

Medium Beast, Unaligned

AC		Init.		HP		Speed			CR					
12		+2 (12)		11 (2d8 + 2)		40 ft.			1/4 (XP 50; PB +2)					
				MOD	SAVE						MOD	SAVE		
STR		14	+2	+2	DEX		15	+2	+2	CON		12	+1	+1
INT		3	-4	-4	WIS		12	+1	+1	CHA		6	-2	-2

Skills Perception +5, Stealth +4

Senses Darkvision 60 ft., Passive Perception 15

Languages —

TRAITS

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 doesn't have the Incapacitated condition.

ACTIONS

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage. If the target is a Medium or smaller creature, it has the Prone condition.