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WILD SHAPE TEMPLATES

While many campaigns use beast stat blocks to provide statistics for Wild Shape forms, some tables prefer templates. This section contains rules for using templates to determine the stats for a druid's Wild Shape, including special templates for the Circle of the Moon awarded through an optional feature that can be used independently from the general druid wild shape template options. The templates provided are accurate to the CR of a beast form a druid could take using the guidelines as presented in the Player's Handbook, and as such, the DM can allow players to freely use both beast and template stat blocks.

When you take on a beast form using the template, you use the Wild Shape Beast template, gain the Keen Sense trait, and choose one of the options from the Wild Shape Forms which determines your traits and attacks while in the form. If you take the form of a Tiny beast, you use the Tiny Beast template instead. At 4th and 8th level, your beast form gains benefits as indicated on the Wild Shape Level table. A Tiny beast always deals only 1 damage to a target with its attacks, regardless of its ability scores.

WILD SHAPE FORMS

	Minimum			
Form	Level	Movement	Traits	Actions
Hoofed	1st	50 ft.	Charge	Slam
Canine	1st	40 ft.	Pack Tactics	Tackling Bite
Feline	1st	30 ft., Climb 30 ft.	Savage	Bite, Claw
Viper	4th	30 ft., Swim 30 ft.	Blindsight	Venomous Bite
Oceanic	4th	Swim 50 ft.	Charge	Slam
Winged	8th	10 ft. Fly 50 ft.	Savage	Bite, Claw

WILD SHAPE LEVEL

	Hit Dice	Hit Points	Damage Die	Strength	Dexterity	Constitution
1st	1	6	1d4	14	13	12
4th	2	12	1d6	15	14	13
8th	3	21	1d6	16	14	14

TINY BEAST

Small to Large beast

Armor Class 10 + Dexterity modifier

Hit Points 4

Speed select one Standard Beast Movement option

STR	DEX	CON
2	16	10

Senses darkvision 60 ft.

Charge. If you move at least 20 feet straight toward a target and then hit it with a slam attack on the same turn, the target takes an extra 1 bludgeoning damage.

Keen Sense. You have advantage on Wisdom (Perception) checks that rely on hearing, sight, or smell (your choice).

Pack Tactics. You have advantage on melee attack rolls against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated

Savage. If you move at least 20 feet straight toward a creature and then hit it with a claw attack on the same turn, you can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 1 piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 1 slashing damage.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 1 bludgeoning damage.

Tackling Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage. If your target is a Tiny creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

Venomous Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* Size 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 1 poison damage.

WILD SHAPE BEAST

Small to Large beast

Armor Class 12 + Dexterity modifier (natural armor)

Hit Points 5 + Constitution modifier per Hit Dice

Speed select one Standard Beast Movement option

STR	DEX	CON
14–16	13–14	12–14

Senses darkvision 60 ft.

Charge. If you move at least 20 feet straight toward a target and then hit it with a slam attack on the same turn, the target takes an extra 1d4 (1d6 starting from 4th level) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Keen Sense. You have advantage on Wisdom (Perception) checks that rely on hearing, sight, or smell (your choice).

Pack Tactics. You have advantage on melee attack rolls against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated

Savage. If you move at least 20 feet straight toward a creature and then hit it with a claw attack on the same turn, you can make one bite attack against it as a bonus action. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

ACTIONS

Bite. *Melee Weapon Attack:* +4 (+5 starting at 8th level) to hit, reach 5 ft., one target. *Hit:* 1d4 (1d6 starting from 4th level) + Strength modifier piercing damage.

Claw.* *Melee Weapon Attack:* +4 (+5 starting at 8th level) to hit, reach 5 ft., one target. *Hit:* 1d4 (1d6 starting from 4th level) + Strength modifier slashing damage.

Slam.* *Melee Weapon Attack:* +4 (+5 starting at 8th level) to hit, reach 5 ft., one target. *Hit:* 1d4 (1d6 starting from 4th level) + Strength modifier bludgeoning damage.

Tackling Bite. *Melee Weapon Attack:* +4 (+5 starting at 8th level) to hit, reach 5 ft., one target. *Hit:* 1d4 (1d6 starting from 4th level) + Strength modifier piercing damage. If your target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Venomous Bite. *Melee Weapon Attack:* +4 (+5 starting at 8th level) to hit, reach 5 ft., one target. *Hit:* Size 1d4 (1d6 starting from 4th level) + Strength modifier piercing damage, and the target must make a DC 13 Constitution saving throw, taking 1d4 (1d6 starting from 4th level) poison damage on a failed save, or half as much on a successful one.

SKILL PROFICIENCIES

At the DM's discretion, you can gain one of the following skill proficiencies while in a beast form: Athletics, Perception, Stealth, or Survival. You use the beast form's Proficiency Bonus (+2) and its Strength or Dexterity modifier where appropriate. A Circle of the Moon druid's beast form increases its proficiency bonus to +3 starting from 15th level.

Optionally, the DM may allow you to use your own proficiency bonus instead of the beast form's, resulting in a higher ability check modifier than a normal beast would have.

LUNAR FORMS

2nd-level Circle of the Moon feature

When you use your Circle Forms feature to transform into a beast, you can choose to use the Standard Lunar Beast template instead of assuming a specific beast. The lunar beast form is Small or Medium sized, and you decide what form it takes, as appropriate to the fauna of the campaign.

Starting at 4th level, you can choose to use the Aquatic Lunar Beast template. When you reach 8th level, you can also choose to use the Aerial Lunar Beast Template.

As you advance in level, the maximum size of a beast form you can assume increases, as defined on the Form Size table. The form's size can increase its damage. Only the form's attacks which deal bludgeoning, piercing, or slashing damage, including the damage from the Charge trait, are increased by size.

Your lunar beast form has 3 Hit Dice, which increases as you advance in this class as shown on the Form Statistics table. When a creature must make a saving throw against one of your beast form traits or attacks, you use your spell save DC.

When you select the Standard Beast statistics, you must select a movement option from the Standard Beast Movement table. You can't select an option with a swimming speed unless you are at least 4th level in this class. Your movement option will also determine whether or not you get blindsight or darkvision. Aquatic Beast and Aerial Beast statistics have a predefined movement speed.

Your lunar beast form's attack bonus from proficiency (AB) is +2. When you reach 15th level, the attack bonus increases to +3. You gain a bonus to damage in your lunar form (DB) equal to one third your level in this class when you hit with an attack granted by your lunar form. The Form Statistics and Maximum Size table displays these values.

FLAVORING TEMPLATES

You can change the descriptive label for a template, such as reskinning the **Bite** attack as a beak.

You should be able to represent nearly any beast you imagine using the template mechanics and flavoring for the particulars of your vision.

FORM STATISTICS

Level	Hit Dice	Attack Bonus	Damage Bonus
2nd	3	+2	+0
3rd	3	+2	+1
6th	5	+2	+2
9th	7	+2	+3
12th	9	+2	+4
15th	11	+3	+5
18th	13	+3	+6

FORM SIZE

Size	Minimum Level			Damage Modification
	Standard	Aquatic	Aerial	
Small	2nd	4th	8th	normal weapon damage
Medium	2nd	4th	8th	normal weapon damage
Large	6th	6th	12th	one extra die of damage
Huge	12th	9th	—	one extra die of damage, + 2 damage
Gargantuan	—	15th	—	one extra die of damage, + 4 damage

DAMAGE DICE

The DM may grant the druid the Large size damage die bonus for Medium-sized creatures starting from 9th level for nonaerial forms and 15th level for aerial ones as a means to allow the druid to better operate inside a dungeon. The flat damage bonus for Huge and Gargantuan should remain tied to those sizes

STANDARD BEAST MOVEMENT

Option	Speed	Vision
Running	40 ft.	—
Climbing	30 ft, climb 30 ft.	darkvision 60 ft.
Burrowing	30 ft. burrow 20 ft.	blindsight 30 ft.
Amphibious	30 ft., swim 30 ft.	darkvision 60 ft.
Waterborne	10 ft., swim 40 ft.	blindsight 30 ft.

STANDARD LUNAR BEAST

When you choose to take the form of a Standard Lunar Beast you gain the movement speed options and vision as indicated from the Standard Beast Movement table. You use the armor class, hit points, Strength, Dexterity, and Constitution scores, and Keen Senses trait in the Standard Lunar Beast template stat block. You must also choose one of the following beast types which indicates which traits and actions you have while in the beast form.

Charger. You increase the form's movement speed by 10 feet and gain the Charge trait and the Gore action. This form represents elk, rhinoceroses, and boars.

Constrictor. You increase the form's AC by 1 and its Strength score by 2 and gain the the Bite and Constrict actions. This form represents nonvenomous serpents, as well as fantastical worms.

Devourer. You gain a +1 bonus on attack rolls to bite a target and the Devouring Bite and Swallow actions. This form represents beasts that swallow their prey whole, such as a frog.

Envenomer. You gain the Venomous Bite action. This form represents vipers and venomous lizards.

Gripper. You gain a +1 bonus on attack rolls with the fist attack and the Multiattack, Fist, and Rock actions. You can replace one Fist attack with a Rock attack or one with a simple melee weapon you hold. This form represents monkeys and apes.

Mauler. You increase the form's Constitution by 1 and gain the Multiattack, Bite, and Claw actions. This form represents badgers and bears.

Pincher. You increase the form's AC by 2 and gain the Multiattack and Pincer actions. This form represents crabs and fantastical insects.

Pouncer. You increase the form's Strength by 1 and gain a +1 bonus on attack rolls with bite and claw attacks, the Pounce trait, and the Bite and Claw actions. This form represents great cats and aggressive flightless birds.

Tackler. You increase the form's Strength score by 2 and gain the Pack Tactics trait and the Tackling Bite action. This form represents wolves and other canines.

Trampler. You increase the form's movement speed by 10 feet, its Strength score by 1, and its Constitution score by 3, reduce its Dexterity score by 5, and gain the Trample trait and Hooves action. This form represents horses and elephants.

Webber. You reduce the form's Strength score by 4 and gain the Web Walk trait and the Venomous Bite and Web actions. This form represents giant spiders.

STANDARD LUNAR BEAST

Small to Huge beast

Armor Class 12 + Dexterity modifier (natural armor)

Hit Points 6 + Constitution modifier per Hit Dice

Speed select one Standard Beast Movement option

STR	DEX	CON
14 + 1/3 level	15 + 1/6 level	14 + 1/3 level

Charge. If you move at least 20 feet straight toward a target and then hit it with a gore attack on the same turn, the target takes an extra 1d10 damage of the same type as your gore attack. If the target is a creature, it must succeed on a Strength saving throw or be knocked prone.

Keen Sense. You have advantage on Wisdom (Perception) checks that rely on hearing, sight, or smell (your choice).

Pack Tactics. You have advantage on melee attack rolls against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated

Pounce. If you move at least 20 feet straight toward a creature and then hit it with a claw attack on the same turn, the target must succeed on a Strength saving throw or be knocked prone. If the target is prone, you can make one bite attack against it as a bonus action.

Trample. If you move at least 20 feet straight toward a creature and then hit it with a hooves attack on the same turn, that target must succeed on a Strength saving throw or be knocked prone. If the target is prone, you can make another hooves attack against it as a bonus action.

Web Walk. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. Additionally, you ignore movement restrictions caused by webbing.

ACTIONS

Multiattack. You make two attacks: if you have the Bite action, you make one with your bite and one with your claw; otherwise you make two claw, fist, or pincer attacks.

Bite. *Melee Weapon Attack:* AB + Strength modifier to hit, reach 5 ft., one target. *Hit:* 1d8 + Strength modifier + DB piercing damage.

Claw. *Melee Weapon Attack:* AB + Strength modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + Strength modifier + DB slashing damage.

Constrict. *Melee Weapon Attack:* AB + Strength modifier to hit, reach 5 ft., one target. *Hit:* 1d10 + Strength modifier + DB bludgeoning damage, and the target is grappled (escape DC equal to your spell save DC). Until the grapple ends, the target is restrained, and you can't constrict another target.

Devouring Bite. *Melee Weapon Attack:* AB + Strength modifier to hit, reach 5 ft., one target. *Hit:* 1d8 + Strength modifier + DB piercing damage, and the target is grappled (escape DC equal to your spell save DC). Until this grapple ends, the target is restrained, and you can't bite another target.

Fist. *Melee Weapon Attack:* AB + Strength modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + Strength modifier + DB bludgeoning damage.

Gore. *Melee Weapon Attack:* AB + Strength modifier to hit, reach 5 ft., one target. *Hit:* 1d10 + Strength modifier + DB bludgeoning, piercing, or slashing damage.

Hooves. *Melee Weapon Attack:* AB + Strength modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + Strength modifier + DB bludgeoning damage.

Pincer. *Melee Weapon Attack:* AB + Strength modifier to hit, reach 5 ft., one target. *Hit:* 1d4 + Strength modifier + DB bludgeoning damage, and the target is grappled (escape DC equals your spell save DC). You have two pincers, each of which can grapple only one target.

Rock. *Ranged Weapon Attack:* AB + Strength modifier to hit, range 25/50 ft., one target. *Hit:* 1d6 + Strength modifier + DB bludgeoning damage.

Swallow. You make one bite attack against a creature smaller than you that you are grappling. If the attack hits, the target is swallowed and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside you, and it takes 3d6 acid damage at the start of each of your turns. You can have only one target swallowed at a time.

If you are reduced to 0 hit points, a swallowed creature is no longer restrained and is moved to the nearest unoccupied space from you, but it is prone.

Tackling Bite. *Melee Weapon Attack:* AB + Strength modifier to hit, reach 5 ft., one target. *Hit:* 1d8 + Strength modifier + DB piercing damage. If your target is a creature, it must succeed on a Strength saving throw or be knocked prone.

