

WARLOCK

14



CLOCKWORK

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THE BURNISHED GROVE: RAVA'S CLOCKWORK FOREST

by Sarah Madsen

The Plane of Gears sprawled before her. The cog she stood on was a shining expanse of metal against a heat-shimmering sky, a blank ingot ready to be hammered, twisted, and formed. She smiled at the possibilities within such unmarred terrain. She hadn't known before what this bare swath would be, but now, it could only ever have been set here for this purpose. Her work was never done, and that suited her just fine... there was so much left to do. This wonderful, winding, weaving world was vast and perfect, everything just where it needed to be—but with potential for so much more. She reveled in her industry and productivity.

Shaking her head, she admonished herself with a laugh that chimed and tinkled like a music box. Here she was, caught out daydreaming when there was work to be done. One last glance at the sky where the filaments of fate wound in an elaborate and precise weave that only she could see, and with a long, deep breath, she began.

The filaments overhead shuddered and reformed as she held her staff before her like a noon-facing hand and placed one foot in front of the other. She went slowly at first, carefully, but gained speed with each strutting step until she twirled and traipsed in a graceful dance across the metallic plain.

Each footstep left behind a molten mark pressed into the ground, a seed sewn on the surface of this yet-unnamed space. Her skirts became a kaleidoscope of shifting color around her ankles as she swirled deasil for miles and miles and miles, sometimes nearly vanishing from view across the distant horizon before returning in a wide, sweeping arc, each circuit just ever so much smaller than the last. Her staff twirled within her six hands, its tip carving intricate trails over her head, causing the filaments to whirl and eddy in response.

Her spiraling dance finally brought her to the center of the coil. Her feet stilled. Her breath heaved. When she lifted her head, a glowing gyre surrounded her, etched from her footsteps into the very ground around her, waiting.

With a sharp cry of victory, she brought her staff down into the heart of the gleaming whorl.

A flash of light split the sky. A great, thunderous grinding echoed across the vast plain. The staff, which a moment before was a simple rod of burnished metal, sprouted branches and expanded until it no longer fit within her hands. She turned and strolled through the forest as it sprang up around her with a flourish of leaves and

a cacophony of chimes that reverberated from discordancy into perfect harmony. The ground beneath her feet shook as roots burrowed and tunnels bored themselves into existence. Here and there, she reached out a hand, plucked a sprouting bud from a branch, and blew breath into it, and where she dropped it, a clockwork creature unfolded from the petals and slunk away into the trees.

At the edge of the spiral, a group of druids and tinkers—halfings and elves and gearforged alike—had already gathered, called there by an unknown voice that spoke to them in their dreams. She smiled at them, she who was the source of that calling, and though they were afraid, they did not flee.

“Care for it,” she said to them, her gentle voice a bare whisper across their consciousness. “Tend to the trees and the creatures within. Cultivate the Mainspring, help it bear its fruit. Do not let it come to harm, for it is vital to all.”

They nodded and turned to regard her newest creation: the Burnished Grove, a clockwork forest unlike anything they’d ever known.

The Clockwork Forest

Rava. Ariadne. The Gear Goddess. The Clockwork Oracle. Mother of Industry, Spinner of Fate, Merchant Goddess, Patron of the City of Zobeck, Patron of Weavers and the Gearforged... whatever mask she wears, hers is the Plane of Gears, an endlessly turning demesne of cogs and metal. Here, on a field of brass far from any civilization, lies the Burnished Grove. From a distance, the sprawling copse of trees seems an organic anomaly within this strange land of steam and machinery. But on closer inspection, the true nature of this forest is revealed: every tree, bush, leaf, and blossom are composed of hammered metal and inexorably turning clockwork.

The mechanical nature of the Burnished Grove often lulls adventurers into thinking the forest is benign and peaceful. But this is a forest like any other, and creatures live within the underbrush—but rather than beasts of flesh and blood, everything within the Burnished Grove, both flora and fauna, is a product of Rava and therefore built from clockwork. Beasts of metal stalk the shadows... birds composed entirely of feather-thin layers of silver and brass flit from branch to branch, chiming out their bell-like songs... even insects, wrought from impossibly tiny clockwork, crawl through the underbrush in the Burnished Grove.

The intricacy of the construction and the strange, pseudo-organic facade fascinates metalworkers, artificers, and tinkers alike, but it also draws those who are more nature-oriented (such as elves, druids, and rangers) to its borders in order to study its strange, contradictory nature. Occasionally single-minded craftsmen can be found lingering on the outskirts of the grove, hoping to glean its secrets—or hoping to earn the favor of the druids who tend to the forest. The wisest of these craftsmen will hire mercenaries or adventurers as an escort to protect them from the clockwork creatures that inhabit the grove, to negotiate with the druids on their behalf, or even to steal specimens for them to examine in a safer environment.

Covering roughly 10,000 acres, the forest and its clockwork denizens are a marvel to behold. Trees are the primary structure found here, most topping out between fifty and one hundred feet. Some are metallic simulacra of trees found on the material plane—pines of green-tarnished copper, birches of silver, old oaks of deep brass—but some are unique to the grove and not seen anywhere but within its borders. Vines of intricate links of flexible metal wind across the forest floor and up tree trunks, and underbrush of delicate foil

chime in the light breeze and at the passing of adventurers' feet. In the center of the grove stands the heart of the forest: the Mainspring, a gargantuan tree that towers over the rest of the metallic foliage.

A constant, low thrumming and rhythmic thumping can be faintly heard throughout the grove, the sound of unseen machinery working away at some enigmatic process. The temperature within the grove is strangely mild; though steam escapes through vents within the trees, hinting at some greater industry occurring below, the environment is temperate and oddly comfortable to most creatures, even cooling in the evenings and warming around noon. The area follows through day and night in a perfectly even twelve-hour cycle: four hours of dawn, eight hours of day, four hours of dusk, and eight hours of night. Varying weather and seasons are the only things that appear absent here—the trees are always in bloom, and the temperature remains within a consistent range. Rain never falls, nor does snow, and clouds never mar the copper-colored sky.

THE DRUIDS OF THE BURNISHED GROVE

The Burnished Grove is tended to by a community of druids who have devoted themselves to the care of this mechanical forest. Many of them follow the clockwork Circle of the Evergyre (detailed below), a strange path that blends the reverence of both nature and machine. On the surface, the idea of a clockwork druid may seem irreconcilable—since druids typically shun all things metal and man-made, how could one devoted to the artificial, unbending constancy of a machine also be in tune with the raw chaos of the natural world? But those who feel the movement of the tides, watch the path of the stars across the sky, witness the phases of the moon, and observe the cycle of birth and death and

rebirth recognize that the world is rhythmic and reliable in its existence. Worlds turn; a caterpillar transforms into a butterfly who lays an egg that hatches a caterpillar; the seasons progress without interruption... the physical world itself is a great machine, persisting throughout the aeons.

Natural disasters on the material plane are seen as the hand of Rava, the Spinner of Fate herself, reshaping the construction of the world so that it might function more fluidly—or as intrusions by a malevolent, chaotic force attempting to disrupt the delicate cycle. This does not mean that the druids of the Burnished Grove are content to watch events pass without involvement; they work tirelessly to maintain the order of the grove, and those druids that leave the clockwork forest put the same care and effort into cultivating those they think are vital to the order and cycle of the world. Just as it's nearly impossible to detect the rotation of the earth from its surface, it's equally impossible to see the pattern of the weave from within, and few druids of the Burnished Grove claim to know what mysteries the Spinner of Fate keeps. They are ever vigilant for those who would work against the order of the natural world, those bent on destroying that which is not theirs to destroy.

The druids of the Burnished Grove work their way through the forest in a daily cycle, repairing each plant and tending to the creatures within a very specific routine: while the plants blossom and sprout almost magically, they are still machines that need constant attention in order to remain operable. Some druids occasionally venture out of the grove for necessary supplies—or for their own adventures—but they outsource what jobs they can in order to stay within the bounds of the forest where their attention is needed most.

