



APPENDIX A: THE MULTIVERSE

RULES GLOSSARY

Appendix B: Creature Stat Blocks

This appendix provides stat blocks for creatures mentioned elsewhere in the book, particularly in the class, equipment, and spell chapters. See the [rules glossary](#) for how to read a **stat block**, and see the [Monster Manual](#) for even more creatures.

The following stat blocks are presented in alphabetical order. When the Dungeon Master uses a stat block, the DM may change details in it.

APE

Medium Beast, Unaligned

AC 12 **Initiative +2 (12)**

HP 19 (3d8 + 6)

Speed 30 ft., Climb 30 ft.

Skills Athletics +5, Perception +3

Senses Passive Perception 13

Languages None

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

Actions

Multiaction. The ape makes two Fist attacks.

Fist. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Bludgeoning damage.

Rock (Recharge 6). *Ranged Attack Roll:* +5, range 25/50 ft. *Hit:* 10 (2d6 + 3) Bludgeoning damage.

BADGER

Tiny Beast, Unaligned

AC 11 **Initiative +0 (10)**

HP 5 (1d4 + 3)

Speed 20 ft., Burrow 5 ft.

Skills Perception +3

Resistances Poison

Senses Darkvision 30 ft.; Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Actions

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Piercing damage.

BAT

Tiny Beast, Unaligned

AC 12 **Initiative +2 (12)**

HP 1 (1d4 - 1)

Speed 5 ft., Fly 30 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	10	+0	+0	INT	2	-4	-4	INT	2
DEX	11	+0	+0	WIS	12	+1	+1	WIS	12
CON	16	+3	+3	CHA	5	-3	-3	CHA	4

Senses Blindsight 60 ft.; Passive Perception 11

Languages None**CR** 0 (XP 10; PB +2)**Actions****Bite.** Melee Attack Roll: +4, reach 5 ft. Hit: 1 Piercing damage.

ARTIST: JONATHAN KUO



BAT

BLACK BEAR*Medium Beast, Unaligned***AC** 11 **Initiative** +1 (11)**HP** 19 (3d8 + 6)**Speed** 30 ft., Climb 30 ft., Swim 30 ft.

	MOD	SAVE		MOD	SAVE		
STR	15	+2	+2	INT	2	-4	-4
DEX	12	+1	+1	WIS	12	+1	+1
CON	14	+2	+2	CHA	7	-2	-2

Skills Perception +5**Senses** Darkvision 60 ft.; Passive Perception 15**Languages** None**CR** 1/2 (XP 100; PB +2)**Actions****Multiattack.** The bear makes two Rend attacks.**Rend.** Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Slashing damage.**BOAR***Medium Beast, Unaligned***AC** 11 **Initiative** +0 (10)**HP** 13 (2d8 + 4)**Speed** 40 ft.

	MOD	SAVE		MOD	SAVE		
STR	13	+1	+1	INT	2	-4	-4
DEX	11	+0	+0	WIS	9	-1	-1
CON	14	+2	+2	CHA	5	-3	-3

Senses Passive Perception 9**Languages** None**CR** 1/4 (XP 50; PB +2)**Traits****Bloodied Fury.** While **Bloodied**, the boar has Advantage on attack rolls.**Actions****Gore.** Melee Attack Roll: +3, reach 5 ft. Hit: 4 (1d6 + 1) Piercing damage. If the target is a Medium or smaller creature and the boar moved 20+ feet straight toward it immediately before the hit, the target takes an extra 3 (1d6) Piercing damage and has the **Prone** condition.

BROWN BEAR

Large Beast, Unaligned

AC 11 Initiative +1 (11)

HP 22 (3d10 + 6)

Speed 40 ft., Climb 30 ft.

		MOD	SAVE		MOD	SAVE
STR	17	+3	+3	INT	2	-4
DEX	12	+1	+1	WIS	13	+1
CON	15	+2	+2	CHA	7	-2

Skills Perception +3

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 1 (XP 200; PB +2)

Actions

Multiattack. The bear makes one Bite attack and one Claw attack.

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage.

Claw. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage. If the target is a Large or smaller creature, it has the **Prone** condition.

CAMEL

Large Beast, Unaligned

AC 10 Initiative -1 (9)

HP 17 (2d10 + 6)

Speed 50 ft.

