

Mammoth

Huge, Beast, Unaligned

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ARMOR CLASS

13

HIT POINTS

126 (11d12 + 55)

CHALLENGE

6 | 2,300 XP

PROFICIENCY

+3

Speed

Walk 40 ft.

Initiative

-1

Saving Throws

N/A

Skills

N/A

Senses

Passive Perception 10

Passive Perception

10

Languages

None

STR

24
+7

DEX

9
-1

CON

21
+5

INT

3
-4

WIS

11
+0

CHA

6
-2

Traits

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

Actions

Gore. Melee Attack Roll: +10, reach 10 ft. Hit: 25 (4d8 + 7) Piercing damage.

Stomp. Melee Attack Roll: +10, reach 5 ft. Hit: 29 (4d10 + 7) Bludgeoning damage against a Prone creature.

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