

## TOPOLAH

Medium Humanoid, Chaotic Good

**Armor Class** 12 (15 with *mage armour*)

**Hit Points** 40 (9d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, History +6

**Senses** passive Perception 11

**Languages** any four languages

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +2

**Spellcasting.** The mage is a 9th level spellcaster. It's spellcasting ability is Intelligence (spel save DC 14, +6 to hit with spell attacks). The mage has the following wizards spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armour*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

## ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5ft. or range 20/60ft., one target. *Hit* 4 (1d4 + 2) piercing damage.



## AUTOGNOME

Small Construct, any alignment

**Armor Class** 16 (natural armour)

**Hit Points** 39 (6d6 + 18)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	4 (-3)	11 (+0)	6 (-2)

**Saving Throws** Con +5, Wis +2, Cha +0

**Damage Immunities** poison

**Condition Immunities** paralyzed, petrified, poisoned

**Senses** darkvision 60 ft, passive Perception 10

**Languages** Common, Gnomish

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Malfunction.** Whenever the autognome takes 15 damage or more from a single source and isn't reduced to 0 hit points by that damage, roll a d20 to determine if it suffers from a malfunction:

**1-10 "All Fine Here!"** No malfunction occurs.

**11-12 "My Mind Is Going. I Can Feel It."** The autognome is incapacitated for 1 minute.

**13-14 "You've Disarmed Me!"** One of the autognomes arms falls off, reducing the number of Shocking Bolt attacks it can make by 1 until a creature uses an action to reattach the arm.

**15-16 "Who Turned Out The Lights?"** The autognomes head falls off and deactivates, causing the autognome to be blinded and deafened until a creature uses an action to reattach the head, which reactivates it.

**17-20 "Have a Magical Day!"** The autognome explodes and is destroyed. Each creature within 20 feet of the exploding autognome must make a DC 11 Dexterity saving throw, taking 22 (4d10) slashing damage on a failed save, or half as much damage on a successful one.

**Unusual Nature.** The autognome doesn't require air, food, drink or sleep.

## ACTIONS

**Multiattack.** The autognome makes two Shock attacks.

**Shock.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5ft or range 60ft., one target. *Hit* 7 (2d6) lightning damage.



## VOID SCAVVER

*Huge Monstrosity, Unaligned*

**Armor Class** 15 (natural armour)

**Hit Points** 157 (15d12 + 60)

**Speed** 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	19 (+4)	4 (-3)	13 (+1)	5 (-3)

**Skills** Perception +5, Stealth +11

**Senses** darkvision 120ft., passive Perception 15

**Languages** -

**Challenge** 11 (7,200 XP)

**Unusual Nature.** The scavver doesn't require air.

### ACTIONS

**Swallowing Bite.** *Melee Weapon Attack* +10 to hit, reach 10ft., one target. *Hit:* 45 (6d12+6) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 16 Dexterity saving throw or be swallowed by the scavver. The scavver can have one creature swallowed at a time.

A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the scavver, and takes 11 (2d10) acid damage at the start of each of the scavver's turns from the digestive juices in the scavver's gullet.

If the scavver takes 25 damage or more on a single turn from a creature inside it, the scavver must succeed on a DC 20

Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the scavver. If the scavver dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

### BONUS ACTIONS

**Ray of Fear (Recharge 4-6).** The scavver's eye emits an invisible, magical ray that targets one creature the scavver can see within 60 feet of itself. The target must succeed on a DC 16 Wisdom saving throw or be frightened of the scavver until the start of the scavvers next turn.

## GREY SCAVVER

*Medium Monstrosity, Unaligned*

**Armor Class** 12 (natural armour)

**Hit Points** 19 (3d8 + 6)

**Speed** 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	1 (-5)	10 (+0)	1 (-5)

**Senses** darkvision 120ft., passive Perception 10

**Languages** -

**Challenge** 1/4 (50 XP)

**Proficiency Bonus** +2

**Unusual Nature.** The scavver doesn't require air.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit (with advantage if the target is a creature that is missing any hit points), reach 5ft, one target. *Hit* 7 (1d8 + 3) piercing damage.





## WILL-O'-WISP

*Tiny Undead, Chaotic Evil*

**Armor Class** 19

**Hit Points** 22 (9d4)

**Speed** 0 ft., fly 50ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

**Damage Immunities** lightning, poison

**Damage Resistances** acid, cold, fire, necrotic, thunder, bludgeoning, slashing and piercing from nonmagical attacks

**Condition Immunities** exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

**Senses** darkvision 120ft., passive Perception 12

**Languages** the languages it knew in life

**Challenge** 2 (450 XP)

**Consume Life.** As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

**Ephemeral.** The will-o'-wisp can't wear or carry anything.

**Incorporeal Movement.** The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Variable Illumination.** The will-o'-wisp sheds bright light in a 5 to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

### ACTIONS

**Shock.** *Melee Spell Attack* +4 to hit, reach 5ft., one creature. *Hit:* 9 (2d8) lightning damage.

**Invisibility.** The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

