



CREEPING CLAW

In profane places the severed hands of those who committed wicked deeds can rise of their own will to continue their malicious habits. Necromancers are fond of raising creeping claws because they are small enough to be useful to ambush trespassers.

Gangrene with Envy. Creeping claws are surprisingly vain given that they are dismembered hands but they seem to kill mortals purely for fineries such as rings and gloves. In combat, a creeping claw will always prefer to strike those with the most ostentatious hand accessories first hoping to claim their prizes and scuttle off if the creeping claw senses it will not survive remaining in the fight longer.

A Cult of Creeping Claws. Creeping claws vanity are matched only by their jealousy. When many creeping claws group up they move in a group known as a cult to take down dangerous prey, each attempting to strip the deceased creature of any ornamentation it has before the others can. When creeping claws form into cults they also attempt to sever the hand of any deceased creature they find.

Undead Nature. A creeping claw doesn't require air, drink, food, or sleep.

Creeping Claw by

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Art Credits in Order of Appearance

"Creeping Claw" by Junkestar

CREEPING CLAW

Tiny undead, chaotic evil

Armor Class 11

Hit Points 18 (5d4 + 5)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	12 (+1)	4 (-3)	7 (-2)	3 (-4)

Saving Throws Dex +3

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft. passive Perception 8

Languages -

Challenge 1/8 (25 XP)

Attached.

While the creeping claw is attached to a creature it moves with the creature it is attached to. A creature may use an action to attempt to shake off an attached creeping claw by succeeding on an Athletics (Strength) ability check (DC 12).

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage and if the creature is small or larger it must succeed on a Dexterity saving throw (DC 11) or the creeping claw is attached.

CULT OF CREEPING CLAWS

Medium undead, chaotic evil

Armor Class 11

Hit Points 33 (6d8 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	12 (+1)	4 (-3)	7 (-2)	3 (-4)

Saving Throws Dex +3

Damage Immunities poison

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, restrained, stunned

Senses darkvision 60 ft. passive Perception 8

Languages -

Challenge 1 (200 XP)

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 creeping claw. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Chokehold. A cult of creeping claws can use its action to choke a creature has grappled and is prone. That creature must succeed on a Constitution saving throw (DC 12) or take 7 (2d4+2) bludgeoning damage and is unconscious for 1 minute.

Drag Down. A cult of creeping claws can use its action to drag a creature has grappled to the ground. That creature must succeed on a Strength saving throw (DC 12) or take 7 (2d4+2) bludgeoning damage and be knocked prone.

Multiattack. The cult of creeping claws makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) bludgeoning damage and if the creature is large or smaller is must succeed on a Strength saving throw (DC 12) or be grappled by the cult of creeping claws.