



# DUNGEONS & LAIRS: CRAWLER CHASM

**D**id you ever wonder what happens when you fall into one of those "bottomless pits" or chasms in a roleplaying or video game? Now you no longer have to wonder, as this Fifth Edition adventure shows you exactly the horrors and dangers you'll have to face once put into such a predicament. *Crawler Chasm* is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 5, 8, 11, or 14**. This document offers details for each level and makes adjustments accordingly.

## RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic rule set from the official source.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

*Spells* and nonmagical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

## LEVEL SELECTION

Before play, be sure to know the level for which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level.

## PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a small dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Chasm Crawler Hooks table below offers details for introducing this adventure to your players.

### CRAWLER CHASM HOOKS

	Side Quest d8 Type	Details
1	Fetch Quest	An apothecary has tasked the characters with bringing him the venom glands of large spiders or insects to craft antidotes and antitoxins.
2	Recover Stolen Item	A diamond was stolen from a local temple. The thief's tracks lead the characters over the rope bridge crossing the chasm.
3	Receive Information	The characters receive an anonymous message asking for a meeting by the chasm's rope bridge. The sender promises to have information the party needs for a larger quest.
4	Rescue Mission	A friendly NPC has been abducted by the campaign's villain. On their way to rescue their friend, one of the characters falls off of the rope bridge.
5	Missing Person	An adventurer went missing in the wilderness several weeks ago. The characters are asked to discover what happened to them. They can find the adventurer's body in area 3.
6	Monster Hunt	The route across the chasm has become unsafe due to the growing number of creatures living underneath the bridge. Eradicate them to secure the route once more.
7	Supernatural Investigation	A strange light can be seen shining in the depths of the chasm. The characters are curious to find its cause—which turns out to be glowing crystals in area 8.
8	Secure Aid	In order to secure the aid of a local ruler, the party must clear the chasm of any dangers to travelers.



# CRAWLER CHASM

The crawler chasm is actually a nameless 200-foot-deep natural pit. Setting agnostic, you can place this adventure anywhere where such a chasm would make sense. It could divide a subterranean chamber or be found in the middle of a jungle or desert. You could retheme/reskin some of the creatures as cold creatures and even place it in an arctic environment.

## GENERAL FEATURES

Unless stated otherwise, the chasm has the following features detailed below.

**Natural Cavern.** Whether by seismic activity or hydro erosion, this cavern was naturally formed. Although its walls are rough enough to offer regular footholds, sheer cliffs require successful DC 13 Strength (Athletics) checks to scale unassisted.

