

# Aldani (Lobsterfolk)

Large, Monstrosity, Neutral

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**ARMOR CLASS**

15

**HIT POINTS**

52 (7d10 + 14)

**CHALLENGE**

1 | 200 XP

**PROFICIENCY**

+2

**Speed** Swim 40 ft., Walk 25 ft.

**Initiative** +1

**Saving Throws** Str +6

**Skills** Athletics +6, Perception +3

**Senses** Darkvision 60 ft.; Passive Perception 13

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**Languages** Aldani, Common

**STR**

18  
+4

**DEX**

12  
+1

**CON**

14  
+2

**INT**

10  
+0

**WIS**

12  
+1

**CHA**

8  
-1

## Traits

**Amphibious.** The aldani can breathe air and water.

**Riverbed Grip.** The aldani has Advantage on Strength checks and saving throws while standing in water, mud, or marsh.

## Actions

**Multiattack.** The aldani makes two Claw attacks.

**Claw.** Melee Attack Roll: +6, reach 5 ft. Hit: 8 (1d8 + 4) Bludgeoning damage, and the target is Grappled if it is Medium or smaller.

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