

Lesser Elephant

Large Beast, Unaligned



Armor Class 12 (Natural Armor)

Health Points 28 (3d12+9)

Speed 40ft.

Str 18 (+4) **Dex** 9 (-1) **Con** 16 (+3) **Int** 3 (-4) **Wis** 11 **Cha** 6 (-2)

Senses Passive Perception 10

Languages -

CR ½

Trampling Charge. If the elephant moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

Actions

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one prone creature. Hit: 10 (1d12 + 4) bludgeoning damage.