

GNOME BATTLEMECH

Built as battle armor to protect the secret underground cities of the gnomish kingdoms, Gnome Battlemech's are powerhouse constructs that can decimate entire armies.

Massive giants made from rare metals and etched with magic runes, the BattleMechs are extremely expensive and time-consuming to produce. Each one is intrinsically connected to its pilot and can only be operated by the engineer who built them or by someone they attune to its telepathic connection.

Elemental Powers. Using a combination of magic and science, the Battlemechs are able to emulate powerful spell effects by tapping into their magic-infused power cores through their elemental cannons.

Indestructible. Because of the magical nature of the forging techniques used in creating the metal armor for the Battlemech, it is almost impervious to both normal and magical attacks.

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GNOME BATTLEMECH

Large construct, unaligned

Armor Class 20 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison, psychic

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

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak, telepathy 120 ft.

Challenge 13 (10,000 XP)

Lightning Absorption. Whenever the Battlemech is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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

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

Magic Weapons. The Battlemech's weapon attacks are magical.

ACTIONS

Multiattack. The Battlemech makes two slam attacks.

Slam. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. **Hit:** 20 (3d8 + 7) bludgeoning damage.

Elemental Cannon (Recharge 5-6). The Battlemech makes one of the following attacks:

1. Exhale poisonous gas in a 15-foot-radius centered on itself. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.
2. Fire a fireball at a point in space within 60 feet of it that it can see. Each creature in a 20-foot-radius sphere centered on that point must make a DC 15 Dexterity saving throw. A target takes 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.
3. Fire chunks of ice in a 20-foot-cone. Each creature in that area must make a DC 15 Dexterity saving throw. A creature takes 18 (4d8) bludgeoning damage and 21 (6d6) cold damage on a failed save, or half as much damage on a successful one.
4. Fire a bolt of lightning that arcs toward a target it can see within 60 feet of it. Three bolts then leap from that target to as many as three other targets, each of which must be within 20 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts. A target must make a DC 16 Dexterity saving throw. The target takes 45 (10d8) lightning damage on a failed save, or half as much damage on a successful one.

