

A large, blue, muscular creature with its mouth wide open, showing sharp teeth, in a jungle setting. The creature has a red interior in its mouth and is surrounded by dense green foliage. The scene is lit with a blueish-green hue, suggesting a night or twilight setting in a jungle.

EXPANDED HERBIVORES

HOME BREW

by Soniverse Labs

ELEPHANTS

Second only to the saurian, elephants and their relatives are the largest of all beastial herbivores. Although there are many species of elephants, they are easily recognizable their opposable trunks and at least one pair of ivory tusks protruding from their mouths. Depending on the species, some elephants have large ears and thick leathery skin that protects them from the heat of the sun while others, such as mammoths are more acclimated to cold environments sporting thick coats of fur.

Another notable feature that elephants and their relatives possess is their intelligence and memory. In fact, they have been known to hold grudges against poachers or hunters for months and even years enacting revenge as the herd comes in full force to attack their settlement or village. Such behavior reflects the strong familial bond amongst an elephant herd as each member fiercely defends its own, collectively raises their young, and mourns the loss of a herd member.

In general, elephants tend to be largely unaggressive, albeit quite wary, towards humanoids. However elephants have been known to be quite welcoming to druidic tribes and other groups in tune with nature. In fact, they have been known to regularly communicate, visit, and even aid these individuals in the protection of their environment. If an elephant herd has had negative encounters with humanoids in the past, they will become extremely territorial upon future encounters. When provoked, elephants rarely fight alone unless separated from its herd. While defenders of the herd engage their enemy; the others guard and escort the young or elderly to safety away from the fray.

HIPPUS

Whereas the elephant primarily dominates the land, the hippo's realm are lakes and streams. They spend the majority of their times in water feasting on vegetation on the river banks or underwater.

Unlike the elephant, the hippo is an extremely moody and violent animal, particularly against predators and humanoids. Its hatred for predators and humanoids makes it even hard for druidic tribes to safely communicate and bond with these animals. Despite its demeanor, it actually seems to assume to role as a guardian for other herbivores. Whenever the hippo is present near a lake or stream, other herbivores are drawn to this place thanks to the sanctuary that a herd of hippos provide. Whenever a predator is seen in the vicinity of the hippos home, it immediately erupts into a violent fury as it proceeds to kill its foe.

The hippos primary weapon is its powerful jaws that can easily snap any unfortunate creature that finds its way in its jaws in half. Its jaws have been known to even be powerful enough to splinter small boats and canoes in a single bite.

Despite the notorious reputation of its jaws, it has also used it at times to gently grasp drowning herbivores as the brings it to the safety of the shores.

When encountering a hippo, it is best to give it an extremely wide berth and one should be watchful to look for what may appear to nearby logs floating in the water as a hippo is rarely found alone. If one finds themselves in combat with a hippo, the best advice is to avoid its jaws as once it clamps down on its victim, it will not let go and will drag its foe underwater slamming it against underwater rocks and debris.

RHINOS

The rhino is another large herbivore known for its prominent horns attached to its nose. Depending on the species, some rhino may possess one horn while some have been known to have up to four. Although most species tend to be smaller than both the elephant and the hippo, rhinos are known for their surprising speed and endurance for their size and build.

By nature, rhinos tend to be much more solitary and are only seen with other rhinos while mating or raising young. As a solitary herbivore, this makes it seemingly an easy target for predators. Because of this, rhinos tend to be extremely territorial driving off even other herbivores that get too close.

Once antagonized, the rhino seemingly transforms into a living battering ram, using its overwhelming size and surprising speed skewer its foes with its horn. Unlike other herbivores which flee when wounded, the rhino would rather stand its ground than flee as its fury gives its unnatural endurance letting it shrug off the harshest of wounds.

Because of this, many predators tend to leave rhinos alone for it will be a prolonged and dangerous endeavor to bring one down. Their tenacity also makes them a prized mount for many cultures; if they have the courage and discipline to attempt to tame such an unruly beast.

GIANT SLOTH

Easily rivaling the elephant in size, is the peaceful titan known as the giant sloth. This large beast lives primarily in dense jungles where there is ample source of food to appease their voracious appetite. These sloths seem to personify the concept of laziness as they literally spend the majority of their life eating and sleeping. Thanks to their large size, these titans have very few natural predators are able to graze with little fear and their powerful claws allow them to climb into the largest of trees to sleep in relative safety.

