LIMB THIEF

Medium • Fey • Chaotic Evil



Armor Class 13
Initiative -1 (9)
Hit Points 58 (9d8 + 18)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	14 (+2)	9 (-1)	8 (-1)	9 (-1)

Skills Athletics +5
Senses darkvision 60 ft., passive Perception 9
Languages Common, Sylvan
CR 2 (XP 450; PB +2)

Swapped Limbs. The limb thief gets the following benefits for swapping its crippled limbs with new ones:

- **One Arm.** The limb thief gains the following action: ***Multiattack.*** The limb thief makes two Slam attacks.
- **Both Arms.** The limb thief gains advantage on attack rolls.
- **One Leg.** The limb thief's speed increases by 5 feet, and it gains advantage on Dexterity saving throws.
- **Both Legs.** The limb thief's speed increases by 5 feet, and it can take the Dash and Disengage action as a bonus action.

Returned Parts. If the limb thief is reduced to 0 hit points. Limbs it has swapped within the last 24 hours are returned to their original creature.

ACTIONS

Slam. *Melee Weapon Attack:* +5, reach 5 ft. Hit: 12 (2d8 + 3) bludgeoning damage.

BONUS ACTIONS

Swap Leg. *Constitution Saving Throw:* DC 12, one creature within 10 feet of the limb thief that it can see. *Failure:* The limb thief's crippled leg is replaced by one of the target's legs. The legs adjust in size to fit each creature. Additionally, the target speed is reduced by 5 feet, and the target can't take the Dash action anymore. If this replaces the second leg of the target, the target's speed is reduced by an additional 5 feet, and it also can't take the Dodge action anymore.

Swap Arm. *Constitution Saving Throw:* DC 12, one creature within 10 feet of the limb thief that it can see. *Failure:* The limb thief's crippled arm is replaced by one of the target's arms. The arms adjust in size to fit each creature. Additionally, the target can't use bonus actions anymore. If this replaces the second arm of the target, the target has also disadvantage on attack rolls.

LIMB THIEF — WEAKER



Armor Class 12
Initiative -1 (9)
Hit Points 22 (4d8 + 4)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	12 (+1)	9 (-1)	8 (-1)	9 (-1)

Skills Athletics +4
Senses darkvision 60 ft., passive Perception 9
Languages Common, Sylvan
CR 1/4 (XP 50; PB +2)

Swapped Limbs. The limb thief gets the following benefits for swapping its crippled limbs with new ones:

- **One Arm.** The limb thief gains the following action: ***Multiattack.*** The limb thief makes two Slam attacks.
- **Both Arms.** The limb thief gains advantage on attack rolls.
- **One Leg.** The limb thief's speed increases by 5 feet, and it gains advantage on Dexterity saving throws.
- **Both Legs.** The limb thief's speed increases by 5 feet, and it can take the Dash and Disengage action as a bonus action.

Returned Parts. If the limb thief is reduced to 0 hit points. Limbs it has swapped within the last 24 hours are returned to their original creature.

ACTIONS

Slam. *Melee Weapon Attack:* +4, reach 5 ft. Hit: 4 (1d4 + 2) bludgeoning damage.

BONUS ACTIONS

Swap Leg (1/Day). *Constitution Saving Throw:* DC 11, one creature within 5 feet of the limb thief that it can see. *Failure:* The limb thief's crippled leg is replaced by one of the target's legs. The legs adjust in size to fit each creature. Additionally, the target speed is reduced by 5 feet, and the target can't take the Dash action anymore. If this replaces the second leg of the target, the target's speed is reduced by an additional 5 feet, and it also can't take the Dodge action anymore.

Swap Arm (1/Day). *Constitution Saving Throw:* DC 11, one creature within 5 feet of the limb thief that it can see. *Failure:* The limb thief's crippled arm is replaced by one of the target's arms. The arms adjust in size to fit each creature. Additionally, the target can't use bonus actions anymore. If this replaces the second arm of the target, the target has also disadvantage on attack rolls.

LIMB THIEF — STRONGER

Armor Class 14 **Initiative** -1 (9)
Hit Points 127 (17d8 + 51)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	16 (+3)	9 (-1)	8 (-1)	9 (-1)

Skills Athletics +7
Senses darkvision 60 ft., passive Perception 9
Languages Common, Sylvan
CR 5 (XP 1,800; PB +3)



Swapped Limbs. The limb thief gets the following benefits for swapping its crippled limbs with new ones:

- **One Arm.** The limb thief gains the following action: ***Multiattack.*** The limb thief makes two Slam attacks.
- **Both Arms.** The limb thief gains advantage on attack rolls.
- **One Leg.** The limb thief's speed increases by 5 feet, and it gains advantage on Dexterity saving throws.
- **Both Legs.** The limb thief's speed increases by 5 feet, and it can take the Dash and Disengage action as a bonus action.

Returned Parts. If the limb thief is reduced to 0 hit points. Limbs it has swapped within the last 24 hours are returned to their original creature.

ACTIONS

Slam. *Melee Weapon Attack:* +7, reach 5 ft. Hit: 22 (4d8 + 4) bludgeoning damage.

BONUS ACTIONS

Swap Leg. *Constitution Saving Throw:* DC 14, one creature within 20 feet of the limb thief that it can see. *Failure:* The limb thief's crippled leg is replaced by one of the target's legs. The legs adjust in size to fit each creature. Additionally, the target speed is reduced by 5 feet, and the target can't take the Dash action anymore. If this replaces the second leg of the target, the target's speed is reduced by an additional 5 feet, and it also can't take the Dodge action anymore.

Swap Arm. *Constitution Saving Throw:* DC 14, one creature within 20 feet of the limb thief that it can see. *Failure:* The limb thief's crippled arm is replaced by one of the target's arms. The arms adjust in size to fit each creature. Additionally, the target can't use bonus actions anymore. If this replaces the second arm of the target, the target has also disadvantage on attack rolls.