

# BONESNAPPER

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## Medium-Size Beast

**Hit Dice:** 4d10+12 (34 hp)

**Initiative:** +2 (Dex)

**Speed:** 20 ft

**AC:** 16 (+2 Dex, +4 natural)

**Attacks:** Bite +5 melee, tail slap +0 melee

**Damage:** Bite 1d8+2, tail slap 1d3+1

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Improved grab

**Special Qualities:** Darkvision 60 ft, low-light vision

**Saves:** Fort +7, Ref +6, Will +2

**Abilities:** Str 14, Dex 14, Con 16, Int 2, Wis 12, Cha 10

**Skills:** Hide +0\*, Listen +4, Spot +5

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**Climate/Terrain:** Temperate and warm forest, marsh, and underground

**Organization:** Solitary or pack (2-4)

**Challenge Rating:** 3

**Treasure:** Standard

**Alignment:** Always neutral

**Advancement:** 5-9 HD (Medium-size); 10-12 HD (Large)

The bonesnapper is believed by sages to be a small descendant of a long-extinct class of carnivorous dinosaur. Though unintelligent, the bonesnapper is fond of decorating its lair with the bones of its victims, particularly the jawbones.

The bonesnapper resembles a 5-foot tall tyrannosaurus rex, gray-green in color, mottled with dark gray spots. A bonesnapper weighs about 500 pounds. Its eyes are scarlet and its teeth yellow-white.

## COMBAT

The bonesnapper attacks with its powerful bite and tail slap. It rushes straight at the nearest foe, often roaring in the process. If attacked from another direction, it whirls to face its new adversary. The bonesnapper will fight to the death.

**Improved Grab (Ex):** To use this ability, the bonesnapper must hit with its bite attack.

**Skills:** \*Bonesnappers receive a +4 racial bonus to Hide checks when in forest-like surroundings.

The Bonesnapper first appeared in the 1e FF (1981).