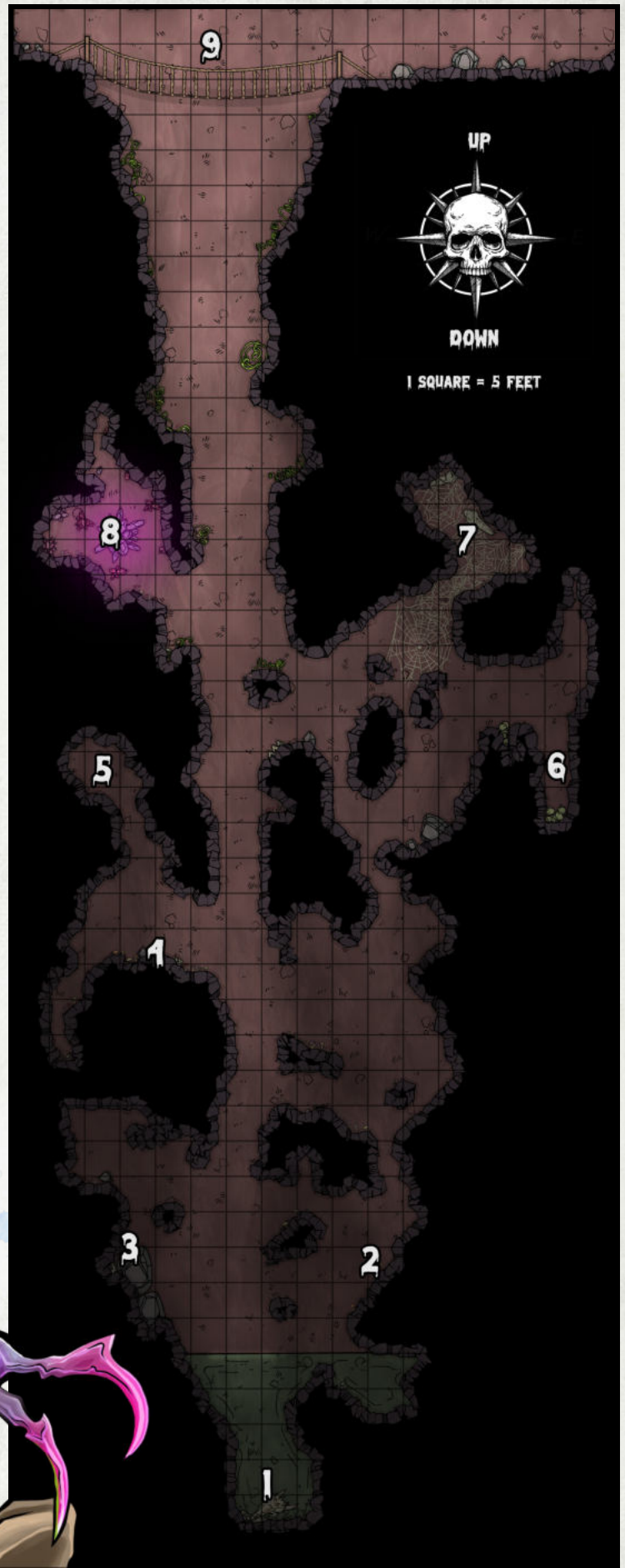
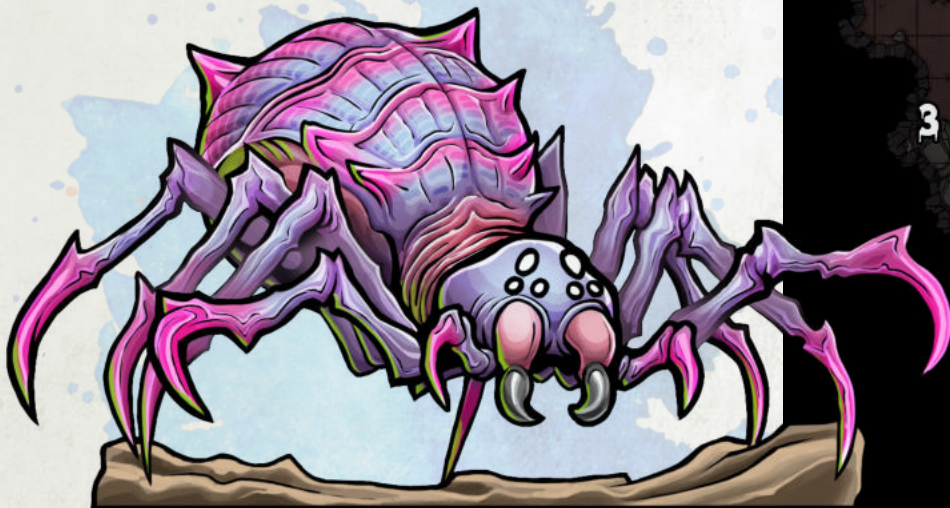
**Dark Cavern.** The chasm and its adjoining caverns are bathed in darkness. Characters in the chasm must use darkvision or their own sources of light to see.

**Falling.** As normal, falling characters take 1d6 falling damage per 10 feet fallen. It's possible that certain objects, creatures, and even water in the chasm may break a falling character's descent; in these situations, the character takes half as much damage as usual (rounded down).

Any time a character hits a ledge while falling, there is a chance they can stop themselves from tumbling further into the chasm. After the character hits the ledge, the character may make a DC 12 Strength saving throw. On a success, they catch themselves. Otherwise, they continue to fall.

**Vertical Dungeon.** The map on this page shows a vertical version of the chasm, where the top most part of the map is "up" and the bottom most part of the map is "down." During combat, use one of the Tom Cartos battlemaps included in the asset pack.

**Random Encounters.** Although there are plenty of creepy crawlies already present in the keyed locations, such a large chasm is host to all sorts of terrors. Every 10 minutes that the characters remain in the chasm, roll a d20. On a result of 18-20, a random encounter occurs. Roll d12 + d8 and reference the table below to determine what the characters encounter. Creatures marked with an asterisk are detailed in the Appendix.





