



PLAGUESNARE

These creatures of the Abyss are partially formed of necrotic gases and take a vaguely humanoid shape. They hide their appearance beneath hooded black cloaks and stick to the shadows, blending into them seamlessly. Often mistaken for ghosts, they abhor mortals and are typically used as spies and assassins by those who summon them. They are solitary beings and rarely work with other fiends but harbor an especial dislike for the undead.

Stealthy. Plaguesnares patiently stalk their prey in the shadows and strike when the opportunity best presents itself.

Grappler. While their bodies are mainly gas, a plaguesnare's sharp claws quickly latch onto their victims and inject them with a vicious poison.

Plague. The plaguesnare revels in forcing their targets to breath their necrotic gas and watching the terror in their eyes as they slowly suffocate.

PLAGUESNARE

Medium fiend, chaotic evil

Armor Class 14 (natural armor)

Hit Points 82 (15d8 + 15)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	16 (+3)	11 (+0)	17 (+3)

Saving Throws Int +5, Cha +5

Skills Perception +2, Stealth +4

Damage Immunities necrotic, poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

Challenge 4 (1,100 XP)

Gaseous Movement. The plaguesnare 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.

Shadow Stealth. While in dim light or darkness, the plaguesnare can take the Hide action as a bonus action.

Flyby. The plaguesnare doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Multiattack. The plaguesnare makes two claw attacks. If both attacks hit the same target, the target is grappled (escape DC 13) and the plaguesnare immediately uses Plague against it as a bonus action.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage, and 4 (1d8) poison damage. The target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 hour.

Plague. If the plaguesnare grapples an opponent, it exhales a stream of necrotic gas down the target's throat as a bonus action. The target must make a DC 14 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful save. The target must also make a successful DC 14 Strength saving or it is immediately out of breath and begins suffocating. Suffocation ends if the grapple is broken or if the plaguesnare is killed.