manipulators, and attunement by a Pilot of good alignment)
This is a gigantic longbow, approximately 8 feet in height. It is said to have been commissioned in the forges of Mechanus by Torm, the god of courage, to aid Bahamut in defeating Tiamat. The bow fires large, magical bolts that appear when the steel string is drawn, and does not require ammunition.
It is a magical weapon, granting a +2 bonus to attack and damage rolls, and deals 2d10 piercing damage on a hit. Once per round, if a dragon of evil alignment takes damage from this weapon, it must make a DC 17 Constitution saving throw, taking an extra 3d10 piercing damage on a failed save, or half as much extra damage on a successful one.

DRAGON SLAYER
Weapon (firearm, any sniper, bolt rifle or anti-tank rifle), rare
You gain a +1 bonus to attack and damage rolls made with this magic weapon.
When you hit a dragon with this weapon, the dragon takes an extra 3d6 damage of the weapon's type. For the purpose of this weapon, "dragon" refers to any creature with the dragon type, including dragon turtles and wyverns.

ERINYES BELT
Wondrous item, uncommon
This is a fine red leather belt inlaid with a twisted infernal script and a particularly fiendish buckle, crafted from sharpened bone.

As action, you can throw the belt towards a creature you can see within 60 feet of you. That creature must succeed on a DC 14 Dexterity saving throw or become restrained and unable to breathe for 1 minute as the belt magically wraps itself around the target's neck. A creature with multiple necks can breathe normally, and only that head/neck is restrained by the belt.
The target creature can attempt to pull the belt off themselves by spending their action to make a DC 14 Strength (Athletics) check. On a success, the belt releases its grasp and returns to you at the start of your following turn.
The belt releases its grasp on a creature once that creature dies or falls unconcious. Once the belt has been used in this way, you cannot be use this feature again until the next dawn.

Everbright

Weapon (any melee weapon), very rare, (requires attunement)

This is a magical weapon with a +3 to attack and damage rolls. It is made entirely from steel, is immune to the effects of rust or corrosion, and cannot be tarnished. In addition, it emits a faint glow, cast dim light out to 10 feet.

The weapon has 2 charges. When you successfully hit a creature with this weapon, you can expend 1 charge to make the blade erupt in a flash of bright light. The target creature and all other creatures other than you within 5 feet of it must succeed on a DC 16 Dexterity saving throw or be blinded for 1 minute. The target creature has disadvantage on this saving throw.

The weapon regains all expended charges daily at dawn.

Everlight Blade

Weapon (any sword), uncommon

This magical sword emits dim light out to 10 feet, and cannot be tarnished, rusted or corroded. You can douse or turn on the blade's light as a bonus action.
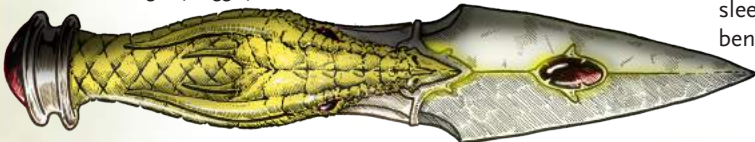
Hammer of Moradin

Weapon, (any hammer), rare (requires attunement)

This simplistic hammer hums with divine power from Moradin, god of the forge. It is a magical weapon with a +3 bonus to attack and damage rolls.

If you hit a prone target with this weapon, sparks fly from the hammer and it emits and audible clang as if it had struck an anvil, and the creature takes an additional 3d6 bludgeoning damage.

If you score a critical hit against a creature using this weapon, the target is immediately knocked prone, regardless of size or prone immunities.
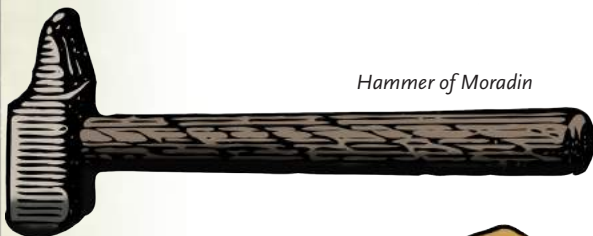
Helmet of the Huntress

Armour, uncommon

While you wear this helmet, you have advantage on Wisdom (Perception) checks that rely on sight, and cannot be frightened by beasts.

Horn of Grolantor

Wondrous item, uncommon

This magical horn is marked with craftsmanship of Grolantor, god of hunting and combat. As an action, you can blow the horn, which emits the loud, bellowing roar of a giant, audible out to 300 feet. Each creature that can hear the roar within range must succeed on a DC 14 Wisdom saving throw or be convinced the horn-bearer is, in fact, an extremely scary hill giant for 1 minute.

Once the horn has been used in this way, it cannot be used again until the next dawn.
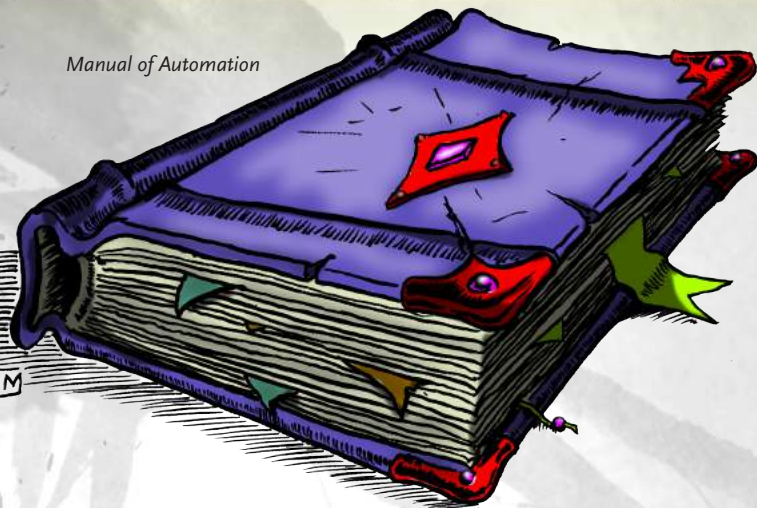
Manual of Automation

Wondrous item, very rare

This book contains a vast array of mechanical tips and tricks, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Intelligence score increases by 2, as does your maximum for that score. In addition, you gain proficiency with vehicles (ATUMs), and your proficiency bonus is doubled when making any check relating to the aforementioned skill.

The manual then loses its magic, but regains it in a century.

Mask of Rest

Wondrous item, uncommon

If you wear this simple eye mask when you sleep, you need only sleep for half the time you would normally require to gain the benefits of a full night's rest.

Everbright (Dagger)

Everlight Blade

Hammer of Moradin

Helmet of the Huntress

Horn of Grolantor

94

Manual of Automation

Mask of Rest

Minotaur Ring

Night Blade of Shargaas

Nipping Purse

Orb of Direction

WM

WM

WM

MINOTAUR RING
Wondrous item, uncommon
While wearing this fiendish ring, you cannot be lost inside mazes or labyrinths, and you always know which way is north.

Cursed: This ring was forged deep in the abyss by the Demon Lord of Minotaurs, Baphomet. Once you place this ring on your finger, only a spell such as *remove curse* can remove it. While wearing the ring, you must make a DC 13 Wisdom saving throw each night.
On a failed save, you begin sprouting fearsome horns, and your feet begin morphing into thick hooves.
Once you fail this saving throw three times, the ring disappears, your race changes to Minotaur (Unearthed Arcana Minotaur PDF, pg 2), and your alignment becomes Chaotic, Neutral or Lawful Evil. The failed saving throws do not have to be in succession. Once transformed, the curse can only be lifted by use of the *greater restoration* or *wish* spell.

NIGHT BLADE OF SHARGAAS
Weapon (dagger), uncommon
When attacking a target in dim light or darkness with this dark metal blade, you have advantage on attack rolls, and the weapon's attacks count as magical for the purposes of overcoming resistances or immunities to nonmagical piercing damage.

NIPPING PURSE
Wondrous item, uncommon
This magical coin purse is warded against thievery.
If a creature other than the wearer attempts to take an item out of this coin purse, they must succeed on a DC 16 Dexterity (Sleight of Hand) check or take 1d6 piercing damage as sharp teeth from inside the bag nip at their fingers, and the creature's attempted theft fails.

ORB OF DIRECTION
Wondrous item (crystal orb), rare
This crystal orb is filled with dark purple smoke, and twinkles when you are nearby. The orb understands only one language, which is chosen upon its creation. A clue to the language it speaks can be found in its design. An orb that understands infernal might have rather fiendish looking support legs, while an orb that understands Primordial might instead have a leg resembling each elemental plane.
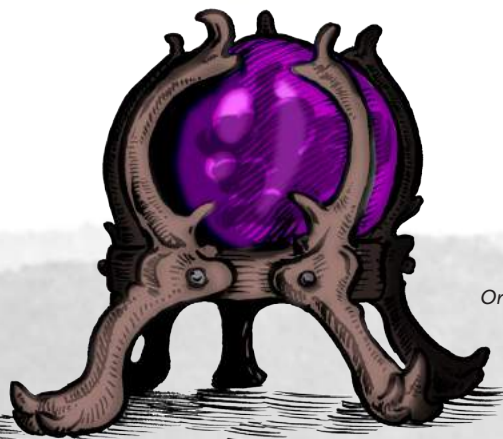As an action, you can place the four legs of the orb on you palm and ask it a single question, such as "who is my greatest enemy" or "where is the nearest town".
Once questioned, the purple smoke drifts to the side of the orb closest to the direction of the answer you seek.
The orb could point in the direction of the culprit of a crime, or simply towards a particular target that may know more information on your chosen question.
It cannot directly reveal a creature protected from divination magic.
Once the orb has answered 3 questions, the smoke will fade to white, and it cannot be used again until the next dawn.
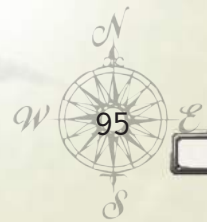
Otto's Outstanding Overclocker

Wondrous item (ATUM upgrade module, no slot needed), rare

This is a small blue box, covered in a mass of internal wires and fans. A small engraving beneath a large red button reads "In case of emergency, press me".