## CHASM RANDOM ENCOUNTERS

d12 + d8	Encounter
2	1 <b>black pudding</b>
3	1d4 <b>gray oozes</b>
4	1d4 <b>ghouls</b> and 1 <b>ghast</b>
5	1 <b>suppurating ooze*</b>
6	1d4 <b>ghoul bats*</b>
7	1 <b>specter</b>
8	1d4 <b>giant poisonous snakes</b>
9	1d6 <b>swarms of spiders</b>
10	1 <b>giant spider</b> or 1 <b>j'ba fofi*</b>
11	1d6 <b>giant centipedes</b>
12	1 <b>megapede*</b>
13	1d4 <b>swarms of centipedes</b>
14	1d4 <b>swarms of bats</b>
15	1d4 <b>skeletons</b>
16	1 <b>stone creeper*</b>
17	1d6 <b>giant bats</b>
18	1d4 <b>rust monsters</b>
19	1d4 <b>darkmantles</b>
20	1 <b>cloaker</b>

## KEYED LOCATIONS

The following locations are keyed to the map of the crawler chasm on page 2, organized from the bottom of the chasm to the top. Note that most encounters are balanced with the assumption that only one character will find itself at the bottom of the chasm (probably a weak wizard heh heh), therefore these encounters might seem "easy" for a full party.

### 1 - POOL

A 25-foot-deep pool of foul-smelling, stagnant water fills the very bottom of the chasm. The bones of creatures who met their doom at the bottom of the chasm choke its deepest recesses.

**Hazard: Diseased Water.** Any time a creature falls into the pool, it must make a DC 11 Constitution saving throw or contract sewer plague. It takes 1d4 days for sewer plague's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest.

At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

**Treasure: Investigating the Bones.** A character who uses an action to search the bottom of the pool may make an Intelligence (Investigation) check to find treasures among the bones. Refer to the Area 1 Treasure table below to determine what the character finds. The character can continue to search the pool as long as they like until they or another creature searching the pool rolls a result of 5 or lower, at which point, there is nothing else of value to be found within the muck.

## AREA 1 TREASURE

Check Result	Treasure
5 or lower	There is no more treasure to be found at the bottom of the pool
6-10	Nothing found during this search attempt
11-17	3d6 gp
18	1 piece of jewelry worth 100 gp
19	1 gem worth 250 gp
20	1 uncommon magic item (your choice)

### 2 - SLIPPERY SLOPE

Fungus coats the angled walls of this slope. Checks made to climb here are made against DC 16.

**Encounter: Creepy Crawlers.** Dangerous crawling creatures cover the walls, floors, and ceilings of this part of the chasm, the nature of which are detailed on the Area 2 Encounters table below. Creatures marked with an asterisk are hidden at the start of combat.

## AREA 2 ENCOUNTERS

Adventure Level	Encounter
5th	3 <b>giant centipedes</b>
8th	1 <b>giant spider*</b>
11th	1 <b>j'ba fofi</b> (see the Appendix)*
14th	2 <b>megapedes</b> (see the Appendix)

### 3 - FALLING ROCKS

The walls of this area slope at a sharp 45-degree angle. To make matters worse, it's horribly unstable. When a creature moves into this area for the first time, the rocky floors and walls break away. The triggering creature must make a DC 15 Dexterity saving throw. On a failed saving throw, the target takes 7 (2d6) bludgeoning damage and falls backwards 10 feet—this may potentially push it down into area 1. On a successful save, the target takes half as much damage and doesn't fall backwards.

After the rocks fall, this area is safe to move through.

**Treasure: Crushed Adventurer.** An adventurer survived the tumble into the chasm only to be subsequently crushed to death by the rocks here of this slope. The adventurer still carries an explorer's pack (the food's gone bad, but the water's safe to drink) and a *bag of holding*. The *bag of holding* contains 2,000 gp.

#### 4 - HUNTING CRAWLERS

Creepy crawlers lurk in this natural cavern, the nature of which are detailed on the Area 4 Encounters table below. Creatures marked with an asterisk are hidden at the start of combat.

#### AREA 4 ENCOUNTERS

Adventure Level	Encounter
5th	3 swarms of centipedes
8th	2 giant spiders*
11th	2 j'ba fofis (see the Appendix)*
14th	2 megapedes (see the Appendix)

#### 5 - MONSTER HOLE

Something horrible lives in this vertical shaft. In the 5th-level version of this adventure, the creature is a **grick**. In all other versions it's a **roper**.

