

Aurochs

Large, Beast (Cattle), Unaligned

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ARMOR CLASS

12

HIT POINTS

60 (8d10 + 16)

CHALLENGE

2 | 450 XP

PROFICIENCY

+2

Speed Walk 50 ft.

Initiative +0

Saving Throws N/A

Skills Perception +3

Senses Passive Perception 13

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Languages None

STR20
+5**DEX**10
+0**CON**14
+2**INT**2
-4**WIS**12
+1**CHA**7
-2

Traits

Stampede Bulk. If the aurochs moves at least 20 feet straight toward a creature and then hits it with Gore, the target must succeed on a Strength saving throw or fall Prone.

Herd Beast. The aurochs has Advantage on saving throws against being Frightened while it can see another allied beast.

Actions

Gore. Melee Attack Roll: +7, reach 5 ft. Hit: 14 (2d8 + 5) Piercing damage.

Hooves. Melee Attack Roll: +7, reach 5 ft. Hit: 12 (2d6 + 5) Bludgeoning damage against a Prone target.

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