

# THE "CITY MONSTER" SCROLL

## CLOAK SNATCHER



Medium fiend [Demon], Chaotic Evil

Often found prowling the dark streets and alleyways surrounding black markets, Cloak Snatchers are demons whose leathery wings resemble a cloak when pulled around their body. Mimicking shady vendors and salesmen, Coat Snatchers lure their victims in with promises of rare treasures and odd bobbles only to snatch them up in their massive maws hidden behind their "cloak" once they get too close.

**[Armor Class]** 13  
**[Hit Points]** 42 [7d8 + 14]  
**[Speed]** 30 ft., fly 30 ft.  
**STR** 11 [+1] **DEX** 16 [+3] **CON** 14 [+2]  
**INT** 10 [+0] **WIS** 12 [+1] **CHA** 16 [+3]

**[Skills]** Deception +7, Insight +3, Persuasion +5, Stealth +7  
**[Saving Throws]** DEX +5, CHA +5  
**[Damage Resistances]** Cold, Fire, Lightning  
**[Damage Immunities]** Poison  
**[Condition Immunities]** Charmed, Frightened, Poisoned  
**[Senses]** Darkvision 120 ft., Passive Perception 11  
**[Languages]** Abyssal, Telepathy 60 ft.  
**[Challenge]** 3 **[Proficiency Bonus]** +2

**[Alley Stalker]** While standing in dimlight in an alleyway or street, the Cloak Snatcher resembles a humanoid wrapped up in a simple hooded cloak. Seeing through this disguise requires a DC 15 Wisdom [Perception] check.

### ACTIONS

**[Multiattack]** The fiend makes two attack, one with its Bite and one with its Swallow. It has advantage on the Bite attack if the target is Charmed by its Enticing Offer ability.

**[Bite]** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (2d10 + 3) piercing damage and the target is Grappled [escape DC 13]. Until this Grapple ends, the target is Restrained, and the fiend can't Bite another target.

**[Swallow]** The fiend makes one bite attack against a Medium or smaller target it is Grappling. If the attack hits, the target is swallowed, and the Grapple ends. The swallowed target is Blinded and Restrained, it has total cover against attacks and other effects outside the fiend, and it takes 15 [3d10] acid damage at the start of each of the fiend's turns. The fiend can have up to 3 creatures swallowed at a time. If the fiend dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of movement, exiting Prone.

**[Enticing Offer]** The fiend makes an enticing offer to one humanoid the fiend can see within 30 feet of it that can hear the fiend. The target must succeed on a DC 13 Wisdom saving throw or be magically Charmed for 1 minute. While Charmed by the fiend, the target must spend its full turn moving as close to the fiend as possible. A Charmed target can repeat the saving throw at the end of each of its turns or anytime the target takes damage from a source other than the fiend. If the saving throw is successful, the effect ends on it and the target sees the fiend for what it truly is.

## SLUM HOUND



Medium Ooze, Unaligned

When a starving oblex devours a wild dog it can create a grotesque creature known as a slum hound. These oozing canines take on the instinctual memories of the hound they devoured causing them to be violently territorial. Particularly beast-like slum hounds will lead packs of wild dogs which it uses to take down larger prey.

**[Armor Class]** 13  
**[Hit Points]** 30 [5d8 + 10]  
**[Speed]** 40 ft.  
**STR** 14 [+2] **DEX** 16 [+3] **CON** 15 [+2]  
**INT** 10 [+0] **WIS** 12 [+1] **CHA** 8 [-1]

**[Saving Throws]** INT +2, CHA +1  
**[Condition Immunities]** Blinded, Charmed, Deafened, Exhaustion, Prone  
**[Senses]** Blindsight 60 ft. [blind beyond this distance], passive Perception 13  
**[Languages]** –  
**[Challenge]** 1 **[Proficiency Bonus]** +2

**[Amorphous]** The ooze can move through a space as narrow as 1 inch wide without squeezing.

**[Aversion to Fire]** If the ooze takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

**[Keen Hearing and Smell]** The ooze has advantage on Wisdom [Perception] checks that rely on hearing or smell.

**[Pack Tactics]** The ooze has advantage on an attack roll against a creature if at least one of the ooze's allies is within 5 feet of the creature and the ally isn't incapacitated.

### ACTIONS

**[Multiattack]** The ooze makes two attack, one with its Bite and one with its Pseudopod.

**[Bite]** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 [2d4 + 2] piercing damage plus 2 [1d4] psychic damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

**[Pseudopod]** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 [1d4 + 3] bludgeoning damage plus 2 [1d4] psychic damage.