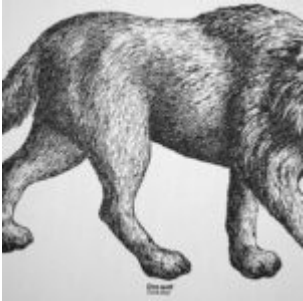


# Dire Wolf

August 10, 2022



Large beast, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 37 (5d10 + 10)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** –

**Challenge** 1 (200 XP)

**Keen Hearing and Smell.** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

## Actions

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.