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Expanded Clockworks



HOMEBREW

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Clockworks

Of all constructs, clockworks are probably the most common. In many societies that possess such technological innovation, clockworks are typically the precursor to more advanced constructs such as golems.

Magitech Precursor

What sets clockworks apart from other constructs is that the primary source of their power comes from a complex mechanical network of springs, screws, and gears that all work in perfect harmony to give these creatures the semblance of life. This gives them a significant advantage over their counterparts, as they require much less energy to fully bring them to life. Despite their comparatively primitive construct in comparison to others creations like golems, clockworks require incredible skill and attention to craft to ensure every spring, gear, or screw works in perfect unison.

Energy Efficient

Although the source of their power comes from these mechanisms, clockworks still require a basic power source to fuel this motion. Although many clockworks are magically powered, some use alternative forms of power, such as steam or electricity.

Gear Shift

Their mechanized nature grants them several advantages over other constructs. Because of their mechanical hearts, they are able to operate with little difficulty in environments that would hamper or nullify magical effects. Additionally, many clockworks have the ability to shift their internal gears to allow them to react and respond to a situation much faster than most humanoids and other constructs.

Clockwork Mind

However, the greatest advantage the clockworks have over the rest of their kin is their self autonomy. The combinations of a power source and its complex network of gears and screw is enough to give clockworks a degree of self-awareness and autonomy. Because of this, they tend to be much more versatile than other constructs. In fact, mayn clockworks are known for their rapid analysis and keen memory. Although they tend to be quite limited in thinking up new solutions, they are quite proficient in using the knowledge it has acquired to assist in a situation.

Cascading Failures

However, their complex nature also does have its weaknesses. Due to the complex nature of their structure, whenever a specific component of the clockwork takes significant damage, it can cascade into other failures throughout its systems.

Clockwork Tactics

Because of their self awareness, clockworks typically are not mindless combatants like golems. In many cases, they tend to be quite tactical fighters; however, they must be trained or specifically trained to employ such tactics. Clockworks tend to be quite efficient fighters and will attempt to accomplish their goal as seamlessly as possible.

Efficient Directive

In order to accomplish their goal, they will not hesitate to sacrifice themselves or their allies if the situation calls for it. Because of their inability to deviate from their task, their creators often have to be quite explicit in their commands to minimize unintended consequences.

Assimilation Directive

In some rare circumstances, the advanced nature of clockworks has caused them to deviate from the commands of their own creator to follow a goal or directive of their own. In such circumstances, clockworks are much more dangerous as each clockwork is part of a massive machine network where each member is another cog in the massive assembly.

Such constructs tend to be quite dangerous are extremely deadly whenever they fight in complete unison, wherein each construct has its own role it plays on the battlefield.

Adventurer Tactics

When engaging constructs, sometimes it is best to target specific components on its body. By striking these vulnerabilities, one is able to temporarily disable or weaken the construct as a series of failures cascade throughout its body.

It is important to understand that many clockworks do not possess a sense of self-preservation and will sacrifice themselves if it means bringing themselves closer to their goal. Because of this, one should never let their guard down, even if they are seemingly winning a fight, as many clockworks possess a number of tricks and tools they can utilize when on the brink of destruction.

Clockwork Types

Clockworks can take nearly any shape or size, as they are designed to meet their master's specifications. Because of this, there can be nearly infinite types of clockworks. However, this compendium will provide some insight into some common variants.

Clockwork Drone

Clockwork drones are some of the smallest yet most common kind of clockwork. These tiny constructs can take many forms resembling spiders, birds, and small bugs. Their primary purpose is to gather and relay information. It has a number of tools available that allows it to convey messages, project images of what is has seen and even provide small distractions. Because of this, many drones are common familiars for many artificers and other arcanists who specialize in magitech.

Clockwork Sentry

Clockwork sentries are the perfect "watchbot" thanks to their unique sensors that allows them to threats shrouded by magic or invisibility. They possess the ability to project a spotlight that reveal hidden creatures under its beams.

When a threat is detected, they are known to emit an ear-splitting wail to alert other guardians. However, if threatened, they have been known to fire beams of light at their opponent.

Clockwork Soldier

Clockwork soldiers make for the ideal automated soldier, as it retains the autonomy of warforged while retaining the absolute obedience of a golem. Thanks to their internal clockwork, they are surprisingly agile and can quickly overtake opponents with their speed and overwhelm their defenses with a flurry of mechanical strikes.

Clockwork Engineer

Clockwork engineers were designed to maintain and repair other constructs. They serve as talented assistants to many artificers to help save time of the tedious task of maintaining the clockwork mechanism of their devices and constructs.

Clockwork Nautilus

The clockwork nautilus is a colossal construct designed for deep sea ventures. Some nautiluses are used to clear coastal waters of large aquatic megafauna and other creatures due to its resemblance to a kraken.

Others are used to deep sea excavations to unearth treasure, precious jewels, or shipwrecks from the deep. Others were developed as an amphibious weapon of war, capable of sinking ships while inflicting chaos on the surface with its myriad of tentacles.

Clockwork Guardian

Clockwork guardians are an upgraded version of the classic clockwork soldier. Unlike other clockwork soldiers, clockwork guardians possess a core within their chassis that provides their system auxiliary power. This allows them to charge their attacks with magical energy (typically lightning).

This auxiliary source of power allows them to bolster their inner workings to allow them to move at incredible speed. However, this power boost does have its weakness, as it is known to unleash excess energy whenever the clockwork guardian takes excessive damage.

Clockwork Gear Mage

Clockwork gear mages are an advanced clockwork that is able to replicate spell effects through its internal workings. Because of this unique design, the gear mage is able to ignore many limitations spellcasters possess.

However, its reliance on internal mechanisms also leaves it vulnerable to have its spellcasting ability temporarily disable when significantly damaged.

Clockwork Servitor

Clockwork servitors are extremely advanced gear mages. Their superior design pushes the boundaries of spellcasting even further by allowing them to maintain focus on multiple spell simultaneously, accelerate their own casting abilities, and manipulate time itself.

Clockwork Assimilator

Clockwork assimilator is a rare type of clockwork that has the ability to take control of other constructs. Thanks to its advanced design, it is able to override the commands of other constructs, binding it to its will. Although clockwork assimilators were initially designed as a countermeasure against enemy constructs, assimilators are much more likely to go rogue, forming their own directives.

If not controlled or monitored closely, assimilators can easily take over a network of constructs, resulting in an automated rebellion. In such uprisings, clockwork assimilators seek to replicate and design copies of themselves to further expanded their hive mind network.

Clockwork Nullifier

As the assimilator was designed as a counter for enemy constructs, the nullifier was designed to counter enemy spellcasters, as well as disable many magically powered constructs and weapons.

Their primary tool is their Antimagic Generator that projects a field of antimagic in the direction of its gaze. It also possesses several weapons that become amplified when in the presence of a magical effect. It most potent tool is their spellbreak cannon, which uses the latent magic present in every creature's body against their foe whenever it casts a spell.

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Clockwork Exterminator

One of the most dangerous of all clockworks is the exterminator. These machines were created for the sole purpose of killing with no mercy. In fact, these creatures were programmed to kill leaving no trace of their victim, even from conventional means of resurrection. To make matters worse, these clockworks rarely hunt alone and typically travel in packs of 4(1d4+1) to ensure the destruction of their prey.

Thanks to their advanced sensors, the clockwork exterminator is able to track its quarry from the slightest wounded as long as they remain on the same plane of existence. Once their quarry has been found, the only way to stop them from pursuing their prey is to destroy them, or to override their directive.

