

# Wolf

August 10, 2022



Medium beast, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** --

**Challenge** 1/4 (50 XP)

**Keen Hearing and Smell.** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

## Actions

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.