Giant Elk

Huge Beast, Unaligned

Armor Class 14 (natural)

Hit Points 42 (5d12 + 10)

Speed 60 ft.

INIT

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	7 (-2)	14 (+2)	10 (+0)

Skills Perception +4

Senses passive perception 14

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

Challenge 2 (450 XP)

Traits

Charge. If the elk moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Ram. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one prone creature. Hit: 22 (4d8 + 4) bludgeoning damage.