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[The hammerclaw's signature ability is seemingly based on the feats of the pistol shrimp, which seems like D&D's habit of not letting mundane animals do fun stuff. Of course shooting sonic bolts has to be magical! I do like the hammerclaw despite this; it's a fun sort of goon monster. I imagine that in the phylogeny of little-used D&D monsters, they're related to [crauds](#).]

Hammerclaw

CR 5 NE Magical Beast

This creature looks like a lobster the size of a horse, with a shell covered in bumps and ridges and mottled to look like sea rocks. Its stalked eyes somehow convey a sense of inquisitiveness.

Hammerclaws are monstrous crustaceans with a dim and evil intelligence. They are curious creatures, but that curiosity extends primarily to the sorts of noises a creature will make as it is being torn apart. A hammerclaw hunts by ambush, snapping its claws to create a violent shockwave and then grabbing a victim stunned by the sonic pulse. They may attack even when not hungry out of sheer malice, but those that do are often on the move to avoid reprisals.

A hammerclaw speaks Aquan, but not very well—few hammerclaws have vocabularies of more than 50 words. They are sometimes pressed into service by more powerful marine horrors, but do not take directions well and may wander off if not sufficiently stimulated with violence. Hammerclaws do collect treasure, but they have a habit of breaking it when bored—valuables are thus limited to small objects like coins or gems, or magical gear tough enough to resist their crushing claws.

Hammerclaw CR 5

XP 1,600

NE Large magical beast (aquatic)

Init +4; **Senses** darkvision 60 ft., Perception +9, scent

Defense

AC 18, touch 9, flat-footed 18 (-1 size, +9 natural)

hp 57 (6d10+24)

Fort +9, **Ref** +5, **Will** +5

Resist sonic 10

Offense

Speed 20 ft., swim 20 ft.

Melee 2 claws +8 (1d6+3 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks constrict (1d6+4), sonic pulse

Statistics

Str 17, Dex 10, Con 19, Int 4, Wis 12, Cha 9

Base Atk +6; CMB +10 (+14 grab); CMD 20 (30 vs. trip)

Feats Improved Initiative, Iron Will, Skill Focus (Perception)

Skills Perception +9, Stealth +5 (+9 in rocky environments), Swim +16; **Racial Modifiers** +4

Stealth (+8 in rocky environments)

Languages Aquan

SQ amphibious

Ecology

Environment temperate aquatic

Organization solitary or pair

Treasure incidental

Special Abilities

Sonic Pulse (Su) As a standard action once every 1d4 rounds, a hammerclaw may snap its claws so forcefully that it creates a sonic boom. All creatures in a 30 ft. cone take 4d6 points of sonic damage and are stunned for 1 round. A DC 16 Fortitude save halves the damage and negates the stunning effect. The save DC is Strength based.