

Elk

December 2, 2022



Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages –

Challenge 1/4 (50 XP)

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Ram. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Hooves. Melee Weapon Attack: +5 to hit, reach 5 ft., one prone creature. Hit: 8 (2d4 + 3) bludgeoning damage.