However, when it does need to defend itself, it transforms into a fury storm of claws uncharacteristic for a seemingly lazy beast. Maybe it is the fact that its meal or sleep was interrupted by the audacity of a predator, that drives it into a terrible fury. Once antagonized, the sloth will use its unnaturally long arms to shred its enemy. Even if the predator attempts to flee, the sloth gives no mercy to the one that interrupted its peaceful solitude as it tramples through the forest in pursuit flinging tree branches at its quarry. Its wrath is only sated when the current threat is eliminated will the sloth revert back to its normal demeanor, peacefully eating or sleeping as if nothing had happened.

GIANT ARMADILLO

From a distance, giant armadillos would resemble giant turtles with large clubbed tails. However, these heavily armored creatures are in fact mammals. Although they do not typically live in herds with their own kind, they are often present alongside migratory herds of other herbivores such as gazelles and buffalo.

Due to their slow gait, many predators attempt to try their luck against the armadillo; however, its plating repels the claws and teeth of all but the strongest predators. If that does not deter its prey, it uses its clubbed tail to knock away attackers. If it wants to make a quick get away, it simply curls up into a ball plowing into any creature foolish enough to try to stop it.

ELEPHANT

Huge Beast, Unaligned

Armor Class 12 (Natural Armor)
Hit Points 76 (8d12+24)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	8 (-1)	11 (+0)	6 (-2)

Saving Throws Strength +8, Constitution +5
Skills Athletics +8, Perception +2
Senses, passive Perception 12
Challenge 4 (1100 xp)

Siege Monster The elephant can deal double damage to buildings and objects

Endurance When the elephant fails a Constitution saving throw that deals damage, it takes half damage. On a success, it takes none

Charge If the elephant moves at least 20ft. straight towards a creature and then hits it with a gore attack on the same turn, the target takes an additional 13(2d12) damage.

Opposable Trunk The elephant is able to wield and interact with objects using its trunk as a bonus action. The trunk has a reach of 10ft. for the purpose of grappling or retrieving an object.

Actions

Gore. *Melee Weapon Attack*, +8 to hit, 5ft., one target. *Hit:* 19 (2d12+6) piercing damage. Creatures must succeed a DC 16 Strength saving throw or be knocked prone. As a bonus action, the elephant can make a stomp attack against a prone creature.

Stomp *Melee Weapon Attack*, +8 to hit, 5ft., one prone target. *Hit:* 17 (2d10+6) bludgeoning damage.

MAMMOTH

Huge Beast, Unaligned

Armor Class 14 (Natural Armor)
Hit Points 138 (12d12+60)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	8 (-1)	11 (+0)	6 (-2)

Skills Athletics +10, Perception +3
Damage Resistances Cold
Senses, passive Perception 13
Challenge 7 (2900 xp)

Siege Monster The mammoth can deal double damage to buildings and objects

Endurance When the mammoth fails a Constitution saving throw that deals damage, it takes half damage. On a success, it takes none

Ice Walk The mammoth can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Charge If the mammoth moves at least 20ft. straight towards a creature and then hits it with a gore attack on the same turn, the target takes an additional 13(2d12) damage.

Opposable Trunk The mammoth is able to wield and interact with objects using its trunk as a bonus action. The trunk has a reach of 10ft. for the purpose of grappling or retrieving an object.

Actions

Gore. *Melee Weapon Attack*, +8 to hit, 5ft., one target. *Hit:* 33 (4d12+7) bludgeoning damage. Creatures must succeed a DC 18 Strength saving throw or be knocked prone. As a bonus action, the mammoth can make a stomp attack against a prone creature.

Stomp *Melee Weapon Attack*, +8 to hit, 5ft., one prone target. *Hit:* 25 (3d10+7) bludgeoning damage.



HIPPO

Large Beast, Unaligned

Armor Class 14 (Natural Armor)

Hit Points 63 (6d10+30)

Speed 40ft., 40ft. swim

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	20 (+5)	2 (-1)	12 (+1)	6 (-2)

Saving Throws Strength +7, Constitution +7

Skills Athletics +7, Perception +3

Senses, passive Perception 12

Challenge 3 (700 xp)

Siege Monster The hippo can deal double damage to buildings and objects

Hold Breath The hippo can hold its breathe up to 10 minutes.