The druids of the Burnished Grove adhere to a strict hierarchy. The youngest

members tend to the forest floor and peripheral plants, making minor repairs and working as sentries at the forest edge. Those of middling reputation handle the larger repairs to the forest and its clockwork beasts and work in the subterranean levels known as the Verge and the Marrowforge. Only the archdruid herself and her cohort of five (known as the Spindles) tend to the Mainspring. Any others who attempt to enter the heart tree will find an unpleasant welcome awaiting them.

ARCHDRUID LANAI AYNWYN *LN female elf druid 19*

An ancient elf with copper hair and deep brown skin coated with freckles, Archdruid Lanai has tended to the Burnished Grove for several centuries. She follows the Circle of the Evergyre, and some even speculate that she developed the path herself. Her time on the Material Plane is a mystery to most as she no longer speaks of her life before her stewardship of the grove, and none remain that knew her in her early years within the



Plane of Gears. Now, she governs the druids of the grove, taking on the responsibility of the clockwork forest and the leadership of those beneath her. Strict but fair, she is calm in demeanor, serene and constant in all things, and does not brook any interruption in her work or dereliction of duty from any of her charges. Occasionally, in the quiet moments, a wistful, melancholy sadness seems to seep into her features, though it washes away a moment later as if it were but a trick of the light.

Archdruid Lanai Aynwyn leads the druids within the Burnished Grove. Most notable are the Spindles, five powerful druids that function as her eyes and ears and hands within the forest: Lahga Barrowrun (female centaur druid 17), Wilrich Owlsheart (male winterfolk halfling druid 16/ranger 2), Njatlka Fjordblood (female bearfolk druid 15/barbarian 4), Eirfyr Holsword (male

elfmarked druid 17), and Aegis Cogborne (gearforged druid 14/fighter 5).

THE MAINSPRING

Also known as the “mother tree” or the “heart tree,” this towering tree occupies the middle of the Burnished Grove and is the epicenter for all the activity and industry within the forest. Where the other trees stand between fifty and one hundred feet tall, the Mainspring tops out at over three hundred, its diameter reaching forty feet at the widest point of the base. The silvery leaves are as wide as a human hand and roughly heart shaped with scalloped, razor-sharp edges. The trunk is a deep brass, bumpy and pitted like coarse bark with a fine patina dulling the shine of the metal to a more organic-looking finish. Far above within the branches grows metallic fruit roughly the size of a human head.

EFFECTS OF THE NIMALLI FRUIT

When a living, non-construct creature consumes the fruit of the Mainspring, it can allow them to see into the strands of existence, but not all minds are equipped

to peer into the workings of a goddess. When a character consumes the nimalli, roll on the table below to determine the side effects.

d6	EFFECT
1	Catatonia: For the next minute, the creature stares into the middle-distance and is otherwise considered unconscious.
2	Far Sight: For the next minute, the creature is under the effects of the <i>foresight</i> spell.
3	Fugue: For the next minute, the creature is no longer in control of their mind or body and is under the effect of the <i>confusion</i> spell with two exceptions: the creature cannot make Wisdom saving throws to end the effect and a roll of a 9–10 is treated as a 1.
4	Glossolalia: For the next minute, the creature is under the effects of the <i>tongues</i> spell with one exception: the creature cannot speak or understand any language they already know.
5	Rejection: The creature takes 3d10 poison damage and spends the next minute violently vomiting as the fruit is purged from their system. When the minute ends, the creature gains a point of exhaustion.
6	Rejuvenation: The creature gains the benefits of a long rest.

The entire reason for the existence of the Burnished Grove, the fruit of the Mainspring (known as nimalli fruit) is an anomaly within the forest: it is the only thing within the grove that is not made entirely of metal. The exterior of the ovoid fruit is a shimmering rose-gold foil, but with application of firm pressure, the thin skin splits to reveal a juicy, dark purple meat beneath. At the center, through several inches of sweet purple flesh, is a pit of pure adamantite that constitutes one ingot's worth of the precious metal.

The pulp of a ripe nimalli can be distilled by a skilled herbalist into a healing salve specifically formulated for machines and constructs. The salve dissolves rust and reforms metals, making it vital to the druids within the Burnished Grove and highly sought after by gearforged and tinkers alike. Crafting one of these healing salves requires half a nimalli fruit and otherwise follows the rules for crafting healing potions. The salve, while restorative for constructs, is inert when used on beings of flesh and blood.

If the raw pulp is ingested by living creatures, it can cause vivid visions of ever-twisting fates and events that may or may not come to pass, paired with hallucinations, catatonia, fugue, illness, or other unpredictable side effects as the creature's mind is assailed by things no mortal is meant to see. Because of its potentially prophetic qualities, nimalli flesh is highly cherished by the priestesses of the Clockwork Oracle in Zobeck and on the isle of Archae, and even a small amount of the fruit of the Mainspring fetches a hefty price on the black market. (See the "Effects of the Nimalli Fruit" sidebar for more details.)

Obtaining the nimalli is not without its challenges however. The druids of the forest are fiercely protective of the fruit, but the true guardians are the moirai—giant spiders of dark metal that live within the

branches of the Mainspring. Also referred to as "harvesters" or "reapers," the spiders lie dormant for much of the growing season, waiting patiently for the Mainspring to bear fruit, at which point they rouse from their torpor to gather the ripe nimalli. They bequeath a portion of their harvest to the druids and keep the rest for themselves, consuming the flesh entirely and discarding the pits to the forest floor below. For the next few days, the silk they spin is imbued with the threads of fate, glowing faintly in the harsh light of the plane, and gifted to Rava herself. What becomes of the silk after that is a mystery, though many of the druids of the Burnished Grove believe Rava uses it on her great loom, weaving the ever-growing tapestry of existence, yet others claim it is twisted and reformed to create the soul gems necessary for crafting gearforged. Needless to say, anyone that attempts to scale the Mainspring in search of fruit (or the imbued silk) must contend with the moirai who, even in their torpor, are constantly alert for intruders. Fending off one of these creatures is no small feat, and the Mainspring houses dozens of them.

MOIRAI

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 30 ft.; climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	4 (–3)	15 (+2)	3 (–3)

Saving Throws Con +7, Wis +5

Damage Resistances bludgeoning, slashing, and piercing from nonmagical weapons

Damage Immunities poison, psychic

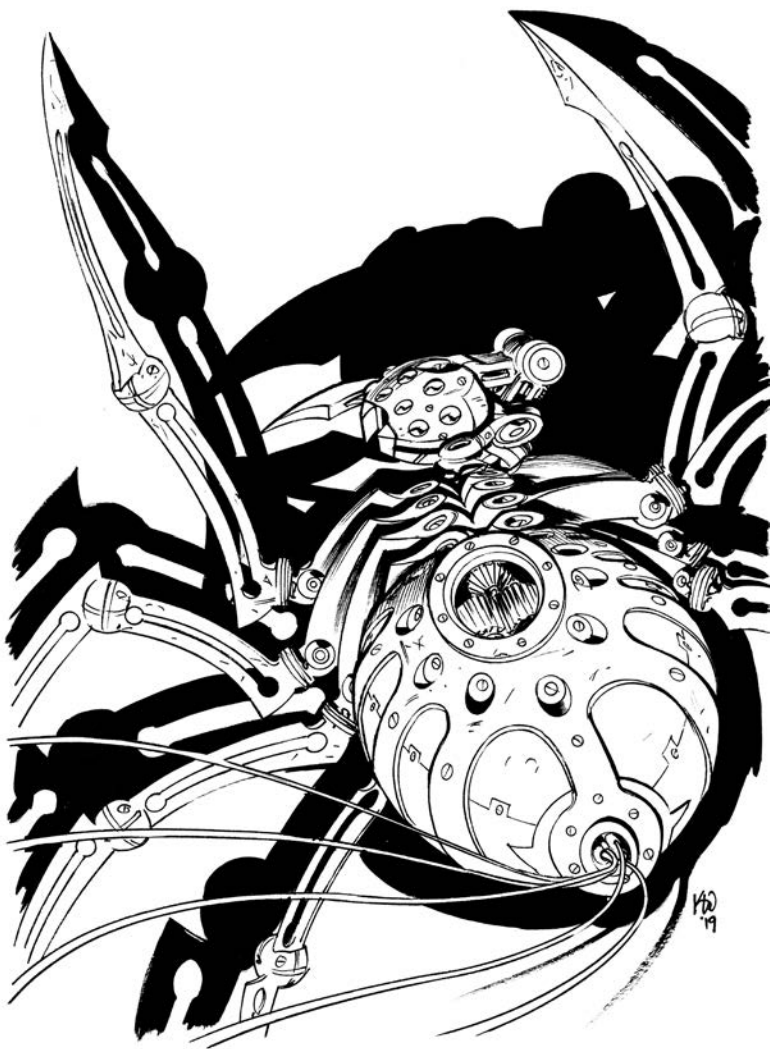
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages machine speech

Challenge 7 (2,900 XP)





Spider Climb. The moirai can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the moirai knows the exact location of any other creature in contact with the same web.