Venomous Bite. *Melee Weapon Attack:* AB + Strength modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + Strength modifier + DB piercing damage, and the target must make a Constitution saving throw, taking 2d6 + 1d6 per 3 levels beyond 3rd you possess in this class poison damage on a failed save, or half as much on a successful one.

Web (Recharge 5–6). *Ranged Weapon Attack:* AB + Dexterity modifier to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by the webbing. As an action, a creature can make a Strength saving throw, busting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

AQUATIC LUNAR BEAST

When you choose to take the form of an Aquatic Lunar Beast you use the armor class, hit points, Strength, Dexterity, and Constitution scores, and Aquatic Nature trait in the Aquatic Lunar Beast template stat block. You must also choose one of the following beast types which indicates which traits and actions you have while in the beast form.

Cruiser. You increase the form's Strength and Constitution scores by 2 and gain the Charge trait and the Slam action. This form represents dolphins and whales.

Grasper. You increase the form's walking speed by 10 feet and its Dexterity score by 3 and gain the Ink Cloud and Tentacles actions. This form represents octopi and squid.

Rampager. You reduce the form's Strength score by 1 and gain the Blood Frenzy trait and the Bite action. This form represents sharks and predatory fish and rays.

AQUATIC LUNAR BEAST

Small or larger beast

Armor Class 12 + Dexterity modifier (natural armor)

Hit Points 6 + Constitution modifier per Hit Dice

Speed 0 ft., swim 60 ft.

STR	DEX	CON
15 + 1/3 level	9 + 1/3 level	14 + 1/3 level

Aquatic Nature. You can breathe air and water. You have blindsight to a distance of 60 ft. if you are Large or smaller or 120ft. if you are Huge or larger.

Blood Frenzy. You have advantage on melee attack rolls against any creature that doesn't have all its hit points.

Charge. If you move at least 20 feet straight toward a target and then hit it with a slam attack on the same turn, the target takes an extra 1d8 bludgeoning damage. If the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet from you.

ACTIONS

Bite. *Melee Weapon Attack:* AB + Strength modifier to hit, reach 5 ft., one target. *Hit:* 1d8 + Strength modifier + DB piercing damage.

Ink Cloud (Recharges after a Short or Long Rest). A cloud of ink with a radius equal to your space extends around you if you are underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, you can use the Dash action as a bonus action.

Slam. *Melee Weapon Attack:* AB + Strength modifier to hit, reach 5 ft., one target. *Hit:* 1d8+ Strength modifier + DB bludgeoning damage.

Tentacles. *Melee Weapon Attack:* AB + Strength modifier to hit, reach 10 ft. (15 ft. if Huge), one target. *Hit:* 1d8 + Strength modifier + DB bludgeoning damage. If the target is a creature, it is grappled (escape DC equal to your spell save DC). Until this grapple ends, the target is restrained, and you can't use your tentacles on another target.

AERIAL LUNAR BEAST

Small to Large beast

Armor Class 10 + Dexterity modifier

Hit Points 4 + Constitution modifier per Hit Dice

Speed 10 ft., fly 60 ft.

STR	DEX	CON
12 + 1/3 level	16 + 1/3 level	11 + 1/3 level

Blood Frenzy. You have advantage on melee attack rolls against any creature that doesn't have all its hit points.

Echolocation. You gain blindsight to a distance of 120 ft. You can't use this blindsight while deafened.

Keen Sight. You have advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. You make two attacks: one with your beak and one with your talons, or you make three attacks: one with your bite and two with your claws.

Bash. *Melee Weapon Attack:* AB + Strength modifier to hit, reach 5 ft., one target. *Hit:* 1d12 + Strength modifier + DB bludgeoning damage.

Beak. *Melee Weapon Attack:* AB + Dexterity modifier to hit, reach 5 ft., one target. *Hit:* 1d4 + Dexterity modifier + DB piercing damage.

Bite. *Melee Weapon Attack:* AB + Strength or Dexterity modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + Strength or Dexterity modifier + DB piercing damage.

Claw. *Melee Weapon Attack:* AB + Strength modifier to hit, reach 5 ft., one target. *Hit:* 1d4 + Strength modifier + DB slashing damage, and the target is grappled (escape DC equals your spell save DC). You have two claws, each of which can grapple only one target.

Talons. *Melee Weapon Attack:* AB + Dexterity modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + Dexterity modifier + DB slashing damage, and the target is grappled (escape DC equal to your spell save DC), provided it is no larger than you. Until this grapple ends, the target is restrained, and you can't use your talons on another target.

Venomous Sting. *Melee Weapon Attack:* AB + Dexterity modifier to hit, reach 5 ft., one target. *Hit:* Size 1d8 + Dexterity modifier + DB piercing damage, and the target must succeed on a Constitution saving throw against your spell save DC or taking 1d10 (+1d10 for every 3 levels above 3rd level) poison damage.

AERIAL LUNAR BEAST

When you choose to take the form of an Aerial Lunar Beast you use the armor class, hit points, and Strength, Dexterity, and Constitution scores in the Aerial Lunar Beast template stat block. You must also choose one of the following beast types which indicates which traits and actions you have while in the beast form.

Barger. You increase the form's walking speed by 20 feet, its AC by 4, and its Strength and Constitution scores by 5, decrease its flying speed by 30 feet, and gain the Bash action. This form represents giant beetles.

Hunter. You increase the form's walking speed by 10 feet and its Strength score by 5, decrease its flying speed by 20 feet, and gain the Multiattack, Bite, and Claw actions. This form represents giant praying mantes.

Ravager. You increase the form's AC by 1 and its Constitution score by 4 and gain the Blood Frenzy and Echolocation traits and the Bite action. This form represents monstrous bats and pterosaurs.

Stinger. You increase the form's Dexterity score by 1 and gain the Venomous Sting action. This form represents giant wasps.

Swooper. You increase the form's Dexterity score by 3 and gain the Keen Sight trait and the Multiattack, Beak, and Talons actions. This form represents giant birds of prey.

SAMPLE BEAST FORMS

In this section you will find a sample beast created using the Lunar Beast templates for each beast type. You can use these directly or as examples for what you may fashion using the template system presented in this supplement.

SWAMPVORE (15-LEVEL DEVOURER)

Huge beast

Armor Class 15 (natural armor)

Hit Points 110

Speed 30 ft., swim 30 ft.

STR	DEX	CON
19 (+4)	17 (+3)	19 (+4)

Senses darkvision 60 ft.

Keen Sense. You have advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Devouring Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 2d8 + 11 piercing damage, and the target is grappled (escape DC equal to your spell save DC). Until this grapple ends, the target is restrained, and you can't bite another target.

Swallow. You make one bite attack against a creature smaller than you that you are grappling. If the attack hits, the target is swallowed and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside you, and it takes 3d6 acid damage at the start of each of your turns. You can have only one target swallowed at a time.

If you are reduced to 0 hit points, a swallowed target is no longer restrained and is moved to the nearest unoccupied space from you, but it is prone.

GREATER HIND (9TH-LEVEL CHARGER)

Large beast

Armor Class 15 (natural armor)

Hit Points 63

Speed 50 ft.

STR	DEX	CON
17 (+3)	16 (+3)	16 (+3)

Charge. If you move at least 20 feet straight toward a target and then hit it with a gore attack on the same turn, the target takes an extra 2d10 piercing damage. If the target is a creature, it must succeed on a Strength saving throw or be knocked prone.

Keen Sense. You have advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2d10 + 6 piercing damage.

MASSIVE SERPENT (18-LEVEL CONSTRICTOR)

Huge beast

Armor Class 17 (natural armor)

Hit Points 143

Speed 30 ft., climb 30 ft.

STR	DEX	CON
22 (+6)	18 (+4)	20 (+5)

Senses darkvision 60 ft.

Keen Sense. You have advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 2d8 + 14 piercing damage.

Constrict. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 2d10 + 14 bludgeoning damage, and the target is grappled (escape DC equal to your spell save DC). Until the grapple ends, the target is restrained, and you can't constrict another target.

POISONOUS LIZARD (2ND-LEVEL ENVENOMER)

Medium beast

Armor Class 14 (natural armor)

Hit Points 24

Speed 30 ft., climb 30 ft.

STR	DEX	CON
14 (+2)	15 (+2)	14 (+2)

Senses darkvision 60 ft.

Keen Sense. You have advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Venomous Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* Size 1d6 + 2 piercing damage, and the target must make a Constitution saving throw, taking 2d6 poison damage on a failed save, or half as much on a successful one.

DIRE GORILLA (6TH-LEVEL GRIPPER)

Large beast

Armor Class 15 (natural armor)

Hit Points 45

Speed 30 ft., climb 30 ft.

STR	DEX	CON
16 (+3)	16 (+3)	16 (+3)

Senses darkvision 60 ft.

Keen Sense. You have advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. You make two fist attacks. You can replace one fist attack with a rock attack or one with a simple melee weapon.

Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2d6 + 5 bludgeoning damage.

Rock. *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit:* 2d6 + 5 bludgeoning damage.

SAND STALKER (3RD-LEVEL MAULER)

Medium beast

Armor Class 14 (natural armor)

Hit Points 27

Speed 30 ft., burrow 20 ft.

STR	DEX	CON
15 (+2)	15 (+2)	15 (+2)

Senses blindsight 30 ft.

Keen Sense. You have advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Multiattack. You make two attacks: one with your bite and one with your claw.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d8 + 3 piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6 + 3 slashing damage.

DEVIL TAIL (9TH-LEVEL PINCHER)

Large beast

Armor Class 17 (natural armor)

Hit Points 63

Speed 10 ft., swim 40 ft.

STR	DEX	CON
17 (+3)	16 (+3)	17 (+3)

Senses blindsight 30 ft.

Keen Sense. You have advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. You make two pincer attacks.

Pincer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2d4 + 6 bludgeoning damage, and the target is grappled (escape DC equals your spell save DC). You have two pincers, each of which can grapple only one target.

SAND RUNNER (6TH-LEVEL POUNCER)

Large beast

Armor Class 15 (natural armor)

Hit Points 45

Speed 40 ft.

STR	DEX	CON
17 (+3)	16 (+3)	16 (+3)

Keen Sense. You have advantage on Wisdom (Perception) checks that rely on sight.

Pounce. If you move at least 20 feet straight toward a creature and then hit it with a claw attack on the same turn, the target must succeed on a Strength saving throw or be knocked prone. If the target is prone, you can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2d8 + 5 piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2d6 + 5 slashing damage.

ELASMOTHERIUM (12TH-LEVEL TRAMPLER)

Huge beast

Armor Class 13 (natural armor)

Hit Points 99

Speed 50 ft.

STR	DEX	CON
19 (+4)	12 (+1)	21 (+5)

Keen Sense. You have advantage on Wisdom (Perception) checks that rely on hearing.

Trample. If you move at least 20 feet straight toward a creature and then hit it with a hooves attack on the same turn, that target must succeed on a Strength saving throw or be knocked prone. If the target is prone, you can make another hooves attack against it as a bonus action.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2d6 + 10 bludgeoning damage. Re flavor as a horn for initial attack.

DUST DOG (3RD-LEVEL TACKLER)

Medium beast

Armor Class 14 (natural armor)

Hit Points 24

Speed 40 ft.

STR	DEX	CON
17 (+3)	15 (+2)	15 (+2)

Keen Sense. You have advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. You have advantage on melee attack rolls against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Tackling Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d8 + 4 piercing damage. If your target is a creature, it must succeed on a Strength saving throw or be knocked prone.

DREAD (15TH-LEVEL WEBBER)

Huge beast

Armor Class 15 (natural armor)

Hit Points 110

Speed select one Standard Beast Movement option

STR	DEX	CON
15 (+2)	17 (+3)	19 (+4)

Keen Sense. You have advantage on Wisdom (Perception) checks that rely on sight.

Web Walk. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. Additionally, you ignore movement restrictions caused by webbing.

ACTIONS

Venomous Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2d6 + 10 piercing damage, and the target must make a Constitution saving throw, taking 6d6 poison damage on a failed save, or half as much on a successful one.

Web (Recharge 5–6). *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by the webbing. As an action, a creature can make a Strength saving throw, busting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

SPERM WHALE (18TH-LEVEL CRUISER)

Gargantuan beast

Armor Class 14 (natural armor)

Hit Points 156

Speed 0 ft., swim 60 ft.

STR	DEX	CON
23 (+6)	15 (+2)	22 (+6)

Senses blindsight 120 ft.

Aquatic Nature. You can breathe air and water.

Charge. If you move at least 20 feet straight toward a target and then hit it with a slam attack on the same turn, the target takes an extra 2d8 bludgeoning damage. If the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet from you.

ACTIONS

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 2d8 + 16 bludgeoning damage.

GREAT SQUID (9TH-LEVEL GRASPER)

Huge beast

Armor Class 14 (natural armor)

Hit Points 63

Speed 10 ft., swim 60 ft.

STR	DEX	CON
18 (+4)	15 (+2)	17 (+3)

Senses blindsight 120 ft.

Aquatic Nature. You can breathe air and water.

ACTIONS

Ink Cloud (Recharges after a Short or Long Rest). A cloud of ink with a radius equal to your space extends around you if you are underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, you can use the Dash action as a bonus action.

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 2d12 + 9 bludgeoning damage. If the target is a creature, it is grappled (escape DC equal to your spell save DC). Until this grapple ends, the target is restrained, and you can't use your tentacles on another target.

DEVILFISH (4TH-LEVEL RAMPAGER)

Medium beast

Armor Class 12 (natural armor)

Hit Points 24

Speed 0 ft., swim 60 ft.

STR	DEX	CON
15 (+2)	10 (+0)	15 (+2)

Senses blindsight 60 ft.

Aquatic Nature. You can breathe air and water.

