Automatons

Mechanical Drones
for utility or combat

A common person can now control the perfect mechanical staff, crew, or army, with AUTOMATONS! Commanded by an enchanted amulet, these magnificent drones will undertake any order you give them! No questions asked!

NPC Automatons: This package contains a versatile family of monsters or NPCs. Arcane and Analog variants of: Drones, Phalanx, Sentinels, & Savage Automatons.
Automaton Items: This package also contains items and weapons specifically built for the automaton's use (though there's no reason why PCs can't use them)

Highly Versatile & Modifiable NPCs CR ½th to 8th

by Level Zero

Automatons

When I was fighting, I would look to excite the crowds with a bolo punch or something taunting. Looking back, they were legal - but not sportsmanlike.
—Sugar Ray Leonard

Mechanical Servants

Automatons were first and foremost created as untiring, ever-ready servants. The most common automatons are drone workers, used for heavy lifting, digging, cleaning, and other menial or arduous tasks. With that said, standing at a guard post could be a duty trusted to a drone. As soon as drones became guards, they needed armor, and the capacity to allow or deny an entity access to whatever the sentry may be guarding. Tinkerers built modifications for their creations and after a short time there were an array of gadgets, instruments, & apparatus to further adapt automaton kind.

Modular Design

Being of mechanical nature, automatons are easily modifiable. The following is a list of some basic additions one can make to their automaton to better suit its needs. Automaton armor comes in fulls sets, and those sets are coated with uniformity. Most automatons have the capacity for only one function core, though larger ones can be built to accommodate two at once. The automaton has two arms, so two arm modifications can be equipped at once. Savage automatons are the exception. They run on all fours, and have a flame thrower attached to the back. *Have fun!*

Armor & Coating
Standard automaton plating is lightweight in design. It's primary function is to cover the mechanical parts that enable movement.

Light Plating The standard plating. Optimizes freedom of movement. *No stat bonuses - Cost: 100 gp*

Heavy Plating Combat ready armor. It's bulkier and weighs double the standard. *+2 AC, -5 Speed, -1 Dex - Cost: 200gp*

Mithral Plating This glistening metal makes for a plate as light and compact as standard plating with even more strength than heavy plating. *+3 AC - Cost: 4000gp*

Adamantine Plating This ultra hard metal provides the most solid protection for the automaton. *+5 AC, -5 Speed, -1 Dex - Cost: 10,000gp*

Lead Coated a thin sheet of lead coating over existing plating provides resistance to magic. *Gains resistance to damage from spells, and has advantage on saves against spells. Gains Immutable Form: no spell can change the shape of the automaton. Cost: 300 gp*

Thermium Coating This metallic lattice over existing plating hardens under extreme heat. *When fire damage would normally harm the automaton, it gains HP instead. Additionally, after exposure to extreme heat, the armor radiates 1d4 fire damage to anyone within 5 feet of the automaton. Cost: 600 gp*

Function Cores
The core held in the center of its chest is what brings the automaton its functionality. It's the part that communicates with the command amulet and stores the disciplines taught to the automaton. Without it, the Automaton is lifeless.

Common Core: The standard function core. *This core has the capacity to store up to 9 simple commands.* Simple commands are just one sentence, like: "Chop the wood" "Deliver this message to the neighbors" or "Let no one escape" The message can be somewhat vague, but the command amulet will convey its master's intent. An automaton with this core can still complete complex functions, like cooking a beef wellington, by stringing together different simple commands into one larger goal. *- Cost 600gp*

Martial Discipline Core: This core is pre-loaded with martial combat skills, which allow the automaton proficiency with melee and ranged weapons as well as some martial arts tactics like the ability to parry, or disarm opponents. Aside from martial skills, this core also has the functionality of the common core. Gains *Multiattack: the automaton can make two attacks on its turn. It gains +3 to hit on all of its attacks. It also gains Parry and Pack Tactics - Cost 900gp*

Spell Storing Core: The spell storing core has the same basic functionality as the common core, with the added ability to store spells for the automaton to use on its master's behalf. Any creature may cast a spell 1st through 4th level into the core by touching the core as the spell is cast. The spell has no effect other than to be stored into the core. The Core can hold up to 12 levels worth of spells at a time. *- Cost 1,500gp*