Web Walker. The moirai ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The moirai makes either two foreleg attacks and one bite attack or one entwine attack and one bite attack.

Foreleg. Melee weapon attack: +7 to hit, reach 10 ft., one creature. *Hit:* 13 (2d8 + 4) slashing damage.

Bite. Melee weapon attack: +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) piercing damage.

Entwine (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, reach 30/60 ft., one creature. *Hit:* The creature is restrained by webbing and pulled 30 feet straight toward the moirai. As an action, the restrained creature can make a DC 15 Strength check, breaking the web on a success. The webbing can also be attacked and

destroyed (AC 11, 10 hp, vulnerability to fire damage, immunity to bludgeoning, poison, and psychic damage).

Web Quake. The moirai violently shakes its web in a 30-ft. radius. Any creature on the same web within the affected area must make a DC 14 Dexterity saving throw. On a failure, the creature is knocked prone.

Beneath the Surface

Like most things on the Plane of Gears, the Burnished Grove is far more than it appears. Beneath the trees are several levels of machinery, all working to power the Mainspring and aid in the production of its precious fruit. There are several doors and hatches scattered throughout the forest, panels nestled in large trees or hidden below the underbrush, that lead down into the subterranean depths of the woods so the druids can tend to every aspect of the grove and make repairs where necessary. Accessing these lower levels is not easy... the doors are well-hidden and often guarded by clockwork creatures and locked by magical means to prevent any unexpected visitors. As dangerous as the surface level of the grove is, the mazes of underground tunnels can be far more deadly for the unprepared.

LEVEL ONE: THE VERGE

Above ground, the Burnished Grove appears to be made up of thousands of individual plants and trees, but the truth is concealed just below the surface: every piece of metallic flora is connected by an

interwoven network of pipes that form the roots of the entire organism, carrying fuel and waste to and from the system. In this first level, known as the Verge, these pipes (some as thin as a wrist, others large enough to fit an entire Medium-sized creature) line the walls and ceilings of the corridors in an intricate array. The thumping of engines and clanking of gears are louder here, and the rumble of vast machinery can be felt in the floor and the walls. It is warmer within the tunnels than in the forest above, and the air is stuffy and humid, filled with strange odors of oil and grease and hot metal.

The druids work here as well, adjusting settings and opening and shutting pressure-release valves to keep the steam-powered system operating at peak performance. The man-made aspect of the tunnels can be deceiving, however, as the Verge is like any other subterranean cavern network: it is difficult to navigate without guidance and prone to infestations of vermin, both clockwork and organic. The druids do their best to keep it cleared of any unwanted creatures, but their primary attention is to the pipes and the grove above, so they would rather outsource pest control to others than have to divert their efforts to something as paltry as killing rats.

LEVEL TWO: THE MARROWFORGE

Heat. That's the first thing travelers notice when they enter the Marrowforge. The second is the deafening sound of machinery. The Marrowforge houses the power of the

OPTIONAL EXHAUSTION RULES

Because of the oppressive atmosphere within the Marrowforge, any living creature that spends too much time within the tunnels typically finds their body and mind worn down from the incessant heat and noise. For each hour spent within the Marrowforge,

each creature must roll a DC 15 Constitution saving throw. On a failure, the creature suffers a point of exhaustion, compounding with each subsequent failure. A long rest or application of *greater restoration* removes one point of exhaustion.



forest: large furnaces spew heat and flame, steam spouts from pipes, and gigantic cisterns mix the vital components for the creation of the nimalli fruit, all powered by thrumming engines and grinding clockwork. Here, gearforged druids tend to the fires and, in the center of the level, feed ingots of a strange, shimmering metal, known as ætherchrome, into large vats where it is melted and pumped into the pipes of the Verge to then travel through the whole system to its ultimate destination—the Mainspring.

The heat and noise of the Marrowforge are too much for a living creature to handle for long periods of time, so gearforged and other, more mindless constructs are the main caretakers of this level. Thanks to the generally unlivable conditions of the Marrowforge, it's rare to find a creature within the tunnels that is not intended to be there. However, anything that is found within these steaming halls is sure to be more than a mere rat.

Because of the constant roar of the engines, any speech below the level of a shout is rendered inaudible while within the Marrowforge. However, the noise aids any who are attempting to move unheard

through the passageways: creatures have advantage on Dexterity (Stealth) rolls within the Marrowforge.

LEVEL THREE: THE MIREWAYS

This sewer-like system sprawls the entire third level below the Burnished Grove. The heat from the engines above is absent here, and in comparison, the air is almost cold. The sound of the machinery above is still audible but no longer deafening. Thick, pungent sludge oozes from the Marrowforge above, through ducts in the ceiling, and flows away from the center of the forest in channels like the spokes of a great wheel. A slurry of chemicals, lubricants, and the occasional corpse of a lost and deactivated construct or wayward creature, the dark, viscous liquid is highly acrid, and getting too close can lead to burned lungs at best—and a tragic fall into the muck at worst.

There is no light in the Mireways. The sludge itself gives off a faint, sickly purple glow when in complete darkness but is too dim to see by. Those without darkvision will find themselves hard pressed to navigate the Mireways without a light of some sort, but open flame is highly discouraged: pockets of odorless, highly flammable gasses are often found within these corridors and can be catastrophic if met with a burning torch or spark from flint and steel.

CLOCKWORK HAZARDS

A land of machinery and moving gears can often be volatile and unpredictable. The Burnished Grove, while seemingly peaceful and well-run, is no different. Enterprising GMs who wish to throw a bit more of a challenge at their players can incorporate one or more of these aspects within the Burnished Grove.

- ***Perilous Pendulums.*** While navigating portions of the Burnished Grove, adventurers must be constantly on guard for wayward elements of clockwork.

SLUDGE HAZARDS

Adventurers who find themselves in the Mireways must be particularly cautious to avoid the sludge-filled channels that line this claustrophobic level. When a creature comes within five feet of the sludge, they take 1d4 poison damage per round from the fumes. If a creature enters the sludge itself, they take 1d6 acid damage on contact and an additional 1d6 acid damage per round they spend in the sludge. If in combat, damage is applied when the creature enters the affected space and when they start their turn in the affected space.

Turning gears, swinging pendulums, and steaming pressure-release valves all pose risks for those not always on their toes. Certain areas of the Verge, Marrowforge, or Mireways may only be accessible by a well-timed sprint through an array of clanking clockwork or a carefully balanced trek on a beam across a chasm filled with churning gears.

- **Thunderous Chimes.** The workings of the Burnished Grove are even and metered, and the druids of the grove are kept on schedule by the chiming of a giant timepiece somewhere within the bowels of the forest, ringing out the hour. The sound can be heard from anywhere within the grove, but in the lower depths, it reverberates off the metal walls and crescendos to a deafening level. At the top of each hour, when the great clock chimes, creatures within the subterranean levels (that is, the Verge, Marrowforge, or Mireways) must make a DC 15 Constitution saving throw. On a failure, the creature is stunned for 1 round and takes 1d10 force damage; at noon and midnight, due to the longer duration of the chiming, the creature is stunned for 1 minute and takes 3d10 force damage. The druids who work within the depths of the grove carry ear coverings to protect themselves from the excruciating noise.
- **Shifting Grounds.** The mechanisms within the trees are not the only elements of the grove that move. All four levels of the Burnished Grove shift slowly but steadily, like great gears of a clock, and do so at different speeds and in different directions. Doorways move, orientations shift, and what was a northerly pathway at dawn may be facing south by dusk. Traveling between the levels becomes particularly tricky—a

hatchway that gave access to the Verge, for example, may be closed off when a party finally returns or may lead to a completely different section of the surface than before.

