

FELMORN'S GUIDE TO CLOCKWORK CREATIONS

"IT STOOD IN FRONT OF ME, STEAM BEING RELEASED FROM EACH HOLE IN IT'S BODY. IT STARED AT ME, THEN THOUSANDS OF METAL BALLS RAINED FROM THE SKY."



MECHLOCKS



Mechlocks are metal constructs which always have a creator. Some are designed to guard, some are designed to protect and others designed to kill. A Mechlock is always loyal to their creator and will not do anything to harm them. The majority of these constructs roam hidden cities and wizards' laboratories, most often never being revealed to the outside world. Gnomes often find interest in these creations and aspire to build their own.

CREATED FROM SCRAPS

Mechlocks are built from any metal their creator could find, as building a pure Mechlock can be incredibly expensive. The properties and purpose of each construct relies heavily on the material it was born from. The alloys and metals which are too weak, often find the Mechlock unable to walk or malfunction.

GEAR PURPOSE

Every Mechlock has a purpose. Nobles and members of Royal Families often rent a Mechlock to guard a hoard of treasure, or for them to be their body guard. Some become security for buildings or assistants for powerful Artificer and Wizards. When a Mechlock's creator dies, or when it loses its purpose, it either shuts down and self destructs or goes *insane*, in human terms. An insane Mechlock will strive to find some way to bring back its creator or blame everything it has in sight for their death, killing them as a product.

MECHLOCK NAMES

Mechlocks do not have gender specific names, and are given numerical names (Mech Names). However, some creators give their Mechlock a nickname.

Mech Names: A0742, B1753, C7394, 075C-A26, D4300

Nicknames: Tik, Clank, Grinder, Alpha, Beta, Charlie, Delta, Prime, Tech

PLAYING AS A MECHLOCK

When playing as a Mechlock, you are robotic in nature and will always choose the path which has the most probability of success. You are also aware that you are a construct and will gladly perform a self sacrifice to protect your Creator or a close ally, if your alignment agrees with this.

MECHLOCK TRAITS

As a Mechlock, you gain the following traits.

Ability Score Increase: Your Intelligence Score increases by 2.

Age: Most Mechlock meet the end of their battery life at 800 years of age.

Alignment: Mechlocks usually take on the Alignment of their creators, whether that be Neutral, Lawful Good or Chaotic Evil.

Size: Your Size is medium, 4-8 feet tall.

Speed: Your base walking speed is 30 feet.

Hidden Blade: Within one arm of your choice, there is a secret compartment which holds a natural weapon. This small blade can slide from your wrist and be swiped at enemies, which deals 1d4 slashing damage on a hit.

Enhanced Vision: Thanks to your robotic eyes, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in Darkness as if it were dim light. You can't discern color in Darkness, only shades of gray.

Metal Body: Your metal plating gives you a natural armor equal to $12 + \text{Your Constitution Modifier}$.

Stored Memory: You can easily recall past memories and knowledge which you have learned. You gain proficiency in the Perception skill. Your Passive Perception becomes $8 + \text{Your Proficiency Bonus} + \text{Your Intelligence Modifier}$.

Loud Presence: Because of your metal joints and gears, you have disadvantage on stealth checks.

Constructed Being: You do not require food or drink. You are also resistant to necrotic damage and are immune to being poisoned.

Self Destruct: When you die, you explode with gears and flames reaching everywhere within a 30 foot sphere of your death. Each creature within that sphere must make a dexterity saving throw with a DC of 16 or take 2d12 fire damage and 2d8 piercing damage, or half as much on a successful one.

Languages: You can speak, read, and write Common and two other languages of your choice. (Your Creator must have known these languages).

STEEL MECHLOCK

You share the following traits with other Steel Mechlocks.

Ability Score Increase: Your Constitution Score increases by 1.

Iron Fortitude: When you level up, you gain an additional 1d4 permanent hit points.

COPPER MECHLOCK

You share the following traits with other Copper Mechlocks.

Ability Score Increase: Your Strength Score increases by 1.

