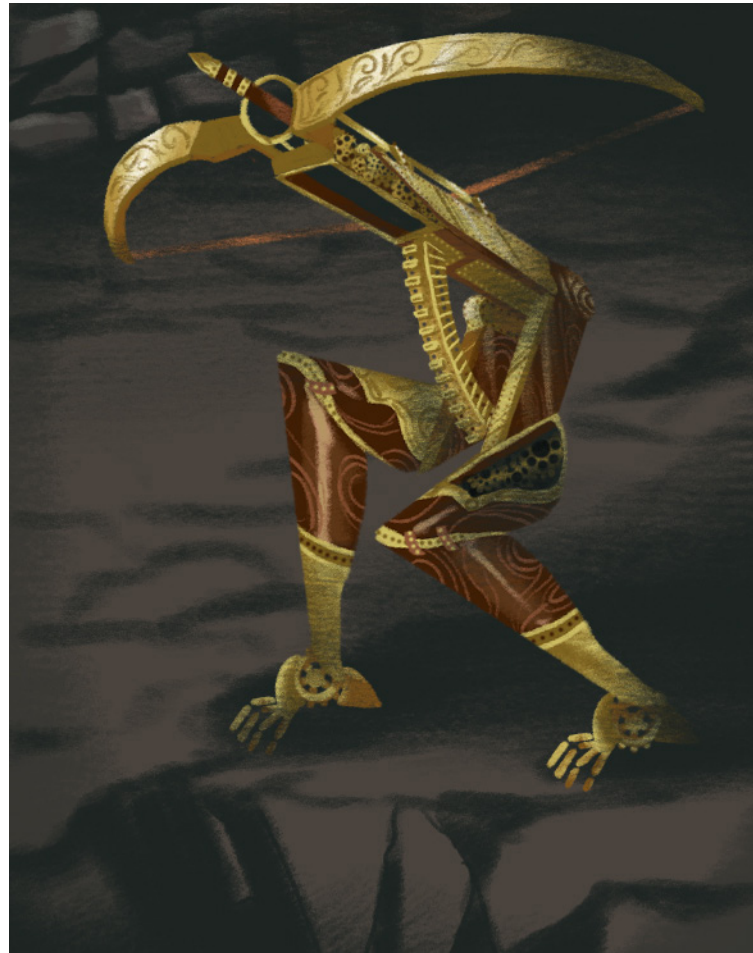


# DUNGEON CLOCKWORKS

**N**OTHING SPICES UP A GOOD dungeon like some good traps—but many dungeon delvers are also wary of the arcane dangers that lie within a lair or crypt. Make the adventurers think twice with a few of these mundane machines prowling the passages of their next subterranean challenge!

The artificer talents of gnomes and mechanically-minded dwarves are rarely appreciated in worlds where magic prevails but their inventions have one advantage that sets them apart from their arcane competitors—their very lack of the supernatural.



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Keepers of crypts and dungeon architects pay princely sums for complex machines able to protect their creations without the use of magic, knowing all too well that thieves have many tools to detect and bypass the work of even the most fastidious mages. What little of the mystical arts are used upon the exceptional devices that follow are almost exclusively for cleaning and maintenance, promising that although costly these contraptions are just as durable as any enchanted countermeasure.

*A quartet of sturdy leg-like limbs sprout from the columned torso of this clockwork to anchor the creature in place. In the middle of its body are two crossbows—one heavy, one light—that endlessly pivot back and forth, breaking up the monotony of the rows of whirring manacles adorning it from top to bottom.*

### Bolt-Thrower

Small construct, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 44 (8d6+16)

**Speed** 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	14 (+2)	1 (-5)	3 (-4)	1 (-5)

**Skills** Perception +0

**Damage Immunities** poison, psychic

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

**Senses** darkvision 120 ft., passive Perception 15

**Languages** —

**Challenge** 2 (450 XP)

**Clockwork Sights.** The bolt-thrower does not have disadvantage from making ranged attack rolls while within an enemy's reach. In addition, the bolt-thrower

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has advantage on Wisdom (Perception) checks.

**Illusion-Proof.** The bolt-thrower is immune to figments. *Invisibility* and other illusion spells that do not create figments affect the bolt-thrower normally.

**Rooted.** The bolt-thrower can use a bonus action to anchor or detach itself from a surface. While anchored, the bolt-thrower is grappled, and it cannot be moved or knocked prone. A bolt-thrower cannot use its heavy crossbow unless it is anchored.

#### ACTIONS

**Multiattack.** The bolt-thrower attacks once with each of its crossbows.

**Light Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10+3) piercing damage.

Bolt throwers are among the most common dungeon security constructs, highly valued for their versatility—usable anywhere there's a wall, ceiling, or roof—and not as time-intensive to create as their counterparts. Adventurers that practice care when dispatching a bolt-thrower (lowering its hit points to 0 without an attack that deals more than 15 damage) can recover both crossbows from its remains, although usually one of the two weapons survives regardless of how the creature is destroyed.

*There's no more warning than the whirring of a few gears as the statue of a knight nearby turns its head and steps down onto the stonework, its movements shaking a small nimbus of dust off its form.*

### Clockwork Knight

Medium construct, unaligned

**Armor Class** 18 (natural armor)

**Hit Points** 60 (8d8+24)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	1 (-5)	3 (-4)	1 (-5)

**Skills** Athletics +6, Perception +2, Survival +2

**Damage Immunities** poison, psychic

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

**Senses** darkvision 120 ft., passive Perception 12

**Languages** —

**Challenge** 5 (1,800 XP)

**False Appearance.** While the clockwork knight remains motionless, it is indistinguishable from a normal suit of armor on display.

