

BLACKCLAW, THE UNSHACKLED

Large beast (Ursine), any alignment

Armor Class 15 (natural armor)

Hit Points 285 (30d10 + 120)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	18 (+4)	13 (+1)	10 (+0)	11 (+0)

Saving Throws Str +12

Condition Immunities restrained, stunned

Senses darkvision 50 ft., passive Perception 10

Languages understands Common and Orc

Challenge 15 (13,000 XP)

Legendary Resistance (3/day). If Blackclaw, the Unshackled fails a saving throw, it can choose to succeed instead.

Berserk. Whenever Blackclaw, the Unshackled starts its turn with 142 hit points or fewer, roll a d6. On a 6, Blackclaw, the Unshackled goes berserk. On each of its turns while berserk, Blackclaw, the Unshackled attacks the nearest creature it can see. If no creature is near enough to move to and attack, Blackclaw, the Unshackled attacks an object, with preference for an object smaller than itself. Once Blackclaw, the Unshackled goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Siege Monster. Blackclaw, the Unshackled deals double damage to objects and structures.

Charge. If Blackclaw, the Unshackled moves at least 35 ft. straight toward a target and then hits it with a Ursa Strike attack on the same turn, the target takes an extra 21 (6d6) slashing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. Blackclaw, the Unshackled makes three attacks.

Frightful Presence. Each creature of Blackclaw, the Unshackled's choice that is within 120 feet of Blackclaw, the Unshackled and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Blackclaw, the Unshackled's Frightful Presence for the next 24 hours.

Ursa Strike. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 31 (3d10 + 15) slashing damage.

LEGENDARY ACTIONS

The monster can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The monster regains spent legendary actions at the start of its turn.

Darkened Claw Strike. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 31 (3d10 + 15) slashing damage.

Aggressive. Blackclaw, the Unshackled can move up to its speed toward a hostile creature that it can see.

Leadership. For 1 minute, Blackclaw, the Unshackled can utter a special command or warning whenever a nonhostile creature that it can see within 30 ft. The creature then makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand Blackclaw, the Unshackled. A creature can benefit from only one Leadership die at a time. This effect ends if the Black Claw, the Unshackled is incapacitated.

MYTHIC ACTIONS

If the monster's mythic trait is active, it can use the options below as legendary actions for 1 hour after using going Berserk.

Life Drain. *Melee Spell Attack:* +12 to hit, reach 10 ft., one creature. *Hit:* 40 (5d12 + 8) necrotic damage. The target must succeed on a DC 17 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. Blackclaw, the Unshackled heals for half the damage dealt



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