

Elephant

Huge, Beast, Unaligned

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ARMOR CLASS

12

HIT POINTS

76 (8d12 + 24)

CHALLENGE

4 | 1,100 XP

PROFICIENCY

+2

Speed

Walk 40 ft.

Initiative

-1

Saving Throws

N/A

Skills

N/A

Senses

Passive Perception 10

Passive Perception

10

Languages

None

STR22
+6**DEX**9
-1**CON**17
+3**INT**3
-4**WIS**11
+0**CHA**6
-2

Traits

Trampling Charge. If the elephant moves at least 20 feet straight toward a creature and then hits it with a Gore attack on the same turn, the target has the Prone condition. The elephant can then make a Stomp attack against it.

Actions

Gore. Melee Attack Roll: +8, reach 5 ft. Hit: 19 (3d8 + 6) Piercing damage.

Stomp. Melee Attack Roll: +8, reach 5 ft. Hit: 22 (3d10 + 6) Bludgeoning damage against a Prone creature.

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