

## THORN WOLF

Large monstrosity, neutral

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**Armor Class** 13 (natural armor)

**Hit Points** 95 (10d10 + 40)

**Speed** 50 ft.

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STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	7 (-2)	14 (+2)	8 (-1)

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**Skills** Perception +6, Skill +4

**Damage Immunities** poison

**Senses** passive Perception 16

**Languages** Common, Sylvan

**Challenge** 3 (700 XP)

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**Forest Camouflage.** The wolf has advantage on Dexterity (Stealth) checks made to hide in forested terrain.

**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.

**Regeneration.** The wolf regains 10 hit points at the start of its turn as long as it is in contact with the ground. If the wolf is not in contact with the ground, this ability does not function until the start of the wolf's next turn where it is in contact with the ground. The wolf dies only if it starts its turn with 0 hit points and doesn't regenerate.

### ACTIONS

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**Bite. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 12 (2d6 + 5) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

**Grasping Vines (Recharge 5-6).** The wolf causes a 10-foot radius of grasping vines to erupt from the ground, at any point it can see within 30 feet, ensnaring any creatures in their grasp. Creatures in the area must succeed on a DC 15 Strength saving throw or be restrained for until the vines dissipate. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures that enter or re-enter the area are subject to the effects of this ability, though they make the saving throw with advantage. The vines dissipate after 1 minute or until they are dealt 20 points of damage. The vines have AC 12 and have resistance to piercing and bludgeoning damage, are immune to poison damage, and have vulnerability to fire damage.

**Shift Earth.** The wolf targets one creature it can see within 30 feet of it. The ground shifts violently, moving it 5 feet in any direction the wolf chooses. If the target is a creature, it must succeed on a DC 15 Dexterity saving throw or end the movement prone.



Art by Kekai Kotaki, from Guild Wars 2