False Appearance While motionless, the hippo is indistinguishable from a log

Aggressive The hippo can move up to its movement speed as a bonus action to move towards a hostile creature

Brutal Jaws If the hippo can deal a critical hit with its bite on an 18-20. Upon a critical hit, the hippo can triple the die. If a creature if reduced to 0 hitpoints by the hippos bite, it is killed.

Actions

Bite *Melee Weapon Attack*, +7 to hit , 5ft., one target. **Hit:** 18 (2d12+5) piercing damage If the creature is Medium or smaller, it is considered grappled and restrained (escape DC 15). For the duration of this grapple, the hippo cannot bite another target but can use its bonus action to make another bite attack against that creature.

DIRE HIPPO

Gargantuan Beast, Unaligned

Armor Class 16 (Natural Armor)

Hit Points 140 (8d20+56)

Speed 40ft., 40ft. swim

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	25 (+7)	2 (-1)	12 (+1)	6 (-2)

Saving Throws Strength +11, Constitution +7

Skills Athletics +11, Perception +3

Senses, passive Perception 12

Challenge 8 (3900 xp)

Siege Monster The hippo can deal double damage to buildings and objects

False Appearance While motionless, the hippo is indistinguishable from a log

Hold Breath The hippo can hold its breathe up to 30 minutes.

Aggressive The hippo can move up to its movement speed as a bonus action to move towards a hostile creature

Brutal Jaws If the hippo can deal a critical hit with its bite on an 18-20. Upon a critical hit, the hippo can triple the die. If a creature if reduced to 0 hitpoints by the hippos bite, it is killed.

Actions

Bite *Melee Weapon Attack*, +11 to hit , 5ft., one target. **Hit:** 28 (3d12+8) piercing damage If the creature is Huge or smaller, it is considered grappled and restrained (escape DC 19). For the duration of this grapple, the hippo cannot bite another target but can use its bonus action to make another bite attack against that creature.

RHINO

Large Beast, Unaligned

Armor Class 14 (Natural Armor)
Hit Points 63 (6d10+30)
Speed 40ft.,

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	20 (+5)	2 (-1)	12 (+1)	6 (-2)

Saving Throws Strength +7, Constitution +7
Skills Athletics +7, Perception +3
Senses, passive Perception 12
Challenge 3 (700 xp)

Siege Monster The rhino can deal double damage to buildings and objects

Reckless At the start of its turn, the rhino can choose to have advantage on its attack rolls. Attacks against it have advantage until the start of its next turn

Charge If the rhino moves at least 20ft. straight towards a creature and then hits it with a gore attack on the same turn, the target takes an additional 7(2d6) damage.

Aggressive The rhino can move up to its movement speed as a bonus action to move towards a hostile creature

Relentless If the rhino is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw. If it succeeds, it drops to 1 hitpoint instead. Each time it uses this feature after the first, the DC increases by 5. The DC resets to 10 after a short or long rest.

Actions

Gore *Melee Weapon Attack*, +7 to hit, 5ft., one target. *Hit:* 12 (2d6+5) piercing damage. If the target is a creature, it must succeed a DC 15 Strength saving throw or be knocked prone on a failed save. As a bonus action, the rhino can gore a creature that is knocked prone

WOOLLY RHINO

Large Beast, Unaligned

Armor Class 14 (Natural Armor)
Hit Points 105 (10d10+50)
Speed 40ft.,

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	20 (+5)	2 (-1)	12 (+1)	6 (-2)

Saving Throws Strength +8, Constitution +8
Skills Athletics +8, Perception +4
Damage Resistances Cold
Senses, passive Perception 14
Challenge 5 (1800 xp)

Siege Monster The rhino can deal double damage to buildings and objects

Ice Walk The rhino can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Reckless At the start of its turn, the rhino can choose to have advantage on its attack rolls. Attacks against it have advantage until the start of its next turn

Charge If the rhino moves at least 20ft. straight towards a creature and then hits it with a gore attack on the same turn, the target takes an additional 13(2d12) damage.

Aggressive The rhino can move up to its movement speed as a bonus action to move towards a hostile creature

Relentless If the rhino is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw. If it succeeds, it drops to 1 hitpoint instead. Each time it uses this feature after the first, the DC increases by 5. The DC resets to 10 after a short or long rest.

