



Art: AI

Bigion



Bigion

Huge giant, unaligned

Armor Class: 16 (natural armor)

Hit Points: 210 (20d12 + 80)

Speed: 40 ft.

STR

DEX

CON

INT

WIS

CHA

25(+7)

12(+1)

19(+4)

20(+5)

12(+1)

7(-2)

Skills Arcana +9, Perception +5

Senses passive Perception 15

Languages Giant, Common

Challenge 12 (8,400 XP)

Traits

Legendary Resistance (2/Day). If Bigion fails a saving throw, it can choose to succeed instead.

Artificer Knowledge. The Bigion has advantage on Intelligence (Arcana) checks related to magical items, alchemical objects, or technological devices.

Automaton Forge. Once per day, the Bigion can spend one hour to construct a Despicable Automaton out of



metal scraps and arcane components. The automaton follows the commands of the Bigion, acting on its own initiative and obeying the Bigion's vocal commands to the best of its ability. See the Despicable Automaton's stat block for its statistics and abilities. Only one Despicable Automaton can be active at a time.

Innate Spellcasting. The Bigion's innate spellcasting ability is Intelligence (spell save DC 17). The Bigion can innately cast the following spells, requiring no material components:

At will: mending, identify

3/day each: enlarge/reduce, heat metal, magic missile

1/day each: animate objects, wall of force

Actions

Multiattack. The Bigion makes two attacks with its Greatclub or launch two rockets.

Greatclub of Innovation. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

Rocket (5/Day). The Bigion launches a rocket at a point



it can see within 120 feet of it. Each creature in a 20-foot radius sphere centered on that point must make a DC 15 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The Bigion can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Bigion regains spent legendary actions at the start of its turn.

Move. The Bigion moves up to half its speed without provoking opportunity attacks.

Club Slam (Costs 1 Actions). The Bigion makes one attack with its Greatclub of Innovation.

Repair (Costs 2 Actions). The Bigion uses its tinkerer's tools to repair itself or one construct it can touch, restoring 13 (2d8+4) hit points to the target.

Launch Rocket (Costs 3 Actions). The Bigion launches a rocket at a point it can see within 120 feet of it (this does not expend the once per day use of that action).



Despicable Automaton

Small construct, unaligned

Armor Class: 15 (Natural Armor)

Hit Points: 60 (11d6 + 22)

Speed: 30 ft.

STR

DEX

CON

INT

WIS

CHA

14(+2)

11(+0)

14(+2)

3(-4)

10(+0)

1(-5)

Condition Immunities charmed, exhaustion, poisoned

Damage Immunities poison, psychic

Senses passive Perception 10

Languages Understands the languages of its creator but can't speak

Challenge 3 (700 XP)

Traits

Gadgeteer's Whimsy. The Despicable Automaton is not just a mindless servant; it carries a touch of the Bigion's creativity. At the beginning of each day, the automaton manifests a small, random, and harmless gadget (such as a wind-up toy, a clockwork mouse, or a mini fan) that it presents to its master or a creature of the Bigion's choice. The gadget functions for 24 hours before falling apart.



Spider Climb. The Despicable Automaton can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage.

Repair. The automaton can repair itself or another construct for 13 (2d8 + 4) hit points.

Reactions

Magnetic Attraction (2/Day). As a reaction when a creature within 10 feet of the Despicable Automaton makes a melee attack against it, the automaton can activate its magnetic core. The attacking creature must succeed on a Strength saving throw (DC 14) or have its metallic weapon (if any) become stuck to the automaton. While the weapon is stuck, the creature is considered disarmed and must use an action to attempt the Strength saving throw (DC 14) again to pull the weapon free.