These clockworks possess an ominous eye that emits a field of magic that causes creatures within range to instantly seize up, leaving them helpless to its jagged claws. This eye also serves as a focus for concentrated beams of energy that it can use to completely annihilate its quarry.

Clockwork Deconstructor

Clockwork deconstructors are hulking titans made of metal that are primarily used to recycle and smelt down scrap metal. They are primarily used to gather raw resources and metals needed to create more constructs. They are equipped with a heated core that is able to melt nearly any metal into slag.

When threatened, these clockworks are known to coat their foes in burning metals. Once fully coated to metal, the deconstructor simply consumes their metallic quarry, melting its body in its fiery core.

Clockwork Juggernaut

Clockwork juggernauts are arguably one of the most powerful clockworks, rivaled only by the clockwork dragon. These hulking metal titans possess multiple limbs, each with unique weapons such as a whirling saw or colossal quad cannons.

These lumbering hulks are the perfect war machine, as they are capable of shrugging off all but the most powerful of attacks while carving a path of carnage through enemy ranks.

Unlike other constructs of its size, its internal mechanisms will cause it to be surprisingly nimble for its size. Only the most prepared and capable of adventurers have a chance at defeating such a creation.

Clockwork Dragon

Clockwork dragons are believed to be some of the greatest feats of clockwork engineering. These constructs are nearly perfect mechanical replicas of their draconic inspirations. In some cases, clockwork dragons have even been reported to possess similar mannerisms and behaviors to their living counterparts.

In general, clockwork dragons are typically designed to be extremely versatile and are equipped with a variety of breath attacks that allow them to adapt to any situation in combat. However, in the attempt to balance maneuverability, armor, and power, the clockwork dragon does possess some weaknesses, at least in comparison to its nearly impervious counterpart, the clockwork juggernaut.

The clockwork dragon's core that powers its breath attack is somewhat vulnerable to excessive damage. Although it is hard to target underneath the clockwork dragon's armor plating, it can cause severe damage and failures in the dragon's body whenever critically damaged.

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Clockwork Drone

Tiny Construct, varies

Armor Class 15 (Natural Armor)
Hit Points 7(2d4+2)
Speed 30ft., 30ft. climb, 30ft. swim, 30ft. fly

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	14 (+2)	10 (-1)	14 (+2)	11 (+0)

Damage Resistances Necrotic
Damage Immunities Psychic, Poison
Condition Immunities Charmed, Frightened, Exhausted, Poisoned
Senses darkvision 60ft., passive Perception 12
Languages Language of creator
Proficiency Bonus +2
Challenge 1/2(100 xp)

Advanced Sensors The clockwork drone has advantage on Wisdom(Perception) checks

Construct Nature The clockwork drone does not need to eat, breathe, or sleep

False Appearance While motionless, the clockwork drone is indistinguishable from a statue

Immutable Form The clockwork drone is immune to any effects or magic that would alter its form

Internal Clock The clockwork drone has advantage on initiative checks.

Self Destruct When the clockwork drone is reduced to 0 hitpoints, creatures in a 5ft. radius must make a DC 12 Dexterity saving throw. On a failed saving throw, it takes 9(2d8) lightning damage

Spider Climb The clockwork drone can climb difficult surfaces without needing an ability check.

Spellcasting

The clockwork drone can cast the following cantrips:

Light, Message, Minor Illusion, Prestidigitation, or Thaumaturgy

Actions

Multiattack The clockwork drone can make two claw attacks

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

Gear Launcher. *Ranged Weapon Attack*, +5 to hit, range 30ft./60ft., one target. *Hit:* 7 (2d4+2) slashing damage

Clockwork Sentry

Small Construct, varies

Armor Class 15 (Natural Armor)
Hit Points 9(2d6+2)
Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	14 (+2)	10 (-1)	14 (+2)	11 (+0)

Damage Resistances Necrotic
Damage Immunities Psychic, Poison
Condition Immunities Charmed, Frightened, Exhausted, Poisoned
Senses truesight 60ft., passive Perception 12
Languages Language of creator
Proficiency Bonus +2
Challenge 1/2(100 xp)

Advanced Sensors The clockwork sentry has advantage on Wisdom(Perception) checks

Alert The clockwork sentry cannot be surprised as long as it is not incapacitated

Construct Nature The clockwork sentry does not need to eat, breathe, or sleep

False Appearance While motionless, the clockwork sentry is indistinguishable from a statue

Immutable Form The clockwork sentry is immune to any effects or magic that would alter its form

Internal Clock The clockwork sentry has advantage on initiative checks.

Spotlight The clockwork sentry emits a ray of light that blinds anyone in its beams. It emits a bright light in a 20ft. cone and dim light an additional 20ft. At the start of its turn, creatures in range must succeed a DC 12 Constitution saving throw or become blinded until the end of its next turn.

This light reveals any creatures shrouded by invisibility and banishes magical darkness.

The clockwork sentry can determine were the cone faces and whether it is active.

Actions

Eye Blast *Ranged Weapon Attack*, +4 to hit, range 120ft., one target. *Hit:* 7 (1dd10+2) radiant damage

Sentry's Wail Creatures in a 30ft. radius that can hear it must succeed a DC 12 Dexterity saving throw or become deafened until the end of its next turn. Creatures within 300ft. of the clockwork sentry can clearly hear this sound.

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Clockwork Soldier

Medium Construct, varies

Armor Class 17 (Natural Armor + Gear Shield)
Hit Points 32(4d8+8)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	10 (-1)	10 (+0)	11 (+0)

Damage Resistances Necrotic
Damage Immunities Psychic, Poison
Condition Immunities Charmed, Frightened, Exhausted, Poisoned
Senses darkvision 120ft., passive Perception 10
Languages Language of creator
Proficiency Bonus +2
Challenge 2(450 xp)

Clockwork Heart When the clockwork soldier is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw regaining 1 hitpoint on a success. For each success, the DC increases by 5. The DC resets after a short or long rest.

Construct Nature The clockwork soldier does not need to eat, breathe, or sleep

False Appearance While motionless, the clockwork soldier is indistinguishable from a statue

Gear Jam When the clockwork soldier is hit with a critical hit, it must succeed a Constitution saving throw equal to half the damage dealt(minimum 10) or be stunned until the end of its next turn.

Immutable Form The clockwork soldier is immune to any effects or magic that would alter its form

Internal Clock The clockwork soldier has advantage on initiative checks.

Overclock When the clockwork soldier hits a creature with a critical hit, it can make on additional weapon attack as part of that action. It can only benefit from this feature once a turn

Actions

Multiattack. The clockwork soldier can make two attacks on its turn. These attacks can be its choice of its Gearsword or Gear Launcher

Gearsword. *Melee Weapon Attack*, +5 to hit, reach 5ft, one target. *Hit:* 7 (1d8+2) slashing damage

Gear Launcher. *Ranged Weapon Attack*, +5 to hit, range 60ft./120ft., one target. *Hit:* 7 (2d4+2) slashing damage

Bonus Actions

Gear Shift The clockwork soldier can use its bonus action to either Dash or make a single weapon attack of its choice.

Clockwork Engineer

Medium Construct, varies

Armor Class 15 (Natural Armor)
Hit Points 32(4d8+8)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances Necrotic, Lightning
Damage Immunities Psychic, Poison
Condition Immunities Charmed, Frightened, Exhausted, Poisoned
Senses darkvision 120ft., passive Perception 10
Languages Language of creator
Proficiency Bonus +2
Challenge 1(200 xp)

Clockwork Heart When the clockwork engineer is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw regaining 1 hitpoint on a success. For each success, the DC increases by 5. The DC resets after a short or long rest.

