



E. R. F. JORDAN PRESENTS



TWISTED

MITHRAL

CART COMBAT

TABLE OF CONTENTS

CHAPTER 1: COMBAT

Controlling the Cart	4
Fighting on Carts	5

CHAPTER 2: CARTS

Cart Statistics	7
Components	8
Modifying and Repairing	9
Buying and Selling	10

CHAPTER 3: COMPONENTS

Armor	12
Chassis	14
Propulsion	16
Mechanism	18
Weapon	22
Wheel	25

CHAPTER 4: SUBCLASSES

Artificer (Engineer)	28
Barbarian (Path of the Road Warrior)	30
Fighter (Charioteer)	31
Monk (Way of the Wheel)	33
Rogue (Highwayman)	34
Warlock (Speed Demon)	36

CHAPTER 5: FEATS

Feats	38
-------------	----

CHAPTER 6: SPELLCASTING

Spell List	39
Spell Descriptions	39

CHAPTER 7: MAGIC ITEMS

Item List	42
Item Descriptions	42

APPENDIX: EXAMPLE CARTS	44
-------------------------------	----



CHAPTER 1: COMBAT

Parties of bandits with modified carts, descending to rob you blind; kobold junkers that ride alongside and attempt to dismantle your cart even as it rolls; riding into the midst of war on reinforced wheels, archers at the ready. Vehicles radically change the way combat plays out, adding another layer of speed and movement to the action.

This section lays out the basic rules for combat using land vehicles, be they carts and carriages in your traditional settings, cars in modern settings, or hovercrafts and other neo-vehicles in futuristic settings.

CONTROLLING THE CART

Like mounts, carts with no creatures controlling them have their own initiative count. If a cart is pulled by horses or other beasts of burden, they are considered part of the cart and can act on its behalf. For instance, a scared horse might use its turn in the initiative to pull the cart away from the source of danger.

Some carts are propelled by forces other than animals, such as magical carts that propel themselves or mechanical vehicles with engines. These carts take no actions on their turn unless they have a driver. If the cart has an ongoing action, such as moving on the same path, it will continue to do so without a driver until a driver changes its path or causes it to stop.

Rarely, a magical cart will possess an intelligence of its own. These carts behave both as creatures and as vehicles, acting as they wish on their initiative count but surrendering control of their actions to a driver should they choose to.

MOUNTING AND DISMOUNTING

Like mounted creatures, you can mount or dismount a vehicle using half your movement speed if it is within 5 feet of you. If you have expended more than half your movement speed, or your speed is reduced to 0, you cannot mount a cart.

If an effect moves your cart outside of your control, such as a wave of thunderous force or another cart that slams into your own, you may be at risk of falling. If you are standing, sitting, or lying prone atop the cart, or hanging off the side of it, you must succeed on a DC 10 Dexterity saving throw or be knocked off the cart to the ground, landing prone in a space within 5 feet of it. Being knocked prone while atop or hanging from the cart provokes the same saving throw. If the cart is launched through the air, upturned, or knocked onto one side, the

difficulty of this check increases to DC 15.

If the cart has a closed interior space, you cannot be forcibly dismounted from the cart by its movements while inside it. If the space has an open wall or door, like the open face of a covered cart, you must make a saving throw to resist being dismounted, but you have advantage on the roll.

MOVING THE CART

In order to control where the cart moves, a creature must assume the driver's position of the cart. When a creature becomes the driver, the cart's initiative count changes to match that of the driver.

A driver can use their action to control the movement of the cart. In doing so, they can take one of the following special actions. If the driver takes any action except these driving actions, or the driver position is vacant while the cart is in motion, the cart moves its full movement speed in a straight line along its current trajectory.

Move. You move the cart forward up to its movement speed. You can move and maneuver during this movement, but never more than 90-degrees over the course of your entire movement. If this movement brings you into contact with another cart or creature, the target must make a Dexterity saving throw (DC 10 + the cart's Dexterity modifier). On a failed save, the target takes bludgeoning damage equal to the cart's Strength score. If the target is another cart, the occupants of that cart are dismounted. If the target is a creature, it is knocked prone. On a successful saving throw, the target suffers no damage or additional effect.

Halt. You bring the carriage to a stop. If the cart is moving at full speed, you must move at least half the cart's movement speed before stopping. You can make an abrupt stop at full speed, decreasing your stopping distance to 10 feet, but you and any creature atop or hanging from the cart must make a saving throw to resist being dismounted. If you are moving at half speed or less, your stopping distance is always 10 feet.

FIGHTING ON CARTS

Combat on the back of vehicles is a tricky affair—a combination of riding a living weapon and fighting in a constantly shaking and changing environment. This combat might occur as the result of a creature boarding your cart, or a massive beast running alongside—or, more insidiously, when a member of your own crew attempts to stab you in the back.

Combat with carts differs depending on the position of the attacker and defender. This section will divide combat into its three main configurations: a grounded creature and mounted creature, two mounted creatures, and creatures hanging from carts or in other unusual positions.

GROUND TO CART

A creature mounted on a vehicle treats a creature on the ground as if it were prone, making attacks within 5 feet with advantage and attacks outside this range with disadvantage. Similarly, attacks made by grounded creatures against creatures mounted on vehicles have disadvantage.

Grappling is much different in ground-to-cart combat. If a creature on the ground attempts to grapple a creature on a vehicle, they have disadvantage on their Strength (Athletics) check to do so. However, if they succeed, the target is dismounted from the vehicle and grappled. If a creature in a cart attempts to grapple a creature on the ground, they also have disadvantage on their Strength (Athletics) check to do so. If they succeed, the target is grappled and pulled alongside the vehicle. Dragging the target in this way imposes no speed penalty on the vehicle. Unless you pull the creature onto the cart or choose to release them as a free action, you cannot move until the grapple ends.

CART TO CART

Two creatures mounted on different carts or on the same cart treat each other no differently than two creatures on the ground,

and combat proceeds as normal.

The exception to this rule is grappling. If a creature grapples another creature on a different cart, both have disadvantage on Dexterity saving throws made to resist being dismounted from their carts, as their movement is restricted and unbalanced by each other's weight. If the carts move in such a way that the grappler would be pulled out of range of the target, one of two things happens: the grappler can choose to end the grapple as a free action, or the participants of the grapple can perform a Strength contest. The winner of this contest chooses which cart the grappling pair are pushed onto.

Additionally, a grappler can choose to release their target over the edge of a cart, putting them at risk of falling. The target must make a DC 12 Dexterity saving throw. On a failed save, the target is dismounted from the cart, landing prone in a space within 5 feet of the cart. On a successful save, the target grabs the side of the cart and hangs from it. If there is another cart within 5 feet of the target, they can choose to grab that cart instead on a successful save.

HANGING FROM CARTS

In some extreme circumstances, combat may occur while hanging from the sides, back, or front of a cart. While hanging, you can climb along the sides of the cart as if it were difficult terrain, or spend half your movement speed to climb onto the top of the cart. Hanging creatures have disadvantage on Dexterity saving throws.

Additionally, at least one hand must be dedicated to holding onto the cart, preventing you from wielding two-handed weapons or performing other actions that require two hands.

TARGETING CARTS

Carts can be targeted just like creatures when making attacks, using items, or casting spells. If an effect specifies a creature or object, the cart is considered an object, but any creatures pulling the cart are

still considered creatures.

The cart has its own AC value, and attacks made against it use that value to determine whether they hit. If an effect provokes a Strength, Dexterity, or Constitution saving throw, the creature in the driver's position can make a saving throw on its behalf, using the cart's stats to do so. Otherwise, the cart automatically fails.

Effects that provoke an Intelligence, Wisdom, or Charisma saving throw cannot target a cart unless that cart is sentient, possessed, or otherwise aware and intelligent. However, these effects can target animals that pull a cart, or a driver that is maneuvering a cart.

TARGETTING COMPONENTS

As an action, you can attempt to destroy one component on a cart, such as a wheel or a mounted weapon. To do so, make a Strength check. The difficulty of this attack is equal to the cart's AC, modified by the type of component you are attempting to destroy, as shown below. You must be within 5 feet of the component to make this check, unless you can justify doing so from a distance.

TABLE: COMPONENT AC

MECHANISM	AC MODIFIER
Armor	+0
Chassis	+4
Mechanism	-2
Propulsion	-2
Wheel	+2
Weapon	+2

On a successful check, the component ceases to function. Any statistics, abilities, or other functions the component contributes to the cart are unusable until the component is repaired. The exception to this rule is damaging a chassis; a damaged chassis simply lowers the cart's AC by 1. A component cannot be broken in this way multiple times.

IMMUNITIES

As carts are not creatures, they are immune to all conditions, with the exception of being grappled, invisible, and restrained. Sentient carts are also not immune to being charmed or frightened. Similarly, most carts are immune to psychic damage, but sentient carts are not.



ILLUSTRATED BY JOYCE MAUREIRA

CHAPTER 2: CARTS

From the humblest wooden horse-drawn cart to the most majestic adamantine cart propelled by bursts of arcane force, every cart is a vehicle with parts and statistics, and can be considered under the same rules.

This section governs the statistics of carts and the acts of modifying, repairing, buying, and selling carts.

CART STATISTICS

Like creatures, carts have a number of statistics used in the midst of battle and adventure. Each statistic unique to carts or handled differently by carts is briefly described below. If a statistic isn't mentioned, assume it behaves the same way it does for creatures.

SIZE

The size of a cart, in addition to determining how much space it occupies, determines how many creatures it can carry. Horses and other animals that pull carts already

contribute their carrying capacity to the cart, and therefore do not affect this value.

If a cart has more than its limit of passengers, its movement speed is reduced by a fourth. If a cart has double or more than its limit of passengers, its movement speed is halved. If a cart has four times its limit of passengers or more, it cannot move.

Refer to the following table for the number of creatures that can occupy a cart. This table assumes a passenger is a Small or Medium creature. A Large creature is equivalent to 4 passengers.

TABLE: SIZE LIMITS

SIZE	PASSENGERS	REQUIRED CREATURES TO PULL
Medium	1 driver, 1 passenger	2 Medium or 1 Large
Large	1 driver, 4 passengers	2 Large or 1 Huge
Huge	2 drivers, 8 passengers	2 Huge or 1 Gargantuan

Size also influences the number of hit points a cart has by changing which hit die it uses, as with creatures. As relatively standard constructions, all carts have the same number of hit die when calculating their hit points, unless stated otherwise in the description of one of the cart's components. Refer to the table below for information on how hit points are calculated through size.

