Rhinoceros

Large Beast, Unaligned

Armor Class 11 (natural)

Hit Points 45 (6d10 + 12)

Speed 40 ft.

INIT

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses passive perception 11

Challenge 2 (450 XP)

Traits

Charge. If the rhinoceros 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 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) bludgeoning damage.