

Giant Elk

Huge, Beast, Unaligned

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ARMOR CLASS

14

HIT POINTS

42 (5d12 + 10)

CHALLENGE

2 | 450 XP

PROFICIENCY

+2

Speed Walk 60 ft.

Initiative +3

Saving Throws N/A

Skills Perception +4

Senses Passive Perception 14

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

STR

19
+4

DEX

16
+3

CON

14
+2

INT

7
-2

WIS

14
+2

CHA

10
+0

Traits

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with Ram on the same turn, the target takes extra damage and may fall Prone.

Actions

Ram. Melee Attack Roll: +6, reach 10 ft. Hit: 11 (2d6 + 4) Bludgeoning damage.

Hooves. Melee Attack Roll: +6, reach 5 ft. Hit: 22 (4d8 + 4) Bludgeoning damage against a Prone creature.

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