TABLE: SIZE AND HIT POINTS

SIZE	HIT POINTS
Medium	8d8 + (CON modifier * 8)
Large	8d10 + (CON modifier* 8)
Huge	8d12 + (CON modifier * 8)

CAPACITY

Capacity refers to the amount of weight that a cart can carry. The weight of passengers and their inventory contribute to this limit.

According to page 154 of the Player's Handbook, an animal pulling a cart can move weight up to five times its base carrying capacity, including the weight of the vehicle. If multiple animals pull the same vehicle, they can add their carrying capacity together.

If a cart is propelled by something other than an animal, the component that provides the cart its propulsion, such as an engine, will describe the cart's carrying capacity instead.

ABILITY SCORES

Although ability scores function in the same way for carts and creatures, it is worth breaking down how these values are calculated.

The base values of a cart are determined by its chassis component. These values are enhanced by other components: propulsion enhances a cart's Strength score, and wheels enhance a cart's Dexterity score. However, only improving a cart's chassis will improve its Constitution score.

TRAITS

If one of the cart's components grants it a bonus or special condition, this effect will be detailed in the "Traits" section of a cart's description. These effects are strictly passive.

MECHANISMS

If one of the mechanisms attached to a cart have a usable function, these functions and the number of uses available for each function will be detailed in the "Mechanisms" section of a cart's description. These effects must be activated as an action by a creature on the cart.

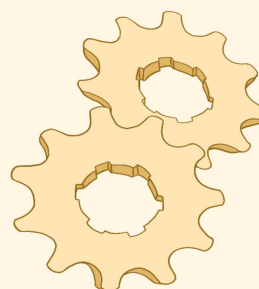
WEAPONS

Like mechanisms, any weapons attached to a cart will be detailed in the "Weapons" section of a cart's description. Unless stated otherwise, these weapons must be activated as an action by a creature on the cart, using the creature's statistics to make the attack roll.

COMPONENTS

The individual parts of a cart are called components, and contribute to the statistics described in the previous section. There are six types of components: armor, chassis, propulsion, mechanisms, weapons, and wheels.

To see a list of all available components as well as their purpose, refer to "Chapter 3: Components". For information on how to apply or remove components, refer to the "Modifying and Repairing" section following this one.



MODIFYING AND REPAIRING

Though every cart comes with a combination of components, it is not limited to their use. A sufficiently skilled artisan can install and remove components from a cart, changing its statistics as newer and better parts become available.

This title adds a new set of tools to the game: “engineer’s tools”. These tools include wrenches, hammers, jacks, and other implements used in the construction and repair of carts. The engineer’s tools are described below.

NAME	COST	WEIGHT
Engineer’s tools	30gp	12 lbs.

As a DM, you may also choose to use the existing tools in the game to modify and repair carts. Tinker’s tools and smith’s tools would both be adequate choices in this regard.

MODIFYING A CART

To modify a cart, choose a component to add or remove. The time it takes to do this depends on the type of component, as larger parts require others to be removed in order to install properly. You must be proficient in the use of engineer’s tools in order to add or remove a component from a cart, and a set of engineer’s tools must be present for the entire duration of the modification.

Refer to the table below for information on how long each type of component takes to add and remove.

TABLE: MODIFICATION TIME

TYPE	ADDITION TIME	REMOVAL TIME
Armor	8 hours	4 hours
Chassis	2 days	1 day
Propulsion	4 hours	1 hour
Mechanism	1 hour	10 minutes
Weapon	4 hours	1 hour
Wheels (4)	1 hour	10 minutes

Additionally, there is a limited amount of room for each type of component on a cart. Armor, chassis, propulsion, and wheel components are always limited to one set per cart, as multiples serve no real effect. However, there are benefits to having multiple weapons and mechanisms. For these components, refer to the table below for how many of each component can fit on a cart of any given size.

TABLE: SIZE LIMITATIONS

SIZE	MECHANISMS	WEAPONS
Medium	2	1
Large	4	2
Huge	6	4

REPAIRING A CART

Sometimes your cart will sustain damage in battle that can’t be easily mended.

Mechanisms, for instance, are often carefully tweaked pieces of machinery or magic, and a firm hit can make for hours of repair work later.

Repairing a cart comes with a cost, both in time and resources. To repair a component, you must purchase replacement parts equal to a tenth of the component’s value, and expend them over the course of half the time it takes to install a component of that type. For example, a mechanism worth 500gp could be repaired for 50gp over the course of half an hour.

In order to restore hit points to a cart, you must repair its chassis. As the chassis is not completely broken, the cost is slightly less than other components: recovering half a cart’s hit points costs resources equal to a twentieth of the value of the chassis. A *mending* cantrip will also repair a chassis at no cost, as chassis repairs generally consist of fixing cracks, ruptures, and broken panels, with little in the way of complex machinery or magical effects. However, the repair time is not reduced even when using magic, as repairs must be carried out thoroughly.

Unless you are using magic, you must be

proficient in the use of engineer's tools to repair a cart, and a set of engineer's tools must be present for the entire duration of the repairs.

BUYING AND SELLING

Though many engineers and junkers will claim there is no greater joy than putting together your own cart, there are many adventurers with little interest in assembling a vehicle, or possess none of the skills necessary to do so. For those adventurers, buying and selling carts is always a possibility.

A standard cart with no enhanced components can be purchased in any town with an apprentice carpenter, but more specialized components, especially magical ones, can only be bought in cities and centres of power and innovation.

BUYING CARTS AND PARTS

Buying components is a relatively simple affair. The value listed in a component's description is the running price in most markets. This price might be modified by a number of things: if this type of component is especially common in a region, or cart racing and cart combat is popular in the city's underground, a component might cost less than its market value. Similarly, in areas where raw resources and parts are scarce, or cart modifications are illegal, a component might cost more than its market value.

Buying carts is slightly more complicated, as a cart exists as a combination of the value of its parts. The common rule is this: the value of a cart is the value of all its components added together, plus 20% for the time and work of the mechanic who assembled it. In the case of used carts, damage can further modify this value: a cart with less than its hit point maximum has its value reduced by one-fourth, while a cart with less than half its hit points has its value reduced by half.

SELLING CARTS AND PARTS

In order to sell components and carts, you have to decide how much time you are willing to commit to the endeavour.

So long as you are near a market of appropriate size, you can sell a component or cart for half its value immediately. If you want more coin, you must spend time finding a buyer. Over the course of each day spent near a market, make an Intelligence (Investigation) check to make connections and ask around about potential buyers, then refer to the table below for what kind of buyer you discover, and how much coin they're willing to offer.

TABLE: FINDING A BUYER

TOTAL	BUYER
1-3	You find no buyer, and must spend more time searching.
4-10	The buyer is unimpressed, and offers 60% of the full value.
11-15	The buyer is interested, and offers 80% of the full value.
16-19	The buyer wants what you're selling, and offers the full value.
20	The buyer is enthralled, and offers the full value and half again.





CHAPTER 3: COMPONENTS

Plates of metal armor, mithral harnesses, and mounted crossbows that fire bolts the side of harpoons—there's never enough room on a single cart for all the components you want, and the ones you choose could save your life or end it prematurely.

This chapter covers each of the types of

components one by one, first listing the components of that type in alphabetical order, then going into more detailed descriptions of each individual component, naming its price, weight, and any additional effects associated with it.

ARMOR

Components of this type determine a cart's Armor Class, as well as contributing significantly to the cart's total weight. Damage vulnerabilities, resistances, and immunities can also be granted by armor components.

LIST OF ARMOR COMPONENTS

Armor of Forbiddance
Armor of Greater Warding
Armor of Lesser Warding
Armor of Mending
Basic Armor
Enchanted Armor
Heavy Armor
Improved Armor
Masterwork Armor
Sleek Armor
Spiked Armor

ARMOR DESCRIPTIONS

ARMOR OF FORBIDDANCE

Weight: 100 lbs.

Cost: 1,800gp

This masterwork armor is imbued with a warding magic that prevents magical means of travel from passing its boundaries. The Armor Class of your cart is 16. Additionally, creatures cannot teleport into the area of your cart, or use portals such as those created by the gate spell to enter the area. This includes planar travel, by methods like the *blink* and *plane shift* spell or through portals in other planes.

Over the course of an hour, you can etch a creature's name into the inside of this armor to permit that creature to teleport in and out of its boundaries. This access can be revoked again by striking the name through.

ARMOR OF GREATER WARDING

Weight: 100 lbs.

Cost: 2,000gp

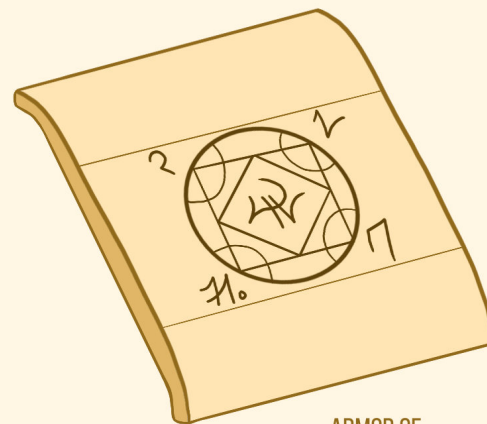
This masterwork armor is imbued with a warding magic that keeps out the elements. The Armor Class of your cart is 16. Additionally, your cart is immune to the element associated with this armor. For instance, an *armor of greater fire warding* grants immunity to fire damage.

ARMOR OF LESSER WARDING

Weight: 80 lbs.

Cost: 800gp

This improved armor is imbued with a warding magic that keeps out the elements. The Armor Class of your cart is 14. Additionally, your cart is resistant to the element associated with this armor. For instance, an *armor of lesser fire warding* grants resistance to fire damage.



ARMOR OF
LESSER WARDING

ARMOR OF MENDING

Weight: 75 lbs.

Cost: 450gp

This improved armor is imbued with a regenerative magic that mends scrapes and wounds. The Armor Class of your cart is 14. Additionally, at the beginning of each of the cart's turns, it regains 1d4 hit points.

BASIC ARMOR

Weight: 50 lbs.

Cost: 10gp

This wooden armor does little in the way of protection, but it's certainly better than nothing. The Armor Class of your cart is 12, and it has vulnerability to fire damage.

ENCHANTED ARMOR

Weight: 40 lbs.

