DROMAPHANT

Huge • Beast • Unaligned



Armor Class 11
Initiative -1 (9)
Hit Points 115 (10d12 + 50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	20 (+5)	3 (-4)	10 (+0)	6 (-2)

Senses darkvision 60 ft., passive Perception 10
Languages -
CR 5 (XP 1,800; PB +3)

Water Reservoir. The dromaphant can store water inside its humps. For every 10 gallons of water, it gains 1 charge, up to a maximum of 60 gallons. For each charge, it can survive a day without needing to drink.

ACTIONS

Multiattack. The dromaphant makes two Swinging Ram attacks. It can replace one of those attacks with a use of Water Shot.

Swinging Ram. *Melee Weapon Attack:* +7, reach 10 ft. *Hit:* 17 (2d12 + 4) bludgeoning damage. *Strength Saving Throw:* DC 15, the target. *Failure:* The target is knocked prone.

Water Shot. The dromaphant expends 1 charge from its Water Reservoir. *Dexterity Saving Throw:* DC 16, one creature within 30 feet of the dromaphant that it can see. *Failure:* 14 (4d6) bludgeoning damage, and if the target is Large or smaller, it is pushed back 10 feet. *Success:* Half damage.

BONUS ACTIONS

Trample. *Dexterity Saving Throw:* DC 15, one prone creature within 5 feet. *Failure:* 13 (2d8 + 4) bludgeoning damage. *Success:* Half damage.

DROMAPHANT — WEAKER



Armor Class 10
Initiative -1 (9)
Hit Points 42 (4d12 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

Senses darkvision 60 ft., passive Perception 10
Languages -
CR 2 (XP 450; PB +2)

Desert Adaptation. The dromaphant has advantage on saving throws against extreme heat.

Water Reservoir. The dromaphant can store water inside its humps. For every 10 gallons of water, it gains 1 charge, up to a maximum of 60 gallons. For each charge, it can survive a day without needing to drink.

ACTIONS

Swinging Ram. *Melee Weapon Attack:* +5, reach 10 ft. *Hit:* 14 (2d10 + 3) bludgeoning damage. *Strength Saving Throw:* DC 13, the target. *Failure:* The target is knocked prone.

Water Shot. The dromaphant expends 1 charge from its Water Reservoir. *Dexterity Saving Throw:* DC 14, one creature within 30 feet of the dromaphant that it can see. *Failure:* 14 (4d6) bludgeoning damage, and if the target is Large or smaller, it is pushed back 10 feet. *Success:* Half damage.

BONUS ACTIONS

Trample. *Dexterity Saving Throw:* DC 13, one prone creature within 5 feet. *Failure:* 6 (1d6 + 3) bludgeoning damage. *Success:* Half damage.

DROMAPHANT — STRONGER



Armor Class 12
Initiative -1 (9)
Hit Points 175 (14d12 + 84)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	22 (+6)	3 (-4)	10 (+0)	6 (-2)

Senses darkvision 60 ft., passive Perception 10
Languages -
CR 8 (XP 3,900; PB +3)

Water Reservoir. The dromaphant can store water inside its humps. For every 10 gallons of water, it gains 1 charge, up to a maximum of 60 gallons. For each charge, it can survive a day without needing to drink.

ACTIONS

Multiattack. The dromaphant makes two Swinging Ram attacks. It can replace one of those attacks with a use of Water Shot.

Swinging Ram. *Melee Weapon Attack:* +8, reach 10 ft. *Hit:* 24 (3d12 + 5) bludgeoning damage. *Strength Saving Throw:* DC 16, the target. *Failure:* The target is knocked prone.

Water Shot. The dromaphant expends 1 charge from its Water Reservoir. *Dexterity Saving Throw:* DC 17, one creature within 30 feet of the dromaphant that it can see. *Failure:* 22 (5d8) bludgeoning damage, and if the target is Large or smaller, it is pushed back 10 feet. *Success:* Half damage.

BONUS ACTIONS

Trample. *Dexterity Saving Throw:* DC 16, one prone creature within 5 feet. *Failure:* 18 (3d8 + 5) bludgeoning damage. *Success:* Half damage.