Actions

Gore *Melee Weapon Attack*, +8 to hit, 5ft., one target. *Hit:* 18 (2d12+5) piercing damage. If the target is a creature, it must succeed a DC 16 Strength saving throw or be knocked prone on a failed save. As a bonus action, it can gore a creature that is knocked prone



GIANT SLOTH

Huge Beast, Unaligned

Armor Class 15 (Natural Armor)
Hit Points 100 (8d12+48)
Speed 30ft. 30ft. climb

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	23 (+6)	2 (-4)	12 (+1)	7 (-2)

Skills Athletics +7, Perception +4, Stealth +6
Senses passive Perception 14
Challenge 5 (1800 xp)

Lazy The giant sloth has advantage has saving throws against being charmed

Berserk At the start of its turn, the Giant sloth can use its bonus action to make an additional claw attack. However, attacks against it have advantage until the start of its next turn.

Wounded Fury When below half its hitpoint maximum, it can make a claw attack against all creatures within range.

Floral Frenzy If it takes the attack action against a Plant creature, it can make an additional claw attack as part of its action

Floral Camouflage When the giant sloth is obscured by ample plant life, it has advantage on Dexterity (Stealth) checks

Siege Monster The sloth can deal double damage to buildings and structures.

Actions

Multiattack The giant sloth can make two claw attacks

Claw. *Melee Weapon Attack*, +7 to hit , 10ft., one target. *Hit:* 18 (3d8+4) slashing damage.

GIANT ARMADILLO

Large Beast, Unaligned

Armor Class 17 (Natural Armor)
Hit Points 57 (6d10+24)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	2 (-4)	10 (+0)	3 (-5)

Skills Athletics +7, Stealth +6, Perception +2
Senses blindsight 30ft., passive Perception 12
Challenge 3 (700 xp)

Thick Shell The armadillo can reduce bludgeoning, piercing, and slashing damage by 6.

Siege Monster The armadillo can deal double damage to buildings and structures.

Shell Defense When the armadillo is targeted with an attack , it can use its reaction to retreat into its shell. When it uses this feature, it gains the benefit of total cover from all effects outside of the shell.

If it is target with a saving throw, the armadillo takes half damage on a failed saving throw and no damage on a successful saving throw.

Actions

Tail Club. *Melee Weapon Attack*, +8 to hit , 10ft., one target. *Hit:* 19 (4d6+5) bludgeoning damage. If the target is a creature, it must succeed a DC 15 Constitution saving throw or be stunned until the end of that creature's next turn.

Barrel Roll Creatures in a 10ft. wide and 20ft. long line must succeed a DC 15 Dexterity saving throw or take 22(4d10) bludgeoning damage. The armadillo can move up to 20ft. in a straight line as part of this action.

CAMEL

The camel is the staple beast of burden for civilizations living in the most extreme of environments. Although most camels are associated with desert biomes, they also are popular finds found in the arctic regions of the material plane. Their bodies are perfectly adapted to enduring extreme heat and cold. In addition to resisting extreme temperatures, they are extremely proficient at traversing through loose sand, thick snowbanks, and even icy surfaces. Their eyes are also able to be shielded from extreme snowfall or sandstorms allowing them to safely travel through the harshest of conditions without difficulty.

Despite their amazing utility as a beast of burden, camels are known to be frustratingly stubborn and moody. Whenever it has a bad day, it will refuse to do anything it is told until it gets its way. This stubbornness has even been known to be quite impervious to magical effects that alter its behaviors.

GIRAFFE

The largest relative of the camel is the giraffe. This creature is known for its immense size; towering even over the elephant and even many dinosaurs. However, despite its height, it is not nearly as massive or strong as these other creatures. What it lacks in build or strength, it makes up with its surprising speed easily outrunning any potential predators.

Despite its somewhat lanky frame, the giraffe is no pushover when threatened. Thanks to its powerful kicks and log-like neck, it has been known to easily shatter the bones and even decapitate predators from its sheer power of its blows. However, if its foe still proves to be too much, the giraffe will quickly attempt to flee using its long gait to put distance between it and its attacker.

LLAMA

The llama is a relative of the giraffe albeit much smaller as most variants are about the size of a small horse. However, they make up for their size with their sturdy endurance making them prized pack animals. However, they are notorious for their personality. By nature, they tend to be particularly grumpy, stubborn, and moody creatures, particularly in any interactions with humanoids. Although they are not particularly aggressive to humanoids, they seem to take pleasure in being contrary and making lives of their humanoid owners as difficult as they can.

