

# TRIHORN BEHEMOTH

Level 20 ♦ Beast



AC  
32

FORT  
32

REF  
30

WILL  
30

SPEED  
5

HP  
180

BLOOD  
90



## ATTACKS

⬇ **Gore:** (reach 3) +22 vs. AC; 25 damage AND push target up to 3 squares.

⬇ **Pin:** (reach 3) +22 vs. AC; 15 damage AND 20 ongoing damage AND Immobilized (save ends, also ends at end of round if this creature is not adjacent to target)

## POWERS

**Protective:** Blocks line of sight and line of effect to smaller creatures.

**Shrug Off Pain:** Whenever this creature is hit by an attack which deals 20 or less base damage, it ignores the non-damage effects of that attack.

☐ **Rush:** *Minor action:* Move up to its current speed, then make 1 Gore attack. ☹ *at end of round if no enemy is adjacent to it.*

♦ *Lords of Madness Release Event, September 21, 2010*



191

©2010 DDM Guild, 53b/60 ♦