

Giant Crab

Medium, Beast, Unaligned

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ARMOR CLASS

15

HIT POINTS

13 (3d8)

CHALLENGE

1/8 | 25 XP

PROFICIENCY

+2

Speed Swim 30 ft., Walk 30 ft.

Initiative +2

Saving Throws N/A

Skills Stealth +4

Senses Blindsight 30 ft.; Passive Perception 9

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Languages None

STR

13
+1

DEX

15
+2

CON

11
+0

INT

1
-5

WIS

9
-1

CHA

3
-4

Traits

Amphibious. The crab can breathe air and water.

Actions

Claw. Melee Attack Roll: +3, reach 5 ft. Hit: 4 (1d6 + 1) Bludgeoning damage, and the target has the Grappled condition.

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