

THE CLOCKWORK HORROR

A Warlock Patron



BY MARC ANDERSON



THE CLOCKWORK HORROR

TICK. TOCK. TICK.

I hated the great golden clock in my family's bank, the one that hung over the tellers like a hungry vulture. Always felt like it was going to eat me. I mean, it didn't have a mouth or anything. It was just numbers and those little arms running around its face, running around in a circle. An endless, futile, loop. I wondered, sometimes, if it was alive, with a little clockwork heart beating behind that smooth face. I would turn around, and it'd be at my throat. I'd be dead.

I was an odd one growing up.

—Martie Copperpinch, Warlock of the Fiend

Not every patron is a traditional living, extraplanar being. In some technologically advanced corners of the multiverse, clockwork patrons begin their lives as novelties, useful tools, or instruments of war. They might be constructed by the hands of mortals, or come about as the result of years of experimentation by other mechanical beings. Over time, they may lose whatever connections to humanity, or goodwill, they might have once harbored. Flesh is an obstacle to achieving grandiose goals only they know of.

Ask any warlock studying under a Clockwork Horror patron why they mod themselves, and they'll give you vastly different answers. Some love the thrill of self-improvement, and want to get as many mods as they can. Others mod because they were forced to, whether due to work, an accident, or feeling left behind in a society that's advanced past them. Many push their new modifications to the limit, threatening to destroy themselves from the inside out. Is the road to perfection worth it? That's up to you to find out.

EXPANDED SPELL LIST

The Clockwork Horror lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

CLOCKWORK HORROR EXPANDED SPELL LIST

Spell Levels	Spells
1st	<i>disguise self, inflict wounds</i>
2nd	<i>blur, knock</i>
3rd	<i>blink, haste</i>
4th	<i>fabricate, freedom of movement</i>
5th	<i>skill empowerment, steel wind strike</i>

ELDRITCH CANNON

Starting at 1st level, your experiments into modifying yourself have yielded something useful: an arm-mounted cannon that can help you channel your *eldritch blast* cantrip. When you cast *eldritch blast*, you may add that the cannon makes a loud booming sound as a ball of crackling energy shoots out from it towards a creature in range. The cantrip otherwise functions as normal.

CLOCKWORK IMPROVEMENT: HANDS, ARMS & HEAD

At 1st level, you've made the first modifications you'll undertake as a Clockwork Horror warlock. These modifications are permanent. *disguise self* can be used to hide any modifications you take now and in the future. Choose one modification from the following list.

The Best At What You Do. As a bonus action, you can expand and retract claws made of iron out of your hands, and pump alchemical solutions through the tips. These claws function as daggers (1d4 piercing, finesse) that you are proficient in using. Once per short rest, you may swap out the damage your claws deal, choosing from the following: Acid, Cold, Fire, Lightning or Poison. You also have a climbing speed of 20 feet.

Strong(er) Arms. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. In addition, your arms function as natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to 1d6 + your Strength modifier.

If you later gain the Pact of the Blade feature, any warlock invocations that apply to your "pact weapon" also apply to your unarmed strikes. Your unarmed strikes also count as magical for the purpose of overcoming resistance or immunity to non-magical weapon damage.

Your Special Eyes and Ears. Thanks to your surgically replaced and modified eyes and ears, you have darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet. Additionally, you gain advantage on Wisdom (Perception) checks that require sight or hearing.



CLOCKWORK IMPROVEMENT: CHEST, LEGS & FEET

At 6th level, you make the next modification to your body. This modification is permanent. Choose one modification from the list below.

Don't Hold Your Breath. By taking the time to replace your lungs with a durable breathing apparatus, you no longer need to breathe like mortals do. Water, airborne toxins, poisons, and other inhalable substances have no effect on you.

Sproing. Specially-tuned spring mechanisms in your leg allow you to jump higher than you would normally be capable of doing. You are able to cast the *jump* spell at will, but only to target yourself.

Beware The Wheeler. Who needs feet when there are perfectly good substitutes to be had? By utilizing wheels, springs, or other forms of clockwork mechanics, you are able to ignore the effects of difficult terrain on your movement and increase your movement speed by 15 feet. This feature requires a bonus action to activate, and lasts for one minute. This cannot be used more than once per short rest.

THIS HEART BEATS TWICE

At 10th level, you've finally discovered how to replace that pesky beating heart of yours, and can even restart your body if it fails. If you drop to 0 hit points and don't die outright, you can make a DC 10 Charisma saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

OVERCLOCK

At 14th level, you have learned how to give yourself a healthy dose of kinetic energy. Once per long rest, you can tune your mechanical gears to turn something that would normally take an action into a bonus action.

NEW ELDRITCH INVOCATIONS

HIDDEN IN PLAIN SIGHT

Prerequisite: Clockwork Horror Patron

You gain advantage on Dexterity (Stealth) checks when taking the Hide action.

SILENT RUNNING

Prerequisite: Clockwork Horror Patron

You can cast *pass without trace* once per short or long rest without expending a spell slot.

CREDITS

Product Lead: [Marc Anderson](#)

Primary Editor: [Noah Grand](#)

Layout and Graphic Design: [Nathanaël Roux](#)

Cover Art: "Construction," [Edgardo Granel-Ruiz](#)

Interior Art: "Clockwork Warlock," [Edgardo Granel-Ruiz](#)

Special Thanks To:

- The DM's Guild Creative Lounge Discord
- The Philadelphia Adventurer's League and its Discord
- CincinnatiDnD#9092, Discord
- The Gilding Light Discord
- Wizards of the Coast
- D&D Beyond