

FURYHORN

Medium • Beast • Unaligned

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 40 ft.

Initiative +0 (10)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages -

CR 1/4 (XP 50; PB +2)



Blood Frenzy. The furyhorn has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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

FURYHORN — WEAKER

Armor Class 11

Hit Points 4 (1d8)

Speed 40 ft.

Initiative +0 (10)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	11 (+0)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages -

CR 0 (XP 10; PB +2)



Blood Frenzy. The furyhorn has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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

FURYHORN — STRONGER

Armor Class 13

Hit Points 39 (6d8 + 12)

Speed 40 ft.

Initiative +1 (11)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages -

CR 2 (XP 450; PB +2)



Blood Frenzy. The furyhorn has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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

ACTIONS

Ram. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) bludgeoning damage. If the target is a Large or smaller creature and the furyhorn moved 20+ feet straight toward it immediately before the hit, the target takes an extra 2 (1d4) bludgeoning damage and is knocked prone.

ACTIONS

Ram. *Melee Weapon Attack:* +2, reach 5 ft. *Hit:* 1 bludgeoning damage. If the target is a Large or smaller creature and the furyhorn moved 20+ feet straight toward it immediately before the hit, the target takes an extra 1 bludgeoning damage and is knocked prone.

ACTIONS

Ram. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 12 (3d6 + 2) bludgeoning damage. If the target is a Large or smaller creature and the furyhorn moved 20+ feet straight toward it immediately before the hit, the target takes an extra 7 (2d6) bludgeoning damage and is knocked prone.