

TINKER TOYS: SPELL INFUSED CLOCKWORKS

The Player's Handbook allows Rock Gnome characters to build and maintain up to three clockwork devices. This ability seems to be more to add some flavor to the race, as opposed to any real advantage, though the clockworks in the hands (or minds) of the player can surely be useful in many ways.

This supplement hopes to take things a little further by adding a touch of magic to this ability by adding the spell **Infuse Clockwork**, which allows the rock gnome caster to infuse another spell into the clockwork.

Rock gnomes protect this spell very carefully, and do not allow outsiders to learn it.

As with all unofficial Dungeons & Dragons supplements, the following should be approved and vetted by your Dungeon Master before you start tinkering with magic.

INFUSING CLOCKWORK

The Infuse Clockwork spell is available to any rock gnome that has the ability to cast a spell, regardless of class. The power of the infused spell comes from the same source as the power of the spell as normally cast.

Infuse Clockwork must be cast while the clockwork is being created. Once the clockwork is finished, the spell that is being infused must be cast into the clockwork. The caster must concentrate while creating and infusing the clockwork. If concentration is broken before the desired spell is infused in the clockwork, both spells fail and any spell slots being used are lost.

Once the clockwork is complete, the effect lasts for 24 hours or until the spell is triggered.

If the clockwork is not used, Infuse Clockwork can be used to continue the infusion for another 24 hours, using the same spell slot used during the initial infusion. The spell being infused does not need to be cast again to maintain the infusion.

The character can have up to three infused clockworks at any time.

The player should work with the DM to create the infused clockworks, though sample clockwork ideas are presented in this supplement.

INFUSE CLOCKWORK

1st-level transmutation

Casting Time: 1 hour minimum.

Range: Touch

Components: V, S, M (Tinker's tools, 10 gp worth of materials to fashion the clockwork mechanism, and a small gemstone worth at least 10 gp which is placed inside of the clockwork).

Duration: Concentration while casting the infusion and the spell being infused. Then up to 24 hours from creation, or when the effect is triggered, whichever comes first.

This spell is cast while making a clockwork device (PH 37), which allows the caster to infuse a cantrip into the device, which is triggered when the clockwork is activated and set conditions are met (see sample infused clockworks).

The spell can be cast using higher level spell slots, which will allow the caster to infuse a higher level spell into the device. Refer to the chart below.

INFUSION LEVELS

Level Spell to be Infused	Spell Slot Needed
Cantrip	Cantrip
1st Level spell	2nd level slot
2nd Level spell	4th level slot
3rd Level spell	6th level slot
4th Level spell	8th level slot
5th Level spell	9th level slot

An infused spell, when triggered, will have an effect as if the spell were being cast using the minimum base spell slot for the spell, regardless of the level of the spell slot used to infuse it. For example, infusing a fireball requires a 6th level spell slot, but will always have an effect as if it were cast with a third level spell slot.

LIMITS OF INFUSING CLOCKWORKS

The limits and power required to infuse clockworks were created to help maintain game balance. The intention of this supplement is meant to not add an archetype, but rather add hopefully fun option to add to roleplay and storytelling elements into encounters.

If feedback seems to desire it, other options such as an artificer class and archetypes may be forthcoming.

Both the spell slot being used to cast Infuse Clockwork, and the required spell slot for the infused spell are spent making the clockwork.

The value of the gem stone for 1st level and higher infused spells is 25 gp x the infused spell's level.

INFUSED CLOCKWORKS

As per the Player's Handbook, a clockwork device is Tiny (AC 5, HP 1). There are three types of clockwork devices.

CLOCKWORK TOYS

CLOCKWORK TOY:

This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents (PH 37).

Activating an infused clockwork requires a bonus action. Upon activation, you must state the trigger for the spell. The spell is triggered when the conditions are met. If the conditions are not met within 24 hours, the clockwork deactivates and the spell is lost.

An infused clockwork toy can move as shown below. Flying and hovering clockwork toys usually make use of small propellers, though some may involve flapping wings.

If a clockwork toy moves through an occupied space during a combat encounter, it must make a DC 10 Dex save or be knocked prone and takes 1 point of damage. It loses the rest of its movement for that turn as it rights itself. If it takes enough damage, it is destroyed (see *Destroying a Clockwork Device* on page 2).

Walking/Flying: A walking or flying infused clockwork can move up to 15 ft. on each of your turns. The maximum range is 45 ft. plus 5 ft for each level of the spell slot infused into the device.

Hover: A flying clockwork that is designed to hover over a target can hover for up to 1 minute, plus 1 additional minute for each level of the spell slot infused into the device. If the spell is not triggered, and you are within range, it will return to you. Otherwise, it sinks to the floor. It can be rewound and released, requiring your action.