Construct Nature The clockwork engineer does not need to eat, breathe, or sleep

False Appearance While motionless, the clockwork engineer is indistinguishable from a statue

Gear Jam When the clockwork engineer is hit with a critical hit, it must succeed a Constitution saving throw equal to half the damage dealt(minimum 10) or be stunned until the end of its next turn.

Immutable Form The clockwork engineer is immune to any effects or magic that would alter its form

Internal Clock The clockwork engineer has advantage on initiative checks.

Actions

Repair Damage One construct that the clockwork engineer can touch regains 14(4d6) hitpoints

System Reset One construct that the clockwork engineer can touch can remove one status condition or spell effect.

Blowtorch. *Melee Weapon Attack*, +5 to hit, range 10ft., one target. *Hit:* 11 (2d8+2) fire damage

Reaction

Rapid Reboot The clockwork engineer can use its reaction to move up to its movement speed to use its Repair Damage on a construct within 0 hitpoints within range.

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Clockwork Nautilus

Huge Construct, varies

Armor Class 18 (Natural Armor)
Hit Points 138(12d12+60)
Speed 30ft., 60ft. swim

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	21 (+5)	10 (-1)	10 (+0)	11 (+0)

Saving Throws Str +9, Con +9
Damage Resistances Acid, Cold, Lightning, Necrotic
Damage Immunities Psychic, Poison
Condition Immunities Charmed, Frightened, Exhausted, Poisoned
Senses darkvision 120ft., passive Perception 10
Languages Language of creator
Proficiency Bonus +4
Challenge 12(8400 xp)

Clockwork Heart When the clockwork nautilus is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw regaining 1 hitpoint on a success. For each success, the DC increases by 5. The DC resets after a short or long rest.

Construct Nature The clockwork nautilus does not need to eat, breathe, or sleep

False Appearance While motionless, the clockwork nautilus is indistinguishable from a statue

Immutable Form The clockwork nautilus is immune to any effects or magic that would alter its form

Internal Clock The clockwork nautilus has advantage on initiative checks.

Underwater Propulsion The clockwork nautilus can difficult terrain caused by underwater effects and can move through these conditions without expending additional movement.

Vulnerabilities

Clockwork Tentacle(HP: 30, AC 23) Upon destroying this tentacle, the clockwork nautilus loses on tentacle. If it clockwork nautilus possess only 3 or less tentacles, it can only make a number of clockwork tentacle attacks equal to the number of tentacles it possesses.

Actions

Multiattack. The clockwork nautilus can make four attacks with its Charged Tentacles. It can replace a charged tentacle for a Fling attack

Charged Tentacles. *Melee Weapon Attack*, +9 to hit, reach 20ft, one target. *Hit:* 16 (2d10+5) bludgeoning damage + 9(2d8) lightning damage. On a hit, Medium or smaller creatures are grappled and restrained (escape DC 17).

The clockwork nautilus can only grapple up to 8 creatures at a time in this manner.

Fling One Large or smaller object held or creature grappled by the clockwork nautilus is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone.

Deep Sea Weaponry(Recharge 5-6)

The clockwork dragon has a variety of deep sea weaponry that is can use to adapt to any situation. When its deep sea weaponry is available, it can use one of the following options.

Electrocute (Recharge 5-6) Creatures grappled by the clockwork nautilus must succeed a DC 13 Constitution saving throw or take 36 (8d8) lightning damage and become paralyzed for one minute.

Paralyzed creatures can repeat its saving throw at the end of each of its turns to end the effect on a success.

Steam Cannon(recharge 5-6) Creatures in a 120ft. long and 10ft. wide line must succeed a DC 17 Dexterity saving throw. On a failed saving throw, creatures take 28(8d6) fire damage and half as much on a success. This fire damage is not reduced from being underwater. Upon using this feature, the clockwork nautilus can move up 30ft. without provoking attacks of opportunity

Whirlpool (Recharge 5-6) Creatures in a 30ft. radius around the clockwork nautilus must succeed a DC 17 Strength saving throw. On a failed saving throw, creatures are pulled or pushed(choose one) 30ft. and take 22 (4d10) bludgeoning + 22 (4d10) slashing damage. On as successful saving throw, creatures take half damage and are otherwise unaffected.

Bonus Actions

Propulsion While underwater, the clockwork nautilus can use its bonus action to Dash

Reactions

Reactive The clockwork nautilus can take a reaction at the end of each of its turns

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Clockwork Guardian

Medium Construct, varies

Armor Class 19 (Natural Armor + Gear Shield)
Hit Points 76(8d8+32)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	10 (-1)	10 (+0)	11 (+0)

Damage Resistances Lightning, Necrotic
Damage Immunities Psychic, Poison
Condition Immunities Charmed, Frightened, Exhausted, Poisoned
Senses darkvision 120ft., passive Perception 10
Languages Language of creator
Proficiency Bonus +3
Challenge 5(1800 xp)

Clockwork Heart When the clockwork guardian is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw regaining 1 hitpoint on a success. For each success, the DC increases by 5. The DC resets after a short or long rest.

Construct Nature The clockwork guardian does not need to eat, breathe, or sleep

Defender When the clockwork guardian hits a creature with an attack, that creature suffers disadvantage on all attack rolls against creatures other than the clockwork guardian until the end of its next turn.

Energy Cascade When the clockwork guardian is hit with a critical hit, it takes an additional 9(2d8) lightning damage on top of the critical damage.

False Appearance While motionless, the clockwork guardian is indistinguishable from a statue

Gear Jam When the clockwork guardian is hit with a critical hit, it must succeed a Constitution saving throw equal to half the damage dealt(minimum 10) or be stunned until the end of its next turn.

Immutable Form The clockwork guardian is immune to any effects or magic that would alter its form

Internal Clock The clockwork guardian has advantage on initiative checks.

Overclock When the clockwork guardian hits a creature with a critical hit, it can make on additional weapon attack as part of that action. It can only benefit from this feature once a turn

Rewind(Recharge 5-6) The clockwork guardian can take an additional turn at initiative count -10 (minimum of one) for one round.

Actions

Multiattack. The clockwork guardian can make two attacks on its turn. These attacks can be its choice of its Gearglaive or Charged Gear Launcher

Charged Gear Glaive *Melee Weapon Attack*, +7 to hit, reach 5ft, one target. *Hit:* 7 (2d4+2) bludgeoning damage + 5(2d4) slashing damage + 9(2d8) lighting damage. Upon a hit, the target cannot take reactions until the end of its next turn

Gear Launcher. *Ranged Weapon Attack*, +7 to hit, range 60ft./120ft., one target. *Hit:* 15 (4d4+5) slashing damage + 9(2d8) lightning damage. On a hit, the next attack until the end of its next turn against that creature deals an additional 9(2d8) lightning damage

Bonus Actions

Gear Shift The clockwork guardian can use its bonus action to either Dash or make a single weapon attack of its choice.

Reactions

Reactive The clockwork guardian can take a reaction at the end of each of its turns.

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Clockwork Gear Mage

Medium Construct, varies

Armor Class 15 (Natural Armor)
Hit Points 52(8d8+16)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	15 (+2)	10 (+0)	16 (+3)

Damage Resistances Necrotic
Damage Immunities Psychic, Poison
Condition Immunities Charmed, Frightened, Exhausted, Poisoned
Senses darkvision 120ft., passive Perception 10
Languages Language of creator
Proficiency Bonus +3
Challenge 5(1800 xp)

Clockwork Casting The clockwork gear mage can cast spells without needing a verbal or material component.

Clockwork Heart When the clockwork gear mage is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw regaining 1 hitpoint on a success. For each success, the DC increases by 5. The DC resets after a short or long rest.

