

Ferox

Large, Monstrosity, Unaligned

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ARMOR CLASS

15

HIT POINTS

110 (13d10 + 39)

CHALLENGE

4 | 1,100 XP

PROFICIENCY

+2

Speed Walk 40 ft., Climb 20 ft.

Initiative +2

Saving Throws N/A

Skills Athletics +6, Perception +3

Senses Darkvision 60 ft.; Passive Perception 13

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Languages None

STR

19
+4

DEX

14
+2

CON

17
+3

INT

4
-3

WIS

12
+1

CHA

7
-2

Traits

Pack Breaker. The ferox has Advantage on attack rolls against a creature if no other creature is within 5 feet of the target.

Ripping Momentum. If the ferox moves at least 15 feet straight toward a target before hitting it with Claws, the target takes 7 (2d6) extra Slashing damage.

Actions

Multiattack. The ferox makes one Bite attack and two Claw attacks.

Bite. Melee Attack Roll: +6, reach 5 ft. Hit: 10 (1d12 + 4) Piercing damage.

Claw. Melee Attack Roll: +6, reach 5 ft. Hit: 8 (1d8 + 4) Slashing damage.

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