This magical box must be installed on an ATUM, but doesn't require a module slot. You or another crew member can use a bonus action to punch the large red button and overclock the ATUM, granting it the following benefits until the end of your next turn:

• Double its movement speed
• +2 bonus to AC
• Advantage on Dexterity saving throws

Once the button has been pressed, it cannot be pressed again for the next 8 hours. If you or another creature press it during this time, the box discharges a small electric shock, dealing 1d6 lightning damage, then becomes inert for the duration.

Plate of Helm

Armour (heavy armour, plate), rare, requires attunement

This armour is adorned with rubies and gemstones, and sheds dim light out to 10 feet. In addition, this armour is immune to the effects of rust and corrosion, and cannot be tarnished. The armour has 2 charges. As an action, you can expend a charge to emit a bright flash out light out in a 20-foot radius sphere. Creatures in the area (other than you) must succeed on a DC 16 Dexterity saving throw or take 6d6 radiant damage and be blinded for 1 minute. A blinded creature can attempt the saving throw again at the end of its subsequent turns, ending the effect on itself on a success.

This armour regains 1d3 -1 expended charges daily at dawn. If you expend the armour's last charge, the armour ceases to glow until it regains at least 1 expended charge.

Potion of Arcane Spirit (Strong)

Potion, rare

This bright yellow liquid is sticky and stringy, and has a strong metallic odour when uncorked.

You can drink this potion to regain a single 2nd-level or 1st-level spell slot. If you do not have any 2nd-level or 1st-level spell slots to regain, this potion has no effect.

Potion of Arcane Spirit (Weak)

Potion, uncommon

This dark green liquid is thick and murky, but glows bright and vibrant when poured.

You can drink this potion to regain a single 1st-level spell slot. If you do not have 1st-level spell slots to regain, this potion has no effect.

Potion of Comprehension

Potion, rare

When you drink this potion, you gain the effects of the *comprehend languages* spell for 1 hour. The potion's light, whispy liquid always remains cold but never freezes, regardless of temperature.

Potion of Eagle Eye

Wondrous item, uncommon

When you drink this potion you gain a +2 bonus to your passive Perception, and advantage on Wisdom (Perception) checks that rely on sight for 1 hour.

The liquid in this bottle is a dull, sickly yellow, and tastes like raw eggs.
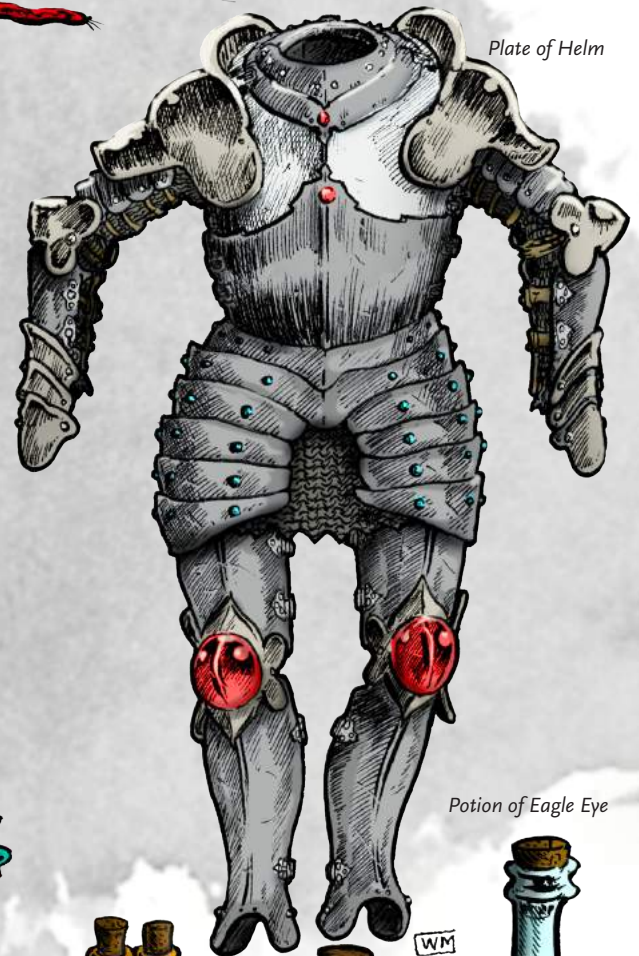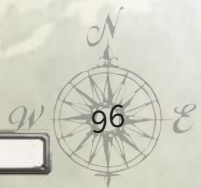

Otto's Outstanding Overclocker

Plate of Helm

Potion of Eagle Eye

Potions of Arcane Spirit
Left: *Strong*
Right: *Weak*

Potion of Comprehension

POTION OF GLORY
Potion, very rare

The bottle of this potion resembles a skull, and its liquid is perfectly clear like spring water.

When you drink this potion, you feel reinvigorated and energized beyond belief. You instantly gain 50 temporary hit points, are immune to the frightened and charmed conditions, and gain the effects of the *death ward* spell for 8 hours.

Cursed: The drinker of this potion becomes obsessed with dying gloriously in battle. For the next 8 hours, they will always find themselves running to within 10 feet of an enemy in combat, challenging any hostile creatures they see, regardless of size or intimidating stature, to "glorious battle".

In addition, they have vulnerability to all damage by any creature that verbally accepts their offer of combat.

If the drinker of this potion moves further than 10 feet away from a hostile target, at the end of their turn they reappear within 5 feet of it in a flash of brilliant golden light.

This curse is not revealed by use of the *identify* spell. A *remove curse* or *greater restoration* spell cast on the target will lift the curse.
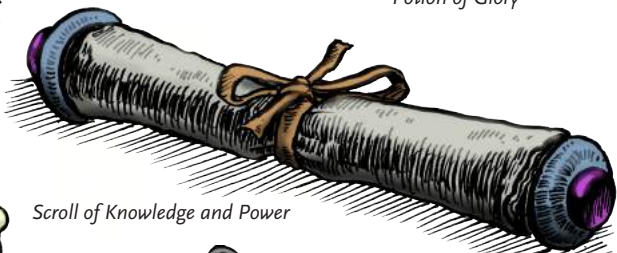

Sceptre of Judgement

Ring of the All-Father

Potion of Glory

Scroll of Knowledge and Power

Selune's Pistol

RING OF THE ALL-FATHER
Wondrous Item, very rare, (requires attunement)

This is a copper ring, inlaid with a gemstone of Moradin, god of the forge. You can use your action to tap the ring, which unfolds into a set of magical medium or heavy mythril armour of your choice.

As part of that same action, you can don the armour, which moulds itself to fit your shape. While wearing this armour, you have a +2 bonus to AC, and resistance to fire, bludgeoning, piercing and slashing damage from nonmagical weapons.

You can doff the armour by tapping on your chest as an action. When doffed, the armour folds back into the ring.

SCEPTRE OF JUDGEMENT
Wand, rare (requires attunement by a cleric or paladin)

This sceptre has 3 charges and regains 1d3 expended charges daily at dawn. The sceptre can be wielded as a magical mace, with a +2 bonus to attack and damage rolls. On a hit, it deals damage as a normal mace, and you can expend 1 charge to deal an additional 2d10 lightning damage to the target.

In addition, if you brandish the sceptre towards a creature you can see within 60 feet of you and speak the command words "by his divine justice you shall be judged", you can expend 3 charges to cast *judgement* at its lowest level.

SCROLL OF KNOWLEDGE AND POWER
Wondrous item, legendary

This scroll's words are charged with raw arcane power and is warm to the touch. As an action, you can attempt to speak the words inscribed on the parchment, which are written in Sylvan.

When spoken aloud, the words boom with magical force, audible out to 300 feet, and your mind becomes flooded with all the history of the region from the past 100 years, including notable events, or any hidden secrets, cults, sects or creatures that may have been active in the region during that time.

Cursed: The words on the scroll are infused with a powerful fey curse, warding against those who covet hidden knowledge. This curse activates as soon as you have spoken the words aloud in their entirety. You immediately become afflicted with the effects of the *feeblemind* spell.

You remained cursed in this way until you are targeted by a 6th-level *remove curse* spell or similar magic cast at 6th-level or higher. Once the curse is lifted, you retain fragments of the knowledge the scroll bestowed upon you. Your Intelligence socre increases by 2, and you gain advantage on Intelligence (History) checks to recall any information regarding that region and its secrets from the past 100 years.

SELUNE'S PISTOL
Weapon (firearm, any revolver), rare (requires attunement)

This silver revolver glows at night, emitting a dim, silvery light out in a 10-foot radius sphere. Any creature vulnerable or weak to silver that starts its turn in the radius or enters it for the first time on its turn must succeed on a DC 14 Constitution saving throw, taking 2d6 radiant damage on a failed save, or half as much on a successful one.

In addition, this revolver is a magical weapon with a +2 to attack and damage rolls. It does not require ammunition, and never needs to be reloaded.
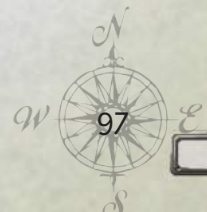
SHIELD OF TALOS

Armour (shield), very rare (requires attunement)

This is a magical shield that grants a +3 bonus to Armour Class. As an action, you can raise the shield to the sky and speak your chosen command word to cast *call lightning* at its lowest level. Once you use this feature, it cannot be used again until the next dawn.

STAFF OF METAL-SHAPING

Staff, very rare (requires attunement by a wizard, warlock or sorcerer)

While you remained attuned to this staff, your Intelligence score increases by 2, to a maximum of 20. This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells, using your spell save DC if applicable:

metal meld (1 charge), *shape metal* (3 charges), or *move metal* (5 charges).

The staff regains 1d6+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff shatters into tiny fragments, and is destroyed.

STAFF OF WISDOM

Staff, very rare (requires attunement by a cleric, druid or ranger)

While you remained attuned to this staff, your Wisdom score increases by 2, to a maximum of 20. In addition, you can use your action to touch the top of the staff, cause the inlaid gemstones to glow a colour of your choice.

When activated in this way, the tip of the staff sheds bright light in a 20-foot radius and dim light for an additional 20 feet. You can douse the light as a bonus action on your turn.

STEEL PLATES OF ELDATH

Wondrous item (ATUM upgrade module, 2 slots), rare

Mysterious enchanted steel, said to have been blessed by the Goddess Eldath. When installed, this module grants the ATUM resistance to bludgeoning, piercing and slashing damage from nonmagical weapons. In addition, the pilot can spend an action to cause the ATUM to magically regenerate 3d8 hit points, or remove one point of severe damage. The pilot and ATUM must then complete a long rest before this feature can be used again.

TITAN KILLER

Weapon (heavy sniper), legendary (requires attunement)

This heavy sniper crackles with thunderous arcane energy and always remains warm to the touch. It is a magical weapon with a +3 to attack and damage rolls.

When you hit a huge, gargantuan or titanic creature with this weapon, the creature takes an extra 3d6 damage of the weapon's type.

You can use your action to cast lightning bolt at 5th level from the gun's barrel, without requiring verbal or material components. The DC for this spell is 17 or your spell save DC (if applicable), whichever is higher.

Once you use this feature, it can't be used again until the next dawn.
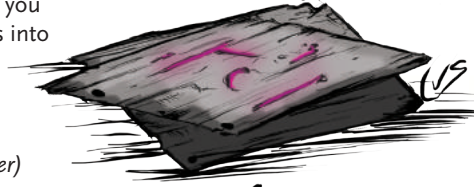
Shield of Talos

Staff of Wisdom

Staff of Metal-Shaping

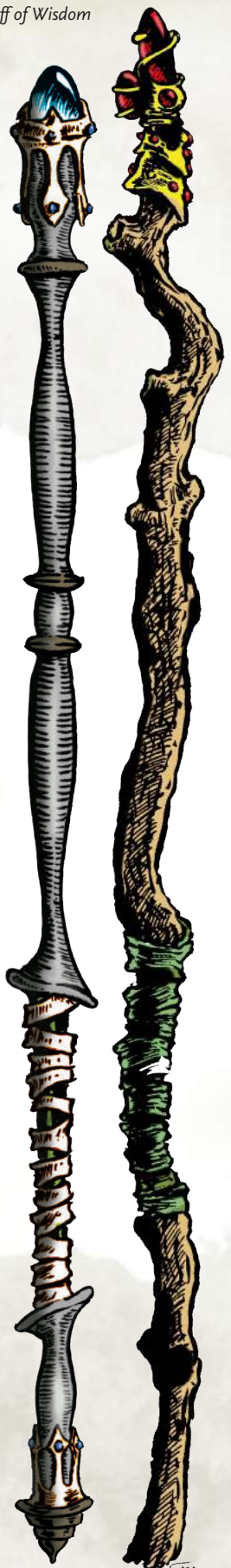Wand of Deconstruction

Steel Plates of Eldath

Wand of Reconstruction

Torm's Blade

Titan Killer

Tome of Tomfoolery

Wondrous item (book), legendary (requires attunement)

While you remain attuned to this book, as a bonus action you can flick through its pages and read a random incantation written inside it.

Choose a target you can see within 60 feet of you and roll on the Tomfoolery table below to determine what effect is read from the book. Once you have read from the book, it snaps shut and cannot be read from again until the next dawn.

D10	Result
1	You cast the *dancing lights* cantrip. The lights continuously change colour and follow the target for 1 minute before disappearing.
2	You cast *tasha's hideous laughter* (save DC 19). If the target fails the saving throw, they immediately attempt to tell the joke to one other creature within 5 feet of them through roaring laughter. If the creature can hear them, they must succeed on a Wisdom saving throw or also fall under the spell's effects for the duration.
3	You cast *greater invisibility* on yourself. The target is the only one affected by the spell. All other creatures can see you normally.
4	You cast *tongues* on the target, though they forget how to read any language they already knew before the spell was cast. Every ten minutes the target can make a DC 19 Intelligence saving throw, ending the effect on a success.
5	You cast *dimension door* on yourself, but swap places with the target creature. If the creature could not be transported by the dimension door, you instead appear within 5 feet of it.
6	The target is suddenly inscribed with a random *glyph of warding*, which is set to trigger the next time the target takes damage, or they move. This glyph appears on a piece of clothing the target is wearing. If the target is not wearing any clothes, the spell fails.
7	You cast *cure wounds* at 5th level, using your Wisdom modifier for the purpose of spellcasting if you do not have a spellcasting proficiency.
8	You cast *shatter* at 5th level, centered on the target. The spell emits the sound of striking a large brass gong, audible out to 300 feet.
9	You cast polymorph (save DC 19). If the target fails the saving throw, it has an equal 50% change to be polymorphed into either a riding horse (Monster Manual, pg 336), or a Tyrannosaurus Rex (Monster Manual, pg 80).
10	The target immediately takes 10d8 force damage as you speak booming, arcane words of power in its direction. These words are spoken in an incomprehensible language and are audible out to 60 feet. If a creature attempts to comprehend, understand or otherwise translate the language, it must make a DC 19 Wisdom saving throw, taking 6d6 psychic damage on a failed save, or half as much on a successful one.

Torm's Blade

Weapon (any sword), rare (requires attunement)

This sword has 3 charges. It regains 1d3 expended charges daily at dawn. It is a magical weapon with a +1 bonus to attack and damage rolls. When you make an attack roll with this weapon, you can expend 1 charge to gain a +2 bonus to the roll.

You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

Wand of Deconstruction

Wand, rare

This long wooden wand has 1d4+3 charges. While holding it, you can use an action to expend 1 of its charges to cast the *deconstruct* spell.

The wand regains 1d3 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand dismantles itself into scrap before fading away into dust and is destroyed.

Wand of Reconstruction

Wand, uncommon

This copper wand has 1d4+3 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *reconstruct* spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d3 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into dust and is destroyed.

Withered Rod

Wand, uncommon

This mangled wand resembles a severed hand. It has 10 charges. While holding it, you can use an action to expend 1 of its charges to cast *chill touch*.

The wand regains 1d6 + 4 expended charges daily at sundown. If you expend the wand's last charge, roll a d20. On a 1, the hand of the wand springs to life, clutching and screeching horrifically in abyssal. The wand and hand then rapidly decompose into rotten flesh and are destroyed.

Withered Rod

Tome of Tomfoolery
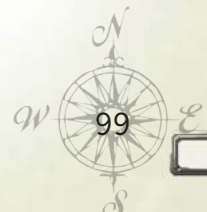
Chapter 8: Spellcasting and Automation Magic

Academies of magic group spells into eight categories called schools of magic. Scholars, particularly wizards, apply these categories to all spells, believing that all magic functions in essentially the same way, whether it derives from rigorous study or is bestowed by a deity.

Recently, arcane loremasters have discovered a new method of creating magic; one drawn from The One and the Prime itself. This machine-god is the divine ruler of Mechanus, a plane of order, construct and law, and creator of the race of mystical constructs known as the Modrons. Many scholars and students know The One and the Prime simply as Primus. A combination of conjuration and transmutation, this new, ninth school of construct based magic was named automation - a school many ATUM pilots have found invaluable, both on and off the field of battle.

The Magic of Construction & Manipulation

Automation spellcrafting shares many traits with both conjuration and transmutation schools of magic, granting the caster the ability to alter the properties of objects, or draw upon the innate divine power of Mechanus itself to create powerful mechanical defenses from thin air.

However, unlike other schools of magic, the strength of the automation school lies within its intrinsic connection to all things mechanical. A wizard of automation can pull apart man-made constructs bolt by bolt, or easily transform iron filings into a magical suit of skin-tight armour, held together by weaves of divine, mechanical magic. A cleric or paladin drawing upon automation magic can grant themselves or others powerful boons by covering themselves in a protective barrier of divine gears, or infusing an ally with a sudden burst of speed and mechanical resilience.

Using this School of Magic

Many of the character classes in the Player's Handbook harness magic in the form of spells. This chapter provides new spells for those classes, as well as for spellcasting monsters. The Dungeon Master decides which of these spells are available in a campaign and how they can be learned.
For example, a DM might decide that some of the spells are freely available, that others are unobtainable, and that a handful can be found only after a special quest.

When adding spells from this school of magic into a campaign, special consideration should be given to those classes that receive their spells from divine sources, such as clerics, and casters that have full access their spell list for preparation, like Druids. Consider what appropriate spells such classes might have access to, based on their backgrounds and the nature of the character. For example, a dwarf forge domain cleric might have access to the full range of automation spells listed here, while an elf circle of the moon druid might only have access to spells that manipulate metal armour or weapons used by their enemies.

