Mammoth

Huge Beast, Unaligned

AC 13 (natural armor)

Initiative +2

INIT

HP 126 (11d12 + 55)

Speed 50 ft., swim 25 ft., climb 25 ft., crawl 25 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	24 (+7)	9 (-1)	21 (+5)	3 (-4)	11 (+0)	6 (-2)
Save	+10	-1	+8	-4	+0	-2

Senses passive Perception 10

CR 6 (2,300 XP)

Actions

Gore. Melee Attack Roll: +10, reach 10 ft. 18 (2d10 + 7) Piercing damage. If the target is a Huge or smaller creature and the mammoth moved 20+ feet straight toward it immediately before the hit, the target has the Prone condition.

Multiattack. The mammoth makes two Gore attacks.

Bonus Actions

Trample. Dexterity Saving Throw: DC 18, one creature within 5 feet that has the Prone condition. Failure: 29 (4d10 + 7) Bludgeoning damage. Success: Half damage.