

CRAB

Source: 1e *Monster Manual* (giant crab); 3e *Eberron Campaign Setting* (carcass crab); 3.5e *Monster Manual III* (siege crab).

Crabs come in all shapes and sizes. Most are small enough that they present no danger to man, but there are exceptional specimens, and given the sheer number of crabs that crawl in the oceans of Cydra, some of these exceptions are exceptional indeed.

Delicious and Useful: Many types of crabs, properly cooked, are a delicious part of the diet of folk that live near the sea. The shells of giant crabs can be used in building, decoration or (properly treated) in the construction of armor. Many seaside villages rejoice when a giant crab is spotted nearby despite the danger it presents to the community, for it is also an opportunity.

Giant Crab

Level 4 Soldier

Small natural beast (aquatic)

XP 175

HP 59; **Bloodied** 29

Initiative +6

AC 20; **Fortitude** 18; **Reflex** 16; **Will** 16

Perception +4

Speed 5

TRAITS

Aquatic

The crab can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Stability

Whenever an effect would knock the giant crab prone, it makes a saving throw. If it succeeds, it is not knocked prone.

STANDARD ACTIONS

(mbasic) Claw * At Will

Requirement: The giant crab may not have more than one creature grabbed.

Attack: Melee 1 (one creature); +9 vs. AC.

Hit: 2d8+3 damage and the target is grabbed (escape DC 14).

(melee) Squeeze * At Will

Attack: Melee 1 (each creature grabbed by the giant crab); +5 vs. Fortitude.

Hit: 1d8+5 damage.

Effect: The grab ends.

Str 16 **Dex** 14 **Wis** 14

Con 19 **Int** 1 **Cha** 5

Alignment unaligned

Languages -

Crab Swarm

Level 7 Skirmisher

Medium natural beast (aquatic, swarm)

XP 300

HP 80; **Bloodied** 40

Initiative +10

AC 21; **Fortitude** 19; **Reflex** 21; **Will** 18

Perception +6

Speed 6

Resist half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks

TRAITS

Crab Swarm * Aura 1

Any creature that ends its turn in the aura takes 5 damage.

Aquatic

The crab swarm can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Swarm

The crab swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The crab swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

STANDARD ACTIONS

(mbasic) Clinging Crabs * At Will

Attack: Melee 1 (one creature); +12 vs. AC.

Hit: 1d8+5 damage and ongoing 5 damage (save ends).

Effect: The crab swarm shifts 1 square.

Str 7 **Dex** 20 **Wis** 15

Con 16 **Int** 1 **Cha** 6

Alignment unaligned

Languages -

Monstrous Crab

Level 9 Skirmisher

Medium natural beast (aquatic)

XP 400

HP 98; **Bloodied** 49

Initiative +9

AC 23; **Fortitude** 24; **Reflex** 20; **Will** 21

Perception +7

Speed 5

TRAITS

Aquatic

The crab can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Stability

Whenever an effect would knock the crab prone, it makes a saving throw. If it succeeds, it is not knocked prone.

STANDARD ACTIONS

(mbasic) Claw * At Will

Requirement: The monstrous crab may not have a creature grabbed.

Attack: Melee 1 (one creature); +14 vs. AC.

Hit: 3d8+4 damage, plus the target is grabbed (escape DC 17).

(melee) Crush * At Will

Attack: Melee 1 (one creature grabbed by the monstrous crab); +12 vs. Fortitude.

Hit: 2d12+8 damage. On a critical hit, the target is also stunned (save ends).

Miss: Half damage.

MOVE ACTIONS

Scuttle * Recharge 5 6

Effect: The monstrous crab shifts 2 squares. If it has a creature grabbed, it pulls that creature up to 2 squares to a space adjacent to the monstrous crab.

Str 20 **Dex** 16 **Wis** 16

Con 18 **Int** 1 **Cha** 5

Alignment unaligned

Languages -

Carcass Crab

Level 15 Lurker

Large natural beast (aquatic)

XP 1,200

A carcass crab is an immense crab that prefers to scavenge from battlefields, using the corpses spread all around it as camouflage as it feasts. A carcass crab is covered with spines that end up bristling with gore and parts of bodies, bits of banners and the like, further enhancing the monster's disguise.

HP 114; **Bloodied** 57

Initiative +15

AC 29; **Fortitude** 30; **Reflex** 26; **Will** 26

Perception +11

Speed 6

TRAITS

Spines (poison) * **Aura** 1

A creature in the aura that makes a melee attack against the carcass crab takes 5 damage plus ongoing 5 poison damage (save ends).

Aquatic

The crab can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Stability

Whenever an effect would knock the crab prone, it makes a saving throw. If it succeeds, it is not knocked prone.

STANDARD ACTIONS

(mbasic) Claw * At Will

Attack: Melee 2 (one creature); +20 vs. AC.

Hit: 4d8+5 damage. If the carcass crab was hidden at the start of its turn, it also grabs the target (escape DC 22).

(melee) Crush * At Will

Attack: Melee 2 (one grabbed creature); +18 vs. Fortitude.

Hit: 6d8+7 damage and the grab ends.

Miss: Half damage and the grab ends.

Battlefield Camouflage * At Will

Effect: The carcass crab moves 3 squares. If it ends this move with cover or concealment, it may make a Stealth check to hide as a free action.

Skills Stealth +16 (+21 on a battlefield)

Str 23 **Dex** 19 **Wis** 19

Con 18 **Int** 3 **Cha** 11

Alignment unaligned

Languages -

Siege Crab

Level 20 Soldier

Gargantuan natural beast (aquatic)

XP 2,800

Siege crabs are immense crabs used by various aquatic races as troop transports. These great crabs are so large that it actually carries other creatures within its grotesquely thick shell with it. A siege crab can contain up to 16 medium or small creatures or 4 large creatures in its shell. While in the shell, a creature can take no actions except free actions and has line of sight and line of effect only to other creatures within the shell.

HP 191; **Bloodied** 95

Initiative +17

AC 36; **Fortitude** 35; **Reflex** 31; **Will** 32

Perception +16

Speed 6

TRAITS

Aquatic

The crab can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Thick Shell

While it is not bloodied, the siege crab gains resist 10 acid, cold, fire, lightning, poison and weapons. While it is bloodied, the siege crab gains vulnerable 10 all.

Stability

Whenever an effect would knock the crab prone, it makes a saving throw. If it succeeds, it is not knocked prone.

STANDARD ACTIONS

(mbasic) Huge Claw * At Will

Attack: Melee 3 (one creature); +25 vs. AC.

Hit: 3d8+15 damage, and the siege crab gains threatening reach 3 against the target until the beginning of the siege crab's next turn.

(melee) Trample * Recharge 6

Effect: The siege crab moves up to 6 squares. It can pass through other creatures' spaces during this movement.

Attack: Melee 0 (each creature whose space the siege crab moves through); +21 vs. Fortitude.

Hit: 3d10+10 damage and the target is knocked prone.

MINOR ACTIONS

Disgorge Troops * At Will

Requirement: The siege crab must have troops within it.

Effect: Up to four creatures that are within the siege crab's shell appear in empty spaces adjacent to it. These creatures roll for initiative immediately upon exiting the crab.

Skills Endurance +21

Str 26 **Dex** 20 **Wis** 23

Con 23 **Int** 2 **Cha** 7

Alignment unaligned

Languages -