

Large Beast, Neutral Evil

AC		Init.		HP		Speed				CR			
17		+2 (12)		105 (10d10 + 50)		40 ft., Climb 20 ft.				10 (XP 5.900; PB +4)			
				MOD	SAVE						MOD	SAVE	
STR		22		+6	+6	DEX	14	+2	+5	CON	21	+5	+8
INT		2		-4	-4	WIS	10	+0	+0	CHA	13	+1	+1

Skills Perception +3

Res. Bludgeoning, Piercing, and Slashing from nonmagical attacks

Imm. Charmed, Frightened

Senses Darkvision 60 ft., Passive Perception 13

Languages —

TRAITS

Mighty Swing. If the savager doesn't move during its turn, it has advantage on the next Claw attack it makes before the start of its next turn.

Spines. A creature that touches the savager or hits it with a melee attack while within 5 feet of it takes 5 (2d4) piercing damage. In addition, a creature grappled by or grappling the savager takes 5 (2d4) piercing damage at the start of the savager's turn.

ACTIONS

Multiattack. The savager makes one Bite attack and two Claw attacks. If both Claw attacks hit one creature, the target must succeed on a DC 15 Strength saving throw or take 9 (2d8) slashing damage as the savager rips into the target.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) piercing damage.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Wrecking Ball (Recharge 5–6). *Melee Weapon Attack:* +10 to hit, one target. After using 20ft. of movement, the Savager curls up into a ball and rolls forward until he has no more movement left or hits something. If the attack hits a creature, the target takes 12 (6d4) piercing damage and must succeed on a DC 17 Strength saving throw or get prone

Spine Explosion (1/day). The Savager curls up and shots spines from its back in every direction. Every creature in a radius of 30ft. around the Savager has to succeed a DC 15 Dexterity saving throw or be hit by 1d6 Spines, taking 1d4 piercing damage per spine.