Construct Nature The clockwork gear mage does not need to eat, breathe, or sleep

Gear Jam When the clockwork gear mage is hit with a critical hit, it must succeed a Constitution saving throw equal to half the damage dealt(minimum 10). On a failed saving throw, the clockwork gear mage is unable to cast or concentrate on spells until the end of its next turn.

False Appearance While motionless, the clockwork gear mage is indistinguishable from a statue

Immutable Form The clockwork gear mage is immune to any effects or magic that would alter its form

Internal Clock The clockwork gear mage has advantage on initiative checks.

Time Extension The clockwork gear mage can double the duration of its spells effects, up to a maximum of 24 hours.

Spellcasting

The clockwork gear mage is an 8th-level spellcaster. Its spellcasting ability is Charisma(spell save DC 14, +6 to hit with spell attacks).

The clockwork gear mage has the following spells prepared

Cantrips Firebolt, Shocking Grasp, Light

1st Level Spells (4 slots) Burning Hands, Magic Missile, Shield, Tenser's Floating Disk, Witch Bolt

2nd Level Spells (3 slots) Spiritual Weapon, Cloud of Daggers

3rd level Spells (2 slot) Counterspell, Dispel Magic, Lighting Bolt, Fly,

4th Level Spells(1 slot) Summon Construct, Otiluke's Resilient Sphere

Bonus Actions

Accelerated Casting(Recharge 5-6) The clockwork gear mage can use its bonus action to cast a spell with a casting time of an action.

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Clockwork Servitor

Medium Construct, varies

Armor Class 15 (Natural Armor)
Hit Points 108(18d8+36)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	20 (+5)	10 (+0)	20 (+5)

Damage Resistances Lightning, Necrotic
Damage Immunities Psychic, Poison
Condition Immunities Charmed, Frightened, Exhausted, Poisoned
Senses darkvision 120ft., passive Perception 10
Languages Language of creator
Proficiency Bonus +4
Challenge 12(8400 xp)

Clockwork Casting The clockwork servitor can cast spells without needing a verbal or material component.

Clockwork Heart When the clockwork servitor is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw regaining 1 hitpoint on a success. For each success, the DC increases by 5. The DC resets after a short or long rest.

Construct Nature The clockwork servitor does not need to eat, breathe, or sleep

Dual Servos The clockwork servitor can concentrate on two spells at a time. If the clockwork servitor fails its saving throw to maintain concentration, both spell effects end

False Appearance While motionless, the clockwork servitor is indistinguishable from a statue

Gear Jam When the clockwork servitor is hit with a critical hit, it must succeed a Constitution saving throw equal to half the damage dealt(minimum 10). On a failed saving throw, the clockwork servitor is unable to cast or concentrate on spells until the end of its next turn.

Immutable Form The clockwork servitor is immune to any effects or magic that would alter its form

Internal Clock The clockwork servitor has advantage on initiative checks.

Reactive The clockwork servitor can take a reaction at the end of every creature's turn

Time Extension The clockwork servitor can double the duration of its spells effects, up to a maximum of 24 hours.

Spellcasting

The clockwork servitor is an 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks).

The clockwork servitor has the following spells prepared

Cantrips Firebolt, Shocking Grasp, Light

1st Level Spells (4 slots) Burning Hands, Magic Missile, Shield, Tenser's Floating Disk, Witch Bolt

2nd Level Spells (3 slots) Blur, Spiritual Weapon, Cloud of Daggers

3rd level Spells (3 slot) Counterspell, Dispel Magic, Lighting Bolt, Fly,

4th Level Spells(3 slot) Summon Construct, Otiluke's Resilient Sphere

5th Level Spells(2 slot) Animate Objects, Wall of Force

6th Level Spells(2 slot) Blade Barrier, Chain Lightning, Disintegrate

7th Level Spells(2 slot) Mordenkainen's Sword

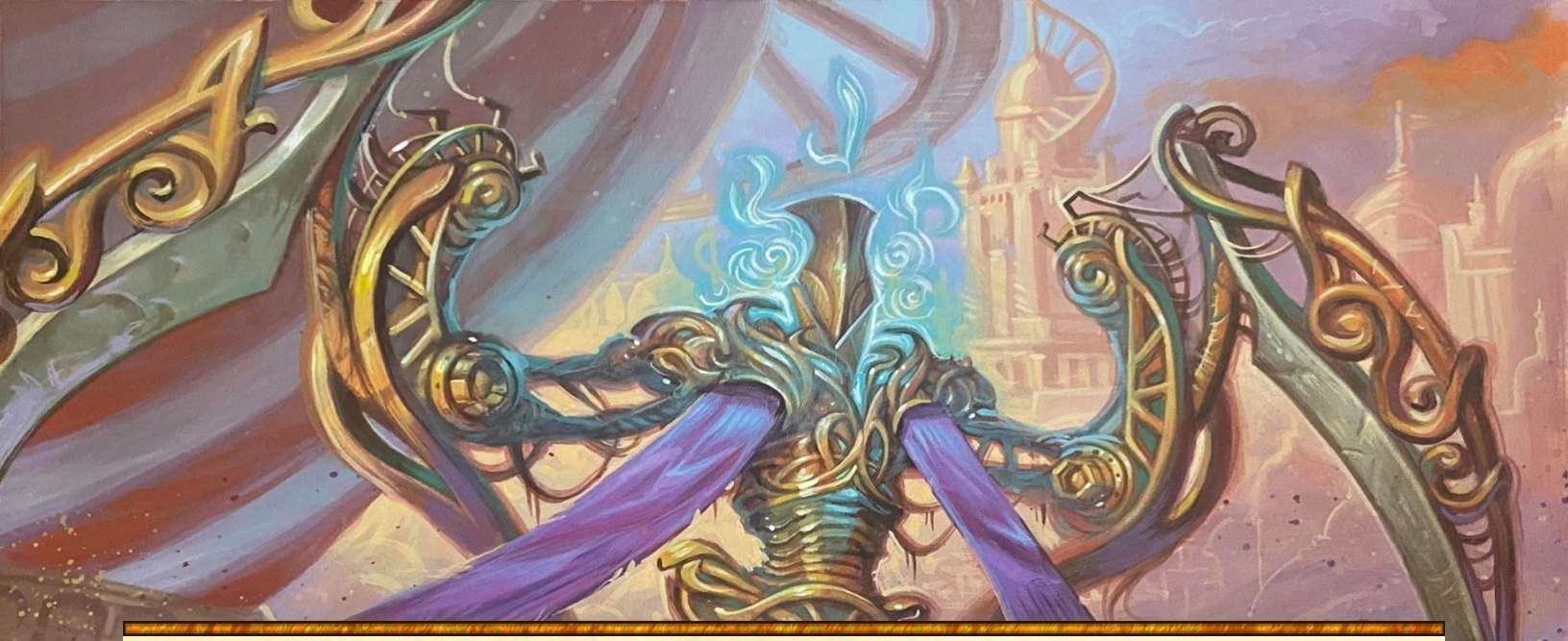
8th Level Spells(1 slot) Anti-magic Field

9th Level Spells(1 slot) Time Stop

Bonus Actions

Accelerated Casting (Recharge 5-6) The clockwork servitor can use its bonus action to cast a spell with a casting time of an action.

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Clockwork Assimilator

Large Construct, varies

Armor Class 15 (Natural Armor)
Hit Points 90(12d10+24)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	15 (+2)	11 (+0)	14 (+2)

Damage Resistances Lightning, Necrotic
Damage Immunities Psychic, Poison
Condition Immunities Charmed, Frightened, Exhausted, Poisoned
Senses darkvision 120ft., passive Perception 10
Languages Language of creator
Proficiency Bonus +3
Challenge 6(2300 xp)

Assimilator's Unity Creatures charmed by the clockwork assimilator has advantage on attack rolls and saving throws as long as it is within 60ft. of the clockwork assimilator.