		MOD	SAVE		MOD	SAVE
STR	15	+2	+2	INT	2	-4
DEX	8	-1	-1	WIS	11	+0
CON	17	+3	+5	CHA	5	-3

Senses Darkvision 60 ft.; Passive Perception 10

Languages None

CR 1/8 (XP 25; PB +2)

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Bludgeoning damage.

ARTIST: DANEEN WILKERSON



CAT

CAT

Tiny Beast, Unaligned

AC 12 Initiative +2 (12)

HP 2 (1d4)

Speed 40 ft., Climb 40 ft.

		MOD	SAVE		MOD	SAVE
STR	3	-4	-4	INT	3	-4
DEX	15	+2	+4	WIS	12	+1
CON	10	+0	+0	CHA	7	-2

Skills Perception +3, Stealth +4

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Traits

Jumper. The cat's jump distance is determined using its Dexterity rather than its Strength.

Actions

Scratch. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Slashing damage.

CONSTRICTOR SNAKE

Large Beast, Unaligned

AC 13 **Initiative +2 (12)**

HP 13 (2d10 + 2)

Speed 30 ft., Swim 30 ft.

Skills Perception +2, Stealth +4

Senses Blindsight 10 ft.; Passive Perception 12

Languages None

CR 1/4 (XP 50; PB +2)

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

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage.

Constrict. *Strength Saving Throw:* DC 12, one Medium or smaller creature the snake can see within 5 feet. *Failure:* 7 (3d4) Bludgeoning damage, and the target has the **Grappled** condition (escape DC 12).

CRAB

Tiny Beast, Unaligned

AC 11 **Initiative +0 (10)**

HP 3 (1d4 + 1)

Speed 20 ft., Swim 20 ft.

Skills Stealth +2

Senses Blindsight 30 ft.; Passive Perception 9

Languages None

CR 0 (XP 10; PB +2)

Traits

Amphibious. The crab can breathe air and water.

Actions

Claw. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Bludgeoning damage.

CROCODILE

Large Beast, Unaligned

AC 12 **Initiative +0 (10)**

HP 13 (2d10 + 2)

Speed 20 ft., Swim 30 ft.

Senses Passive Perception 10

Languages None

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

Traits

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

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage. If the target is a Medium or smaller creature, it has the **Grappled** condition (escape DC 12). While Grappled, the target has the **Restrained** condition.

Skills Stealth +2



CROCODILE

DIRE WOLF

Large Beast, Unaligned

AC 14 Initiative +2 (12)

HP 22 (3d10 + 6)

Speed 50 ft.

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

Skills Perception +5, Stealth +4

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

CR 1 (XP 200; PB +2)

Traits

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 doesn't have the **Incapacitated** condition.

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) Piercing damage. If the target is a Large or smaller creature, it has the **Prone** condition.

DRAFT HORSE

Large Beast, Unaligned

AC 10 Initiative +0 (10)

HP 15 (2d10 + 4)

Speed 40 ft.

		MOD	SAVE		MOD	SAVE
STR	18	+4	+4	INT	2	-4
DEX	10	+0	+0	WIS	11	+0
CON	15	+2	+2	CHA	7	-2

Senses Passive Perception 10

Languages None**CR** 1/4 (XP 50; PB +2)**Actions****Hooves.** *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 6 (1d4 + 4) Bludgeoning damage.**ELEPHANT***Huge Beast, Unaligned***AC** 12 **Initiative** -1 (9)**HP** 76 (8d12 + 24)**Speed** 40 ft.

		MOD	SAVE		MOD	SAVE
STR	22	+6	+6	INT	3	-4
DEX	9	-1	-1	WIS	11	+0
CON	17	+3	+3	CHA	6	-2

Senses Passive Perception 10**Languages** None**CR** 4 (XP 1,100; PB +2)**Actions****Multiaction.** The elephant makes two Gore attacks.**Gore.** *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 15 (2d8 + 6) Piercing damage. If the target is a Huge or smaller creature and the elephant moved 20+ feet straight toward it immediately before the hit, the target has the **Prone** condition.**Bonus Actions****Trample.** *Dexterity Saving Throw:* DC 16, one creature within 5 feet that has the **Prone** condition. *Failure:* 17 (2d10 + 6) Bludgeoning damage. *Success:* Half damage.**ELK***Large Beast, Unaligned***AC** 10 **Initiative** +0 (10)**HP** 11 (2d10)**Speed** 50 ft.

