

Mammoth

March 8, 2023



Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	3 (-4)	11 (+0)	6 (-2)

Saving Throws

Skills

Damage Resistances

Damage Immunities

Condition Immunities

Senses passive Perception 10

Languages --

Challenge 6 (2300 XP)

Trampling Charge. If the mammoth 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 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

Actions

Gore. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 25 (4d8 + 7) piercing damage.

Stomp. Melee Weapon Attack: +10 to hit, reach 5 ft., one prone creature. Hit: 29 (4d10 + 7) bludgeoning damage. A **mammoth** is an elephantine creature with thick fur and long tusks. Stockier and fiercer than normal elephants, mammoths inhabit a wide range of climes, from subarctic to subtropical.