Clockwork Heart When the clockwork assimilator is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw regaining 1 hitpoint on a success. For each success, the DC increases by 5. The DC resets after a short or long rest.

Construct Nature The clockwork assimilator does not need to eat, breathe, or sleep

False Appearance While motionless, the clockwork assimilator is indistinguishable from a statue

Immutable Form The clockwork assmilator is immune to any effects or magic that would alter its form

Internal Clock The clockwork assimilator has advantage on initiative checks.

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

Vulnerabilities

Assimilator Ray(HP 30: AC 20) Upon destroying its Assimilator Ray, the clockwork assimilator can no longer use its Assimilator Beam and loses control of any constructs under its control.

Actions

Multiattack. The clockwork exterminator can make three attacks, two with its forelegs and one with its choice of its Lightning Ray or or Assimilator Beam

Foreleg *Melee Weapon Attack*, +7 to hit, reach 5ft, one target. *Hit:* 14 (2d10+3) piercing damage.

Lightning Ray Creatures in a 120ft. long and 10ft. wide line must succeed a DC 13 Dexterity saving throw. On a failed saving throw, creatures take 17 (3d10) force damage + 17 (3d10) lightning damage and half as much on a successful saving throw..

Assimilator Ray One construct the assimilator can see within 30 feet of it must succeed on a DC 13 Intelligence saving throw or be magically charmed (even if it is immune to being charmed).

The charmed target obeys the assimilator's verbal or telepathic commands which it can convey as long as they are on the same plane of existence.

If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this assimilator's Assimilation Ray for the next 24 hours.

The fiend can have only six constructs charmed at a time. If it charms another, the effect on one of the previous targets ends. If the assimilator is destroyed, the charm on these constructs immediately ends.

Bonus Actions

Command The clockwork assimilator can command a construct under its control to use its reaction to move up to its movement speed and make a single melee or ranged attack against a creature of its choice in range.

Reactions

Retaliatation When the clockwork assimilator takes damage, it can use its reaction to command a construct under its control to make a melee or ranged attack against the creature that damaged it if it is in range.

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Clockwork Nullifier

Large Construct, varies

Armor Class 18 (Natural Armor)
Hit Points 105(10d10+50)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	20 (+5)	15 (+2)	11 (+0)	14 (+2)

Damage Resistances Lightning, Necrotic
Damage Immunities Psychic, Poison
Condition Immunities Charmed, Frightened, Exhausted, Poisoned
Senses darkvision 120ft., passive Perception 10
Languages Language of creator
Proficiency Bonus +4
Challenge 10(7200 xp)

Anti-Magic Ray The clockwork emits a ray of energy that generates antimagic cone in a 30ft. cone. The clockwork nullifier can determine where the cone faces and whether it is active.

Arcane Disruption Creatures have disadvantage on saving throws to maintain concentration against the clockwork nullifier's attacks.

Clockwork Heart When the clockwork nullifier is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw regaining 1 hitpoint on a success. For each success, the DC increases by 5. The DC resets after a short or long rest.

Construct Nature The clockwork nullifier does not need to eat, breathe, or sleep

False Appearance While motionless, the clockwork nullifier is indistinguishable from a statue

Force Shield At the start of each of its turns, the clockwork nullifier gains 20 temporary hitpoints as long as it has at least 1 hitpoint. For the duration of these temporary hitpoints, it gains resistance to all spell damage.

Immutable Form The clockwork nullifier is immune to any effects or magic that would alter its form

Internal Clock The clockwork nullifier has advantage on initiative checks.

Magic Resistance The clockwork nullifier has advantage on spells and magical effects.

Magic Sense The clockwork nullifier can pinpoint the presence and school of a magical effect within 300 ft of it. It can also determine if a creature is a spellcaster or not

Vulnerabilities

Antimagic Generator(HP 30: AC 23) Upon destroying its Antimagic Generator, the clockwork nullifier cannot use its Force Shield or Antimagic Ray

Spellbreak Cannon (HP 30: AC 23) Upon destroying its spellbreak cannon, the clockwork nullifier cannot use its Spellbreak ability

Actions

Multiattack. The clockwork nullifier can make four attacks with its forelegs

Force-Empowered Slam *Melee Weapon Attack*, +7 to hit, reach 10ft, one target. *Hit:* 10 (2d6+3) bludgeoning damage +9(2d8) force damage.

Plasma Lance One creature within 120ft. of the clockwork nullifier must succeed a DC 17 Dexterity saving throw. On a failed saving throw, the target takes 44 (8d10) lightning damage and half as much on a successful saving throw.

If the target is a creature that is concentrating or is under the effects of a spell, it takes additional force damage equal to a number of d10s equal to the level of the spell(minimum 1).

Reactions

Spellbreak When a creature within 60ft. of the clockwork nullifier casts a spell, the clockwork nullifier can force it to make a DC 17 Charisma saving throw. On a failed saving, the target's spell fails and takes 6 (1d10) force damage for each level of the spell cast (minimum of 1)

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Clockwork Exterminator

Large Construct, varies

Armor Class 18 (Natural Armor)
Hit Points 105(10d10+50)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	20 (+5)	3 (-4)	11 (+0)	9 (-1)

Damage Resistances Necrotic
Damage Immunities Psychic, Poison
Condition Immunities Charmed, Frightened, Exhausted, Poisoned
Senses darkvision 120ft., passive Perception 10
Languages Language of creator
Proficiency Bonus +4
Challenge 9(5000 xp)

Clockwork Heart When the clockwork exterminator is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw regaining 1 hitpoint on a success. For each success, the DC increases by 5. The DC resets after a short or long rest.

Construct Nature The clockwork exterminator does not need to eat, breathe, or sleep

False Appearance While motionless, the clockwork exterminator is indistinguishable from a statue

Relentless Hunter When the clockwork exterminator damages a creature, it knows the direction of that creature and its distance from it as long as they are on the same plane of existence for the next 24 hours.

Immutable Form The clockwork exterminator is immune to any effects or magic that would alter its form

Incapacitation Ray The clockwork emits a ray of energy that causes the limbs of living creatures to fail. At the start of its turn, creatures in a 30ft. cone must succeed a DC 14 Constitution saving throw or become paralyzed until the end of its next turn.

The clockwork exterminator can determine were the cone faces and whether it is active. This ray has no effect on Constructs, Elementals, or Undead

Internal Clock The clockwork exterminator has advantage on initiative checks.

Spider Climb The clockwork can climb difficult surfaces without needing to make an ability check.

Vulnerabilities

Exposed Eye(HP 20: AC 23) Upon destroying its Eye, the clockwork exterminator is considered blinded and cannot use its Incapacitation Ray or its Scan ability.

Actions

Multiattack. The clockwork exterminator can make four attacks with its forelegs

Foreleg *Melee Weapon Attack*, +7 to hit, reach 10ft, one target. *Hit:* 14 (2d10+3) slashing damage.

Exterminator Ray One creature within 120ft. of the clockwork exterminator must succeed a DC 17 Dexterity saving throw. On a failed saving throw, the target takes 44 (8d10) force damage and half as much on a successful saving throw.

