

# 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.