

SHRIEKCLAW

It is a monstrous beast, feared by all who encounter it. This towering predator has a hunched posture and stands taller than a human. The shriekclaw's most notable features are its massive clawed hands, which can rend through flesh and bone with ease. Shriekclaw's jaws are also filled with razor-sharp teeth, allowing it to bite and tear at its prey.

Innate Stealth. Despite its size, Shriekclaw is a master of stealth. It moves with a fluid grace, making barely a sound as it stalks its prey. Its coloration, a mottled grey and black, blends seamlessly into the shadows.

Aggressive Predator. Shriekclaw is a fierce hunter, driven by a relentless hunger for flesh. It will attack anything that moves, from small animals to humanoids. Once it has its prey in its clutches, it will tear it apart with its massive claws and devour it whole.

Lair Dweller. Shriekclaw is a solitary creature that makes its home in underground lairs. Its lairs are often lined with the bones and remains of its previous victims, a warning to any who might stumble upon its territory.

SHRIEKCLAW

Large monstrosity, chaotic evil

- **Armor Class** 13 (natural armor)
- **Hit Points** 59 (7d10 + 21)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	4 (-3)

- **Skills** Perception +3, Stealth +4, Survival +3
- **Condition Immunity** frightened
- **Senses** darkvision 60 ft., passive Perception 13
- **Languages** —
- **Challenge** 3 (700 XP)

Scent Tracking. Shriekclaw has an exceptional sense of smell, allowing it to track prey with ease. It can track creatures that have moved within the last hour, even if they have taken precautions to avoid leaving a trail.

Hunger Frenzy. When shriekclaw reduces a creature to 0 hit points with a melee attack, it can take a bonus action to make another melee attack against a creature within range.

ACTIONS

Multiattack. The shriekclaw makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

"Melwyn... there's something... behind me... I'm too scared to turn... please tell me... it's not... the Shriekclaw..."

