

Elephant

March 8, 2023



Huge beast, unaligned

Armor Class 12 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	3 (-4)	11 (+0)	6 (-2)

Saving Throws

Skills

Damage Resistances

Damage Immunities

Condition Immunities

Senses passive Perception 10

Languages --

Challenge 4 (1100 XP)

Trampling Charge. If the elephant 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 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

Actions

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) piercing damage.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one prone creature. Hit: 22 (3d10 + 6) bludgeoning damage.