Spell Lists

The following spell lists show which spells from the automation school can be cast by characters of each class.
In addition, for clarification, if a spell can be cast as a ritual, the ritual tag will be noted in parantheses.

Class Spell Lists

Bard Spells

Cantrips (0 Level)
Static Bolt

1st Level
Activate
Mechanical Servant
Reconstruct

2nd Level
Whirlwind Blades

3rd Level
Instruct
The Devil's Knock

4th Level
Axiomatic Answer

6th Level
Hijack

9th Level
Exoneration
Power Word Destroy

Cleric Spells

Cantrips (0 Level)
Light of the Primus
Static Bolt

1st Level
Armour of Mechanus
Assemble
Dismantle
Reconstruct

2nd Level
Prosthesis
Shield of Mechanus

3rd Level
Deconstruct
Instruct
Requisition Modrons

4th Level
Axiomatic Answer

5th Level
Fabricate Clockworks
Reboot

7th Level
Symbol of the One and the Prime

8th Level
Replicate

Druid Spells

Cantrips (0 Level)
Static Bolt

1st Level
Activate
Dismantle

2nd Level
Fuse

3rd Level
Deconstruct

6th Level
Iron Cage

9th Level
Power Word Destroy

Paladin Spells

1st Level
Prevention
Reconstruct
Rush

2nd Level
Shield of Mechanus
Sword of Mechanus
Construct Steed

3rd Level
Might of Mechanus

4th Level
Axiomatic Answer
Greator Construct Steed
Judgement

5th Level
Aspect of the Primus
Reboot

Ranger Spells

1st Level
Activate
Rush
Scrap Barrage

2nd Level
Steelskin
Whirlwind Blades

4th Level
Shape Ammunition

5th Level
Mechanical Wrath

Sorcerer Spells

Cantrips (0 Level)
Fragmentation
Iron Tendril
Static Bolt

1st Level
Activate
Armour of Mechanus
Assemble
Dismantle
Prevention

2nd Level
Iron Sphere
Steelskin
Whirlwind Blades

3rd Level
Deconstruct
Instruct
Iron Storm
Metal Meld
The Devil's Knock

4th Level
Shape Metal

5th Level
Mechanical Wrath

6th Level
Hijack
Lance of the Primus
Move Metal

7th Level
Arcane Cannon

8th Level
Construct Dragon

9th Level
Power Word Destroy

Warlock Spells

Cantrips (0 Level)
Fragmentation
Gunmetal
Iron Tendril

1st Level
Activate
Armour of Mechanus
Mechanical Servant
Prevention

2nd Level
Steelskin
Sword of Mechanus
Whirlwind Blades

3rd Level
Deconstruct
Instruct
The Devil's Knock

4th Level
Shape Ammunition

5th Level
Mechanical Wrath
Wall of Gears

6th Level
Hijack
Iron Cage
Lance of the Primus

7th Level
Arcane Cannon

8th Level
Construct Dragon

9th Level
Power Word Destroy

Wizard Spells

Cantrips (0 Level)
Fragmentation
Gunmetal
Iron Tendril
Light of the Primus
Static Bolt

1st Level
Activate
Armour of Mechanus
Assemble
Dismantle
Mechanical Servant
Prevention
Reconstruct
Rush

2nd Level
Fuse
Iron Sphere
Prosthesis
Steelskin
Whirlwind Blades

3rd Level
Deconstruct
Instruct
Iron Storm
Metal Meld
Requisition Modrons
The Devil's Knock

4th Level
Shape Ammunition
Shape Metal

5th Level
Fabricate Clockworks
Mechanical Wrath
Reboot
Wall of Gears

6th Level
Hijack
Iron Cage
Lance of the Primus
Move Metal
Wall of Steel

7th Level
Arcane Cannon
Symbol of the One and the Prime

8th Level
Construct Dragon
Transformation of Primus
Replicate

9th Level
Exoneration
Power Word Destroy

Spell Descriptions

The spells are presented in alphabetical order.

Activate
1st-level automation

Casting Time: 1 action
Range: 10 feet
Components: V,S
Duration: Instantaneous
Class: Bard, Druid, Ranger, Sorcerer, Warlock, Wizard

You choose one magical or nonmagical object that isn't being worn or carried by another creature and activate it, as per the Use an Object or Activate a Magic Item action. If it is a magic item, you must be attuned to it, otherwise this spell fails.

At Higher Levels: The spell's range increases by 10 feet for every spell level above 1st.

Arcane Cannon
7th-level automation

Casting Time: 1 action
Range: 60 feet
Components: V,S,M (a golden plated rifle or handgun worth 250gp, and a bag of metal scraps)
Duration: Concentration, Up to 1 minute
Class: Sorcerer, Warlock, Wizard

You meld together a collection of metal scraps, creating a 3-foot long mechanical cannon that hovers within range for the duration, fueled by magical energy.
When the mechanical cannon is first constructed, the cannon fires a beam of judgment out from it in a direction you choose. The beam is 60 feet long and 5 feet wide. Each creature in the line must make a Charisma saving throw. A creature takes 5d10 radiant damage on a failed save, or half as much on a successful one.
Until the spell ends, you can use a bonus action on each of your turns to move the cannon up to 20 feet to a spot you can see and repeat this attack in the same direction or a different one.

At Higher Levels: The damage increases by 2d10 for each slot level above 7th.

Armour of Mechanus
1st-level automation

Casting Time: 1 action
Range: Touch
Components: V,S,M (A small bag of iron filings)
Duration: 8 hours
Class: Cleric, Sorcerer, Warlock, Wizard

You touch a willing creature who isn't wearing armour, and cover them in a protective iron suit that clings to them like a second skin until the spell ends.
The target's base AC becomes 12 + your spellcasting ability modifier. The spell ends if the target dons armour, or if you dismiss the spell as an action.

Aspect of the Primus
5th-level automation

Casting Time: 1 action
Range: Self

Components: V,S,M (A golden cog or gear worth at least 1,000gp)
Duration: Concentration, Up to 1 minute
Class: Paladin

You draw strength from the divine Primus of Mechanus, imbuing yourself with the abilities of its orderly servants for a moment, coating yourself with a steely skin which bestows you with the following features:
Until the spell ends, your speed is halved, you gain a +4 bonus to your AC, you have advantage on Strength and Constitution saving throws, and you gain a mechanical set of spider-like arms, which grant you an additional action on each of your turns. That action can be used only to take the Attack (two weapon attacks only), Disengage, or Use an Object action.

When the spell ends, the steel skin and arms collapse into dust, dropping whatever items they were carrying harmlessly onto the floor.

Assemble
1st-level automation

Casting Time: 1 minute
Range: 15 feet
Components: V,S
Duration: Instantaneous
Class: Cleric, Sorcerer, Wizard

You magically assemble one nonmagical, nonliving inanimate construct or object that is no larger than 1 cubic foot when constructed. The target must have all required components within range of this spell when it is cast (including nails, bolts washers, screws etc), otherwise the spell fails.

At Higher Levels: The area this spell can effect increases by 1 cubic foot for each slot level above 1st.

Axiomatic Answer
4th-level automation

Casting Time: 1 action
Range: Touch
Components: V,S
Duration: 10 minutes
Class: Bard, Cleric, Paladin,

One creature you touch must succeed on a Charisma saving throw or be unable to speak a deliberate lie for the duration of the spell. Though it does not have to reveal information freely, any information it does reveal cannot be a half-truth or lie, to the creature's knowledge. Hostile creatures have advantage on this saving throw.

An affected creature is not aware of the spell when it ends if it didn't notice the spell's initial casting.

Construct Dragon
8th-level automation
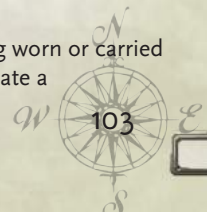
Casting Time: 1 minute
Range: 60 feet
Components: S,M (A scorched metal scale and precious jewels worth at least 500gp)
Duration: Concentration, Up to 1 hour
Class: Sorcerer, Warlock, Wizard

Choose metal objects or scrap metal not being worn or carried within range that, when amassed together, create a pile no smaller than 10 cubic feet.

metal into a dragon of challenge rating 6 or lower, which appears in an unoccupied space that you can see within range.

The dragon's type changes to construct, and it collapses back into the metal components it was made from when it drops to 0 hit points or when the spell ends.

The dragon is friendly to you and your companions for the duration. Roll initiative for the dragon, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment.

If you don't issue any commands to the dragon, it defends itself from hostile creatures but otherwise takes no actions. The DM has the dragon's statistics.

CONSTRUCT STEED
2nd-level automation

Casting Time: 10 minutes
Range: 30 feet
Components: V,S
Duration: 8 hours
Class: Paladin

Choose a pile of scrap metal no larger than 10 cubic feet. You trans-form some of that metal into a mechanical steed. The steed appears in an unoccupied space within 10 feet of the scrap pile. The steed takes the form of a large or smaller beast that you choose of challenge rating 1 or lower that doesn't have a fly or swim speed.

The steed has the statistics of the chosen form, though it is a construct instead of its normal type, gains a +1 bonus to its AC, and appears clockwork, steampunk or futuristic in design, depending on your setting and the materials used. For example, a mechanical tiger might have long tangled wires as a tail, and an array of long nails or bolts as teeth.

Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed. When the steed drops to 0 hit points, it collapses back into it's component parts and scrap metal. You can also dismiss your steed at any time as an action, causing the same effect. In either case, casting this spell again constructs the same steed, restored to its hit point maximum. While your steed is within 1 mile of you, you can communicate with it telepathically.

You can't have more than one steed constructed by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to break back down into scrap.

