

SNUFFLER

A snuffler is a magical construct that resembles a small boar, but with a hide made from rune-infused steel plates tethered together with adamantine bolts and nuts. A faint whirring noise emanates from the clockwork system of cogs and wheels inside it.

INDISCRIMINATE CONSUMERS

Marvelous constructions of magical wonder, snufflers are valuable companions to any burdened adventurer. Their insatiable appetite, coupled with seemingly endless internal proportions, allows them to transport an incredible amount of weight with ease.



SNUFFLER

Small Construct, Unaligned

Armor Class 15 (natural armor)

Hit Points 16 (3d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	8 (-1)	12 (+1)	11 (+0)

Damage Immunities poison

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

Senses blindsight 10 ft., passive Perception 11

Languages understands the language of its creator but can't speak

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Gluttonous Storage. The snuffler can consume anything that is tangible, non-living, and which can fit in its maw (1 cubic foot). Inside its stomach is an extradimensional space capable of containing up to 250 pounds, not exceeding a volume of 32 cubic feet. The snuffler weighs 50 pounds, regardless of its contents. If the snuffler drops to 0 hit points, all items stored within it appear in an unoccupied space within 5 feet of it.

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

ACTIONS

Tusk. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Confusing Belch (Recharge 6). The snuffler belches gas in a 10-foot cone. Each creature in that area must make a DC 12 Wisdom saving throw. On a failed save, a creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn:

1–4. The creature does nothing.

5–6. The creature takes no action and uses all its movement to move in a random direction.

7–8. The creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

Snuffle Magic (3/Day). The snuffler senses the presence of magic within 30 feet of it for 10 minutes. If it senses magic in this way, it can use its action to see a faint aura around any visible creature or object in the area that bears magic, and it learns its school of magic, if any. Runes corresponding to each school of magic it senses glow on its metallic hide, glowing brighter the closer it is to the creature or object.

BONUS ACTIONS

Regurgitate Item. The snuffler regurgitates one object stored within it. The object appears in an unoccupied space within 5 feet of it.