

## WINGED STAG

Large • Beast • Unaligned

**Armor Class** 13

**Initiative** +3 (13)

**Hit Points** 75 (10d10 + 20)

**Speed** 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	3 (-4)	11 (+0)	7 (-2)

**Skills** Perception +2

**Senses** darkvision 60 ft., passive Perception 12

**Languages** -

**CR** 3 (XP 700; PB +2)



### ACTIONS

**Ram.** *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a Large or smaller creature and the stag moved 20+ feet straight toward it immediately before the hit, the target takes an extra 7 (2d6) bludgeoning damage and is knocked prone.

### BONUS ACTIONS

**Wing Buffet.** *Strength Saving Throw:* DC 14, one creature within 5 feet of the stag. *Failure:* 7 (3d4) bludgeoning damage, and the stag doesn't provoke opportunity attacks from the target. *Success:* Half damage.

## WINGED STAG — WEAKER

**Armor Class** 12

**Initiative** +2 (12)

**Hit Points** 19 (3d10 + 3)

**Speed** 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	3 (-4)	10 (+0)	7 (-2)

**Skills** Perception +2

**Senses** darkvision 60 ft., passive Perception 12

**Languages** -

**CR** 1/2 (XP 100; PB +2)



### ACTIONS

**Ram.** *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) bludgeoning damage. If the target is a Large or smaller creature and the stag moved 20+ feet straight toward it immediately before the hit, the target takes an extra 3 (1d6) bludgeoning damage and is knocked prone.

### BONUS ACTIONS

**Wing Buffet.** *Strength Saving Throw:* DC 12, one creature within 5 feet of the stag. *Failure:* 2 (1d4) bludgeoning damage, and the stag doesn't provoke opportunity attacks from the target. *Success:* Half damage.

## WINGED STAG — STRONGER

**Armor Class** 14

**Initiative** +4 (14)

**Hit Points** 119 (14d10 + 42)

**Speed** 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

**Skills** Perception +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** -

**CR** 6 (XP 2,300; PB +3)



### ACTIONS

**Multiattack.** The stag makes two Ram attacks.

**Ram.** *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a Large or smaller creature and the stag moved 20+ feet straight toward it immediately before the hit, the target takes an extra 7 (2d6) bludgeoning damage and is knocked prone.

### BONUS ACTIONS

**Wing Buffet.** *Strength Saving Throw:* DC 16, one creature within 5 feet of the stag. *Failure:* 12 (4d6) bludgeoning damage, and the stag doesn't provoke opportunity attacks from the target. *Success:* Half damage.