



DRUID CIRCLE

CIRCLE OF THE MOUNTAINS

Like the creatures of the world, druids often adapt to a specific environment they consider to be their home. Druids of this circle prefer to make their homes in mountain ranges, and they often carry very isolationist attitudes. Some prefer to roam the lower slopes and valleys while others make their homes among sheer cliffs and on the tallest of peaks. Regardless of their preferences, these druids act with the stubborn implacability of the mountains they protect.

MOUNTAIN FORMS

When you choose this circle at 2nd level, you gain access to the following wild shape forms at 2nd, 6th, 12th, 16th level. The usual restrictions as to what you can wild shape into do not apply to these forms.

While in these forms, you can perform the somatic and verbal components of druid spells from your Grasslands Spells list.

| Druid Level | Wild Shape Option* |
|-------------|----------------------------------|
| 2nd | Big Horn Sheep, Snow Leopard |
| 6th | Black Bear, Teratornis |
| 12th | Feldanost, Gorilla |
| 16th | Giant Snow Leopard, Grizzly Bear |

MOUNTAIN SPELLS

Your mystical connection to the grasslands infuses you with the ability to cast certain spells. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the Druid Spell List, the spell is nonetheless a druid spell for you.

| Druid Level | Spells |
|-------------|---------------------------------|
| 2nd | Jump, Thunderous Smite |
| 3rd | Spider Climb, Earthbind |
| 5th | Erupting Earth, Meld Into Stone |
| 7th | Stone Shape, Stoneskin |
| 9th | Transmute Rock, Wall of Stone |

CLIFF DWELLER

At 2nd level, you gain a climb speed equal to your walking speed and you have resistance to fall damage.

PRIMAL WEAPONS

At 6th level, if you have magic weapon merge into any of your wild shapes, your attacks in wild shape form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Crag Caller

Starting at 6th level, you may use your action to summon a rock formation, causing it to burst from a location on the ground that you can see within 100 feet. The rock formation has a diameter of 30 feet at its base and reaches 30 feet high at its peak. The location on the ground where it appears must be wide enough on all sides to accommodate the entire base of the rock formation. It cannot be summoned in an area occupied by a gargantuan creature or object.

The rock formation is considered difficult terrain for all creatures without a climb speed. It has an AC 16 and hit points equal to ten times your druid level. When reduced to 0 hit points, a rock formation crumbles into dust.

If a rock formation is prevented from reaching its full height due to reaching ceiling or other obstacle, it stops as soon it encounters any strong resistance, such as hitting roof. The rock formation cannot restrain creatures by pinning them against another surface.

Once you have used this action, you can't use it again until you finish a long rest or until you expend a spell slot of 3rd level or higher to use it again.

Avatar of the Mountains

At 10th level, you can use your wild shape to transform into a Terror Goat*, Gigantopithecus*, Zheng*, or Kamaitachi* for 1 hour. You can wild shape this way 3 times per day, and regain all uses after completing a long rest.

Stance of Mountains

Starting at 14th level, you and creatures of your choice can move across difficult terrain made of earth or stone that was created or effected by your druid spells and abilities, without spending extra movement.

Additionally, you and creatures of your choice can move through this earth or stone as if it were air and without destabilizing it. Creatures can't end their movement inside this material, and anyone who does is ejected to the nearest unoccupied space, and stunned until the end of their next turn.

*See the end of the document for new and revised creature stats

CREATURE STAT BLOCKS

BIGHORN SHEEP

Medium beast, unaligned

Armor Class 12

Hit Points 20 (3d8+6)

Speed 40 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
|-----|-----|-----|-----|-----|-----|

| | | | | | |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 14 (+2) | 14 (+2) | 4 (-3) | 14 (+2) | 5 (-3) |
|---------|---------|---------|--------|---------|--------|

Skills Perception +3

Senses passive Perception 14.

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Skull Bash. Before the bighorn sheep makes a Ram attack, it can choose to take a -2 penalty to the attack roll. If the attack hits, it adds 4 to the attack's damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sure-Footed. The bighorn sheep has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Ram. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) bludgeoning damage.

Reactions

Cranial Plating. When an attack without advantage that the bighorn sheep can see hits it, it can use its reaction to absorb the damage through its skull, halving any bludgeoning or slashing damage the attack deals.



BLACK BEAR

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 37 (5d8+15)

Speed 40 ft., climb 25 ft., swim 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 15 (+2) | 11 (+0) | 16 (+3) | 5 (-3) | 17 (+3) | 6 (-2) |

Skills Perception +5

Senses darkvision 30 ft. passive Perception 15.

Challenge 1 (100 XP) **Proficiency Bonus** +2

Keen Hearing and Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell or hearing.