Blood Frenzy. You have advantage on melee attack rolls against any creature that doesn't have all its hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1d8 + 3 piercing damage.

RAM BEETLE (15TH-LEVEL BARGER)

Large beast

Armor Class 19 (natural armor)

Hit Points 99

Speed 30 ft., fly 30 ft.

STR	DEX	CON
22 (+6)	21 (+5)	21 (+5)

ACTIONS

Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 2d12 + 11 bludgeoning damage.

THRESHERBUG (9TH-LEVEL HUNTER)

Medium beast

Armor Class 14

Hit Points 42

Speed 20 ft., fly 40 ft.

STR	DEX	CON
20 (+5)	19 (+4)	14 (+2)

ACTIONS

Multiattack. You make three attacks: one with your bite and two with your claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 1d6 + 8 slashing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 1d4 + 8 slashing damage, and the target is grappled (escape DC equals your spell save DC). You have two claws, each of which can grapple only one target.

UNDERDARK BAT (8TH-LEVEL HUNTER)

Small beast

Armor Class 15 (natural armor)

Hit Points 35

Speed 10 ft., fly 60 ft.

STR	DEX	CON
14 (+2)	18 (+4)	17 (+3)

Blood Frenzy. You have advantage on melee attack rolls against any creature that doesn't have all its hit points.

Echolocation. You gain blindsight to a distance of 120 ft. You can't use this blindsight while deafened.

ACTIONS

Bite. *Melee Weapon Attack:* +6 modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + 6 piercing damage.

DEATH WASP (12TH-LEVEL STINGER)

Medium beast

Armor Class 15

Hit Points 54

Speed 10 ft., fly 60 ft.

STR	DEX	CON
16 (+3)	21 (+5)	15 (+2)

ACTIONS

Venomous Sting. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* Size 1d8 + 9 piercing damage, and the target must succeed on a Constitution saving throw against your spell save DC or taking 4d10 poison damage.

LESSER ROC (18TH-LEVEL SWOOPER)

Large beast

Armor Class 17

Hit Points 91

Speed 10 ft., fly 60 ft.

STR	DEX	CON
18 (+4)	25 (+7)	17 (+3)

Keen Sight. You have advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. You make two attacks: one with your beak and one with your talons.

Beak. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 1d4 + 13 piercing damage.

Talons. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 1d6 + 13 slashing damage, and the target is grappled (escape DC equal to your spell save DC), provided it is no larger than you. Until this grapple ends, the target is restrained, and you can't use your talons on another target.

DEALING WITH WILD BEASTS

THROUGH THEIR TRAVELS, IT IS NEARLY A GUARANTEE that adventurers will come across one or more wild beasts. While monstrosities, dragons, and other creatures outside the scope of normal natural creatures, beasts are less inclined toward outright hostility when encounter.

Most beasts adhere to a fight or flight response mechanism that often compels the beast to flee from dangers when possible, but to defend itself when escape isn't believed possible. In interactions with humanoids (and most other creature types), a beast will attempt to flee if approached, as it is generally far more afraid of the humanoid than the humanoid is of the beast. Generally, if another creature is at least the same size as the beast, the beast will be afraid of that creature and seek to keep its distance. If the beast is outnumbered, it will similarly seek to escape the encounter. A predatory beast can be an exception, especially one that hunts in groups. These are the only normal beasts that will outright attack a humanoid under normal circumstances, provided the beasts are actively hunting. Solitary beasts such as bears and tigers and pack beasts such as wolves and lions are known to attack humanoids in cases where they believe they can escape with a meal. Humanoids that prove too dangerous are avoided.

There are times when a character may want to approach a wild beast, possibly to gather information or even to aid the beast. This initiates an interaction that can be resolved peacefully or escalate into violence. A savvy character may also attempt to befriend a beast or even tame it. This section details how to run an interaction with a normal beast, while providing guidelines for how to manage abnormal ones. The DM may rule a certain beast interacts with a character in a different way. For instance, a tyrannosaurus may simply always be hostile and attack a character despite its attempts to pacify the dinosaur.

BEAST INTERACTIONS

By default, most beasts avoid contact with humanoids due to fear. While normally neutral in their attitude toward other creatures, beasts will become hostile if they feel in danger or at risk. Hostile for most beasts results in them fleeing rather than attacking, provided they are able.

The following triggers will change a beast's attitude from neutral to hostile.

- A nonbeast or a beast predator approaches within 30 feet of it.
- It believes its territory is threatened by an intruder.
- It has offspring within 300 feet.
- It is confused from some means, such as disease or a magical effect.

If the beast is already friendly or has been tamed, its attitude isn't affected by these triggers unless the triggering creature is hostile or an unnatural creature type (aberration, elemental, fiend, monstrosity, or undead). A hostile beast will almost always choose to run away rather than confront a creature its size or larger. A confused beast is more likely to attack (70%). Provided the beast remains neutral (or friendly), it will continue to behave normally.

ABNORMAL MANNERISMS

Certain triggers or conditions will cause a beast to behave abnormally. Abnormal behavior usually results in a beast attacking a perceived threat, even if only to injure the threat to escape it. By observing a beast, a skilled naturalist can identify if it is hostile, or will become hostile, and why by succeeding on a DC 10 Intelligence (Nature) check.

A sick beast often lacks awareness of its surrounding while feeling pain. As such, it is more likely than a healthy beast to attack if approached. A sick beast is also more likely to wander near another creature, which can trigger its attitude to change to hostile. A rabid beast is a common example of a sick beast that is likely to attack a nearby creature. A sick beast will often act differently than another of its kind, serving as a warning to those who recognize the signs. A successful DC 5 or 10, depending on the cause of the beast's sickness, Wisdom (Survival) check will identify if a beast is sick and acting unusually. A beast cleansed of its sickness won't revert to a neutral attitude; it will retreat unless cornered.

When a beast is territorial, it will be more aggressive than normal. Typically when humanoids and other creatures are attacked by a beast or a pack or beasts, this is the cause. If the beast is solitary, it will confront intruders in its domains, first by attempting to frighten them, then by attacking if that fails. The beast will roar, rear up on its legs, or employ some other device to seem more threatening when it spots an intruder. If the intruder retreats, the beast will likely watch it for a time before returning to its normal patterns. If the intruder stands still, the beast will often continue to attempt to menace the intruder. Should the intruder approach, the beast is likely to attack unless it is frightened by the intruder. If outmatched, the beast will attempt to retreat. Beasts that operate in groups will alert its fellow before

attempting to drive away an intruder. If the pack outnumbered the intruder, the beasts will attack first instead of attempting to scare the intruder away.

A care giving beast for its offspring seeks to protect the young. If its offspring haven't been detected by another creature, the care giver will try to lead the other creature away from the nest or den, attempting to flee and sneak away once the creatures have been led sufficiently away. If the other creature gets too close to either the care giver or the location of the offspring, the beast will attack, often fighting to the death. The beast may act as a territorial beast before attacking, and if it has a pack, will call for help. Older offspring may assist the caregiver if they are in range, but they are more likely to flee than fight to the death. Certain beasts are less protective of their young and will flee if outmatched.

A cornered beast is one that has no avenue for retreat. Once a wild beast has been cornered, its fight or flight response leads it to fight to the death if pressed. Typically a cornered beast will attempt to menace other creatures like a territorial beast does in the hopes of creating an opening for escape. A cornered beast is also more disposed toward having its fear broken as it is easier to interact with the beast, provided the would-be tamer respects the beast's personal space to avoid making it attack.

A controlled beast, such as through magical means or a trained domesticate one, always behaves abnormally as it no longer behaves as a wild beast. A controlled beast will follow the dictates of its master to the best of its ability and the rules within this section don't apply to its interactions. A trained beast will follow its training and disregards interactions to break its fear or tame it, but in certain conditions, can be retrained, such as in the event of its master's death or if rescued from an abusive master.

BEHAVIORS

Each beast has a pattern of behavior that will influence how difficult it is to break, domesticate, or train. This difficulty is represented by a modifier to the DC for an ability check or an increase in time for each operation as indicated on the Beast Behavior table. The DM decides the behavior for each beast or can roll 2d12.

Aloof. An aloof beast is independent and prefers to keep to itself. While reliable at following commands, the beast lacks focus on learning those commands.

Docile. A docile behavior is adopted by passive beasts. Rather than struggle, the beast is prone to remaining still and hoping it isn't harmed.

BEAST BEHAVIOR

2d12	Behavior	Breaking Fear	Domestication	Training
2-4	Aloof	—	+1 progress modifier	+1 CR modifier
5-6	Docile	-2 DC	—	+2 DC
7-8	Friendly	-5 DC	—	—
9-11	Irritable	+2 DC	+2 DC	—
12-14	Needy	—	-2 DC	+1 CR modifier
15-18	Shy	+2 DC	—	-1 CR modifier
19-22	Spirited	+5 DC	-1 progress modifier	-2 DC
23-24	Vicious	+5 DC	+1 progress modifier	-2 DC

Friendly. When a beast has this behavior, it is unlikely to become hostile like other beasts, and is more prone to investigate unfamiliar creatures, especially those that seem friendly toward it.

Irritable. A beast with irritable behavior patterns doesn't respond well toward interaction and is irascible when reproached, often attacking and fleeing the moment an opportunity is present.

Needy. A needy beast doesn't like to be alone and will seek out companionship. While they are attentive learners, they are prone to demanding extra attention.

Shy. A beast that is shy avoids contact with unfamiliar creatures. Once befriended, the beast is more open toward that creature, but will never engage with strangers.

Spirited. A spirited beast is noted by higher levels of energy and enthusiasm. They are hard to break, but once that burden is overcome make for some of the best trained beasts.

Vicious. Vicious behavior may be considered ideal for guard-trained beasts, but presents a higher risk than other beasts as the vicious beast is prone to attack unprovoked.

TAMING BEASTS

When a character encounters a beast, the character may attempt to coerce the beast into a friendly encounter. By their nature, a wild beast will avoid interacting with a character, with the exception of one with the friendly behavior. Running away is the usual response to being approached. However, a character skilled in soothing beasts can attempt to pacify or even tame a wild beast. To even attempt this, the character must first overcome the beast's fear by breaking it.

BREAKING FEAR

Since most wild beasts are afraid of other characters, overcoming that fear is necessary. This often involved capturing or confining the beast and feeding it without getting too close. Larger beasts are more temperamental than small ones. Failing to properly break a beast's fear can result in the beast attacking its would-be tamer and any bystanders.

In order to break a beast of its fear, a character must use its action to make a Wisdom (Animal Handling) check against a DC equal to 10 + the beast's CR (rounded down) + the beast's behavior modifier. In addition, the beast must be in a position where it can't readily escape, such as mounting a wild horse, and isn't in combat unless it is fully restrained.

You have disadvantage on this check if any of the following conditions are true:

- The beast is trapped and confined and hasn't been feed appropriate food and given at least 10 minutes to acclimate.
- The beast hasn't been provided appropriate food. Carnivores need to be provided meat, for instance, and many will eat both cooked and raw meat. The DM has final say on whether a provided food meets the beast's needs.
- The beast is injured or sick, including any condition or while suffering from exhaustion.
- A Small or larger creature other than you is within 10 feet of the beast.

You have advantage on the check if the beast is charmed by you. You can choose to use your Charisma modifier instead of your Wisdom if you are under the effects of the speak with animals spell.

If you fail this check by 5 or more, the beast immediately becomes enraged and will attack you unless it has the Docile behavior, in which case it will attempt to run away from you. Further attempts to break the beast from you or another creature automatically fail for the next hour. On a success, the beast becomes neutral and unaggressive toward you, but other creatures within 10 feet of it can trigger a fight or flight response until it has been domesticated. As long as you remain within 10 feet of the beast, it becomes pacified unless triggered.

For each round you keep the beast pacified and neutral, it must make a Wisdom saving throw against a DC equal to 8 + your Wisdom modifier + your proficiency bonus (provided you have proficiency in Animal Handling). After it fails three such saving throws, its fear is broken and you can attempt to domesticate it. If the beast becomes hostile before failing three saving throws, you must begin the entire process again.

DOMESTICATION

After breaking a beast of its fear, it is possible to reasonably domesticate it. Normally it can take generations of breeding to truly domesticate a wild beast, but player characters and trained NPCs can overcome this through will and patience. It is also easier to control a single beast and get it to be comfortable around civilization than to breed successive generations of multiple beasts. Even if domesticated through these rules, a wild beast may still behave like a wild beast toward hostile strangers. Further training the beast can help prevent such episodes.

Domesticating the beast is an endeavor that takes days of dedication, and is not suitable while adventuring in hazardous environments. For the best results, the beast and its tamer should relocate to a self environment where the process can take place without outside complications. In order to attempt to domesticate the beast must be kept well fed and be located within a safe and comfortable environment.

TAMING SIZE MODIFIER

Size	Multiplier
Tiny	×1/2
Small	×1
Medium	×1
Large	×2
Huge	×4
Gargantuan	×10

Domesticating a beast requires a number of days of progress equal to (10 + the beast's CR + the beast's behavior modifier) × the beast's size modifier (as defined in the Taming Size Modifier table). During this time the beast must be kept fed or no progress can be made. Once each day the tamer must spend four hours and make a Wisdom (Animal Handling) check against a DC equal to 10 + the beast's CR (rounded down) + the beast's behavior modifier.

On a success, the beast makes 1 day of progress, and if you succeed by 5 or more over the CR, the beast makes 1d4 days of progress. On a failure, no progress is made, and if you fail by 5 or more, the beast loses 1 day of progress and regresses to its unbroken state for 1d4 days. Each day no attempt is made to domesticate the beast, it has a 50% chance to lose 1 day of progress.

