Crab, Giant

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Rare | *Large* | *Neutral* | *Animal*

Giant crabs look just like regular crabs except for their enormous size. They come in a variety of colors, such as reds, browns, and grays. They have eyes set on stalks, which enable them to see around corners and onto ledges. Their bodies are covered by a large, chitinous shell. Crabs are distinguished by their scuttling, sideways mode of locomotion.

Armor Class	Hit Points	Move
15	12 *(3 Hit Dice)*	walk 30 ft swim 30 ft
Appearing	2d6	
Habitat	Coastal,Fresh Water,Salt Water,Swamp	
Negotiation	no	
Morale DC	13	
Challenge	2.2 (660 XP per monster)	

Ability Scores

STR	DEX	CON	INT	WIS	CHA
1	2	0	-3	-1	-3

Combat

Has 2 attacks. Hit Bonus +3. Damage: Pincers (2) 2d4

Special Defense

Amphibious: The crab can breathe air and water.

Treasure

Individual: None

Lair: None