Enhanced Blade: Your hidden blade ability now deals 1d8 slashing damage instead of 1d4.

TIN MECHLOCK

You share the following traits with other Tin Mechlocks.

Ability Score Increase: Your Dexterity Score increases by 1.

Light Body: Your base walking speed is now 40ft, you also do not apply the Loud Presence feature.

ELECTRUM MECHLOCK

You share the following traits with other Electrum Mechlocks.

Ability Score Increase: Your Wisdom Score increases by 1.

Enhanced Insight: You gain proficiency in the Insight skill and have advantage on Insight checks.

MECHLOCK

Medium Construct (Humanoid), Any Alignment

Armor Class 17

Hit Points 62 (5d10 + 20)

Speed 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
|-----|-----|-----|-----|-----|-----|

| | | | | | |
|---------|--------|---------|---------|---------|--------|
| 16 (+3) | 10 (0) | 20 (+5) | 18 (+4) | 14 (+2) | 10 (0) |
|---------|--------|---------|---------|---------|--------|

Skills Perception +8

Condition Immunities Charmed, poisoned, frightened, paralyzed, exhaustion, petrified

Damage Vulnerabilities Acid

Senses Darkvision 60ft, Passive Perception 16

Languages Common and two other languages that its creator knew.

Challenge 2 (450 XP)

Self Destruct: When the Mechlock drops below 0 hit points, it explodes with gears and flames reaching everywhere within a 30 foot sphere of its death. Each creature within that sphere must make a dexterity saving throw with a DC of 16 or take 2d12 fire damage and 2d8 piercing damage, or half as much on a successful one.

Stored Memory. The Mechlock has advantage on perception checks.

Actions

Multiattack. The Mechlock makes 2 Hidden Blade attacks.

Hidden Blade. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit 5 (2d4 + 3)

TIME DOMAIN CLERIC

Some Gods can control time and space, others seek to destroy it. When worshipping a diety of this kind, they grant you a small portion of their power. Wise gods protect the many timelines of the universe. Clerics which gain this power are sent to carry out their duties which are often preventing others from altering the timeline and ensuring it follows the set path, even if that means traveling to another dimension.

TIME DOMAIN SPELLS

Cleric Level Domain Spells

| | |
|-----|-----------------------------------|
| 1st | Longstrider, Featherfall |
| 3rd | Augury, Hold Person |
| 5th | Haste, Slow |
| 7th | Dimension Door, Banishment |
| 9th | Contact other Plane, Hold Monster |

FOREKNOWLEDGE

When you choose this domain at 1st level, your initiative bonus is now your Wisdom Modifier. You also become proficient in the History and Perception skill.

CHANNEL DIVINITY: TIME ABERRATION

Starting at 2nd level, you can use your Channel Divinity, as an action, to import yourself from another timeline anywhere within 30 feet of you. This duplicate gets an initiative roll and has the exact same traits, abilities, equipment and spells as you, and is capable of performing any action a normal player character could perform. This duplicate can not summon anymore Time Aberrations, and can only cast spells up to a third level spell.

You can control this visage on its turn. The visage lasts up to 1 minute but has half of your maximum hit points. When the duplicate drops below 0 hit points, the visage returns to its original timeline.

When you and your other self are within 5 feet of each other and attacking the same target, both of you have advantage on attack rolls.

TEMPORAL THRUST

Starting at 6th level, as an action, you can attempt to send any creature you can see within 120 feet of you 1d6 rounds into the future. That creature must succeed on a Wisdom Saving Throw against your spell save DC or be sent into the future. On a success, that creature is not sent forwards in time.

For the 1d6 rounds, that creature vanishes from existence and re-appears in the spot it was vanished from once the rounds are up, as long as the area is unoccupied. If the area is obstructed then it will re-appear in the closest empty space near the area it was transported from.

You can use this trait once per long rest at 6th level. Once you reach 14th level, you can use this trait 3 times per long rest.

DIVINE STRIKE

Starting at 8th level, once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 force damage to the target. When you reach 14th level, the extra damage increases to 2d8.