DECONSTRUCT
3rd-level automation

Casting Time: 1 action
Range: 60 feet
Components: S
Duration: Instantaneous
Class: Cleric, Druid, Sorcerer, Warlock, Wizard

You thrust out your hand and weave a complex sigil of deconstruction, pulling apart welded armour and riveted metal with ease.

Choose a building, construct or creature wearing metal armour you can see within range. The target must succeed on a Strength saving throw, taking 3d10 force damage and reducing their AC by 1 (to a minimum of 10) on a failed save, or taking half as much damage and no other effects on a

successful one. A target's AC remains at the new value until repaired, magically or otherwise.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 2d10, and the AC reduction increases by 1 for every two slot levels above 3rd.

DISMANTLE
1st-level automation

Casting Time: 1 minute
Range: 15 feet
Components: V,S
Duration: Concentration, Up to 10 minutes
Class: Cleric, Druid, Sorcerer, Wizard

You dismantle one nonmagical, nonliving inanimate construct or object that is no larger than 1 cubic foot. The target is disassembled down to is base component parts (such as screws, washers, bolts, plates, wiring or gears etc) and remains levitating in place for the duration of the spell.

As an action, you can reassemble the target back into its original form. If the target remains disassembled when the spell ends, all component parts clatter loudly to the floor, and must be reassembled by hand or with the *assemble* spell.

At Higher Levels: The area this spell can effect increases by 1 cubic foot, and the spells duration increases by 1 hour for each slot level above 1st.

EXONERATION
9th-level automation

Casting Time: 1 action
Range: Touch
Components: V,S,M (A diamond gear worth at least 5,000gp, which the spell consumes)
Duration: Concentration, Up to 10 minutes
Class: Bard, Wizard

One creature you touch becomes immune to all magic and magical effects until the spell ends.

FABRICATE CLOCKWORKS
5th-level automation

Casting Time: 1 action
Range: 60 feet
Components: V,S,M (a bag of clockwork components worth 100gp, which the spell consumes)
Duration: Concentration, Up to 1 hour
Class: Cleric, Wizard

Choose a collection of scrap metal and gears that is size large or greater within range. You transform sections of this metal into clock-work creatures that appear in unoccupied spaces that you can see within 40 feet of you. Choose one of the following options for what is fabricated.

• One construct of challenge rating 5 or lower
• Two constructs of challenge rating 3 or lower
• Four constructs of challenge rating 1 or lower
• Eight constructs of challenge rating 1/2 or lower

A fabricated construct collapses back into its component parts when it drops to 0 hit points or when the spell ends. The fabricated constructs are friendly to you and your companions. Roll initiative for the constructs as a group, which have their own turns.

They obey any verbal commands that you issue to them (no action

required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The DM has the creatures' statistics.

At Higher Levels: When you cast this spell using certain higher-level spell slots, you choose one of the fabricating options above, and more creatures appear - twice as many with a 7th-level slot and three times as many with a 9th-level slot.

FRAGMENTATION
Automation cantrip

Casting Time: 1 bonus action
Range: Touch
Components: V,S
Duration: 1 minute
Class: Sorcerer, Warlock, Wizard

You touch one to four pieces of scrap metal no larger than a 5 cubic inches, and imbue them with magic, re-shaping them into jagged, dagger-like blades. These blades float in the air and orbit you for the spell's duration.

As an action, you can make a ranged spell attack with one of the blades, sending it streaking toward a target you can see within 30 feet of you. On a hit, the target takes piercing damage equal to 1d6 + your spellcasting ability modifier.

Whether the attack hits or misses, the blade then becomes inert until you spend a bonus action to recall it to you. When recalled, the blade returns to your space, floating in the air and orbiting you until the spell ends, or you choose to attack with it again.

The spell allows you to attack with and recall additional blades when you reach higher levels: two at 5th, three at 11th, and four at 17th. You can direct the blades at the same or different targets. Make a separate attack roll for each blade.

FUSE
2nd-level automation

Casting Time: 1 action
Range: 30 feet
Components: V,S,M (A fragment of welded metal)
Duration: Concentration, Up to 10 minutes
Class: Druid, Wizard

Choose two objects or creatures wearing metal armour or made of metal within 5 feet of each other. The targets must succeed on a Dexterity saving throw or have their armour or metal structure fused together at their closest points, as if welded together.

A target that succeeds on this saving throw is unaffected. If this spell would at any point leave only a single target affected, it ends immediately.

Creatures fused together in this way gain the following traits:

• Their movement speed is halved, and each fused creature must move at the speed of the slowest member.
• They have disadvantage on Dexterity saving throws.
• Melee attacks made against them have advantage.

A creature can spend its action to make an Strength (Athletics) check against your spell save DC, ending the spell's effect on itself on a success.

At Higher Levels: When you cast this spell using certain higher-level spell slots, you can choose more targets - three targets with a 4th-level slot, four ta rgets with a 6th-level slot, and five targets with an 8th level slot.

GREATER CONSTRUCT STEED
4th-level automation

Casting Time: 10 minutes
Range: 30 feet
Components: V,S
Duration: 8 hours
Class: Paladin

Choose a pile of scrap metal no larger than 10 cubic feet. You transform some of that metal into a mechanical steed. The steed appears in an unoccupied space within 10 feet of the scrap pile. The steed takes the form of a huge or smaller beast that you choose of challenge rating 3 or lower.

The steed has the statistics of the chosen form, though it is a construct instead of its normal type, gains a +1 bonus to its AC, and appears clockwork, steampunk or futuristic in design, depending on your setting and the materials used. For example, a mechanical allo-saurus might have huge interconnecting tires as a tail, and an array of steel pipes as teeth. Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed.

An automation wizard ritual - casting
Construct Steed

When the steed drops to 0 hit points, it collapses back into it's component parts and scrap metal. You can also dismiss your steed at any time as an action, causing the same effect. In either case, casting this spell again constructs the same steed, restored to its hit point maximum.

While your steed is within 1 mile of you, you can communicate with it telepathically. You can't have more than one steed constructed by this spell at a time.

As an action, you can release the steed from its bond at any time, causing it to break back down into scrap.

GUNMETAL
Automation cantrip

Casting Time: 1 action
Range: Touch
Components: V,S,M (A small metal rod and a silver bullet)
Duration: 1 minute
Class: Warlock, Wizard

You touch a one-handed metal melee weapon you are holding, transforming a portion of it into a mechanical firearm.
For the duration, you can use your action to make a special ranged weapon attack with the weapon, using your spellcasting ability modifier for the attack and damage rolls. The attack has a range of 30 feet and deals 1d8 piercing damage on a hit.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

HIJACK
6th-level automation

Casting Time: 1 action
Range: Touch
Components: V,S,M (A metal component or part from the chosen vehicle or construct)
Duration: Concentration, Up to 1 minute
Class: Bard, Sorcerer, Warlock, Wizard

You attempt to take control of one unmanned vehicle or non-living, inorganic construct that you can see within range, such as an ATUM, stagecoach or incomplete, unliving stone golem. Make a melee spell attack against the target. On a hit, it falls under your control and animates for the duration.
You can spend a bonus action to command the target using a free hand while you are conscious, which it performs if physically able to without requiring another creature's input. For example, a stagecoach could roll forwards off a cliff or turn a corner without requiring a horse, while an ATUM could make a weapon attack against a target, or move without a pilot.
You can specify a simple and general course of action, such as attacking a creature, or moving to a particular point. If the target completes the order and doesn't recieve further direction from you, it remains inert and ummoving until you command it again.
If a creature attempts to pilot the target, that creature can attempt to wrest control of it from you by using its action to make an Intelligence (Arcana) check against your spell save DC.
On a success, the spell ends on the target. On a failure, the creature takes 4d10 lightning damage.

At Higher Levels: When you cast this spell using a 7th-level spell slot, the duration is concentration, up to 10 minutes. When you use an 8th-level spell slot, the duration is concentration, up to 1 hour. When you use a 9th-level spell slot, the duration is concentration, up to 8 hours.

INSTRUCT
3rd-level automation

Casting Time: 1 action
Range: 30 feet
Components: V,S,M (A metal quill and parchment)
Duration: 10 minutes
Class: Bard, Sorcerer, Warlock, Wizard

You place a magical sigil of mechanus on a creature that you can see within range, forcing it to carry out one service or action of your choice for the duration of the spell.

If the creature can understand you, it must succeed on a Wisdom saving throw or become charmed by you for the duration. While the creature is charmed by you, it's alignment becomes lawful neutral, and it cannot act in a manner that directly violates that alignment. A creature that can't understand you is unaffected by the spell.
You can issue any command you choose, short of an activity that would result in certain death, or a command that would directly violate its current alignment. Should you issue such a command, the spell ends. You can end the spell early by using an action to dismiss it. A remove curse, or lesser or greater restoration spell also ends it. If the charmed creature takes damage, it can make a Wisdom saving throw, ending the effect on a success.

At Higher Levels: When you cast this spell using a spell slot of 4th or 5th level, you can target one additional creature. When you cast this spell using a spell slot of 6th level or higher, you can target two additional creatures. You can choose a different command for each creature.