Cost: 1,500gp

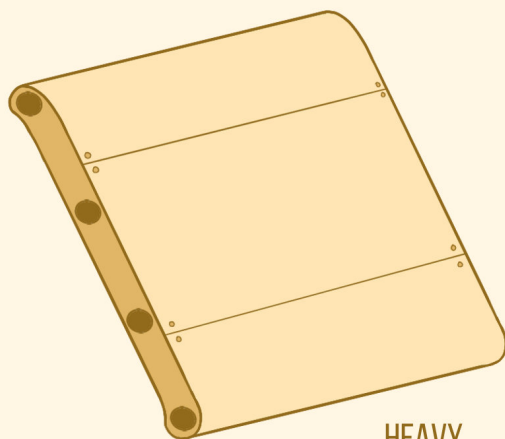
This armor is smithed from mithral, a legendary magic metal of incredible lightness and durability. The Armor Class of your cart is 16, and it has advantage on saving throws made to resist the effects of spells.

HEAVY ARMOR

Weight: 200 lbs.

Cost: 850gp

This metal armor is extremely thick and heavy, ensuring even the sharpest and deepest cuts glance away harmlessly. The Armor Class of your cart is 17, but your cart has disadvantage on Dexterity saving throws.



HEAVY
ARMOR

IMPROVED ARMOR

Weight: 80 lbs.

Cost: 250gp

This plating is shored up with cheap metals,

making it much harder and less susceptible to fire than its basic predecessor. The Armor Class of your cart is 14.

MASTERWORK ARMOR

Weight: 100 lbs.

Cost: 1,000gp

This hardened plating is made from a carefully measured steel alloy, molded by the hammers of a veteran smith. The Armor Class of your cart is 16.

SLEEK ARMOR

Weight: 50 lbs.

Cost: 600gp

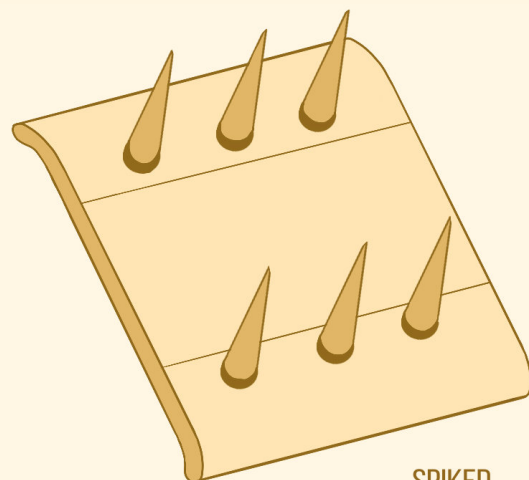
This armor is designed with sleekness and an aerodynamic shape in mind, allowing your cart to cut through the air. The Armor Class of your cart is 15, and your cart has advantage on Dexterity saving throws.

SPIKED ARMOR

Weight: 90 lbs.

Cost: 500gp

This armor is covered in sharp iron spikes, which jut angrily in all directions. The Armor Class of your cart is 15, and any cart that comes into contact with yours takes 2d4 piercing damage. However, the spikes also make great electrical conductors; as a result, your cart is vulnerable to lightning damage.



SPIKED
ARMOR

CHASSIS

Components of this type determine a cart's size, base ability scores, and weight, making them extremely influential on a cart's statistics. Damage vulnerabilities, resistances, and immunities can also be granted by chassis.

LIST OF CHASSIS COMPONENTS

Basic Huge Chassis
Basic Large Chassis
Basic Medium Chassis
Improved Huge Chassis
Improved Large Chassis
Improved Medium Chassis
Masterwork Huge Chassis
Masterwork Large Chassis
Masterwork Medium Chassis

CHASSIS DESCRIPTIONS

BASIC HUGE CHASSIS

Weight: 600 lbs.

Cost: 400gp

This basic chassis is built mostly of wooden struts and boards, and has little in the way of combat potential. Your cart is size Huge, and has the following ability scores.

STR	DEX	CON
12 (+1)	8 (-1)	14 (+2)

BASIC LARGE CHASSIS

Weight: 200 lbs.

Cost: 125gp

This basic chassis is built mostly of wooden struts and boards, and has little in the way of combat potential. Your cart is size Large, and has the following ability scores.

STR	DEX	CON
12 (+1)	10 (+0)	12 (+0)

BASIC MEDIUM CHASSIS

Weight: 100 lbs.

Cost: 50gp

This basic chassis is built mostly of wooden struts and boards, and has little in the way of combat potential. Your cart is size Medium, and has the following ability scores.

STR	DEX	CON
10 (+0)	12 (+1)	10 (+0)

IMPROVED HUGE CHASSIS

Weight: 500 lbs.

Cost: 2,200gp

This improved chassis is reinforced with metal bars and bracers, lending it much more integrity in the face of combat. Your cart is size Huge, and has the following ability scores.

STR	DEX	CON
12 (+1)	8 (-1)	16 (+3)

IMPROVED LARGE CHASSIS

Weight: 250 lbs.

Cost: 1,000gp

This improved chassis is reinforced with metal bars and bracers, lending it much more integrity in the face of combat. Your cart is size Large, and has the following ability scores.

STR	DEX	CON
12 (+1)	10 (+0)	14 (+2)

IMPROVED MEDIUM CHASSIS

Weight: 120 lbs.

Cost: 500gp

This improved chassis is reinforced with metal bars and bracers, lending it much more integrity in the face of combat. Your cart is size Medium, and has the following ability scores.

STR	DEX	CON
10 (+0)	12 (+1)	12 (+1)

MASTERWORK HUGE CHASSIS

Weight: 550 lbs.

Cost: 4,500gp

This chassis of masterful craft is made of rare alloys and woods, and can take a real beating before showing signs of wear. Your cart is size Huge, and has the following ability scores.

STR	DEX	CON
14 (+2)	8 (-1)	18 (+4)

MASTERWORK LARGE CHASSIS

Weight: 275 lbs.

Cost: 2,000gp

This chassis of masterful craft is made of rare alloys and woods, and can take a real beating before showing signs of wear. Your cart is size Large, and has the following ability scores.

STR	DEX	CON
14 (+2)	10 (+0)	16 (+3)

MASTERWORK MEDIUM CHASSIS

Weight: 135 lbs.

Cost: 1,000gp

This chassis of masterful craft is made of rare alloys and woods, and can take a real beating before showing signs of wear. Your cart is size Medium, and has the following ability scores.

STR	DEX	CON
10 (+0)	14 (+2)	16 (+3)

PROPULSION

Components of this type determine a cart's movement speed and Strength score. If a cart is pulled by animals, these components will typically take the form of reinforced harnesses and other tack equipment.

Engines and other means of movement are also included in this type. As these components replace animals, they will also determine the carrying capacity of a cart. A cart can have multiple engines if required by its size, but its Strength score and carrying capacity do not increase by doing so.

LIST OF PROPULSION COMPONENTS

Arcane Engine
Basic Harness
Combustion Engine
Hellfire Engine
Mithral Harness
Nightmare Harness
Reinforced Harness
Sentient Engine

PROPULSION DESCRIPTIONS

ARCANE ENGINE

Weight: 45 lbs.

Cost: 2,000gp

This block of enchanted steel and mithral parts runs on advanced evocation magic, and can propel a cart in the place of pulling animals. An engine of this type is equivalent to two Large pulling animals or one Huge pulling animal, and has a carrying capacity of 4,000 lbs.

The Strength score of your cart increases by 4. Additionally, a cart with this engine has a movement speed of 60 feet.

BASIC HARNESS

Weight: 10 lbs.

Cost: 2gp

This set of leather cords and rope ties a team of pulling animal to a cart. It grants no bonuses to your cart's Strength score, but an animal-drawn cart without some form of harness isn't going anywhere.

A cart with this harness has a movement speed equal to the speed of the slowest animal pulling it.

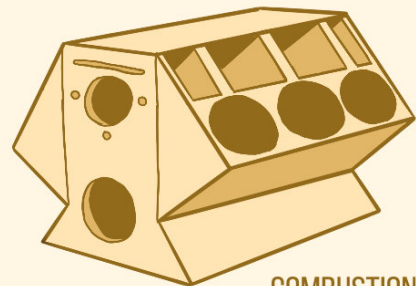
COMBUSTION ENGINE

Weight: 40 lbs.

Cost: 500gp

This block of steel and catalysts runs on basic evocation magic, and can propel a cart in the place of pulling animals. An engine of this type is equivalent to two Large pulling animals or one Huge pulling animal, and has a carrying capacity of 3,000 lbs.

The Strength score of your cart increases by 2. Additionally, a cart with this engine has a movement speed of 60 feet.



COMBUSTION
ENGINE

HELLFIRE ENGINE

Weight: 65 lbs.

Cost: 4,500gp

This block of demon steel was forged in the depths of the Nine Hells, and contains a wild and uncontrollable spark of hellfire. An engine of this type is equivalent to two Huge pulling animals or one Gargantuan pulling animal, and has a carrying capacity of 6,000 lbs.

The Strength score of your cart increases by 6. Additionally, a cart with this engine has a movement speed of 90 feet.



MITHRAL HARNESS

Weight: 10 lbs.

Cost: 500gp

This leather harness is hewn with mithral chains, which are extremely light and near indestructible. The Strength score of your cart increases by 2.

A cart with this harness has a movement speed equal to the speed of the slowest animal pulling it.

NIGHTMARE HARNESS

Weight: 15 lbs.

Cost: 1,600gp

This set of black leather cords is infused with hellish vigor, and wreaths any animal it dons with a mane of fire. The Strength score of your cart increases by 4, and your cart glows with bright light in a 10-foot radius and dim light for 10 feet beyond that. Additionally, if the creatures pulling the cart have a speed of less than 60 feet, their speed becomes 60 feet, and they gain resistance to fire damage.

A cart with this harness has a movement speed equal to the speed of the slowest animal pulling it.

REINFORCED HARNESS

Weight: 12 lbs.

Cost: 25gp

This set of leather cords and straps are reinforced with tiny iron bars, and wrap around a pulling animal more fully, improving the weight they can pull. The Strength score of your cart increases by 2.

A cart with this harness has a movement speed equal to the speed of the slowest animal pulling it.

SENTIENT ENGINE

Weight: 50 lbs.

Cost: 4,000gp

This block of mystic metals has been imbued with sentience, whether sourced from a trapped spirit, a powerful spell, or an accident of magical circumstance. An engine of this type is equivalent to two Large pulling animals or one Gargantuan pulling animal, and has a carrying capacity of 4,500 lbs.

A cart with this engine is sentient, and acts independently on its initiative count, requiring no driver to act or make saving throws. If a creature assumes the driver position, the engine chooses whether to surrender control to that creature. The cart can take any actions a driver can take, as well as activating any mechanisms or weapons installed into the cart. If it uses its turn to activate a mechanism or weapon, it continues in a straight line along its current trajectory at its current pace.