If this attack reduced a creature to 0 hitpoints, it is instantly killed and turned to ash

Bonus Actions

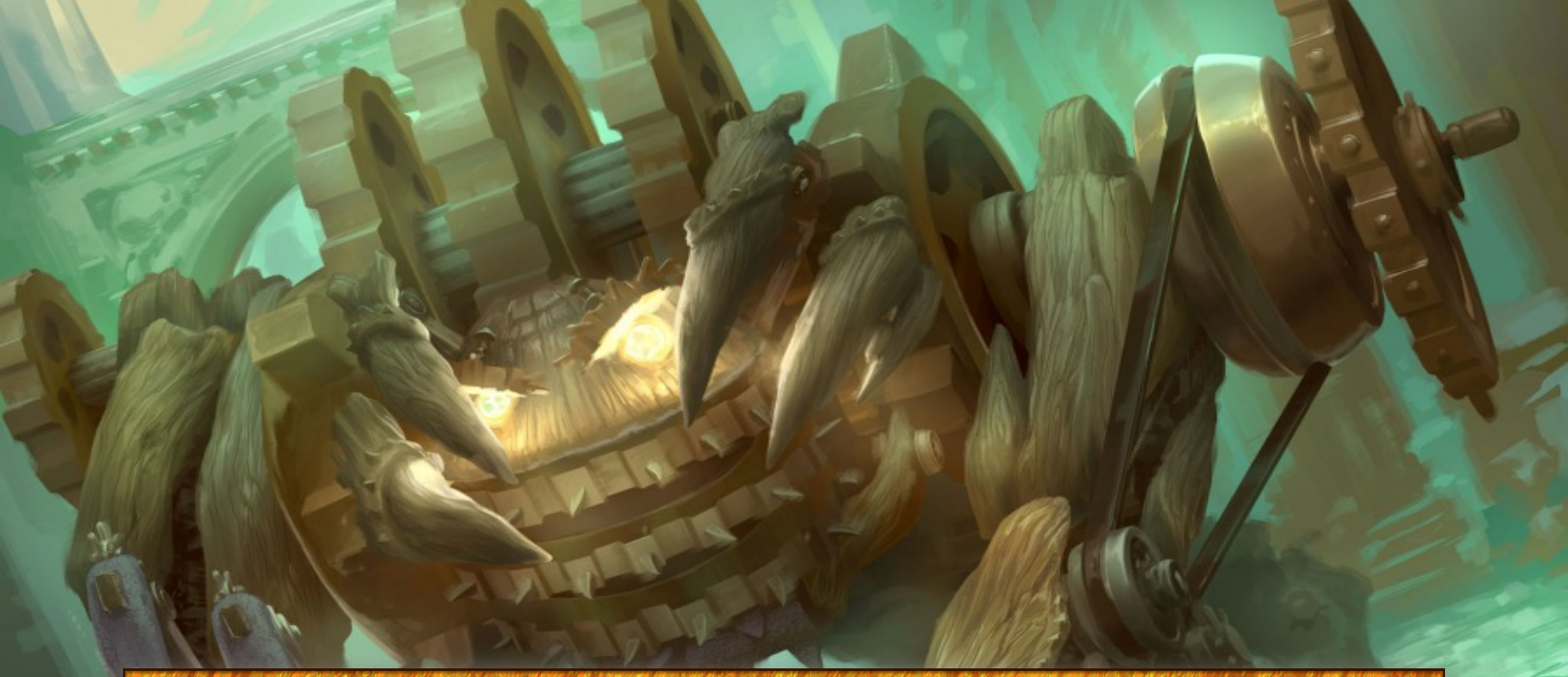
Aggressive The clockwork exterminator can use its bonus action to move up to its movement speed towards a creature it can see with range

Scan The clockwork exterminator can pinpoint the location of any creature within 120ft. of it.

Reactions

Killing Spree When the clockwork exterminator reduced a creature to 0 hitpoints, it can move up to half its movement speed and make an additional attack against a creature it can see in range.

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Clockwork Deconstructor

Huge Construct, varies

Armor Class 18 (Natural Armor)
Hit Points 92(8d12+40)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	21 (+5)	10 (+0)	11 (+0)	9 (-1)

Damage Resistances Fire, Necrotic, Lightning
Damage Immunities Psychic, Poison
Condition Immunities Charmed, Frightened, Exhausted, Poisoned
Senses darkvision 60ft., passive Perception 10
Languages Language of creator
Proficiency Bonus +3
Challenge 7(2900 xp)

Clockwork Heart When the clockwork deconstructor is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw regaining 1 hitpoint on a success. For each success, the DC increases by 5. The DC resets after a short or long rest.

Construct Nature The clockwork deconstructor does not need to eat, breathe, or sleep

Disassemble When the clockwork deconstructor takes the Attack action against a construct or object, it can make one additional slam attack as part of that action.

False Appearance While motionless, the clockwork deconstructor is indistinguishable from a statue

Recycle When the clockwork deconstructor reduces an Medium or smaller object or construct to 0 hitpoints, the object or construct is instantly destroyed. The deconstructor regains 21 (6d6) hitpoints.

Immutable Form The clockwork deconstructor is immune to any effects or magic that would alter its form

Siege Monster The clockwork deconstructor can deal double damage to buildings and objects

Internal Clock The clockwork deconstructor has advantage on initiative checks.

Self Destruct When the clockwork deconstructor is reduced to 0 hitpoints, creatures in a 20ft. radius must make a DC 16 Dexterity saving throw. On a failed saving throw, it takes 17(3d10) fire damage

Vulnerabilities

Smelting Core(HP 30, AC 21) Upon destroying its Smelting Core, the clockwork deconstructor cannot use its Recycle ability, Smelting Blast, or its Self Destruct feature. Upon losing its Smelting Core, the clockwork deconstructor takes 27 (6d8) fire damage.

Actions

Multiattack. The clockwork deconstructor can make three attacks: One with its heated maw and two with its slam

Heated Maw *Melee Weapon Attack*, +7 to hit, reach 5ft, one target. *Hit:* 18 (2d12+4) bludgeoning damage + 9(2d8) fire damage.

Slam *Melee Weapon Attack*, +7 to hit, reach 5ft, one target. *Hit:* 11 (1d12+4) bludgeoning damage.

Smelting Blast(Recharge 5-6) Creatures in a 30ft. cone must succeed a DC 13 Constitution saving throw. On a failed saving throw it takes 17 (3d10) fire damage and 17(3d10) acid damage and are restrained as it is coated in liquid metal.

The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. Creatures reduced to 0 hitpoints by this attack are immediately turned to metal.

The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

On a successful saving throw, creatures take half damage and are not restrained.

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Clockwork Juggernaut

Huge Construct, varies

Armor Class 21 (Natural Armor)
Hit Points 171(16d12+80)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	15 (+2)	11 (+0)	14 (+2)

Damage Resistances Bludgeoning, Piercing, and Slashing damage from non-adamantine attacks, Lightning, Necrotic
Damage Immunities Psychic, Poison
Condition Immunities Charmed, Frightened, Exhausted, Poisoned
Senses darkvision 120ft., passive Perception 10
Languages Language of creator
Proficiency Bonus +6
Challenge 17(18000 xp)

Adaptive Armor At the start of its turns, the juggernaut can choose to grant itself resistance to that damage type. It retains this resistance until it uses this feature again.

Adamantine Blows The clockwork juggernaut's attacks count as magical for the purpose of overcoming resistance.

Clockwork Heart When the clockwork juggernaut is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw regaining 1 hitpoint on a success. For each success, the DC increases by 5. The DC resets after a short or long rest.

Construct Nature The clockwork juggernaut does not need to eat, breathe, or sleep

False Appearance While motionless, the clockwork juggernaut is indistinguishable from a statue

Immutable Form The clockwork juggernaut is immune to any effects or magic that would alter its form

Internal Clock The clockwork juggernaut has advantage on initiative checks.

