

APPENDIX A: ASSORTED BEASTS

This appendix contains statistics for various beasts, expanding on appendix A of the *Monster Manual*.

AUROCHS

Bahgtru, son of Gruumsh and Luthic, is the orc deity of unbridled strength. Legend says Bahgtru needed a mount as fierce as him for making war, so he sought a mighty aurochs, subjugated the creature with his bare hands, and hauled it to Nishrek, Gruumsh's realm. Bahgtru named the beast Kazah, or "Bull" in Orc. On Kazah's bare back, Bahgtru charges into battle, ramming into an enemy host and leaping over the aurochs's horns to land in the midst of his foes.



AUROCHS

AUROCHS

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 38 (4d10 + 16)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	5 (-3)

Senses passive Perception 11

Languages —

Challenge 2 (450 XP)

Charge. If the aurochs 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 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 14 (2d8 + 5) piercing damage.

Orcs that revere Bahgtru might tend a stable of war bulls that carry them into combat. Trained to be fierce mounts from a young age, aurochs are sacred symbols of Bahgtru. No orc will eat such creatures, which are treated as honored warriors when they perish.

CATTLE

There are many kinds of cattle, from common oxen to more unusual, magical variants. Use the cow stat block to represent them, with the changes noted below.

COW

Large beast, unaligned

Armor Class 10

Hit Points 15 (2d10 + 4)

Speed 30 ft.

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

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

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.

ACTIONS

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 7 (1d6 + 4) piercing damage.

Ox

An ox is mainly used for draft work rather than meat or milk. Oxen have the following additional trait:

Beast of Burden. The oxen is considered to be a Huge animal for the purpose of determining its carrying capacity.

ROTHÉ

Ordinary rothé resemble musk oxen and have darkvision out to a range of 30 feet.

Deep rothé are stunted Underdark variants of rothé. They are Medium instead of Large, have 13 (2d8 + 4) hit points, and communicate with each other by using magical flashing lights. They have darkvision out to a range of 60 feet and the following additional trait:

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

STENCH KOW

These orange and green misshapen bison are native to the Lower Planes. They have resistance to cold, fire, and poison damage, darkvision out to a range of 60 feet, and the following additional trait:

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.

DOLPHIN

Dolphins are clever, social marine mammals that feed on small fish and squid. An adult specimen is between 5 and 6 feet long.

DOLPHIN

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 1/8 (25 XP)

Charge. If the dolphin moves at least 30 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage.

Hold Breath. The dolphin can hold its breath for 20 minutes.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) bludgeoning damage.

SWARM OF ROT GRUBS

Rot grubs are finger-sized maggots that eat living or dead flesh, although they can survive on plant matter. They infest corpses and piles of decaying matter and attack living creatures that disturb them. After burrowing into the flesh of a living creature, a rot grub instinctively chews its way toward the heart in order to kill its host.

Rot grubs pose a threat both singly and as a swarm. See the accompanying stat block for the mechanics of a swarm of rot grubs. A single rot grub has no stat block. Any creature that comes into contact with it must make a DC 10 Dexterity saving throw. On a failed save, the rot grub burrows into the creature's flesh and deals 3 (1d6) piercing damage at the start of each of the host creature's turns. Applying fire to the wound before the end of the host creature's next turn deals 1 fire damage to the host and kills the infesting rot grub. After this time, the rot grub is too far under the host creature's skin to be burned. If a creature infested by one or more rot grubs ends its turn with 0 hit points, it dies as the grubs burrow into its heart and kill it. Any effect that cures disease kills all rot grubs infesting the target. Burning a body kills any rot grubs infesting it.

SWARM OF ROT GRUBS

Medium swarm of Tiny beasts, unaligned

Armor Class 8

Hit Points 22 (5d8)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	7 (-2)	10 (+0)	1 (-5)	2 (-4)	1 (-5)

Damage Resistances piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained

Senses blindsight 10 ft., passive Perception 6

Languages —

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny maggot. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +0 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* The target is infested by 1d4 rot grubs. At the start of each of the target's turns, the target takes 1d6 piercing damage per rot grub infesting it. Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills these rot grubs. After this time, these rot grubs are too far under the skin to be burned.

If a target infested by rot grubs ends its turn with 0 hit points, it dies as the rot grubs burrow into its heart and kill it. Any effect that cures disease kills all rot grubs infesting the target.