#### 6 - CRAWLER NEST

This 30-foot-deep pit is filled with dangerous crawling creatures, the nature of which are detailed on the Area 6 Encounters table below.

#### AREA 6 ENCOUNTERS

Adventure Level	Encounter
5th	3 swarms of centipedes
8th	1 giant spider + 2 swarms of spiders
11th	1 j'ba fofi (see the Appendix) + 2 swarms of spiders
14th	1 megapede (see the Appendix) + 2 swarms of centipedes

#### 7 - SPIDER CUBBY

Thick webs choke this vertical shaft. Cocooned humanoid bodies cling to these webs, clear signs that something big and icky might live here.

**Webs.** A creature that enters the webbed area for the first time on a turn or starts its turn there must succeed on a DC 12 Dexterity saving throw or become restrained by the webs. A restrained creature can use its action to try to escape, doing so with a successful DC 12 Strength (Athletics) check or Dexterity (Acrobatics) check.

Each 10-foot cube of webs has AC 10, 15 hp, vulnerability to fire, and immunity to bludgeoning, piercing, and psychic damage.

**Investigating the Bodies.** The creatures in the webs should reflect the dominant humanoid race found in the terrain to which this chasm is attached. Otherwise, they're dead grimlocks. The creatures were killed months ago before the spiders that lived here moved on. The bodies possess nothing of value.

#### 8 - CRYSTAL CAVERN

Dull, purplish light fills this irregularly shaped cavern. Most of the light pours from a huge mass of crystals emerging from one of the chamber's walls.

**Treasure: Glowing Crystals.** A two-foot length of crystal removed from the wall sheds dim light in a 5-foot radius for 1 hour after its removal. Beyond that, there is nothing of value here.

#### 9 - ROPE BRIDGE

A 35-foot-wide chasm divides this huge chasm in two. It's impossible to see its bottom in the dim light, but it must be at least 100 or more feet deep. A ramshackle rope bridge appears to be the only way across it.

A few feet below the bridge, creepy creatures writhe along the chasms' natural ledges and walls. Here and there, bits of silver and gold poke out from beneath them.

**Rickety Bridge.** Each time a creature weighing 50 pounds or more moves across the rope bridge, roll a d6. On a result of 5 or 6, one of the bridge's planks break—the triggering creature must make a DC 13 Dexterity saving throw. A creature that opted to move at half its normal speed makes its saving throw with advantage. On a failed saving throw, the target falls through the plank and into the chasm.

**Encounter: Crawlers.** The rocky walls and ledges just below the bridge are literally crawling with insects. The nature of these creatures depends on the adventure's level, as shown on the Area 9 encounters table below. The crawlers don't attack unless a creature comes within 5 feet of them. Creatures marked with an asterisk are hidden out of view further down the chasm.

#### AREA 9 ENCOUNTERS

Adventure Level	Encounter
5th	3 swarms of centipedes
8th	3 swarms of spiders + 2 giant spiders*
11th	3 swarms of spiders + 1 j'ba fofi (see the Appendix)*
14th	4 swarms of centipedes + 1 megapede (see the Appendix)*

**Treasure.** Those who've died falling into the pit sometimes drop baubles as they go. The crawlers crawl over the treasure, making it difficult to retrieve. Furthermore, their natural ichor makes the surfaces here slippery. A creature that steps onto one of the ledges where the treasures are located must succeed on a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check (creature's choice) or fall into the



cavern. The nature of the treasure depends on the adventure's level, as shown on the Area 9 Treasure table below. Some of the treasure is on the left side of the chasm while other bits are on the right side.

## AREA 9 TREASURE

Adventure Level	Left Side	Right Side
5th	<i>potion of hill giant strength</i>	1 gold bracelet worth 100 gp
8th	<i>eyes of minute seeing</i>	1 gold ring worth 250 gp
11th	<i>potion of superior healing</i>	2 gold earrings worth 500 gp each
14th	<i>arrow of slaying</i>	1 silver scepter with gold filigree worth 1,000 gp

## CREDITS

The following creators made this adventure possible:

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# APPENDIX: NEW CREATURES

**D**ungeons & Lairs: Crawler Chasm includes five creatures not found in the core rulebooks. Their stat blocks are printed below, and they can also be found in the Creature Codex, Tome of Beasts, and Tome of Beasts 2 by [Kobold Press](#) who allow the use of their monsters through their OGL.