Rewind(Recharge 5-6) The clockwork juggernaut can take an additional turn at initiative count -10 (minimum of one) for one round.

Siege Monster The clockwork juggernaut deals double damage to buildings and objects.

Shed Armor When the clockwork starts it turn below half its hitpoint maximum, its AC is reduced by 3 and it cannot benefit from its Thick Plating feature

Thick Plating The clockwork juggernaut can reduce damage taken by 10

Actions

Multiattack. The clockwork nullifier can make four attacks on its turn. One with its Vice Claw, Whirling Saws, Siege Hammer, and Quad Cannon.

Vice Claw *Melee Weapon Attack*, +12 to hit, reach 10ft, one target. *Hit:* 24 (4d8+6) bludgeoning damage. On a hit, a Large or smaller creature is grappled and restrained (escape DC 20). The clockwork juggernaut can only grapple and restrain one creature at a time in this manner.

For the duration of the grapple, it cannot make a vice claw attack against another creature but can use its bonus action to make a melee weapon attack against a grappled creature.

Whirling Saw *Melee Weapon Attack*, +10 to hit, reach 10ft, one target. *Hit:* 26 (8d4+6) slashing damage. If this attack has advantage, it deals an additional 10(4d4) slashing damage

Siege Hammer *Melee Weapon Attack*, +12 to hit, reach 10ft, one target. *Hit:* 32 (4d12+6) bludgeoning damage. On a hit, the target must succeed a DC 18 Strength saving throw or be knocked back 10ft. and fall prone.

Quad Cannon *Ranged Weapon Attack*, +12 to hit, reach 120/300ft, one target. *Hit:* 32 (4d10+6) piercing damage. If this attack deals a critical hit, it can triple the damage die

Reactions

Reactive The clockwork juggernaut can take a reaction at the end of each of its turns.

Counterstrike When the clockwork juggernaut takes damage, it can make a weapon attack against its attackers.

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Clockwork Dragon

Huge Construct, varies

Armor Class 17 (Natural Armor)
Hit Points 189(18d12+72)
Speed 30ft., 90ft. fly

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	19 (+4)	10 (-1)	10 (+0)	13 (+1)

Damage Resistances Fire, Necrotic, Lightning
Damage Immunities Psychic, Poison
Condition Immunities Charmed, Frightened, Exhausted, Petrified, Poisoned
Senses darkvision 120ft., passive Perception 10
Languages Language of creator
Challenge 14(11500 xp) **Proficiency Bonus** +5

Clockwork Heart When the clockwork dragon is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw regaining 1 hitpoint on a success. For each success, the DC increases by 5. The DC resets after a short or long rest.

Construct Nature The clockwork dragon does not need to eat, breathe, or sleep

False Appearance While motionless, the clockwork dragon is indistinguishable from a statue

Immutable Form The clockwork dragon is immune to any effects or magic that would alter its form

Internal Clock The clockwork dragon has advantage on initiative checks.

Legendary Action(3/day) If the clockwork dragon fails a saving throw, it can choose to succeed. Upon using this feature, the clockwork dragon can reroll a d6 to regain its breath attack.

Self Destruct When the clockwork dragon is reduced to 0 hitpoints, creatures in a 20ft. radius must make a DC 16 Dexterity saving throw. On a failed saving throw, it takes 28(5d10) fire damage

Siege Monster When the clockwork dragon can deal double damage to buildings and objects

Vulnerabilities

Fusion Core(HP: 50, AC 22) Upon destroying this core, the clockwork dragon takes 55 (10d10) fire damage and no longer can use its Fire Blast, Breath Attacks, or its Self Destruct Feature.

Actions

Multiattack. The clockwork dragon can make four attacks on its turn: One with its Chain Maw, two with its claws, and one with its tail. It can also choose to substitute a Chain Maw attack for a fire blast instead.
Chain Maw *Melee Weapon Attack*, +12 to hit, reach 10ft, one target. *Hit:* 29 (4d10+7) piercing damage. If the target is grappled and restrained (escape DC 19). While grappled in this manner, the clockwork dragon cannot make a Chain Maw or fire blast against another creature.

For the duration of the grapple, the dragon can use its bonus action to make an additional Chain Maw attack against that creature. At the start of each of a grappled creature's turn, it takes an additional 11 (2d10) slashing damage

Claw *Melee Weapon Attack*, +12 to hit, reach 5ft, one target. *Hit:* 18 (3d6+7) piercing damage.

Tail *Ranged Weapon Attack*, +12 to hit, reach 5ft, one target. *Hit:* 25 (4d8+7) bludgeoning damage. On a hit, the target must succeed a DC 20 Strength saving throw or be knocked prone

Fireblast Creatures in a 10ft. radius around a spot within 120ft. of the clockwork dragon must succeed a DC 16 Dexterity saving throw. On a failed saving throw, it takes 35 (10d6) fire damage and half as much on a success.

Breath Attacks(Recharge 5-6)

The clockwork dragon has a variety of breath of attack that is can use to adapt to any situation. When its breathe attack is available, it can use one of the following options.

Combustion Breath Creatures in a 120ft. long and 10ft. wide line must succeed a DC 17 Dexterity saving throw. On a failed saving throw take 28 (5d10) fire damage + 28 (5d10) thunder damage and are pushed back 20ft., knocked prone and considered deafened until the end of its next turn. On a success, it takes half damage and is otherwise unaffected. This attack makes a thunderous noise that can be heard 300ft. away.

Steam Breath Creatures in a 60ft. cone must succeed a DC 16 Dexterity saving throw. On a failed saving throw take 22 (4d10) fire damage + 22 (4d10) poison damage and are blinded until the end of its next turn. On a success, it takes half damage and is otherwise unaffected.

Napalm Breath Creatures in a 120ft. long and 10ft. wide line a DC 17 Dexterity saving throw. On a failed saving throw take 27 (5d10) fire damage + 27 (5d10) acid damage and and is coated in flaming napalm for one minute. Creatures creatures coated in this manner take 11(2d10) fire damage at the start of each of its turns unless it or another creature uses its action to put out the flames.

Legendary Actions

The clockwork dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The clockwork dragon regains spent legendary actions at the start of its turn.
Wing Attack(1 action) Creatures within 10ft. of the clockwork dragon must succeed a DC 20 Strength saving throw or be pushed back 10ft. and knocked prone. The clockwork dragon can fly up to half its movement speed as part of this action

Gear Drive(2 actions) The clockwork dragon can roll a d6 to regain its Breath Attack

Resilience(3 action) The clockwork dragon can end a condition or spell effect on itself

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Clockwork Template

- **Armor Class** Increases by 3
- **Damage Resistances** Necrotic, Lightning
- **Damage Immunities** Poison, Psychic
- **Languages** Language of creator
- **Challegne Rating** Increases by 1

Clockwork Heart When the clockwork is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw regaining 1 hitpoint on a success. For each success, the DC increases by 5. The DC resets after a short or long rest.

Construct Nature The clockwork does not need to eat, breathe, or sleep

False Appearance While motionless, the clockwork is indistinguishable from a statue

Gear Jam When the clockwork is hit with a critical hit, it must succeed a Constitution saving throw equal to half the damage dealt(minimum 10) or be stunned until the end of its next turn.

Immutable Form The clockwork is immune to any effects or magic that would alter its form

Internal Clock The clockwork has advantage on initiative checks.

Optional Traits

Rewind(Recharge 5-6) The clockwork can take an additional turn at initiative count -10 (minimum of one) for one round.