Accessing the Burnished Grove

The location of the Burnished Grove—the Plane of Gears—causes some trouble for adventurers (or tourists) eager to view the forest's beauties and oddities for themselves. Naturally, powerful wielders of the arcane have their ways of accessing the planes, but there are other ways to reach this mythical wood if a party lacks a practitioner with the means of extraplanar travel. Rumors claim that a gearforged shopkeeper in Zobeck will, for the right price, allow adventurers access to a brass door that opens directly onto the Plane of Gears. And there are tales of a cavern deep within the Wasted West that holds a shimmering portal that deposits a traveler conveniently on the edges of the Burnished Grove itself. Needless to say, gaining access to either of these entry points is not easy—and often not cheap. Other ways to the plane surely exist for those determined enough to find them.

Adventure Seeds

For GMs eager to incorporate the Burnished Grove into their setting, we offer a few adventure seeds to get your imagination going. Obviously, feel free to create your own if none of these fit within the story you and your players are creating.

- **Fruitful Harvest:** A dwarf smith has heard tell of a grove within the Plane of Gears, a place where seeds of pure adamantite rain from the sky and lay strewn about the ground like refuse. She is willing to pay market price plus hazard pay for these seeds but has no desire to accompany the party.

- **Inconvenient Infestation:** Rust monsters have managed to make their way into the Burnished Grove, damaging vital parts of the machinery and throwing the entire system into chaos. The druids have cleared them from the trees and underbrush on the surface, but they need adventurers to venture into the subterranean levels and make sure there are no more of the creatures below... even one lingering rust monster can wreak havoc on the entire delicate system.
- **Modest Proposal:** An enterprising (if rather shady) alchemist desires the nimalli fruit for study. She's willing to pay handsomely for each intact nimalli fruit brought to her. She doesn't know much about the Burnished Grove itself, but she's sure the party will be more than capable of handling whatever it may hold.
- **Tinker's Paradise:** A gnome tinkerer has spent her entire life searching out rumors of the mechanical forest. She is searching for an escort to take her to the Plane of Gears and the Burnished Grove with the intent to remain there for several weeks in order to study the intricate clockwork within.

Player Option: Circle of the Evergyre

Druids who follow the Circle of the Evergyre have a unique kinship with both machine and nature and are devoted to the turning of the wheel, heedless of morality (tending toward lawful neutral)—nature is a cold, emotionless machine, constantly moving forward and perpetuating itself, concerned more with the survival of the whole rather than the individual. Sometimes a worn or broken cog must be replaced so that the system may survive. Druids who follow the Circle of the Evergyre are far more likely to

help civilization work in concert with nature rather than openly disrupt any construction or technological progress: they feel at home within a bustling city as much as a secluded forest and view responsible development as an evolutionary imperative.

Druids who follow the Circle of the Evergyre often face backlash and prejudice (or at the very least a severe frown of disapproval) from druids who maintain a more traditional worldview. Clockwork, being a creation of man as well as Rava, draws criticism and skepticism from most druids, and one who chooses this path should be aware of the potential disdain from their brethren. Some traditional druids view the Circle of the Evergyre as anathema, often refusing to work with them and sometimes going so far as denying the clockwork druids entry into more natural druidic groves.

CIRCLE OF THE EVERGYRE FEATURES

2nd	Machine Speech, Circle Spells
6th	Additional Contagion, Affinity for the Forged
10th	Ore Weaver
14th	Beast in the Machine

MACHINE SPEECH

When you choose the Circle of the Evergyre at 2nd level, you tap into the workings of clockwork, constructs, and machinery. You can cast *machine speech* (see *Deep Magic: Clockwork* or *Midgard Heroes Handbook*) without consuming a spell slot.

CIRCLE SPELLS

When you choose Circle of the Evergyre, you increase your affinity for machines, forging a deeper connection with automata, constructs, and similar creations of Rava and mortal alike. At 3rd, 5th, 7th, and 9th level, you gain access to circle spells. These spells can be found within *Deep Magic: Clockwork* and the *Midgard Heroes Handbook*.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. You cast these spells as druid spells.

DRUID

LEVEL CIRCLE SPELLS

3rd	<i>repair metal, lock armor</i>
5th	<i>gear barrage, soul of the machine</i>
7th	<i>grinding gears, steam blast</i>
9th	<i>mass repair metal, mechanical union</i>

ADDITIONAL CONTAGION

At 6th level, rust (see *Deep Magic: Clockwork*) is added to your list of effects for the contagion spell.

AFFINITY FOR THE FORGED

You have an uncanny ability to connect with constructs and other metal creations. At 6th level, you're able to cast the *summon clockwork beast* ritual once per day (see below). In addition, when you use the *commune with nature* spell, construction no longer inhibits your ability to sense your surroundings. If you are in an environment composed of metal, your range is 3 miles; other constructed environments are limited to 300 feet.

ORE WEAVER

Metal is a product of the earth, a natural resource needlessly shunned by other druids. But you, with your broadened horizons, can tap directly into that reserve. At 10th level, you are able to pull raw metal from the very ground beneath your feet or twist existing metal to suit your purposes. Twice per day, as an action, you can use this feature to create one of the following effects:

- You create a nonmagical metal dome (3 inches thick and with a 10-foot radius) around you that can fit up to nine other creatures of Medium size or smaller. When you use this feature, you may



choose the type of metal (though your GM may restrict your options based on rarity and environment) and whether the dome is solid or includes openings like windows and doors (though there are no hinges, so any openings are just that—openings). The dome lasts for 12 hours or until you dispel it, at which point it crumbles and returns to the earth.

- You create a wall, bridge, or other structure as with the *wall of stone* spell with the following differences: your structure is made of metal rather than stone, and the AC for each panel is 18 instead of 15. The initial metal panel must be in contact with the ground. When you use this feature, you may choose the type of metal (though your GM may restrict your options based on rarity and environment).
- You bend or shape existing metal as with the *stone shape* spell.

After you use this feature twice, you must finish a long rest before you can use it again.

BEAST IN THE MACHINE

At 14th level, you've mastered the melding of nature and construct. Your beast forms are now mechanical in nature, coated in metal and immune to much that would injure a creature of pure flesh and blood. While in beast form, you gain the Flesh of Steel trait of the gearforged (see *Midgard Heroes Handbook*) and also gain resistance to piercing, bludgeoning, and slashing damage from nonmagical weapons. Your attacks while in this form are considered magical.

CLOCKWORK BEASTS

The Circle of the Evergyre gains access to the summon clockwork beast spell and the little clockworks it summons.

SUMMON CLOCKWORK BEAST

5th-level clockwork (conjuration) (ritual)

Casting time: 10 minutes

Range: 10 ft.

Components: V, S, M (a handful of tiny gears)

Duration: 1 hour

Once per day, you can cast this ritual to summon a Tiny clockwork beast. The creature is considered a construct and can take the shape of the following: a spider, rat, snake, octopus, bat, or raven. Appearing in an unoccupied space within range, the clockwork beast gains the statistics listed below.

The clockwork beast acts independently of you but always obeys your commands. In combat, it rolls its own initiative and acts on its own turn.

When the clockwork beast is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through the clockwork beast's eyes and hear what it hears, and you continue to do so until you use your action to return to your normal senses. During this time, you are deaf and blind with regard to your own senses.

The clockwork beast doesn't require air, food, drink, or sleep. When its hit points are reduced to 0, it crumbles into a heap of gears and springs.

