

# GIANT HERMIT CRAB

## CREATURE 5

**N****MEDIUM****ANIMAL****AQUATIC**

**Perception** +12; darkvision

**Skills** Acrobatics +12, Athletics +13, Stealth +12

**Str** +5, **Dex** +4, **Con** +2, **Int** -4, **Wis** +2, **Cha** -3

**Occupy Shell** ◆◆◆ (manipulate) The Giant Hermit Crab occupies an adjacent and suitably sized vacant shell like object. The material determines any damage resistance. This is a manipulate action. The Giant Hermit Crab is flat footed while performing this action.

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**AC** 22; **Fort** +11, **Ref** +12, **Will** +11

**HP** 58; **Resistances** Physical 8 (except adamantine)

**Scuttle** 🌀 **Trigger** A creature that the Giant Hermit Crab can see targets the crab with an attack;

**Effect** The Giant Hermit Crab scuttles to the side and gains a +2 circumstance bonus to AC against the triggering attack. After the attack resolves, the crab can Stride up to its speed in a straight line as part of the reaction.

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**Speed** 25 feet, swim 15 feet

**Melee** ◆ claw +14, **Damage** 2d8+7 slashing plus grab

**Constrict** ◆ 2d4+7 bludgeoning, DC 22

The Giant Hermit Crab deals the listed amount of damage to any number of creatures grabbed or restrained by it. Each of those creatures can attempt a basic Fortitude save

**Vulnerable to Prone** ◆ Vulnerable to Prone If a creature critically succeeds on a check to Trip the Giant Hermit Crab, the crab loses its shell in addition to the usual effects. A Giant Hermit Crab that loses its shell has a particularly hard time defending itself; as well as taking the normal -2 circumstance penalty to AC for being flat-footed, it loses its damage resistance until it occupies a suitable shell like object.