

CLOCKWORK CREATURE

Gnomes love to tinker. For a gnome, each new creation is more than a product of effort being brought into the world. It's a challenge worth pursuing. Therefore, it's not uncommon to find gnome laboratories filled with all manner of projects. And for many expert tinkers, the pinnacle of tinkering is in the creation of life. Hence clockwork creations.

A clockwork creation appears as an animal in every sense. It has the same size and basic shape as a similar living creature of its type. It moves like the creature, acts like it, and at times, is difficult to distinguish from the real animal it was based upon. However, its mechanical nature is more than obvious. Gears, springs, and other mechanical inner workings are noticeable.

Between Two Worlds. Of course, simply creating a clockwork creature isn't enough for many gnome tinkers. The ultimate challenge is discovering how well such creatures integrate with others of their own species. Some clockwork creatures find companionship with beasts of their type. Others, sadly, are not accepted by those from the species of their basis, quickly rejected, often destroyed.

Capable Servants. The biggest advantage that clockwork creatures provide to those who create them is their ability to understand and carry out basic commands. Granted, clockwork creatures are limited by their base creature's physical and mental capabilities. Regardless, they are known to follow simple commands such as "go over there" or "guard this door." Once issued a command, a clockwork creature follows it without fault. After all, a clockwork creature has no physiological needs to distract it from its tasks.

Creating a Clockwork Creature. Similar to building golems and other constructs, clockwork creatures can be assembled with the right plans and a little patience. On average, the blueprints for a clockwork creature cost between 5,000 - 10,000 gold pieces.

CLOCKWORK CREATURE TEMPLATE

A beast can become a clockwork creature. It keeps its statistics, except as follows:

Type. The creature's type becomes construct.

Natural Armor. The creature's AC equals 13 plus its Dexterity modifier.

Hit Dice If the creature's hit dice are less than 4, its hit dice becomes 4.

Charisma. The creature's Charisma becomes 1.

Damage Immunities. The creature gains immunity to poison and psychic damage.

Condition Immunities. The creature gains immunity to the charmed, exhaustion, frightened, paralyzed, petrified, and poisoned conditions.

Senses. The creature gains darkvision out to 60 feet.

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

New Trait: Magic Resistance. The creature has advantage on saving throws against spells and other magical effects.

New Trait: Constructed Nature. The creature doesn't require air, food, drink, or sleep.



SAMPLE CLOCKWORK CREATURE

The following clockwork deer uses a deer as the base creature.

Constructed Nature. The clockwork deer does not require air, food, drink, or sleep.

CLOCKWORK DEER

Medium construct, unaligned

Armor Class 16

Hit Points 18 (4d8)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 11 (+0) | 16 (+3) | 10 (+0) | 2 (-4) | 14 (+2) | 1 (-5) |

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 12

Languages understands the languages of its creator but cannot speak

Challenge 1/8 (25 XP)

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

Actions

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