Reactions

Reactive (optional) The clockwork can take a reaction at the of every creature's turn

Building your Own Clockwork

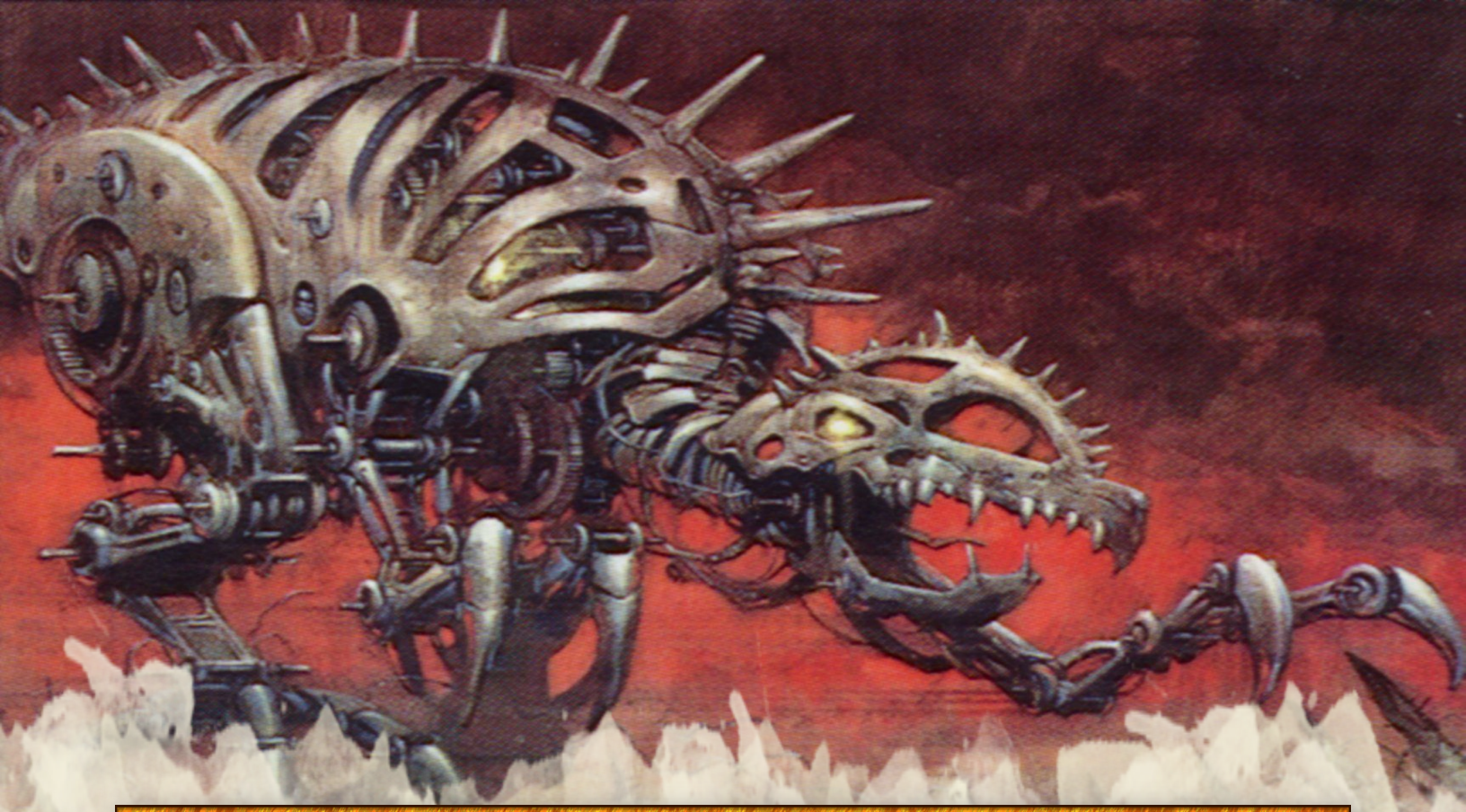
The template above allows you to create a clockwork creature from any source of inspiration. It is important to note that this template can be applied to any creature that is not already a construct. Upon using this template, the creature retains all of its original statistics as the DM deems appropriate and gains the following new features as well (if it does not already posses it)

The template also provides several optional features that can be applied to a construct. These feature are recommended for creature of a higher CR but can be applied to weaker creatures with caution.

The following two pages provides options for clockwork variants of official statblocks of the wyvern and tyrannosaurus rex.



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Clockwork Tyrannosaurus Rex

Huge Construct, varies

Armor Class 16 (Natural Armor)
Hit Points 136 (13d12+52)
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2(-4)	12 (+1)	9 (-1)

Skills Perception +4
Damage Resistances Necrotic, Lightning
Damage Immunities Poison, Psychic
Condition Immunities Charmed, Frightened, Exhausted, Petrified, Poisoned
Senses darkvision 120ft., passive Perception 10
Languages Language of creator
Challenge 9 (5000 xp)

Clockwork Heart When the clockwork tyrannosaurus rex is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw regaining 1 hitpoint on a success. For each success, the DC increases by 5. The DC resets after a short or long rest.

Construct Nature The clockwork tyrannosaurus rex does not need to eat, breathe, or sleep

False Appearance While motionless, the clockwork tyrannosaurus rex is indistinguishable from a statue

Gear Jam When the clockwork tyrannosaurus rex is hit with a critical hit, it must succeed a Constitution saving throw equal to half the damage dealt(minimum 10) or be stunned until the end of its next turn.

Immutable Form The clockwork tyrannosaurus rex is immune to any effects or magic that would alter its form

Internal Clock The clockwork tyrannosaurus rex has advantage on initiative checks.

Actions

Multiattack. The clockwork tyrannosaurus rex can make two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite *Melee Weapon Attack:* +11 to hit, 5ft., one target. *Hit* 33 (4d12+7) Piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the clockwork tyrannosaurus can't bite another target.

Tail *Melee Weapon Attack:* +11 to hit, 5ft., one target. *Hit* 21 (3d8+7) bludgeoning damage.

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Clockwork Wyvern

Large Construct, varies

Armor Class 16 (Natural Armor)
Hit Points 110 (13d10+39)
Speed 20ft., 80ft. fly

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5(-3)	12 (+1)	6 (-2)

Skills Perception +4
Damage Resistances Necrotic, Lightning
Damage Immunities Poison, Psychic
Condition Immunities Charmed, Frightened, Exhausted, Petrified, Poisoned
Senses darkvision 120ft., passive Perception 10
Languages Language of creator
Proficiency Bonus +3
Challenge 7 (2900 xp)

Clockwork Heart When the clockwork wyvern is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw regaining 1 hitpoint on a success. For each success, the DC increases by 5. The DC resets after a short or long rest.

Construct Nature The clockwork wyvern does not need to eat, breathe, or sleep

False Appearance While motionless, the clockwork wyvern is indistinguishable from a statue

Gear Jam When the clockwork wyvern is hit with a critical hit, it must succeed a Constitution saving throw equal to half the damage dealt(minimum 10) or be stunned until the end of its next turn.

Immutable Form The clockwork wyvern is immune to any effects or magic that would alter its form

Internal Clock The clockwork wyvern has advantage on initiative checks.

Actions

Multiattack. The clockwork wyvern can make two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack

Bite *Melee Weapon Attack:* +7 to hit, 10ft., one target. *Hit* 11 (2d6+4) piercing damage.

Claws *Melee Weapon Attack:* +7 to hit, 5ft., one target. *Hit* 13 (2d8+4) slashing damage.

Stinger *Melee Weapon Attack:* +7 to hit, 10ft., one target. *Hit* 11 (2d6+4) piercing damage. The target must make a DC 15 Constitution saving throw taking 24(7d6) poison damage on a failed saving throw, or half as much on a successful one.



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