WILD SHAPE

* **CHANGE STATISTICS:** Your game statistics are replaced by the statistics of the beast, but you retain your **alignment**, **personality**, and **Intelligence**, **Wisdom**, and **Charisma** scores. You also retain all of your **skill** and **saving throw proficiencies**, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature’s bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
* **SWITCH TO BEAST’S HIT POINTS:** When you transform, you assume the beast’s hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. *For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn’t reduce your normal form to 0 hit points, you aren’t knocked unconscious.*
* **NO SPELLS:** You can’t cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn’t break your concentration on a spell you’ve already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you’ve already cast.
* **KEEP RACE AND CLASS FEATURES:** You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, **you can’t use any of your special senses, such as darkvision**, unless your new form also has that sense.
* **DECIDE WHAT HAPPENS TO YOUR EQUIPMENT:** You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature’s shape and size. Your equipment doesn’t change size or shape to match the new form, and any equipment that the new form can’t wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

ALL CIRCLES

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| WILD SHAPE FORMS (2nd Level) | | | |
| **Name** | **HP** | **Traits** | **Movement** |
| **CR 0** | | |  |
| Almiraj | 3 | Perception, Stealth, Darkvision, Keen Senses, Horn | - |
| Baboon | 3 | Climb, Pack Tactics, Bite | C |
| Badger | 5 | Burrow, Darkvision, Keen Smell, Bite | B |
| Cat | 2 | Climb, Perception, Stealth, Keen Smell, Claws | C |
| Cranium Rat | 2 | Darkvision, Telepathy, Illumination, Telepathic Shroud, Bite | - |
| Deer | 4 | Bite | - |
| Giant Fire Beetle | 4 | Blindsight, Illumination, Bite | - |
| Goat | 4 | Charge, Sure-Footed, Ram | - |
| Hyena | 5 | Perception, Pack Tactics, Bite | - |
| Jackal | 3 | Perception, Keen Hearing and Smell, Pack Tactics, Bite | - |
| Lizard | 2 | Climb, Darkvision, Bite | C |
| Rat | 1 | Darkvision, Keen Smell, Bite | - |
| Scorpion | 1 | Blindsight, Sting | - |
| Spider | 1 | Climb, Stealth, Darkvision, Spider Climb, Web Sense, Web Walker, Bite | C |
| Weasel | 1 | Perception, Stealth, Keen Hearing and Smell, Bite | - |
| **CR 1/8** | | |  |
| Camel | 15 | Bite | - |
| Giant Rat | 7 | Darkvision, Keen Smell, Pack Tactics, Bite | - |
| Giant Rat (Diseased) | 7 | Darkvision, Bite | - |
| Giant Weasel | 9 | Perception, Stealth, Darkvision, Keen Hearing and Smell, Bite | - |
| Mastiff | 5 | Perception, Keen Hearing and Smell, Bite | - |
| Mule | 11 | Beast of Burden, Sure-Footed, Hooves | - |
| Pony | 11 | Hooves | - |
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| **CR 1/4** | | |  |
| Axe Beak | 19 | Beak | - |
| Boar | 11 | Charge, Relentless, Tusk | - |
| Cow | 15 | Charge, Gore | - |
| Deep Rothe | 13 | Darkvision, Charge, Innate Spellcasting, Gore | - |
| Dimetrodon | 19 | Perception, Bite | - |
| Draft Horse | 19 | Hooves | - |
| Elk | 13 | Charge, Ram, Hooves | - |
| Giant Badger | 13 | Burrow, Darkvision, Keen Smell, Multiattack, Bite, Claws | B |
| Giant Centipede | 4 | Climb, Blindsight, Bite | C |
| Giant Lizard | 19 | Climb, Darkvision, Bite | C |
| Giant Wolf Spider | 11 | Climb, Perception, Stealth, Blindsight, Darkvision, Spider Climb, Web Sense, Web Walker, Bite | C |
| Hadrosaurus | 19 | Perception, Tail | - |
| Male Steeder | 13 | Climb, Stealth, Darkvision, Spider Climb, Leap, Bite, Sticky Leg | C |
| Ox | 15 | Charge, Beast of Burden, Gore | - |
| Panther | 13 | Climb, Perception, Stealth, Keen Smell, Pounce, Bite, Claw | C |
| Riding Horse | 13 | Hooves | - |
| Rothe | 15 | Darkvision, Charge, Gore | - |
| Stench Kow | 15 | Resistance (Cold, Fire, Poison), Darkvision, Charge, Stench, Gore | - |
| Velociraptor | 10 | Perception, Pack Tactics, Multiattack, Bite, Claws | - |
| Wolf | 11 | Perception, Stealth, Keen Hearing and Smell, Pack Tactics, Bite | - |