You have disadvantage on this check if the beast is at least two sizes larger than you unless you have a number of helpers equal to the beast's size multiplier. However, when you have helpers, you and your helpers make a group Wisdom (Animal Handling) check, with at least half needing to succeed to make 1 day of progress. If the group check succeeds and at least one member beats the DC by 5 or more, the beast makes 1d4 days of progress, and if the group check fails and at least one member fails by 5 or more, the beast loses one day of progress and reverts to its unbroken state for 1d4 days.

A beast that has reverted to its unbroken states can have its fear broken again as detailed under "Breaking Fear" or the tamer can wait it out, as the beast will lose its fear automatically after the time has expired.

Once a beast has been domesticated, it can cohabit among humanoids peacefully. Provided the beast is riled or attacked, it will have a neutral or even friendly attitude toward the humanoid population. If provoked, it will behave as a wild beast unless it has been trained or a creature can pacify it before it is injured.

ABANDONED BEASTS

Various circumstances can see a domesticated beast rendered feral. Since such a beast has been domesticated before, it is much easier to domesticate it again; it takes only half as much time.

If a domesticated beast is abandoned for at least 60 days, it will begin to revert to a feral state. It loses one day times its size modifier of progress every 10 full days, losing its first portion of progress on the 60th day. If the beast has been mistreated by humanoids as part of its abandonment or during it, its behavior becomes vicious until it has been domesticated again, after which time it resumes its former behavior.

INTERACTING WITH A BEAST

Training a beast is a downtime activity. It requires access to the beast within a safe and comfortable environment. The beast must be domesticated, and it helps if the beast has a neutral or friendly attitude toward you. To train the beast, you don't need to have been the person that tamed it.

TRAINING A BEAST

With dedicated time and resources, a domesticated beast can be trained. A beast must be kept in captivity during the training.

Resources. The amount of time and resources for taming a beast depends on how large the beast is and its challenge rating.

The beast must be kept well fed, requiring feed cost for every day it is captive, and double the normal amount during the training time. Herbivores require 5 cp of feed each day (10 cp each day during training), while carnivores require 2 sp of feed each day (4 sp each day during training). If the creature is Tiny, the feed costs can be reduced to half, while a Large beast requires three times the cost, and a Huge beast requires ten times the cost. A Gargantuan beast can't be trained under normal circumstances as it is too large to properly handle.

You will also have to pay the price for holding and keeping the beast. This requires an additional 3 gp each week the beast is held for maintenance, supervision, and land usage fees.

The time required to train a beast with a CR of 1/2 or less is 5 workweeks. A beast with a CR of 1 or higher requires 5 + 5 times its CR workweeks. Certain behaviors modify a beast's CR for the purpose of training time and DC. If the beast is still a child, halve the required time (rounded up). If the creature is hostile, double the adjusted time.

Resolution. At the end of each consecutive workweek, make a Wisdom (Animal Handling) check. If you don't have proficiency with Animal Handling, you make this check with disadvantage. The DC for this check is equal to 10 + the beast's modified CR + the beast's behavior modifier. If the beast is hostile, increase the DC by 5. If the beast isn't well fed, the check automatically fails. If the check succeeds, you can advance training one week or change the beast's attitude to neutral.

Once you have completed the training process, the beast's attitude toward you and a number of creatures you choose equal to your proficiency bonus is friendly. At this point, the beast gains the following commands: Advance, Follow, Return, Wait. Moreover, the beast gains one training role as described under Training Roles.

Repetition. You can repeat the training process to teach the beast one additional training role or to retrain one of its roles to replace with a different one. A beast can only learn one role plus a number of additional roles equal to 5 + its Intelligence modifier. A beast can only gain one new proficiency from its training roles, and when you complete a new training, you can replace its learned proficiency with the one associated with the new role. If you retrain a beast's role, it loses any proficiency and commands gained from that role unless the new role shares them.

Complications. During the training, it is common for the beast to lapse to its feral habits. Every 5 workweeks spent training a beast has a 10 percent chance of causing a complication.

TRAINING COMPLICATIONS

d6 Complication

- 1 An interested buyer seeks to possess your beast.*
- 2 The beast has suffered an injury or infection and needs time to recover. An infection could spread to other beasts, causing burden to other owners who may demand compensation.
- 3 The beast has reverted to its feral roots and caused an incident that could have resulted in damage to a creature or property or even the death of another creature.
- 4 The beast escapes its confines and has to be tracked and recaptured.
- 5 Someone claims your beast has caused an incident and demands its removal.*
- 6 A beast tamer approaches you with the opportunity of expanding your beast stock, either through capturing more beasts or breeding trained ones.*

*Might involve a rival.

TAMING NONBEASTS

The DM may allow other creatures to be tamed. In these cases, the time it takes to train and tame the creature is longer (multiply the training time by up to 10) depending on how long it takes the beast to mature. Feed costs for the creature are likely to be higher, especially if the creature requires a more exotic or specialized diet. It is also much harder to break and tame nonbeasts; increase the DC of Wisdom (Animal Handling) checks by 10.

Monstrosities and other creatures are also more prone to attacking humanoids and domesticated beasts, leading to more severe results when the creature is loose or causes an incident. A creature with high Intelligence and Charisma can actively stymie attempts to tame it, increasing the DC of Wisdom (Animal Handling) checks by the higher of the creature's Intelligence or Charisma bonus. If the creature has an alignment proclivity*, it may also prove harder to tame, as it is unlikely to change alignments which can cause it to oppose commands and ignore training.

Nonbeast creatures can also require additional restraints to keep in captivity. Other humanoids are likely to also be very uncomfortable around a creature generally regarded as a monster, so complications can more easily arise where a population is hostile to the creature's presence.

*If following looser alignment mechanics, it is reasonable for a creature to change alignments or simply not have an alignment at all.

TRAINING ROLLS

As part of a beast's training, it is taught how to perform certain tasks to fulfill a specific function. Humanoids have long used beasts to assist in completing numerous jobs. A trained beast learns one role and gains a number of commands it can follow.

A beast's training encompasses its role that grants it one skill proficiency and a number of commands, and any additional commands it learns. All trained beasts know the follow, return, and wait commands. A beast doesn't require explicit training to support a mounted rider; a domesticated beast will take on a rider provided that rider is smaller than it and both have the necessary build to enable riding the beast.

A training role is a roster of commands a beast learns to fulfill whatever job it intended to do. Most beasts can only learn one or two training roles, but more intelligent beasts can learn more. Replacing a training role with a new one requires fully retraining the beast. The listed roles are the most common roles a beast is trained to perform, but the DM may offer other roles.

ENTERTAINER

Training a beast to entertain is a niche usually restricted to circuses and street performers.

Proficiency. Performance

Commands. Assist (Performance), Hide, Search, Trick

GUARD

A beast trained to guard is a welcome addition for most communities, families, and adventuring parties. A guard beast is reliable in defending its wards.

Proficiency. Insight

Commands. Alert, Attack, Protect, Stand Watch

HUNTER

A hunter will seek out a beast companion also trained to hunt. Hunter training focuses on stalking, killing, and retrieving game.

Proficiency. Stealth

Commands. Attack, Hide, Retrieve, Shadow

LABORER

It is common for a beast to be used for labor, especially for work requiring greater strength or endurance. A beast trained to labor is often unsuited for adventuring except for pulling a cart or wagon.

Proficiency. Constitution saving throws

Commands. Assist (Work), Endure, Labor, Navigate

MESSENGER

Messenger training allows a beast to serve as a courier, and is able to travel independent of its master.

Proficiency. Perception

Commands. Hide, Identify Person, Navigate, Remember Location

TRACKER

A beast trained in tracking can use its sense to locate creatures and object. It is also trained to aid its master.

Proficiency. Survival

Commands. Assist (Attack, Survival), Seek Target, Track

WAR BEAST

A beast trained in war is capable of fully engaging in combat. A war beast will never retreat from combat as a result of lost hit points.

Proficiency. Athletics

Commands. Alert, Assist (Attack), Attack, Seek Target

EXPERTISE FOR BEASTS

The DM may rule that if a beast has proficiency in a skill already, that any training role that grants the same skill proficiency instead grants the beast expertise in that proficiency, allowing it to add twice its proficiency bonus.

If the beast already has expertise in the skill proficiency, then it gains no added benefit as a result of its training.

COMMANDING A BEAST

To command a beast, you must use your action to direct it. The beast must know the command (through training) and will attempt to heed that command to the best of its ability on its next turn. If the beast isn't given a command it will take the Disengage action and retreat to safety, unless it knows the Attack command, in which case it will take the Dodge action. Certain beast commands allow the beast to continue a task until it is completed or given a different command.

When a beast falls to half of its hit point maximum (except one trained as a War Beast) or has fallen under the effects of the blinded, deafened, frightened, or poisoned condition, it will attempt to retreat. When this happens, you can take a reaction to command the beast to Endure, Follow, Hide, Return, or Wait, but must succeed a Wisdom (Animal Handling) check against a DC of 10 unless the triggering effect has a higher save DC. In the case of the frightened condition, the beast will ignore commands until the condition ends, and it won't return to the fight until successfully commanded.

Beasts aren't easy to control and require a lot of attention to ensure they behave according to their training. It is only possible for a single character to command a total CR of beasts equal to 1/3 its level in the case of a PC, or its CR in the case of an NPC to a maximum number equal to the character's proficiency bonus. Certain NPCs may have additional traits or feats that increase this capacity. If a character has more CR of beasts than it can control, the beasts not controlled will act according their nature and behavior. Regardless of how many beasts a character could control, it can only use its action to command one of them unless it has a trait or class feature that allows it to command more than one beast. A beast awarded by a class feature, trait, or feat doesn't count against this limit.

BEAST COMMANDS

A trained beast can perform one of these commands at a time, provided it is trained in the command.

Advance. You specify a spot the beast can see within a distance no greater than twice its highest movement speed. The beast will attempt to reach that location using whatever means it has at its disposal along the safest route. If the beast can't reach the target location in one round, you don't need to command it again until it reaches that spot.

Alert. You command the beast to alert you to the approach of other creatures of a certain size range or kind. The beast will heed the Wait command until it detects the chosen creatures, in which case it will alert you by means you specify that it is capable of performing. It doesn't have to alert you through an audible means.

Assist. You order the beast to take the Help action to aid a creature it can see. The beast can only assist in a task it is trained to assist. This assistance is used in conjunction with an ability check or to aid an Attack as defined under the Help action. You must use this command each turn you want the beast to take the Help action except to track a target or when assisting work. In the case of assisting work, the beast will help perform a labor, such as pulling a cart from the mud, until that task is complete or it is attacked.

Attack. You compel the beast to take the Attack action against a target it can sense. You must use this command each turn for the beast to continue attacking unless it is following the Seek Target command.

Endure. You use this command to compel a beast to ignore exhaustion, injury, and even threat to continue focusing on a task. When you use this command, make a DC 10 Wisdom (Animal Handling) check. For the next round and an additional 1d4 rounds for every point you exceed the DC, the beast will continue to heed other commands you give it without ending them early.

Follow. You order the beast to follow one creature it can sense until you give it another command. If the beast is attacked, it will follow its training, often retreating, but once danger has passed, it will automatically attempt to follow the creature again. If the creature is incapacitated or dead, the beast will wait with it as long as it is able.

Hide. You command the beast to take the Hide action until you command it again. If the beast is unable to hide, it will use its turn to find a place it can hide. Once hidden, the beast remains in that place until you command it again or a hostile creature finds it.

Identify Person. You teach the beast to recognize a particular person or a trait associated with a creature or organization, such as a color of bandana or a specific scent. Once the beast has learned a person, it can heed other commands that target a creature without needing to first sense the target. This command is vital for beasts to deliver messages to the correct party. A beast can reasonably learn 50 or more persons.

Labor. You order the beast to perform some laborious task, such as pulling a cart or ploughshare. Unless the beast also knows the Navigate command, you must repeat this command every 1d4 rounds. Certain tools and tricks can compel a beast to labor longer before needing a new command. These devices increase the duration of the command to 1d6 minutes. In any case, the beast will stop heeding this command once it is attacked, barring successful use of the Endure command.

Navigate. You tell the beast to move on its own to a location it can see or to return to its home, provided it is within 1 mile of it. You can also instruct it to perform a simple patrol or labor route. Paired with the Remember Location command, the beast can travel to more remote locations.

Protect. Until you give it a new command, the beast will protect a creature or object it can see to the best of its ability. While protecting a target, the beast can make attacks on its own against a hostile creature without needing an additional command, but you have no control over which attacks it makes or against which hostile it targets.

Remember Location. You have the beast learn a specific (such as its aerie) or general location (such as a town) it is in. Once a beast has learned a location, it can be commanded to Navigate to that location, provided it's within 10 miles. A beast can only remember a number of

locations equal to 10 + its Intelligence score. When taking this action, you can make the beast replace location it knows with a new one.

Retrieve. You order the beast to retrieve one object it can sense. The beast must be physically capable of carrying the object. The beast can attempt to drag the object if it can't lift it. Until the beast brings you the object, you approach within 5 feet of it, or the beast is attacked, it will continue heeding this command.

Return. You command the beast to return to your side. It will use its turn to move within 5 feet of you and automatically heed the Follow command targeting you until you give it a new command.

Search. You send the beast to search a location no larger than a 40-foot radius area to find a particular or kind of creatures or objects. The beast will search up to one minute without further command, or until it is attacked. On each of its turns will searching, it takes the Search action. It can use its Wisdom modifier instead of its Intelligence when making an Investigation check.

Seek Target. You compel the beast to seek out a certain target that it can see, one it knows, or one associated with a particular scent, after finding which it will heed a second command. While a beast is seeking a target, it will continue to heed that second command until you give it a new command or it is forced to retreat. For instance, if you order a beast to Attack a creature as part of this command, it will automatically attack it on each of its turns until the target is down.

