



AUTOGNOME

An autognome is a mechanical gnome with gears, pulleys, and bits of magic inside it. The tinker gnomes create the

autognome for exploration, rescue, prospecting, and defense in environments hostile to human- and demihumankind. It works just as well as any other gnomish invention (as in not very well at all).

AUTOGNOME

Small construct, neutral good

Armor Class 19 (natural armor)
Hit Points 40 (5d6 + 20)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	19 (+4)	4 (-3)	11 (+0)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can only speak "Crush! Kill! Destroy! Exterminate! Exterminate! Maim! Hurt! Incapacitate!" while it fights
Challenge 4 (1,100 XP)

Malfunction. Whenever the autognome starts its turn with 20 hit points or fewer, roll a d6. On a 6, the autognome malfunctions. On each of its turns while it malfunctions, roll a d12 to determine what the autognome does.

- 1-4. The autognome acts and moves normally.
5. The autognome makes a slam attack against itself with advantage.
6. The autognome's head falls off. Until it uses its action to replace its head, it's blinded and deafened.
7. One of the autognome's arms falls off. Until it uses

its action to reattach the arm, it loses its Multiattack. If both of its arms fall off, it cannot attack with its Slam attack.

8-9. The autognome moves up to its full movement speed to reach a target. It then makes four slam attacks against one target if it is able.

10. The autognome falls unconscious for 1d10 hours.

11. The autognome explodes in a 20-foot-radius firey blast. Each creature in that area must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage on a failed saving throw or half as much damage on a successful one.

12. The autognome regains all of its lost hit points and stops malfunctioning.

Immutable Form. The autognome is immune to any spell or effect that would alter its form.

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

Actions

Multiattack. The autognome makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Lightning Blast (Recharge 5-6). The autognome fires lightning in a 30-foot line that is 5-foot wide from its chest. Each creature in the line must make a successful DC 14 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed saving throw, or half as much damage on a successful one.