One of their favorite tactics is to spit in the eyes of their owner. Although they use this as a defense mechanism, they seem to enjoy using their humanoid owners as target practice. Unfortunately, they are surprisingly accurate and are able to hit their target through the smallest opening. Another annoying tactic they enjoy it to chew the hair or occasionally the ears of anyone who get to close.

DIVINE LLAMA

Despite the notoriety of their species, there have been legends regarding a mythical llama. It is not entirely the true origin of this creature, some believe it is a divine creation while others believe it was one of the prime ancestors of all llamas. The few accounts regarding this creature tells of its magnificent coat of wool that shimmers with otherworldly light that has the ability to reflect magial effects and muddle one's mind. Others fortell of a beast that represents the pinnacle of individual will as it has been rumored to shrug the mind-altering effects of the most terrifying or alluring of creatures and spells out of pure stubbornness.

Although most accounts tell of singular interactions with such a beast, many believe that these creatures have a common homeland wherein herds of these mythical creature roam freely. Regardless of its origin, many adventurers have embarked on quests to discover this illusive llama traveling through the most dangerous of lands to discover their mythical herds.

STALLIONS

Horses in general are one of the most useful of all animals domesticated by humanoids. They have served a wide variety of uses such as beasts of burden, mounts of war, and even as a source of food. However, the greatest of their kind are stallions. These creatures have been bred to have superior strength, agility, endurance, and intelligence making them the optimum mount and travel companion.

However, stallions are known to be extremely selective with whom it chooses be its rider. As such a bon lasts for the entire life of the horse and its rider, individuals have only one chance to successfully forge a connection with one these beasts. Upon a failure, the stallion will forever reject that creature as its rider and will become extremely violent when an unworthy creature attempts to ride it.

If the stallion choose someone, that person has gains a valuable companion for life that will listen to its master's commands to the best of its ability and will never leave its side even in the face of the most dire of threats. Oftentimes, stallions will refuse to bond with another creature if its master dies often following it master to its grave.



CAMEL

Huge Beast, Unaligned

Armor Class 13 (Natural Armor)

Hit Points 51 (6d12+12)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	2 (-4)	13 (+1)	10 (+0)

Saving Throws Constitution +4

Skills Athletics +5, Perception +3

Damage Resistances Cold; Fire

Senses passive Perception 13

Challenge 1 (200 xp)

Sand Sight The camel's vision is unaffected by fog, sand, or snow fall.

Endurance When the camel fails a Constitution saving throw against an effect that deals damage it takes half damage. On a successful saving throw, it takes no damage.

Sand Treader The camel is unaffected by difficult terrain caused by sand, snow, or ice.

Stubborn The camel has advantage on saving throws against being charmed. Upon succeeding its saving throw, it is immune to being charmed by that creature for the next 24 hours.

Actions

Bite. *Melee Weapon Attack*, +5 to hit, 5ft., one target. *Hit:* 6 (1d4+3) bludgeoning damage.

GIRAFFE

Gargantuan Beast, Unaligned

Armor Class 13 (Natural Armor)

Hit Points 100 (8d20+16)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	14 (+2)	2 (-4)	13 (+1)	10 (+0)

Saving Throws Strength +8, Constitution +5

Skills Athletics +8, Perception +4

Senses passive Perception 14

Challenge 5 (1800 xp)

Siege Monster The giraffe can deal double damage to buildings and structures.

Reckless At the start of its turn, the giraffe can choose to have advantage on its attack rolls. Attacks against it have advantage until the start of its next turn

Actions

Multiattack The giraffe can make a neck slam and a kick attack

Neck Slam. *Melee Weapon Attack*, +8 to hit, 15ft., one target. *Hit:* 18 (2d12+5) bludgeoning damage. If the target is a creature, it must succeed a DC 16 Strength saving throw or be knocked prone. The giraffe can make a kick attack as a bonus action against a prone creature

Kick *Melee Weapon Attack*, +8 to hit, 10ft., one target. *Hit:* 16 (2d10+5) bludgeoning damage. Creatures must succeed a DC 16 Strength saving throw or be pushed back 10ft.



LLAMA

Large Beast, Unaligned

Armor Class 12 (Natural Armor)

Hit Points 21 (3d10+6)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	2 (-4)	13 (+1)	10 (+0)

Skills Perception +3

Senses passive Perception 13

Challenge 1/8 (25 xp)

Stubborn The llama has advantage on saving throws against being charmed. Upon succeeding its saving throw, it is immune to being charmed by that creature for the next 24 hours.

