

SHEARCLAW

Medium • Monstrosity • Unaligned

Armor Class 14

Initiative +5 (15)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	5 (-3)	12 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages -

CR 3 (XP 700; PB +2)



Bloodied - Fury. While bloodied, the shearclaw has advantage on attack rolls.

Heightened Reflexes. The shearclaw can take one additional reaction.

ACTIONS

Multiattack. The shearclaw makes two Rend attacks.

Rend. Melee Weapon Attack: +5, reach 5 ft. *Hit:* 12 (2d8 + 3) slashing damage. This attack scores a critical hit on a 19 or 20 on a d20.

REACTIONS

Parry. Trigger: The shearclaw is hit by a melee attack.

Response: The shearclaw adds 2 to its AC against that attack, possibly causing it to miss.

SHEARCLAW — WEAKER

Armor Class 12

Initiative +2 (12)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	12 (+1)	5 (-3)	10 (+0)	7 (-2)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages -

CR 1/8 (XP 25; PB +2)



Heightened Reflexes. The shearclaw can take one additional reaction.

ACTIONS

Rend. Melee Weapon Attack: +3, reach 5 ft. *Hit:* 4 (1d6 + 1) slashing damage.

REACTIONS

Parry. Trigger: The shearclaw is hit by a melee attack.

Response: The shearclaw adds 2 to its AC against that attack, possibly causing it to miss.

SHEARCLAW — STRONGER

Armor Class 16

Initiative +7 (17)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	5 (-3)	14 (+2)	7 (-2)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages -

CR 6 (XP 2,300; PB +3)



Bloodied - Fury. While bloodied, the shearclaw has advantage on attack rolls.

Heightened Reflexes. The shearclaw can take one additional reaction.

ACTIONS

Multiattack. The shearclaw makes two Rend attacks.

Rend. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 20 (3d10 + 4) slashing damage. This attack scores a critical hit on a 19 or 20 on a d20.

REACTIONS

Parry. *Trigger:* The shearclaw is hit by a melee attack.

Response: The shearclaw adds 3 to its AC against that attack, possibly causing it to miss.