X

Rothe

Name

Size	Type	Alignment
Large	Beast	Unaligned

AC: 10

HP: 15 (2d10+4)

Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
18	10	14	2	10	4
+4	+0	+2	-4	+0	-3

Senses: darkvision 30 ft.

Passive Perception	Challenge	XP
10	1/4	50

Languages: -

Traits

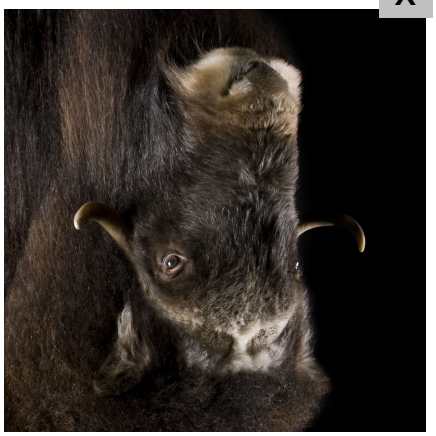
Features

Charge. If the rothe moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

Actions

Gore. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage

X



Deep Rothe

Name

Size	Type	Alignment
Medium	Beast	Unaligned

AC: 10

HP: 13 (2d8+4)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18	10	14	2	10	4
+4	+0	+2	-4	+0	-3

Senses: darkvision 60 ft.

Passive Perception	Challenge	XP
10	1/4	50

Languages: -

Traits

Features

Charge. If the deep rothe moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

Innate Spellcasting. The deep rothe's spellcasting ability is Charisma. It can innately cast *dancing lights* at will, requiring no components.

Actions

Gore. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage

X

Stench Kow

Name

Size	Type	Alignment
Large	Beast	Unaligned

AC: 10

HP: 15 (2d10+4)

Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
18	10	14	2	10	4
+4	+0	+2	-4	+0	-3

Senses: darkvision 60 ft.

Passive Perception	Challenge	XP
10	1/4	50

Languages: -

Traits

Damage Resistances cold, fire, poison

Features

Charge. If the cow moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

Stench. Any creature other than a stench kow that starts its turn within 5 feet of the stench kow must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all stench kows for 1 hour.

Actions

Gore. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage.