

# TAURILLO

Large • Beast • Unaligned

**Armor Class** 18

**Initiative** -1 (9)

**Hit Points** 104 (16d8 + 32)

**Speed** 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	19 (+5)	3 (-4)	8 (-1)	8 (-1)

**Senses** blindsight 10 ft., tremorsense 30 ft., passive Perception 9

**Languages** -

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



**Poor Sight.** The taurillo has disadvantage Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The taurillo makes two Rend attacks.

**Rend.** *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 21 (3d10 + 5) slashing damage.

**Rolling Bodycheck.** The taurillo moves up to half its speed in a straight line toward a hostile creature. If it moved at least 5 feet before it comes within 5 feet of its target, *Constitution Saving Throw:* DC 16, the target the taurillo moved towards. *Failure:* 38 (5d12 + 5) bludgeoning damage, and the target is knocked prone, pushed back 10 feet, and incapacitated until the end of its next turn.

## TAURILLO — WEAKER

**Armor Class** 17

**Initiative** -1 (9)

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

**Speed** 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	17 (+3)	3 (-4)	8 (-1)	8 (-1)

**Senses** blindsight 10 ft., tremorsense 30 ft., passive Perception 9

**Languages** -

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



**Poor Sight.** The taurillo has disadvantage Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The taurillo makes two Rend attacks.

**Rend.** *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 11 (2d6 + 4) slashing damage.

**Rolling Bodycheck.** The taurillo moves up to half its speed in a straight line toward a hostile creature. If it moved at least 5 feet before it comes within 5 feet of its target, *Constitution Saving Throw:* DC 14, the target the taurillo moved towards. *Failure:* 17 (2d12 + 4) bludgeoning damage, and the target is knocked prone, pushed back 10 feet, and incapacitated until the end of its next turn.

## BONUS ACTIONS

**Curl Up.** The taurillo curls up in a ball. Until it uncurls, it has resistance to all damage (except psychic), is restrained, and a critical hit against it becomes a normal hit. It can uncurl as a bonus action on its turn.

## REACTIONS

**Grounded Stand.** *Trigger:* A hostile creature enters the reach of the taurillo. *Response - Strength Saving Throw:* DC 16, the hostile creature. *Failure:* The target is knocked prone and can't get up this turn.

## BONUS ACTIONS

**Curl Up.** The taurillo curls up in a ball. Until it uncurls, it has resistance to all damage (except psychic), is restrained, and a critical hit against it becomes a normal hit. It can uncurl as a bonus action on its turn.

## REACTIONS

**Grounded Stand.** *Trigger:* A hostile creature enters the reach of the taurillo. *Response - Strength Saving Throw:* DC 14, the hostile creature. *Failure:* The target is knocked prone and can't get up this turn.

# TAURILLO — STRONGER

**Armor Class** 19

**Initiative** -1 (9)

**Hit Points** 149 (13d10 + 78)

**Speed** 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	3 (-4)	8 (-1)	8 (-1)

**Senses** blindsight 10 ft., tremorsense 30 ft., passive Perception 9

**Languages** -

**CR** 9 (XP 5,000; PB +4)



**Poor Sight.** The taurillo has disadvantage Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The taurillo makes two Rend attacks.

**Rend.** *Melee Weapon Attack:* +10, reach 5 ft. *Hit:* 28 (4d10 + 6) slashing damage.

**Rolling Bodycheck.** The taurillo moves up to half its speed in a straight line toward a hostile creature. If it moved at least 5 feet before it comes within 5 feet of its target, *Constitution Saving Throw:* DC 18, the target the taurillo moved towards. *Failure:* 45 (6d12 + 6) bludgeoning damage, and the target is knocked prone, pushed back 10 feet, and incapacitated until the end of its next turn.

## BONUS ACTIONS

**Curl Up.** The taurillo curls up in a ball. Until it uncurls, it has resistance to all damage (except psychic), is restrained, and a critical hit against it becomes a normal hit. It can uncurl as a bonus action on its turn.

## REACTIONS

**Grounded Stand.** *Trigger:* A hostile creature enters the reach of the taurillo. *Response - Strength Saving Throw:* DC 18, the hostile creature. *Failure:* The target is knocked prone and can't get up this turn.