KEEPER OF TIME

Starting at 17th level, you may add the spells *Time Stop* and *Foresight* (See Player's Handbook) to your list of domain spells. Like your other domain spells, they are always prepared and count as cleric spells for you. You also become proficient in the Insight skill. If you are already proficient in Insights, then you can double your Insight modifier.



CLOCKWORK CONSTRUCTS

CLOCKWORK INSECTS

These insects are brought into existence because of the mere pleasure that people get watching them move or just the joy of creating. Some of these creations are used for aesthetic pleasure or greater purposes such as spying on enemies.

CLOCKBUG SPY

These Clockwork Insects are specifically built to gather information and report back to the sender. They are most commonly used by opposing forces to gather information on the next assault.

CLOCKBUG WASP

These Clockwork Insects are specifically built to assassinate a high valued target. They do so by injecting a venom into the targets skin, which is powerful enough to kill. Very few can afford these deadly assassins but they usually have a one time use.

CLOCKBUG SPY

Tiny Construct, Any Alignment

Armor Class 8

Hit Points 1 (1d4 - 1)

Speed 10ft, climb 10ft

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|--------|---------|---------|--------|
| 1 (-5) | 18 (+4) | 6 (-3) | 12 (+0) | 10 (+4) | 3 (-3) |

Skills Stealth +16, Perception +6

Condition Immunities Charmed, poisoned, frightened, paralyzed, exhaustion, petrified

Damage Vulnerabilities Acid

Senses Darkvision 120ft, Passive Perception 12

Languages Understands Common and Two Other languages of it's creator but can not speak them

Challenge 0 (10 XP)

Memory. The Clockwork Insect never forgets anything that it has heard or seen happen to it. It also has advantage on perception checks.

Data Transfer. The Clockwork Insect can write on a piece of paper all the information it has gathered. This is either drawing a building of interest or writing out an entire conversation in words.

Actions

Bite. *Melee Weapon Attack:* -5 to hit, reach 5ft., one target. *Hit* 1

CLOCKBUG GATHERER

These Clockwork Insects are specifically built to hoard small items and return them to their maker. Wizards use these small constructs to gather herbs or items for their work. With enough gatherers, they can carry large objects such as swords.

CLOCKBUG WASP

Tiny Construct, Any Alignment

Armor Class 8

Hit Points 1 (1d4 - 1)

Speed 10ft, climb 10ft, fly 40ft

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|--------|---------|---------|--------|
| 10 (0) | 18 (+4) | 6 (-3) | 12 (+0) | 10 (+4) | 3 (-3) |

Skills Stealth +12

Condition Immunities Charmed, poisoned, frightened, paralyzed, exhaustion, petrified

Damage Vulnerabilities Acid

Senses Darkvision 120ft, Passive Perception 12

Languages Understands Common and Two Other languages of it's creator but can not speak them

Challenge 1/8 (25 XP)

Vanish. The Clockwork Insect can take a bonus action to hide.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 3 (1d4 + 2) piercing damage and 20 (3d10 + 10) poison damage. The Target must succeed on a DC 16 Constitution Saving throw or be poisoned for a day.



CLOCKBUG GATHERER

Tiny Construct, Any Alignment

Armor Class 8

Hit Points 1 (1d4 - 1)

Speed 10ft, climb 10ft, fly 20ft

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|--------|---------|---------|--------|
| 10 (0) | 18 (+4) | 6 (-3) | 12 (+0) | 10 (+4) | 3 (-3) |

Condition Immunities Charmed, poisoned, frightened, paralyzed, exhaustion, petrified

Damage Vulnerabilities Acid

Senses Darkvision 120ft, Passive Perception 12

Languages Understands Common and Two Other languages of its creator but can not speak them

Challenge 0 (10 XP)

Lift A Clockwork Insect of this kind has the ability to lift objects such as flowers, herbs, small stones and other tiny objects.

CLOCKWORK GUARDIAN

Unlike the Mechlocks, these constructs specialise in defending wealthy figures. To hire a Clockwork Guardian, you must know the right person and have a lot of expendable money.

