

Dire Wolf

Large Beast, Unaligned

Armor Class 14 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills [Perception](#) +3, [Stealth](#) +4
Senses Passive Perception 13
Languages --

Challenge 1 (200 XP) **Proficiency Bonus** +2

Keen Hearing and Smell. The wolf has advantage on Wisdom ([Perception](#)) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't [incapacitated](#).

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked [prone](#).