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| WILD SHAPE FORMS (4th Level) | | | |
| **Name** | **HP** | **Traits** | **Movement** |
| **CR 0** | | |  |
| Crab | 2 | Swim, Stealth, Blindsight, Amphibious, Claw | S |
| Frog | 1 | Swim, Perception, Stealth, Darkvision, Amphibious, Standing Leap | S |
| Octopus | 3 | Swim, Perception, Stealth, Darkvision, Hold Breath, Underwater Camouflage, Water Breath, Tentacles, Ink Cloud | S |
| Quipper | 1 | Swim, Darkvision, Blood Frenzy, Water Breathing, Bite | S |
| Sea Horse | 1 | Swim, Water Breathing | S |
| **CR 1/8** | | |  |
| Dolphin | 11 | Swim, Perception, Blindsight, Charge, Hold Breath, Slam | S |
| Giant Crab | 13 | Swim, Stealth, Blindsight, Amphibious, Claw | S |
| Poisonous Snake | 2 | Swim, Blindsight, Bite | S |
| **CR 1/4** | | |  |
| Constrictor Snake | 13 | Swim, Blindsight, Bite | S |
| Giant Frog | 18 | Swim, Perception, Stealth, Darkvision, Amphibious, Standing Leap, Bite, Swallow | S |
| Giant Poisonous Snake | 11 | Swim, Perception, Blindsight, Bite | S |
| **CR 1/2** | | |  |
| Ape | 19 | Climb, Athletics, Perception, Multiattack, Fist, Rock | C |
| Black Bear | 19 | Climb, Keen Smell, Multiattack, Bite, Claws | C |
| Crocodile | 19 | Swim, Stealth, Hold Breath, Bite | S |
| Giant Goat | 19 | Charge, Sure-Footed, Ram | - |
| Giant Sea Horse | 16 | Swim, Charge, Water Breathing, Ram | S |
| Jaculi | 16 | Climb, Athletics, Perception, Stealth, Blindsight, Camouflage, Keen Smell, Bite, Spring | C |
| Reef Shark | 22 | Swim, Perception, Blindsight, Pack Tactics, Water Breathing, Bite | S |
| Warhorse | 19 | Trampling Charge, Hooves | - |

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| WILD SHAPE FORMS (8th Level) | | | |
| **Name** | **HP** | **Traits** | **Movement** |
| **CR 0** | | |  |
| Bat | 1 | Fly, Blindsight, Echolocation, Keen Hearing, Bite | F |
| Eagle | 3 | Fly, Perception, Keen Sight, Talons | F |
| Flying Monkey | 3 | Climb, Fly, Pack Tactics, Bite | C, F |
| Giant Fly | 19 | Fly, Darkvision | F |
| Hawk | 1 | Fly, Perception, Keen Sight, Talons | F |
| Owl | 1 | Fly, Perception, Stealth, Darkvision, Flyby, Keen Hearing and SIght, Talons | F |
| Raven | 1 | Fly, Perception, Mimicry, Beak | F |
| Treesym | 5 | Climb, Fly, Perception, Stealth, Immune (Poison, poisoned), Detect Invisibility, Keen Smell, Poison Sense, Claws | C, F |
| Vulture | 5 | Fly, Perception, Keen Sight and Smell, Pack Tactics, Beak | F |
| **CR 1/8** | | |  |
| Blood Hawk | 7 | Fly, Perception, Keen Sight, Pack Tactics, Beak | F |
| Flying Snake | 5 | Fly, Swim, Blindsight, Flyby, Bite | S, F |
| Stirge | 2 | Fly, Blood Drain | F |
| **CR 1/4** | | |  |
| Giant Bat | 22 | Fly, Blindsight, Echolocation, Keen Hearing, Bite | F |
| Giant Owl | 19 | Fly, Perception, Stealth, Darkvision, Flyby, Keen Hearing and Sight, Talons | F |
| Pteranodon | 13 | Fly, Perception, Flyby, Bite | F |
| **CR 1/2** | | |  |
| Giant Wasp | 13 | Fly, Swim, Sting | S, F |
| **CR 1** | | |  |
| Brown Bear | 34 | Climb, Perception, Keen Smell, Multiattack, Bite, Claws | C |
| Crag Cat | 34 | Stealth, Darkvision, Nondetection, Pounce, Spell Turning, Bite, Claw | - |
| Deinonychus | 26 | Perception, Pounce, Multiattack, Bite, Claw | - |
| Dire Wolf | 37 | Perception, Stealth, Keen Hearing and Smell, Pack Tactics, Bite | - |
| Female Steeder | 30 | Climb, Stealth, Darkvision, Spider Climb, Leap, Bite, Sticky Leg | C |
| Giant Eagle | 26 | Fly, Perception, Keen Sight, Multiattack, Beak, Talons | F |
| Giant Hyena | 45 | Perception, Rampage, Bite | - |
| Giant Octopus | 52 | Swim, Perception, Stealth, Darkvision, Hold Breath, Underwater Camouflage, Water Breathing, Tentacles, Ink Cloud | S |
| Giant Spider | 26 | Climb, Stealth, Blindsight, Darkvision, Spider Climb, Web Sense, Web Walker, Bite, Web | C |
| Giant Toad | 39 | Swim, Darkvision, Amphibious, Standing Leap, Bite, Swallow | S |
| Giant Vulture | 22 | Fly, Perception, Keen Sight and Smell, Pack Tactics, Multiattack, Beak, Talons | F |
| Lion | 26 | Perception, Stealth, Keen Smell, Pack Tactics, Pounce, Running Leap, Bite, Claw | - |
| Tiger | 37 | Perception, Stealth, Darkvision, Keen Smell, Pounce, Bite, Claw | - |