Sensor Core: The sensor core provides the automaton with enhanced awareness, vital for drones tasked with guarding, searching or investigating. Automatons with sensor cores gain a +5 bonus to investigation and survival checks that deal with tracking. Automatons also benefit from truesight out to 120ft and a passive perception of 20. - Cost 900gp

Arm Modifications

Hands are great and all... but can they do *this?*:

Hands: All automatons have hands until their masters decide to cut out the middle man. Nevertheless, hands are *exceptionally* useful. An automaton with hands can wield any tool or weapon (though not necessarily proficiently) - *Cost: 250gp each*

Power Tool: Many automatons live the life of miners, diggers, and warehouse crew, so it's not uncommon to see an automaton with a hulking power shovel, jackhammer, or complex pulley system for arms. The list of tools is only limited to the imagination of it's master. These modifications are basically useless as tools wielded by a non automaton - *Cost 100gp ea*

Power Shovel	No attack bonus, 2d8+8 slashing
Jackhammer	No attack bonus, 5d4+6 piercing
Mop	+1 to hit, 1d4 bludgeoning + 1 poison damage on failed DC 5 CON save

Shredder: This vicious mechanical blade is designed to destroy armor and barriers. It runs on alchemical fuel. Its fuel capacity is ½ gallon, and 1 gallon will allow it to run for 2 hours. Should this weapon become disattached from the automaton, it could be wielded by any character as a heavy, two handed weapon. Cost 200gp
Melee Weapon Attack: +2 to hit, Reach 5ft, one target *Hit:* 14 (4d6+STR) slashing damage. On a critical hit, the target must make a DC13 saving throw or a piece of their armor is shredded, reducing their AC by 1 *(optional rule)*

Electrocutor: An electrical node in place of a hand that causes lightning to spring out from it. It has 2d6+6 charges before it needs to be recharged. It can be fully recharged by casting *shocking grasp* on the core within. Should this weapon become disattached from the automaton, it could be wielded by any character as a heavy, two handed weapon. - Cost 300gp

Ranged Weapon Attack: +3 to hit, Reach 10ft, one target *Hit:* 13 (3d8) lightning damage. Creatures hit by this attack make a constitution saving throw (DC equal to the damage dealt by the attack). On a failed save that creature's speed is halved, and they can't make reactions until the end of their next turn. This attack has advantage to hit against creatures wearing metal armor.

Flame Thrower: A fuel tank where the biceps would be, a port at the forearm, and a pilot light at the hand. The flame thrower delivers devastation at the flip of a switch. Should this weapon become disattached from the automaton, it could be wielded by any character as a heavy, two handed weapon. - Cost 450gp
Ranged Weapon Attack: Creatures in a 15ft. cone make a DC15 dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

Chain Shot: The chain shot uses an explosive mechanism to fire several ensnaring chains at an enemy. Once ensnared, the chain can pull the target toward the automaton. - Cost 500gp
Ranged Weapon Attack: One target creature within 30ft must make a DC15 dexterity saving throw to avoid this attack. Creatures who fail take 10 (4d4) bludgeoning damage and become grappled. The wielder of the chain shot may retract the chains, pulling the target to them.

Miscellaneous Modifications

Treads: There's no doubt that the shortcoming of the automaton is speed. Treads can be installed in place of the legs for a far faster option. Treads only allow the automaton to move in one direction, changing directions during a move action costs 15ft of movement. Cost 300gp
Increases speed by 20ft., Acrobatics checks are impossible, Disadvantage on dexterity saving throws that involve diving or dodging.

Analog Build: Analog automatons are good for those who have strong convictions against using magic. They run on alchemical fuel which is housed in a back-mounted four gallon tank. A gallon of fuel will run the automaton for two hours. Analog drones are a little dumb, but otherwise are built a little sturdier to protect the more fragile parts within. Cost +50% total
+2 AC, -5 Speed, +1 to STR DEX & CON, -1 to INT WIS & CHA. -5 to passive perception. & Lose antimagic susceptibility.