		MOD	SAVE		MOD	SAVE
STR	16	+3	+3	INT	2	-4
DEX	10	+0	+0	WIS	10	+0
CON	11	+0	+0	CHA	6	-2

Skills Perception +2**Senses** Darkvision 60 ft.; Passive Perception 12**Languages** None**CR** 1/4 (XP 50; PB +2)**Actions****Ram.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage. If the target is a Large or smaller creature and the elk moved 20+ feet straight toward it immediately before the hit, the target takes an extra 3 (1d6) Bludgeoning damage and has the **Prone** condition.

ARTIST: WAYNE ENGLAND

**FROG**

FROG

Tiny Beast, Unaligned

AC 11 **Initiative +1 (11)**

HP 1 (1d4 - 1)

Speed 20 ft., Swim 20 ft.

	MOD	SAVE		MOD	SAVE
STR	1	-5	-5	INT	1
DEX	13	+1	+1	WIS	8
CON	8	-1	-1	CHA	3

Skills Perception +1, Stealth +3

Senses Darkvision 30 ft.; Passive Perception 11

Languages None

CR 0 (XP 10; PB +2)

Traits

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.

Actions

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 1 Piercing damage.

ARTIST: WAYNE ENGLAND



GIANT BADGER

GIANT BADGER

Medium Beast, Unaligned

AC 13 **Initiative +0 (10)**

HP 15 (2d8 + 6)

Speed 30 ft., Burrow 10 ft.

	MOD	SAVE		MOD	SAVE
STR	13	+1	+1	INT	2
DEX	10	+0	+0	WIS	12
CON	17	+3	+3	CHA	5

Skills Perception +3

Resistances Poison

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 1/4 (XP 50; PB +2)

Actions

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 6 (2d4 + 1) Piercing damage.

GIANT CRAB

Medium Beast, Unaligned

AC 15 **Initiative +1 (11)**

HP 13 (3d8)

Speed 30 ft., Swim 30 ft.

	MOD	SAVE		MOD	SAVE
STR	13	+1	+1	INT	1
DEX	13	+1	+1	WIS	9
CON	11	+0	+0	CHA	3

Skills Stealth +3

Senses Blindsight 30 ft.; Passive Perception 9

Languages None

CR 1/8 (XP 25; PB +2)

Traits

Amphibious. The crab can breathe air and water.

Actions

Claw. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Bludgeoning damage. If the target is a Medium or smaller creature, it has the **Grappled** condition (escape DC 11) from one of two claws.

GIANT GOAT

Large Beast, Unaligned

AC 11 **Initiative +1 (11)**

HP 19 (3d10 + 3)

Speed 40 ft., Climb 30 ft.

	MOD	SAVE		MOD	SAVE		
STR	17	+3	+5	INT	3	-4	-4
DEX	13	+1	+1	WIS	12	+1	+1
CON	12	+1	+1	CHA	6	-2	-2

Skills Perception +3

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

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

Actions

Ram. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage. If the target is a Large or smaller creature and the goat moved 20+ feet straight toward it immediately before the hit, the target takes an extra 5 (2d4) Bludgeoning damage and has the **Prone** condition.

GIANT SEAHORSE

Large Beast, Unaligned

AC 14 **Initiative +1 (11)**

HP 16 (3d10)

Speed 5 ft., Swim 40 ft.

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

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

Traits

Water Breathing. The seahorse can breathe only underwater.

Actions

Ram. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) Bludgeoning damage, or 11 (2d8 + 2) Bludgeoning damage if the seahorse moved 20+ feet straight toward the target immediately before the hit.

Bonus Actions

Bubble Dash. While underwater, the seahorse moves up to half its Swim Speed without provoking **Opportunity Attacks**.

Senses Passive Perception 11

Languages None

GIANT SPIDER

Large Beast, Unaligned

CR 1 (XP 200; PB +2)

AC 14 **Initiative +3 (13)**

Traits

HP 26 (4d10 + 4)

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

Speed 30 ft., Climb 30 ft.

Web Walker. The spider ignores movement restrictions caused by webs, and it knows the location of any other creature in contact with the same web.

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

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage plus 7 (2d6) Poison damage.

Web (Recharge 5–6). *Dexterity Saving Throw:* DC 13, one creature the spider can see within 60 feet. *Failure:* The target has the **Restrained** condition until the web is destroyed (AC 10; HP 5; Vulnerability to Fire damage; Immunity to Poison and Psychic damage).

