

# Giant Elk

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Huge beast, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 42 (5d12 + 10)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	7 (-2)	14 (+2)	10 (+0)

**Saving Throws**

**Skills** Perception +4

**Damage Resistances**

**Damage Immunities**

**Condition Immunities**

**Senses** passive Perception 14

**Languages** Giant Elk, understands Common, Elvish, and Sylvan but can't speak them

**Challenge** 2 (450 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 14 Strength saving throw or be

knocked prone.

## Actions

**Ram.** Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

**Hooves.** Melee Weapon Attack: +6 to hit, reach 5 ft., one prone creature. Hit: 22 (4d8 + 4) bludgeoning damage. The majestic **giant elk** is rare to the point that its appearance is often taken as a foreshadowing of an important event, such as the birth of a king. Legends tell of gods that take the form of giant elk when visiting the Material Plane. Many cultures therefore believe that to hunt these creatures is to invite divine wrath.