

## YAK DRI

Large beast, unaligned

Armor Class 9

Hit Points 17 (2d10 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	17 (+3)	2 (-4)	12 (+1)	7 (-2)

Damage Resistances Cold

Senses Passive Perception 11

Challenge 1/4 (50 XP)

**Trample.** If the yak moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone.

**Overheat.** If the yak takes any fire damage, it must succeed on a DC 10 Constitution saving throw or be Stunned until the end of its next turn.

### Actions

**Wooly Butt.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage and the target is pushed 5 feet away.

### Reactions

**Give Chase.** As a reaction to a hostile creature the yak can see ending its movement at least 20 ft. further from the yak than it started, the yak moves up to half its speed towards the creature.

If the yak ends this movement within 5 feet of the creature, it may make a wooly butt attack as part of this reaction.

## YAK BULL

Large beast, unaligned

Armor Class 9

Hit Points 38 (4d10 + 16)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	19 (+4)	2 (-4)	12 (+1)	7 (-2)

Damage Resistances Cold

Senses Passive Perception 11

Challenge 1 (200 XP)

**Trample.** If the yak moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone.

**Overheat.** If the yak takes any fire damage, it must succeed on a DC 10 Constitution saving throw or be Stunned until the end of its next turn.

### Actions

**Gore.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 4) piercing damage.

**Grunting Bellow.** Each creature within 20 feet that can hear the yak must succeed on a DC 14 Wisdom saving throw or be Frightened until the beginning of the yak's next turn.

Until the beginning of its next turn, the yak may make a gore attack as a reaction against any creature that enters its reach.

### Reactions

**Give Chase.** As a reaction to a hostile creature the yak can see ending its movement at least 20 ft. further from the yak than it started, the yak moves up to half its speed towards the creature.

If the yak ends this movement within 5 feet of the creature, it may make a gore attack as part of this reaction.