Deadly Fighters. Unlike any living organism, these machines have no sense of self preservation and will fight till the end. They hold no beliefs or opinions and are trained in the art of killing.

Feared Public. The higher members of society which hire these constructs do so not only for their own protection, but to show their citizens the power they hold. Most city folk find these constructs dangerous and a threat to their city as on the rare occasion, some malfunction and find all creatures in their sight a threat.

Construct Nature. A Clockwork Guardian has no need for food, drink or sleep. Every month, the Guardian must make maintenance time otherwise it is no longer usable and drops to 0 hit points.

One Purpose. A Clockwork Guardians purpose is to guard what it has been programmed to guard. Nothing can prevent a Guardian from following this purpose. If a creature threatens to obstruct or prevent the Guardian from following its only purpose, it will do anything it can to remove that obstacle without mercy.

SELF DESTRUCTING

As an additional option, you can give your Clockwork Guardian a self destruct option (Read Mechlock). If self destructing means a guaranteed chance of success at defending its purpose, then the Clockwork Guardian will self destruct.

CLOCKWORK SOLDIER

Medium Construct, True Neutral

Armor Class 10

Hit Points 26 (2d12 + 4)

Speed 26ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|--------|--------|--------|--------|
| 14 (+2) | 8 (-1) | 10 (0) | 5 (-3) | 2 (-4) | 5 (-3) |

Condition Immunities Charmed, poisoned, frightened, paralyzed, exhaustion, petrified

Damage Immunities Poison, psychic, necrotic

Damage Vulnerabilities Acid

Senses Passive Perception 7

Languages None

Challenge 1/4 (50 XP)

Pack Tactics. When the Clockwork Soldier is within 10 feet of another Clockwork Soldier, they have advantage on attack rolls.

Self Destruct When the Clockwork Soldier drops below 0 hit points, it explodes with gears and flames reaching everywhere within a 10 foot sphere of its death. Each creature within that sphere must make a dexterity saving throw with a DC of 12 or take 1d8 fire damage and 1d4 piercing damage, or half as much on a successful one.

Actions

Shortsword. Melee Weapon Attack: +1 to hit, reach 5ft., one target. Hit 4 (1d6 + 2) Slashing damage.

VARIANT: CLOCKWORK ARCHER

Some Clockwork Soldiers employ special algorithms which allow them to perform acts of Archery. A Clockwork Archer gains the following abilities and actions:

- **AC** AC: 8
- **Computer Eye (3/day).** If the Clockwork Archer misses an attack with its bow, it may choose to succeed instead.
- **Bow.** Ranged Weapon Attack: +2 to hit, range 150/600., one target. Hit 5 (1d8+2) Piercing Damage.
- **CR.** CR:1/2 (100 XP)

CLOCKWORK SOLDIER PRICE

| Ore | AC | Cost per Soldier |
|----------|----|------------------|
| Tin | 10 | 500gp/1 |
| Copper | 12 | 750gp/1 |
| Steel | 14 | 1000gp/1 |
| Electrum | 16 | 2000gp/1 |

CLOCKWORK SOLDIER

Clockwork Soldiers are the weakest and cheapest to manufacture out of all the constructs. Easily disposable, and have no thinking to rebel against the authority. Across the Globe, Nobles hire large quantities of these to defend in the event of an un-announced attack.

Affordable Bundle. These Soldiers come in large bundles of a package, and at a relatively low price. The metal they are made from is incredibly cheap and easily breakable. A regular batch of these soldiers is usually about 50 for 5,000 gold pieces.

Swarmers. In the battlefield, when these Soldiers are involved you can expect to be overwhelmed by there numbers. Despite being weak, they can easily overwhelm the best of fighters and siege any castle. Once they have finished one task, usually the slaughtering of a creature, they move on to the next.

On call Clockwork Soldiers are held underground in small facilities where they are repaired by Gnomes, Wizards or Artificers. In the event of an attack, they will all be powered on and begin to march the local area in search of an enemy.