Actions

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

FELDUNOST

Large beast, unaligned

Armor Class 13

Hit Points 51 (6d10+18)

Speed 40 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 14 (+2) | 16 (+2) | 3 (-4) | 14 (+2) | 6 (-2) |

Skills Perception +4

Senses passive Perception 14.

Challenge 2 (450 XP) **Proficiency Bonus** +2

Skull Bash. Before the feldunost makes a Ram attack, it can choose to take a -3 penalty to the attack roll. If the attack hits, it adds 4 to the attack's damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Sure-Footed. The feldunost has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Ram. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) bludgeoning damage.

Reactions

Cranial Plating. When an attack without advantage that the feldunost can see hits it, it can use its reaction to absorb the damage through its skull, halving any bludgeoning or slashing damage the attack deals.

The **feldunost** is a species of giant ram capable of living in extremely harsh mountain environments. Far outsizing other mundane mountain creatures, this ram can deliver bone shattering blows with its skull. This combined with their mountain climbing agility deters almost all other mountain creatures from attempting to hunt them. Mountain dwarves will often use captured delunost for agricultural use and as fearsome and dependable mounts when traversing their rocky homes.

Giant Snow Leopard

Large beast, unaligned

Armor Class 14

Hit Points 66 (7d10+28)

Speed 40 ft., climb 30 ft., swim 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 20 (+5) | 16 (+3) | 18 (+4) | 4 (-3) | 14 (+2) | 10 (0) |

Skills Perception +4 Stealth +5

Senses darkvision 60 ft. passive Perception 14

Challenge 3 (700 XP) **Proficiency Bonus** +2

Keen Sight. The snow leopard has advantage on Wisdom (Perception) checks that rely on sight.

Ghost of the Mountains. The snow leopard has advantage on Dexterity (Stealth) checks made to hide in snowy or mountainous terrain and may do so even if it is only lightly obscured while in such terrain

Pounce. If the snow leopard jumps at least 10 feet straight towards a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Mountainous Traversal. The snow leopard's maximum long jump is 40 feet, its maximum high jump is 15 feet, and it has resistance to fall damage.

Actions

Multiaction The snow leopard makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage. If the target is prone, it deals 23 (2d8+5) piercing damage instead.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (1d12 + 5) slashing damage.



GIGANTOPITHECUS

Large beast, unaligned

Armor Class 12

Hit Points 102 (10d12+40)

Speed 40 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 22 (+6) | 14 (+2) | 18 (+4) | 6 (-2) | 16 (+3) | 10 (0) |

Skills Athletics +8, Perception +6, Intimidation +3

Senses darkvision 60 ft. passive Perception 16

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Bonus Actions

Brawler. When the gigantopithecus attacks a creature with its fist weapon, hit or miss, it can attempt to grapple the target.

Actions

Multattack The gigantopithecus makes three attacks: one with its bite and two with its slam. It may replace both its slam attacks with a throw attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) piercing damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 12 (1d12 + 6) bludgeoning damage.

Throw. *Ranged Weapon Attack* with a medium or smaller object or creature it is holding or grappling: +6 to hit, reach 20/40 ft., one target. Hit: 12 (1d12 + 6) bludgeoning damage. If a creature the gigantopithecus is grappling is thrown this way, it lands prone 5 feet away from the target and takes 12 (1d12 + 6) bludgeoning damage, regardless of whether the attack hits.

The **gigantopithecus** is the largest ape to ever live. Long ago they roamed lush forests where their size and strength made them more than a match for any would-be predators. Now they have all but disappeared. Though they are believed to have died out long ago, travelers may stumble across long lost colonies hidden away on remote mountain slopes.

Though gigantopithecus are generally peaceful herbivores, should their ire be roused, they are more than capable of pummeling most other animals and humanoids into a bloody pulp.



GORILLA

Medium beast, unaligned

Armor Class 12

Hit Points 45 (10d8+4)

Speed 30 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 19 (+4) | 14 (+2) | 18 (+4) | 6 (-2) | 16 (+3) | 10 (0) |

Skills Athletics +7, Perception +5, Intimidation +7

Senses darkvision 60 ft. passive Perception 15

Challenge 2 (450 XP) **Proficiency Bonus** +2

Bonus Actions

Brawler. When the gorilla attacks a creature with its fist weapon, hit or miss, it can attempt to grapple the target.

Actions

Multiattack. The gorilla makes two attacks: one with its bite and one with its slam.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

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

Throw. *Ranged Weapon Attack* with an medium or smaller object or creature it is holding or grappling: +6 to hit, reach 10/20 ft., one target. Hit: 8 (1d6 + 5) bludgeoning damage. If a creature the gorilla is grappling is thrown this way, it lands prone 5 feet away from the target and takes 8 (1d6 + 5) bludgeoning damage, regardless of whether the attack hits.

