

BUNDLESNATCHER

Small • Fiend • Lawful Evil

Armor Class 12

Hit Points 14 (4d6)

Speed 30 ft., climb 30 ft.

Initiative +2 (12)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	10 (+0)	7 (-2)	8 (-1)	6 (-2)

Saving Throws Dex +3

Skills Athletics +6, Perception +1

Damage Immunities cold

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Common, Infernal

CR 1/4 (XP 50; PB +2)



Abductor. While two or more bundlesnatchers grapple one Medium or smaller the force-movement doesn't cost them extra movement.

Minion of Burden. The bundlesnatcher counts as one size larger for the purpose of determining its carrying capacity.

ACTIONS

Snatch and Dash. *Melee Weapon Attack:* +4, range 5 ft. *Hit:* 4 (1d4 + 2) bludgeoning damage, and the bundlesnatcher can steal one Tiny object from the target that is carrying on their person but wielding in their hands. *Hit or Miss:* The bundlesnatcher doesn't provoke opportunity attacks from the target until the end of this turn.

BUNDLESNATCHER — WEAKER

Armor Class 10

Hit Points 3 (1d6)

Speed 30 ft., climb 20 ft.

Initiative +0 (10)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	10 (+0)	7 (-2)	8 (-1)	6 (-2)

Skills Athletics +2

Damage Immunities cold

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal, Common, Infernal

CR 0 (XP 10; PB +2)



Abductor. While two or more bundlesnatchers grapple one Medium or smaller the force-movement doesn't cost them extra movement.

Minion of Burden. The bundlesnatcher counts as one size larger for the purpose of determining its carrying capacity.

ACTIONS

Snatch and Dash. *Melee Weapon Attack:* +2, range 5 ft. *Hit:* 1 bludgeoning damage, and the bundlesnatcher can steal one Tiny object from the target that is carrying on their person but wielding in their hands. *Hit or Miss:* The bundlesnatcher doesn't provoke opportunity attacks from the target until the end of this turn.

Grab. *Melee Weapon Attack:* +4, range 5 ft. *Hit:* The target is grappled (escape DC 12), provided it is Medium or smaller.

REACTIONS

Move Up. *Trigger:* A creature the bundlesnatcher is grappling is force-moved. *Response:* The bundlesnatcher moves up to its speed with the target.

Trip. *Trigger:* A creature within 5 feet of the bundlesnatcher misses it with an attack roll. *Response:* The target is knocked prone.

Grab. *Melee Weapon Attack:* +2, range 5 ft. *Hit:* The target is grappled (escape DC 10), provided it is Medium or smaller.

REACTIONS

Move Up. *Trigger:* A creature the bundlesnatcher is grappling is force-moved. *Response:* The bundlesnatcher moves up to its speed with the target.

BUNDLESNATCHER — STRONGER

Armor Class 13

Initiative +3 (13)

Hit Points 44 (8d6 + 16)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	7 (-2)	9 (-1)	7 (-2)

Saving Throws Str +5, Dex +5, Con +4

Skills Athletics +7, Perception +1

Damage Immunities cold

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Common, Infernal

CR 2 (XP 450, PB +2)



Abductor. While two or more bundlesnatchers grapple one Medium or smaller, the force-movement doesn't cost them extra movement.

Minion of Burden. The bundlesnatcher counts as one size larger for the purpose of determining its carrying capacity.

ACTIONS

Snatch and Dash. *Melee Weapon Attack:* +5, range 5 ft. *Hit:* 13 (3d6 + 3) bludgeoning damage, and the bundlesnatcher can steal one Tiny object from the target that is carrying on their person but wielding in their hands. *Hit or Miss:* The bundlesnatcher doesn't provoke opportunity attacks from the target until the end of this turn.

BONUS ACTIONS

Grab. *Melee Weapon Attack:* +5, range 5 ft. *Hit:* The target is grappled (escape DC 13), provided it is Medium or smaller.

REACTIONS

Move Up. *Trigger:* A creature the bundlesnatcher is grappling is force-moved. *Response:* The bundlesnatcher moves up to its speed with the target.

Trip. *Trigger:* A creature within 5 feet of the bundlesnatcher misses it with an attack roll. *Response:* The target is knocked prone.