

Dave the Clockwork Thief

Medium humanoid (human), chaotic neutral

Armor Class 14 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	15 (+2)	11 (+0)	12 (+1)

Skills Arcana +4, Persuasion +3

Senses passive Perception 10

Languages Common, Dwarven, Goblin, Gnomish

Challenge 1 (200 XP)

Clockwork Magic. The magic used by Dave is experimental and unruly. Whenever Dave casts a spell of 1st level or higher, roll on the Experimental Magic table.

Spellcasting. Dave is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). Dave has following spells prepared:

Cantrips (at will): *friends*, *mage hand*, *ray of frost*

1st level (4 slots): *disguise self*, *identify*, *longstrider*, *shield*

2nd level (2 slots): *invisibility*, *web*

Actions

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

Clockwork Thief. Dave is infamous for his outrageous thefts and he has made and lost a dozen fortunes. His magic come from arcane devices of his own creation. He is even able to create clockwork creatures to serve and protect him.

Unruly Devices. While some of Dave's devices grant him direct control over his magic, many of his creations remain unwieldy and chaotic. When Dave casts a spell of 1st level or higher, roll on the following table to find out if any additional effects take place.

Experimental Magic

d8

Effect

- | | |
|---|--|
| 1 | No effect |
| 2 | Any creature that is the target of the spell or is in its area of effect loses all hair from their body but it grows back in 24 hours. |
| 3 | The device casts polymorph upon Dave. If he fails the saving throw he becomes a sheep for 1d4 rounds. |
| 4 | Dave can teleport 60 feet to an unoccupied space of its choice that it can see. |
| 5 | If Dave dies within the next minute, it immediately comes back to life as if by the reincarnate spell. |
| 6 | Dave casts silence upon itself. |
| 7 | Dave casts healing word on one random creature within range. |
| 8 | Dave maximizes the damage of the next damaging spell he casts. |





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