If sentience was imbued into the engine purposefully, the creator is allowed to determine the engine's alignment. Otherwise, the engine's alignment is determined randomly. A sentient engine may refuse operation of the cart to creatures whose alignment doesn't match its own, or whose goals interfere with its own.

The Strength score of your cart increases by 4. Additionally, a cart with this engine has a movement speed of 60 feet.

MECHANISMS

Components of this type provide bonuses, passive effects, and special actions you can take while mounted on the cart. These components are strictly utility-style effects, as damage-causing effects are categorized as weapon components.

LIST OF MECHANISM COMPONENTS

Caltrop Deployer
Cloaking Device
Darkness Field
Enchanted Music Box
Feather Charge
Fog Field
Grease Slick Deployer
Greater Ward Field
Halting Hooks
Haste Charge
Lesser Ward Field
Mending Charge
Orbs of Flooding Light
Remote Alarm
Shield Charge
Space-Unbalancer
Tether Cords

MECHANISM DESCRIPTIONS

CALTROP DEPLOYER

Weight: 5 lbs.

Cost: 100gp

This box is full of spiky caltrops, and sounds like rain against an aluminum roof while driving. As an action, you can activate this mechanism to release a 10-foot radius field of caltrops behind your cart. A creature or cart that enters this field has its movement speed halved for the rest of their turn, as spikes are driven into their soles or wheels. The caltrops last until they are

collected, swept away, or destroyed.

Once this mechanism has been used, it can't be used again until it is refilled on a short or long rest.

CLOAKING DEVICE

Weight: 2 lbs.

Cost: 500gp

This silver hemisphere has a symbol of illusion inscribed on its face. As an action, you can activate this mechanism to cast a special version of the *invisibility* spell on your cart. The entire cart, as well as any creature mounted on the cart, is rendered invisible for up to 1 hour.

This field of invisibility is fragile. If a creature dismounts the cart, the invisibility ends early for them. Additionally, if any creature mounted on the cart casts a spell, makes a weapon attack, or activates another of the cart's mechanisms or weapons, the invisibility ends early for the entire cart and its occupants. The invisibility can also be dispelled by activating this mechanism again.

Once this mechanism has been used, it must recharge over the course of 8 hours before it can be used again.

DARKNESS FIELD

Weight: 2 lbs.

Cost: 500gp

This black disc is inscribed with runes, and fumes with dark smoke when used. As an action, you can activate this mechanism to create a field of magical darkness that surrounds the cart and its occupants, following the cart as it moves. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. This darkness lasts for 1 hour, or until dispelled by activating this mechanism again.

Once this mechanism has been used, it must recharge over the course of 8 hours before it can be used again.

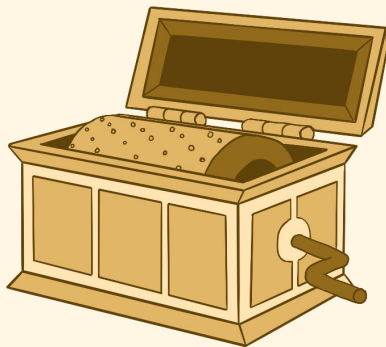
ENCHANTED MUSIC BOX

Weight: 0.5 lbs.

Cost: 1,000gp

This small wooden music box is enchanted in such a way that it can play a myriad of different tunes, each summoned by a different command word. As a bonus action, you can activate this mechanism to play a song that enhances the focus of the cart's driver. While the music is playing, the driver has advantage on Dexterity checks and saving throws made for the cart. The song lasts for 1 minute, or until dispelled by activating this mechanism again.

Once this mechanism has been used, it must recharge over the course of 1 hour before it can be used again.



ENCHANTED
MUSIC BOX

FEATHER CHARGE

Weight: 1 lb.

Cost: 350gp

This feather bobble is adhered to a gold chain, and can hang from any surface of the cart. As a reaction, when the cart begins to fall, you can activate this mechanism to cast feather fall on the cart. The cart and any creature mounted on the cart falls at a rate of 60 feet per round for the duration and takes no falling damage. The spell lasts for 1 minute, or until the cart lands.

Once this mechanism has been used, it must recharge for 8 hours before it can be used again.

FOG FIELD

Weight: 1 lb.

Cost: 400gp

This white orb is full of fog, which seeps out when used. As an action, you can activate this mechanism to create a 20-foot radius sphere of fog centered on the cart. The fog moves with the cart, lasting for 1 hour or until dispelled by a strong wind.

Once this mechanism has been used, it must recharge for 8 hours before it can be used again.

GREASE SLICK DEPLOYER

Weight: 10 lbs.

Cost: 150gp

This barrel of grease sloshes heavily whenever the cart shifts, and smells faintly of meat. As an action, you can activate this mechanism to create a 10-foot square of slick grease behind the cart.

Any creature that enters this grease or ends their turn there must succeed on a DC 13 Dexterity saving throw or fall prone. A cart that enters this grease cannot maneuver, and must continue along its current trajectory in a straight line through the field. While in the grease, the cart has disadvantage on Dexterity saving throws.

Once this mechanism has been used, it can't be used again until it is refilled on a short or long rest.

GREATER WARD FIELD

Weight: 2 lbs.

Cost: 1,000gp

This mechanism takes the form of a silver chime, which hums gently while you drive. When you install this mechanism, choose one of the following elements: acid, cold, fire, lightning, or thunder. As an action, you can strike the chime to activate this mechanism, creating an elemental ward that surrounds the cart and its occupants. The cart, and any creature fully mounted on the cart, has immunity to the element associated with this mechanism. This immunity lasts

for 1 minute, or until dispelled by activating this mechanism again. You can change which element this mechanism protects against by removing this component and installing it again.

Once this mechanism has been used, it must recharge for 8 hours before it can be used again.

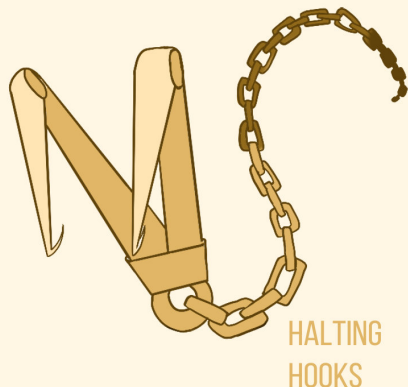
HALTING HOOKS

Weight: 10 lbs.

Cost: 200gp

These heavy steel hooks are connected to the cart by equally large and heavy steel chains. As an action, you can activate this mechanism to launch the hooks into the ground behind the cart. The hooks drag the cart to a full stop within 10 feet of the place where they were deployed. This sudden stop provokes no saving throw to avoid being thrown from the cart.

Once this mechanism has been used, you must spend 10 minutes prying the hooks from the ground and reeling them back into the cart before the cart can move again. You regain use of this mechanism as soon as the hooks are returned to the cart.



HASTE CHARGE

Weight: 2 lbs.

Cost: 700gp

This golden disc is inscribed with runes of transmutation. As an action, you can activate this mechanism to cast a special version of the *haste* spell on the cart. The

pulling animals attached to the cart have their movement speed doubled for 1 minute, or until the effect is dispelled by activating this mechanism again. If the cart has an engine instead of pulling animals, this spell targets the engine instead.

Once this mechanism has been used, it must recharge for 8 hours before it can be used again.

LESSER WARD FIELD

Weight: 1 lb.

Cost: 500gp

This mechanism takes the form of a silver chime, which hums gently while you drive. When you install this mechanism, choose one of the following elements: acid, cold, fire, lightning, or thunder. As an action, you can strike the chime to activate this mechanism, creating an elemental ward that surrounds the cart and its occupants. The cart, and any creature fully mounted on the cart, has resistance to the element associated with this mechanism. This resistance lasts for 1 minute, or until dispelled by activating this mechanism again. You can change which element this mechanism protects against by removing this component and installing it again.

Once this mechanism has been used, it must recharge for 4 hours before it can be used again.

MENDING CHARGE

Weight: 1 lb.

Cost: 250gp

This white stone gently glows when polished. As an action, you can activate this mechanism to send a reparative pulse through the cart. The cart regains 2d6 hit points.

Once this mechanism has been used, it must recharge for 1 hour before it can be used again.

ORBS OF FLOODING LIGHT

Weight: 2 lbs.

Cost: 100gp

These golden orbs can be attached to any face of a cart, but most commonly are fixed to the front corners, where they can illuminate the road. As a bonus action, you can activate this mechanism to create a beam of bright light 15 feet long and 5 feet wide, and dim light in the 15 feet by 5 feet beyond that. The beam is pointed in the direction the orb is mounted; for instance, an orb on the front of a cart shines forward, while an orb on the back of a cart shines back. The lights can be extinguished as another bonus action.

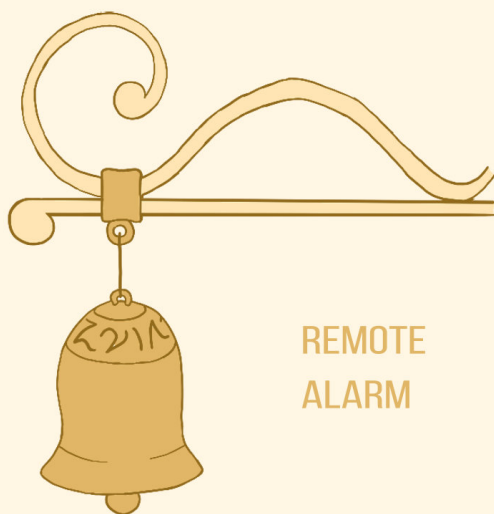
REMOTE ALARM

Weight: 1 lb.

Cost: 125gp

This tiny bell can dangle from any surface of the cart, and jingles slightly at the slightest motion of the cart. As an action, you can activate this alarm to ward the cart against thieves and intruders. Until the alarm is deactivated, an alarm alerts you whenever a Tiny or larger creature touches or enters the cart. When you install the alarm, you can designate creatures that won't set off the alarm.

The alarm produces the sound of a huge brass bell for 1 minute, which can be heard from up to 100 feet away. The alarm can be ended early by a creature that has been designated to bypass the alarm touching the bell.



REMOTE
ALARM

SHIELD CHARGE

Weight: 4 lbs.

Cost: 200gp

This blue disc is carved of mithral, a famously magic mineral, and carved with abjuration runes. As a reaction, when the cart is targeted by an attack, you can activate this mechanism. Until the start of the cart's next turn, it has a +5 bonus to AC, including against the triggering attack, and it takes no damage from the magic missile spell.

SPACE-UNBALANCER

Weight: 1 lb.