Shadow. Until given a new command or attacked, the beast will follow one creature it can see. You can further instruct it to remain hidden, in which case it will take the Hide action whenever it needs to. You can also give the beast a maximum distance it will shadow a target, which upon reaching will cause it to return to you. After returning to you, the beast can lead you to the last location it was while shadowing the target.

Stand Watch. The beast will stay at a spot or location and keep watch until commanded otherwise. The beast will automatically heed the Alert command without requiring its master to command it when a threat is detected. The beast can take a watch in place of a character during a rest.

Track. You command the beast to attempt to track a particular target, scent, or set of tracks. It makes Wisdom (Survival) checks as would a character. It can also be trained to alert its master when the quarry is within 60 feet or closer through behavioral clues that don't have to be audible. Once ordered, the beast will continue to track until it locates its quarry, completely loses the trail, receives a new command, or is attacked.

Trick. You conduct the beast to perform a selection of entertaining tricks that it is physically capable. This can involve in moving through an obstacle course, balancing a ball, playing the cymbals, or some other mundane performance. When the beast performs a Trick, it can use its Strength or Dexterity modifier instead of its Charisma when making a Performance check. A beast can know a number of particular tricks up to 20 + its Intelligence score. A beast will complete its trick without further command if that trick requires more than one round to complete.

Wait. You tell the beast to remain in one spot or location until you give it a new command or it is under threat.

AUTOMATIC ACTIONS

While a trained beast generally heeds a command or seeks to avoid harm, there are cases where that isn't possible.

When a beast is under a restraint, such as the grappled or restrained conditions, and can use its action to escape, it will do so without requiring a command. If commanded to perform a different action that it can do under its current circumstances, it will do so provided its master succeeds on a DC 10 Wisdom (Animal Handling) check.

When a beast is cornered by hostile creatures, it will defend itself to the best of its abilities even if it isn't trained to heed the Attack command. Often the beast will follow its nature and behavior, and will seek to escape should the opportunity exist.

LEARNING ADDITIONAL COMMANDS

Normally a beast must complete training and take on a training role to learn additional commands. However, at the DM's discretion it can be possible to teach a beast a number of extra commands.

Learning a new command is like training the beast in a new roll, but only takes half as much time. A beast should never learn more additional commands than its trainer's proficiency bonus.

BEASTS

BEASTS INCLUDE ALL OF THE CREATURES THAT ARE A natural part of a D&D world. While many animals found in the real world are represented within the Beast creature type, a D&D world's ecology is also comprised of more fantastic beasts, such as the flying snake.

TAGS

A beast might have one or more tags appended to its type, in parentheses. A tag by itself has no associated game rules, but the DM may use them to better differentiate animals and monsters and how they interact with class features, magic, and other effects. The following tags can be applied to the beasts found in any campaign. The DM decides what tags are appropriate to choose with the Wild Shape feature, the polymorph spell, and similar effects. Each D&D campaign setting may include beasts with these tags or not.

ARTHROPOD

Insects, crustaceans, spiders, and similar creatures have an exoskeleton and brains that are different from other beast types.

DINOSAUR

A dinosaur is typically a prehistoric beast from the distant past or only found in the most remote regions of a world, if they exist in the campaign setting at all.

DIRE

A beast with this subtype is often much larger than its normal kin and far more aggressive. Dire beasts are known to hunt humanoids and lack the inherent fear that most beasts have. In some campaign settings, a dire beast is not natural.

FANTASTIC

Any beast that doesn't exist in the real world, or one that isn't based on a real world beast, is a fantastic beast. The stirge is one example.

SOLDIER

The beast has been trained or conditioned for the rigors of battle. It won't naturally flee combat while in the presence of at least one of its allies.

BESTIARY

The beasts are arranged by Challenge Rating and then alphabetically. Beasts from the *Monster Manual*, which are marked by an asterisk, have been included. Those from the *Psychic and Spiritual Handbook* have been reprinted here for your convenience. For beasts from other sources, please appendix A.

CR 0

BABOON*

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-0)	14 (+2)	11 (+0)	4 (-3)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

Pack Tactics. The baboon has advantage on an attack roll against a creature if at least one of the baboon's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

BADGER*

Tiny beast, unaligned

Armor Class 10

Hit Points 3 (1d4 + 1)

Speed 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	11 (+0)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

BAT*

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 – 1)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	15 (+2)	8 (–1)	2 (–4)	12 (+1)	4 (–3)

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

Echolocation. The bat can't use its blindsense while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature.

Hit: 1 piercing damage.

CAT*

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	15 (+2)	10 (+0)	3 (–4)	12 (+1)	7 (–2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

Keen Smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target.

Hit: 1 slashing damage.

CRAB*

Tiny beast, unaligned

Armor Class 11 (natural armor)

Hit Points 2 (1d4)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	11 (+0)	10 (+0)	1 (–5)	8 (–1)	2 (–4)

Skills Stealth +2

Senses blindsight 30 ft., passive Perception 9

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

Amphibious. The crab can breathe air and water.

ACTIONS

Claw. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target.

Hit: 1 bludgeoning damage.

DEER*

Medium beast, unaligned

Armor Class 13

Hit Points 4 (1d8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	2 (–4)	14 (+2)	5 (–3)

Senses passive Perception 12

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:*

2 (1d4) piercing damage.

EAGLE*

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	15 (+2)	10 (+0)	2 (–4)	14 (+2)	7 (–2)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) slashing damage.

FROG*

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4 - 1)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	8 (-1)	1 (-5)	8 (-1)	3 (-4)

Skills Perception +1, Stealth +3

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

A **frog** has no effective attacks. It feeds on small insects and typically dwells near water, in trees, or underground. The frog's statistics can also be used to represent a **toad**.

GIANT FIRE BEETLE*

Small beast (fantastic), unaligned

Armor Class 13 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses blindsight 30 ft., passive Perception 8

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

Illumination. The beetle sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) slashing damage.

A **giant fire beetle** is a nocturnal creature that takes its name from a pair of glowing glands that give off light. Miners and adventurers prize these creatures, for a giant fire beetle's glands continue to shed bright light for 1d6 days after the beetle dies. Giant fire beetles are most commonly found underground and in dark forests.

GOAT*

Medium beast, unaligned

Armor Class 10

Hit Points 4 (1d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	2 (-4)	10 (+1)	5 (-3)

Senses passive Perception 10

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 3 (1d4 + 1) bludgeoning damage.

HAWK*

Tiny beast, unaligned

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	8 (-1)	2 (-4)	14 (+2)	6 (-2)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1 slashing damage.

HYENA*

Medium beast, unaligned

Armor Class 11

Hit Points 5 (1d8 + 1)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

Pack Tactics. The hyena has advantage on an attack roll against a creature if at least one of the hyena's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

JACKAL*

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	11 (+0)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

Keen Hearing and Smell. The jackal has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The jackal has advantage on an attack roll against a creature if at least one of the jackal's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

LIZARD*

Tiny beast, unaligned

Armor Class 10

Hit Points 2 (1d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	10 (+0)	1 (-5)	8 (-1)	3 (-4)

Senses darkvision 30 ft., passive Perception 9

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

MONKEY

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	11 (+0)	3 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

OCTOPUS*

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	3 (-4)	10 (+0)	4 (-3)

Skills Perception +2, Stealth +4

Senses darkvision 30 ft., passive Perception 12

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

Hold Breath. While out of water, the octopus can hold its breath for 30 minutes.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

ACTIONS

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage, and the target is grappled (escape DC 10). Until the grapple ends the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 5-foot radius cloud of ink extends around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

OWL*

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4 - 1)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	8 (-1)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3

Senses darkvision 120 ft., passive Perception 13

Languages —

Challenge 0 (10 XP) **Proficiency Bonus** +2

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

QUIPPER*

Tiny beast (fantastic), unaligned

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 0 (10 XP) **Proficiency Bonus** +2

Blood Frenzy. The quipper has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The quipper can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

A **quipper** is a carnivorous fish with sharp teeth. Quippers can adapt to any aquatic environment, including cold subterranean lakes. They frequently gather in swarms; the statistics for a swarm of quippers is in the *Monster Manual*.

RAT*

Tiny beast, unaligned

Armor Class 10

Hit Points 1 (1d4 - 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 0 (10 XP) **Proficiency Bonus** +2

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

RAVEN*

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	11 (+0)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 0 (10 XP) **Proficiency Bonus** +2

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or a small animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

SCORPION*

Tiny beast, unaligned

Armor Class 11 (natural armor)

Hit Points 1 (1d4 - 1)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	8 (-1)	1 (-5)	8 (-1)	2 (-4)

Senses blindsight 10 ft., passive Perception 9

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

ACTIONS

Sting. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature.

Hit: 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

SEA HORSE*

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4 - 1)

Speed 0 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	12 (+1)	8 (-1)	1 (-5)	10 (+0)	2 (-4)

Senses passive Perception 10

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

Water Breathing. The sea horse can breathe only underwater.

SKUNK

Tiny beast, unaligned

Armor Class 11

Hit Points 2 (1d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Stealth +3

Senses passive Perception 11

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

Keen Hearing and Smell. The skunk has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Skunk Spray. The skunk has advantage on attack rolls made with its spray. The smell can be removed by washing it off with acids, such as vinegar.

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Spray (Recharge 5–6). *Ranged Weapon Attack:* +3 to hit, range 10 ft., one creature. *Hit:* The target is poisoned for 1 minute, and it gains a strong, unpleasant odor for 20 days or until removed. At the end of each of its turns, the target can make a DC 10 Constitution saving throw, ending the poisoned condition for it on a success.

SPIDER*

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	1 (-5)	10 (+0)	2 (-4)

Skills Stealth +4

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.

VULTURE*

Medium beast, unaligned

Armor Class 10

Hit Points 5 (1d8 + 1)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+0)	13 (+1)	2 (-4)	12 (+1)	4 (-3)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

Pack Tactics. The vulture has advantage on an attack roll against a creature if at least one of the vulture's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Beak. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

WEASEL*

Tiny beast, unaligned

Armor Class 13
Hit Points 1 (1d4 - 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	8 (-1)	2 (-4)	12 (+1)	3 (-4)

Skills Perception +3, Stealth +5
Senses passive Perception 13
Languages —
Challenge 0 (10 XP) **Proficiency Bonus** +2

Keen Hearing and Smell. The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

CR 1/8

BLOOD HAWK*

Small beast, unaligned

Armor Class 12
Hit Points 7 (2d6)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	14 (+2)	5 (-3)

Skills Perception +4
Senses passive Perception 14
Languages —
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The hawk has advantage on an attack roll against a creature if at least one of the hawk's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Taking its name from its crimson feathers and aggressive nature, the **blood hawk** fearlessly arracks almost any animal, stabbing it with its daggerlike beak. Blood hawks flock together in large numbers, attacking as a pack to take down prey.

CAMEL*

Large beast, unaligned

Armor Class 9
Hit Points 15 (2d10 + 4)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	2 (-4)	8 (-1)	5 (-3)

Senses passive Perception 9
Languages —
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

FLYING SNAKE*

Tiny beast (fantastic), unaligned

Armor Class 14

Hit Points 5 (2d4)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	11 (+0)	2 (-4)	12 (+1)	5 (-3)

Senses blindsight 10 ft., passive Perception 11

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Flyby. The snake doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 7 (3d4) poison damage.

A **flying snake** is a brightly colored, winged serpent found in remote jungles. Tribespeople and cultists sometimes domesticate flying snakes to serve as messengers that deliver scrolls wrapped in their coils.

GIANT CRAB*

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 13 (3d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	1 (-5)	9 (-1)	3 (-4)

Skills Stealth +4

Senses blindsight 30 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Amphibious. The crab can breathe air and water.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target.

GIANT RAT*

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat'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:* 4 (1d4 + 2) piercing damage.

VARIANT: DISEASED DIRE RATS

Some giant rats carry vile diseases that they spread with their bites. A diseased giant rat has a challenge rating of 1/8 (25 XP) and the following action instead of its normal bite attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

GIANT WEASEL*

Medium beast, unaligned

Armor Class 13

Hit Points 9 (2d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	4 (-3)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Keen Hearing and Smell. The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. }

GIANT WORKER ANT

Small beast (arthropod), unaligned

Armor Class 13 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	1 (-5)	10 (+0)	1 (-5)

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Pack Tactics. The ant has advantage on attack rolls against a creature if at least one of the ant's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

MASTIFF*

Medium beast, unaligned

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Keen Hearing and Smell. The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Mastiffs are impressive hounds prized by humanoids for their loyalty and keen senses. Mastiffs can be trained as guard dogs, hunting dogs, and war dogs. Halflings and other Small humanoids ride them as mounts.

MULE*

Medium beast, unaligned

Armor Class 10

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Beast of Burden. The mule is considered to be a Large animal for the purpose of determining its carrying capacity.

Sure-Footed. The mule has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Hooves. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

POISONOUS SNAKE*

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one..

PONY*

Medium beast, unaligned

Armor Class 10

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

ACTIONS

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 7 (2d4 + 2) bludgeoning damage.

SEAL

Small beast, unaligned

Armor Class 12

Hit Points 4 (1d6 + 1)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	5 (-3)	13 (+1)	5 (-3)

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Hold Breath. The seal can hold its breath for 90 minutes.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:*

2 (1d4) piercing damage.

SPITTING COBRA

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4 + 0)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a D10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

Spit Venom. One creature within 10 feet of the cobra must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become blinded for 1 minute. The target makes a new Constitution saving throw at the end of each of its turns, ending the blinded condition for it on a success. }

STIRGE*

Tiny beast (fantastic), unaligned

Armor Class 14 (natural armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points from blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

This horrid flying creature looks like a cross between a large bat and an oversized mosquito. Its legs end in sharp pincers, and its long, needle-like proboscis slashes the air as it seeks its next meal.