CIRCLE OF THE MOON

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| CIRCLE OF THE MOON (2nd Level) | | | |
| **Name** | **HP** | **Traits** | **Movement** |
| **CR 0** | | |  |
| Almiraj | 3 | Perception, Stealth, Darkvision, Keen Senses, Horn | - |
| Baboon | 3 | Climb, Pack Tactics, Bite | C |
| Badger | 5 | Burrow, Darkvision, Keen Smell, Bite | B |
| Cat | 2 | Climb, Perception, Stealth, Keen Smell, Claws | C |
| Cranium Rat | 2 | Darkvision, Telepathy, Illumination, Telepathic Shroud, Bite | - |
| Deer | 4 | Bite | - |
| Giant Fire Beetle | 4 | Blindsight, Illumination, Bite | - |
| Goat | 4 | Charge, Sure-Footed, Ram | - |
| Hyena | 5 | Perception, Pack Tactics, Bite | - |
| Jackal | 3 | Perception, Keen Hearing and Smell, Pack Tactics, Bite | - |
| Lizard | 2 | Climb, Darkvision, Bite | C |
| Rat | 1 | Darkvision, Keen Smell, Bite | - |
| Scorpion | 1 | Blindsight, Sting | - |
| Spider | 1 | Climb, Stealth, Darkvision, Spider Climb, Web Sense, Web Walker, Bite | C |
| Weasel | 1 | Perception, Stealth, Keen Hearing and Smell, Bite | - |
| **CR 1/8** | | |  |
| Camel | 15 | Bite | - |
| Giant Rat | 7 | Darkvision, Keen Smell, Pack Tactics, Bite | - |
| Giant Rat (Diseased) | 7 | Darkvision, Bite | - |
| Giant Weasel | 9 | Perception, Stealth, Darkvision, Keen Hearing and Smell, Bite | - |
| Mastiff | 5 | Perception, Keen Hearing and Smell, Bite | - |
| Mule | 11 | Beast of Burden, Sure-Footed, Hooves | - |
| Pony | 11 | Hooves | - |
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| **CR 1/4** | | |  |
| Axe Beak | 19 | Beak | - |
| Boar | 11 | Charge, Relentless, Tusk | - |
| Cow | 15 | Charge, Gore | - |
| Deep Rothe | 13 | Darkvision, Charge, Innate Spellcasting, Gore | - |
| Dimetrodon | 19 | Perception, Bite | - |
| Draft Horse | 19 | Hooves | - |
| Elk | 13 | Charge, Ram, Hooves | - |
| Giant Badger | 13 | Burrow, Darkvision, Keen Smell, Multiattack, Bite, Claws | B |
| Giant Centipede | 4 | Climb, Blindsight, Bite | C |
| Giant Lizard | 19 | Climb, Darkvision, Bite | C |
| Giant Wolf Spider | 11 | Climb, Perception, Stealth, Blindsight, Darkvision, Spider Climb, Web Sense, Web Walker, Bite | C |
| Hadrosaurus | 19 | Perception, Tail | - |
| Male Steeder | 13 | Climb, Stealth, Darkvision, Spider Climb, Leap, Bite, Sticky Leg | C |
| Ox | 15 | Charge, Beast of Burden, Gore | - |
| Panther | 13 | Climb, Perception, Stealth, Keen Smell, Pounce, Bite, Claw | C |
| Riding Horse | 13 | Hooves | - |
| Rothe | 15 | Darkvision, Charge, Gore | - |
| Stench Kow | 15 | Resistance (Cold, Fire, Poison), Darkvision, Charge, Stench, Gore | - |
