

FURYHORN HERD

Gargantuan • Swarm of Medium Beasts • Unaligned

Armor Class 12

Initiative +0 (10)

Hit Points 147 (14d20)

Speed 40 ft.

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

Saving Throws Str +4, Con +3

Skills Perception +3

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 13

Languages -

CR 8 (XP 3,900; PB +3)



Cornering. Creatures inside the space of the herd have disadvantage on attack rolls against the herd. *Strength or Dexterity Saving Throw* (target's choice): DC 12, one creature trying to leave the space the herd is occupying with its walking speed. *Failure:* The target's speed is reduced to 0.

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

Herd. The herd has the vertical height of a Medium creature.

Swarm. The herd can occupy another creature's space and vice versa, and the herd can move through any opening large enough for a Medium ram. The herd can't regain hit points or gain temporary hit points.

ACTIONS

Ram. *Melee Weapon Attack:* +4, reach 0 ft., each creature in the herd's space. *Hit:* 18 (5d6 + 1) bludgeoning damage, and the target is knocked prone. 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.

BONUS ACTIONS

Stampede. *Dexterity Saving Throw:* DC 12, each prone creature in the herd's space. *Failure:* 13 (5d4 + 1) bludgeoning damage. *Success:* Half damage. *Failure or Success:* A target that is concentrating on a spell or ability has disadvantage on the saving throw it makes to maintain its concentration.

FURYHORN HERD — WEAKER

Armor Class 11

Initiative +0 (10)

Hit Points 105 (10d20)

Speed 40 ft.

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

Saving Throws Str +4, Con +3

Skills Perception +3

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 13

Languages -

CR 5 (XP 1,800; PB +3)



Cornering. Creatures inside the space of the herd have disadvantage on attack rolls against the herd. *Strength or Dexterity Saving Throw* (target's choice): DC 11, one creature trying to leave the space the herd is occupying with its walking speed. *Failure:* The target's speed is reduced to 0.

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

Herd. The herd has the vertical height of a Medium creature.

Swarm. The herd can occupy another creature's space and vice versa, and the herd can move through any opening large enough for a Medium ram. The herd can't regain hit points or gain temporary hit points.

ACTIONS

Ram. *Melee Weapon Attack:* +3, reach 0 ft., each creature in the herd's space. *Hit:* 14 (4d6) bludgeoning damage, and the target is knocked prone. 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.

BONUS ACTIONS

Stampede. *Dexterity Saving Throw:* DC 11, each prone creature in the herd's space. *Failure:* 10 (4d4) bludgeoning damage. *Success:* Half damage. *Failure or Success:* A target that is concentrating on a spell or ability has disadvantage on the saving throw it makes to maintain its concentration.

FURYHORN HERD — STRONGER

Armor Class 13

Initiative +1 (11)

Hit Points 184 (16d20 + 16)

Speed 40 ft.

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

Saving Throws Str +6, Con +5

Skills Perception +4

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 14

Languages -

CR 11 (XP 7,200; PB +4)



Cornering. Creatures inside the space of the herd have disadvantage on attack rolls against the herd. *Strength or Dexterity Saving Throw* (target's choice): DC 14, one creature trying to leave the space the herd is occupying with its walking speed. *Failure:* The target's speed is reduced to 0.

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

Herd. The herd has the vertical height of a Medium creature.

Swarm. The herd can occupy another creature's space and vice versa, and the herd can move through any opening large enough for a Medium ram. The herd can't regain hit points or gain temporary hit points.

ACTIONS

Ram. *Melee Weapon Attack:* +6, reach 0 ft., each creature in the herd's space. *Hit:* 29 (6d8 + 2) bludgeoning damage, and the target is knocked prone. 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 9 (2d8) bludgeoning damage.

BONUS ACTIONS

Stampede. *Dexterity Saving Throw:* DC 14, each prone creature in the herd's space. *Failure:* 22 (6d6 + 2) bludgeoning damage. *Success:* Half damage. *Failure or Success:* A target that is concentrating on a spell or ability has disadvantage on the saving throw it makes to maintain its concentration.