GRIZZLY BEAR

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 85 (9d10+36)

Speed 40 ft., climb 25 ft., swim 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 10 (+0) | 18 (+4) | 5 (-3) | 16 (+3) | 6 (-2) |

Skills Perception +5

Senses darkvision 30 ft. passive Perception 15.

Challenge 3 (700 XP) **Proficiency Bonus** +2

Keen Hearing and Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell or hearing.

Bonus Actions

Aggressive. The grizzly bear can move up to its speed toward a hostile creature that it can see.

Actions

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage.



KAMAITACHI

Small monstrosity, chaotic evil

Armor Class 16

Hit Points 33 (6d6+12)

Speed 90 ft., climb 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 4 (-3) | 22 (+6) | 14 (+2) | 10 (+0) | 16 (+3) | 14 (+2) |

Saving Throws Dex +9, Con +5

Skills Perception +6, Acrobatics +9, Stealth +9

Damage Resistances cold, thunder

Senses darkvision 60 ft. passive Perception 16

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Whirlwind Movement. When the kamaitachi moves at least 30 feet in a straight line, it may choose to transform itself into a swirling mass of rushing wind. It may stay in this state until it becomes incapacitated or ends a turn in which it did not move at least 30 feet in a straight line. While in this state it gains the following benefits:

- It is immune to the grappled, paralyzed, petrified, prone, and restrained conditions
- It has resistance to piercing and slashing damage
- It can occupy the space of hostile creatures and move through spaces as narrow as 1 inch wide without squeezing
- Attack rolls against it have disadvantage and it does not provoke attacks of opportunity

If the kamaitachi reverts back into its normal state while inside a space it is too large to occupy, it is immediately shunted to the nearest space that it can occupy and takes force damage equal to twice the number of feet it moved.

Avoidance. If the kamaitachi is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Float. The kamaitachi can choose to hover 5 feet above the ground and is under the effects of the *Feather Fall* spell at all times unless it is incapacitated.

Actions

Multiattack The kamaitachi makes three attacks and can use each of its attack options once.

Trip Attack. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d4 + 6) slashing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Sickle Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 9 (3d4 + 6) slashing damage.

Numbing Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d4 + 6) slashing damage. The target must succeed on a DC 16 Constitution saving throw or become poisoned until the end of its next turn. This attack cannot kill a creature, and if target has 0 hit points after taking the damage from this attack, it is automatically stabilized but becomes poisoned for 1 hour. A creature poisoned this way is also paralyzed, and remains so even if it regains hit points.

These bizarre mountain dwelling creatures appear to be floating weasels with scythe-like blades in place of their forelimbs. They float through the air, and when they pick up speed they can morph into a swirling mass of wind. The **kamaitashi** roams mountain passes looking for potential victims it can attack, preferably under the cover of a snowstorm. When it attacks, the **kamaitashi** first trips its target, then slashes the victim with its scythe arms. Finally, and most bizarrely of all, the **kamaitashi** makes an attack that applies a numbing "medicine" to the target. While this numbing agent does prevent the victim from dying from its wounds, it also leaves it poisoned for the remaining duration. After making these attacks, the **kamaitashi** will often flee, only to return later so it can continue to torment its victims.



SNOW LEOPARD

Medium beast, unaligned

Armor Class 14

Hit Points 15 (2d8+2)

Speed 40 ft., climb 30 ft., swim 20 ft.

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

Skills Perception +4 Stealth +5

Senses darkvision 60 ft. passive Perception 14

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Keen Sight. The snow leopard has advantage on Wisdom (Perception) checks that rely on sight.

Ghost of the Mountains. The snow leopard has advantage on Dexterity (Stealth) checks made to hide in snowy or mountainous terrain and may do so even if it is only lightly obscured while in such terrain

Pounce. If the snow leopard jumps at least 10 feet straight towards a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 12 Strength saving throw or be knocked prone.

Mountainous Traversal. The snow leopard's maximum long jump is 30 feet, its maximum high jump is 10 feet, and it has resistance to fall damage.

Actions

Multiattack The snow leopard makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 2) piercing damage. If the target is prone, it deals 12 (4d4+2) piercing damage instead.

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

TERATORNIS

Medium beast, unaligned

Armor Class 12

Hit Points 25 (3d10+9)

Speed 10 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 16 (+5) | 14 (+3) | 16 (+4) | 3 (-4) | 17 (+3) | 6 (-2) |

Skills Perception +4 Stealth +5

Senses darkvision 60 ft. passive Perception 14

Challenge 1 (100 XP) **Proficiency Bonus** +2

Keen Sight. The teratornis has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack The teratornis makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage.

These monstrous birds resemble giant condors and use their massive talons and beaks to hunt down small land animals. Their size and fearsome dispositions also allow them to drive other predators, making the **teratornis** quite adapt a stealing kills. Those traveling through remote, mountainous terrain, must take care that they don't attract the ire of a **teratornis**.