Cost: 1,000gp

This golden bauble is shaped like an anchor, and can be hung from the ceiling of a cart's interior space. While the bauble is installed, the inside of the cart is bigger than the outside, in a fashion similar to a bag of holding. The cart can hold as many passengers as if it were one size category larger than it were (a Huge cart with this bauble can hold 2 drivers and 12 passengers). These passengers and their inventory still contribute to the cart's carrying capacity as if they were riding the cart normally.

TETHER CORDS

Weight: 2 lbs.

Cost: 85gp

These leather harnesses are designed for up to four occupants to wear, and can be installed into the ceiling of a cart. A creature wearing this harness has advantage on saving throws made to resist being dismounted from this cart.

WEAPONS

Components of this type provide special weapons you can wield while mounted on the cart. These components are typically focused on dealing damage, but some weapons instead focus on debilitating other carts and creatures.

These components are heavy enough to contribute significantly to a cart's weight, unlike most other types.

LIST OF WEAPON COMPONENTS

Bolt Turret
Flamethrower
Gatling Bolt Turret
Heavy Bolt Turret
Hook Ballista
Magic Missile Launcher
Ray of Scorching
Spell Cannon
Thunder Mortar
Witch Field

WEAPON DESCRIPTIONS

BOLT TURRET

Weight: 80 lbs.

Cost: 550gp

This mechanical crossbow has a thick metal shaft to mount it to the roof of a cart, and can hinge and turn in all directions. This turret is a weapon with the following statistics.

Range. 100/400.

Damage. 2d6 piercing.

Properties. Ammunition (bolts), loading, two-handed.

FLAMETHROWER

Weight: 65 lbs.

Cost: 800gp

This steel tube, which somewhat resembles

a crossbow or blowgun, is full of an extremely flammable fluid. This weapon has three charges. As an action, you can expend a charge to create a burning cone of fire.

Each creature within a 15-foot cone of the end of the weapon must make a Dexterity saving throw, taking 3d6 fire damage on a failed save or half as much on a successful one. The fire ignites any flammable objects that aren't being worn or carried.

Once this weapon runs out of charges, it can't be used again until it is refilled on a long rest.

GATLING BOLT TURRET

Weight: 100 lbs.

Cost: 1,500gp

This mechanical crossbow turret has a round barrel full of bolts, which rotates and allows for many attacks at once. This turret is a weapon with the following statistics.

Range. 100/400.

Damage. 4d4 piercing.

Properties. Ammunition (bolts), heavy, loading, two-handed.

HEAVY BOLT TURRET

Weight: 110 lbs.

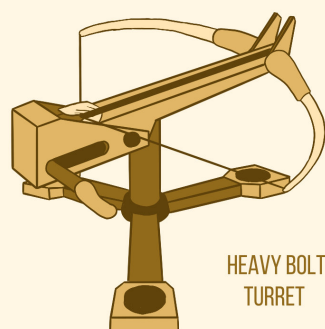
Cost: 1,250gp

This mechanical heavy crossbow has a thick metal shaft to mount it to the roof of a cart, and fires bolts the size of arrows. This turret is a weapon with the following statistics.

Range. 120/480.

Damage. 2d10 piercing.

Properties. Ammunition (arrows), heavy, loading, two-handed.



HEAVY BOLT
TURRET

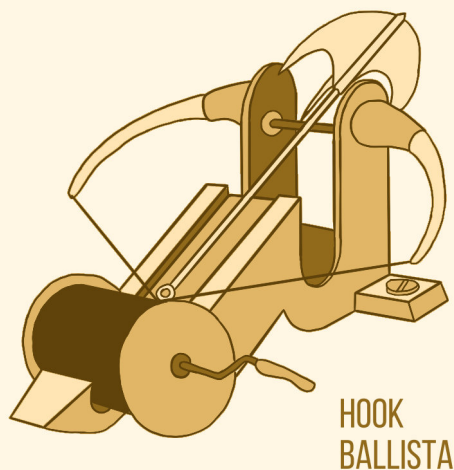
HOOK BALLISTA

Weight: 150 lbs.

Cost: 2,000gp

This steel cannon is filled with a heavy metal hook, attached to the base of the cannon by a thick metal chain. As an action, you can target a creature or object within 100 feet of the cart and launch the hook at it. The target must make a DC 14 Dexterity saving throw. On a failed save, the target takes 2d12 piercing damage, and if the target is a cart or large object, the hook imbeds itself in it. The object and your cart cannot be more than 100 feet from each other until the hook is removed or the chain is broken. The hook can be removed with a DC 16 Strength check.

Additionally, you can reel the hook in as an action, reducing the distance between your cart and the target by 25 feet. If the target succeeded on its saving throw and the hook missed, you must reel the hook all the way back in before attempting to use it again.



MAGIC MISSILE LAUNCHER

Weight: 65 lbs.

Cost: 1,000gp

This steel plate has an array of holes, each of which contains a blue marble. This weapon has three charges. As an action, you can expend a number of charges to fire a volley of magic missiles at one or more

targets within 120 feet. The weapon creates three magic missiles for each charge you expend. Each missile deals 1d4 + 1 force damage to its target.

Once this weapon runs out of charges, it can't be used again until it is refilled on a long rest.

RAY OF SCORCHING

Weight: 75 lbs.

Cost: 800gp

This weapon looks something like an iron cauldron mounted on a metal shaft, which spins and rotates to show its contents. The weapon has three charges. As an action, you can expend a charge to fire a beam of scorching energy at a target within 120 feet. The target must succeed on a DC 14 Dexterity saving throw, taking 2d6 fire damage on a failed save or half as much on a successful one.

Once this weapon runs out of charges, it can't be used again until it is refilled on a long rest.

SPELL CANNON

Weight: 45 lbs.

Cost: 1,500gp

This weapon takes the form of a metal gauntlet, mounted on a thin metal stand that swivels and turns. The palm of this gauntlet is inscribed with a circle of mystic runes.

You can use this gauntlet as a spellcasting focus by wearing it. You have a +1 bonus to spell attack rolls and to the save DC of spells cast with this gauntlet.

THUNDER MORTAR

Weight: 115 lbs.

Cost: 2,000gp

This steel tube has a rip-cord at its base, which produces an incredibly loud thunderous noise when pulled. This weapon has three charges. As an action, you can expend a charge to create a shockwave of thunder in a 15-foot radius of the cart. Any creature or cart within range must make a DC 14 Strength saving throw. On a failed

save, the target takes 2d10 thunder damage and is pushed 10 feet away from you in a straight line. On a successful save, the target takes half as much damage and isn't pushed.

Once this weapon runs out of charges, you can't use it again until it is refilled on a long rest.

WITCH FIELD

Weight: 40 lbs.

Cost: 1,000gp

This crystal orb is full of prongs of arcing lightning energy. This weapon has three charges. As an action, you can expend a charge to create a field of lightning bolts that arc and snap in a 15-foot radius of the cart. The field lasts until the beginning of your next turn. If a creature that isn't mounted on your cart enters the field or starts its turn there, it must make a DC 14 Dexterity saving throw, taking 2d6 lightning damage on a failed save or half as much on a successful one.

Once this weapon runs out of charges, you can't use it again until it is refilled on a long rest.

WHEELS

Components of this type determine a cart's Dexterity score, as well as any special forms of movement it can take. Some wheels allow carts to ignore certain types of difficult terrain.

LIST OF WHEEL COMPONENTS

Basic Wheels
Heavy-Terrain Wheels
Improved Wheels
Masterwork Wheels
Nightmare Wheels
Spiked Wheels
Tenser's Floating Wheels
Wheels of Spider Climb
Wheels of Water Walk

WHEEL DESCRIPTIONS

BASIC WHEELS

Weight: 10 lbs.

Cost: 2gp

These basic wheels are hewn from a sturdy wood, but have no other real merits. These wheels grant no bonus to a cart's Dexterity score, but a cart can't move without them.

HEAVY-TERRAIN WHEELS

Weight: 15 lbs.

Cost: 400gp

These wheels are hewn from a special rubbery material with thick bumps and grooves that overcome tough terrain with ease. The Dexterity score of your cart increases by 2.

Additionally, your cart ignores nonmagical difficult terrain, passing through it unimpeded.

IMPROVED WHEELS

Weight: 15 lbs.

Cost: 200gp

These wheels are a mix of wood and metal reinforcements, making them much less wobbly and unreliable. The Dexterity score of your cart increases by 2.

MASTERWORK WHEELS

Weight: 20 lbs.

Cost: 800gp

These carefully-crafted wheels are more metal than wood, but have a soft outer layer to keep your ride smooth. The Dexterity score of your cart increases by 4.

NIGHTMARE WHEELS

Weight: 15 lbs.

Cost: 2,000gp

These wheels are forged from demon steel, and burn with a hellish wreath of flame. The Dexterity score of your cart increases by 4.

Additionally, these wheels are enchanted with the ethereal stride of a nightmare horse. As an action, you can cause the wheels to cloak the cart in ghostly flame. The cart and any creatures mounted on it enter the Ethereal Plane until the beginning of the cart's next turn. While in this plane, you ignore all objects and effects on the plane you came from, allowing you to pass through objects.

When the spell ends, you return to the plane you left in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are shunted into the nearest unoccupied space big enough for the cart, and take force damage equal to twice the number of feet you travel in this way.

Once you use the wheels in this way, you can't do so again until the next midnight. You can't use this effect if you are on the Ethereal Plane.

SPIKED WHEELS

Weight: 25 lbs.

Cost: 375gp

These wheels have a tough metal covering, and a ring of spikes jut out from their centres. The Dexterity Score of your cart increases by 2.

Additionally, any cart that comes into contact with yours takes 1d6 piercing damage. However, the spikes also make great electrical conductors; as a result, your cart is vulnerable to lightning damage.

TENSER'S FLOATING WHEELS

Weight: 10 lbs.

Cost: 2,500gp

These wheels appear normal at first, but when their command word is spoken, they flatten into orbs of pure energetic force, causing the cart to levitate 3 feet off the ground. The Dexterity score of your cart increases by 4.

Additionally, while floating, the cart ignores difficult terrain, and can pass over small gaps and elevation changes less than 10 feet in depth. For instance, the cart could pass over a 5-foot-deep hole, but not a 10-foot-deep one. The orbs can be turned back into wheels by speaking the command word again.

WHEELS OF SPIDER CLIMB

Weight: 15 lbs.

Cost: 2,000gp

These black wheels are made of a curious rubbery material, and are studded with tiny barbed hooks. The Dexterity score of your cart increases by 4.

Additionally, your cart has a climbing speed equal to its walking speed, though its contents are still affected by gravity.

WHEELS OF WATER WALK

Weight: 5 lbs.

Cost: 800gp

These hollow wheels are enchanted with a special version of the water walk spell. The Dexterity score of your cart increases by 2.

Additionally, your cart can pass over bodies of water up to its movement speed in length as if they were solid surfaces. If the cart ends its turn on a body of water, or stops moving atop one, it begins to sink.

ILLUSTRATED BY TAN HO SIM





ILLUSTRATED BY JOYCE MAUREIRA

CHAPTER 4: SUBCLASSES

The artificer crawling beneath the burning vehicle, wrench in hand; the barbarian leaping off the cart at full speed, axe raised; the monk, maneuvering the cart around corners and obstacles with incredible precision and grace. These are the warriors of the road: lords of the drag race, masters of high speed combat, and travellers extraordinaire. The only dungeon that matters to these adventurers is the asphalt crawl.

This section contains six subclasses themed around speed and vehicles for use in your vehicular campaigns, as shown below.

CLASS	SUBCLASS
Artificer	Engineer
Barbarian	Path of the Road Warrior
Fighter	Charioteer
Monk	Way of the Wheel
Rogue	Highwayman
Warlock	Speed Demon patron



ILLUSTRATED BY JOYCE MAUREIRA

ARTIFICER: ENGINEER

An engineer is an expert in the workings of machinery and vehicles in particular. Many engineers band together to open shops for the maintenance and construction of carts and other vehicles, making them the most economical of the artificer subclasses.

TABLE: ENGINEER FEATURES

LEVEL	FEATURE
3rd	Tools of the Trade, Engineer Spells, Artificer's Engine
6th	Master of Movement
14th	Nitrous Burst

TOOLS OF THE TRADE

By the time you adopt this speciality at 3rd level, you're deeply familiar with employing its tools.

Proficiencies. You gain proficiency with smith's tools and engineer's tools, assuming you don't already have them. You also gain smith's tools and engineer's tools for free—the result of tinkering you've done as

you've prepared for this specialization.

Crafting. If you craft a magic item that affects a creature's movement speed, whether granting them new speeds or modifying existing ones, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

ENGINEER SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Engineer Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

LEVEL	SPELLS
3rd	<i>tenser's floating disk, unseen servant</i>
5th	<i>knock, locate object</i>
9th	<i>phantom steed, tiny servant</i>
13th	<i>elemental bane, fire shield</i>
17th	<i>steel wind strike, telekinesis</i>

ARTIFICER'S ENGINE

At 3rd level, you pioneer new methods in vehicular craft, creating a magical engine to propel carts without the need for animals.

Over the course of 24 hours, you tinker and create a prototype engine with your engineer's tools. This engine uses the statistics for the "combustion engine" component. This component is a Small magical object and cannot be disabled by nonmagical means, except by you with a set of thieves' tools or engineer's tools.

This engine changes over time. When you reach 9th level, you have upgraded the engine to function more efficiently, and uses the statistics for the "arcane engine" component.

When you reach 15th level, you have a moment of inspiration, and can radically change the nature of the engine. Choose either the "hellfire engine" or "sentient engine" components. The engine uses the statistics of the chosen component.

artificer's engine with your engineer's tools and expend an artificer spell slot to imbue it with a rush of magical energy. For a number of turns equal to the slot level expended, the engine's movement speed is doubled, and if the cart's Strength score is below 20, it becomes 20 for the duration.

MASTER OF MOVEMENT

At 6th level, your understanding of physics and the movement of objects through space enhances your spellcasting. When you cast a spell that moves a creature using your engineer's tools as a spellcasting focus, you gain a bonus to the spell's movement ability. If the spell teleports or moves a creature, the distance you can move the target increases by half the current distance. If the spell grants a bonus to movement speed or a special form of movement, the duration of that spell doubles.

In addition, you can cast the *longstrider* spell without expending a spell slot, provided you use engineer's tools as the spellcasting focus. You can do so a number of times per day equal to your Intelligence modifier (minimum of once).

NITROUS BURST

At 14th level, you have such a thorough understanding of your inventions that you can overclock them without fear of their destruction. As an action, you can tap your



BARBARIAN: WAY OF THE ROAD WARRIOR

Some barbarians come not from clans of blood or faith but of shared experience: bonded by battle, loss, grief, or love. But one tribe outpaces the rest, always roaming, never stopping for long—the tribe all travellers belong to.

These barbarians are road warriors, possessed of an unstoppable force that blows through any obstacle. Many of these barbarians gather trinkets of their travels, representing fields of battle they've passed through and empires they've toppled, as a reminder to themselves and a warning to their eventual destination. Fear the day a Road Warrior ends their journey—for they will take nations with them.

TABLE: ROAD WARRIOR FEATURES

LEVEL	FEATURE
3rd	Road Rage
6th	Mad Lunge
10th	Unstoppable
14th	Channel the Road

ROAD RAGE

Starting when you choose this path at 3rd level, your rage imbues you with the endurance of a thousand journeys. On the

turn you enter a rage, your movement speed is doubled. Additionally, on subsequent turns, you can take the Dash action as a bonus action.

MAD LUNGE

At 6th level, you learn to substitute grace for pure velocity. If you are forced to make a Dexterity saving throw while you're raging, you can choose to make a Strength saving throw instead. Doing so burns the rest of your momentum in one mad lunge, ending your rage immediately after the saving throw resolves.

UNSTOPPABLE

At 10th level, your rage is like a wrecking ball—a force that can't be stopped. You are immune to the paralyzed and restrained conditions while you are raging.

CHANNEL THE ROAD

At 14th level, your travels have opened your mind to the way the world lays itself, and you know how to navigate any path. You can cast the *find the path* spell once without using a spell slot or material components.

Once you cast the spell in this way, you can't do so again for seven days.



FIGHTER: CHARIOTEER

A charioteer is a type of gladiator trained to ride a cart or chariot in combat, and excels in vehicular combat. Many charioteers are as much entertainers as they are fighters, playing to the hungry spectating crowds and feeding on their adoration to fuel their fights.

Meanwhile, other charioteers are soldiers trained to ride weaponized carts and chariots into the fields of war. These fighters are not so glib and cocky as their brethren, but beyond the lens of their grave purpose, many of their techniques are the same.

TABLE: CHARIOTEER FEATURES

LEVEL	FEATURE
3rd	Bonus Proficiency, Born to the Saddle, Road Killer
7th	Defensive Driving
10th	Heedless Assault
15th	Momentous Strike
18th	Master of the Reins

BONUS PROFICIENCY

When you choose this archetype at 3rd level, you gain proficiency in the use of land vehicles.

BORN TO THE REINS

Starting at 3rd level, your mastery as a driver becomes apparent. You have advantage on saving throws made to resist being dismounted from your cart. If you are dismounted and fall no more than 10 feet, you land on your feet if you aren't incapacitated.

Finally, mounting or dismounting a cart costs you only 5 feet of movement speed, rather than half your speed.

ROAD KILLER

Starting at 3rd level, you are very skilled at striking creatures with carts. When you strike a creature with a land vehicle, the impact deals additional damage equal to half your fighter level (rounded down).

DEFENSIVE DRIVING

At 7th level, you learn to maneuver your vehicles around potential threats. When your vehicle moves out of a creature's melee range, it provokes no attacks of opportunity. However, you and any occupants of the cart still provoke attacks of opportunity if they come within range of a qualifying creature.

HEEDLESS ASSAULT

At 10th level, you have thrown caution to the wind, and fight with no fear of death. If you are hanging off the side of a cart, you can briefly let go of the cart and hold on only with your legs to make a reckless assault on a creature within range.

For the rest of your turn, you can use two hands for your attacks despite the fact that you're hanging, and your attacks deal additional damage equal to half your fighter level (rounded down). However, attacks made against you until the beginning of your next turn are also made with advantage.

MOMENTOUS STRIKE

At 15th level, while you are riding a vehicle, your strikes are enhanced by the force of your motion. When you are mounted on a vehicle and hit a creature on the ground with a melee weapon attack, that creature must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

MASTER OF THE REINS

At 18th level, you have mastered the art of vehicular combat. While you are conscious, you cannot be dismounted from a vehicle against your will, and grapples against you made by creatures on the ground automatically fail.



MONK: WAY OF THE WHEEL

The Way of the Wheel is a monastery of dual purpose: it teaches its students not only to move with circular, wheel-like motions, but how to fight effectively at extremely high speeds.

A monk of the Wheel is in constant motion, knowing that to stop moving is to give up your advantage over the still creatures around you.

TABLE: WHEEL FEATURES

LEVEL	FEATURE
3rd	Bonus Proficiency, Sudden Motion (10 feet)
6th	Leap of Faith, Sudden Motion (15 feet)
11th	Circular Strike, Sudden Motion (20 feet)
17th	Road Reactions, Sudden Motion (30 feet)

BONUS PROFICIENCY

When you choose this tradition at 3rd level, you gain proficiency with the Acrobatics skill if you don't already have it. Additionally, you learn the art of maneuvering vehicles as part of your studies. You gain proficiency in the use of land vehicles if you don't already have it.

SUDDEN MOTION

At 3rd level, you use unexpected motions to throw surprises into the tactics of your foes. As a reaction, you can spend a ki point to immediately move 10 feet in any direction. If this movement passes by a creature, you can spend an additional ki point to move

without provoking an attack of opportunity.

This skill improves over time. The distance you can travel in a single reaction increases to 15 feet at 6th level, 20 feet at 11th level, and 30 feet at 17th level.

LEAP OF FAITH

At 6th level, you take the fight to your foes. You only need to move 5 feet instead of 10 to gain the full distance of a running leap. Additionally, if you are leaping between carts and your leap would land five or less feet from the cart, you can grab and hang from the side of the cart instead of landing on the ground next to it.

CIRCULAR STRIKE

At 11th level, you learn to strike like the turning spokes of a wheel. When you take the Flurry of Blows action against a creature, that creature must succeed on a Wisdom saving throw or be dizzied by the circular motion of your strikes. A dizzied creature has disadvantage on attack rolls and Dexterity saving throws until the end of its next turn.

ROAD REACTIONS

At 17th level, your monk reflexes extend to your driving skills. When you are driving a vehicle, you have advantage on Dexterity checks and saving throws made for you and the cart. Additionally, you can make two 90-degree turns in the same maneuver when driving.



IMAGE PROVIDED BY WIZARDS OF THE COAST

ROGUE: HIGHWAYMAN

Days of travel, on foot or by vehicle, can be an exhausting affair, and rarely is an adventurer in worse shape than near the end of a long journey—a highwayman knows this, and exploits this moment of weakness.

