

# Aatxe

Large, Celestial (Shapechanger), Neutral

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**ARMOR CLASS**

16

**HIT POINTS**

126 (12d10 + 60)

**CHALLENGE**

5 | 1,800 XP

**PROFICIENCY**

+3

<b>Speed</b>	Walk 40 ft.
<b>Initiative</b>	+1
<b>Saving Throws</b>	Con +8, Wis +6
<b>Skills</b>	Insight +6, Perception +6
<b>Damage Resistances</b>	Radiant, Fire
<b>Condition Immunities</b>	Charmed
<b>Senses</b>	Darkvision 60 ft.; Passive Perception 16
<b>Passive Perception</b>	16
<b>Languages</b>	Celestial, Sylvan

**STR**21  
+5**DEX**12  
+1**CON**20  
+5**INT**10  
+0**WIS**16  
+3**CHA**14  
+2

## Traits

**Sacred Bull Form.** The aatxe has Advantage on saving throws against being Charmed or Frightened.

**Storm of Hooves.** If the aatxe moves at least 20 feet straight toward a creature before hitting it with Gore, the target takes extra damage.

## Actions

**Multiattack.** The aatxe makes two attacks: Gore and Hooves.

**Gore.** Melee Attack Roll: +8, reach 5 ft. Hit: 16 (2d10 + 5) Piercing damage plus 7 (2d6) Radiant damage.

**Hooves.** Melee Attack Roll: +8, reach 5 ft. Hit: 14 (2d8 + 5) Bludgeoning damage.

**Judging Bellow (Recharge 5-6).** Wisdom Saving Throw: creatures of the aatxe choice within 20 feet. Failure: 27 (6d8) Thunder damage and the target falls Prone. Success: Half damage and no Prone.

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