

# THE HUGE GIANT CRAB REIMAGINED:

A reworking of the huge giant crab from TYP as a CR 8 polymorph alternative.

## Huge Giant Crab

Huge Beast, Unaligned

Armor Class: 15 (Natural Armor)

Hit Points: 154 (14d12 +70)

Speed: 30 ft. , Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	15(+2)	20(+5)	2(-4)	11(0)	4(-3)

Skills: Stealth +4

Resistances: Paralyzed

Senses: Blindsight 30ft.

Passive Perception 9

Traits: Amphibious

(The crab can breathe air and water)

Languages: None

Challenge Rating: 8 (3,900 xp)

## ACTIONS

Multiattack:

The crab can make two attacks: one with each of its claws, both attacks must share the same target.

Large Claw:

Melee Weapon Attack (+9 to hit), reach 10 ft., one target. Hit 27 (4d10+5) bludgeoning damage, and the target is grappled (escape DC 15). The crab has two claws, each of which can grapple one target.

Small Claw:

Melee Weapon Attack (+9 to hit), reach 10 ft., one target. Hit 23 (3d10+5) bludgeoning damage, and the target is grappled (escape DC 15).