**Illusion-Proof.** The clockwork knight is immune to figments. *Invisibility* and other illusion spells that do not create figments affect the clockwork knight normally.

**Overclock (Recharge 6).** The clockwork knight takes the Dash action as a bonus action on its turn.

**Relentless Programming.** When the clockwork knight sees a creature that is unknown to it, not a construct, and not in a designated area, the clockwork knight marks the creature. The clockwork knight pursues and attacks the marked creature until it or the creature is destroyed, or the clockwork knight is 1 mile from the place it is programmed to guard. The clockwork knight may know up to 3 creatures.

#### ACTIONS

**Multiattack.** The clockwork knight attacks three times.

**Halberd.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10+3) slashing damage.

**Calculated Sweep.** The clockwork knight can use its action to make a melee attack against any number of creatures within 10 feet of it, with a separate attack roll for each target. On a critical hit, the target makes a Strength saving throw against the damage taken or is knocked prone.

Purchased almost exclusively by royalty, clockwork knights are among the most complicated tinkerer creations and take years or sometimes decades to build. Once created however these constructs are exceptionally hardy and can remain intact for thousands of years, faithfully watching over the wealthy patrons that commissioned them before passing away—indeed, many do not live to see their eternal guards completion after hiring a machinist to build one.

*A rock bounces into view before sprouting small, needle-like limbs and scrabbling up off the ground. It bears*

*itself up on a half dozen legs or more as two of them legs scratch away some dirt from itself revealing a smudged, glassy surface. The creature pivots itself around to take in its surroundings before skittering forward into the shadows.*

### Gear Spider

Tiny construct, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 28 (8d4+8)

**Speed** 20 ft., climb 20 ft.

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

**Skills** Perception +0, Stealth +4

**Damage Resistances** bludgeoning, piercing, slashing

**Damage Immunities** poison, psychic

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

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 1 (200 XP)

**Illusion-Proof.** The gear spider is immune to figments. *Invisibility* and other illusion spells that do not create figments affect the gear spider normally.

**Known Territory.** The gear spider has perfect memory of an area no larger than 1,000 feet long and wide. When the gear spider sees something has changed in its area, it uses Photograph. When it can no longer use Photograph, the gear spider returns to its resting place.

**Photograph.** The gear spider can use a bonus action to store a black and white image of what it can see. The gear spider can hold up to 10 images at a time. Retrieving the device inside the gear spider that stores images requires a DC 16 Intelligence (tinkerer's tools) check made over the course of 1 minute. Once the device is accessed, viewing a stored image requires a DC 12 Intelligence (Investigation) check to make out any details.

#### ACTIONS

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

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

Although they may not seem to be as exceptional as larger constructs, gear spiders are extremely sophisticated devices. Contained within their elliptical bodies are high-functioning logic engines that make them just slightly “smarter” than their peers, so familiar with a territory that they’re able to recognize when something has been altered or changed. They are limited in their use but far superior to most other guards—untiring, relentless, impartial, and not bad at fighting back when intruders resort to violence.

*There’s a loud grinding noise heralding this odd box-like construct, the crescendo of crushing resounding from the heavy stone cylinder that it pushes in front of itself.*

## Grinder

Large construct, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 84 (8d10+40)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	1 (-5)	3 (-4)	1 (-5)

**Skills** Perception +4

**Damage Resistances** bludgeoning, piercing, slashing

**Damage Immunities** poison, psychic

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

**Senses** darkvision 60 ft., passive Perception 14

**Languages** —

**Challenge** 10 (5,900 XP)

**Barging.** The grinder is able to move into a square occupied by another creature, making a Strength check opposed by the creature’s Strength (Athletics) or Dexterity (Acrobatics) check. On a success, the creature is ripped under the grinder and can be targeted by its Crush attack. On a failure against a creature that

resists with Strength (Athletics), the grinder is pushed back 5 feet and cannot move again until the start of its next turn. On a failure against a creature that resists with Dexterity (Acrobatics), the creature uses its reaction to move up to half its speed or is targeted by the grinder’s Crush attack.

**Illusion-Proof.** The grinder is immune to figments.

*Invisibility* and other illusion spells that do not create figments affect the grinder normally.

**Overclock (Recharge 6).** The grinder takes the Dash action as a bonus action on its turn.

**Reverse Arm (Recharge 6).** The grinder lifts its crushing arm over its body, switching its front and back and reversing its facing by 180 degrees.

**Rolling Cover.** The grinder has three-quarters cover from creatures facing its front (+5 bonus to AC and Dexterity saving throws).

## ACTIONS

**Multiattack.** The grinder attacks twice. It cannot attack the same target more than once in the same turn.

**Crush.** *Melee Weapon Attack:* +9 to hit, reach 0 ft., one target. *Hit:* 50 (10d8+5) bludgeoning damage and the target is pushed 10 feet behind the grinder. A DC 17 Dexterity saving throw halves this damage. Dwarves and Small-sized creatures have advantage on this save. Creatures smaller than Small size cannot be targeted by this attack.

The grinder is a myth and tall tale told by dungeon delvers the world over, and stories of it are especially common in taverns near dwarf settlements. The tales of explorers being crushed beneath its tread are not exaggerations, however, and only the bravest or best equipped adventurers face off against one of these constructs—usually panicking when they realize it can reorient itself and run over victims multiple times. 🗡️