| Velociraptor | 10 | Perception, Pack Tactics, Multiattack, Bite, Claws | - |
| Wolf | 11 | Perception, Stealth, Keen Hearing and Smell, Pack Tactics, Bite | - |
| **CR 1/2** | | |  |
| Ape | 19 | Climb, Athletics, Perception, Multiattack, Fist, Rock | C |
| Black Bear | 19 | Climb, Keen Smell, Multiattack, Bite, Claws | C |
| Giant Goat | 19 | Charge, Sure-Footed, Ram | - |
| Jaculi | 16 | Climb, Athletics, Perception, Stealth, Blindsight, Camouflage, Keen Smell, Bite, Spring | C |
| Warhorse | 19 | Trampling Charge, Hooves | - |
| **CR 1** | | |  |
| Brown Bear | 34 | Climb, Perception, Keen Smell, Multiattack, Bite, Claws | C |
| Crag Cat | 34 | Stealth, Darkvision, Nondetection, Pounce, Spell Turning, Bite, Claw | - |
| Deinonychus | 26 | Perception, Pounce, Multiattack, Bite, Claw | - |
| Dire Wolf | 37 | Perception, Stealth, Keen Hearing and Smell, Pack Tactics, Bite | - |
| Female Steeder | 30 | Climb, Stealth, Darkvision, Spider Climb, Leap, Bite, Sticky Leg | C |
| Giant Hyena | 45 | Perception, Rampage, Bite | - |
| Giant Spider | 26 | Climb, Stealth, Blindsight, Darkvision, Spider Climb, Web Sense, Web Walker, Bite, Web | C |
| Lion | 26 | Perception, Stealth, Keen Smell, Pack Tactics, Pounce, Running Leap, Bite, Claw | - |
| Tiger | 37 | Perception, Stealth, Darkvision, Keen Smell, Pounce, Bite, Claw | - |

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| CIRCLE OF THE MOON (4th Level) | | | |
| **Name** | **HP** | **Traits** | **Movement** |
| **CR 0** | | |  |
| Crab | 2 | Swim, Stealth, Blindsight, Amphibious, Claw | S |
| Frog | 1 | Swim, Perception, Stealth, Darkvision, Amphibious, Standing Leap | S |
| Octopus | 3 | Swim, Perception, Stealth, Darkvision, Hold Breath, Underwater Camouflage, Water Breath, Tentacles, Ink Cloud | S |
| Quipper | 1 | Swim, Darkvision, Blood Frenzy, Water Breathing, Bite | S |
| Sea Horse | 1 | Swim, Water Breathing | S |
| **CR 1/8** | | |  |
| Dolphin | 11 | Swim, Perception, Blindsight, Charge, Hold Breath, Slam | S |
| Giant Crab | 13 | Swim, Stealth, Blindsight, Amphibious, Claw | S |
| Poisonous Snake | 2 | Swim, Blindsight, Bite | S |
| **CR 1/4** | | |  |
| Constrictor Snake | 13 | Swim, Blindsight, Bite | S |
| Giant Frog | 18 | Swim, Perception, Stealth, Darkvision, Amphibious, Standing Leap, Bite, Swallow | S |
| Giant Poisonous Snake | 11 | Swim, Perception, Blindsight, Bite | S |
| **CR 1/2** | | |  |
| Crocodile | 19 | Swim, Stealth, Hold Breath, Bite | S |
| Giant Sea Horse | 16 | Swim, Charge, Water Breathing, Ram | S |
| Reef Shark | 22 | Swim, Perception, Blindsight, Pack Tactics, Water Breathing, Bite | S |

