CRABMAN

**Large Monstrous Humanoid (Aquatic)**

**Hit Dice:** 3d8+6 (19 hp)

**Initiative:** +0

**Speed:** 30 ft, swim 20 ft

**AC:** 16 (-1 size, +7 natural)

**Attacks:** 2 claws +5 melee

**Damage:** Claw 1d6+3

**Face/Reach:** 5 ft by 5 ft/10 ft

**Special Attacks:** Improved grab, squeeze

**Special Qualities:** Amphibious, darkvision 60 ft

**Saves:** Fort +3, Ref +3, Will +3

**Abilities:**
- Str 16
- Dex 11
- Con 15
- Int 10
- Wis 10
- Cha 8

**Skills:**
- Craft (any two) +6
- Listen +4
- Search +3
- Spot +4
- Swim +13

**Feats:** Power Attack

**Climate/Terrain:** Temperate and warm forest, marsh, and underground

**Organization:** Gang (2-12)

**Challenge Rating:** 2

**Treasure:** Standard

**Alignment:** Always neutral

**Advancement:** By character class

Crabmen appear as crab-like humanoids standing about 8 feet tall. Its two large arms end in large pincers, while two smaller arms, just below those, end in small pincers. The smaller arms are used for manipulation and holding things. Two slender eyestalks protrude just above its beak-like mandibles. Crabmen color ranges from reddish-brown to greenish-black.

Crabmen speak their own language consisting of hisses and clicks.

**COMBAT**

Though generally a peaceful race, crabmen will not shy away from combat if provoked. A crabman attacks using its claws. They do not wield weapons.

**Improved Grab (Ex):** To use this ability, the crabman must hit with a claw attack. If it gets a hold it can squeeze.

**Squeeze (Ex):** A crabman that gets a hold automatically deals claw damage, with an additional 1d6 points of bludgeoning damage from the crushing force, each round the hold is maintained.

**Amphibious (Ex):** Crabmen can survive indefinitely on land and underwater.

**Crabman Society**

Crabmen live as simple hunter-gatherers, subsisting primarily on carrion and algae. Much of each crabman’s day is spent hunting, filtering algae, or scavenging along the shore. Crabmen often gather large amounts of sand into their mouths, suck out all the organic material, and spit out fist-sized pellets of sand and dirt. These hardened pellets betray the presence of a nearby crabman lair.

Crabmen generally live in coastal caves. Some tribes dig extensive burrows in seaside cliffs. Within a burrow complex, each crabman has an individual lair, situated near a large, central meeting area.

Males and females are found in approximately equal numbers in a tribe. They mate at irregular times throughout the year. The female
produces about 100 eggs within two weeks. They are laid in the ocean, where they hatch into clear, soft-shelled, crablike larvae. In six months they molt, develop a stronger shell, and begin to dwell on land. The eggs and larvae are delicious, and predators greatly reduce their numbers before they reach adulthood. Larvae are almost defenseless.

Crabmen continue to grow and molt throughout their lives, and specimens as tall as 10 feet have been reported. A crabman can live for up to 20 years.

A crabman tribe seldom has commerce with other tribes, and almost never with other intelligent races. They produce few artifacts, primarily seaweed weavings, driftwood carvings, and seashell constructions. Though these are often impermanent, some are quite beautiful. Though details of crabman religion are unknown, most artifacts are believed to be religious in nature, and are jealously guarded.

Each tribe appears to be led by a dominant, elder male or female. These leaders have maximum hit points, but are otherwise unremarkable.