IRON CAGE
6th-level automation

Casting Time: 1 action
Range: 15 feet
Components: V,S
Duration: Concentration, Up to 1 minute
Class: Druid, Warlock, Wizard

Choose a pile of metal or a nonmagical metal object you can see within range no smaller than 5 cubic feet. You rapidly increase it's temperature, transforming it into a thick, malleable metal that you sling towards one target you can see within 60 feet of you.
The target must succeed on a Dexterity saving throw. On a failed save, it is restrained by the metal and takes 3d8 fire damage at the start of each of its turns until the spell ends, or the metal cools. On a successful save, the target isn't affected.
A creature restrained by this spell must make a Strength saving throw at the end of each of its turns as the metal begins to cool. If it successfully saves against this spell three times, the spell ends and the creature breaks free. If it fails saves three times, it is sealed within the cooled metal and subjected to the following effects for the duration:

• The creature, along with any object it is wearing or carrying, is sealed within the metal, and cannot breathe unless there is an opening for air flow. In addition, its weight increases by a factor of ten.
• The creature is incapacitated (see the condition), can't move, and is unaware of its surroundings.
• Attack rolls against the creature have advantage.
• The creature automatically fails Strength and Dexterity saving throws.
• The creature has Resistance to all damage.
• The creature is immune to poison and disease, although a poison

or disease already in its system is unaffected.

The successes and failures don't need to be consecutive, keep track of both until the target collects three of a kind.
If you maintain your concentration on this spell for the entire possible duration, a creature sealed within the metal remains trapped inside until the metal is broken or removed.

IRON SPHERE
2nd-level automation

Casting Time: 1 action
Range: 30 feet
Components: V,S,M (A metal ball)
Duration: Concentration, Up to 1 minute
Class: Sorcerer, Wizard

You roll a small metal ball in a direction you choose. The ball enlarges into a mechanical boulder before streaking across the ground in a 30 foot long, 5 foot wide line. Each creature in the line must succeed on a Dexterity saving throw. A creature takes 1d12 bludgeoning damage and is knocked prone on a failed save, or half as much and isn't knocked prone on a successful one.

The boulder deals double damage to structures, and stops moving if it hits an object and doesn't deal enough damage to reduce it to 0 hit points, or reaches the end of the 30 foot line.
As an action, you can move the ball up to 30 feet in a direction you choose, drawing a new 5 foot wide line between its current point and the new destination.

A cleric of Mechanus casting Iron Storm

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When you move the ball, it can go over barriers up to 5 feet tall, and jump across pits up to 10 feet wide. The ball crushes any nonmagical objects in its path that are tiny or smaller.

At Higher Levels: The damage increases by 1d12 for each slot level above 2nd.

IRON STORM
3rd-level automation

Casting Time: 1 action
Range: 90 feet
Components: V,S,M (A small bag of metal components)
Duration: Concentration, Up to 1 minute
Class: Sorcerer, Wizard

You charge a handful of metal components with arcane power, which then streak towards a point you choose within range before exploding, showering the area in deadly shards of shrapnel. Each creature in a 20-foot radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 piercing damage on a failed save, or half as much damage on a successful one. In addition, the ground in that area then becomes difficult terrain for the duration of the spell.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

IRON TENDRIL
Automation cantrip

Casting Time: 1 action
Range: 30 feet
Components: V,S,M (A metal chain, at least 2 feet in length)
Duration: Instantaneous
Class: Sorcerer, Warlock, Wizard

You magically manipulate a metal chain you are holding, transforming it into a long, armour-plated tentacle that lashes out at your command towards a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 1d6 bludgeoning damage and, if the creature is large or smaller, it must succeed on a Strength saving throw or be knocked prone.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

JUDGEMENT
4th-level automation

Casting Time: 1 action
Range: 60 feet
Components: V,S,M (An iron gavel)
Duration: Concentration, Up to 1 minute
Class: Paladin

You call upon the Primus to judge one creature that you can see that has acted unlawfully or with an intent to harm you within range. The target must succeed on a Charisma saving throw or be found guilty. If the target creature has an intelligence of 5 or less, or it is not considered sentient or not aware of its wrongdoings, such as a beast defending its territory, this spell fails.
A guilty target is imprisoned in a shimmering steel cage for the duration of the spell, and held in place by mechanical manacles. A target imprisoned in this way is incapacitated, cannot cast spells, and is immune to all damage apart from psychic damage.
A target can attempt to overturn the verdict by spending their action to make a Charisma (Persuasion) check versus your spell save DC. On a success, the verdict is overturned and the spell

ends on that target. On a failure, the target takes 4d10 psychic damage. A creature outside the cage can attempt to open the cage on their turn, either by destroying its gate, or picking the cage's lock. The cage has AC 20 and 50 hit points. It is resistant to all damage, and cannot be re-shaped, moved or manipulated in any way. A successful Dexterity (Sleight of Hand) check versus your spell save DC, or reducing the cage to 0 hit points will unlock the cage, ending the spell on the imprisoned target.

If you maintain concentration on this spell for its full duration, any target still imprisoned is teleported from within the cage to the plane of Mechanus, and doesn't return.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each two slot levels above 4th.

Lance of the Primus
6th-level automation

Casting Time: 1 action
Range: 10 feet
Components: V,S
Duration: Instantaneous
Class: Sorcerer, Warlock, Wizard

Choose a piece of scrap metal no smaller than 5 cubic feet. You magically sculpt this scrap into a wide metallic rod and catapult it at high speed in a direction you choose. The rod travels in a 100 feet long, 5 foot wide line in that direction before impaling into the ground. It is stopped early if it hits a large or greater sized creature, three feet of stone, one foot of metal or 4 feet of other terrain.

Each creature in the line must succeed on a Dexterity saving throw or take 10d10 piercing damage. If the rod is stopped by hitting a creature, that creature's speed is reduced to 0 until it spends an action to remove the rod. If the creature is medium or smaller, it is also impaled, as described below:

Impaled: An impaled creature has its movement reduced to 0, and is pushed in a straight line by the rod in the same direction until the rod stops moving.
A creature or ally can spend an action to attempt to remove itself or another creature from the rod by making a Strength (Athletics) check. On a success, the creature takes 4d6 piercing damage and is no longer impaled. The rod can impale a maximum of 5 creatures at once. If two or more creatures are impaled by the rod, they share the same space until freed.

Light of the Primus
Automation cantrip

Casting Time: 1 action
Range: Touch
Components: V,S
Duration: 10 minutes
Class: Cleric, Wizard

You touch one metal object that is no larger than 2 feet in any dimension, burning the divine sigils of the Primus into its surfaces. Until the spell ends, the sigils shed bright light in a 10-foot radius and dim light for an additional 10 feet, provided the object is connected to you in some way. The spell ends if you dismiss it as a bonus action or if the sigils are defaced or damaged.
You can spend your action to hurl the object at a point within 30 feet of you, where it explodes in a burst of divine light. Each creature in a 5-foot radius centered on that point must succeed on a Dexterity saving throw or be blinded until the end of your next turn.

Mechanical Servant
1st-level automation

Casting Time: 1 action
Range: 30 feet
Components: V,S,M (A metal cog and a small spring)
Duration: 1 hour
Class: Bard, Warlock, Wizard

Choose a pile of scrap metal you can see within range. This spell transforms some of that metal into a mindless, humanoid metal construct that performs simple tasks at your command until the spell ends.
The mechanical servant constructs itself in an unoccupied space on the ground within 10 feet of the scrap pile. It has AC 14, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, it collapses back into scrap metal and the spell ends.
Once on each of your turns as a bonus action, you can mentally command the servant to move up to 10 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending or folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.
If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

Mechanical Wrath
5th-level automation

Casting Time: 1 action
Range: 90 feet
Components: V,S
Duration: Concentration, Up to 1 minute
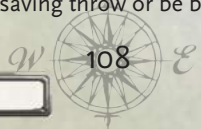**Class:** Ranger, Sorcerer, Warlock, Wizard

You draw upon the wrath of Primus, channelling this divine power through nearby mechanical instruments. Choose a point you can see within range. The power of Mechanus causes metal objects, terrain, vehicles and other mechanical apparatus in a 60-foot cube centered on that point to be animated until the spell ends.

Metal walkways and structures: Any area of terrain in the cube that is covered by wiring or metal covering, such as a metal roof or iron bridge is difficult terrain for your enemies.

Metal posts, pipes and beams: At the start of each of your turns, each of your enemies within 10 feet of any metal post, pipe or beam in the cube must succeed on a Dexterity saving throw or take 4d6 bludgeoning damage from swinging metal.

Wiring and cables: At the end of each of your turns, one creature of your choice that is on the ground or near a wall containing wiring in the cube must succeed on a Strength saving throw or become restrained until the spell ends. A restrained creature can use an action to make a Strength (Athletics) check against your spell save DC, ending the effect on itself on a success.

Vehicles and constructs: As a bonus action on your turn, you can cause a vehicle in the cube to drive itself at, fall towards or otherwise collapse on a creature you can see in the cube. Make a ranged spell attack against the target. On a hit, the target takes 3d8 nonmagical bludgeoning damage, and it must succeed on a Strength saving throw or fall prone.

Metal Meld
3rd-level automation

Casting Time: 1 action
Range: Touch
Components: V,S
Duration: 8 hours
Class: Sorcerer, Wizard

You step into a metal object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the metal for the duration. Using your movement, you step into the metal at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.
While merged with the metal, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the metal. You can use your movement to leave the metal where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the metal doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The metal's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space within 5 feet of the surface or object.

Might of Mechanus
3rd-level automation

Casting Time: 1 action
Range: Self
Components: V,S
Duration: Concentration, Up to 1 minute
Class: Paladin

Choose metal components or objects not being worn or carried within 30 feet of you. These components bind to you, forming a brief exoskeleton and bolstering your strikes with the weight of an anvil. Additional components orbit you, radiating out from you in an aura with a 30-foot radius, attaching themselves to friendly creatures and infusing them with a similar strength.

