

Crawling Claw

Tiny, Undead, Neutral Evil

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ARMOR CLASS

12

HIT POINTS

2 (1d4)

CHALLENGE

0 | 10 XP

PROFICIENCY

+2

Speed Walk 20 ft., Climb 20 ft.

Initiative +2

Saving Throws N/A

Skills Stealth +4

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Blindsight 30 ft.; Passive Perception 10

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Languages Understands the languages it knew in life but cannot speak

STR4
-3**DEX**14
+2**CON**10
+0**INT**5
-3**WIS**10
+0**CHA**4
-3

Traits

Severed Instinct. The claw does not need to breathe, eat, drink, or sleep, and it ignores terrain made of loose bones, rubble, or corpses.

Hand-Sized Horror. The claw can move through the space of any creature that is Medium or larger.

Actions

Clutching Nails. Melee Attack Roll: +4, reach 5 ft. Hit: 3 (1d4 + 1) Slashing damage. If the target is Small or smaller, the claw can cling to it until the start of the claw next turn.

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