Skills Perception +4, Stealth +7

Senses Darkvision 60 ft.; Passive Perception 14

Languages None



GIANT SPIDERS

GIANT WEASEL

Medium Beast, Unaligned

AC 13 Initiative +3 (13)

HP 9 (2d8)

Speed 40 ft., Climb 30 ft.

	MOD	SAVE		MOD	SAVE
STR	11	+0	+0	INT	4
DEX	17	+3	+3	WIS	12
CON	10	+0	+0	CHA	5

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

Senses **Darkvision** 60 ft.; Passive Perception 13

Languages None

CR 1/8 (XP 25; PB +2)

Actions

Bite. Melee Attack Roll: +5, reach 5 ft. Hit: 5 (1d4 + 3) Piercing damage.

GOAT

Medium Beast, Unaligned

AC 10 Initiative +0 (10)

HP 4 (1d8)

Speed 40 ft., Climb 30 ft.

	MOD	SAVE		MOD	SAVE
STR	11	+0	+2	INT	2
DEX	10	+0	+0	WIS	10
CON	11	+0	+0	CHA	5

Skills **Perception** +2

Senses **Darkvision** 60 ft.; Passive Perception 12

Languages None

CR 0 (XP 10; PB +2)

Actions

Ram. Melee Attack Roll: +2, reach 5 ft. Hit: 1 Bludgeoning damage, or 2 (1d4) Bludgeoning damage if the goat moved 20+ feet straight toward the target immediately before the hit.

HAWK

*Tiny Beast, Unaligned***AC 13** **Initiative +3 (13)****HP 1** (1d4 - 1)**Speed** 10 ft., Fly 60 ft.

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

Skills Perception +6**Senses** Passive Perception 16**Languages** None**CR 0** (XP 10; PB +2)**Actions****Talons.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 1 Slashing damage.**IMP***Tiny Fiend (Devil), Lawful Evil***AC 13** **Initiative +3 (13)****HP 21** (6d4 + 6)**Speed** 20 ft., Fly 40 ft.

	MOD	SAVE		MOD	SAVE		
STR	6	-2	-2	INT	11	+0	+0
DEX	17	+3	+3	WIS	12	+1	+1
CON	13	+1	+1	CHA	14	+2	+2

Skills Deception +4, Insight +3, Stealth +5**Resistances** Cold**Immunities** Fire, Poison; **Poisoned****Senses** Darkvision 120 ft. (unimpeded by magical **Darkness**); Passive Perception 11**Languages** Common, Infernal**CR 1** (XP 200; PB +2)**Traits****Magic Resistance.** The imp has Advantage on saving throws against spells and other magical effects.**Actions****Sting.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage plus 7 (2d6) Poison damage.**Invisibility.** The imp casts **Invisibility** on itself, requiring no spell components and using Charisma as the spellcasting ability.**Shape-Shift.** The imp **shape-shifts** to resemble a rat (Speed 20 ft.), a raven (20 ft., Fly 60 ft.), or a spider (20 ft., Climb 20 ft.), or it returns to its true form. Its game statistics are the same in each form, except for its Speed. Any equipment it is wearing or carrying isn't transformed.**IMP**

LION

Large Beast, Unaligned

AC 12 **Initiative +2 (12)**

HP 22 (4d10)

Speed 50 ft.

		MOD	SAVE		MOD	SAVE
STR	17	+3	+3	INT	3	-4
DEX	15	+2	+2	WIS	12	+1
CON	11	+0	+0	CHA	8	-1

Skills Perception +3, Stealth +4

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 1 (XP 200; PB +2)

Traits

Pack Tactics. The lion has Advantage on an attack roll against a creature if at least one of the lion's allies is within 5 feet of the creature and the ally doesn't have the **Incapacitated** condition.

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

Actions

Multiattack. The lion makes two Rend attacks. It can replace one attack with a use of Roar.

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage.

Roar. *Wisdom Saving Throw:* DC 11, one creature within 15 feet. *Failure:* The target has the **Frightened** condition until the start of the lion's next turn.

LIZARD

Tiny Beast, Unaligned

AC 10 **Initiative +0 (10)**

HP 2 (1d4)

Speed 20 ft., Climb 20 ft.

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

Senses Darkvision 30 ft.; Passive Perception 9

Languages None

CR 0 (XP 10; PB +2)

Traits

Spider Climb. The lizard can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Piercing damage.