Climb: A climbing clockwork can move up to 5 ft. on each of your turns. The maximum range for a climbing device is 15 ft. plus 5 ft for each level of the spell slot infused into the device.

Swim: A clockwork designed to swim (or walk on the water if designed to do so), can move 10 ft. on each of your turns. The maximum range is 30 ft. plus 5 ft for each level of the spell slot infused into the device.

HANDHELD DEVICE

A handheld device can have an additional function, such as a Fire Starter.

FIRE STARTER:

The device produces a miniature flame, which you can use to light a candle, torch, or campfire (PH 37).

Once the infused spell is triggered in a handheld device, it's additional function is also lost until it is repaired as per the Player's Handbook.

Triggering a handheld device takes 1 action.

MUSIC BOX

MUSIC BOX:

When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed (PH 37).

An infused music box is activated when it is opened. The spell can be triggered while the song plays, or when the song ends. The music is secondary to the spell's effect, so it does not have to be heard to be effective.

DESTROYING A CLOCKWORK DEVICE

If clockwork infused with a touch or a targeted ranged spell effect is destroyed before being triggered, it explodes. Any creature within 5 ft. of the clockwork takes 1d4 piercing damage + 1 point of radiant damage for each level of the spell (not the spell slot) it has been infused with. If a successful Dex save is made, this damage is halved.

If the infused spell had an area of effect, the spell is triggered upon the clockwork's destruction, affecting everyone in the spell's area of effect.

SAMPLE INFUSED CLOCKWORKS

The following list of sample infused clockworks is meant to be a guide for what can be possible when infusing a clockwork device.

CLOCKWORK TOYS

Clockwork Toys are very versatile. They can be used to deliver nearly any type of spell, including area of effect spells, ranged attack spells, and touch spells. The list below is provided to give you an idea of what is possible.

LITTLE BOY

Infused Spell: Thunderclap.

Description: This tiny clockwork appears to be a small boy clutching cymbals. When Little Boy reaches the desired location, he bangs the cymbals together, creating a Thunderclap as per the cantrip.

Variants: Similar devices can be used with any area of effect spell. The toy is the center of any area of effect. At higher levels, spells such as Sleep, Thunderwave, Shatter and Fireball (call that one Fat Man!) can be used. When a higher level area of effect spell is triggered, the clockwork toy is destroyed.

PRESTO

Infused Spell: Prestidigitation.

Description: Infused with prestidigitation, this tiny wizard can hold up to three possible prestidigitaiton effects, each of which can have a separate trigger.

Variants: Similar devices can also be used with any spell that creates an effect within a range from you, or with a range of *touch* (assuming that the toy touches the target), such as Gust, Light, Mending, or Spare the Dying. At higher levels, spells such as Faerie Fire, Cure Wounds, Hold Person, or Dispel Magic can be used.

RETALIAPTOR

Infused Spell: Fire Bolt.

Description: This small bird circles in the air at a 10 ft. radius. When anyone makes a melee or ranged spell attack against you, it opens its beak and emits a firebolt at the attacker.

Variants: Similar devices can be used with any ranged attack spell. At higher levels, spells such as Magic Missile, Ray of Sickness, Scorching Ray and Fireball can be used.

SPARKY

Infused Spell: Shocking Grasp.

Description: This clockwork appears to be a small gauntlet. It walks on its fingers towards the intended target, and then springs up and delivers Shocking Grasp, as per the cantrip.

Variants: Similar devices can be used with any spell that delivers an effect with a range of *Touch*. At higher levels, spells such as Cure Wounds, Inflict Wounds, Herosim, or Bestow Curse.

HANDHELD DEVICES

Handheld devices are useful for spells that affect you, or allies or enemies close to you. They are also useful in that they can switch an effect on or off as long as that effect lasts for at least 10 minutes. Many have a secondary purpose (such as a fire lighter), which remains usable for 24 hours from creation/repair, even after the infused spell is triggered.

BLOOMING FLOWER

Infused Spell: Poison Spray

Description: This device appears to be a short, slender rod. Upon activation, it suddenly blooms into a flower. As the petals open, it blows a puff of poison at the target, as per the spell Poison Spray.

Variants: Similar devices can be infused with spells such as Thorn Whip, or other spells that have a range of *Self*, or that that expand from you in a cone or a line. At higher levels, spells such as Burning Hands, Gust of Wind, or Lightning Bolt can be used.

FLASH LIGHT

Infused Spell: Light.

