



CLOCKWORKS

Clockwork constructs are the technological cousins of golems, constructed with a combination of magic and precise technologies dependent upon the internal churning and turning of thousands of intricate springs, screws, and gears.

There are those who would scoff at the work of clockwork engineers, whose constructs seem at best merely imitations of the creations brought to life by practitioners of the purely arcane arts. However, those canny enough to realize the potential of clockwork engines know their true power to be both exotic and potent. In worlds where clockworks are common, these creatures can rival even the most powerful of golems for raw power. Massive giants comprising countless nuts and bolts have torn entire empires asunder. Time and time again, clockwork creatures have proven themselves a formidable presence in the face of more traditional rivals, and those who have borne witness to the feats of these creatures know to hold their tongues before questioning the constructs' power.

Clockwork creatures function by combining magical energies and clockwork mechanisms. The myriad metal parts that go into the construction of a clockwork creation require absolute precision in order to function properly, so they must be built by only the steadiest of hands. Amateurish attempts at clockwork construction typically result in nonfunctional units or misfires, and many an engineering lab has been burned to the ground by novices seeking to learn the basics of clockworks and the elements that power them.

Clockwork creations, as their names suggests, must be wound up before they animate. The creator of a clockwork crafts a unique key for each creation. This key is typically inserted into the clockwork's back and turned clockwise to wind it. Turning the key counterclockwise has the effect of winding the machine down, though only a willing (or completely helpless) machine will allow itself to be unwound in this way, meaning either its creator or someone its creator has specifically designated can normally do so. Larger clockworks tend to have larger keys, and particularly huge keys require more than one set of hands to turn. Rather than seek assistance from other engineers, eccentric or hermetic inventors often rely upon other clockwork creations to help them turn keys or aid in the creation of more monumental constructs. Other times, engineers give copies of keys to their most trusted clockworks, which can be programmed to wind allies and even themselves as the situation requires.

Much like golems and animated objects, clockwork creatures can be given any number of commands; a perpetually turning script in their core records those orders and programs the rest of the machine. Only one who possesses a key to the clockwork can program it, but any commands given to the construct last until the clockwork is reprogrammed or destroyed. An individual clockwork's potential is only limited by its creator's innovation and aptitude. Unlike many golems, which are trapped in bodies resembling lumbering and fallible cages, clockwork constructs can be repeatedly reworked and reengineered—gears can be oiled, springs can be replaced, and pistons can be fine-tuned. The ever-adjustable framework of these mechanical beasts allows for extreme variation from creation to creation.

CLOCKWORK DRAGON

Clockwork dragons' powerful breath weapons and mastery of flight make them versatile and graceful killers. Designed for long flights and missions, the intricate winding mechanism of the clockwork dragon is more efficient than that of other clockwork constructs, partially because it reuses some of the energy generated by its intricate wings and the complex machinery of its breath weapon device. One of the most complicated and subtly crafted clockworks, its many moving parts are fortified by adamantine supports and fixtures, making this killing machine a brilliant mix of intricacy and unyielding terror.

The basic chassis and internal workings of the clockwork dragons are highly adaptable, and many variants of the clockwork dragon exist. Clockwork dragons are typically 20 feet long from snout to the tip of its tail, and weigh nearly 75 tons.



CLOCKWORK DRAGON

Huge construct, unaligned

Armor Class 18 (natural armor)
Hit Points 175 (14d12 + 84)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	22 (+6)	6 (-2)	15 (+2)	3 (-4)

Saving Throws Dex +6, Con +11, Wis +7, Cha +1

Skills Perception +7

Damage Resistances fire, lightning

Damage Immunities poison, psychic; bludgeoning, piercing and slashing from nonmagical attacks that aren't adamantine

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

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17

Languages understands the languages of its creator but can't speak

Challenge 14 (11500 XP)

Immutable Form. The clockwork dragon is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork dragon has advantage on saving throws against spells and other magical effects.

Magic Weapons. The clockwork dragon's weapon attacks are magical.

ACTIONS

Multiattack. The clockwork dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10+6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in an 100-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

CLOCKWORK DRAGON VARIANTS:

The following are a number of variant clockwork dragons. Some clockwork dragons exhibit more than one of these variations.

Acid Breath. Equipped with an internal fountain of caustic liquid, this type of clockwork dragon replaces its fire breath with a 60-foot line of acid that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 49 (14d6) acid damage on a failed save, or half as much damage on a successful one.

Destroyer. These clockwork dragons are used as highly mobile and powerful siege engines. While the destroyer clockwork dragon lacks a breath weapon, as an action while on solid ground, it can move its gears to pull its wings apart and to rise up as a heavy bombard. The body of the clockwork is used as the platform for the bombard, and the internal workings of the clockwork can load the bombard without a crew, though it still takes an action on the part of the clockwork to load the bombard. The clockwork dragon can also aim and fire the bombard using a single action. A clockwork dragon carries enough ammunition to fire the bombard 10 times.

