

# BOSINYX

Large • Beast • Unaligned

**Armor Class** 17

**Initiative** +1 (11)

**Hit Points** 57 (6d10 + 24)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	18 (+4)	2 (-4)	9 (-1)	7 (-2)

**Senses** passive Perception 9

**Languages** -

**CR** 3 (XP 700; PB +2)



**Herd Protective.** The bosinyx gains a +1 bonus to its armor class for each allied bosinyx within 5 feet of it.

**Siege Monster.** The bosinyx deals double damage to objects and structures.

**Stampede Instinct.** When the bosinyx is frightened, its speed increases by 10 feet. Additionally, it can still willingly move closer to the source of its fear.

## ACTIONS

**Ram.** *Melee Weapon Attack:* +7 (with advantage if the bosinyx moved 20+ feet straight toward the target immediately before the hit), reach 5 ft. *Hit:* 23 (4d8 + 5) bludgeoning damage. This attack scores a critical hit on a 19 to 20 on a d20. On a critical hit, the target is knocked prone.

## BOSINYX — WEAKER

**Armor Class** 16

**Initiative** +0 (10)

**Hit Points** 25 (3d10 + 9)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	2 (-4)	9 (-1)	7 (-2)

**Senses** passive Perception 9

**Languages** -

**CR** 1/2 (XP 100; PB +2)



**Herd Protective.** The bosinyx gains a +1 bonus to its armor class for each allied bosinyx within 5 feet of it.

**Siege Monster.** The bosinyx deals double damage to objects and structures.

**Stampede Instinct.** When the bosinyx is frightened, its speed increases by 10 feet. Additionally, it can still willingly move closer to the source of its fear.

## ACTIONS

**Ram.** *Melee Weapon Attack:* +6 (with advantage if the bosinyx moved 20+ feet straight toward the target immediately before the hit), reach 5 ft. *Hit:* 7 (1d8 + 4) bludgeoning damage. This attack scores a critical hit on a 19 to 20 on a d20. On a critical hit, the target is knocked prone.

## REACTIONS

**Stick Together.** *Trigger:* An allied creature within 5 feet of the bosinyx moves. *Response:* The bosinyx moves along with that creature up to its speed. Each hostile creature within 5 feet of the bosinyx as it moves is targeted once by the following effect. *Constitution Saving Throw:* DC 15. *Failure:* The target is knocked prone.

## REACTIONS

**Stick Together.** *Trigger:* An allied creature within 5 feet of the bosinyx moves. *Response:* The bosinyx moves along with that creature up to its speed. Each hostile creature within 5 feet of the bosinyx as it moves is targeted once by the following effect. *Constitution Saving Throw:* DC 14. *Failure:* The target is knocked prone.

# BOSINYX — STRONGER

**Armor Class** 18

**Initiative** +2 (12)

**Hit Points** 105 (10d10 + 50)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	2 (-4)	9 (-1)	7 (-2)

**Senses** passive Perception 9

**Languages** -

**CR** 6 (XP 2,300; PB +3)



**Herd Protective.** The bosinyx gains a +1 bonus to its armor class for each allied bosinyx within 5 feet of it.

**Siege Monster.** The bosinyx deals double damage to objects and structures.

**Stampede Instinct.** When the bosinyx is frightened, its speed increases by 10 feet. Additionally, it can still willingly move closer to the source of its fear.

## ACTIONS

**Ram.** *Melee Weapon Attack:* +9 (with advantage if the bosinyx moved 20+ feet straight toward the target immediately before the hit), reach 5 ft. *Hit:* 38 (5d12 + 6) bludgeoning damage. This attack scores a critical hit on a 19 to 20 on a d20. On a critical hit, the target is knocked prone.

## REACTIONS

**Stick Together.** *Trigger:* An allied creature within 5 feet of the bosinyx moves. *Response:* The bosinyx moves along with that creature up to its speed. Each hostile creature within 5 feet of the bosinyx as it moves is targeted once by the following effect. *Constitution Saving Throw:* DC 17. *Failure:* The target is knocked prone.