Until the spell ends, the aura moves with you, centered on you. While in the aura, each non-hostile creature in the aura (including you) deals an extra 1d6 bludgeoning damage when it hits with a weapon attack using Strength.

Move Metal
6th-level automation

Casting Time: 1 action
Range: 120 feet
Components: V,S,M (A metal hammer and a small bag containing a mixture of nails, screws and bolts)
Duration: Concentration, Up to 2 hours
Class: Sorcerer, Wizard

Choose an area of terrain no larger than 40 feet on a side within range. You can reshape iron, steel, or other metal in the area not being worn or carried in any manner you choose for the duration.

You can create walkways and bridges, erect or flatten a wall, form a pillar, or construct other defences with the metal materials in the area. The extent of any such changes can't exceed half the area's largest dimension. So, if you affect a 40-foot square, you can create a pillar up to 20 feet deep, create a wall up to 20

feet long, erect a trench fortification up to 20 feet wide, and so on. It takes 10 minutes for these changes to complete.
At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect.

Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement. This spell can't manipulate constructions or constructs made of metal. Structures do not shift to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse.

Power Word Destroy
9th-level automation

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous
Class: Bard, Druid, Sorcerer, Warlock, Wizard

You utter a word of power that utterly destroys one construct, magical or nonmagical object, vehicle or magical artifact you can see within range.
If the target you choose has 100 hit points or fewer, it's internal structure collapses and it is destroyed. If the target is a creature, that creature dies. Otherwise, the spell has no effect (101 hp or more).

Prevention
1st-level automation

Casting Time: 1 reaction, which you take when you or a target you can see within range are hit by an attack
Range: 10 feet
Components: V,S,M (A small bag of iron filings)
Duration: 1 round
Class: Paladin, Sorcerer, Warlock, Wizard

A mechanical gear-like shield surrounds one target you can see within range. Until the start of your next turn, the target has a +3 bonus to its AC. This includes against the triggering attack.

The creature also gains resistance to either piercing, slashing or bludgeoning damage (your choice) for the duration of the spell.

Prosthesis
2nd-level automation

Casting Time: 1 action
Range: 10 feet
Components: V,S,M (A medicine bag and 5lbs of metal components, which the spell consumes)
Duration: Concentration, Up to 1 hour
Class: Cleric, Wizard

You touch a creature and weave intricate metallic fibres into the stump of one severed body member (a finger, leg, tail, or limb). That lost body part is replaced with a mechanical prosthesis for the duration of the spell.
The prosthesis counts as a construct, and follows all rules governing them as such, but these rules do not apply to the rest of the creature, unless it is also a construct. It has an AC of 16 and 20 hit points, and counts as a carried nonmagical object for the purposes of any effects that would target it. If the prosthesis is reduced to 0 hit points, it is destroyed.

It otherwise functions exactly the same as the body member it is replacing.

For example, a hand could wield a sword or cast a spell, or a foot

could run or be used to perform an unarmed strike.

At Higher Levels: When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, the spell's duration becomes instantaneous, and the prosthesis cannot be dispelled.

REBOOT
5th-level automation

Casting Time: 8 hours
Range: Touch
Components: V,S,M (100lbs of sheet metal, gears and internal components, and a precious gemstone worth at least 1,000gp, which the spell consumes)
Duration: Instantaneous
Class: Cleric, Paladin, Wizard

You touch a dead humanoid or a piece of a dead humanoid. Provided that the creature has been dead no longer than 10 days, the spell draws upon the divine power of the Primus and forms a new warforged body for it with a gemstone heart. The spell then calls the soul to enter the body, binding it to the construct's heart. If the target's soul isn't free or willing to do so, the spell fails.

The rebooted creature recalls its former life and experiences. It retains the capabilities it had in its original form, except it exchanges its original race for the new one and changes its racial traits accordingly.

RECONSTRUCT
1st-level automation

Casting Time: 1 action
Range: Touch
Components: V,S
Duration: Instantaneous
Class: Bard, Cleric, Paladin, Wizard

A building, vehicle or construct you touch regains 1d8 + your spellcasting modifier of hit points.

At Higher Levels: The healing increases by 1d8 for each slot level above 1st.

REPLICATE
8th-level automation

Casting Time: 8 hours
Range: Touch
Components: V,S,M (A polished ruby worth at least 1,000gp, metal components worth at least 2,000gp and at least 1 pint of blood from the creature that is to be replicated, stored in 10 glass vials, which the spell consumes. A workshop that is large enough to hold a medium construct and has tools with which to construct it, such as a vehicle garage, ATUM workshop or tinkerer's shop)
Duration: Instantaneous
Class: Cleric, Wizard

This spell constructs an inert warforged duplicate of a living creature as a safeguard against death. The construct is magically created in a workshop after 120 days, using a polished ruby mechanically connected to 10 glass vials of the creature's blood in order to build it's heart. Both heart and body remain inert and endure indefinitely, as long both remain undisturbed and undamaged.

At any time after the replicate construct is completed, if the original creature dies, its soul transfers to the construct, provided that the soul is free and willing to return. The construct is physically identical to the original and has the same personality, memories, and abilities, but none of the original's equipment, and it exchanges its original race for the warforged race, changing its racial traits accordingly.
The original creature's physical remains, if they still exist, become inert and can't thereafter be restored to life, since the creature's soul is elsewhere.

A wizard casting Reconstruct on a damaged sailing ship

Requisition Modrons
3rd-level automation

Casting Time: 1 action
Range: 60 feet
Components: V,S,M (1 metal gear per creature summoned, worth 5gp each, which the spell consumes)
Duration: Concentration, Up to 10 minutes
Class: Cleric, Wizard

You produce a metal gear, spinning it seventeen times. The gear then vanishes, opening up a brief gateway to Mechanus, and calling forth a number of modrons which appear in unnocupied spaces that you can see within range.
Choose one of the following options for what appears.

- One modron of challenge rating 2 or lower.
- Two modrons of challenge rating 1 or lower.
- Four modrons of challenge rating 1/2 or lower.
- Eight modrons of challenge rating 1/4 or lower.

A summoned creature disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you) and cannot perform any task that violates their alignment. If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The DM has the creatures' statistics.

At Higher Levels: When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear - twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

Rush
1st-level automation

Casting Time: 1 action
Range: Touch
Components: V,S
Duration: Concentration, Up to 10 minutes
Class: Paladin, Ranger, Wizard

You touch one willing creature, bestowing it with the efficiency of Mechanus. Until the spell ends, that creature gains one of the following benefits:

- It gains a +1 bonus to its AC.
- Its speed increases by 10 feet.
- It can take the dodge action as a bonus action.
- It has advantage on Dexterity saving throws.
- It gains a +1 bonus to attack rolls.

Scrap Barrage
1st-level automation

Casting Time: 1 bonus action
Range: Touch
Components: V,S
Duration: Concentration, Up to 1 minute
Class: Ranger

You engrave a ranged weapon with the marks of Mechanus, imbuing it with explosive power. The next time a ranged weapon attack originating from that weapon hits a creature before the spell ends, this spell causes the ammunition fired to explode.
The explosion emits a loud crack, audible out to 60 feet.
In addition to the normal effect of the attack, the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 1d10 piercing damage on a failed save, or half as much damage on a successful one.

At Higher Levels: If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st (to a maximum of 6d10).

Shape Ammunition
4th-level automation

Casting Time: 10 minutes
Range: 30 feet
Components: V,S
Duration: 1 hour
Class: Ranger, Warlock, Wizard

You shape 10 arrows, bullets or other nonmagical ammunition, blessing them with the divine power of the Primus. Each piece of ammunition adopts a particular trait from the plane of Mechanus: arrows become copper in colour, for example, while bullets might have sigils of the Primus engraved on their heads.

Shaped ammunition counts as magical for the purposes of overcoming resistances to nonmagical bludgeoning, piercing or slashing damage. In addition, whenever you deal damage with a weapon by firing shaped ammunition, the weapon's damage die increases by one step, as shown below:

Damage Die Steps:
1d4 -> 1d6 -> 1d8 -> d10 -> 1d12 -> 2d6 -> 2d8

At Higher Levels: When you cast this spell using a spell slot of 5th or 6th level, you can shape 10 additional pieces of ammunition, and the spell's duration increases to 8 hours.
When you cast this spell using a spell slot of 8th level or higher, you can shape 20 additional pieces of ammunition, and the spell's duration becomes instantaneous.

Shape Metal
4th-level automation

Casting Time: 1 action
Range: 10 feet
Components: V,S,M (Soft clay, to be crudely worked into the desired shape for the metal object)
Duration: Instantaneous
Class: Sorcerer, Wizard

You touch a metal object of medium size or smaller or a section of metal no more than 5 feet in any dimension and form it into any shape that suits your purpose.
So, for example, you could shape an iron door into a weapon, wall, or coffer, or make a small passage through a fortification, as long as the wall is less than 5 feet thick. You could also shape a metal door or expand its frame to seal the door shut against the wall. The object you create can have up to two hinges, a latch, and any details larger than 5 square inches, but finer mechanical detail isn't possible.

Shield of Mechanus
2nd-level automation

Casting Time: 1 action
Range: Touch
Components: V,S,M (A gilded cog, worth at least 100gp, which binds to the object for the duration of the spell)
Duration: 1 hour

Class: Cleric, Paladin

You touch a nonmagical metal shield and weave a divine symbol of mechanus into its plating. For the duration of the spell, the shield becomes magical, granting its bearer an additional +1 bonus to their AC.

In addition, when a creature makes a weapon attack against the shield-bearer and fails to match or exceed its AC, the bearer can use their reaction to cause the attacking creature to make a Dexterity saving throw versus your spell save DC. The creature takes 1d8 lightning damage on a failed saving throw, and half as much damage on a successful one.

