



# WEEKLY CRITTER CRATE

## BONECHEWER

*This pale green biped looks like a 16-foot tall predatory dinosaur. It has a grasshopper's bulbous, emotionless eyes, suction-tipped webbed feet, no arms, and a long, muscular tail striped with flaccid membranous fins. The reek of rancid meat and sour, yeasty fluids makes your eyes water and nose run as the 40-foot long creature coughs out a gurgling warning. It charges recklessly towards you as the layer of skin splits and pulls away in all directions from a mouth comprising overlapping bony plates wide enough to swallow an orc.*

## BONECHEWER

CR 15

CN Huge Aberration (Amphibious)

**Initiative** +1; **Senses** DV 60 ft., Scent

**Languages** None, but understands a smattering of common, dwarven, goblin, and undercommon

**AC** 24, touch 9, flat-footed 22  
(-2 size, +1 Dex, +15 natural)

**hp** 300 (24 HD)

**Immune** poison, disease

**Fort** +18, **Ref** +9, **Will** +15

**Speed** 40 ft., climb 10 ft., swim 40 ft.

**Melee** bite +26 melee (4d6+10 and improved grab; 19-20/x2) and tail slap +21 melee (2d6+10 and snatch); cannot bite and tail slap the same target.

**Space** 15ft.; Reach 10ft. (20ft. with tail slap)

**Base Atk** +18; Grp +36

**Atk Options** Improved Grab, Stomp, Snatch, Power Attack, Improved Overrun, Reeking Breath

**Abilities** Str 31, Dex 13, Con 26, Int 5, Wis 13, Cha 13

**SQ** aberration traits, grappler evolved

**Feats** Ability Focus: Reeking Breath, Blind-Fight, Improved Critical: Bite, Improved Overrun, Power Attack, Run, Snatch, Stomp

**Skills** Climb +22, Jump +22, Listen +13, Swim +22

**Reeking Breath (Su)** 30-ft. cone, once every 1d4 rounds, Fortitude DC 24 or be nauseated for 1d4+1 rounds; **Nauseated** no attacks, spells, or actions requiring focus—only one move action per round.

**Grappler Evolved (Ex)** A bonechewer's mouth, tail, and feet are ideal for clutching small, wiggling creatures, allowing it to maintain a grapple with just one body part (its bite, tail slap, or either foot during a stomp). These grapple checks are made with a -16 penalty to the check (+20 total). A bonechewer grappling with just its mouth cannot bite attacks against other targets. A bonechewer that is stomping can move, but this immediately releases any stomped targets from the grapple (they are prone in an adjacent square the bonechewer just left).

**Improved Grab (Su)** Bite a large or smaller target; start grapple as a free action without provoking AoOs; Bonechewer cannot bite when a target is already held in its mouth.

**Stomp (Ex)** Move your speed and end your turn on top of up to two large or smaller prone targets; deal 1d6+9 damage and targets are considered pinned; deal 1d6+9 damage every round to stomped (pinned) targets on the bonechewer's turn.



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**Swallow Whole (Ex)** Grapple check +36 or +20 (see grappler evolved, above) to swallow a medium-sized or smaller target grabbed by the bonechewer's mouth; swallowed targets are dealt 2d8+9 points of bludgeoning damage each round and must succeed on a Fort save DC 24 or be nauseated (until escape); swallowed creatures can escape by dealing 30 damage with a light slashing or piercing weapon (AC 19).

**Snatch (Ex)** Tail slap a medium or smaller target; start grapple as a free action without provoking AoOs; Bonechewer **can** still tail slap when snatching with its tail; held targets can be flung aside 1d6x10 feet as a move action; 1d6 damage per 10 feet travelled plus 1d6 if a solid object is struck.

**Skills** A bonechewer has a +8 racial bonus to climb checks, jump checks, and swim checks, and can choose to take 10 at any time on climb and swim checks.

The bonechewer has many names. To the dwarves and gnomes it is the Rotfish; to goblinkind it is Deathbelch; and to humans it is known simply as the Eater. The tale of the Bonechewer is common in borderland children's stories, however, and the few who have faced it and survived often call it by that name.

Dimly intelligent and driven by base instincts, bonechewers are amphibious horrors that can be found anywhere there is food and water.

Adult bonechewers are towering amalgamations of frog, insect, dinosaur, and fish. They are finned abominations and run down prey on land and underwater. While clumsy and deliberate climbers, they often make their nests (made up of the regurgitated bones of their prey) in the sides of small cliffs and high up in seaside caves.

Bonechewers are capable of eating anything organic. Their digestive process is completed largely through slow bacterial breakdown, and they doze often. Despite this, they hunt constantly, often gorging themselves before carrying extra food back to their nests with their tails. Here they often regurgitate any food they don't need, to be eaten days later. The horrendous smell makes it easy to notice a nearby bonechewer or its lair. Their hardy constitutions repel all known poisons and disease.

Solitary creatures, bonechewers range great distances to find prey. They reproduce asexually, have no language, and no culture. Their intelligence is focused only on self-preservation, and they seem to exist only to eat and reproduce through biological rhythms known only to them.

## COMBAT

A bonechewer is bullheaded and seems to feel no pain, charging, swimming, or leaping at prey, attempting to control and consume multiple targets by grabbing with its bite and tail slap, flinging targets into nearby water sources or over small cliffs, and knocking enemies over with improved overrun before stomping them. Difficult targets, or bunched groups, are targeted by the bonechewer's reeking breath early and often.

The ultimate goal for any hunting bonechewer is a full belly (4 medium-sized creatures) and one more creature held securely in its tail (dead or alive; the long swim back to a bonechewer's nest often kills any non-aquatic creature long before they arrive).



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## BONECHEWER LORE

A character knows the following information with a successful Knowledge: Dungeoneering check.

**DC 24:** This is one of the rare and dangerous bonechewers, a voracious aberration. This result reveals all aberration traits.

**DC 29:** A bonechewer can be clever, but is a straightforward hunter. It often charges into combat, attempting to knock over prey before bringing its terrible bite and flexible, grasping tail to bear. Creatures knocked prone by the bonechewer are often stomped and held under the beast's great weight until every bone in their bodies is crushed.

**DC 34:** The mouth of a bonechewer can accommodate man-sized meals without pause. Its tail can trap a target and fling it away. Worse, their breath is potent enough to cause immediate sickness.