Bombard. *Ranged Weapon Attack:* +7 to hit, range 200/800 ft., one target. *Hit:* 55 (10d10) bludgeoning damage. Deals double damage to objects and structures.

Flaming Tar Breath (CR + 1). Instead of breathing fire, some clockwork dragons spray a 30-foot cone of flaming tar. Creatures in the area of effect must make a DC 19 Dexterity saving throw. On a failed save, a creature takes 49 (14d6) fire damage and are restrained in a thick layer of flaming tar for 5 round. On a successful save, a creature takes only half damage and isn't restrained. A restrained creature takes 10 (3d6) fire damage at the start of its turn. As an action, the restrained creature can make a DC 19 Dexterity, removing the tar and freeing itself on a success.

Infiltrator (CR + 1). These clockwork dragons are more subtle and nimble than those of other clockwork dragons. An infiltrator clockwork dragon can rearrange its movable parts into very serpentine and compact shapes, which allows it to move through a space that is large enough for a medium-sized creature. Furthermore, its parts are coated with a black, noise-dampening resin, granting it a +6 bonus on Dexterity (Stealth) checks. Finally, it's infused with magic allowing it, as an action, to become invisible as the *greater invisibility* three times per day.

Rust Breath. Rust-breath clockwork dragons do not breathe fire. Instead, the creatures breathe out a fine mist of an alchemical solvent that instantly rusts exposed nonmagical metals in a 60-foot line that is 5 feet wide. If the object isn't being worn or carried, the breath destroys a 5-foot cube of it.

If the object is being worn or carried by a creature, the creature can make a DC 19 Dexterity saving throw to avoid the rust breath; however, they need to make a separate attempt for each exposed item. If the object affected is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

If the object is a held metal weapon, it takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Each alchemical dragon can hold enough of the alchemical solvent to make up to three breath weapon attacks before the solvent must be refilled manually, which takes 10 minutes. These clockwork dragons are made of ironwood, adamantine, and other resistant materials immune to rusting of any form.

Sleep Gas Breath. This clockwork dragon's breath weapon is replaced with tanks of sleep gas. When the clockwork breathes out this gas in a 30-foot cone, creatures within the cone must succeed on a DC 19 Wisdom saving throw or fall asleep for 1 minute. Clockwork dragons with this breath weapon tend to have the infiltrator variant. These clockwork dragons excel at missions that require stealth and precision rather than brute force.



CLOCKWORK BRAWLER

Clockwork brawlers are powerful foes versed in the art of unarmed fights. They have keen sensors and their joints make them pretty flexible. The powerful magic infused in them allows them to react to changes in battle and modify their strategy accordingly.

They are ideal to take care of a person's close protection. Clockwork brawlers have the same basic shape as a human, with heavy and large fists. They are 6 to 7 feet tall and weigh around 600 pounds.



CLOCKWORK BRAWLER

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	15 (+2)	6 (-2)	13 (+1)	3 (-4)

Saving Throws Dex +7, Wis +4

Skills Perception +4

Damage Immunities poison, psychic, bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 60 ft., passive Perception 14

Languages understands the languages of its creator but can't speak

Challenge 5 (1800 XP)

Immutable Form. The clockwork brawler is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork brawler has advantage on saving throws against spells and other magical effects.

Magic Weapons. The clockwork brawler's weapon attacks are magical.

Raw Fighting Style. While the clockwork brawler is wearing no armor, wielding no shield and not using a weapon, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The clockwork brawler makes two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) bludgeoning damage.

Knockout (Recharge 4-6). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) bludgeoning damage plus 9 (2d8) force damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or fall unconscious for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Sweep Kick. When a creature misses the clockwork brawler with a melee attack, the brawler can use its reaction to make a unarmed strike against the creature. If it hits, the attack deals normal damage and the creature falls prone.

CLOCKWORK GOLIATH

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	6 (-2)	10 (+0)	3 (-4)

Damage Immunities lightning, poison, psychic; bludgeoning, piercing and slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 7 (2900 XP)

Immutable Form. The clockwork goliath is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork goliath has advantage on saving throws against spells and other magical effects.

Magic Weapons. The clockwork goliath's weapon attacks are magical.

Lightning Overload. Whenever the clockwork goliath is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt. In addition, it regains the use of its charged impact.

ACTIONS

Multiattack. The clockwork goliath makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8+4) bludgeoning damage.

Charged Impact (Recharge 5-6). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8+4) bludgeoning damage plus 18 (4d8) lightning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 15 feet away and knocked prone.



CLOCKWORK GOLIATH

Clockwork goliaths are huge golems created to destroy anything in their path. They are fueled by lightning magic, and may deliver very powerful lightning-enhanced blows. They don't use elaborated strategy in combat and usually just throw their fists at any creature in range.