MASTIFF

Medium Beast, Unaligned

AC 12 **Initiative +2 (12)**

HP 5 (1d8 + 1)

Speed 40 ft.

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

Skills Perception +5

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

CR 1/8 (XP 25; PB +2)

Actions

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Piercing damage. If the target is a Medium or smaller creature, it has the **Prone** condition.



MASTIFF

MULE

Medium Beast, Unaligned

AC 10 **Initiative +0 (10)**

HP 11 (2d8 + 2)

Speed 40 ft.

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

Senses Passive Perception 10

Languages None

CR 1/8 (XP 25; PB +2)

Traits

Beast of Burden. The mule counts as one size larger for the purpose of determining its carrying capacity.

Actions

Hooves. *Melee Attack Roll:* +4, *reach* 5 ft. *Hit:* 4 (1d4 + 2) Bludgeoning damage.

OCTOPUS

Small Beast, Unaligned

CR 0 (XP 10; PB +2)

AC 12 **Initiative +2 (12)**

HP 3 (1d6)

Speed 5 ft., **Swim** 30 ft.

		MOD	SAVE		MOD	SAVE
STR	4	-3	-3	INT	3	-4
DEX	15	+2	+2	WIS	10	+0
CON	11	+0	+0	CHA	4	-3

Traits

Compression. The octopus can move through a space as narrow as 1 inch without expending extra movement to do so.

Water Breathing. The octopus can breathe only underwater.

Actions

Tentacles. *Melee Attack Roll:* +4, *reach* 5 ft. *Hit:* 1 Bludgeoning damage.

Reactions

Ink Cloud (1/Day). *Trigger:* A creature ends its turn within 5 feet of the octopus while underwater. *Response:* The octopus releases ink that fills a 5-foot **Cube** centered on itself, and the octopus moves up to its **Swim Speed**. The Cube is **Heavily Obscured** for 1 minute or until a strong current or similar effect disperses the ink.

Skills Perception +2, Stealth +6

Senses Darkvision 30 ft.; Passive Perception 12

Languages None

OWL

Tiny Beast, Unaligned

AC 11 Initiative +1 (11)

HP 1 (1d4 - 1)

Speed 5 ft., Fly 60 ft.

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

Skills Perception +5, Stealth +5

Senses Darkvision 120 ft.; Passive Perception 15

Languages None

CR 0 (XP 10; PB +2)

Traits

Flyby. The owl doesn't provoke an **Opportunity Attack** when it flies out of an enemy's reach.

Actions

Talons. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 1 Slashing damage.

PANTHER

Medium Beast, Unaligned

AC 13 Initiative +3 (13)

HP 13 (3d8)

Speed 50 ft., Climb 40 ft.

	MOD	SAVE		MOD	SAVE
STR	14	+2	+2	INT	3
DEX	16	+3	+3	WIS	14
CON	10	+0	+0	CHA	7

Skills Perception +4, Stealth +7

Senses Darkvision 60 ft.; Passive Perception 14

Languages None

CR 1/4 (XP 50; PB +2)

Actions

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Slashing damage.

Bonus Actions

Nimble Escape. The panther takes the **Disengage** or **Hide** action.

PONY

Medium Beast, Unaligned

AC 10 Initiative +0 (10)

HP 11 (2d8 + 2)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE
STR	15	+2	+4	INT	2
DEX	10	+0	+0	WIS	11
CON	13	+1	+1	CHA	7

Senses Passive Perception 10

Languages None

CR 1/8 (XP 25; PB +2)

Actions

Hooves. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Bludgeoning damage.



PSEUDODRAGON

PSEUDODRAGON

Tiny Dragon, Neutral Good

AC 14 **Initiative +2 (12)**

HP 10 (3d4 + 3)

Speed 15 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE
STR	6	-2	-2	INT	10
DEX	15	+2	+2	WIS	12
CON	13	+1	+1	CHA	10

Skills Perception +5, Stealth +4

Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 15

Languages Understands Common and Draconic but can't speak

CR 1/4 (XP 50; PB +2)

Traits

Magic Resistance. The pseudodragon has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The pseudodragon makes two Bite attacks.

Bite. *Melee Attack Roll:* +4, *reach* 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage.

Sting. *Constitution Saving Throw:* DC 12, one creature the pseudodragon can see within 5 feet. *Failure:* 5 (2d4) Poison damage, and the target has the **Poisoned** condition for 1 hour. While Poisoned, the target also has the **Unconscious** condition, which ends early if the target takes damage or a creature within 5 feet of it takes an action to wake it.

