



ART CREDIT: SHUTTERSTOCK

ROTTING CRAWLER

“The bugs were everywhere! We were so focused on them that we didn’t know it was upon us until it dragged Franklin into the trees. His screams still haunt me to this day.”

— Hogard Stonebeard, adventurer

Rotting crawlers are nightmares created from the muck of the swamps and held together with the bones of the dead. Its sticky appendages allow it to climb into the trees with the grace and ease of any spider.

Only the most powerful necromancers can form these atrocities, using them as guardians of their reclusive swamp lairs. Their victims rarely see the rotting crawler coming as it blends into the swamps and bogs perfectly, waiting in ambush.

Undead Nature. A rotting crawler doesn't require air, food, drink, or sleep.

Breeding Ground. Worms and bugs slither through the mud and ooze that defines the rotting crawler's form. The gathering swarms of insects that feed on them become attuned to the creature, and it can send them towards new sources of food.

Necrotic Feeding. The necrotic energy that binds a rotting crawler enables it to feed on the rot and decay around it, giving it new strength.

ROTTING CRAWLER

Large undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 30 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	7 (-2)	14 (+2)	12 (+1)

Skills Perception +6, Stealth +7

Damage Immunities lightning, necrotic, poison

Condition Immunities frightened, poisoned

Senses blindsight 20 ft., darkvision 60 ft., passive Perception 16

Languages understands Primordial but doesn't speak

Challenge 10 (5,900 XP)

Proficiency Bonus: +4

Magic Resistance. The Rotting Crawler has advantage on saving throws against spells and other magical effects.

Necrotic Absorption. Whenever the Rotting Crawler is subjected to necrotic damage, it takes no damage and regains a number of hit points equal to the necrotic damage dealt.

Undead Fortitude. If damage reduces the Rotting Crawler to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Rotting Crawler drops to 1 hit point instead.

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

ACTIONS

Multiattack. The Rotting Crawler can use its Summon Swarm and make two bite attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage and 9 (2d8) necrotic damage.

Summon Swarm (Recharge 6). The Rotting Crawler exudes a swarm of insects that forms in an unoccupied space adjacent to it.