

CRAB SWARM

Medium Swarm of Tiny Beasts, Unaligned

Armor Class: 13 (natural armor)

Hit Points: 36 (8d8)

Speed: 20 ft., swim 20 ft.

Initiative: +1 (13)

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	12	+1 +3	DEX	13	+1 +1	CON	11	+0 +2
INT	1	-5 -5	WIS	9	-1 -1	CHA	2	-4 -4

Skills Stealth +3

Senses Blindsight 10 ft., Passive Perception 9

Languages -

Challenge 1 (XP 200)

Proficiency Bonus +2

TRAITS

Swarm Tactics. The swarm can occupy another creature's space and vice versa. The swarm can move through any opening large enough for a single crab.

Scuttling Defense. While the swarm has more than half its hit points, it has advantage on Dexterity saving throws.

ACTIONS

Clawing Swarm. Melee Weapon Attack: +5 to

hit, reach 0 ft., one target in the swarm's space. Hit: 14 (4d6) slashing damage, or 7 (2d6) slashing damage if the swarm has half its hit points or fewer.

