

3DRPG: DnD 5e Fingler Monster Stat Block

Fingler

Medium Monstrosity, Unaligned

Armor Class 15 (Natural Armor)

Hit Points 52 (8d8 + 16)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	5 (-3)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +5

Senses Blindsight 30 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Eerie Scuttle. The Fingler ignores difficult terrain when moving, and it can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Keen Sense of Touch. The Fingler has advantage on Wisdom (Perception) and Intelligence (Investigation) checks that rely on touch.

Actions

Multiattack. The Fingler makes two attacks: one with its Slam and one with its Grasping Pinch, or two Finger Snaps.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

Grasping Pinch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the Fingler can automatically hit the grappled target with its Slam attack as an action.

Finger Snap. The Fingler loudly snaps its interlocked joints. Each creature of the Fingler's choice within 30 feet of it that can hear the snap must succeed on a DC 12 Wisdom saving throw or become deafened and frightened until the end of the Fingler's next turn.

Reactions

Digit Deflection. When the Fingler is targeted by a ranged weapon attack, it can use its reaction to twitch and contort its body, adding 3 to its AC against that attack, potentially causing it to miss.

Harvesting DC & Requirements

Roll	Item	Required Tool	Check & DC
1	Interlocking Joint Tendons	Leatherworker's Tools or Hunting Knife	DC 10 Dexterity (Sleight of Hand)
2	Desiccated Knuckle Bones	Dice Gaming Set or Hunting Knife	DC 12 Wisdom (Survival)
3	Vial of Twitching Marrow	Alchemist's Supplies or Glass Vial	DC 14 Intelligence (Arcana or Nature)
4	The Fingler's Hand-Mirror	Thieves' Tools or Crowbar	DC 13 Strength (Athletics)
5	Ring of the Scuttler	Jeweler's Tools or Bone Saw	DC 15 Intelligence (Arcana)
6	Gloves of the Dextrous Digit	Leatherworker's Tools or Skinner's Knife	DC 16 Wisdom (Medicine)

Mishap Rule (Optional)

If a character fails the check by **5 or more**, the residual magical energy or sudden muscular spasm triggers a final reflex. The harvester triggers the Fingler's **Grasping Pinch** reaction (+5 to hit, reach 5 ft., 5 bludgeoning damage and grappled), snapping shut on their hand or arm.