

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 bestowed. This is a manipulate action. The Giant Hermit Crab is flat footed while performing this action.

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.

Speed 25 feet, swim 15 feet

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

Constrict ◆ The Giant Hermit Crab deals 2d4+7 bludgeoning damage to any number of creatures grabbed or restrained by it. Each of those creatures can attempt a basic Fortitude save DC22.

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 while prone, it loses its damage resistance until it occupies a suitable shell like object.