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| Wolf Otter  ***Medium Beast*** | | | | | | | |
| **Armor Class** 13  **Hit Points**  17 (3d8+3)  Speed 20 ft, Swim speed 30 ft. | | | | | | | |
| **STR**  14 (+2) | **DEX**  15 (+2) | **CON**  13 (+1) | **INT**  6 (-2) | **WIS**  12 (+1) | **CHA**  6 (-2) |
| **Skills** Perception +3  **Senses**. passive Perception 13  **Challenge** 1/2  **Keen Sight.** The Wolf Otter has advantage on Wisdom (Perception) checks that rely on sight  **Hold Breath.** The Wolf Otter can hold its breath for 10 minutes.  **Pack Tactics.** The Wolf Otter has advantage on attack rolls against a creature if at least one of the Wolf Otter's allies is within 5 feet of the creature and the ally isn't incapacitated | | | | | | |
| **­** | | | | | | |
| ACTIONS | | | | | | |
| **Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage.** | | | | | | |
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