Friend or Foe. With poor judgment, these Soldiers can easily mistake a friendly civilian for an enemy. They identify the hostility of creatures by using a basic image recognition. This works by identifying the clothes of a creature and comparing it to the most used type of clothes in the city or town. If they are similar, they are friendly, if they are not then they are an enemy.

PURHASING CLOCKWORK SOLDIERS

If you want to allow your players to buy these soldiers, they must first have a high public status, and be well known among the public. Few people manufacture these so they will have to find a right seller. The most common of these sellers are Gnomes who sell their own Soldiers on the black market. If you decide to allow this, then use the Clockwork Soldier price table.

ARACHNOIDS

Warriors may mount on the fast paced killing machine known as an Arachnid. These constructs act like spiders and are used to police cities or wipe out a battle field. The riders of these constructs even fear what they are riding, despite the fact that an Arachnid is incapable of harming it's rider.

Tamed Engine. Despite being barbaric, these creatures obey every word that is given to them by their rider. This makes them the perfect design to perform any job which organisms such as horses would not do. This can be charging into a pit of fire or into the enemy territory

Bladed Legs. The Arachnid has blades for arms, which allow it to easily walk through any crowd of people which can prevent it from reaching it's destination, with obvious murder, of course. These blades are incredibly difficult to cut off and will most likely damage you in the process.

Needles for Webs. Unlike spiders, these are designed to murder. The Arachnid has 20 sharp metal needles on the back of the construct. When ranged combat is necessary, they will be fired into the air at tremendous force and impale unlucky ground units. This comes in handy for stopping criminals and planting bodies across a bare battlefield.

Entertained Combat. Very few Arachnoids are forced to fight each other to the death. This is a common form of entertainment among civilizations which can get their hands on or manufacture their own Arachnoids.

ARACHNOID

Large Construct, Unaligned

Armor Class 16

Hit Points 166 (14d12 + 36)

Speed 40ft, climb 50ft

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 18 (+4) | 17 (+3) | 15 (+2) | 15 (+2) | 12 (+1) | 5 (-3) |

Skills Perception +12, Stealth +10

Condition Immunities Charmed, poisoned, frightened, paralyzed, exhaustion, petrified

Damage Immunities Poison, psychic, necrotic

Damage Resistances Bludgeoning

Damage Vulnerabilities Acid

Senses Darkvision 120ft, Passive Perception 18

Languages Understands Common and two other languages but can not speak.

Challenge 8 (3,900 XP)

Self Destruct. When the Arachnid drops below 0 hit points, it explodes with gears and flames reaching everywhere within a 30 foot sphere of it's death. Each creature within that sphere must make a dexterity saving throw with a DC of 16 or take 4d12 fire damage and 2d8 piercing damage, or half as much on a successful one.

Keen Eye. The Arachnid has advantage on Perception checks.

Fixed Mould. The Arachnid is immune to any effect which may change it's shape.

Actions

Multiattack. The Arachnid makes four attacks: four with it's legs or two with it's legs and one with it's spikes.

Bladed Leg. *Melee Weapon Attack:* +10 to hit, reach 10ft, one target. *Hit 18 (4d6 + 6) slashing damage.*

Spine Needles. *Ranged Weapon Attack:* +8 to hit, range 5/90 feet., one target. *Hit 16 (2d12 + 8) Piercing Damage.* The Arachnid has 20 of these needles. To regain these needles it must be re-supplied by it's maker.

Legendary Actions

The Arachnid can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The Arachnid takes a Wisdom (Perception) check.

Iron Rain (2 Actions). The Arachnid makes two Spine Needle attacks.

CLOCKWORK BRUISER

This type of construct is lost to most people. Many attempt to re-create it but end up blowing themselves up with the complexity of its machinery. Bruisers originally began as Guardians for the Gnomes, but were all destroyed by the Drow in an assault to take *The Stopwatch*.

No Purpose. In the Clockwork Era, the Bruisers were to bodyguard Gnomish cities. Bruisers which survived the assault are either wandering the world aimlessly, have been captured by the Drow for slavery or guarding treasures and relics which they had been designated to, with no knowledge of the raid.