CLOCKWORK BEAST

Tiny construct, unaligned

Armor Class 12 (natural armor)

Hit Points 2 (1d4)

Speed 30 ft., (depending on its form, the construct gains the following movement)
spider climb 20 ft.; rat climb 20 ft.; snake swim 20 ft.; octopus swim 20 ft.; bat fly 20 ft.; raven fly 20 ft.

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

Damage Resistances bludgeoning, slashing, and piercing from nonmagical weapons

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages understands common, telepathy 100 ft. (summoner only)

Challenge 0 (10 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



COGS AND GEARS: THE AUTOMATA EPIDEMIC

by Greg Marks

My dearest Sillustria,

Patients with the strange metal-transforming disease I have spoken of in the past have been appearing at the hospital in greater frequency. I have been able to confirm that the strange rust covering the gearforged patient I went to see is indeed the same disease that infected my previous flesh and blood patients. How a mechanical body could so be infected by disease is still beyond me, but that is not the most troubling news.

While my patients in Longezza continue to languish, I have received word that their symptoms have worsened. One of the patients, a weaver, who just last week had only a few patches of rusty iron beneath the skin of her right arm, has now had her entire arm transformed into a rusty metal claw. The young boy who has the rust upon his face now has a functional metal eye. None of my reports of this rust have ever detailed such transformations. I worry something new has come.

*All my love,
Brimley*

The disease rust (see clockwork magic from *Deep Magic*) appeared years ago, covering gearforged with infectious rusty lesions that spread across their bodies. The infection has since leapt to flesh-and-blood patients, converting their limbs into rusty metal. Rumors abound as to the source of the disease: punishment from the Gear Goddess Rava, a diabolic bargain gone wrong, or even some form of possession. Whatever the truth of its origin, one thing is true—it has gotten worse.

Seven months ago saw a new version of the disease. Rust patients in Longezza and Zobeck have been reported with clockwork mutations. Not only has rusty metal formed beneath their skin, but entire limbs have transformed to functional clockwork, if painfully so.

One of the leading researchers into rust is Dr. Brimley Angur of the Longezza Hospital. Dr. Angur has been traveling far and wide, documenting the disease, and in several cases has hired adventurers and other

mercenaries to aid him on his travels. In his case notes and correspondence, the doctor refers to the warped form of the disease as calcesplasia, and that moniker has stuck.

Much of what we know about this new disease comes from Dr. Angur's notes. While mutations from calcesplasia are mostly found around the site of the initial infection, the disease seems to be carried by the blood, so it is not uncommon to see patients with several limbs affected. So far, new symptoms have luckily only been found in flesh-and-blood patients. While gearforged and other constructs can be carriers of calcesplasia, there does not seem to be any harmful effects beyond rusty lesions.

Infection and Cure

Calcesplasia infection is similar to normal rust. Any creature injured by an infected construct must succeed on a DC 15 Constitution saving throw or contract calcesplasia. Symptoms present 1d4 days later, beginning with an itchy rash around the site of the injury that rapidly progresses to skin and muscle necrosis and finally sloughing off to reveal the clockwork beneath within one day. Once infected, the victim only recovers half hit points from all natural and magical effects. The process of mutation is extremely painful and not all survive.

Every 24 hours after symptoms manifest, the victim may attempt a DC 15 Constitution saving throw to halt the progress of the disease. If the saving throw succeeds, the disease stops progressing, but all penalties and acquired mutations are permanent without magical intervention. If the saving throw fails, the infected creature loses 1 point of Dexterity, and they must repeat the saving throw after another 24 hours. If the saving throw fails by 5 or more, the infected acquires a calcesplasia mutation

(see below). Whenever acquiring such a mutation, the victim must succeed on a DC 15 Constitution saving throw or lose 1 point of Constitution.

Calcesplasia can be completely cured by *lesser restoration* or comparable magic if applied before any mutations are acquired. Lost Dexterity or Constitution can be restored by *greater restoration*, or once the disease is cured, it returns naturally at the rate of 1 point after each long rest. However, if mutations have occurred, the infected tissue must be removed before the disease can be cured. Calcesplasia-mutated limbs can be cleanly amputated with a successful DC 15 Wisdom (Medicine) check, removing the affected limb and all of the infected tissue without killing the patient. A *regenerate* spell or more powerful magic is needed to regain use of the limb after amputation. At this time, no method short of *wish* has been found to return natural function of torso or head mutations, though the search for such a cure is rumored to be found somewhere on Ravatet, the Plane of Rusty Gears.

Dr. Brimley Angur, Case Note 566-0: I located a cleric of Rava named Shedio and convinced him to speak with me concerning calcesplasia. He is convinced that the worsening form of rust must be a punishment sent from his goddess to punish those that abuse technology. That seems unlikely, but I watched as the cleric's miracles healed those infected with rust, so maybe there's some truth to it? Of particular interest, Shedio told me a fable about a place called the Hall of Inevitable Fate, which supposedly exists on Ravatet, and about the Desert of Rust. If these places exist and the disease truly is divinely sent, maybe the answers I seek are there. I will need help getting there. Sillustria will not be pleased. This will be my most dangerous journey yet.

Calcesplasia Mutations

Once a patient contracts the mutated form of the disease, it does not take long before clockwork mechanisms begin sprouting from their flesh. This process is brutally painful, and the final conversion looks wholly unnatural.

To determine the location of an infection and mutations suffered, use the tables below. When rolling for location, if the result is an arm or leg, consider odd

numbers to be the left side and even numbers to be on the right side.

Table A: Infection Location

d6	LOCATION
1–2	Leg
3–4	Arm
5	Torso
6	Head

Table B: Leg Mutations

d6	MUTATION	EFFECT
1	Clockwork Knee	The joint of your knee has been replaced by a massive spring and clockwork gear. You may make long jumps up to 20 feet and high jumps up to 15 feet, with or without a running start. However, the gear is noisy and stutters regularly. You have disadvantage on Dexterity (Stealth) checks, and your walking speed is decreased by 5 feet.
2	Gripping Cog	Several sharp-toothed cogs have grown out of your foot, helping you get traction. You gain advantage on Strength (Athletics) checks made to climb and Dexterity (Acrobatics) checks made to keep your footing or keep from falling prone. Unfortunately, you cannot wear boots or other footwear. You have disadvantage on Dexterity saving throws to avoid caltrops or similar dangers.
3	Oil Drip	Small pores form in the metal of your clockwork leg that constantly drip oil. As a bonus action, you may smear the oil over yourself to get advantage on Dexterity (Acrobatics) checks made to escape being grappled or restrained. Unfortunately, the oil is very flammable, and if you ever fail a saving throw versus an effect that does fire damage, you catch fire. You take 1d4 fire damage at the start of each of your turns until you extinguish the flames by using an action to make a successful DC 10 Dexterity check.
4	Paddle Foot	Your foot has been replaced by a metal flipper. You gain advantage on Strength (Athletic) checks made to swim but suffer disadvantage on Dexterity (Stealth) checks and Strength (Athletic) checks made to climb or jump.
5	Piston Leg	Both of your legs fuse together and are replaced with a spring-loaded piston. You gain advantage on Strength (Athletic) checks made to jump but suffer disadvantage on Dexterity (Stealth) checks and Strength (Athletic) checks made climb.
6	Reinforced Leg	Your leg has been replaced with hydraulics and tightly wound springs that stretch along your back. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. However, your leg is very heavy, and you decrease your movement speed by 10 feet.