Sharpshooter The llama can ignore range penalties and any bonuses creature gain from half or three fourth's cover.

Sniper The llama can use its spit attack without revealing its location.

Perfect Aim The llama's spit can deal a critical hit on an 18-20. If it lands a critical hit, it can target another creature in range instead of dealing additional damage.

Actions

Bite. *Melee Weapon Attack*, +4 to hit , 5ft., one target. *Hit:* 5 (1d4+2) bludgeoning damage.

Spit Ranged Weapon Attack, +4 to hit , 20/60ft., one target. *Hit:* Upon a hit, the target is blinded until the start of the llama's next turn.

DIVINE LLAMA

Large Beast, Unaligned

Armor Class 16 (Natural Armor)

Hit Points 90 (12d10+24)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	2 (-4)	15 (+2)	20 (+5)

Saving Throws Strength +6, Dexterity +6, Constitution +6, Wisdom +5, Charisma +8

Skills Perception +5

Senses passive Perception 13

Challenge 3 (700 xp)

Defiant Indifference The llama is immune to being frightened and charmed.

Spell-Turning Wool The llama has advantage on saving throws against any spell that targets only the llama (not an area). If the llama's saving throw succeeds, the spell has no effect on the cat and instead targets the caster.

Magical Attacks The llama's attacks count as magical for the purpose of overcoming resistance.

Sniper The llama can use its spit attack without revealing its location.

Perfect Aim The llama's spit can deal a critical hit on an 18-20. If it lands a critical hit, it can target another creature in range instead of dealing additional damage.

Majestic Presence Any creature that targets the llama with an attack or with a harmful effect must succeed DC 15 Wisdom saving throw. On a failed saving throw, the creature must choose a new target or lose the attack or spell. This effect does not protect the llama from area effects.

Actions

Bite. *Melee Weapon Attack*, +4 to hit , 5ft., one target. *Hit:* 7 (1d6+3) bludgeoning damage.

Spit Ranged Weapon Attack, +4 to hit , 20/60ft., one target. *Hit:* Upon a hit, the target is blinded until the start of the llama's next turn. This attack can hit the three times against the same target or separate creatures..



STALLION

Large Beast, Unaligned

Armor Class 14 (Natural Armor)

Hit Points 45 (6d10+12)

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	8 (-1)	12 (+1)	17 (+3)

Skills Athletics +6, Acrobatics +6, Perception +3

Senses passive Perception 13

Challenge 2 (450 xp)

Trampling Charge If the horse moves at least 30ft. in a straight line toward a creature and then hits it with a hoove attack on the same turn, the target takes an additional 11 (3d6) damage and must succeed a DC 14 Strength saving throw or be knocked prone. If the target is prone, it can make an addition hooves attack against that creature.

Superior Speed The stallion can use its bonus action to Dash

Loyal While bonded to a creature, the stallion is immune to the effects of charm and fear.

Mounted Companion

After spending at least 10 minutes observing one another from both the rider and stallion, the rider must succeed a DC 20 Wisdom (Animal Handling) check. Upon a success, the stallion choose the individual as its bonded rider until that creature dies. Upon a failure, a stallion will refuse to bond with that rider.

A rider can only bond to one stallion at a time. If the rider attempts to bond with another, both horses will terminate the bond and will both refuse the individual.

While mounted with its chosen rider, the stallion can act independently on its riders initiative acting either before or after its rider actions. It will perform an action that its rider gives to the best of its ability.

While mounted, both the rider and the stallion have advantage on attack rolls.

As a reaction, the stallion can grant its rider advantage on ability checks or saving throws to remain in its saddle.

While mounted by any creature other than its bonded rider, that creature must succeed a DC 14 Strength saving throw at the start of the stallion's turn or be thrown off 5ft. in a direction of the stallion's choice and fall prone. It will not obey any command of that rider gives and acts on its own initiative.

Actions

Hooves. *Melee Weapon Attack*, +6 to hit , 5ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.

SPRINGHORN

The springhorn, also known as the gazelle or deer depending on the region, is one of the most common of large herbivorous mammals on the Material Plane. They dwell in nomadic large herds, sometimes in the thousands, constantly searching for grasslands. It is not uncommon for these herds to be intermingled with other herbivorous creatures such as elephants and even dinosaurs. Staying near such creature helps provide ample notice and protection from predators.