Passive Aggression. If you stumble across a Bruiser guarding an entry way, it is best to ignore it and walk along. Bruisers standing in front of a door generally mean it is guarding a special artifact belonging to the Gnomes. If you happen to meet a Bruiser in the wilderness, do not provoke it or it will most likely attack you back with no remorse.

Gnomish Bounds. If a Bruiser which has been lost for a long period of time meets a Gnome, it is loyal to that Gnome for the rest of its lifetime. A Bruiser would even sacrifice an artefact it has been guarding in exchange for the life of its Gnomish owner.

Undying Life. Bruisers live for an un-naturally long time, even despite their mechanical origins. The typical lifespan of a Bruiser is 5000-7500 years.

CLOCKWORK BRUISER

Large Construct, Unaligned

Armor Class 18

Hit Points 162 (12d12 + 42)

Speed 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|---------|---------|--------|
| 20 (+5) | 8 (-1) | 18 (+4) | 14 (+2) | 12 (+1) | 10 (0) |

Skills Perception +5

Damage Vulnerabilities Acid

Damage Immunities Poison, psychic, necrotic

Damage Resistances Slashing, Bludgeoning, Piercing

Condition Immunities Charmed, poisoned,

frightened, paralyzed, exhaustion, petrified

Senses Passive Perception 16

Languages Understands Common, Gnomish and three other languages but can not speak.

Challenge 10 (5,900 XP)

Regeneration: The Clockwork Bruiser regains 20 (4d10) Hit Points at the start of its turn if it has at least 1 hit point.

Fixed Mould. The Clockwork Bruiser is immune to any effect which may change its shape.

Magic Resistance. The Clockwork Bruiser has advantage on saving throws against spells and other magical effects.

Actions

Multiattack The Clockwork Bruiser makes two attacks: one with its shield and one with slam, or two slam attacks.

Shield. Melee Weapon Attack: +10 to hit, reach 5ft., one target. **Hit:** 24 (3d12 + 10) Bludgeoning Damage.

Slam. Melee Weapon Attack: +12 to hit, reach 10ft., one target. **Hit:** 38 (5d12 + 12) Bludgeoning damage.

Reactions

Block (Recharge 5-6). Before a creature attacks the Clockwork Bruiser, it may add +2 to its AC.



CLOCKWORK DRAGON

Huge Construct, Unaligned

Armor Class 18

Hit Points 214 (16d12 + 80)

Speed 40ft, climb 40ft, fly 50ft

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 23 (+6) | 14 (+2) | 20 (+5) | 12 (+1) | 15 (+3) | 13 (+1) |

Saving Throws Dex +8, Con +11, Str +12

Skills Perception +12, Stealth +8

Damage Vulnerabilities Acid

Damage Immunities Poison, psychic, necrotic

Damage Resistances Slashing, Bludgeoning

Condition Immunities Charmed, poisoned, frightened, paralyzed, exhaustion, petrified

Senses Darkvision 120ft, Passive Perception 22

Languages Can understand Common, Draconic and two other languages but can not speak them.

Challenge 15 (13,000 XP)

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Fixed Mould. The Clockwork Dragon is immune to any effect which may change its shape.

Self Destruct. Upon death, the Clockwork Dragon's internal machinery self destructs causing each creature within 30 feet of it must succeed on a DC 18 Dexterity Saving throw or take 8d8 fire damage and 3d8 piercing damage, or half as much on a successful one.

Regeneration. The Clockwork Dragon regains 10 (2d10) hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The Clockwork Dragon makes three attacks: one with its bite and two with its claws, or one with its tail and one with its claw.

Claw. Melee Weapon Attack: +12 to hit, reach 5ft., one target. Hit: 17 (3d6 + 6) Slashing damage.

Bite. Melee Weapon Attack: +12 to hit, reach 5ft., one target. Hit: 26 (4d10 + 6) Piercing Damage.