At Higher Levels: The damage increases by 1d8 for each slot level above 2nd.

STATIC BOLT
Automation cantrip

Casting Time: 1 bonus action
Range: 60 feet
Components: V,S,M (A conductive piece of metal)
Duration: Instantaneous
Class: Bard, Cleric, Druid, Sorcerer, Wizard

You unleash a small arc of electricity which jumps towards a creature you can see within range. Make a ranged spell attack. On a hit, the target takes 1d4 lightning damage.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

STEELSKIN
2nd-level automation

Casting Time: 1 action
Range: Touch
Components: V,S,M (A small piece of scrap metal)
Duration: Concentration, Up to 1 hour
Class: Ranger, Sorcerer, Warlock, Wizard

You touch a willing creature. Until the spell ends, the target's skin has a smooth, metallic appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

SWORD OF MECHANUS
2nd-level automation

Casting Time: 1 bonus action
Range: Touch
Components: V,S,M (A gilded cog, worth at least 100gp, which binds to the object for the duration of the spell)
Duration: Concentration, Up to 1 hour
Class: Paladin, Warlock

You touch a bladed melee weapon and weave divine sigils of mechanus into its surface, transforming the weapon's blade into a chainblade for the duration of the spell.

A chainblade has diamond-tipped teeth running along its edges, and grants the weapon the following additional feature:

Rip and Tear: While a creature holds the drawn weapon, it can spend a bonus action to activate or deactivate the teeth, which spin like a chainsaw across the edges of the blade.

When the wielder successfully damages a creature with this weapon while these teeth are active, the weapon deals an additional 1d4 slashing damage.

At Higher Levels: When you use a spell slot of 4th or 5th level, the damage bonus increases to 1d6. When you use a spell slot of 6th or higher, the bonus increases to 1d8.

SYMBOL OF THE ONE AND THE PRIME
7th-level automation

Casting Time: 1 minute
Range: Touch
Components: V,S,M (A golden gear, explosive powder, metal components, and powdered diamond with a total value of at least 1,000gp, which the spell consumes)
**Duration:** Until dispelled or triggered
Class: Cleric, Wizard

When you cast this spell, you inscribe a warding symbol of Primus either on a surface (such as a section of floor, a wall, or a table) or within an object that can be closed to conceal it (such as a book, a scroll, or a treasure chest). If you choose a surface, the symbol can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must

A foolish adventurer triggers a magic symbol of Primus

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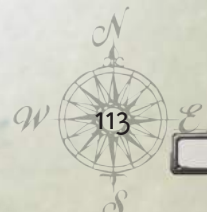
remain in its place; if the object is moved more than 10 feet from where you cast this spell, the symbol is broken, and the spell ends without being triggered.

The symbol is nearly invisible, requiring an Intelligence (Investigation) check against your spell save DC to find it. You decide what triggers this symbol when you cast the spell. For symbols inscribed on a surface, the most typical triggers include touching or stepping on it, removing another object covering it, approaching within a certain distance of it, or manipulating the object that holds it. For symbols inscribed within an object, the most common triggers are opening the object, approaching within a certain distance of it, or seeing or reading the symbol. You can further refine the trigger so the spell is activated only under certain circumstances or according to a creature's physical characteristics (such as height or weight), or physical kind (for example, the ward could be set to affect hags or shapechangers). You can also specify creatures that don't trigger the symbol, such as those who say a certain password.

When you inscribe the symbol, choose one of the options below for its effect. Once triggered, the symbol creaks and spins like the mechanisms of a gear, filling a 60-foot-radius sphere with the sound of clockwork mechanism and chimes for 10 minutes, after which time the spell ends. Each creature in the sphere when the symbol activates is targeted by its effect, as is a creature that enters the sphere for the first time on a turn or ends its turn there.

Entrapment. Each target wearing metal armour or carrying or touching a metal object must make a Strength saving throw. On a failed save, the metal transforms into long chains that wind around the target, restraining and incapacitating it for 1 minute.

Deafen. The chimes increase in volume, creating loud booms that are audible out to 500 feet. Each target that is capable of hearing must make a Constitution saving throw. On a failed save, the target is deafened and knocked prone, and their movement speed is reduced to 10 feet for 1 minute.

Dismantle. Each nonmagical object, armour or item carried by a creature falls to pieces for 1 minute. Constructs must succeed on a Constitution saving throw or collapse into their component parts, becoming unconscious for 1 minute, or until all of its parts are removed from the radius.

Paralyzing Storm. Lightning springs from the ward, covering the area in jumping sparks of electricity. Each target in the area must make a Constitution saving throw, taking 8d6 lightning damage and being paralyzed for 1 minute on a failed save, or half as much damage and no other effects on a successful save.

Devastate. All nonmagical metal objects in the area not being worn or carried explode, filling the area with shattered fragments. The area becomes difficult terrain until cleared. Each 5-foot area takes 10 minutes to clear by hand.
In addition, each target in the area must succeed on a Dexterity saving throw, taking 10d10 slashing damage on a failed save, or half as much on a successful one.

Furnace. All nonmagical metal objects, including equipment that is being worn or carried in the area becomes white hot to the touch for 1 minute. A target in physical contact with any metal in the area at the start of their turn or during it takes 6d6 fire damage.
If a creature is holding or wearing a metal object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on

attack rolls and ability checks until the start of its next turn.

THE DEVIL'S KNOCK
3rd-level automation

Casting Time: 1 action
Range: 5 feet
Components: S,M (A piece of shattered glass)
Duration: Instantaneous
Class: Bard, Sorcerer, Warlock, Wizard

Choose one nonmagical object that isn't being worn or carried you can see within range and make a melee spell attack against it. On a hit, the target shatters into tiny fragments, exploding out from you in a 30-foot cone, and emitting a large boom audible out to 300 feet.

Each creature in the area must succeed on a Dexterity saving throw, taking 10d6 piercing damage on a failed save, or half as much on a success.

At Higher Levels: The damage increases by 1d6 for each slot level above 3rd.

TRANSFORMATION OF PRIMUS
8th-level automation

Casting Time: 1 action
Range: 30 feet
Components: V,S,M (A gilded metal cog worth 500gp for each creature)
Duration: Concentration, Up to 24 hours.
Class: Wizard

You weave powerful runic markings in the air, transforming others into metal constructs for the duration of the spell .

Choose any number of willing creatures that you can see within range. You transform each target into the form of a Large or smaller construct with a challenge rating of 4 or lower. On subsequent turns, you can use your action to transform affected creatures into new forms.
The transformation lasts for the duration for each target, or until the target drops to 0 hit points or dies. You can choose a different form for each target. A target's game statistics are replaced by the statistics of the chosen construct, though the target retains its alignment and Intelligence, Wisdom and Charisma scores.
The target assumes the hit points of its new form, and when it reverts to its normal form, it returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak or cast spells.
The target's gear melds into the new form. The target can't activate, wield, or otherwise benefit from any of its equipment, but can wield nonmagical weapons or interact with objects if the new form can do so.

WALL OF GEARS
5th-level automation

Casting Time: 1 action
Range: 60 feet
Components: V,S,M (Two interlocking cogs of different sizes, worth 25gp)
Duration: Concentration, Up to 10 minutes
Class: Warlock, Wizard

Choose a pile of scrap metal or nonmagical objects containing metal in range. The metal pieces lock together, forming a wall of

rotating gears.

The wall constructs in any orientation you choose, as a horizontal or vertical barrier up to 100 feet long and 10 feet high, or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot rotating gears.

Each gear must be contiguous and interlocked in a rotation with another gear. In any form, the wall is 1 foot thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side).

If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), the creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall, dome or sphere is an object made of interlocking metal gears that can be damaged and thus breached. Each gear has an AC 16 and 50 hit points, and provides three-quarters cover to creatures behind it. Reducing a gear to 0 hit points destroys it but doesn't cause connected panels to collapse.

Medium or smaller creatures can attempt to climb through the wall, which counts as difficult terrain. When a creature passes through the wall or climbs over it, it must make a Dexterity saving throw. On a failed save, the creature takes 3d12 bludgeoning damage. On a successful save, the creature takes half as much damage.

WALL OF STEEL
6th-level automation

Casting Time: 1 action
Range: 100 feet
Components: V,S,M (1 square foot of steel plate and bag of carbon worth 50gp)
Duration: Instantaneous
Class: Wizard

You transform a square foot of steel into a non-magical wall of solid steel 4 inches thick, composed of ten 10-foot-by-10-foot panels.

If the wall cuts through a creatures space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), the creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall. The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical, or rest on a firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements and so on.

The wall is an object made of stone that can be damaged and thus breached. Each panel has an AC of 20 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the DM's discretion.

If successfully cast, the wall is permanent and cannot be dispelled.

WHIRLWIND BLADES
2nd-level automation

Casting Time: 1 action
Range: 60 feet
Components: V,S,M (A set of 6 circular saw blades worth at least 1gp)
Duration: Concentration, Up to 1 minute
Class: Bard, Ranger, Sorcerer, Warlock, Wizard

You throw up a set of circular saw blades, which hover and spin in place for a moment before catapulting out towards a point you choose within range, filling the area around that point in a 5 foot cube.

Any creature that ends its turn within 5 feet of the circular saws must succeed on a Dexterity saving throw, taking 3d6 slashing damage on a failed save, or half as much on a success. As a bonus action, you can move the blades up to 30 feet in any direction.

At Higher Levels: The damage increases by 1d6 for each slot level above 1st.