

Hellox

Born from the convergence of infernal forces and the essence of an ox, this unholy being is suffused with hellish influence, possessing the dangerous ability to ignite the path it treads upon. Its hooves strike the barren earth, setting aflame a trail that follows in its wake. The flames burn with an unholy intensity, casting an ominous glow upon the forsaken landscape, yet never spreading too wide.

While already fearsome in solitude, hellox are particularly perilous when encountered as part of a group. These diabolical oxen form herds, their numbers multiplying the fiendish power that courses through their veins. Traveling in unison, they leave a wake of fiery devastation, consuming all in their path. Legends speak of entire towns and settlements succumbing to the wrathful stampede of these hellish oxen, leaving naught but smoldering ruins in their wake. The beasts themselves are not willingly destructive, they simply look for food, and care little for where they tread.

HELLOX

Large fiend, unaligned

Armor Class 18 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Athletics +7

Damage Resistances fire, poison

Senses darkvision 60 ft., passive Perception 11

Languages understands Infernal

Challenge 6 (2,300 XP)

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

Blood Frenzy. The hellox has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Devil's Sight. Magical darkness doesn't impede the hellox's darkvision.

Path of Fire. Whenever the hellox moves at least 20 feet in a straight line, it summons a small path of fire. The path is 5-foot wide, 10-foot tall and as long as the hellox moved in a straight line this turn. The path lasts until the start of the hellox's next turn. Whenever a creature other than the hellox moves within the path's space or starts its turn there, it must succeed on a DC 15 Dexterity saving throw or take 3 (1d6) fire damage, taking half damage on a success.

ACTIONS

Multiattack. The hellox makes two attacks: one with its gore and one with its hooves.

Gore. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the hellox moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 7 (2d6) piercing damage.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.



HELLOX STAMPEDE

Gargantuan swarm of large fiends, unaligned

Armor Class 18 (natural armor)

Hit Points 135 (10d20 + 30)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Str +10

Skills Athletics +10

Damage Resistances bludgeoning, fire, piercing, poison, slashing

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

Senses darkvision 60 ft., passive Perception 11

Languages understands Infernal

Challenge 12 (8,400 XP)

Blood Frenzy. The stampede has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Devil's Sight. Magical darkness doesn't impede the stampede's darkvision.

Path of Fire. Whenever the stampede moves at least 20 feet in a straight line, it summons a path of fire. The path is 30-foot wide, 20-foot tall and as long as the stampede moved in a straight line this turn. The path lasts until the start of the stampede's next turn. Whenever a creature other than the stampede moves within the path's space or starts its turn there, it must succeed on a DC 18 Dexterity saving throw or take 7 (2d6) fire damage, taking half damage on a success.

Stampede. The stampede has advantage on attacks against prone creatures.

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

Unstoppable Stampede. Whenever a creature is damaged by the stampede's attacks, it must make a DC 18 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The stampede makes two attacks: one with its gore and one with its hooves.

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage, or 15 (2d8 + 6) piercing damage if the stampede has half of its hit points or fewer. If the stampede moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 13 (3d8) piercing damage.

Hooves. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage, or 13 (2d6 + 6) bludgeoning damage if the stampede has half of its hit points or fewer.