Tail. Melee Weapon Attack: +12 to hit, reach 15ft., one target. Hit 15 (2d12 + 6) Bludgeoning Damage.

Breath Weapon (Recharge 5-6). The Clockwork Dragon uses one of its breath weapons.

Gas Spray. The Clockwork Dragon releases a gas from its mouth which poisons creatures (for an hour) in a 60 foot cone if they fail to succeed on a DC 18 Constitution Saving Throw. If they fail, they also take 10 (2d10) poison damage, or half as much on a successful one. The creatures are also not poisoned if they succeed.

Ignite Gas: The Clockwork Dragon releases a flammable gas which expand up to 120 feet from its point of origin. When the Dragon decides to ignite this gas, it grinds two small pieces of metal together in its throat which light the gas. Each creature that is in the gas must succeed on a DC 18 Dexterity Saving Throw or take 40 (8d10) fire damage, or half as much on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The Clockwork Dragon takes a Wisdom (Perception) check with advantage.

Tail Attack. The Clockwork Dragon makes a tail attack.

Barrage (2 Actions). The Clockwork Dragon releases a series of small grenades which are hidden within the spine of the Dragon. The Dragon has 20 grenades. The Dragon fires 2d4 of these grenades from its back at any creature within 120 feet of the Dragon. Each creature it affects must make a DC 16 Dexterity Saving Throw or take 15 (3d10) fire damage and 12 (2d12) piercing damage, or half as much on a successful one. For the Dragon to regain the grenades, it must be resupplied by its creator.

ARTIFACTS AND MAGIC ITEMS



he Gnomes held multiple artifacts which were guarded heavily by Clockwork Bruisers. Some of which had lesser power than others, and some held tremendous power. Some Gnomes made magic items to accompany their sacred artifacts.

THE STOPWATCH

Item (Stopwatch), artifact (requires attunement from a Gnome), legendary

This plain looking stopwatch holds many secrets and has seen many Gnomes fall for its abilities. This Artifact has 1 charge. While you have this Stopwatch on your person, you gain the following benefits.

- You have a +2 to Wisdom and a +2 to Intelligence.
- You have the ability to cast *Time Stop* without expending a spell slot, instead you use a charge. You can also harm one creature while under stopped time, any more and the spell ends.
- When you attune to this Artifact, you take 10d10 Psychic Damage.

To regain charges with this artifact, you must surround the Stopwatch in cogs once a week at dawn. By doing this, you will take 6d10 Psychic Damage. This damage can not be regained for the day which you recharged the artifact.

HAMMER OF MENDING

Item (Hammer), artifact, uncommon

This simple looking hammer has 5 charged and regains 1d4 charges daily at dawn. By expending a charge, you can tap an object and mend it. This has the same properties of the *Mending* spell (See Players Handbook).

CLOCKWORK DRAGON MINATURE

Item (Figure), artifact, rare

You can hold this small figure of a Red Dragon at any creature of your choice. This triggers a chain reaction within the minature which causes the figure to release a large 30 foot cone of flames. Each creature within this cone must make a DC 16 Dexterity Saving Throw or take 6d8 fire damage, or half as much on a successful one. You can only use this minature once, until a skilled Gnome repairs it for you.

HAMMER OF TIME

Weapon (Warhammer), very rare

This Warhammer has 1 charges and grants a +2 attack bonus. When you successfully attack a creature you can expend a charge to make the targeted creature take the amount of damage that it has taken in the last two rounds of combat. It also regains health, if it was healed in these rounds.

To regain a charge with this weapon, you must take 3d10 Psychic damage. Everytime you gain a charge with this weapon in the same day, the damage dealt increases by 1d10.

NECKLACE OF THE GNOMES

Item (Necklace), artifact (requires attunement), rare

While you wear and are attuned to this necklace, you gain a +1 to your Wisdom Score and can speak, read and write Gnomish.

CLOCKWORK MEDAL

Item (Medal), artifact (requires attunement), rare

While you wear and are attuned to this medal, you have advantage on attack rolls against Constructs and regain 4 hit points at the beginning of your turn.