

GRASSLAND RAZORBACK

Medium Beast, Unaligned

Armor Class 12 (natural armor)

Hit Points 32 (5d8+10)

Speed 40 ft.

STR 16 (+3)

DEX 13 (+1)

CON 14 (+2)

INT 2 (-4)

WIS 12 (+1)

CHA 4 (-3)

Saving Throws Con +4

Skills Perception +3

Senses passive Perception 13

Challenge 1 (200 XP)

Charge. If the Razorback 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. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Pack Charge. If two or more Razorbacks charge the same target in the same turn, each Razorback's Charge damage increases to 14 (4d6) and the Strength save DC increases to 15.

Bristle Defense. Any creature that grapples a Razorback or hits it with a melee attack using a natural weapon (claws, bite) takes 3 (1d6) piercing damage from the keratin ridges.

ACTIONS

Gore. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) piercing damage.

Hoof Stomp. Melee Weapon Attack: +5 to hit, reach 5 ft., one prone target. Hit: 7 (1d8+3) bludgeoning damage.

Lore

The Grassland Razorback is a stocky, boar-like herd animal of the Eastern Plains whose hide bristles with stiff keratin ridges along its neck and shoulders -- a natural deterrent against the Thornbacks that hunt the same territory. The Minotaurs of the Eastern Plains hunt Razorbacks for their meat and use their keratin ridges to make tools and crude armor. Travelers who disturb a Razorback herd learn quickly why even Thornbacks prefer to hunt alone.

Habitat

Eastern Plains, grasslands near Minotaur territories