Highwaymen are rogues that prey on travellers, usually picking on single or tired-looking targets. They are also known for stealing and dismantling vehicles, breaking them down to their base components and selling those parts on the black market. A highwayman might not be the most dangerous fighter on the field—but if you aren’t careful, you’ll find your party picked off one by one until you stand in the face of danger alone.

TABLE: HIGHWAYMAN FEATURES

LEVEL	FEATURE
3rd	Bonus Proficiency, Cartjacker, Predatory
9th	Conditions of Ambush
13th	Constant Pressure
17th	Pawn Master

BONUS PROFICIENCY

At 3rd level, you gain proficiency in the Intimidation skill if you don’t already have it.

CARTJACKER

Beginning at 3rd level, you can dismantle carts with criminal speed. As an action, you can make a Dexterity (thieves' tools) check to attempt to remove a component from a cart. On a successful check, the component is removed and remains undamaged. On a failed check, the component is removed, but it is damaged in such a way that it must be repaired if you wish to sell it or use it.

Refer to the table below for the difficulty and amount of time it takes to remove each type of component.

TABLE: COMPONENT REMOVAL

TYPE	DC	REMOVAL TIME
Armor	12	1 hour
Chassis	12	4 hours
Propulsion	15	10 minutes
Mechanism	18	1 minute
Weapon	16	10 minutes
Wheel (1)	10	1 minute

PREDATORY

Also at 3rd level, you learn a new way to use your Sneak Attack feature. If you are the only creature within 5 feet of your target, you have advantage on attack rolls made against that target.

CONDITIONS OF AMBUSH

At 9th level, you are a master of ambushing travellers. You have advantage on Dexterity (Stealth) checks made in darkness or while obscured by foliage.

CONSTANT PRESSURE

At 13th level, you master the art of keeping the heat on lone prey, keeping them from gaining the upper hand. While you are the only creature within 5 feet of your target, you can make an additional weapon attack as a bonus action.

PAWN MASTER

You are a master of pawning off stolen goods, and have a wide net of contacts. At 17th level, you are always able to find a buyer willing to pay the full value of your stolen items or components on the first try.



ILLUSTRATED BY AARON LEE

WARLOCK: SPEED DEMON

Your patron is a powerful being from the edges of the planar system, a once-fiendish being called the Speed Demon. This being resides in a pocket dimension housing an endless desert, where cracked asphalt roads and raging dust storms are home to hordes of drag-racing abominations.

Being connected to this being gives you an insatiable hunger for speed. There is no greater thrill than that which fills you when the wind blows through your hair as the world blurs around you. Your patron's

agenda is mysterious at best, but you find you don't care—as long as you can keep pushing the boundaries of speed.

TABLE: SPEED DEMON FEATURES

LEVEL	FEATURE
1st	Expanded Spell List, Speed Thief
6th	Force of Acceleration
10th	Speed Parasite
14th	Champion of Velocity

EXPANDED SPELL LIST

The Speed Demon 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.

TABLE: SPEED DEMON SPELL LIST

SPELL LEVEL	SPELLS
1st	<i>catapult, longstrider</i>
2nd	<i>blur, find steed</i>
3rd	<i>haste, slow</i>
4th	<i>find greater steed, freedom of movement</i>
5th	<i>phantom carriage, steel wind strike</i>

SPEED THIEF

Beginning at 1st level, you gain the ability to lock down a creature with a lecherous curse, stealing speed from their step. As a bonus action, choose a creature within 30 feet of you. The target is cursed for 1 minute. Until the curse ends, you gain the following benefits.

- You gain a bonus to your movement speed equal to half the target's movement speed, and the target's movement speed is halved.
- You have advantage on Dexterity saving throws, and the target has disadvantage on Dexterity saving throws.

Once the curse ends, you can't use this feature again until you finish a short or long rest.

FORCE OF ACCELERATION

At 6th level, you learn to sling spells and weapon attacks with the force of a speeding bull. When you make a spell or weapon attack against a creature on your turn, your attacks deal an additional 2 points of force damage for every 20 feet of movement you've taken.

Distance that you've travelled through teleportation or other indirect means of travel don't count towards this feature—only movement taken on foot.

SPEED PARASITE

At 10th level, the potency of your speed-leeching curse increases. When you target a creature with your curse, that creature must make a Wisdom saving throw against your warlock spell save DC. On a failed save, the creature's movement speed is reduced to zero instead of halved for the duration, and you gain a bonus to your movement speed equal to the target's full speed. On a successful save, the target is affected by the curse as normal instead.

CHAMPION OF VELOCITY

At 14th level, your speed cannot be contained. While you are conscious, your movement speed cannot be reduced by magic or other effects, and you have advantage on saving throws made to resist being paralyzed, restrained, or stunned.

CHAPTER 5: FEATS

As usual, a feat represents a talent or an area of expertise that gives a character special capabilities. This chapter contains a handful of feats specific to the operation and modification of vehicles.

You must meet a prerequisite specified in a feat's description to take that feat. If you ever lose the feat's prerequisite, you retain possession of the feat, but can't benefit from it until you meet the prerequisites again.

JUNKER

You have mastered the art of disassembling vehicles and selling their parts. You gain the following benefits:

- You gain proficiency in the use of engineer's tools or thieves' tools (your choice).
- You always know where the best buyers are found. You can buy and sell components and carts at prices 10% better than you otherwise could.

MECHANIC INITIATE

You have begun your training in the mechanical trades. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the use of engineer's tools.
- By handling and examining a component for 10 minutes, you can deduce its type and purpose.

RIDER SLAYER

You have specialized in techniques useful in combat with mounted creatures, gaining the following benefits:

- You suffer no disadvantage when making melee attacks or initiating grapples against a creature as a result of their mounted status.
- You have advantage on Dexterity saving throws made to avoid being struck by vehicles and mounts.

VEHICLE MASTERY

You are a practiced hand at maneuvering vehicles, and gain the following benefits:

- You gain proficiency in the use of land or water vehicles (your choice).
- If your vehicle is subjected to an effect that allows you to make a Dexterity saving throw on its behalf to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

VEHICULAR COMBATANT

You are a master of vehicular combat, and gain the following benefits:

- You suffer no disadvantage when making ranged weapon attacks against unmounted creatures when mounted.
- You suffer no disadvantage on Dexterity saving throws when hanging off the sides of vehicles.

CHAPTER 6: SPELLCASTING

Though at first unintuitive, the overlap between machinery and magic is surprisingly full. This section contains a handful of spells themed around vehicles and machinery.

LIST OF SPELLS

Conjure Turret
Deconstruction
Ethereal Wheels
Magnetic Bolt
Magnetic Shield
Magnetic Smite
Minor Mending
Major Mending
Phantom Carriage
Road Gate
Spectral Leap
Ward Chassis

SPELL DESCRIPTIONS

CONJURE TURRET

3rd-level conjuration

Time: 1 bonus action

Range: 120 feet

Components: V, S, M (a tiny metal statue forged in the likeness of a turret)

Duration: 1 minute

Spell List: Artificer, bard, cleric, wizard

You conjure a mounted crossbow made of pure magical energy, which appears within 5 feet of you and stays there for the duration. When the turret appears, you can command it to launch a mystical bolt of energy at a creature within range. Make a spell attack roll against the target. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

As a bonus action on each of your turns

until the duration ends, you can command the crossbow to make a spell attack roll against another creature within range.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the force damage increases by 1d8 for every two slot levels above 3rd.

DECONSTRUCTION

6th-level transmutation

Time: 1 minute

Range: 60 feet

Components: V, S

Duration: Instantaneous

Spell List: Artificer, bard, sorcerer, wizard, warlock

You fill a mechanical object within range with magical energy that takes it apart from the inside. Choose a mechanical object, such as a clock or vehicle, within range. The target must succeed on a Constitution saving throw or it disassembles into its individual parts. The parts are not damaged in the process.

You can target a construct with this spell, but the construct must be specifically mechanical in nature. On a failed save, the construct does not fall apart, but it does take 12d8 force damage.

ETHEREAL WHEELS

4th-level transmutation

Time: 1 action

Range: Touch

Components: V, S, M (a brass gear)

Duration: 1 hour

Spell List: Artificer, bard, cleric, sorcerer, wizard, warlock

You touch a cart and cause its wheels to lose their realness, becoming semi-transparent. For the duration, the cart ignores difficult terrain, and spells and other magical effects can neither reduce the cart's speed nor cause

the cart to be restrained.

MAGNETIC BOLT

1st-level evocation

Time: 1 action

Range: 60 feet

Components: V, S, M (an orb of cobalt)

Duration: Instantaneous

Spell List: Artificer, wizard

You let loose a bolt of pure magnetic force, tearing at a target within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage. If the target is largely metallic, such as a metal vehicle or a suit of armor, the target is also pushed in a straight line 10 feet away from you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the force damage increases by 1d10 for each slot level above 1st.

MAGNETIC SHIELD

2nd-level abjuration

Time: 1 reaction

Range: 30 feet

Components: V, S (an orb of cobalt)

Duration: Instantaneous

Spell List: Artificer, wizard

When a creature you can see is about to be hit by an attack with a metal implement, such as the head of an arrow or a steel sword, you surround that creature with a field of magnetic force. Roll a d6. The damage dealt by the triggering attack is reduced by the number rolled. If this roll reduces the damage to 0, you can also push the trigger 10 feet away from the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, roll an additional die of damage reduction for each slot level above 2nd.

MAGNETIC SMITE

4th-level evocation

Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Spell List: Paladin

The next time you hit a creature with a weapon attack before this spell ends, the weapon is charged with magnetic force as you strike. The attack deals an extra 4d6 force damage to the target. The target must make a Strength saving throw. On a failed save, the target is pushed 10 feet away from you and knocked prone. A target wearing metal armor has disadvantage on this saving throw, and takes an extra 1d6 damage.

MINOR MENDING

1st-level transmutation

Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Spell List: Artificer, bard, cleric, druid, sorcerer, wizard

A construct or mechanical object you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

MAJOR MENDING

6th-level transmutation

Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Spell List: Artificer, bard, cleric, druid, sorcerer, wizard

A construct or mechanical object you touch regains 70 hit points. The spell also ends blindness and deafness in the target if present.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the amount of healing increases by 10 for each slot level above 6th.

PHANTOM CARRIAGE

5th-level illusion

Time: 1 minute (ritual)

Range: 30 feet

Components: V, S

Duration: 1 hour

Spell List: Artificer, wizard

A Large quasi-real carriage appears on the ground in an unoccupied space of your choice within range. You decide the particulars of the carriage's appearance, though you cannot change its size.