QUASIT

Tiny Fiend (Demon), Chaotic Evil

AC 13 **Initiative +3 (13)**

HP 25 (10d4)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE
STR	5	-3	-3	INT	7
DEX	17	+3	+3	WIS	10
CON	10	+0	+0	CHA	10

Skills Stealth +5

Resistances Cold, Fire, Lightning

Immunities Poison; **Poisoned****Senses** Darkvision 120 ft.; Passive Perception 10**Languages** Abyssal, Common**CR** 1 (XP 200; PB +2)**Traits**

Magic Resistance. The quasit has Advantage on saving throws against spells and other magical effects.

Actions

Rend. Melee Attack Roll: +5, reach 5 ft. Hit: 5 (1d4 + 3) Slashing damage, and the target has the **Poisoned** condition until the start of the quasit's next turn.

Invisibility. The quasit casts **Invisibility** on itself, requiring no spell components and using Charisma as the spellcasting ability.

Scare (1/Day). Wisdom Saving Throw: DC 10, one creature within 20 feet.

Failure: The target has the **Frightened** condition. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Shape-Shift. The quasit **shape-shifts** to resemble a bat (Speed 10 ft., Fly 40 ft.), a centipede (40 ft., Climb 40 ft.), or a toad (40 ft., Swim 40 ft.), or it returns to its true form. Its game statistics are the same in each form, except for its Speed. Any equipment it is wearing or carrying isn't transformed.

ARTIST: BORJA PINDADO



QUASIT

RAT*Tiny Beast, Unaligned***AC** 10 **Initiative** +0 (10)**HP** 1 (1d4 – 1)**Speed** 20 ft., Climb 20 ft.**Skills** Perception +2**Senses** Darkvision 30 ft.; Passive Perception 12**Languages** None**CR** 0 (XP 10; PB +2)**Traits**

Agile. The rat doesn't provoke an **Opportunity Attack** when it moves out of an enemy's reach.

Actions

Bite. Melee Attack Roll: +2, reach 5 ft. Hit: 1 Piercing damage.

RAVEN

Tiny Beast, Unaligned

AC 12 **Initiative +2 (12)**

HP 2 (1d4)

Speed 10 ft., Fly 50 ft.

	MOD	SAVE		MOD	SAVE
STR	2	-4	-4	INT	5
DEX	14	+2	+2	WIS	13
CON	10	+0	+0	CHA	6

Senses Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Traits

Mimicry. The raven can mimic simple sounds it has heard, such as a whisper or chitter. A hearer can discern the sounds are imitations with a successful DC 10 Wisdom (**Insight**) check.

Actions

Beak. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Piercing damage.

Skills Perception +3

REEF SHARK

Medium Beast, Unaligned

AC 12 **Initiative +2 (12)**

HP 22 (4d8 + 4)

Speed 5 ft., Swim 30 ft.

	MOD	SAVE		MOD	SAVE
STR	14	+2	+2	INT	1
DEX	15	+2	+2	WIS	10
CON	13	+1	+1	CHA	4

Senses **Blindsight** 30 ft.; Passive Perception 12

Languages None

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

Traits

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 doesn't have the **Incapacitated** condition.

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) Piercing damage.

Skills Perception +2

RIDING HORSE

Large Beast, Unaligned

AC 11 **Initiative +1 (11)**

HP 13 (2d10 + 2)

Speed 60 ft.

	MOD	SAVE		MOD	SAVE
STR	16	+3	+3	INT	2
DEX	13	+1	+1	WIS	11
CON	12	+1	+1	CHA	7

Senses Passive Perception 10

Languages None

CR 1/4 (XP 50; PB +2)

Actions

Hooves. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage.

SCORPION

Tiny Beast, Unaligned

AC 11 **Initiative +0 (10)**

HP 1 (1d4 - 1)

Speed 10 ft.

		MOD	SAVE		MOD	SAVE	Senses Blindsight 10 ft.; Passive Perception 9
STR	2	-4	-4	INT	1	-5	Languages None
DEX	11	+0	+0	WIS	8	-1	CR 0 (XP 10; PB +2)
CON	8	-1	-1	CHA	2	-4	Actions
Sting. Melee Attack Roll: +2, reach 5 ft. Hit: 1 Piercing damage plus 3 (1d6) Poison damage.							