Since they tend to be skittish by nature, springhorns tend to immediately flee at the first sign of danger using their superior speed to make a quick escape. However, if cornered, it will attempt to gore predators with its horns. However, it will only resort of self-defense long enough for it make an escape.

BUFFALO

The buffalo is the much larger and bulkier relative to the springhorn. What it lacks in size, it makes up in strength and endurance. Just like their smaller kin, the live in large multi-species herds. However, when danger approaches, they will become quite territorial and will attempt to drive off predators by charging it with their horns. However, if the threat proves to be too much, they will resort to fleeing as they are not as heavily built for prolonged engagements as other herbivores such as rhinos or elephants

MOOSE

The moose is probably the largest and most dangerous of all the springhorn's relatives. Although most springhorns possess a pair of antlers on its heads, the moose has much more pronounced horns, often spanning nearly 10ft. in width with the largest specimens. One of then primary uses of the moose's antlers are to attract mates and to intimidate rivals. It tends to be much more solitary and territorial than its smaller relatives, so its often best to give a moose plenty of space when encountered. When threatened, it wields its antlers with deadly efficiency.

Its antlers are particularly useful against predators such as wolves wherein its wide reaches enables it to injure multiple members as it charges through the fray. Many forest loving civilization have tamed these creatures using them as beasts of burdem, livestock, and even mounts of war due to their large populations in wooded forests.

DIRE BOAR

The most dangerous of all woodland herbivores is the dire boar. This creature is known for its perpetual aggression, especially against creatures that intrude upon its territory. Their primary weapons are their jagged tusks that they use to gore and eviscerate their opponents. Most predators tend to avoid attacking a dire boar due to its relentless fury that gives it supernatural endurance when wounded. In a matter of seconds, the boar can easily turn the tables on its attacker as it refuses to back down when threatened continually fighting to its last breath.

Many hunters and adventurers view the boar as one of the ultimate quarry thanks to its tenacity and strength. Only the most skilled and capable of hunters are able to bring down a beast of this magnitude.

CARNOBOAR

Almost as intimidating as the dire boar is the carnoboar. By nature, most boars can be quite omnivorous feasting on anything they come across if they are hungry enough. Whereas most boars may scavenge the remains of a dead creature, carnoboars are known to actively hunt down prey. The brutes hunt in small packs of 4(1d6) members that will relentlessly pursuing anything the set their sight on. Even other predators such as wolves or bears end up as potential prey as these boar pursue their quarry with a series of furious squeal.

Carnoboars don't seem to show any fear of humanoids as they will begin the view them as a new source of meat. Unlike other predators which will flee when overpowered, the carnoboar will continue to fight on to its dying breath fueled by its perpetual fury.



SPRINGHORN

Medium Beast, Unaligned

Armor Class 13 (Natural Armor)

Hit Points 17 (3d8+3)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	2 (-4)	17 (+3)	3 (-5)

Skills Acrobatics +5, Perception +7

Senses passive Perception 17

Challenge 1/2 (100 xp)

Alert The springhorn has advantage on Wisdom (Perception checks) and advantage on initiative

Fast Escape When the springhorn rolls initiative, it can move up to half its movement speed without provoking opportunity attack

Nimble The springhorn can use its bonus action to Dash.

Charge If the springhorn moves at least 20ft. straight toward a creature and then hits it with a gore attack, the target takes an additional 5(2d4) damage.

Actions

Gore. *Melee Weapon Attack*, +4 to hit, 5ft., one target. *Hit:* 8 (2d4+3) piercing damage. If the target is a creature, it must succeed a DC 12 Strength saving throw or be knocked prone

BUFFALO

Large Beast, Unaligned

Armor Class 14 (Natural Armor)

Hit Points 38 (4d10+16)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	18 (+4)	2 (-4)	17 (+3)	3 (-5)

Skills Acrobatics +5, Perception +7

Senses passive Perception 17

Challenge 1 (200 xp)

Siege Monster The buffalo can deal double damage to buildings and objects

Stubborn The buffalo has advantage on saving throws against being charmed. Upon succeeding its saving throw, it is immune to being charmed by that creature for the next 24 hours.

Aggressive The buffalo can use its bonus action to move up to its movement speed towards a hostile creature

Charge If the buffalo moves at least 20ft. straight toward a creature and then hits it with a gore attack, the target takes an additional 7(2d6) damage.