Stirges feed on the blood of living creatures, attaching and draining them slowly. Although they pose little danger in small numbers, packs of stirges can be a formidable threat, reattaching as quickly as their weakening prey can pluck them off.

CR 1/4

AXE BEAK*

Large beast (fantastic), unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 6 (1d8 + 2) slashing damage.

BOAR*

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) slashing damage.

COASTAL SHARK

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	2 (-4)	12 (+1)	4 (-3)

Skills Perception +3

Senses blindsight 30 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:*

5 (1d6 + 2) piercing damage.

CONSTRUCTOR SNAKE*

Large beast, unaligned

Armor Class 12

Hit Points 13 (2d10 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 5 (1d6 + 2) piercing damage.

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until the grapple ends, the creature is restrained, and the snake can't constrict another target.

DRAFT HORSE*

Large beast, unaligned

Armor Class 10

Hit Points 19 (3d10 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 9 (2d4 + 4) bludgeoning damage.

ELK*

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one prone creature. *Hit:* 8 (2d4 + 3) bludgeoning damage.

GIANT BADGER*

Medium beast, unaligned

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The badger makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

GIANT BAT*

Large beast, unaligned

Armor Class 13

Hit Points 22 (4d10)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Echolocation. The bat can't use its blindsense while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

GIANT CENTIPEDE*

Small beast (arthropod), unaligned

Armor Class 13 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses blindsight 30 ft., passive Perception 8

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way.

GIANT FROG*

Medium beast, unaligned

Armor Class 11

Hit Points 18 (4d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2, Stealth +3

Senses darkvision 30 ft., passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the frog can't bite another target.

Swallow. The frog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 5 (2d4) acid damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time.

If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

GIANT HORNET

Small beast (arthropod), unaligned

Armor Class 12

Hit Points 10 (3d6)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a DC 10 Constitution saving throw, taking 7 (2d6) poison

damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way.

GIANT LIZARD*

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

A **giant lizard** can be ridden or used as a draft animal. Lizardfolk also keep them as pets.

GIANT OWL*

Large beast, neutral

Armor Class 12

Hit Points 19 (3d10 + 3)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	8 (-1)	13 (+1)	10 (+0)

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages Giant Owl, understands Common, Elvish, and Sylvan but can't speak them

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight. smell.

ACTIONS

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage.

Giant owls often befriend fey and other sylvan creatures and are guardians of their woodland realms.

GIANT POISONOUS SNAKE*

Medium beast, unaligned

Armor Class 14

Hit Points 11 (2d8 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

Hit: 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

GIANT SKUNK

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Stealth +4

Senses passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Keen Hearing and Smell. The skunk has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Skunk Spray. The skunk has advantage on attack rolls made with its spray. The smell can be removed by washing it off with acids, such as vinegar.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Spray (Recharge 5–6). *Ranged Weapon Attack:* +4 to hit, range 10/20 ft., one target. *Hit:* The target is poisoned for 1 minute, and it gains a strong, unpleasant odor for 20 days or until removed. At the end of each of its turns, the target makes a DC 11 Constitution saving throw, ending the poisoned condition for it on a success.

GIANT WOLF SPIDER*

Medium beast (arthropod), unaligned

Armor Class 13

Hit Points 11 (2d8 + 2)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	4 (-3)

Skills Perception +3, Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way.

Smaller than a giant spider, a **giant wolf spider** hunts prey across open ground or hides in a burrow or crevice.

LESSER APE

Small beast, unaligned

Armor Class 13

Hit Points 11 (2d6 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +4, Perception +3

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Rock. *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

PANTHER*

Medium beast, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 50 ft., climb 40 ft.

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

Skills Perception +4, Stealth +6

Senses passive Perception 14

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Keen Smell. The panther has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the panther moves at least 20 feet straight toward a creature and the hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

PTERANODON*

Medium beast (dinosaur), unaligned

Armor Class 13 (natural armor)

Hit Points 13 (3d8)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	2 (-4)	9 (-1)	5 (-3)

Skills Perception +1

Senses passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Flyby. The pteranodon doesn't provoke opportunity attacks when it flies out of an enemy's reach. smell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage.

RIDING HORSE*

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

ACTIONS

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

SUN BEAR

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 16 (3d8 + 3)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

WAR CRAB

Small beast (arthropod, soldier), unaligned

Armor Class 15 (natural armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	1 (-5)	9 (-1)	3 (-4)

Skills Stealth +4

Senses blindsight 30 ft., passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Amphibious. The crab can breathe air and water.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The crab has two claws, each of which can grapple only one target.

WAR DOG

Medium beast (soldier), unaligned

Armor Class 12

Hit Points 13 (2d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	4 (-3)	12 (+1)	7 (-2)

Skills Perception +5

Senses passive Perception 15

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Keen Hearing and Smell. The dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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 12 Strength saving throw or be knocked prone.

WAR DOLPHIN

Medium beast (soldier), unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Charge. If the dolphin moves at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage.

Hold Breath. The dolphin can hold its breath for 20 minutes.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) bludgeoning damage.

WAR FALCON

Tiny beast (soldier), unaligned

Armor Class 14

Hit Points 7 (2d4 + 2)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+4)	12 (+1)	3 (-4)	14 (+2)	6 (-2)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Flyby. The falcon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Sight. The falcon has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 6 (1d4 + 4) slashing damage.

Beasts trained for war, such as the **war crab**, **war dog**, **war dolphin**, and **war falcon** will fight by the side of their allies to the death if need be. These beast have been bred for loyalty and courage across numerous generations.

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 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:* +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.

CR 1/2

APE*

Medium beast, unaligned

Armor Class 12

Hit Points 19 (3d8 + 6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5, Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

ACTIONS

Multiattack. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

BLACK BEAR*

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

CASSOWARY

Medium beast, unaligned

Armor Class 11

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	5 (-3)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 12 (3d6 + 2) slashing damage.

CROCODILE*

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +2

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Hold Breath. The crocodile can hold its breath for 15 minutes.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until the grapple ends, the target is restrained, and the crocodile can't bite another target.

GIANT GOAT*

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 8 (2d4 + 3) bludgeoning damage.

GIANT HAWK

Medium beast, unaligned

Armor Class 13

Hit Points 16 (3d8 + 3)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	4 (-3)	14 (+2)	6 (-2)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 8 (2d4 + 3) slashing damage.

GIANT SEA HORSE*

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 16 (3d10)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	2 (-4)	12 (+1)	5 (-3)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Charge. If the sea horse moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Water Breathing. The sea horse can breathe only underwater. knock it prone.

ACTIONS

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) bludgeoning damage.

Like their smaller kin, **giant sea horses** are shy, colorful fish with elongated bodies and curled tails. Aquatic elves train them as mounts.

GIANT SOLDIER ANT

Small beast (arthropod, soldier), unaligned

Armor Class 14 (natural armor)

Hit Points 22 (4d6 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	1 (-5)	11 (+0)	1 (-5)

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Pack Tactics. The ant has advantage on attack rolls against a creature if at least one of the ant's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 8 (2d4 + 3) piercing damage.

GIANT WASP*

Medium beast (arthropod), unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way.

MANTA RAY

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 39 (6d10 + 6)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	6 (-2)	12 (+1)	5 (-3)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Swimby. The ray doesn't provoke opportunity attacks when it swims out of an enemy's reach.

Water Breathing. The ray can breathe only underwater.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 6 (2d4 + 1) bludgeoning damage.

The gentle **manta ray** poses no threat to humanoids, and often exhibits curiosity when encountered. When in danger, a manta ray will swim away to safety.

REEF SHARK*

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Pack Tactics. The shark has advantage on an attack roll against a creature if at least one of the shark's allies is within 5 feet of the creature and the ally isn't incapacitated.

Water Breathing. The sea horse can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Smaller than giant sharks and hunter sharks, **reef sharks** inhabit shallow waters and coral reefs, gathering on small packs to hunt. A full-grown specimen measures 6 to 10 feet long.

WARHORSE*

Large beast, unaligned

Armor Class 11 (barding increases this)

Hit Points 19 (3d10 + 3)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

CR 1

BROWN BEAR*

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

DIRE BEE

Small beast (dire), unaligned

Armor Class 12

Hit Points 17 (5d6)

Speed 10 ft., fly 50ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses passive Perception 10

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Pack Tactics. The bee has advantage on attack rolls against a creature if at least one of the bee's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one.

DIRE WOLF*

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1 (200 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 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:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

GIANT BOMBARDIER BEETLE

Medium beast (arthropod), unaligned

Armor Class 15 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	1 (-5)	10 (+0)	3 (-4)

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Acid Spray (Recharge 5-6). The beetle releases a 10-foot cone of acid. Each target within the cone takes 13 (3d8) acid damage. A creature must make a DC 12 Dexterity saving throw, taking only half of the damage on a successful save.

GIANT EAGLE*

Large beast, neutral good

Armor Class 13

Hit Points 26 (4d10 + 4)

Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+13)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +4

Senses passive Perception 14

Languages Giant Eagle, understands Common and Auran but can't speak them

Challenge 1 (200 XP)

Proficiency Bonus +2

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multattack. The eagle makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) slashing damage.

A **giant eagle** is a noble creature that speaks its own language and understands speech in the Common tongue. A mated pair of giant eagles typically has up to four eggs or young in their nest (treat the young as normal eagles).

GIANT HYENA*

Large beast, unaligned

Armor Class 12

Hit Points 45 (6d10 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Rampage. When they hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) piercing damage.

GIANT MANTIS

Small beast (arthropod), unaligned

Armor Class 14 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	13 (+1)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +4, Stealth +5

Senses blindsight 30 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Camouflage. When the mantis lies motionless, it has advantage on Dexterity (Stealth) checks to hide.

Consume. The mantis can make one bite attack against a target it grapples as a bonus action.

ACTIONS

Multiattack. The mantis makes two claw attacks.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage, and the target is grappled (escape DC 14). The mantis has two claws, each of which can grapple only one target.

GIANT OCTOPUS*

Large beast, unaligned

Armor Class 11

Hit Points 52 (8d10 + 8)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	4 (-3)	10 (+0)	4 (-3)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Hold Breath. While out of water, the octopus can hold its breath for 1 hour.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

ACTIONS

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until the grapple ends the target is restrained, and the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot radius cloud of ink extends around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

GIANT SEAL

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 45 (7d10 + 7)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)	6 (-2)	12 (+1)	7 (-2)

Senses passive Perception 11

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Hold Breath. The seal can hold its breath for 1 hour.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage.

GIANT SPIDER*

Large beast (arthropod), unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a

successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by the webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

To snare its prey, a **giant spider** spins elaborate webs or shoots sticky strands of webbing from its abdomen. Giant spiders are most commonly found underground, making their lairs on ceilings or in dark, web-filled crevices. Such lairs are often festooned with web cocoons holding past victims.

GIANT TOAD*

Large beast, unaligned

Armor Class 11

Hit Points 39 (6d10 + 6)

Speed 20 ft., swim 40 ft.

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

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Amphibious. The toad can breathe air and water.

Standing Leap. The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time.

If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

GIANT VULTURE*

Large beast, neutral evil

Armor Class 10

Hit Points 22 (3d10 + 6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages understands Common but can't speak

Challenge 1 (200 XP)

Proficiency Bonus +2

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

Pack Tactics. The vulture has advantage on attack rolls against a creature if at least one of the vulture's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multattack. The vulture makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

A **giant vulture** has advanced intelligence and a malevolent bent. Unlike its smaller kin, it will attack a wounded creature to hasten its end. Giant vultures have been known to haunt a thirsty or starving creature for days to enjoy its suffering.

LION*

Large beast, unaligned

Armor Class 12

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Keen Smell. The lion has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The lion has advantage on attack rolls against a creature if at least one of the lion's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If the lion moves at least 20 feet straight toward a

creature and the hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the lion can long jump up to 25 feet.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

STEELTUSK BOAR

Medium beast (fantastic), unaligned

Armor Class 12 (natural armor)

Hit Points 30 (4d8 +12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	11 (+0)	5 (-3)

Senses passive Perception 10

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 5 (2d4) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 8 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Running Leap. With a 10-foot running start, the boar can long jump up to 20 feet.

ACTIONS

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

BONUS ACTIONS

Blood-crazed Charge. The boar takes the Dash action, but it must use the additional movement to move in a straight line toward a target.

Surprisingly agile and capable of moving at breakneck speeds, a **steeltusk boar** is an omnivorous creature that fears neither predator nor prey. Steeltusk boars have been known to cooperate to wear down quarry.

TIGER*

Large beast, unaligned

Armor Class 12

Hit Points 37 (5d10 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the tiger moves at least 20 feet straight toward a creature and the hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

ZATHRAX

Small beast (fantastic), unaligned

Armor Class 13

Hit Points 27 (6d6 + 6)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	13 (+1)	7 (-2)	13 (+1)	8 (-1)

Skills Perception +5

Senses passive Perception 15

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Keen Hearing and Sight. The zathrax has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The zathrax makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

A **zathrax** possesses an extra set of wings. Unmated zathrax tend to be solitary hunters.

CR 2

ALLOSAURUS*

Large beast (dinosaur), unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +5

Senses passive Perception 15

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Pounce. If the allosaurus moves at least 30 feet straight toward a creature and the hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the allosaurus can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

CEPHALOTOPS

Medium beast (fantastic), neutral

Armor Class 13

Hit Points 33 (6d8 + 6)

Speed 10 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	8 (-1)	10 (+0)	6 (-2)

Skills Perception +2, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Cephalotops, understands Aquan and Common, but can't speak them

Challenge 2 (450 XP)

Proficiency Bonus +2

Consume. The cephalotops can make one bite attack against a target it grapples as a bonus action.

Hold Breath. While out of water, the cephalotops can hold its breath for 1 hour.