SKELETON

Medium Undead, Lawful Evil

AC 14 Initiative +3 (13)

HP 13 (2d8 + 4)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE	
STR	10	+0	+0	INT	6	-2	-2
DEX	16	+3	+3	WIS	8	-1	-1
CON	15	+2	+2	CHA	5	-3	-3

Vulnerabilities Bludgeoning

Immunities Poison; Exhaustion, Poisoned

Gear Shortbow, Shortsword

Senses Darkvision 60 ft.; Passive Perception 9

Languages Understands Common plus one other language but can't speak

CR 1/4 (XP 50; PB +2)

Actions

Shortsword. Melee Attack Roll: +5, reach 5 ft. Hit: 6 (1d6 + 3) Piercing damage.

Shortbow. Ranged Attack Roll: +5, range 80/320 ft. Hit: 6 (1d6 + 3) Piercing damage.

SLAAD TADPOLE

Tiny Aberration, Chaotic Neutral

AC 12 Initiative +2 (12)

HP 7 (3d4)

Speed 30 ft., Burrow 10 ft.

		MOD	SAVE		MOD	SAVE	
STR	7	-2	-2	INT	3	-4	-4
DEX	15	+2	+2	WIS	5	-3	-3
CON	10	+0	+0	CHA	3	-4	-4

Skills Stealth +4

Resistances Acid, Cold, Fire, Lightning, Thunder

Senses Darkvision 60 ft.; Passive Perception 7

Languages Understands Slaad but can't speak

CR 1/8 (XP 25; PB +2)

Traits

Magic Resistance. The slaad has Advantage on saving throws against spells and other magical effects.

Actions

Bite. Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Piercing damage.

ARTIST: DAVID ASTRUGA



SLAAD TADPOLE

Sphinx of Wonder

Tiny Celestial, Lawful Good

AC 13 **Initiative +3 (13)**

HP 24 (7d4 + 7)

Speed 20 ft., Fly 40 ft.

	MOD	SAVE		MOD	SAVE
STR	6	-2	INT	15	+2
DEX	17	+3	WIS	12	+1
CON	13	+1	CHA	11	+0

Skills Arcana +4, Religion +4, Stealth +5

Resistances Necrotic, Psychic, Radiant

Senses Darkvision 60 ft.; Passive Perception 11

Languages Celestial, Common

CR 1 (XP 200; PB +2)

Traits

Magic Resistance. The sphinx has Advantage on saving throws against spells and other magical effects.

Actions

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage plus 7 (2d6) Radiant damage.

Reactions

Burst of Ingenuity (2/Day). *Trigger:* The sphinx or another creature within 30 feet makes an ability check or a saving throw. *Response:* The sphinx adds 2 to the roll.

ARTIST: DANEEN WILKERSON



Sphinx of Wonder

Spider

Tiny Beast, Unaligned

AC 12 **Initiative +2 (12)**

HP 1 (1d4 - 1)

Speed 20 ft., Climb 20 ft.

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

Skills Stealth +4**Senses** Darkvision 30 ft.; Passive Perception 10**Languages** None**CR** 0 (XP 10; PB +2)**Traits**

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

Web Walker. The spider ignores movement restrictions caused by webs, and the spider knows the location of any other creature in contact with the same web.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Piercing damage plus 2 (1d4) Poison damage.

SPRITE*Tiny Fey, Neutral Good***AC** 15 **Initiative** +4 (14)**HP** 10 (4d4)**Speed** 10 ft., Fly 40 ft.

		MOD	SAVE		MOD	SAVE
STR	3	-4	-4	INT	14	+2
DEX	18	+4	+4	WIS	13	+1
CON	10	+0	+0	CHA	11	+0

Skills Perception +3, Stealth +8**Senses** Passive Perception 13**Languages** Common, Elvish, Sylvan**CR** 1/4 (XP 50; PB +2)**Actions**

Needle Sword. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 6 (1d4 + 4) Piercing damage.

Enchanting Bow. *Ranged Attack Roll:* +6, range 40/160 ft. *Hit:* 1 Piercing damage, and the target has the **Charmed** condition until the start of the sprite's next turn.

Heart Sight. *Charisma Saving Throw:* DC 10, one creature within 5 feet the sprite can see (Celestials, Fiends, and Undead automatically fail the save). *Failure:* The sprite knows the target's emotions and alignment.

Invisibility. The sprite casts **Invisibility** on itself, requiring no spell components and using Charisma as the spellcasting ability.

