

THE PRANCING PATTY CRAB

Despite its fey origin, the prancing patty crab is often mistaken for an ordinary crustacean and widely appreciated as savory delicacy. One of the main reasons for this misconception might be its exceptional way of communicating. Instead of speaking, the prancing patty crab draws upon a vast repertoire of complex dancing routines. Looking like display behaviour to fend of predators to the untrained eye, only highly attentive experts are able to read the subtle messages conveyed through the feisty movements of this peculiar fey.

Waltzing Water-Dweller. Although its mouthparts appear lip-like, the prancing patty crab is unable to speak and performs lively movements to express its thoughts and ideas. While the crab's dances are magically comprehensible to most marine animals, they are hard to decipher for any other creature.



PRANCING PATTY CRAB

Tiny fey, neutral

Armor Class 12 (natural armor)
Hit Points 12 (5d4)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	10 (+0)	7 (-2)	13 (+1)	10 (+0)

Skills Perception +3, Performance +2
Senses darkvision 30 ft., passive Perception 13
Languages understands Aquan and Sylvan but can't speak
Challenge 0 (10 XP)

- Amphibious.** The crab can breathe air and water.
- Communicate with Aquatic Beasts.** The crab can communicate with beasts that can breathe water as if they shared a language.
- Trail Pheromones.** The crab leaves a trail of pheromones in its space, only visible as shimmering glitter to other prancing patty crabs and creatures with truesight. The pheromones last for 4 hours.

ACTIONS

Tiny Pincers. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage. If the target is Tiny, it is grappled (escape DC 11).