For the duration, you and up to four creatures you choose can ride in the carriage. The carriage propels itself at your command, has a carrying capacity of 2,000 lbs., and has a movement speed of 100 feet. It can travel 10 miles in an hour, or 13 miles at a fast pace. The carriage has the following ability scores:

STR	DEX	CON
12 (+1)	12 (+1)	14 (+2)

When the spell ends, the carriage gradually fades, giving the passengers 1 minute to dismount. The spell ends if you use an action to dismiss it or if the carriage takes any damage.

ROAD GATE

5th-level conjuration

Time: 1 minute

Range: 10 feet

Components: V, M (rare chalks and ink infused with precious gems worth 50gp, which the spell consumes)

Duration: 1 round

Spell List: Bard, sorcerer, wizard

As you cast the spell, you draw a 10-foot diameter circle on the ground inscribed with sigils that describe a crossroads somewhere else on your plane of existence. A shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature or object that enters the portal instantly appears within 5 feet of the destination crossroads or in the nearest unoccupied space if occupied.

Not every crossroads is significant enough

to mark in this way, but the places where major highways and paths to important cities cross often take on these sigils of their own volition—a magical echo of the life that passes through on a daily basis. When you first gain the ability to cast this spell, you learn the sigil sequences for two crossroads on the Material Plane, determined by the DM. You can learn these sigils on your journeys, committing them to memory by studying them for 1 minute.

SPECTRAL LEAP

4th-level transmutation

Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

Spell List: Artificer, sorcerer, wizard

You touch a cart within range and cause it to drive between the boundaries of planes, through the Border Ethereal. Until the end of the spell's duration, the cart and its occupants ignore objects and effects on the plane you came from, and can pass through solid objects as if they weren't there.

When the spell ends, you return to the plane you left in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are shunted into the nearest unoccupied space big enough for the cart, and take force damage equal to twice the number of feet you travel in this way.

WARD CHASSIS

3rd-level abjuration

Time: 1 hour

Range: Touch

Components: S

Duration: Concentration, up to 1 hour

Spell List: Artificer, cleric, druid, ranger, sorcerer, wizard

You trace sigils of warding on the chassis of a cart. For the duration, the cart has resistance to one damage type of your choice—acid, cold, fire, lightning, or thunder.

CHAPTER 7: MAGIC ITEMS

With the advent of vehicular technology comes a new wave of magical invention and innovation. This section contains a handful of magic items themed around vehicles and machinery.

LIST OF MAGIC ITEMS

Axe of Steelstrike
Engineer's Battlewrench
Magnetic Wand
Phantom Whistle
Spectral Anchor
Staff of Mending
Wand of Disassembly

MAGIC ITEM DESCRIPTIONS

AXE OF STEELSTRIKE

Weapon (battleaxe), rare

This axe is made of enchanted cobalt, an unusual but strangely beautiful choice for weaponry. You have a +1 bonus to attack and damage rolls made with this battleaxe.

Additionally, this axe is imbued with magnetic force. As a bonus action, you can hold the axe aloft and cast the *magnetic smite* spell (save DC 14).

Once you use the axe in this way, you can't do so again until you finish a long rest.

ENGINEER'S BATTLEWRENCH

Weapon (mace), rare

This wrench is keen enough to use as a tool, but heavy and sturdy enough to swing like an instrument of war. You have a +1 bonus to attack and damage rolls made with this wrench. Additionally, this wrench doubles as a set of engineer's tools.

MAGNETIC WAND

Wand, very rare

This red metal wand has a white tip on either end, and has a tendency to stick to metal armor and objects. The wand has 5 charges. As an action, you can expend a number of charges to cast one of the following spells.

1 charge: *magnetic bolt*

2 charges: *magnetic shield*

You can expend multiple charges on the same spell, increasing the slot level of the spell by one for each additional charge expended.

The wand regains 1d4 + 1 charges daily at dawn.

PHANTOM WHISTLE

Wondrous item, very rare

This white whistle dangles from a mithral chain, and howls faintly as the wind passes through it. The whistle has 3 charges. As an action, you can expend a number of charges to cast one of the following spells.



1 charge: *phantom steed*

3 charges: *phantom carriage*

The wand regains all of its charges daily at dawn. If you use the wand's last charge, roll a d20. On a roll of 1, the whistle becomes spectral, then disappears altogether.

SPECTRAL ANCHOR

Wondrous item, very rare

This mithral bauble is shaped like an anchor, and is much heavier than you'd expect at a glance. As an action, you can touch the anchor to a cart and cast spectral leap on it.

Once you use the anchor in this way, it can't be used again until the next dawn.

STAFF OF MENDING

Staff, rare

This staff has a gleaming white orb on its head, which glows with restorative light when touched. The staff has 3 charges. As an action, you can expend a number of charges to cast one of the following spells.

1 charge: *mending*

3 charges: *minor mending*

The staff regains 1d3 charges daily at dawn.

The very rare variant of this staff casts *major mending* instead of *minor mending*.

WAND OF DISASSEMBLY

Wand, rare

This wand has a chiselled tip like a screwdriver, and is common among artificers and engineers. As an action, you can touch the wand to a cart and instantly remove a component from it.

Once you use the wand in this way, you can't do so again until the next dawn.



APPENDIX: EXAMPLE CARTS

There are a great many different carts of all shapes, sizes, and specifications throughout the world. This appendix provides a few examples of what those carts, to use in your campaigns and to inspire you in the creation of your own carts.

OLD FAITHFUL

Large land vehicle, value: 180gp

Armor Class 12 (basic armor)

Hit Points 60 (8d10 + 8)

Speed 40 ft. (two draft horses)

Capacity 2,700 lbs.

Weight 270 lbs.

STR	DEX	CON
12 (+1)	10 (+0)	12 (+1)

Armor Basic Armor

Chassis Basic Large Chassis

Propulsion Basic Harness

Mechanisms —

Weapons —

Wheels Basic Wheels

TRAITS

Basic Armor. Old Faithful is vulnerable to fire damage.

MILITARY CART

Large land vehicle, value: 2,000gp

Armor Class 14 (improved armor)

Hit Points 68 (8d10 + 16)

Speed 40 ft. (two draft horses)

Capacity 2,700 lbs.

Weight 425 lbs.

STR	DEX	CON
14 (+2)	12 (+1)	14 (+2)

Armor Improved Armor

Chassis Improved Large Chassis

Propulsion Reinforced Harness

Mechanisms —

Weapons Bolt Turret

Wheels Improved Wheels

WEAPONS

Bolt Turret. *Ranged Weapon Attack:* range 100/400 ft., one target. *Hit:* 2d6 piercing damage.

THORN CARRIAGE

Medium land vehicle, value: 2,525gp

Armor Class 15 (spiked armor)

Hit Points 68 (8d8 + 24)

Speed 60 ft. (one arcane engine)

Capacity 4,000 lbs.

Weight 252 lbs.

STR	DEX	CON
14 (+2)	14 (+2)	16 (+3)

Armor Spiked Armor

Chassis Masterwork Medium Chassis

Propulsion Arcane Engine

Mechanisms Fog Field, Mending Charge

Weapons —

Wheels Spiked Wheels

TRAITS

Spiked Armor and Wheels. Any cart that comes into contact with the Thorn Carriage takes 2d4 + 1d6 piercing damage.

MECHANISMS

Fog Field (Once per 8h). As an action, you can activate this mechanism to create a 20-foot radius sphere of fog centred on the cart. The fog moves with the cart, lasting for 1 hour or until dispelled by a strong wind.

Mending Charge (Once per 1h). As an action, you can activate this mechanism to send a reparative pulse through the cart. The cart regains 2d6 hit points.

THE MAGUS CHARIOT

Large land vehicle, value: 11,500gp

Armor Class 16 (enchanted armor)

Hit Points 76 (8d10 + 24)

Speed 60 ft. (one arcane engine)

Capacity 4,000 lbs.

Weight 482 lbs.

STR	DEX	CON
18 (+4)	14 (+2)	16 (+3)

Armor Enchanted Armor

Chassis Masterwork Large Chassis

Propulsion Arcane Engine

Mechanisms Greater Ward Field

Weapons Spell Cannon, Magic Missile Launcher

Wheels Tenser's Floating Wheels

TRAITS

Enchanted Armor. The Magus Chariot has advantage on saving throws made to resist spell effects.

Greater Ward Field. The Magus Chariot is immune to lightning damage.

Tenser's Floating Wheels. The Magus Chariot ignores difficult terrain, and can pass over small gaps and elevation changes less than 10 feet in depth.

WEAPONS

Spell Cannon. This weapon can be used as a +1 spellcasting focus by creatures mounted on the Magus Chariot.

Magic Missile Launcher (3 charges per LR). As an action, this weapon deploys three missiles per charge, at one or more creatures within 120 feet. Each missile deals 1d4 + 1 force damage to its target.

THE HELLRIDER

Large land vehicle, value: 9,700gp

Armor Class 16 (armor of forbiddance)

Hit Points 76 (8d10 + 24)

Speed 60 ft. (two draft horses, nightmare harness)

Capacity 2,700 lbs.

Weight 503 lbs.

STR	DEX	CON
14 (+2)	14 (+2)	16 (+3)

Armor Armor of Forbiddance

Chassis Masterwork Large Chassis

Propulsion Nightmare Harness

Mechanisms Darkness Field, Space-Unbalancer

Weapons Ray of Scorching

Wheels Nightmare Wheels

TRAITS

Armor of Forbiddance. Creatures cannot teleport into the Hellrider, whether through magic, planar travel, or other means.

Space-Unbalancer. The Hellrider can house up to 8 passengers.

MECHANISMS

Darkness Field (Once per 8h). As an action, you can activate this mechanism to create a field of magical darkness that surrounds the Hellrider and its occupants, following the cart as it moves. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. This darkness lasts for 1 hour, or until dispelled by activating this mechanism again.

Nightmare Wheels (Once per day). As an action, you can cause the wheels to cloak the cart in ghostly flame. The cart and any creatures mounted on it enter the Ethereal Plane until the beginning of the Hellrider's next turn. While in this plane, you ignore all objects and effects on the plane you came from, allowing you to pass through objects.

WEAPONS

Ray of Scorching (3 charges per LR). As an action, you can expend a charge to fire a beam of scorching energy at a target within 120 feet. The target must make on a DC 14 Dexterity saving throw, taking 2d6 fire damage on a failed save or half as much on a successful one.