

# CRAWLING CLAWS

## CRAWLING CLAW LORE

**Arcana DC 10:** Crawling claws make excellent laboratory assistants, and are often employed by necromancers as familiars.

**Arcana DC 15:** Despite the relatively modest amount of necromantic energy required to animate them, crawling claws that arise spontaneously are relatively rare, as severed hands are so highly prized by necromancers for their utility as crawling claws that they are rarely discarded.

**History DC 15:** Though most typically only humanoid hands are risen as crawling claws, the ritual can technically be performed any number of hand-analogues, though those with prehensile digits, such as dragon claws and giants' hands, are by far more effective in the role.

## CRAWLING CLAW TACTICS

Crawling claws operating alone first Grab and then Claw at the nearest creature, using their Skittering Shift whenever available, though they will grab dropped weapons and wield them if given the opportunity, preferring ones with the Finesse property. If supporting allies, they instead Grab and use their Squick repeatedly to distract a creature.

## CRAWLING CLAW

*Tiny undead, chaotic evil*

**Armor Class** 12

**Hit Points** 2 (1d4)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

**Damage Immunities** Poison

**Condition Immunities** Charmed, Exhaustion, Poisoned, Turned

**Senses** Blindsight 30 ft. (blind beyond this radius), Passive Perception 10

**Languages** understands Common but can't speak  
**Challenge** 0 (10 XP)

**Moderous Intent.** The claw may pick up and wield unattended weapons and improvised weapons without the Heavy or Two-Handed trait. It is proficient with all such weapons.

## Actions

**Claw.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning or slashing damage (claw's choice).

**Grab.** One Medium or smaller creature within 5 feet must succeed on a DC 11 Strength saving throw or be grabbed (escape DC 11). While grabbed, the creature's movement is reduced by 5 feet., the claw moves with it, and when it makes an attack roll it rolls a d4 and subtracts it from the total.

**Squick.** A creature the claw is grabbing must make a DC 11 Wisdom saving throw. On a failed save, the creature is Frightened of the claw until the end of the claw's next turn, and must use its action to try to kill or dislodge the claw.

## Reactions

**Skittering Shift.** As a reaction to being targeted with an attack while grabbing a creature, the claw may release its grab and move up to 5 feet. If this movement makes it an invalid target for the attack, the attack instead targets the creature the claw was grabbing.



## SWARM OF CRAWLING CLAWS

*Large swarm of tiny undead, neutral evil*

**Armor Class** 12  
**Hit Points** 22 (5d8)  
**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

**Damage Resistances** Bludgeoning, Piercing, and Slashing

**Damage Immunities** Poison

**Condition Immunities** Charmed, Frightened, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Turned

**Senses** Blindsight 30 ft. (blind beyond this radius), Passive Perception 10

**Challenge** 1/2 (100 XP)

**Awful Fingers.** A creature in the swarm's space has disadvantage on checks to maintain Concentration and must make a DC 10 Constitution saving throw to maintain Concentration at the end of each of its turns.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny crawling claw. The swarm can't regain hit points or gain temporary hit points.

### Actions

**Tide of Claws.** *Melee Weapon Attack:* +4 to hit, reach 0 ft., up to four creatures in the swarm's space. *Hit:* 12 (4d4 + 2) bludgeoning damage, or 7 (2d4 + 2) bludgeoning damage if the swarm has half of its hit points or fewer, and the target must succeed on a DC 12 Strength saving throw or be grappled and restrained (escape DC 12).

**Squick.** One creature grappled by the swarm must make a DC 12 Wisdom saving throw. On a failed save, the creature is Frightened of the swarm until the end of the swarm's next turn, and must use its action to try to kill or escape the swarm.

### SWARM OF CRAWLING CLAW TACTICS

Crawling claw swarms lurk in chests, tapestries, and ceiling corners when they detect creatures approaching, pouring out and swarming any creatures that they perceive casting spells with their Tide of Claws, and using their Squick only if supporting more powerful allies.

## GIANT CRAWLING CLAW

*Medium undead, chaotic evil*

**Armor Class** 16 (Giant Gauntlet)  
**Hit Points** 45 (6d8 + 18)  
**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	5 (-3)	10 (+0)	4 (-3)

**Damage Immunities** Poison

**Condition Immunities** Charmed, Exhaustion, Poisoned, Turned

**Senses** Blindsight 30 ft. (blind beyond this radius), Passive Perception 10

**Languages** understands Common and Giant but can't speak

**Challenge** 1 (200 XP)

**Delicate Joints.** If the claw takes 10 or more bludgeoning damage from a single source, it must succeed on a DC 10 Constitution saving throw or fall prone and release any creatures it has grappled.

### Actions

**Giant Flick.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) bludgeoning damage and the target is pushed 5 feet away.

**Grasping Pounce.** The claw leaps toward a Medium or smaller creature within 20 feet and attempts to grasp it. The creature must succeed on a DC 13 Strength saving throw or be knocked prone and grappled (escape DC 13).

**Crush.** One creature grappled by the claw must succeed on a DC 13 Constitution saving throw or take 13 (3d8) bludgeoning damage, or half as much on a success.

### Reactions

**Scuttle.** As a reaction to being forced to make a saving throw against a spell or magical effect, the claw moves up to 10 feet. If this movement puts the claw out of range or area of the spell or magical effect, the claw is unaffected.

### GIANT CRAWLING CLAW TACTICS

Giant crawling claws patrol the hallways of their creators or lurk in the shadowy reaches of high ceilings and the underside of crumbling bridges, dropping to ambush those passing below with their Grasping Pounce and following up with their Crush.

If fighting at great heights such as bridges or ramparts, they roll to drag grappled creatures off ledges or push them off with their Giant Flick.

## ART CREDITS

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- Crawling Claws by Mathias Kollros

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