## GHOU BAT

This bat has an emaciated, three-foot-long torso and a head that looks like skin stretched over bone. Its jaws are unnaturally distended, and its mouth is full of needle-like teeth. Ghoul bats are popular messengers and pets among ghouls and can be found both in colonies and alone throughout the Low.

## J'BA FOFI SPIDER

*A large, brown spider that resembles a tarantula with exaggeratedly long legs gracefully emerges from the bushes, followed by similar arachnids that are smaller and yellow in color.*

The j'ba fofi resembles an oversized tarantula with very long legs, although a flicker of intelligence indicates this species evolved above mere vermin.

**Spider Pack Leaders.** The youngest are yellow in color, but their hairs turn brown as they age. Immature j'ba fofi pull ordinary spiders into their fellowship in teeming masses that follow along wherever they roam.

**Fond of Camouflage.** The natural coloring of a j'ba fofi, along with its proficiency at camouflage—their hair-like bristles are usually covered in a layer of leaves—makes it virtually invisible in its natural environment. They weave leaves and other forest litter into their webs to create well-hidden, enclosed lairs.

## GHOU BAT

*Small undead, neutral evil*

**Armor Class** 13  
**Hit Points** 14 (4d6)  
**Speed** 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	11 (+0)	8 (-1)	12 (+1)	10 (+0)

**Damage Immunities** poison  
**Condition Immunities** charmed, exhaustion, poisoned  
**Senses** blindsight 60 ft., passive Perception 11  
**Languages** —  
**Challenge** 1/4 (50 XP)

**Echolocation.** The ghoul bat can't use its blindsight while deafened.

**Keen Hearing.** The ghoul bat has advantage on Wisdom (Perception) checks that rely on hearing.

**Undead Nature.** Ghoul bats don't require air, food, drink, or sleep.

## Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed until the end of its next turn.



## J'BA FOFI SPIDER

Large beast, unaligned

**Armor Class** 18 (natural armor)

**Hit Points** 75 (10d10 + 20)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	15 (+2)	4 (-3)	13 (+1)	6 (-2)

**Skills** Stealth +5 (+7 in forest or jungle terrain)

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 11

**Languages** —

**Challenge** 3 (700 XP)

**Camouflaged Webs.** It takes a successful DC 15 Wisdom (Perception) check to spot the j'ba fofi's web. A creature that fails to notice a web and comes into contact with it is restrained by the web. A restrained creature can pull free from the web by using an action and making a successful DC 12 Strength check. The web can be attacked and destroyed (AC 10; hp 5; vulnerable to fire damage; immune to bludgeoning, poison, and psychic damage).

**Spider Climb.** The j'ba fofi can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Spider Symbiosis.** No ordinary spider will attack the j'ba fofi unless magically controlled or the j'ba fofi attacks it first. In addition, every j'ba fofi is accompanied by a swarm of spiders (a variant of the swarm of insects), which moves and attacks according to the j'ba fofi's mental command (commanding the swarm does not require an action by the j'ba fofi).

**Web Sense.** While in contact with a web, the j'ba fofi knows the exact location of any other creature in contact with the same web.

**Web Walker.** The j'ba fofi ignores movement restrictions caused by webbing.

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage, or half as much poison damage with a successful DC 12 Constitution saving throw. A target dropped to 0 hit points by this attack is stable but poisoned and paralyzed for 1 hour, even after regaining hit points.

