

CLOCKWORK LIBRARIAN

CREATURE 6

LN**MEDIUM****CONSTRUCT**

Perception +14; darkvision, low-light vision

Languages Abyssal, Aklo, Aquan, Auran, Azlanti, Draconic, Elven, Jotun, Ignan, Infernal, Terran, Thassilonian

Skills Arcana +18, Crafting +15, Diplomacy +13, Medicine +15, Nature +12, Occultism +15, Religion +15, Society +15, Thassilon Lore +18

Str +2, **Dex** +4, **Con** +2, **Int** +8, **Wis** +4, **Cha** +4

Library aid The Clockwork Librarian gets a +13 to its proficiency bonus when using the Recall Knowledge action on topics that are found in the Therassic Library. It also gives a +5 on a critical success when using the Aid action for this purpose.

Windup The Clockwork Librarian must be winded up with its windup key for 1 minute every day. It can then act for 24 hours. It can wind up itself, or be winded up by another creature.

Items windup key, 5 nets

AC 23; **Fort** +11, **Ref** +14, **Will** +17

HP 71; **Immunities** bleed damage, death effects, disease, healing, necromancy, nonlethal attacks, poison, doomed, drained, fatigued, paralyzed, sickened, unconscious; **Resistances** physical 8 (except adamantine); **Weaknesses** electricity 8

Speed 30

Melee ♦ slam +15, **Damage** 2d4+7 bludgeoning

Ranged ♦ net +17, **Damage** none, net

Net This functions like a regular net, except the escape DC is equal to the Clockwork Librarian's Crafting DC. The Clockwork Librarian does not need to use an action to draw a net; it can launch one of its five nets from its shoulder immediately.

For matters of lore, the Clockwork Librarian is a 14-th level challenge.

For GMs: make sure your players feel bad if they kill this innocent librarian.