

# Wolf

Medium Beast, Unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

**Skills** [Perception](#) +3, [Stealth](#) +4

**Senses** Passive Perception 13

**Languages** --

**Challenge** 1/4 (50 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 attack rolls 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:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked [prone](#).