

## GIANT CRAB

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*Large Beast, Unaligned*

**Armor Class:** 15 (natural armor)

**Hit Points:** 60 (8d10 + 16)

**Speed:** 30 ft., swim 30 ft.

**Initiative:** +1 (11)

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		MOD	SAVE			MOD	SAVE			MOD	SAVE
<b>STR</b>	18	+4	+6	<b>DEX</b>	12	+1	+3	<b>CON</b>	15	+2	+4
<b>INT</b>	2	-4	-4	<b>WIS</b>	10	+0	+2	<b>CHA</b>	6	-2	-2

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**Skills** Stealth +3, Perception +4

**Senses** Blindsight 30 ft., Passive Perception 14

**Languages** -

**Challenge** 2 (XP 450)

**Proficiency Bonus** +2

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### TRAITS

**Amphibious.** The giant crab can breathe both air and water.

**Crushing Claws.** When the crab has a creature

grappled, it deals an extra 4 (1d8) bludgeoning damage at the start of its turn.

**Side-Step Shuffle (Reaction).** When targeted by an attack, the crab can scuttle 10 feet sideways. The attack is made with disadvantage.

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### ACTIONS

**Multiattack.** The giant crab makes two Claw attacks.

**Claw.** Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14). The crab has two claws, each of which can grapple only one target.

**Shell Slam (Recharge 5-6).** The crab rears up and slams its shell down. Each creature within 10 ft. must succeed on a DC 14 Strength saving throw or take 14 (4d6) bludgeoning damage and be knocked prone. On a success, a creature takes half damage and isn't knocked prone.