Automaton Drone

Medium Construct, unaligned

Armor Class 10
Hit Points 15
Speed 20

STR	DEX	CON	INT	WIS	CHA
16 (3)	10 (0)	16 (3)	9 (-1)	8 (-1)	4 (-3)

Skills Perception +4
Senses Blindsight 120ft., Passive Perception 13
Damage Immunities Radiant, Necrotic, Poison, Psychic
Condition Immunities Sleep, Poisoned, Stunned, Blinded, Deafened, Charmed, Paralyzed, Frightened
Languages an automaton can speak any language its master knows.
Challenge ¼ (50 XP)

Antimagic Susceptibility An arcane automaton is incapacitated while in the area of an antimagic field. if targeted by a dispel magic spell, the automaton must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Bound The automaton is magically bound to a command amulet. Automatons always know the distance and direction of the amulet. The automaton must be within earshot to receive new commands from the amulet.

Base Model The stock drone is the lightest build of the automaton family, with only the essential equipment required for it to operate. However, it can be modified with tinker tools and automaton upgrades or salvaged parts.

Actions

Slam *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+3) Bludgeoning.

Automaton Sentry

Medium Construct, unaligned

Armor Class 12
Hit Points 25
Speed 20

STR	DEX	CON	INT	WIS	CHA
16 (3)	10 (0)	16 (3)	16 (3)	16 (3)	12 (1)

Skills Perception +10, Investigation +5, Survival (Tracking) +5
Senses Blindsight 240ft., Truesight 180ft., Passive Perception 20
Damage Immunities Radiant, Necrotic, Poison, Psychic
Condition Immunities Sleep, Poisoned, Stunned, Blinded, Deafened, Charmed, Paralyzed, Frightened
Languages an automaton can speak any language its master knows.
Challenge ½ (100 XP)

Antimagic Susceptibility An arcane automaton is incapacitated while in the area of an antimagic field. if targeted by a dispel magic spell, the automaton must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Bound The automaton is magically bound to a command amulet. Automatons always know the distance and direction of the amulet. The automaton must be within earshot to receive new commands from the amulet.

Actions

Slam *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+3) Bludgeoning.

Electrocutor *Ranged Weapon Attack:* +3 to hit, Reach 10ft, one target *Hit:* 13 (3d8) lightning damage. Creatures hit by this attack make a constitution saving throw (DC equal to the damage dealt by the attack). On a failed save that creature's speed is halved, and they can't make reactions until the end of their next turn. This attack has advantage to hit against creatures wearing metal armor.

Scan The Automaton preforms a quick 360 degree scan. It becomes aware of any life form not behind complete cover, and of any objects it may have been tasked in searching for if not behind complete cover. It can easily find invisible entities as well has secret doors, switches, vaults etc.

Automaton Phalanx

Large Construct, unaligned

Armor Class 17
Hit Points 78 (8d12+25)
Speed 20

STR	DEX	CON	INT	WIS	CHA
20 (5)	16 (3)	20 (5)	9 (-1)	8 (-1)	4 (-3)

Senses Blindsight 120ft., Passive Perception 20
Damage Immunities Radiant, Necrotic, Poison, Psychic
Condition Immunities Sleep, Poisoned, Stunned, Blinded, Deafened, Charmed, Paralyzed, Frightened
Languages an automaton can speak any language its master knows.
Challenge 8 (2300 XP) or 6 with no stored spells

Lead Coated Has resistance to damage from spells, and has advantage on saves against spells. Additionally has Immutable Form: no spell can change the shape of the automaton.

Bound The automaton is magically bound to a command amulet. Automatons always know the distance and direction of the amulet. The automaton must be within earshot to receive new commands from the amulet.

Dual Core Capacity: The phalanx has the capacity for 2 function cores. It is typically equipped with a spell storing core and a martial discipline core.

Spell Storing Core: The Core can store up to 12 levels worth of spells level 4 or less.

Actions

Multiattack. the phalanx makes two melee attacks.

Heavy Slam *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+5) Bludgeoning.

Shredder *Melee Weapon Attack:* +7 to hit, Reach 5ft, one target *Hit:* 14 (4d6+5) slashing damage. On a critical hit, the target must make a DC13 saving throw or a piece of their armor is shredded, reducing their AC by 1

Flame Thrower *Ranged Weapon Attack:* Creatures in a 15ft. cone make a DC15 dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being carried.

Parry. The phalanx adds 3 to its AC against one melee attack that would hit it. To do so, the phalanx must see the attacker and be wielding a melee weapon.

