

RED CLAW

Large beast (Ursine), any alignment

Armor Class 15 Grafted Plate

Hit Points 135 (18d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)

Condition Immunities restrained

Senses passive Perception 10

Languages understands Common and Orc

Challenge 8 (3,900 XP)

Freedom of Movement. The Red Claw ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Rampage. When the Red Claw reduces a creature to 0 hit points with a melee attack on its turn, the Red Claw can take a bonus action to move up to half its speed and make a Claw Strike attack.

ACTIONS

Claw Strike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 16 (3d8 + 3) slashing damage.



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