Description: This small handheld device can be used as a Fire Starter. When the infused spell is activated and the small lid is lifted, you can cast the light spell on an object as per the cantrip. Closing the lid on the device turns the light off, and opening it again restores it. Regardless of whether it is on or off, the light lasts one hour. After initial activation, opening or closing the lid is a free action as long as the device is in hand.

Variants: Similar devices can be used with any spell that creates an effect within a ranged area from you, or with a range of *Self*, such as Produce Flame, Sacred Flame, Minor Illusion, or Mage Hand. At higher levels, spells such as Darkness, Shield, Faerie Fire, Hold Person, Invisibility, or Dispel Magic can be used. Spells with a duration 10 minutes or greater can be turned off and on again with the lid, though the spell's duration will not be extended by turning the effect off.

MUSIC BOXES

Music boxes are useful for non-combat situations. The spell infused music can help charm and enchant other creatures, or can be left as potentially deadly traps or distractions. The box can be opened and the song played without triggering the spell if you desire. If the box is still intact after being triggered, it still functions as a music box for 24 hours from creation or repair.

THE SOOTHER

Infused Spell: Friends.

Description: When this small music box is opened, two small figures pop up and shake hands while the tune plays, as the Friends spell activates. The song plays for one minute, at which time, the two figures drop their hands to their sides.

Variants: Similar music boxes can be used with spells that charm or have similar effects. At higher levels, spells such as Charm Person, Hex, Sleep, Enhance Ability, Zone of Truth, or Fear can be used.

THE MIRROR BALL

Infused Spell: Dancing Lights.

Description: This round music box is covered with small mirrors. When opened, a lively tune plays and a spell of Dancing Lights is activated. The default is four glowing orbs, which will circle and bob up and down with no concentration required. If you wish to move or change the lights in any way, concentration is necessary and is accomplished by humming along with the tune.

Variants: Similar music boxes can be used to create illusory or other similar effects, such as Minor Illusion. At higher levels, spells such as Color Spray, Silent Image, Phantasmal Force, Silence, Hypnotic Pattern or Major Image can be used.

BOOM BOX

Infused Spell: Thunderclap.

Description: This small wooden music box, when opened, plays a tune of varying length (from 6 seconds to 1 minute long). When the song concludes, the infused spell is triggered.

Variants: Similar music boxes can be used for area of effect spells, or ranged targeted spells (which it will target at the creature or creatures closest to the box), such as Acid Splash, Chill Touch, Message, Sacred Flame or Vicious Mockery. At higher levels, spells such as Magic Missile, Thunderwave, Cloud of Daggers, Web, Dispel Magic, or Fireball can be used. When a higher level area of effect spell is triggered, the music box is destroyed.

OTHER CLOCKWORK DEVICES

The samples above should be enough to get you started. There are many possible useful variations on the above devices. As always, it's important for players to get their DM's feedback and approval of any infused device.

BUT I'M NOT A ROCK GNOME!

If you want the ability to create and infuse clockwork devices, but were not lucky enough to be born a rock gnome, with your DM's approval, the *Minor Artificer* feat can be used.

MINOR ARTIFICER

The Minor Artificer feat is hard to come by. It requires proficiency with Tinker's Tools, which is possible by either taking the **Folk Hero** or **Guild Artisan** backgrounds, taking the **Skilled** feat, or by learning the proficiency in your downtime (PH 187).

If you take the required path to become a Minor Artificer, consider working it into your story or history. Did you steal the knowledge from the rock gnomes, or did you convince a rock gnome to teach you? Maybe you figured it out on your own? Are the rock gnomes trying to silence you to keep you from spreading the knowledge?

Work with your DM to come up with a backstory and/or story hooks to make the extra work worthwhile!

FEAT: MINOR ARTIFICER

Prerequisite: Proficiency with Tinker's Tools, and the ability to cast at least one 1st level spell and a cantrip.

You are able to create up to three clockwork devices (PH 37), and have learned the secret of infusing magic into these clockwork devices.

You learn the 1st level spell **Infuse Clockwork**, which does not count against the number of spells available to you.

THE MINOR ARTIFICER FEAT

This feat is intentionally designed to be difficult to obtain. As explained in the earlier note, this is to help maintain game balance and to keep the battlefield from looking like Kevin's room at the end of Time Bandits.

If you haven't seen Time Bandits, you really should. What have you been waiting for?

CREDITS

The rules for fashioning clockwork devices come from the Dungeons and Dragons Players Handbook. This document was made using the Homebrewery at NaturalCrit.com

Except where noted, the Tinker Toys supplement is Copyright 2016 by Armand Charpentier of Geek Trash and Geek Fight Club. You can talk to the writer @dharmabob on twitter, or over at GeekTrash.com