

## Boneclaw

Boneclaws are large skeletal creatures covered in sinewy muscles. The fingers on their large hands are fused into three long, almost spearlike claws. They are created by binding a powerful evil soul into a specially prepared body, constructed of bone and muscle. They serve as defenders, often being employed as bodyguards for the necromancer itself.

**Dreadful Reach.** A boneclaw's arms and claws are already enormous, but what makes them truly dreadful is their ability to extend their claws to lengths of easily fifteen feet. They love to engage foes at a distance, surprising creatures that try to approach with the jab of an extending claw that impales the assailant and stops them in their track. Because of its quick reflexes, it is difficult to approach a boneclaw to get into close range or to get past the creature to approach whatever the monster is guarding.

**Gleeful Killers.** Boneclaws are mostly skeletal creatures, but they are much more sophisticated than ordinary skeletal undead, not simply driven by the commands of their creators. They are highly intelligent and take perverse pleasure in impaling living creatures on their extending claws but rarely seek to indulge in anything beyond these basal pleasures.

**Undead Nature.** A boneclaw doesn't require air, food, drink, or sleep.

### Boneclaw

*Large undead, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 133 (14d10 + 56)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	19 (+4)	13 (+1)	14 (+2)	19 (+4)

**Damage Resistances** necrotic

**Damage Immunities** poison, cold

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Abyssal

**Challenge** 7 (2,900 XP)

**Quick Reaction.** A boneclaw has advantage on initiative rolls.

**No Passing.** The boneclaw gets an additional reaction every turn that can only be used to make opportunity attacks. A boneclaw may make opportunity attacks when creatures enter the reach of its claws. When a creature takes damage from a boneclaw's opportunity attack, the creature's speed is reduced to 0 for the rest of the turn.

### Actions

**Multiattack.** The boneclaw makes two claw attacks.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 19 (3d6 + 5) piercing damage.