Water Breathing. The cephalotops can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC

14). Until the grapple ends, the target is restrained, and the cephalotops can't use its tentacles on another target.

Corrosive Ink Cloud (Recharges after a Short or Long Rest). A 5-foot radius cloud of ink extends around the cephalotops if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. Each creature which starts its turn within the ink takes 5 (1d8) acid damage. After releasing the ink, the cephalotops can use the Dash action as a bonus action.

Among the deep rifts in the ocean dwell the **cephalotops**. These creatures are inquisitive and bold, and organize themselves for mutual defense and to hunt greater prey. They appear much like a bulbous squid with barbed tendrils surrounding a toothy maw.

DIRE CENTIPEDE

Medium beast (arthropod, dire), unaligned

Armor Class 12

Hit Points 36 (8d8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	11 (+0)	1 (-5)	10 (+0)	2 (-4)

Skills Perception +2

Senses blindsight 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Rapid Crawling. The centipede can enter another creature's space, but it can't stay there.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

DIRE RAT

Medium beast (dire), unaligned

Armor Class 14

Hit Points 33 (6d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	13 (+1)	8 (-1)	12 (+1)	7 (-2)

Senses passive Perception 11

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The rat has advantage on attack rolls against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

VARIANT: DISEASED DIRE RATS

Some dire rats carry vile diseases that they spread with their bites. A diseased dire rat has a challenge rating of 2 (450 XP) and the following action instead of its normal bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

DIRE WASP

Medium beast (arthropod, dire), unaligned

Armor Class 13

Hit Points 27 (5d8 + 5)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Senses passive Perception 10

Languages —

Challenge 2 (200 XP)

Proficiency Bonus +2

ACTIONS

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 14 (4d6) poison damage on a failed save or half as much on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GIANT BOAR*

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Senses passive Perception 8

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) slashing damage.

GIANT CONSTRICTOR SNAKE*

Huge beast, unaligned

Armor Class 12

Hit Points 60 (8d12 + 8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature.

Hit: 11 (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until the grapple ends, the creature is restrained, and the snake can't constrict another target.

GIANT ELK*

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 42 (5d12 + 10)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	7 (-2)	14 (+2)	10 (+0)

Skills Perception +4

Senses passive Perception 14

Languages Giant Elk, understands Common, Elven, and Sylvan but can't speak them

Challenge 2 (450 XP)

Proficiency Bonus +2

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

ACTIONS

Ram. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.
Hit: 11 (2d6 + 4) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one prone creature. *Hit:* 22 (4d8 + 4) bludgeoning damage.

The majestic **giant elk** is rare to the point that its appearance is often taken as a foreshadowing of an important event, such as the birth of a king. Legends tell of gods that take the form of giant elks when visiting the Material Plane. Many cultures therefore believe that to hunt these creatures is to invite divine wrath.

GIANT TURTLE

Medium beast, unaligned

Armor Class 17 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	3 (-4)	12 (+1)	5 (-3)

Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Hold Breath. The turtle can hold its breath for 1 hour.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

HUNTER SHARK*

Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2
Senses blindsight 30 ft., passive Perception 12
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Smaller than a giant shark but larger than a reef shark, a **hunter shark** haunts deep waters. It usually hunts alone,

but multiple hunter sharks might feed in the same area. A fully grown hunter shark is 15 to 20 feet long.

HIPPOPOTAMUS

Large beast, unaligned

Armor Class 11 (natural armor)
Hit Points 60 (8d10 + 16)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	3 (-4)	12 (+1)	4 (-3)

Senses passive Perception 11
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Hold Breath. The hippopotamus can hold its breath for 5 minutes.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 14). Until the grapple ends, the target is restrained, and the hippopotamus can't use its bite on another target.

OUGLE

Large beast (fantastic), unaligned

Armor Class 12
Hit Points 27 (5d10)
Speed 40 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	11 (+0)	4 (-3)	14 (+2)	4 (-3)

Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Frenzied Charge. If the ougle moves at least 20 feet straight toward a target and then hits it with a talons attack on the same turn, the target is pushed 10 feet away from the ougle. If the target is a creature, it must succeed on a DC 12 Dexterity saving throw or be knocked prone.

ACTIONS

Multiattack. The ougle makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 16 (3d8 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

The **ougle** is a large, long-legged bird similar to an ostrich with massive talons and a long, sinewy neck. Its wings are strong enough to carry it aloft for short distances.

PLESIOSAURUS*

Large beast (dinosaur), unaligned

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Hold Breath. The plesiosaurus can hold its breath for 1 hour.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

Hit: 14 (3d6 + 4) piercing damage.

POLAR BEAR*

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 12 (2d6 + 5) slashing damage.

VARIANT: CAVE BEAR

Some bears have adapted to life underground, feeding on subterranean lichen and blind fish. Known as cave bears, these ill-tempered behemoths have coarse, dark hair and darkvision out to a range of 60 feet. Otherwise, they have the same statistics as a polar bear.

RHINOCEROS*

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Charge. If the rhinoceros moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 14 (2d8 + 5) bludgeoning damage.

SABER-TOOTHED TIGER*

Large beast, unaligned

Armor Class 12

Hit Points 52 (7d10 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 12 (2d6 + 5) slashing damage.

WINGED KITE LIZARD

Medium beast (fantastic), unaligned

Armor Class 15 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft., fly 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	15 (+2)	4 (-3)	13 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Hold Breath. The lizard can hold its breath for 10 minutes.

Keen Smell. The lizard has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The lizard makes three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

A **winged kite lizard** is a large lizard with patagia between its front and rear legs that allows it to glide while hunting.

CR 3

ANKYLOSAURUS*

Huge beast (dinosaur), unaligned

Armor Class 15 (natural armor)

Hit Points 68 (8d12 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses passive Perception 11

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +3

ACTIONS

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

DIAMONDBACK SLIDER

Medium beast (fantastic), unaligned

Armor Class 15 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	17 (+3)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

ACTIONS

Multiattack. The slider makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 16 (4d6 + 2) piercing damage.

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Dexterity saving throw or be knocked prone.

Ferocious hunters, **diamondback sliders** are renowned for their sturdy, banded hides that are prized by armorers. Diamondback sliders are solitary nocturnal hunters that often hunt the same territories. When a diamond-back slider encounters another of its kind, it is as likely to ignore it as it is to attempt to drive it away, except during mating periods when males will attack each other without hesitation.

DIRE APE

Large beast (dire), unaligned

Armor Class 12

Hit Points 76 (8d10 + 32)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +8, Perception +4

Senses passive Perception 14

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +3

Camouflage. When the mantis lies motionless, it has advantage on Dexterity (Stealth) checks to hide.

ACTIONS

Multiattack. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 25/50 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

DIRE MANTIS

Large beast (arthropod, dire), unaligned

Armor Class 15 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	2 (-4)	11 (+0)	4 (-3)

Skills Acrobatics +5, Perception +3, Stealth +5

Senses passive Perception 13

Languages —

Challenge 3 (700)

Proficiency Bonus +3

ACTIONS

Multiattack. The mantis makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 15 (3d8 + 2) slashing damage, and the target is grappled (escape DC 13). The mantis has two claws, each of which can grapple only one target.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

DIRE VIPER

Large beast (dire), unaligned

Armor Class 14

Hit Points 45 (6d10 + 12)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +3

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much on a successful one.

DIRE WEAVER SPIDER

Large beast (arthropod, dire), unaligned

Armor Class 14 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Ambusher. In the first round of combat, the spider has advantage on attack rolls against any creature it surprised.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 18 (4d6 + 4) piercing damage.

Web. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by the webbing. As an action, the restrained creature can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic

damage). If a creature restrained by the webbing is hit by this attack again, the web increases its hit points by 10 and the DC of the Strength check is increased by 2 to a maximum of 20.

GIANT SCORPION*

Large beast (arthropod), unaligned

Armor Class 15 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	1 (-5)	9 (-1)	3 (-4)

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 3 (700)

Proficiency Bonus +3

ACTIONS

Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpions has two claws, each of which can grapple only one target.

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature.

Hit: 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.}}

GREAT SHARK

Huge beast, unaligned

Armor Class 12 (natural armor)

Hit Points 66 (7d12 + 21)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	17 (+3)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2

Senses blindsight 60 ft., passive Perception 12

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 16 (2d10 + 5) piercing damage.

ILLHOUND

Medium beast (fantastic), unaligned

Armor Class 13

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	2 (-4)	12 (+1)	4 (-3)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Keen Hearing and Smell. The illhound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Savage Attacks. If the illhound hits a target with its bite attack, it can make one bite attack as a bonus action against a second target, provided it is within reach.

Toxic Venom. At the start of each of its turns, a target poisoned by the illhound must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw, or it is poisoned for 1 minute.

An **illhound** is a venomous dog with a tight muscular frame. They are immune to the poison of their own kind, allowing packs to hunt together with impunity.

JUBJUB

Large beast (fantastic), unaligned

Armor Class 14

Hit Points 52 (7d10 + 14)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	15 (+2)	4 (-3)	12 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 120 ft., passive Perception 13

Languages understands Common, but can't speak it

Challenge 3 (700 XP)

Proficiency Bonus +2

Keen Smell and Sight. The jubjub has advantage on Wisdom (Perception) checks that rely on smell or sight.

Relentless (Recharges after a Short or Long Rest). If the jubjub takes 12 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Multiattack. The jubjub makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage, and if the target is Medium or smaller, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the jubjub can't use its talons on another target.

A **jubbub** has a beak filled with teeth. Fur lines its head, neck, and tail.

KILLER WHALE*

Huge beast, unaligned

Armor Class 12 (natural armor)

Hit Points 90 (12d12 + 12)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses blindsight 120 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Echolocation. The bat can't use its blindsense while deafened.

Hold Breath. The whale can hold its breath for 30 minutes.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (5d6 + 4) piercing damage.

OGRE HORSE

Large beast (fantastic), unaligned

Armor Class 12 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	19 (+4)	2 (-4)	12 (+1)	7 (-2)

Senses passive Perception 11

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hoof attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the horse can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The horse makes two hoof attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Hoof. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

A heavy duty horse, the **ogre horse** is often maligned for its misshapen form.

SANGUINE WEASEL

Medium beast (dire, fantastic), unaligned

Armor Class 14

Hit Points 27 (5d8 + 5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	13 (+1)	8 (-1)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Blood Frenzy. The weasel has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Keen Hearing and Smell. The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. The weasel makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

CR 4

CORAL WHALE

Huge beast, unaligned

Armor Class 11 (natural armor)

Hit Points 103 (9d12 + 45)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	21 (+5)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses blindsight 120 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Charge. If the whale moves at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 18 (4d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed 10 feet away.

Echolocation. The whale can't use its blindsight while deafened.

Hold Breath. The whale can hold its breath for 30 minutes.

Keen Hearing. The whale has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 23 (4d8 + 5) bludgeoning damage.

DIRE HAWK

Large beast (dire), unaligned

Armor Class 12

Hit Points 76 (9d10 + 27)

Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	2 (-4)	14 (+2)	6 (-2)

Skills Perception +5

Senses passive Perception 15

Languages —

Challenge 4 (1,100 XP) **Proficiency Bonus** +3

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The hawk makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 14 (2d8 + 5) piercing damage.

Talons. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage, and if the target is Medium or smaller, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the hawk can't use its talons on another target.

DIRE SNAPPING TURTLE

Large beast, unaligned

Armor Class 18 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Senses passive Perception 10

Languages —

Challenge 4 (1,100) **Proficiency Bonus** +3

Hold Breath. The turtle can hold its breath for 1 hour.

ACTIONS

Multiattack. The turtle makes two attacks: one with its bite and one with its claw.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) slashing damage.

DIRE WIDOW

Medium beast (arthropod, dire), neutral evil

Armor Class 15 (natural armor)

Hit Points 36 (8d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	10 (+0)	8 (-1)	13 (+1)	7 (-2)

Skills Stealth +8

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11

Languages understands Common and Undercommon but can't speak

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Spider Climb. The widow can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the widow knows the exact location of any other creature in contact with the same web.

Web Walker. The widow ignores movement restrictions caused by webbing.

ACTIONS

Attack. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 14 Constitution saving throw. On a failed save, the target takes 33 (6d10) poison damage and is poisoned. A creature is paralyzed as long as it is poisoned in this way. On a successful save, the target only takes half of the damage. At the end of each of its turns, a poisoned creature makes a new Constitution saving throw, ending the poisoned condition for it on a success.

Web (Recharge 5-6). *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by the webbing. As an action, the restrained creature can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

The size of a mule, a **dire widow** is spider with a best toward extreme cruelty, delighting in making the prey it hunts suffer both terror and pain. Dire widows decorate their lairs with their victims, current and past, wrapped in cocoons of dense webbing.

ELEPHANT*

Huge beast, unaligned

Armor Class 12 (natural armor)
Hit Points 76 (8d12 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Trampling Charge. If the elephant moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

FLAYING STRIDER

Large beast (fantastic), unaligned

Armor Class 13
Hit Points 75 (10d10 + 20)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Breakaway. When the strider hits a creature with a beak attack, it doesn't provoke opportunity attacks from that creature for the rest of the turn.

Mobile. When the strider takes the Dash action, difficult terrain doesn't cost it extra movement on that turn.

ACTIONS

Multiattack. The strider makes two beak attacks.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, and the target must succeed on a DC 12 Constitution saving throw or bleed. While bleeding in this way, the target loses 3 (1d6) hit points from blood loss at the start of each of its turns until it regains hit points. A creature can use its action to make a DC 12 Wisdom (Medicine) check, ending the bleeding on a success. A creature only takes this bleeding damage once in a round.