TERROR GOAT

Huge monstrosity, chaotic evil

Armor Class 16

Hit Points 84 (8d12+32)

Speed 50 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 22 (+6) | 14 (+2) | 18 (+4) | 2 (-5) | 14 (+2) | 6 (-2) |

Saving Throws Str +9, Int -2

Skills Perception +5 Intimidation +4

Damage Resistances Psychic, Bludgeoning

Condition Immunities Fear, Charmed, Stunned

Senses passive Perception 15.

Challenge 5 (1,800 XP) **Proficiency Bonus** +2

Skull Bash. Before the terror goat makes a Ram attack, it can choose to take a -5 penalty to the attack roll. If the attack hits, it adds 10 to the attack's damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

The *ivory goat of terror* is a magical figurine known to summon a goat that induces dread in those who view it. This item has gained popularity amongst adventures and crafters leading to more widespread use of its creation. What few realize is that this item was inspired by an actual mountain dwelling monstrosity.

The terror goat is a rare, but terrifyingly malevolent creature possessed of a single minded determination to obliterate anything and everything in its path. Whether it is attacking creatures, objects, or structures, the terror goat relentlessly smashes until nothing is left. Like the item based off of it, this monster radiates an aura of terror that will leave all but the bravest of individuals quaking in fear before its wrath.

Aura of Terror Each creature of the terror goat's choice within 30 feet of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. After a creature succeeds on a saving throw against this effect, it is immune to the terror goat's frightful presence for the next 24 hours.

Sure-Footed. The terror goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Siege Monster. The terror goat deals double damage to objects and structures

Actions

Ram. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 19 (3d12 + 6) bludgeoning damage.

Reactions

Cranial Plating. When an attack without advantage that the terror goat can see hits it, it can use its reaction to absorb the damage through its skull, halving any bludgeoning or slashing damage the attack deals.



ZHENG

Medium monstrosity, chaotic evil

Armor Class 16

Hit Points 76 (9d8+36)

Speed 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 17 (+3) | 16 (+3) | 18 (+4) | 8 (-1) | 16 (+3) | 12 (+1) |

Saving Throws Dex +6, Str +6

Skills Perception +6, Stealth +6, Intimidation +4

Damage Resistances bludgeoning, thunder

Senses darkvision 60 ft. passive Perception 15

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Keen Sight. The zheng has advantage on Wisdom (Perception) checks that rely on sight.

Ambusher. The zheng has advantage on attack rolls against any creature it has surprised.

Charge. If the zheng moves at least 20 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 ft. away and knocked prone.

Stone Strider. The zheng can move across difficult terrain made of earth or stone without expending extra movement

Bonus Actions

The **zheng** is a monstrous cat-like creature that stalks mountain passes in search of prey, its favorite being unwitting travelers. The zheng possess a stony horn it uses to ram its prey and five whip-like tails which can attack and distract.

The **zheng** can also choose not to engage its prey directly while they are in its mountain domain. It possess a supernatural roar, which cannot be heard, but shatters stone. The **zheng** will use this to cause avalanches which batter and bury its victims who usually have no idea what caused the landslide. While its victims are injured and confused, the **zheng** will strike, quickly finishing off its prey.

ART CREDIT

- Cold and Storm - Artem Grigoryan.
- Rugged Highland - Eytan Zana, Wizards of the Coast
- Wild Colos - Marc Fishman, Wizards of the Coast
- Andean Condor - Istvan Kadar
- Mummy Ape - Anthony James Hutchings
- Unrelenting She-Bear - Katarzyna Bekus, CD Projekt RED
- Kamaitachi Art - Mobius Final Fantasy, Square Enix
- Roof of the World - Morgane Antoine
- Crested Craghorn - Matt Cavotta, Wizards of the Coast
- Parhelion - CaraidArt

Crag Stealth. While in rocky terrain, the zheng can take the hide action even if it is only lightly obscured by rocks.

Actions

Multiaction The zheng makes four attacks: one with its bite, one with its claws, one with its gore, and one with its tail.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

Tails. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) thunder damage.

Stone Shattering Roar (Recharges after a short or long rest). The zheng lets loose a roar in a 60 foot cone that can not be heard but splits rocks. Each object or creature in its area that is made of stone or earth must make DC 15 Constitution saving throw. It takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. Additionally, any ground made of earth or stone in the area becomes difficult terrain, and any creature standing on within 5 feet of this stone or earth must make a DC 15 Strength saving throw or be knocked prone and take 3d6 bludgeoning damage.

Reactions

Tail Whip. If an enemy within 10 feet of the zheng makes an attack, the zheng can impose disadvantage on the attack. If the attack misses, the zheng can make a tail attack against that creature as part of this reaction