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| CIRCLE OF THE MOON (6th Level) | | | |
| **Name** | **HP** | **Traits** | **Movement** |
| Allosaurus | 51 | Perception, Pounce, Bite, Claw | - |
| Aurochs | 38 | Charge, Gore | - |
| Cave Bear | 42 | Swim, Perception, Darkvision, Keen Smell, Multiattack, Bite, Claws | S |
| Giant Boar | 42 | Charge, Relentless, Tusk | - |
| Giant Constrictor Snake | 60 | Swim, Perception, Blindsight, Bite, Constrict | S |
| Giant Crayfish | 45 | Swim, Stealth, Blindsight, Amphibious, Multiattack, Claw | S |
| Giant Elk | 42 | Perception, Charge, Ram, Hooves | - |
| Hunter Shark | 45 | Swim, Perception, Darkvision, Blood Frenzy, Water Breathing, Bite | S |
| Plesiosaurus | 68 | Swim, Perception, Stealth, Hold Breath, Bite | S |
| Polar Bear | 42 | Swim, Perception, Keen Smell, Multiattack, Bite, Claws | S |
| Rhinoceros | 45 | Charge, Gore | - |
| Saber-Toothed Tiger | 52 | Perception, Stealth, Keen Smell, Pounce, Bite, Claw | - |

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| CIRCLE OF THE MOON (8th Level) | | | |
| **Name** | **HP** | **Traits** | **Movement** |
| Quetzalcoatlus | 30 | Fly, Dive Attack, Flyby, Bite | F |

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| CIRCLE OF THE MOON (9th Level) | | | |
| **Name** | **HP** | **Traits** | **Movement** |
| Ankylosaurus | 68 | Tail | - |
| Giant Lightning Eel | 42 | Swim, Damage Resistance (Lightning), Blindsight, Water Breathing, Multiattack, Bite, Lightning Jolt | S |
| Giant Scorpion | 52 | Blindsight, Multiattack, Claw, Sting | - |
| Giant Snapping Turtle | 75 | Swim, Darkvision, Amphibious, Stable, Bite | S |
| Killer Whale | 90 | Swim, Perception, Blindsight, Echolocation, Hold Breath, Keen Hearing, Bite | S |

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| CIRCLE OF THE MOON (10th Level) Cost: 2 Wild Shape | | | |
| **Name** | **HP** | **Traits** | **Movement** |
| Air Elemental | 90 | Fly, Damage Resistance, Damage Immunity, Condition Immunity, Darkvision, Air Form, Multiattack, Slam, Whirlwind | F |
| Earth Elemental | 126 | Burrow, Damage Vulnerability, Damage Resistance, Damage Immunity, Condition Immunity, Darkvision, Tremorsense, Earth Glide, Siege Monster, Multiattack, Slam | B |
| Fire Elemental | 102 | Damage Resistance, Damage Immunity, Condition Immunity, Darkvision, Fire Form, Water Susceptibility, Multiattack, Touch | - |
| Water Elemental | 114 | Swim, Damage Resistance, Damage Immunity, Condition Immunity, Darkvision, Water Form, Freeze, Multiattack, Slam, Whelm | S |

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| CIRCLE OF THE MOON (12th Level) | | | |
| **Name** | **HP** | **Traits** | **Movement** |
| Elephant | 76 | Trampling Charge, Gore, Stomp | - |
| Giant Subterranean Lizard | 66 | Swim, Stealth, Multiattack, Bite, Tail, Swallow | S |
| Stegosaurus | 76 | Tail | - |

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| CIRCLE OF THE MOON (15th Level) | | | |
| **Name** | **HP** | **Traits** | **Movement** |
| Brontosaurus | 121 | Stomp, Tail | - |
| Giant Crocodile | 85 | Swim, Stealth, Hold Breath, Multiattack, Bite, Tail | S |
| Giant Shark | 126 | Swim, Perception, Blindsight, Blood Frenzy, Water Breathing, Bite | S |
| Hulking Crab | 76 | Swim, Stealth, Blindsight, Amphibious, Shell Camouflage, Multiattack, Claw | S |
| Triceratops | 95 | Trampling Charge, Gore, Stomp | - |

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| CIRCLE OF THE MOON (18th Level) | | | |
| **Name** | **HP** | **Traits** | **Movement** |
| Mammoth | 126 | Trampling Charge, Gore, Stomp | - |