Actions

Gore. *Melee Weapon Attack*, +4 to hit, 5ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the target is a creature, it must succeed a DC 12 Strength saving throw or be knocked prone. The buffalo can use its bonus action to gore a prone creature.

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MOOSE

Large Beast, Unaligned

Armor Class 13 (Natural Armor)

Hit Points 68 (8d10+24)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	17 (+3)	2 (-4)	10 (+0)	6 (-2)

Saving Throws Strength +7, Constitution +5

Skills Athletics +7, Perception +2

Senses passive Perception 12

Challenge 4 (1100 xp)

Siege Monster The moose can deal double damage to buildings and structures.

Reckless At the start of its turn, the moose can choose to have advantage on its attack rolls. Attacks against it have advantage until the start of its next turn

Aggressive The moose can use its bonus action to move up to its movement speed towards a hostile creature it can see.

Battering Ram If the moose moves at least 20ft. straight towards a creature and then hits it with a ram on the same turn, the target takes an additional 13(2d12) damage. When it uses this feature, the moose can make one ram attack against each creature in its path.

Relentless If the moose is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw. If it succeeds, it drops to 1 hitpoint instead. Each time it uses this feature after the first, the DC increases by 5. The DC resets to 10 after a short or long rest.

Dauntless The moose has advantage on saving throws against being frightened. Upon succeeding its saving throw, it is immune to being frightened by that creature for the next 24 hours.

Stubborn The moose has advantage on saving throws against being charmed. Upon succeeding its saving throw, it is immune to being charmed by that creature for the next 24 hours.

Actions

Ram. *Melee Weapon Attack*, +7 to hit, 5ft., one target. *Hit:* 18 (2d12+5) bludgeoning damage. If the target is a creature, it must succeed a DC 15 Strength saving throw or be knocked prone. The moose can make another ram attack a bonus action against a prone creature.



DIRE BOAR

Huge Beast, Unaligned

Armor Class 13 (Natural Armor)
Hit Points 68 (8d12+24)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Strength +6, Constitution +6
Skills Athletics +6, Perception +4
Senses passive Perception 14
Challenge 4 (1100 xp)

Aggressive The boar can use its bonus action to move up to its movement speed towards a hostile creature

Keen Smell The dire boar has advantage on Wisdom(Perception) checks relying on smell

Last Stand When below half its hitpoint maximum, the dire boar has resistance to bludgeoning, piercing, and slashing damage.

Charge If the boar moves at least 20ft. straight towards a target and then hits it with a tusk attack on the same turn, the target takes an extra 9 (2d8) damage.

Relentless If the boar is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw to regain 1 hitpoints. Upon each success, the DC increases by 5. Upon taking a short or long rest, the DC resets to 10.

Siege Monster The boar deals double damage to buildings and objects

Actions

Gore. *Melee Weapon Attack*, +6 to hit, 5ft., one target. *Hit:* 14 (2d10+3) piercing damage. If the target is a creature, it must succeed a DC 14 Strength saving throw or fall prone. It can use its bonus action to make another gore attack against a prone creature.

CARNOBOAR

Large Beast, Unaligned

Armor Class 13 (Natural Armor)
Hit Points 51 (6d10+18)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Strength +5, Constitution +5
Skills Athletics +5, Perception +3
Senses passive Perception 13
Challenge 3 (700 xp)

Aggressive The carno boar can use its bonus action to move up to its movement speed towards a hostile creature

Keen Smell The carno boar has advantage on Wisdom(Perception) checks relying on smell

Last Stand When below half its hitpoint maximum, the arno boar has resistance to bludgeoning, piercing, and slashing damage.

Charge If the carno boar moves at least 20ft. straight towards a target and then hits it with a tusk attack on the same turn, the target takes an extra 9 (2d8) damage.

Relentless If the carno boar is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw to regain 1 hitpoints. Upon each success, the DC increases by 5. Upon taking a short or long rest, the DC resets to 10.

Pack Tactics The carno boar has advantage on attack rolls when its target is within 5ft. of one of the boars's allies.

Actions

Gore. *Melee Weapon Attack*, +5 to hit, 5ft., one target. *Hit:* 12 (2d8+3) piercing damage. If the target is a creature, it must succeed a DC 13 Strength saving throw or fall prone. It can use its bonus action to make another gore attack against a prone creature.

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