

Giant Crab

March 8, 2023



Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 13 (3d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	1 (-5)	9 (-1)	3 (-4)

Saving Throws

Skills Stealth +4

Damage Resistances

Damage Immunities

Condition Immunities

Senses blindsight 30 ft., passive Perception 9

Languages --

Challenge 44934 (25 XP)

Amphibious. The crab can breathe air and water.

Actions

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target.
Hit: 4 (1d6 + 1) bludgeoning damage, and the target is grappled

(escape DC 11). The crab has two claws, each of which can grapple only one target.