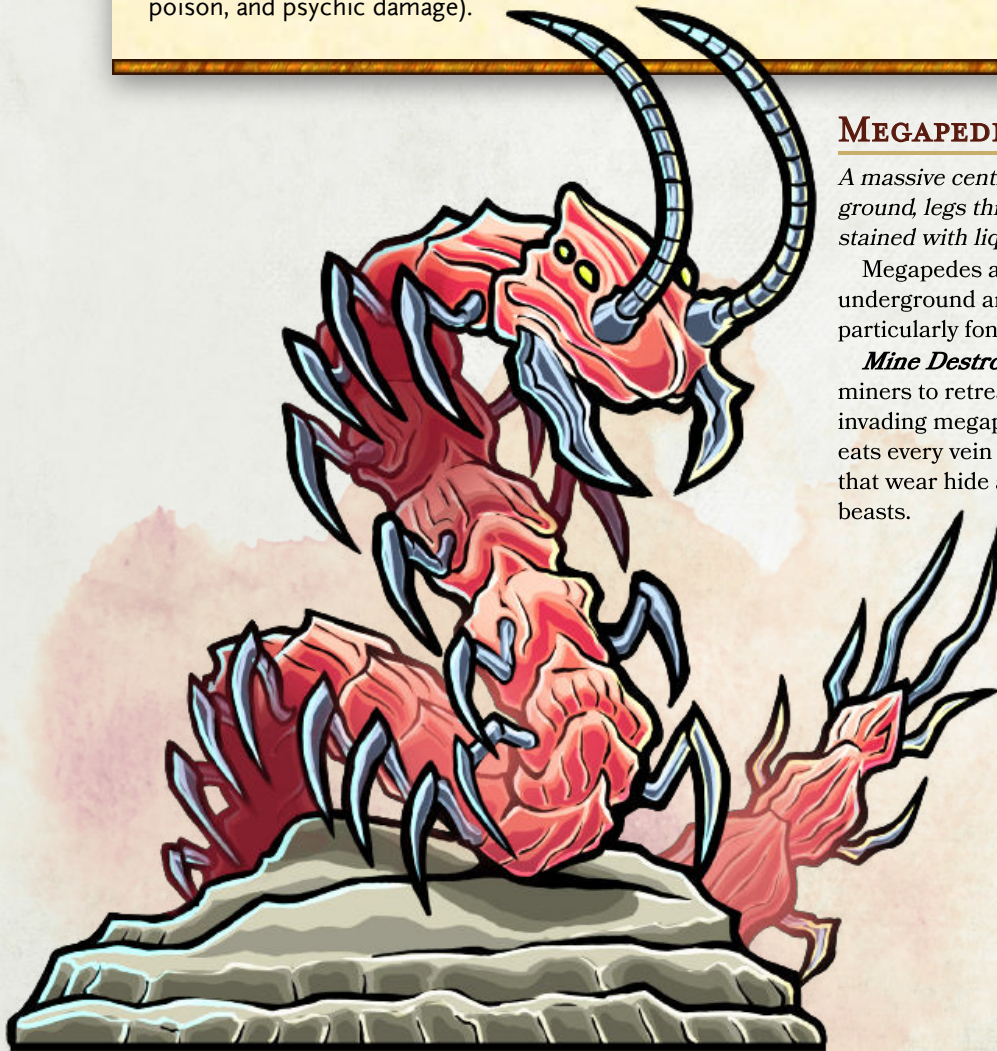
## MEGAPEDE

*A massive centipede lifts the upper half of its body off the ground, legs thrashing. Acid drips from hungry mandibles stained with liquid metal.*

Megapedes are fifteen-foot-long insects that roam underground areas in search of ore to devour. They are particularly fond of softer precious metals.

**Mine Destroyers.** Megapedes invade active mines, forcing miners to retreat from their acid-spitting mouths. Ousting an invading megapede becomes a top priority, since the insect eats every vein of ore available. Dwarves train special squads that wear hide armor and wield glass weapons to fight the beasts.

**Taste for Gold.** Megapedes prefer the taste of copper, silver, gold, and platinum to other metals. If a morsel of such a metal is nearby, the insect tastes it in the air and abandons all other meals until it can find and consume the treat. Adventurers venturing into megapede lairs should be careful what they carry.





## MEGAPEDE

*Large monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 75 (10d10 + 20)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	2 (-4)	7 (-2)	3 (-4)

**Damage Immunities** acid

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 8

**Languages** —

**Challenge** 3 (700 XP)

### Actions

**Multiattack.** The megapede makes one stinger attack and one bite attack. It can use its Consume Metal in place of its bite attack.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the megapede has advantage on attacks against the grappled target, and it can't make bite attacks against another target.

**Stinger.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage and the target must make a DC 13 Constitution saving throw or become poisoned for 1 minute.