Pack Tactics. The phalanx has advantage on an attack roll against a creature if at least one other allied phalanx is within 5 feet of the creature and the ally isn't incapacitated.

Savage Automaton

Medium Construct, unaligned

Armor Class 15
Hit Points 50 (7d10+15)
Speed 40

STR	DEX	CON	INT	WIS	CHA
16 (3)	16 (3)	16 (3)	1 (-4)	8 (-1)	0 (-5)

Skills Perception +10, Investigation +5, Survival (Tracking) +5
Senses Blindsight 240ft., Truesight 90ft., Passive Perception 20
Damage Immunities Radiant, Necrotic, Poison, Psychic
Condition Immunities Sleep, Poisoned, Stunned, Blinded, Deafened, Charmed, Paralyzed, Frightened
Languages an automaton can speak any language its master knows.
Challenge 4

Thermium Coating When fire damage would normally harm the automaton, it gains HP instead. Additionally, after exposure to extreme heat, the armor radiates 1d4 fire damage to anyone within 5 feet of the automaton.

Bound The automaton is magically bound to a command amulet. Automatons always know the distance and direction of the amulet. The automaton must be within earshot to receive new commands from the amulet.

Antimagic Susceptibility An arcane automaton is incapacitated while in the area of an antimagic field. if targeted by a dispel magic spell, the automaton must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Dual Core Capacity: The savage has the capacity for 2 function cores. It is typically equipped with a sensor core and a martial discipline core.

Actions

Multiattack. the savage makes two shredder attacks. And one flamethrower attack.

Shredder *Melee Weapon Attack:* +5 to hit, Reach 5ft, one target *Hit:* 14 (4d6+3) slashing damage. On a critical hit, the target must make a DC13 saving throw or a piece of their armor is shredded, reducing their AC by 1

Flame Thrower *Ranged Weapon Attack:* Creatures in a 15ft. cone make a DC15 dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being carried.

Pack Tactics. The savage has advantage on an attack roll against a creature if at least one other allied savage is within 5 feet of the creature and the ally isn't incapacitated.

BUILT IN-HOUSE, TO ORDER!

The tinkerers and engineers who craft automatons do so for the sake of profit (and automatons are extremely profitable.) Shops that sell automatons can only be found in the wealthiest cities with thriving economies.

Most shops are equipped to built in bulk. They can build up to four automatons at a time, making turnover times far more efficient. Once the desired quantity as exceeded four, the time extends by 1 day per automaton. Once construction begins, all of the ordered automatons will be completed at once.

There are three standard automaton builds, the drone, phalanx, and sentinel. These configurations have a construction process that's been optimized, giving them a faster turnover and slight discount.

Custom configurations can be ordered as well. To determine the price and turnover time of a set of automatons refer to the table on the right. Start with a base model and add up the price in gp and days required to build.

A command amulet is included with any automaton purchase. Don't lose it, or let it be stolen. The one who wears the amulet controls the automatons outright.

Standard Builds	Price	Turnover
Base Model	1,500+ gp	7+ Days
Dual Core Base Model	1,800+ gp	7+ Days
Drone	1,300 gp	7 Days
Sentinel	1,850 gp	12 Days
Phalanx	4,000 gp	14 Days
Armor		
Standard Plate	+100 gp	+0 Days
Heavy Plate	+200 gp	+1 Day
Mithral Plate	+4,000 gp	+7 Days
Adamantine Plate	+10,000 gp	+7 Days
Coating		
Lead	+300 gp	+1 Day
Thermium	+600 gp	+7 Days
Functionality Core		
Common Core	+600 gp	+1 Day
Sensor Core	+900 gp	+1 Day
Martial Discipline	+900 gp	+3 Days
Spell Storing Core	+1,500 gp	+7 Days
Limb Modifications		
Hands	+500 gp (pair)	+0 Days
Power Tool	+100 gp	+1 Day
Shredder	+200 gp	+1 Day
Electrocutor	+300 gp	+2 Day
Flamethrower	+450 gp	+2 Day
Chain Shot	+500 gp	+2 Day
Miscellaneous Mods		
Treads	+300 gp	+7 Days
Analog Setup	+50% total price	+14 Days

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