

ABYSSAL CRAWLER

Small • Fiend (Demon) • Chaotic Evil

Armor Class 13

Initiative +1 (11)

Hit Points 16 (3d6 + 6)

Speed 30 ft., burrow 10 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	14 (+2)	2 (-4)	8 (-1)	6 (-2)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak

CR 1/2 (XP 100, PB +2)



Avoidance. If the crawler is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Spider Climb. The crawler can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Splitting Pest (1/Day). When the crawler is reduced to 0 hit points, it doesn't die. Instead, it splits into two Tiny versions of itself with 1 hit point.

ACTIONS

Bite. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) fire damage.

ABYSSAL CRAWLER — WEAKER

Armor Class 12

Initiative +0 (10)

Hit Points 9 (2d6 + 2)

Speed 30 ft., burrow 10 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	2 (-4)	8 (-1)	6 (-2)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak

CR 1/8 (XP 25, PB +2)



Avoidance. If the crawler is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Spider Climb. The crawler can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Splitting Pest (1/Day). When the crawler is reduced to 0 hit points, it doesn't die. Instead, it splits into two Tiny versions of itself with 1 hit point.

ACTIONS

Bite. *Melee Weapon Attack:* +2, reach 5 ft. *Hit:* 2 (1d4) fire damage.

Cannibalize. The crawler consumes the corpse of a different abyssal crawler or an alive abyssal crawler with 1 hit point and regains all its hit points.

Combustion. The crawler explodes and dies. *Dexterity Saving Throw:* DC 12, each creature in a 10-foot emanation originating from the crawler. *Failure:* 7 (2d6) fire damage. *Success:* Half damage.

REACTIONS

Skitter. *Trigger:* A creature misses the crawler with an attack roll. *Response:* The crawler moves up to 10 feet without provoking opportunity attacks.

Cannibalize. The crawler consumes the corpse of a different abyssal crawler or an alive abyssal crawler with 1 hit point and regains all its hit points.

Combustion. The crawler explodes and dies. *Dexterity Saving Throw:* DC 11, each creature in a 10-foot emanation originating from the crawler. *Failure:* 3 (1d6) fire damage. *Success:* Half damage.

REACTIONS

Skitter. *Trigger:* A creature misses the crawler with an attack roll. *Response:* The crawler moves up to 5 feet without provoking opportunity attacks.

ABYSSAL CRAWLER — STRONGER

Armor Class 14

Initiative +2 (12)

Hit Points 39 (6d6 + 18)

Speed 30 ft., burrow 10 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	2 (-4)	8 (-1)	6 (-2)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak

CR 3 (XP 700, PB +2)



Avoidance. If the crawler is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Spider Climb. The crawler can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Splitting Pest (2/Day). When the crawler is reduced to 0 hit points, it doesn't die. Instead, it splits into two Tiny versions of itself with 1 hit point.

ACTIONS

Multiattack. The crawler makes two Bite attacks.

Bite. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) fire damage.

Cannibalize. The crawler consumes the corpse of a different abyssal crawler or an alive abyssal crawler with 1 hit point and regains all its hit points.

Combustion. The crawler explodes and dies. *Dexterity Saving Throw:* DC 13, each creature in a 10-foot emanation originating from the crawler. *Failure:* 14 (4d6) fire damage. *Success:* Half damage.

REACTIONS

Skitter. *Trigger:* A creature misses the crawler with an attack roll. *Response:* The crawler moves up to 10 feet without provoking opportunity attacks.