

TOMB MOTE

TOMB MOTE LORE

Arcana DC 10: While necrotic energies most easily animate the formerly living, used as those bodies are to moving in useful ways, negatively charged detritus can occasionally be assembled into an imitation of undeath, though absent the innate understanding of how to act on the malicious impulses impelled by those energies.

TOMB MOTE TACTICS

Tomb motes typically begin combat with their Shin Kick, using their mischievous trip if the target leaves their reach. If the target ignores them, they follow up by scaling the creature with their Curious Climber trait, then use their Yank Ear on it.



TOMB MOTE

Tiny construct/undead, unaligned

Armor Class 13 (Natural Armor)

Hit Points 10 (3d4 + 3)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	4 (-3)	16 (+3)	14 (+2)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned, Turned

Senses Darkvision 60 ft., Passive Perception 13

Languages understands Common but can't speak

Challenge 1 (200 XP)

Curious Climber. The mote may climb onto any adjacent Medium or larger creature by spending 15 feet of movement. An unwilling creature may prevent this with a successful DC 12 Dexterity saving throw. While climbing on a creature, the creature has disadvantage on attacks that target the mote.

Hateful Helper. When the mote uses the help action to grant an attack advantage, the attack deals an additional 3 (1d6) necrotic damage.

Actions

Shin Kick. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) nonlethal bludgeoning damage. On a critical hit, the target falls prone if it is Large or smaller.

Yank Ear. One creature the tomb mote is crawling on must make a DC 12 Constitution saving throw. On a failed save, the creature has disadvantage on attacks it makes before the end of the mote's next turn.

Reactions

Mischievous Trip. As a reaction when a creature leaves its reach, the tomb mote forces the creature to succeed on a DC 12 Dexterity saving throw or fall prone.

ART CREDITS

- Tomb Mote by Daniel Rudnicki

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