A clockwork goliath is 12 feet tall and weighs about 4,000 pounds.



CLOCKWORK LINEHOLDER

Medium construct, unaligned

Armor Class 15 (natural armor, shield)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	7 (-2)	10 (+0)	3 (-4)

Damage Immunities poison, psychic; bludgeoning, piercing and slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Immutable Form. The clockwork lineholder is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork lineholder has advantage on saving throws against spells and other magical effects.

Magic Weapons. The clockwork lineholder's weapon attacks are magical.

ACTIONS

Multiattack. The clockwork lineholder makes two halberd attacks.

Halberd. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 3) slashing damage and 7 (2d6) lightning damage.

REACTIONS

Shield Block. The clockwork lineholder adds 2 to its AC against one melee attack that would hit it. If the attack hits nevertheless the damage is reduced by 7 (1d6 + 3) points of damage. To do so, the lineholder must see the attacker and be wielding a shield.



CLOCKWORK MAGE

These constructs are the pinnacle of clockwork inventions. An ingenious combination of mechanical devices and magical conduits allows a clockwork mage to channel the power of a wand into a variety of arcane powers. They often serve powerful arcane spellcasters, or as unflinching and unquestioning casters to those who want the benefit of spells without ego or free thought.

A humanoid figure of mithral and steel, a clockwork mage has a large crystal ball filled with shifting vapors for a head. It stands 7 feet tall.

VARIANT: ARCANES PARADOX

Magic and golem making aren't exact sciences and sometimes, things may go wrong.

When using *Arcane Conversion* roll a d8 instead of a d6. If you roll the number corresponding to the current school of magic the clockwork mage is using, the crystal encased in its chest explodes, dealing 10 (3d6) force damage to the golem and any creature within 5 feet of it. The clockwork loses its ability to cast spells and any spells it was concentrating on ends.



CLOCKWORK MAGE

Medium construct, unaligned

Armor Class 16 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	21 (+5)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

Damage Immunities poison, psychic; bludgeoning, piercing and slashing damage from nonmagical attacks that aren't adamantite

Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., passive Perception 13

Languages understands the languages of its creator but can't speak

Challenge 9 (5000 XP)

Immutable Form. The clockwork mage is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork mage has advantage on saving throws against spells and other magical effects.

Magic Weapons. The clockwork mage's weapon attacks are magical.

Silent Caster. The clockwork mage doesn't need verbal components to cast spells.

Quickened Cast. When the clockwork mage casts a spell that has a casting time of 1 action, it may instead change the casting time to 1 bonus action.

Wand Magic. The clockwork mage's crystal wand allows it to cast spells, requiring no material components. Its spellcasting ability is Wisdom (spell save DC 15). The arcane school of the wand determines the color of the crystal and the clockwork's spells:

1. Abjuration (blue).

- At will: *absorb elements*, *shield*
- 3/day each: *lesser restoration*, *pass without trace*
- 1/day each: *counterspell*

2. Conjuration (orange).

- At will: *entangle*, *grease*
- 3/day each: *misty step*, *web*
- 1/day each: *stinking cloud*

3. Enchantment (yellow).

- At will: *bane*, *sleep*
- 3/day each: *crown of madness*, *hold person*
- 1/day each: *confusion*

4. Evocation (red).

- At will: *magic missile*, *thunderwave*
- 3/day each: *gust of wind*, *scorching ray*
- 1/day each: *fireball*

5. Illusion (purple).

- At will: *color spray*, *disguise self*
- 3/day each: *blur*, *invisibility*
- 1/day each: *hypnotic pattern*

6. Necromancy (black).

- At will: *inflict wounds*, *ray of sickness*
- 3/day each: *blindness/deafness*, *ray of enfeeblement*
- 1/day each: *bestow curse*

7. Transmutation (green).

- At will: *expeditious retreat*, *catapult*
- 3/day each: *enlarge/reduce*, *spider climb*
- 1/day each: *haste*

ACTIONS

Multiattack. The clockwork mage makes four slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (3d6+2) bludgeoning damage.

Arcane Conversion (Recharge 6). The clockwork mage uses its magical abilities to change the arcane school of its crystal wand. Roll a d6 to determine the new school, removing the current one from the list of possibilities. The clockwork mage regains the use of all its spells.

CLOCKWORK PACIFIER

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	3 (-4)

Damage Immunities lightning, poison, psychic; bludgeoning, piercing and slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 7 (2900 XP)

Immutable Form. The clockwork pacifier is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork pacifier has advantage on saving throws against spells and other magical effects.

Magic Weapons. The clockwork pacifier's weapon attacks are magical.

