

HOWRE

Medium • Monstrosity • Unaligned

Armor Class 11

Initiative +1 (11)

Hit Points 38 (7d8 + 7)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	3 (-4)	13 (+1)	7 (-2)

Saving Throws Wis +3

Skills Perception +3, Survival +3

Damage Resistances thunder

Senses darkvision 30 ft., tremorsense 90 ft., passive Perception 13

Languages -

CR 1 (XP 200; PB +2)



Pack Mauling. If the howre hits a creature with a melee attack and that creature has already been hit by another howre this turn, *Strength Saving Throw*: DC 12, the target. *Failure*: The target is knocked prone. *Failure or Success*: This howre can force this save only once on its turn.

Resilient Senses. The howre has advantage on saving throws against being blinded or deafened.

ACTIONS

Multiattack. The howre makes two Rend attacks.

Rend. *Melee Weapon Attack*: +4, reach 5 ft. *Hit*: 5 (1d6 + 2) slashing damage.

HOWRE — WEAKER

Armor Class 10

Initiative +0 (10)

Hit Points 9 (2d8)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	11 (+0)	3 (-4)	11 (+0)	7 (-2)

Skills Perception +2, Survival +2

Damage Resistances thunder

Senses darkvision 30 ft., tremorsense 60 ft., passive Perception 12

Languages -

CR 1/8 (XP 25; PB +2)



Pack Mauling. If the howre hits a creature with a melee attack and that creature has already been hit by another howre this turn, *Strength Saving Throw*: DC 11, the target. *Failure*: The target is knocked prone. *Failure or Success*: This howre can force this save only once on its turn.

Resilient Senses. The howre has advantage on saving throws against being blinded or deafened.

ACTIONS

Multiattack. The howre makes two Rend attacks.

Rend. *Melee Weapon Attack*: +3, reach 5 ft. *Hit*: 3 (1d4 + 1) slashing damage.

BONUS ACTIONS

Howl (Recharge 5-6). The howre howls, which lasts until the howre's concentration ends on it. *Wisdom Saving Throw*: DC 11, each creature other than a howre that starts its turn in a 20-foot emanation originating from the howre (with disadvantage if the creature starts in the area of multiple howres using their Howl). The sound travels around corners. *Failure*: The target takes 3 (1d6) thunder damage and is deafened. While deafened, the target is also poisoned. *Success*: Half damage.

REACTIONS

Pounce. *Trigger*: A hostile creature within 5 feet of the howre is knocked prone. *Response*: The howre makes a Rend attack against the target.

BONUS ACTIONS

Howl (Recharge 6). The howre howls, which lasts until the howre's concentration ends on it. *Wisdom Saving Throw*: DC 10, each creature other than a howre that starts its turn in a 10-foot emanation originating from the howre (with disadvantage if the creature starts in the area of multiple howres using their Howl). The sound travels around corners. *Failure*: The target takes is deafened. While deafened, the target is also poisoned.

HOWRE — STRONGER

Armor Class 13

Initiative +2 (12)

Hit Points 71 (11d8 + 22)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	3 (-4)	13 (+1)	7 (-2)

Saving Throws Con +4, Wis +3

Skills Perception +3, Survival +3

Damage Resistances thunder

Senses darkvision 30 ft., tremorsense 90 ft., passive Perception 13

Languages -

CR 4 (XP 1,100; PB +2)



Pack Mauling. If the howre hits a creature with a melee attack and that creature has already been hit by another howre this turn, *Strength Saving Throw*: DC 12, the target. *Failure*: The target is knocked prone. *Failure or Success*: This howre can force this save only once on its turn.

Resilient Senses. The howre has advantage on saving throws against being blinded or deafened.

ACTIONS

Multiattack. The howre makes two Rend attacks.

Rend. *Melee Weapon Attack*: +5, reach 5 ft. *Hit*: 10 (2d6 + 3) slashing damage.

BONUS ACTIONS

Howl (Recharge 5-6). The howre howls, which lasts until the howre's concentration ends on it. *Wisdom Saving Throw*: DC 11, each creature other than a howre that starts its turn in a 30-foot emanation originating from the howre (with disadvantage if the creature starts in the area of multiple howres using their Howl). The sound travels around corners. *Failure*: The target takes 4 (1d8) thunder damage and is deafened. While deafened, the target is also poisoned. *Success*: Half damage.

REACTIONS

Pounce. *Trigger*: A hostile creature within 5 feet of the howre is knocked prone. *Response*: The howre makes a Rend attack against the target.