

Bonespear

Large Outsider

HD: 5d8+15 (37 hp)

Init: +1 (Dex)

Speed: 20 ft

AC: 15 (-1 size, +1 Dex, +5 natural)

Attacks: 2 spears +5 ranged; or bite +9 melee

Damage: Spear 1d4+5; or bite 2d6+7

Face/Reach: 5 ft by 10 ft/5 ft

Special Attacks: Harpoon

Special Qualities: Immovable

Saves: Fort +9 Ref +5 Will +4

Abilities: Str 20 Dex 13 Con 16 Int 5 Wis 10 Chr 8

Skills: Climb +11, Hide +7, Move Silently +8, Spot +6

Feats: Great Fortitude, Point Blank Shot

Climate: Any underground

Organization: Solitary

Treasure: None

Alignment: Always neutral

Advancement: 6-10 HD (Large); 11-15 HD (Huge)

The bonespear is a large vermin from the outer planes that appears to be related to the cave fisher. They are most commonly found in the Outlands and planes such as Acheron and Gehenna. They are also known on Arcadia, Carceri, and other lawfully-aligned planes. The bonespear is an insectoid with a chitinous shell. The creature's head is a large deformed spheroid, with a pair of barbed horns that jut out far from the skull. The monster has a gaping jaw full of jagged sharp teeth. The bonespear has six clawed legs that it uses to anchor itself to a hard rocky surface.

COMBAT

The bonespear uses its horns as its primary weapons, to attack creatures from a distance and pull them towards itself. The creature "fires" its horns using a large air bladder controlled by powerful muscles. The horns are attached to the bonespear's skull by tough sinews and are reeled in by another muscle that the sinew is tethered to.

Harpoon (Ex): The bonespear's horns have a range of 40 feet (no range increment). If it hits with a spear attack, the spear lodges in the opponent's body and draws the victim 10 feet closer to the bonespear each subsequent round (no attack of opportunity) unless that creature breaks free, which requires a successful Strength check (DC 20) or Escape Artist check (DC 23). The bonespear can draw a creature to within 5 feet of itself and bite with a +4 attack bonus in that round.

A single attack with a slashing weapon that deals at least 10 points of damage severs the spear (horn) (AC 18).

Immovable (Ex): The bonespear can anchor itself to any solid surface by gripping with its 12 clawed feet. When it does so, it gains a +10 competence bonus to opposed Strength checks that attempt to move it or shift its position (such as a bull rush attack, grapple check, or trip attack).

Against magical or normal effects that attempt to move it (such as high winds) the bonespear gains a +6 competence bonus to its save to avoid. If the effect does not allow a save, the bonespear gains a Fortitude save (DC 10 + spell level or DC 15 whichever is higher and it gains the competence bonus to this save as well).

Planescape Monstrous Compendium appendix 2 (1995).