Lightning Overload. Whenever the clockwork pacifier is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

ACTIONS

Multiattack. The clockwork pacifier makes two slam attacks or fires two lightning bolts.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) bludgeoning damage.

Lightning Bolt. *Range Weapon Attack:* +6 to hit, range 90ft., one target, *Hit:* 15 (3d8 + 2) lightning damage and the target must make a DC 15 Constitution saving throw, or become stunned until the end of the pacifier next turn.

Pacifying Field (Recharge 5-6). An electric field raises around the pacifier. Each creature in a 20-foot cube originating from the pacifier must make a DC 15 Constitution saving throw. On a failed save, a creature takes 18 (4d8) lightning damage and falls unconscious for 1 minute. On a successful save, the creature takes half as much damage and isn't unconscious. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.





CLOCKWORK SOLDIER

The clockwork soldier is a mechanical mercenary that fights to the death for its creator. With the ability to wield most weapons with full proficiency, clockwork soldiers are versatile and wholly unpredictable foes. Most are armed with magic weapons, a +1 sword and a shield being the most common armament.

Clockwork soldiers are among the most efficient constructs of their kind. They are ideal for sentry and guard duty. Clockwork soldiers have the same basic shape as a human. They are 6 feet tall and weigh 500 pounds.

VARIANT WEAPON: HALBERD

Clockwork soldiers may use different type of melee weapons. For example, a soldier using a halberd would have a CR of 2, an AC of 12 and would make two halberd attacks (+5 to hit, reach 10 ft., one target. *Hit:* 10 (1d10+3) slashing damage).

CLOCKWORK SOLDIER

Medium construct, unaligned

Armor Class 14 (natural armor, shield)

Hit Points 46 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	7 (-2)	10 (+0)	3 (-4)

Damage Immunities poison, psychic; bludgeoning, piercing and slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 3 (700 XP)

Immutable Form. The clockwork soldier is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork soldier has advantage on saving throws against spells and other magical effects.

Magic Weapons. The clockwork soldier's weapon attacks are magical.

Death Burst. When the clockwork soldier dies, it explodes. Each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The clockwork soldier makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

CLOCKWORK SPY

Tiny construct, unaligned

Armor Class 13 (natural armor)

Hit Points 5 (2d4)

Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	3 (-4)	10 (+0)	1 (-5)

Skills Stealth +8

Damage Immunities poison, psychic, bludgeoning; piercing and slashing from nonmagical attacks that aren't adamantite

Damage Vulnerabilities lightning

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

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 1/8 (25 XP)

Immutable Form. The clockwork spy is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork spy has advantage on saving throws against spells and other magical effects.

Magic Weapons. The clockwork spy's weapon attacks are magical.

Audio Recording. A clockwork spy can record nearby sounds as a bonus action, storing all sound within 20 feet of it onto a small gem encased in its body. The clockwork spy can record up to 1 hour of sound. It can start and stop playback of recorded sound as a bonus action.

Removing a gemstone or installing a gemstone into a clockwork spy requires an action and a DC 25 Dexterity (Thieves' Tools) check. Failure does not damage the gemstone but does erase any recorded sounds on the gemstone. Since clockwork spies are not intelligent, they must be given simple commands as to when they are to start recording sounds. A clockwork spy can differentiate between creature types and subtypes, but not between specific individuals - a spy can be ordered to start recording sound as soon as a humanoid (human) or an beast comes in range, but it cannot be ordered to start recording when a specific person comes within range. Once a clockwork spy begins recording sound, it cannot cease recording early. Likewise, it cannot record sound onto a gemstone that already contains a recording.

Self Destruction. Unless specifically programmed otherwise by its creator, a clockwork spy explodes 1 round after it is destroyed. During this round, the thing shrieks and thrashes about as if undergoing convulsions. On what would normally have been the clockwork spy's next action, it explodes. Each creature in a 5 foot radius around the clockwork spy must make a DC 10 Constitution saving throw, taking 3 (1d6) fire damage on a failed save or half as much on a successful one. Using an action, a creature can make a DC 20 Dexterity (Thieves' Tools) check, halting the spy's self-destruct sequence on a success, but not preventing it from dying. A clockwork spy that self-destructs automatically destroys its gemstone, along with any information contained inside it.

ACTIONS

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d40) bludgeoning damage.

CLOCKWORK SPY

These spindly and discreet mechanical arachnids are ideal for surveillance and reconnaissance missions, and can be vital tools in political intrigues or illicit consortium tactics. Their retractable, insectile wings make the swift creatures even craftier foes than most would anticipate. As they are less combat-oriented than many other clockworks, if a clockwork spy is caught in the act of recording its target, escape is usually the most practical course of action for it.

Clockwork spies are about 2 feet wide from leg to leg, and weigh less than 40 pounds.

Gemstones used to record audio cost between 50 to 150g, depending on availability.



CREDITS

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OTHER:

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