

Worg

Large, Monstrosity, Neutral Evil

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ARMOR CLASS

13

HIT POINTS

26 (4d10 + 4)

CHALLENGE

1/2 | 100 XP

PROFICIENCY

+2

Speed Walk 50 ft.

Initiative +1

Saving Throws N/A

Skills Perception +4

Senses Darkvision 60 ft.; Passive Perception 14

Passive Perception 14

Languages Goblin, Worg

STR

16
+3

DEX

13
+1

CON

13
+1

INT

7
-2

WIS

11
+0

CHA

8
-1

Traits

Keen Hearing and Smell. The worg has Advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. Melee Attack Roll: +5, reach 5 ft. Hit: 10 (2d6 + 3) Piercing damage. If the target is a creature, it may fall Prone.

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