

GIANT WOLF

Giant wolves are to dire wolves what dire wolves are to regular forest wolves. Measuring nearly 30 feet in length, these colossal lupines are the genuine kings and queens of the forest.

As a "divine figure", they are looked up to by their smaller kin. Giant wolf packs include dozens of smaller wolves, dire wolves, and even the odd warg or winter wolf. Some werewolf clans even run with giant wolves.

Tribal humanoids also pay their respects to giant wolves through prayer and reverence. Lands guarded by a giant wolf are usually seen as "off-limits" by outsiders.

GIANT WOLF

Huge beast, unaligned

Armor Class 17 (natural armor)

Hit Points 84 (8d12 + 32)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

22 (+6)	15 (+2)	19 (+4)	4 (-3)	14 (+2)	12 (+1)
---------	---------	---------	--------	---------	---------

Saving Throws Str +9, Dex +5, Con +7

Skills Perception +5, Stealth +5

Senses passive Perception 15

Languages —

Challenge 5 (1,800 XP)

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.* +9 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Howl (1/Day). The wolf howls. Each of the wolf's allies within 100 feet of the wolf that can hear it have advantage on attack rolls until the start of the wolf's next turn. In addition, each hostile creature within 100 feet of the wolf that can hear it must succeed on a DC 11 Wisdom saving throw or be frightened of the wolf until the start of the wolf's next turn.

