

Bonecracker	Male kuo-toa Ghast Barbarian 4										CR	7					
	NE Medium monstrous humanoid(aquatic)																
Initiative	+5		Senses	Listen	+10		Spot	+3		Keen sight							
AC	23/21		Touch	13		Flat Footed	18						Slippery				
HP	4d12(Undead) , 4d12(Barbarian) (53)																
Immunities	Poison and paralysis, Undead traits																
Resistances	Lightning 10, Positive Energy 10, 3/bludgeoning, Resistance: Turn +2																
Weaknesses	Light Blindness (blinded 1 st round, dazzled subsequent)																
Fort	+4/+6		Ref	+9/+11		Will	+10/+12										
Speed	30, swim 60																
Melee	<ul style="list-style-type: none"> +10/+5 (1d8+4, Bite; 1d4+2, 2 Claws); +12/7 (2d4+6, Falchion, Masterwork); +13/9/+8 (2d4+6, Falchion, Masterwork; 1d8+2, Bite); +15/11/+10 (2d4+8, Falchion, Masterwork; 1d8+4, Bite); 																
Ranged	-																
Attack Options	Berserker Strength, Uncanny dodge, Ghoul Fever, Paralysis																
BAB	+2		Grapple	+5													
Str	21/25		Dex	20		Con	--		Int	18		Wis	22		Cha	12	
SQ	Amphibious, slippery,																
Feats	Alertness, Bladeproof Skin, Multiattack, Positive Energy Resistance,																
Skills	Escape Artist +13, Hide +9.5, Listen +8, Move Silently +14, Search +8, Spot +12, Swim +11																
Possessions	Falchion, Masterwork (375 gp), Shell (Admantine) Breastplate, Masterwork (10,200 gp).																
Hook:	<i>This creature moans “boooone” as his bones give off a load *crack* while moving.”</i>																

Ghoul Fever (Su): Disease—bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghast’s bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Berserker Strength (Ex): When Bonecracker’s hps drop below 20hps berserker strength automatically activates providing dr 2/-, +4 STR, +2 to saves and -2 to AC. **Items listed in red are rage stats.**

Replaces Garrekk the mummy. I never liked the idea of a mummy in this dungeon. My two issues was that it seemed incongruent (what is a mummy doing there in the first place?) and inconsistent (why would a mummy spend time in water when its probably the worst place for it to be – it would unravel). And so Bonecracker was born.