

CARAPACIAN TRAPPER

Huge • Monstrosity • Unaligned

Armor Class 18; 14 (while prone)

Initiative -1 (9)

Hit Points 112 (9d12 + 54)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	22 (+6)	3 (-4)	9 (-1)	8 (-1)

Saving Throws Str +8

Senses passive Perception 9

Languages -

CR 6 (XP 2,300; PB +3)



Prone Weakness. If the trapper is knocked prone, roll a die. On an odd result, the trapper lands upside-down. At the start of each of trapper's turns, *Dexterity Saving Throw*: DC 10, the trapper. *Failure*: The trapper's speed is reduced to 0 until the start of its next turn.

Regeneration. The trapper regains 10 hit points at the start of its turn. If the trapper takes acid or fire damage, this trait doesn't function at the start of the trapper's next turn. The trapper dies only if it starts its turn with 0 hit points and doesn't regenerate.

Trapping Shell. When the trapper is hit by a melee weapon attack, *Strength Saving Throw*: DC 17, the attacker. *Failure*: The attacker is disarmed of its weapon and the weapon becomes lodged in the shell of the trapper. A creature within 5 feet of the trapper can make retrieve a weapon with a successful DC 17 Strength check (with advantage while the trapper is incapacitated or dead).

ACTIONS

Multiattack. The trapper makes two Slam attacks.

Slam. *Melee Weapon Attack*: +8, reach 10 ft. *Hit*: 18 (3d8 + 5) bludgeoning damage.

CARAPACIAN TRAPPER — WEAKER

Armor Class 16; 12 (while prone)

Initiative -1 (9)

Hit Points 57 (5d12 + 25)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	20 (+5)	3 (-4)	9 (-1)	8 (-1)

Senses passive Perception 9

Languages -

CR 3 (XP 700; PB +2)



Prone Weakness. If the trapper is knocked prone, roll a die. On an odd result, the trapper lands upside-down. At the start of each of trapper's turns, *Dexterity Saving Throw*: DC 10, the trapper. *Failure*: The trapper's speed is reduced to 0 until the start of its next turn.

Regeneration. The trapper regains 5 hit points at the start of its turn. If the trapper takes acid or fire damage, this trait doesn't function at the start of the trapper's next turn. The trapper dies only if it starts its turn with 0 hit points and doesn't regenerate.

Trapping Shell. When the trapper is hit by a melee weapon attack, *Strength Saving Throw*: DC 15, the attacker. *Failure*: The attacker is disarmed of its weapon and the weapon becomes lodged in the shell of the trapper. A creature within 5 feet of the trapper can make retrieve a weapon with a successful DC 15 Strength check (with advantage while the trapper is incapacitated or dead).

ACTIONS

Multiattack. The trapper makes two Slam attacks.

Slam. *Melee Weapon Attack*: +6, reach 10 ft. *Hit*: 11 (2d6 + 4) bludgeoning damage.

CARAPACIAN TRAPPER — STRONGER

Armor Class 20; 16 (while prone)

Initiative -1 (9)

Hit Points 148 (11d12 + 77)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	24 (+7)	3 (-4)	9 (-1)	8 (-1)

Saving Throws Str +10, Con +11

Senses passive Perception 9

Languages -

CR 9 (XP 5,000; PB +4)



Prone Weakness. If the trapper is knocked prone, roll a die. On an odd result, the trapper lands upside-down. At the start of each of trapper's turns, *Dexterity Saving Throw*: DC 10, the trapper. *Failure*: The trapper's speed is reduced to 0 until the start of its next turn.

Regeneration. The trapper regains 15 hit points at the start of its turn. If the trapper takes acid or fire damage, this trait doesn't function at the start of the trapper's next turn. The trapper dies only if it starts its turn with 0 hit points and doesn't regenerate.

Trapping Shell. When the trapper is hit by a melee weapon attack, *Strength Saving Throw*: DC 19, the attacker. *Failure*: The attacker is disarmed of its weapon and the weapon becomes lodged in the shell of the trapper. A creature within 5 feet of the trapper can make retrieve a weapon with a successful DC 19 Strength check (with advantage while the trapper is incapacitated or dead).

ACTIONS

Multiattack. The trapper makes two Slam attacks.

Slam. *Melee Weapon Attack*: +10, reach 10 ft. *Hit*: 28 (4d10 + 6) bludgeoning damage.