ARTIST: PATRIK HELL

**SPRITE**

TIGER*Large Beast, Unaligned***AC 13** **Initiative +3 (13)****HP 30 (4d10 + 8)****Speed** 40 ft.

	MOD	SAVE		MOD	SAVE		
STR	17	+3	+3	INT	3	-4	-4
DEX	16	+3	+3	WIS	12	+1	+1
CON	14	+2	+2	CHA	8	-1	-1

Skills Perception +3, Stealth +7**Senses** Darkvision 60 ft.; Passive Perception 13**Languages** None**CR** 1 (XP 200; PB +2)**Actions**

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage. If the target is a Large or smaller creature, it has the **Prone** condition.

Bonus Actions

Nimble Escape. The tiger takes the **Disengage** or **Hide** action.

VENOMOUS SNAKE*Tiny Beast, Unaligned***AC 12** **Initiative +2 (12)****HP 5 (2d4)****Speed** 30 ft., Swim 30 ft.

	MOD	SAVE		MOD	SAVE		
STR	2	-4	-4	INT	1	-5	-5
DEX	15	+2	+2	WIS	10	+0	+0
CON	11	+0	+0	CHA	3	-4	-4

Senses Blindsight 10 ft.; Passive Perception 10**Languages** None**CR** 1/8 (XP 25; PB +2)**Actions**

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage plus 3 (1d6) Poison damage.

WARHORSE*Large Beast, Unaligned***AC 11** **Initiative +1 (11)****HP 19 (3d10 + 3)****Speed** 60 ft.

	MOD	SAVE		MOD	SAVE		
STR	18	+4	+4	INT	2	-4	-4
DEX	12	+1	+1	WIS	12	+1	+3
CON	13	+1	+1	CHA	7	-2	-2

Senses Passive Perception 11**Languages** None**CR** 1/2 (XP 100; PB +2)**Actions**

Hooves. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 9 (2d4 + 4) Bludgeoning damage. If the target is a Large or smaller creature and the horse moved 20+ feet straight toward it immediately before the hit, the target takes an extra 5 (2d4) Bludgeoning damage and has the **Prone** condition.

WEASEL*Tiny Beast, Unaligned***AC 13** **Initiative +3 (13)****HP 1 (1d4 - 1)****Speed** 30 ft., Climb 30 ft.

	MOD	SAVE		MOD	SAVE		
STR	3	-4	-4	INT	2	-4	-4
DEX	16	+3	+3	WIS	12	+1	+1
CON	8	-1	-1	CHA	3	-4	-4

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

Senses Darkvision 60 ft.; Passive Perception 13**Languages** None**CR** 0 (XP 10; PB +2)**Actions****Bite.** Melee Attack Roll: +5, reach 5 ft. Hit: 1 Piercing damage.

ARTIST: BORJA PINDADO



WOLF

WOLF*Medium Beast, Unaligned***AC** 12 **Initiative** +2 (12)**HP** 11 (2d8 + 2)**Speed** 40 ft.

		MOD	SAVE		MOD	SAVE
STR	14	+2	+2	INT	3	-4
DEX	15	+2	+2	WIS	12	+1
CON	12	+1	+1	CHA	6	-2

Skills Perception +5, Stealth +4**Senses** Darkvision 60 ft.; Passive Perception 15**Languages** None**CR** 1/4 (XP 50; PB +2)**Traits**

Pack Tactics. The wolf has Advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally doesn't have the **Incapacitated** condition.

Actions

Bite. Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Piercing damage. If the target is a Medium or smaller creature, it has the **Prone** condition.

ZOMBIE*Medium Undead, Neutral Evil***AC** 8 **Initiative** -2 (8)**HP** 15 (2d8 + 6)**Speed** 20 ft.

		MOD	SAVE		MOD	SAVE
STR	13	+1	+1	INT	3	-4
DEX	6	-2	-2	WIS	6	-2
CON	16	+3	+3	CHA	5	-3

Immunities Poison; **Exhaustion, Poisoned****Senses** Darkvision 60 ft.; Passive Perception 8**Languages** Understands Common plus one other language but can't speak**CR** 1/4 (XP 50; PB +2)**Traits**

Undead Fortitude. If damage reduces the zombie to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the zombie drops to 1 Hit Point instead.

Actions

Slam. Melee Attack Roll: +3, reach 5 ft. Hit: 5 (1d8 + 1) Bludgeoning damage.

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