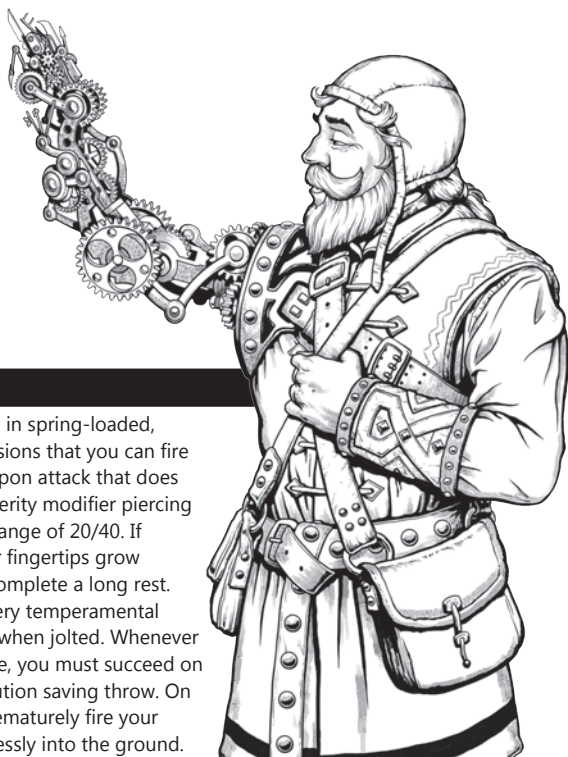


Table C: Arm Mutations

d6	MUTATION	EFFECT
1	Bolt Fingers	Your fingers end in spring-loaded, arrowlike protrusions that you can fire as a ranged weapon attack that does 1d4 + your Dexterity modifier piercing damage with a range of 20/40. If discharged, your fingertips grow back after you complete a long rest. Your bolts are very temperamental and tend to fire when jolted. Whenever you take damage, you must succeed on a DC 10 Constitution saving throw. On a failure, you prematurely fire your fingertips harmlessly into the ground.
2	Clockwork Shoulder	Your shoulder has been replaced with a series of gears and pneumatic rods. If you use an action to wind the large key that sprouts from your shoulder, you can increase your Strength by 4 for your next action. However, your limb tends to wear down from normal use. You must wind your arm after every five rounds of strenuous activity, or it goes limp and useless.
3	Fist of Steel	Your hand forms into solid metal. It no longer flexes and cannot be used to pick up objects or wear gloves or gauntlets. Your hand is a natural weapon, which can be used to make unarmed strikes that do 1d4 + your Strength modifier bludgeoning damage.
4	Grasping Cables	Dozens of writhing steel cables have slithered out from underneath your skin. They grab anything nearby, giving you advantage on checks made to grapple an enemy. However, the cables have a mind of their own and attack any living creature who comes within 5 feet of you, friend or foe. They also frequently grab nearby objects whether you want to or not.
5	Telescopic Arm	Your arm becomes a series of interlocked cylinders, allowing you to extend your reach 5 feet further than normal as a bonus action. Your arm is weaker when extended, and while doing so, you suffer disadvantage on all Strength-based attack rolls and skill checks.
6	Tinker Limb	Your entire limb has been replaced with dozens of fine instruments, sprouting from a central stalk. You have advantage on fine work such as picking a lock, repairing a watch, or performing surgery as you can operate the blades, needles, wires, picks, and other tools independently. The limb cannot be used to grasp objects or wear gloves or gauntlets.

Table D: Torso Mutations

d6	MUTATION	EFFECT
1	Armored Carapace	Thick metal plates cover your chest, protecting your vital organs. The massive plates make it impossible to wear armor, but you may use a shield. You have disadvantage on all Dexterity-based checks. Your AC is 12 + your Dexterity modifier.
2	Clockwork Wings	A pair of clockwork wings have grown from your back, granting you a fly speed equal to your walking speed. These massive wings cannot be folded down and are always obvious. You cannot wear armor or a robe, and you have disadvantage on Dexterity (Stealth) checks made to hide.
3	Iron Heart	Your heart has been replaced with a clockwork pump. Your new heart is strong and steady, and you have advantage on Constitution saving throws to avoid exhaustion due to exertion. However, your heart is slow to get pumping when you get excited, and you suffer disadvantage on Initiative checks.
4	Metallic Blood	Your blood is replaced with flowing, rust-colored metal. You suffer disadvantage on saving throws to resist exhaustion, but it rapidly clots, and you become immune to effects that cause bleeding or attacks that drain blood.
5	Robe of Knives	Dozens of sharp metal blades sprout from your torso. You can use a bonus action to make a melee weapon attack with your blades against a target within 5 feet. If the attack hits, the blades deal 1d4 + your piercing damage. You use your Strength modifier for the attack and damage rolls. Additionally, creatures that grapple you take 1d4 piercing damage. The blades make it impossible for you to wear armor or a robe.
6	Third Arm	A clockwork arm has grown out of your chest. The arm is not strong enough to make attacks but can pick and hold objects such as a torch or shield. The arm throws off your balance, and you suffer disadvantage on ranged attacks and Dexterity (Acrobatics) checks.

Calcesplasia and Rust Monsters

Victims of calcesplasia are especially susceptible to rust monsters and similar effects. Rust monsters are attracted to victims, like any other ferrous metal, and seem to take great glee in devouring infected clockwork limbs. Indeed, Dr. Angur has been considering experimenting with rust monsters as a safer method than amputation to remove infected tissue.

Calcesplasia victims suffer disadvantage to avoid being touched by a rust monster's antennae. If the saving throw fails and the rust monster touches the victim, the entire mutation turns to a powdery rust that immediately falls away for the rust

monster to consume. When this occurs, the victim suffers 1d12 necrotic damage for every point of Dexterity they have lost due to calcesplasia. If the victim has more than one site of infection or mutation, roll randomly to determine which area is affected. The creature suffers damage each time a mutation is destroyed in this manner, but once the victim no longer has any clockwork components, they are completely cured of the disease.

Dr. Brimley Angur, Case Note 127-7b:
A warrior of some renown came in today, asking for me by name. Seeing the woman had but one leg, I quickly surmised her malady but wondered why she sought me out rather than someone skilled in creating a prosthesis. She explained that she had

Table E: Head Mutations

d6	MUTATION	EFFECT
1	Chipper	Your mouth has been replaced by bladed cogs and grinding files while your gastrointestinal tract has been replaced by a blast furnace. You can grid up and feast on anything you can fit in your mouth. Eating anything causes your furnace to achieve high temperatures, and if you are not immune to fire damage, you suffer 1d4 fire damage every time you eat anything.
2	Flame Cannon	Your mouth has sprouted a smoking barrel that is lodged between your teeth, preventing you from closing your mouth. You can expel a 15-foot cone of flames, forcing all creatures in the affected area to attempt a Dexterity saving throw. A creature takes 4d6 fire damage on a failed save or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried. Once you have used your flame cannon, you cannot use it again until you have completed a short or long rest. As the barrel is wedged between your teeth, intelligible speech, spellcasting, and eating solid foods is completely impossible. The saving throw DC for your flame cannon is equal to 8 + your proficiency bonus + your Constitution modifier.
3	Grill	Your mouth and throat have been replaced by a large metal grill, terminating in a mesh screen. Your speech is tinny and unpleasant. You have disadvantage on Charisma-based skill checks, but you no longer breathe or eat.
4	Night Eye	One of your eyes and the surrounding socket is replaced with a glowing clockwork eye that gives you 15 feet of darkvision, but you are unable to see beyond that distance. As long as you have one functional normal eye, you may still make visual Wisdom (Perception) checks beyond 15 feet at disadvantage. Should both eyes be replaced or the other eye damaged, you are blind beyond 15 feet.
5	Skull Cap	The majority of your head has become metal. Increase your AC by +1, but you are vulnerable to lightning and thunder damage. In addition, you suffer disadvantage on Wisdom (Perception) checks that rely on hearing.
6	Third Eye	A gear with an annular opening in the center has grown in your forehead. As a bonus action, you can spin the gear to open the new orifice and shine a bright light in a 30-foot cone. Invisible creatures appear as hazy outlines while in the light, allowing you to locate them, though you still suffer disadvantage to hit them with attacks. You have constant headaches that leave you irritable, and you are vulnerable to psychic damage.

become infected with rust, and eventually cogs had replaced her knee. Much of her lower leg became metal as well. A clear case of calcesplasia. However, she had encountered a lobster-like creature with feathery antennae that she called a rust monster. When the creature touched her, it turned her infected limb into a pile of rust, which it then consumed. Upon examination, I could find no trace of the disease in her. The creature had entirely cured her somehow. I may need to employ adventurers to acquire

some of these beasts for further study, though I shudder to think what would happen to a patient who suffered critical mutations to their head or trunk should they encounter the touch of these creatures.

