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| Giant Hyena  MMp326 | | | | | |
| *Large beast, unaligned* | | | | | |
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| **Armor Class** 12 | | | | | |
| **Hit Points** 45 (6d10 + 12) | | | | | |
| **Speed** 50 ft. | | | | | |
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| **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
| 16 (+3) | 14 (+2) | 14 (+2) | 2 (-4) | 12 (+1) | 7 (-2) |
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| **Skills** Perception +3 | | | | | |
| **Senses** passive Perception 13 | | | | | |
| **Languages** — | | | | | |
| **Challenge** 1 (200 XP) | | | | | |
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| ***Rampage.***  When the 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. | | | | | |

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| Spellcasting  Drawing on the divine essence of nature itself, you can cast spells to shape that essence to your will. See [chapter 10](https://5e.tools/book.html#PHB,10) for the general rules of spellcasting and chapter 11 for the [druid spell list](https://5e.tools/spells.html#blankhash,flstclass:druid=1).  Cantrips  At 1st level, you know two cantrips of your choice from the druid spell list. You learn additional druid cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Druid table.  Preparing and Casting Spells  The Druid table shows how many spell slots you have to cast your [druid spells](https://5e.tools/spells.html#blankhash,flstclass:druid=1) of 1st level and higher. To cast one of these druid spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.  You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose a number of druid spells equal to your Wisdom modifier + your druid level (minimum of one spell). The spells must be of a level for which you have spell slots.  For example, if you are a 3rd-level druid, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell [cure wounds](https://5e.tools/spells.html#cure%20wounds_phb), you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.  You can also change your list of prepared spells when you finish a long rest. Preparing a new list of druid spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.  Spellcasting Ability  Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.  **Spell save DC** = 8 + your proficiency bonus + your Wisdom modifier  **Spell attack modifier** = your proficiency bonus + your Wisdom modifier  Ritual Casting  You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.  Spellcasting Focus  You can use a druidic focus (found in chapter 5) as a spellcasting focus for your druid spells |
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| Wild Shape  Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.  Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed.   | **Beast Shapes** | | | | | --- | --- | --- | --- | | **Level** | **Max. CR** | **Limitations** | **Example** | | 2nd | [1/4](https://5e.tools/bestiary.html#blankhash,flstchallenge%20rating:min=&0~max=&1/4,flsttype:beast=1,flstspeed%20type:fly=2~swim=2,flstmiscellaneous:swarm=2) | No flying or swimming speed | Wolf | | 4th | [1/2](https://5e.tools/bestiary.html#blankhash,flstchallenge%20rating:min=&0~max=&1/2,flsttype:beast=1,flstspeed%20type:fly=2,flstmiscellaneous:swarm=2) | No flying speed | Crocodile | | 8th | [1](https://5e.tools/bestiary.html#blankhash,flstchallenge%20rating:min=&0~max=&1,flsttype:beast=1,flstmiscellaneous:swarm=2) | — | Giant eagle |   You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall [unconscious](https://5e.tools/conditionsdiseases.html#unconscious_phb), drop to 0 hit points, or die.  While you are transformed, the following rules apply:   * 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. * 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](https://5e.tools/conditionsdiseases.html#unconscious_phb). * 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](https://5e.tools/spells.html#call%20lightning_phb), that you've already cast. * 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. * 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. |

**Frostbite**

*Evocation cantrip*

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S  
**Duration:** Instantaneous

You cause numbing frost to form on one creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 cold damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

**Produce Flame**

*Conjuration cantrip*

**Casting Time:** 1 action  
**Range:** Self  
**Components:** V, S  
**Duration:** 10 minutes

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

**Cure Wounds**

*1st-level evocation*

**Casting Time:** 1 action  
**Range:** Touch  
**Components:** V, S  
**Duration:** Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

**At higher levels:**

When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

**Entangle**

*1st-level conjuration*

**Casting Time:** 1 action  
**Range:** 90 feet  
**Components:** V, S  
**Duration:** Concentration, up to 1 minute

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

**Faerie Fire**

*1st-level evocation*

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V  
**Duration:** Concentration, up to 1 minute

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

**Moonbeam**

*2nd-level evocation*

**Casting Time:** 1 action  
**Range:** 120 feet  
**Components:** V, S, M  
**Duration:** Concentration, up to 1 minute

A silvery beam of pale light shines down in a 5-foot- radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one.

A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light.

On each of your turns after you cast this spell, you can use an action to move the beam up to 60 feet in any direction.

**At higher levels:**

When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

**Spike Growth**

*2nd-level transmutation*

**Casting Time:** 1 action  
**Range:** 150 feet  
**Components:** V, S, M  
**Duration:** Concentration, up to 10 minutes

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

Healing Spirit

2nd-level conjuration

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components**: V, S

**Duration**: Concentration, up to 1 minute

You call forth a nature spirit to soothe the wounded. The intangible spirit appears in a space that is a 5-foot cube you can see within range. The spirit looks like a transparent beast or fey (your choice).

Until the spell ends, whenever you or a creature you can see moves into the spirit's space for the first time on a turn or starts its turn there, you can cause the spirit to restore 1d6 hit points to that creature (no action required). The spirit can't heal constructs or undead. The spirit can heal a number of times equal to 1 + your spellcasting ability modifier (minimum of twice). After healing that number of times, the spirit disappears.

As a bonus action on your turn, you can move the spirit up to 30 feet to a space you can see.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d6 for each slot level above 2nd.