

5E

AB  
ABYSSAL BREWS



# COBALT CRAWLER

Inhabiting the crystal fields of distant deserts,  
this shocking hunter waits to strike.

# COBALT CRAWLER

Vast deserts can stretch on for miles untold with very little in the way of life on first glance. These barren lands are inhospitable to most creatures and only those that have adapted to these harsh conditions stand any chance of survival amongst the cacti and rolling dunes. Within these arid wastelands lie intriguing anomalies known as crystal dunes. Through time, pressure, and with the right spark of electricity from a passing storm, magical pockets of massive crystals can spire up from under the sands forming vast fields of deep blue. It is said that the wild magics stored within these crystals can mutate the wildlife around them, sometimes causing scorpions to undergo transformations into Cobalt Crawlers.

Hulking forms in their own right, many would seek to flee from these beasts, but there are those who have sought to hunt them for their unique properties. These creatures lack the standard vitae that one may find in most creatures, and are instead seemingly kept alive by the electricity that flows through their extremities. In this way, it could be thought

that the very essence of their life is electricity. Though there is some debate over if these creatures could be considered elementals due to that fact, most seem to have settled on them being mutated beasts rather than a true new variant of elemental.

The stingers of Cobalt Crawlers in particular pack a lightning infused punch that few can survive for long terms. Some particularly daring adventurers have even sought out the creatures to pluck their stingers from their tail and turn them to weapons for their own purposes. Many have also met their demise while staring down the barrel of this ambushing prowler.

Cobalt Crawlers are known to wait in ambush for prey for long periods of time. Their lack of movement allows them to conserve energy as they bury themselves in the sand amongst the crystal fields that they call home. They can wait for weeks on end buried and waiting for something to walk by. When a creature gets too close to where the crawler has hidden itself, it will often strike fast enough that the creature has little time to react before it is skewed by the

## COBALT CRAWLER

*Huge beast, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 241 (21d12+105)

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

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 21 (+5) | 18 (+4) | 21 (+5) | 15 (+2) | 14 (+2) | 12 (+1) |

**Saving Throws** DEX +8, CON +9

**Skills** Athletics +9, Perception +6, Stealth +8

**Damage Resistances** lightning, radiant

**Condition Immunities** poisoned

**Senses** blindsight 60 ft., tremorsense 30 ft., Passive

Perception 16

**Languages** —

**Challenge** 12 (8,400 XP)

**Ambusher.** The crawler had advantage on attack rolls against creatures surprised by it.

**Crystalline Appearance.** While the crawler stays motionless in a crystalline desert-like atmosphere, it is indistinguishable from other crystalline formations. It gains advantage on stealth checks against creatures searching for its presence.

**Hidden Burrows.** When the crawler burrows through sand, it leaves no trace of its presence.

### Actions

**Multiattack.** The crawler makes two Claw attacks, and one Tail Whip attack.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d8+5) slashing damage.

**Tail Whip.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) bludgeoning damage.

**Charged Sweep (Recharge 5-6).** The crawler spins quickly sweeping its tail across the ground at incredible speed and while charging its tail with lightning from its crystals. Creatures within 20 feet of the crawler must make a DC 17 Dexterity saving throw, taking 40 (9d8) lightning damage and being knocked prone on a failed save, or half as much damage and not being knocked prone on a successful one.

### Bonus Actions

**Shocking Sting (3/Day).** The crawler targets one creature that it hit with a claw attack this round and attempts to sting them. The creature must succeed on a DC 17 Constitution saving throw or become afflicted with Charged Blood for 1 minute. A creature afflicted with Charged Blood takes 11 (2d10) lightning damage at the start of its turn. If it moves within 5 feet of another creature that is not the crawler, lightning arcs to that creature dealing 7 (1d10+2) lightning damage. A creature can reattempt this save at the end of its turn, ending the condition on a success.

### Legendary Actions

The crawler can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Cobalt Crawler regains spent legendary actions at the start of its turn.

**Burrow.** The crawler burrows into the ground and moves up to its burrowing speed without triggering attacks of opportunity.

**Claw.** The crawler makes one claw attack.

crawler's stinger and clasped within its massive claws. If you intend to pass through areas of crystalline desert, its wise to stay attentive and watch for crystals that may sway or move unnaturally. Avoidance is the best way to survive after all.

One unusual behavior of Cobalt Crawlers is that they have been seen climbing to high points and thrusting their stingers into the air during rare storms that may pass over their desert environments. It's thought that the crawlers may be drawn so much to electricity, that the very clouds that pass above and deliver lightning to ground may draw the creatures from hiding. Perhaps electricity infused magics could be used to pull the creatures from their slumber.

## TACTICS

Cobalt Crawlers are ambushers by nature. Their high stealth and ability to disguise themselves in their native environment make them especially dangerous to an unaware party.

- Setting the Cobalt Crawler in spaces outside of their usual home can be the cause of a faster than expected fight. I recommend using this creature only if you're looking for a fight in a crystal field. Without it, they're not as able to get the upper hand. That said, another option could be putting one in an open desert and having the party approach to investigate the crystal.
- This is a burrowing creature and it will use its abilities to burrow to escape pressure from particularly strong combatants.
- Its sweep can be a great disengage tool to buy the crawler some time to get away if things are going poorly.
- Shocking sting is a particularly deadly attack and should be used early in the fight if possible. Don't give away the potential AoE damage before it has a chance to be activated.

## SUGGESTED PAIRINGS

Cobalt Crawlers are mostly at home in arid environments and I would recommend pairing with desert creatures.

- Giant Scorpions could be a precursor to coming up against a Cobalt Crawler as they are a much easier alternative creature.
- Cobalt Crawlers don't need to eat their prey to survive, instead feasting on electrical essence in their victims. This means Giant Vultures often hang around them waiting for the meaty meals left behind.



## TELSKEAN

*Dagger, Very Rare (requires attunement)*

The crystalline blade of this dagger dances and sparkles with deep blue facets covering the face of the blade. The handle itself is a well wrapped leather made to feel comfortable in the hand. Running your fingers along the blade produces a light crackling sound and causes small arcs of electricity to dance from the edge to your finger and holding it close to your ear produces a low and staticy buzzing sound like dozens of bees. You have a +2 bonus to attack and damage rolls made with this magical weapon.

When you deal damage with this dagger, you can choose weather to deal piercing damage or lightning damage.

**Charged Blood.** When you successfully hit a creature with an attack using this weapon, you can use a bonus action to attempt to infuse their blood with lightning. The creature must make a DC 18 Constitution saving throw or gain Charged Blood for the next 1 minute. While a creature has charged blood, it takes 2d6+2 lightning damage at the start of its turn. If the creature moves within 5 feet of a creature other than you, lightning arcs to the other creature dealing 1d6+1 lightning damage to it. The creature can reattempt this save at the end of its turns, ending the effect on a success. You can use this feature a number of times per day equal to half of your proficiency bonus rounded down. Its' uses reset daily at dawn.

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