Elfax, Herald of Corrosion

Stories have begun to circulate of a gearforged with metal horns and eyes of fire that purposely sought out infection with rust in an effort to create a pandemic of flesh and

metal suffering. Unfortunately, the stories are true. Elfax (CE hellforged warlock) calls itself the Herald of Corrosion and was last seen in Verrayne. While the source of rust may be unknown, warping it into calcesplasia is the doing of this vile creature.

Elfax is generally accompanied by 2d4 **bandits**, 1d6 **cult fanatics**, and at least one **clockwork abomination** (see *Tome of Beasts*). All of them are infected. The cult has been raiding isolated villages and

capturing the inhabitants so that it can infect them. Once the villagers are infected, their homes are burned, and they are set free. Panicked villagers inevitably seek aid elsewhere, potentially spreading the contagion. Elfax's followers worship it, and the cult would do anything to protect their master. They believe in a future where all life is a perfect fusion of metal and flesh. Suffering is the tempering flame that they need to pass through in order to claim this gift. They are utterly insane.



MIDSUMMER FAIR CLOCKWORK COMPANIONS

by Greg Marks

The Zobeck Midsummer Fair is a time of wonder, a place where one can find little pieces of joy hidden between the finest silks and ostentatious jewelry of exotic craftsmanship. There is no place like the Crossroads City when the trade fair comes. Amidst all its many wonders, the true prizes are made of clockwork. Booths hawk wares from independent craftsman, the Arcane Collegium, House Greymark, the Geargrinder's Emporium, and even kobolds from the Kobold Ghetto. So much can be found, they say you can't see it all. Walk around and try!

Cisnac's Confounding Clockwork Creatures

Rumors say that Cisnac Cligiglam failed out of the Arcane Collegium where he learned the basics of clockwork magic. Other whispers say that the gnome is truly mad and made an infernal pact for his creativity. Whatever the case, this diminutive phenomenon has one of the most eye-catching tents at the Midsummer Fair. A cacophony of ticking gears and ringing bells pours out onto the street from a tent covered in colorful pennants and

ribbons, fluttering in the breeze. A customer brave enough or curious enough to enter finds a collection of clockwork creatures for sale that boggles the mind. In addition to many more commonly seen clockwork creations, Cisnac has created several truly unique specimens.

All of Cisnac's creations come with the option of bonding the clockwork to the purchaser or having it take orders from anyone holding a particular rod branded with Cisnac's likeness and a code specific to that clockwork. This bonding is blessed by a priest of Rava and is said to be unbreakable.

ASSASSIN SNAKE

Price: 200 gp

Despite its name, Cisnac markets this clockwork solely as a pest control option. The assassin snake can eliminate nuisance pests by crawling through your house's walls or deep into rodent burrows infesting your garden. It is strictly NOT for use against humanoids, pets, livestock, or other beings.

To avoid legal problems, Cisnac only sells one use of poison preloaded into the assassin snake and directs the buyer to visit an appropriately licensed dealer for their pest control needs when considering

reloads. For an extra 50 gp, he will supply a set of tinker's tools needed reload the clockwork, or he is willing to do the labor himself at his store located in the Gear District for the low price of 5 gp.

ASSASSIN SNAKE

Tiny construct, unaligned

Armor Class 14 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	16 (+3)	12 (+1)	4 (–3)	10 (+0)	6 (–2)

Skills Perception +2, Stealth +5

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 12

Languages understands one language (usually Common) but cannot speak

Challenge 1/4 (50 XP)

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

Magic Resistance. The assassin snake has advantage on saving throws against spells and other magical effects.

Reservoir. The assassin snake is capable of carrying only one dose of poison, and once expended, the poison must be reloaded, a process that requires tinker's tools and at least 1 minute.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (3d4) poison damage on a failed save or half as much damage on a successful one.

CLOCKWORK GARDENER

Price: 150 gp

The clockwork gardener's bronze trunk and copper leaves are designed to help it blend into the owner's decorative gardens while it quietly works. The clockwork gardener is a boon to anyone with large grounds that need constant maintenance. It can plant seeds, trim grass with scythe-like blades stored internally, or even water the plants from a spigot hidden among its branches. The construct also comes equipped with a 3-ft.-by-3-ft. internal storage locker in its trunk where gardening staff can store tools or other supplies. As an added bonus, it can even provide shade on a warm day.

CLOCKWORK GARDENER

Large construct, unaligned

Armor Class 13 (natural armor)

Hit Points 45 (7d10 + 7)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (–1)	12 (+1)	4 (–3)	10 (+0)	4 (–3)

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages understands one language (usually Common) but cannot speak

Challenge 1 (200 XP)

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

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

Water Hose. The clockwork gardener can forcefully spray water in a powerful 60-ft. jet to drive away pets or a 30-ft. cone that creates a gentle drizzle suitable for watering plants or extinguishing exposed flames in the area.

ACTIONS

Multiattack. The clockwork gardener makes three attacks: two with its scything blades and one with its slam.

Scything Blades. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Slam. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage.

Water Jet. *Ranged Weapon Attack:* +1 to hit, range 60 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage and the target must succeed on a DC 12 Strength saving throw or be knocked prone.

CLOCKWORK GUARDIAN

Price: 1,500 gp

One of Cisnac's most novel creations is the clockwork guardian: a clockwork creature that you wear. The clockwork guardian appears to be a baroque set of steel half plate, and while it is inactive, it gives the wearer all the benefits and disadvantages of wearing that armor. However, as a bonus action, the wearer can order the clockwork guardian to attack a target. It then disengages from the wearer and transforms into humanoid clockwork warrior capable of defending its owner.

CLOCKWORK GUARDIAN

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 31 (7d8)

Speed 30 ft.

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

Skills Athletics +3, Perception +3

Damage Immunities poison, psychic

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

Senses darkvision 120 ft., passive Perception 13

Languages understands one language (usually Common) but cannot speak

Challenge 1 (200 XP)

False Appearance. While worn, the clockwork guardian remains motionless. It is indistinguishable from a suit of half plate and can take no actions. It takes the clockwork guardian an action to disengage from its wearer or to reform into a suit of half plate that can be worn.

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

Magic Resistance. The clockwork guardian has advantage on saving throws against spells and other magical effects. It does not impart this ability to its wearer.

ACTIONS

Multiattack. The clockwork guardian makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) bludgeoning damage.

REACTIONS

Parry. The clockwork guardian adds 4 to the AC of an adjacent creature against one melee attack that would hit it. To do so, the clockwork guardian must be able to see the attacker.

WATCH OWL

Price: 150 gp

One of Cisnac's most popular clockworks is the watch owl, a construct capable of watching over an area and alerting you to trespassers. It can be set to make gentle hooting noises, screech loudly, or mentally alert the owner when detecting trespassers. These clockwork owls are available in silver, gold, or (for an additional 15 gp charge) painted to look like a natural owl.

ARMOR	COST	ARMOR CLASS	STRENGTH	STEALTH	WEIGHT
Clockwork Guardian	1,500 gp	15 + Dex modifier (max 2)	—	Disadvantage	60 lb.



WATCH OWL

Tiny construct, unaligned

Armor Class 13 (natural armor)

Hit Points 5 (2d4)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	4 (-3)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +3

Damage Immunities poison, psychic

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

Senses darkvision 120 ft., passive Perception 13

Languages understands one language (usually Common) but cannot speak

Challenge 1/8 (25 XP)

Flyby. The watch owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

Innate Spellcasting (1/day). The watch owl can innately cast *alarm*, requiring no material components. Its innate spellcasting ability is Charisma.

Keen Hearing and Sight. The watch owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Magic Resistance. The watch owl has advantage on saving throws against spells and other magical effects.

ACTIONS

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.