With long, muscular legs and a brutal bent, the **flaying strider** has a serrated edge along its beak ideal for tearing flesh. Flaying striders frequently hunt in small packs, taking turns wearing down prey.

GIANT MANTA RAY

Huge beast, unaligned

Armor Class 13 (natural armor)
Hit Points 104 (11d12 + 33)
Speed 0 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	16 (+3)	7 (-2)	12 (+1)	5 (-3)

Skills Perception +5
Senses blindsight 60 ft., passive Perception 15
Languages understands Aquan and Common, but can't speak them
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Swimby. The ray doesn't provoke opportunity attacks when it swims out of an enemy's reach.

Water Breathing. The ray can breathe only underwater.

ACTIONS

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 16 (2d10 + 5) bludgeoning damage.

GIANT WOLVERINE

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 40 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Frenzy. The wolverine has advantage on melee attack rolls when it has fewer than half its hit points.

Keen Smell. The wolverine has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The wolverine makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) slashing damage.

RAZORTUSK

Large beast (fantastic), chaotic neutral

Armor Class 13 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	21 (+5)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Breakaway. When the razortusk hits a creature with its tusk attack, it doesn't provoke opportunity attacks from that creature for the rest of the turn.

Charge. If the razortusk moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 11 (2d10) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed 5 feet away and knocked prone.

Relentless (Recharges after a Short or Long Rest). If the razortusk takes 21 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

A **razortusk** is a savage boar that doesn't hesitate to attack a creature larger than it. An enraged razortusk is truly terrifying, as the beast is capable of damaging structures.

SAND TOAD

Large beast (fantastic), unaligned

Armor Class 11

Hit Points 76 (9d10 + 27)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	4 (-3)	12 (+1)	3 (-4)

Skills Stealth +3

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Amphibious. The toad can breathe air and water.

Standing Leap. The toad's long jump is up to 20 feet long and its high jump is up to 10 feet, with or without a running start.

Venom Hide. The first time each round a creature touches the toad, it must make a DC 13 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. A target grappled by the toad makes its saving throw at the start of each of the toad's turn.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) bludgeoning damage plus 9 (2d8) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time.

If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

The massive toads are found in the most remote deserts.

Sand toads are voracious eaters when prey is available, but can go ten or more days without food or water. Locale cultures know to give a sand toad a wide berth, as the mere touch of its skin can prove fatal.

SLAUGHTER MANTIS

Large beast (arthropod, fantastic), unaligned

Armor Class 14 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	15 (+2)	2 (-4)	14 (+2)	5 (-3)

Skills Perception +4, Stealth +3

Senses blindsight 30 ft., passive Perception 14

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Consume. The mantis can make one bite attack against a target it grapples as a bonus action.

ACTIONS

Multiattack. The mantis makes two claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and the target is grappled (escape DC 14). The mantis has two claws, each of which can grapple only one target.

CR 5

BLOODHORN

Huge beast (fantastic), unaligned

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	19 (+4)	5 (-3)	12 (+1)	5 (-3)

Senses passive Perception 11

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Charge. If the bloodhorn moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 11 (2d10) piercing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be pushed 10 feet away and knocked prone.

Crushing Trample. The bloodhorn can enter a prone Large or smaller creature's space, but can't stay there. The first time on a turn it enters a prone creature's space, that creature takes 9 (2d8) bludgeoning damage.

ACTIONS

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

A massive woolly rhinoceros, the **bloodhorn**, so called for its crimson colored singular horn, is known and feared for being fiercely protective of its territory.

CLOUD RAY

Huge beast (fantastic), unaligned

Armor Class 11

Hit Points 114 (12d12 + 36)

Speed 5 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	2 (-4)	12 (+1)	4 (-3)

Skills Perception +4

Senses blindsight 60 ft., passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

ACTIONS

Sting. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 17 (3d8 + 4) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned this way.

Sometimes called a flying manta, the **cloud ray** has a pair of large sacks under its fins that inflate with light gases that lift the beast aloft into the air. While normally gentle, a cloud ray is capable of defending itself from persistent foes.

DIRE IGUANA

Large beast (dire), unaligned

Armor Class 15 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	19 (+4)	1 (-5)	11 (+0)	2 (-4)

Skills Perception +3, Stealth +5
Senses darkvision 120ft., passive Perception 13
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Camouflage. When the iguana lies motionless, it has advantage on Dexterity (Stealth) checks to hide.

Hold Breath. The iguana can hold its breath for 30 minutes.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) piercing damage.

DIRE TIGER

Huge beast (dire), unaligned

Armor Class 12
Hit Points 105 (10d12 + 40)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (3d6 + 6) slashing damage.

GIANT CROCODILE*

Huge beast, unaligned

Armor Class 14 (natural armor)
Hit Points 85 (9d12 + 27)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Skills Stealth +5
Senses passive Perception 10
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Hold Breath. The crocodile can hold its breath for 30 minutes.

ACTIONS

Multiattack. The crocodile makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until the grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target not grappled by the crocodile. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or be knocked prone.

GIANT SHARK*

Huge beast, unaligned

Armor Class 13 (natural armor)
Hit Points 126 (11d12 + 55)
Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

Skills Perception +3
Senses blindsight 60 ft., passive Perception 13
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

A **giant shark** is 30 feet long and normally found in the deep oceans. Utterly fearless, it preys on anything that crosses its path, including whales and ships.

GIANT SQUID

Huge beast, unaligned

Armor Class 12

Hit Points 102 (12d12 + 24)

Speed 10 ft., swim 90ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	14 (+2)	4 (-3)	10 (+0)	4 (-3)

Skills Perception +3

Senses darkvision 120 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Hold Breath. While out of water, the squid can hold its breath for 1 hour.

Jet. While in water, the squid can take the Dash or Disengage action using a bonus action.

Water Breathing. The squid can breathe only underwater.

ACTIONS

Multiattack. The squid makes two tentacles attacks, or one with its beak and one with its tentacles.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). The squid can grapple up to two targets with its tentacles. During its turn, the squid can position one target it grapples within reach of its beak attack.

Ink Cloud (Recharges after a Short or Long Rest). A 30-foot radius cloud of ink extends around the squid if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink.

GIANT STAG BEETLE

Large beast (arthropod), unaligned

Armor Class 16 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	17 (+3)	1 (-5)	10 (+0)	4 (-3)

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Charge. If the beetle moves at least 20 feet straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage.

IRONBACK

Large beast (fantastic), unaligned

Armor Class 17 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	19 (+4)	5 (-3)	13 (+1)	7 (-2)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Charge. If the ironback moves at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 10 (3d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Keen Smell. The ironback has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage.

Curl Up. The ironback curls into a ball, increasing its AC by 6 until it takes a bonus action to unroll itself. While curled, the ironback can't attack or move.

A mammal with an armored shell, the **ironback** is normally timid, preferring to roll into a ball to endure attack.

MANGLEFLY

Large beast (arthropod, dire, fantastic), unaligned

Armor Class 12

Hit Points 90 (12d10 + 24)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	1 (-5)	13 (+1)	1 (-5)

Senses blindsight 30 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Blood Frenzy. The manglefly has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Dust Cloud. Each time the manglefly takes weapon damage, it sheds cloud of dust in a 10-foot radius sphere centered on it. The area within the cloud is heavily obscured. The cloud disperses after three rounds or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 30 (6d8 + 3) piercing damage.

Brilliant yellow and orange, the **manglefly** appears much like a giant dragonfly, except that it has massive mandibles and sharp talons. When a manglefly is struck, it releases dust from its wings that scintillate light.

MOONSCYTHE HOUND

Large beast (fantastic), unaligned

Armor Class 14 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	19 (+4)	4 (-3)	11 (+0)	5 (-3)

Skills Perception +6, Stealth +5

Senses passive Perception 16

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Nimble Escape. The hound can take the Disengage or Hide action as a bonus action on each of its turns.

Relentless (Recharges after a Short or Long Rest). If the hound takes 16 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Multiattack. The hound makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the hound can make one claw attack against it as a bonus action.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.

SCYLLA CRAB

Large beast (arthropod, fantastic), unaligned

Armor Class 16 (natural armor)

Hit Points 85 (9d10 + 36)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	18 (+4)	4 (-3)	15 (+2)	5 (-3)

Skills Stealth +4

Senses blindsight 30 ft., passive Perception 12

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Amphibious. The crab can breathe air and water.

ACTIONS

Multiattack. The crab makes two claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage, and the target is grappled (escape DC 13). The crab has two claws, each of which can grapple only one target.

TRICERATOPS*

Huge beast (dinosaur), unaligned

Armor Class 13 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	5 (-3)

Senses passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Trampling Charge. If the triceratops moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the triceratops can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

CR 6

BILEJACKET

Medium beast (arthropod, fantastic), unaligned

Armor Class 14

Hit Points 102 (12d8 + 48)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	19 (+4)	1 (-5)	14 (+2)	2 (-4)

Senses blindsight 30 ft., passive Perception 12

Languages —

Challenge 6 (2,300 XP)

Proficiency Bonus +3

ACTIONS

Multiattack. The bilejacket makes two attacks: one with its bite and one with its claws. It can replace its bite attack with its spit attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 28 (8d6) acid damage on a failed save, or half as much damage on a successful one.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Spit. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 28 (8d6) acid damage.

Often considered harbingers of famine or plagues, **bilejackets** are invidious wasps with gruesome tooth-filled maws. Much like a common fly, a bilejacket uses its acid to soften its meal before consumption.

DEVIL RAY

Huge beast (fantastic), unaligned

Armor Class 13 (natural armor)

Hit Points 133 (14d12 + 42)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	2 (-4)	12 (+1)	6 (-3)

Skills Perception +4, Stealth +5

Senses blindsight 120 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Camouflage. While motionless, the ray has advantage on Dexterity (Stealth) checks.

Dart Away. The ray can take the Dash action as a bonus action.

Hold Breath. While out of water, the ray can hold its breath for 30 minutes.

Water Breathing. The ray can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) piercing damage. If the target is a creature, it is grappled (escape DC 14). Until the grapple ends, the target is restrained, and the ray can't use its bite on another target.

Sting. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 16 (3d8 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one. A creature which fails its saving throw is also paralyzed for 1 minute. It makes a new saving throw at the end of each of its turns, ending the paralyzed condition for it on a success.

Found in the deepest fathoms, the **devil ray** is a monstrous fish adept at lurking along the seabed.

GREAT COILED SERPENT

Huge beast (fantastic), unaligned

Armor Class 15 (natural armor)

Hit Points 119 (14d12 + 20)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	14 (+2)	6 (-2)	13 (+1)	7 (-2)

Skills Perception +4

Senses blindsight 30 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP)

Proficiency Bonus +3

ACTIONS

Multiattack. The serpent makes three attacks: one with its bite, one with its coils, and one with its tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much on a successful one.

Coils. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until the grapple ends, the target is restrained, and the serpent can't use its coils on another target.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Dexterity saving throw or be knocked prone.

Swallow. The serpent makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the serpent, and it takes 10 (3d6) acid damage at the start of each of the serpent's turns. The serpent can have only one target swallowed at a time.

If the serpent dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

The sea serpent of myth and legend, the **great coiled serpent** is as regal as it is terrifying with its colorful patterned scales and ability to take down some of the greatest creatures of the land and sea. Great coiled serpents are remarkably intelligent and will take offerings of food in place of hunting.

MAMMOTH*

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Trampling Charge. If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

Hit: 25 (4d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 29 (4d10 + 7) bludgeoning damage.

A **mammoth** is an elephantine creature with thick fur and long tusks. Stockier and fiercer than normal elephants, mammoths inhabit a wide range of climes, from subarctic to subtropical.

THUNDER BEETLE

Huge beast (arthropod, fantastic), unaligned

Armor Class 15 (natural armor)

Hit Points 115 (11d12 + 44)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	19 (+4)	1 (-5)	7 (-2)	4 (-3)

Senses blindsight 60 ft., passive Perception 8

Languages —

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Trampling Charge. If the beetle moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the beetle can make one claw attack against it as a bonus action.

ACTIONS

Multiattack. The beetle makes two attacks, one with its bite and one with its claw.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

VENOMOUS LACHE

Huge beast (fantastic), unaligned

Armor Class 14 (natural armor)

Hit Points 102 (12d12 + 24)

Speed 40 ft., climb 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	2 (-4)	11 (+0)	5 (-3)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Amphibious. The lache can breathe air and water.

Wall Climb. The lache can climb difficult surfaces without needing to make an ability check.

ACTIONS

Multiattack. The lache makes two attacks, one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.
Hit: 13 (3d6 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much on a successful one.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.
Hit: 14 (2d10 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 14). Until the grapple ends, the target is restrained, and the lache can't use its tail on another target.

A lizard with a snake-like torso and elongated tail, the **venomous lache** is a predator found near riverbanks and lakes.

VESPER EAGLE

Large beast (fantastic), unaligned

Armor Class 15

Hit Points 119 (14d10 + 42)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	17 (+3)	5 (-2)	14 (+2)	6 (-2)

Skills Perception +5, Stealth +7

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Diving Charge. If the eagle moves at least 20 feet straight toward a target and then hits it with a talons attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The eagle makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 19 (4d6 + 5) piercing damage.

Talons. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 14 (2d8 + 5) slashing damage.

CR 7

GIANT APE

Huge beast, unaligned

Armor Class 12

Hit Points 157 (15d12 + 60)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

Skills Athletics +9, Perception +4

Senses passive Perception 14

Languages —

Challenge 7 (2,900 XP)

Proficiency Bonus +3

ACTIONS

Multiattack. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.

Hit: 22 (3d10 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 50/100 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage.

CR 8

TYRANNOSAURUS REX*

Huge beast (dinosaur), unaligned

Armor Class 13 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 8 (3,900 XP)

Proficiency Bonus +3

ACTIONS

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until the grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.