**Consume Metal.** The megapede consumes one unattended Medium or smaller metal object or attempts to consume a metal object worn or held by the creature it is grappling. The grappled creature must succeed on a DC 13 Strength saving throw or the object is consumed. If the object is a magic item, the creature has advantage on the saving throw. Magic items consumed by the megapede stay intact in its stomach for 1d4 hours before they are destroyed.

**Acid Spray (Recharge 6).** The megapede spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

## SUPPURATING OOZE

*A sentient pool of blood and protoplasm seeps forward, the thin membrane encasing its form rippling with undulating pustules.*

**Unnatural Antibodies.** Suppurating oozes lurk in horrible, disease-ridden places. These semi-transparent accretions of

pus and coagulant are borne from the liquefied remains of victims of a disease called the Seeping Death.

**Morbid Liquefaction.** The contagion spread by the suppurating ooze is a radically advanced form of liquefactive necrosis and helps the ooze slowly digest its fleshy prey.

**Ooze Nature.** An ooze doesn't require sleep.

## SUPPURATING OOZE

*Medium ooze, unaligned*

**Armor Class** 8

**Hit Points** 30 (4d8 + 12)

**Speed** 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

**Saving Throws** Con +5

**Damage Resistances** cold, necrotic, slashing

**Damage Immunities** poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages** —

**Challenge** 1 (200 XP)

**Amorphous.** The ooze can move through a space as narrow as 1 inch wide without squeezing.

**Seeping Death.** A living creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 4 (1d8) necrotic damage and must succeed on a DC 13 Constitution saving throw or contract a disease. At the end of each long rest, the diseased creature must succeed on a DC 13 Constitution saving throw or its Dexterity score is reduced by 1d4. The reduction lasts until the target finishes a long rest after the disease is cured. If the disease reduces the creature's Dexterity to 0, the creature dies and its body becomes a suppurating ooze 1d4 hours later. The disease lasts until removed by the lesser restoration spell or other similar magic.

**Spider Climb.** The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### Actions

**Pseudopod.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 9 (2d8) necrotic damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or become infected with the seeping death disease (see the Seeping Death trait).





## STONE CREEPER

*This plant looks like a cluster of vines with elongated tendrils and leaves. A clear fluid drips from its thorns and spatters on the floor around it.*

**Feed on Stone.** Stone creepers are semi-intelligent plants that feed on the mortar that holds structures together. They are commonly found in abandoned castles, ruins, and underground locations where the tunnels and chambers were reinforced with stone or brick. The stone creepers secrete acid into the mortar holding the building materials together, breaking it down quickly for easy consumption.

**Living Traps.** Stone creepers are typically found deeply enmeshed within stone or bricks and hidden in walls. Most creatures that initially see them assume they are ordinary vines. If there is a threat below them, they hastily withdraw from their position, dislodging the bricks or rocks that fall down upon the intruders.

**Semi-Social.** Stone creepers tend to live in groups of three to five. Often, they nearly encompass an entire room and feed upon it, waiting for hapless victims to enter a room. After they have consumed all the mortar and caused a collapse, they move on to new areas where they begin the process again.

## STONE CREEPER

*Medium plant, unaligned*

**Armor Class** 12

**Hit Points** 30 (4d8 + 12)

**Speed** 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	4 (-3)	6 (-2)	4 (-3)

**Damage Resistances** bludgeoning

**Damage Immunities** acid, poison

**Condition Immunities** poisoned

**Senses** tremorsense 60 ft. (blind beyond this radius), passive Perception 8

**Languages** —

**Challenge** 1 (200 XP)

**False Appearance.** While the stone creeper remains motionless, it is indistinguishable from an ordinary vine.

**Mass of Vines.** The stone creeper can move through a space as narrow as 1 foot wide without squeezing.

**Spider Climb.** The stone creeper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### Actions

**Thorned Vine.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage plus 5 (2d4) acid damage.

**Acid-Coated Thorn.** *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) acid damage.

**Weaken Stone.** While climbing on a wall or ceiling made of worked stone, the stone creeper injects its acid into the mortar, weakening the structure. Each creature within 10 feet of the wall or in a 10-foot cube beneath the ceiling must make a DC 12 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature that fails its saving throw when beneath a ceiling is also knocked prone and buried. The buried target is restrained and unable to breathe or stand up. A creature, including the target, can take its action to remove the rubble and free the buried target by succeeding on a DC 10 Strength check.



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