The Collective

In an out-of-the-way corner of the fair sits a patch-covered tent with a hand-scrawled sign that reads “*Repairs Quick-Quick!*” A kobold sits behind a counter that is little more than a board balanced on two barrels. The kobold, working on various clockwork components, pays no mind to passersby unless they approach him. This tent is the home of a group of five kobolds calling themselves the Collective, and what they have to offer is truly unique. The Collective does not make clockwork constructs, but rather, they modify them. For the right price, paid upfront, they can make a number of changes or improvements, not all of which are strictly legal. Interested parties are taken inside, so negotiations can happen out of public view as the Collective displays what it has for sale only for the right kind of customer.

All modifications are made to order and take 3d6 days to complete, during which time the clockwork to be modified must be present to be worked on, except as noted.

ADDITIONAL LANGUAGE

Price: 500 gp

Opening up the clockwork and installing several additional large gears, the Collective can install the ability for your clockwork to understand a second language. These gears are hard to come by and are usually not available for rare languages (GM discretion). Addition of the language gears requires an expansion of the clockwork controlling the construct and leaves an unsightly bulge in its head. This modification only grants the ability to understand the second language. The clockwork still cannot speak.

ARMOR

Price: 150 gp

It's not pretty, but the Collective can bolt plates of iron onto your construct, increasing your clockwork's armor class by 1. Unfortunately, the metal plates are heavy and awkward. They decrease the speed of your construct by 10 feet, and it suffers disadvantage on Dexterity (Stealth) checks.

This modification cannot be added to the clockwork guardian and is mutually exclusive with the speed boost modification.

COUNTERFEIT CONTROL ROD

Price: 1,500 gp

The Collective has copies of Cismac Cligiglam's designs and can forge new control rods for any of his creations. These rods allow another user to give the specified clockwork commands. This is highly illegal and thus expensive. This modification does not require the presence of the clockwork to be created.

At the GM's discretion, the control rods are imperfect and have a 25% chance of failing, causing the creature to go berserk and attack the wielder of the false control rod.

CHEMICAL RESERVOIR

Price: 500 gp

Kobolds are cunning strategists and no strangers to adding a little spice to their creations. This modification causes the clockwork to inject or excrete a substance upon making a successful attack. This is most commonly used to affect the target with poison as most other alchemical substances would also damage the clockwork. However, the Collective isn't picky. If you want to squirt acid or alchemist's fire all over your clockwork in an effort to get your enemy as well, that's your business. They make sure the reservoir is resistant to alchemical reactions, though



there are no guarantees about the integrity of your clockwork once it is released. This reservoir holds only one dose, and reloading it requires tools and at least 1 minute.

The expanded reservoir modification is mutually exclusive with the hidden compartment modification and cannot be added to the assassin snake as it already has one.

EXPANDED RESERVOIR

Price: 250 gp

Taking advantage of the ability to pack tanks within empty space in the construct, the Collective increases the number of doses of poison or alchemical substance that a clockwork can store. The storage tank size varies with the size of the clockwork (see below). Note that the modification is a single tank, so the doses must all be of the same poison or alchemical substance. Reloading the tank requires tools and at least 1 minute.

- **Tiny:** 2 doses
- **Small:** 3 doses
- **Medium:** 5 doses
- **Large:** 7 doses

HIDDEN COMPARTMENT

Price: 50 gp

The collective can install a hidden compartment in your clockwork. Locating the hidden compartment requires a successful DC 13 Wisdom (Perception) check.

The hidden compartment modification is mutually exclusive with the chemical reservoir modification. The amount of space the compartment can hold varies with the size of the clockwork. Some examples are shown below.

- **Tiny:** folded map, ring, lock picks
- **Small:** dagger, potion vial, scroll tube
- **Medium:** shortsword, quiver of arrows
- **Large:** longsword, full backpack

RECOUNTING CRYSTAL

Price: 750 gp

Using a small blue crystal, usually in the forehead for constructs that have heads, the clockwork can record up to 1 hour of what it sees. The owner can then trigger the crystal to project the recording as an illusion similar to a *silent image*. Note that the recording is completely visual, there is no sound, and the crystal can only recount that which could be detected with normal vision. The magical recording can be deleted or saved within the crystal after watching. The recounting crystal can only retain one recording at a time.

SPEED BOOST

Price: 150 gp

By removing some of the armor plating covering your construct and tightening its springs to dangerous levels, the Collective can increase the speed of your construct by 10 feet. Unfortunately, your construct's AC is lowered by 1 in the process.

This modification is mutually exclusive with the armor modification.

Arcane Collegium Student Bazaar!

For the first time ever, Collegium Guildmaster Orlando has ordered that the apprentices in the School of Gear Magic display their projects to the public. This maze-like tent is filled with designs that range from laughable to amazing. Most are not available for sale, but having already been scored and returned to the students, a few of the coin-strapped apprentices are looking to turn their talents to profit, much to the dismay of the clerics of Rava and the Geargrinders Guild.



CLOCKWORK LANTERN

Price: 100 gp

Apprentices find themselves working at all hours and frequently need a good lamp. The clockwork lantern is an improvement on the standard lantern as it floats up to 10 feet off the ground and can follow the pace of an average student as they go about their chores. It can alter its wick on command to shed light in a radius from 5–30 feet, even dimming itself if ordered.

The creator of the clockwork lantern has accompanied his master on several expeditions into dangerous places, so the lantern also comes equipped with the ability

to lob small tongues of fire short distances in order to discourage hungry predators. It can also be used to start campfires.

CLOCKWORK LANTERN

Tiny construct, unaligned

Armor Class 13 (natural armor)

Hit Points 2 (1d4)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–1)	10 (+0)	10 (+0)	3 (–4)	10 (+0)	2 (–4)

Damage Immunities poison, psychic

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

Senses darkvision 30 ft., passive Perception 10
Languages understands one language (usually Common) but cannot speak
Challenge 1/8 (25 XP)

Lantern's Light. The clockwork lantern can shed light from dim to bright in a radius of 5–30 feet on command.

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

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

ACTIONS

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Lantern's Flame. *Ranged Spell Attack:* +2 to hit, range 30 ft., one target. *Hit:* 3 (1d6) fire damage.

CLOCKWORK TUTOR

Price: 1,000 gp

The clockwork tutor is the answer to any student's problems. This adaptive clockwork learns the way you learn and assists in teaching you any language or tool proficiency, decreasing the downtime days required to learn them by 25%. In addition, it is capable of casting a number of spells that can help any apprentice short of time.

The clockwork tutor looks like a Medium-sized humanoid made of tin and brass with full beard and dressed in comical wizard robes complete with pointed metal hat.

CLOCKWORK TUTOR

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

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

Saving Throws Dex +2, Con +4, Int +5

Skills Arcana +5, History +5, Insight +2, Nature +5, Religion +5

Damage Immunities poison, psychic

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

Senses darkvision 30 ft., passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Adaptive Teaching. The clockwork tutor decreases the time required to learn a language or tool proficiency by 25%. To reap this decrease, the tutor must work with the student for at least 4 hours per day.

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

Innate Spellcasting. The clockwork tutor's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells, requiring no material components:

3/day each: guidance, light, mage hand, prestidigitation, vicious mockery

1/day each: alarm, comprehend languages, goodberry, sleep

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

ACTIONS

Multiattack. The clockwork tutor makes two slam attacks.

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) bludgeoning damage.

WARLOCK CHECKLIST

Warlock 1: Mythos

Warlock 2: Dread Magic

Warlock 3: Undercity

Warlock 4: Dragon Empire

Warlock 5: Rogue's Gallery

Warlock 6: City of Brass

Warlock 7: Fey Courts

Warlock 8: Undead

Warlock 9: World Tree

Warlock 10: Magocracies

Warlock 11: Treasure Vaults

Warlock 12: Dwarves

Warlock 13: War & Battle

Warlock 14: Clockwork

Special Edition: Guide to the Shadow Realm

And coming this fall: the **WARLOCK GRIMOIRE**, a hardcover compilation collecting and expanding the first 10 zines with 4 brand-new chapters by Dan Dillon, Richard Pett, Brandon Hodge, and Lysa Chen!

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