

BONESNAPPER

Source: 1e *Fiend Folio*.

The bonesnapper is a descendant of the ancient, nearly-extinct reptile behemoths. Smaller than the kin from which they descended, bonesnappers are stupid and aggressive. A bonesnapper hunts voraciously and has an instinct for hoarding the bones of its victims.

Bonesnapper

Level 3 Brute

Medium natural beast (reptile)

XP 150

HP 60; **Bloodied** 30

Initiative +1

AC 15; **Fortitude** 18; **Reflex** 13; **Will** 14

Perception +2

Speed 6

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +8 vs. AC.

Hit: 3d6+4 damage.

(melee) Bone-Crushing Bite * At Will

Attack: Melee 1 (one creature); +6 vs. Fortitude.

Hit: 3d6+4 damage and the target takes a -2 penalty to attack rolls (save ends).

(melee) Bone-Cracking Bite * Encounter

Attack: Melee 1 (one creature); +6 vs. Fortitude.

Hit: 4d6+4 damage and the target takes a -2 penalty to attack rolls and Fortitude until it spends a healing surge.

Str 21 **Dex** 10 **Wis** 12

Con 20 **Int** 2 **Cha** 7

Alignment unaligned

Languages -

Elder Bonesnapper

Level 20 Brute

Large natural beast (reptile)

XP 2,800

HP 240; **Bloodied** 120

Initiative +14

AC 32; **Fortitude** 35; **Reflex** 31; **Will** 31

Perception +16

Speed 7

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 2 (one creature); +25 vs. AC.

Hit: 4d8+22 damage.

(melee) Bone-Crushing Bite * At Will

Attack: Melee 1 (one creature); +23 vs. Fortitude.

Hit: 4d8+22 damage and the target takes a -2 penalty to attack rolls (save ends).

(melee) Bone-Cracking Bite * Encounter

Attack: Melee 1 (one creature); +23 vs. Fortitude.

Hit: 5d12+28 damage and the target takes a -2 penalty to attack rolls and Fortitude until it spends a healing surge.

Str 30 **Dex** 18 **Wis** 23

Con 30 **Int** 2 **Cha** 12

Alignment unaligned

Languages -