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](https://www.dndbeyond.com/sources/dnd/phb-2024/rules-glossary#StatBlock) for how to read a [**stat block**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#StatBlock), and see the [*Monster Manual*](https://www.dndbeyond.com/sources/dnd/mm-2024) 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**](https://www.dndbeyond.com/monsters/4775801-ape)

*Medium Beast, Unaligned*

**AC** 12 **Initiative** +2 (12)

**HP** 19 (3d8 + 6)

**Speed** 30 ft., Climb 30 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 16 | +3 | +3 |
| **Dex** | 14 | +2 | +2 |
| **Con** | 14 | +2 | +2 |
|  |  | Mod | Save |
| **Int** | 6 | −2 | −2 |
| **Wis** | 12 | +1 | +1 |
| **Cha** | 7 | −2 | −2 |

**Skills** [**Athletics**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +5, [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +3

**Senses** Passive Perception 13

**Languages** None

**CR** 1/2 (XP 100; PB +2)

Actions

***Multiattack.*** 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**](https://www.dndbeyond.com/monsters/4775802-badger)

*Tiny Beast, Unaligned*

**AC** 11 **Initiative** +0 (10)

**HP** 5 (1d4 + 3)

**Speed** 20 ft., Burrow 5 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 10 | +0 | +0 |
| **Dex** | 11 | +0 | +0 |
| **Con** | 16 | +3 | +3 |
|  |  | Mod | Save |
| **Int** | 2 | −4 | −4 |
| **Wis** | 12 | +1 | +1 |
| **Cha** | 5 | −3 | −3 |

**Skills** [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +3

**Resistances** Poison

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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**](https://www.dndbeyond.com/monsters/4775803-bat)

*Tiny Beast, Unaligned*

**AC** 12 **Initiative** +2 (12)

**HP** 1 (1d4 − 1)

**Speed** 5 ft., Fly 30 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 2 | −4 | −4 |
| **Dex** | 15 | +2 | +2 |
| **Con** | 8 | −1 | −1 |
|  |  | Mod | Save |
| **Int** | 2 | −4 | −4 |
| **Wis** | 12 | +1 | +1 |
| **Cha** | 4 | −3 | −3 |

**Senses** [**Blindsight**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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.

**JONATHAN KUO**[Une image contenant mammifère, chauve-souris, Petite chauve-souris brune, Sérotine brune

Le contenu généré par l’IA peut être incorrect.](https://media.dndbeyond.com/compendium-images/phb/MKDHZ1nxSXDDLOw2/11-001.bat.png)Bat

[**Black Bear**](https://www.dndbeyond.com/monsters/4775804-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 |
| --- | --- | --- | --- |
| **Str** | 15 | +2 | +2 |
| **Dex** | 12 | +1 | +1 |
| **Con** | 14 | +2 | +2 |
|  |  | Mod | Save |
| **Int** | 2 | −4 | −4 |
| **Wis** | 12 | +1 | +1 |
| **Cha** | 7 | −2 | −2 |

**Skills** [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +5

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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**](https://www.dndbeyond.com/monsters/4775805-boar)

*Medium Beast, Unaligned*

**AC** 11 **Initiative** +0 (10)

**HP** 13 (2d8 + 4)

**Speed** 40 ft.

|  |  | Mod | Save | |
| --- | --- | --- | --- | --- |
| **Str** | 13 | +1 | +1 | |
| **Dex** | 11 | +0 | +0 | |
| **Con** | 14 | +2 | +2 | |
|  |  | Mod | Save |
| **Int** | 2 | −4 | −4 |
| **Wis** | 9 | −1 | −1 |
| **Cha** | 5 | −3 | −3 |

**Senses** Passive Perception 9

**Languages** None

**CR** 1/4 (XP 50; PB +2)

Traits

***Bloodied Fury.*** While [**Bloodied**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#ProneCondition) condition.

[**Brown Bear**](https://www.dndbeyond.com/monsters/4775806-brown-bear)

*Large Beast, Unaligned*

**AC** 11 **Initiative** +1 (11)

**HP** 22 (3d10 + 6)

**Speed** 40 ft., Climb 30 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 17 | +3 | +3 |
| **Dex** | 12 | +1 | +1 |
| **Con** | 15 | +2 | +2 |
|  |  | Mod | Save |
| **Int** | 2 | −4 | −4 |
| **Wis** | 13 | +1 | +1 |
| **Cha** | 7 | −2 | −2 |

**Skills** [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +3

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#ProneCondition) condition.

[**Camel**](https://www.dndbeyond.com/monsters/4775807-camel)

*Large Beast, Unaligned*

**AC** 10 **Initiative** −1 (9)

**HP** 17 (2d10 + 6)

**Speed** 50 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 15 | +2 | +2 |
| **Dex** | 8 | −1 | −1 |
| **Con** | 17 | +3 | +5 |
|  |  | Mod | Save |
| **Int** | 2 | −4 | −4 |
| **Wis** | 11 | +0 | +0 |
| **Cha** | 5 | −3 | −3 |

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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.

**DANEEN WILKERSON**[Une image contenant mammifère, Moustaches, Chats petite et moyenne taille, Félidés

Le contenu généré par l’IA peut être incorrect.](https://media.dndbeyond.com/compendium-images/phb/MKDHZ1nxSXDDLOw2/11-002.cat.png)Cat

[**Cat**](https://www.dndbeyond.com/monsters/4775808-cat)

*Tiny Beast, Unaligned*

**AC** 12 **Initiative** +2 (12)

**HP** 2 (1d4)

**Speed** 40 ft., Climb 40 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 3 | −4 | −4 |
| **Dex** | 15 | +2 | +4 |
| **Con** | 10 | +0 | +0 |
|  |  | Mod | Save |
| **Int** | 3 | −4 | −4 |
| **Wis** | 12 | +1 | +1 |
| **Cha** | 7 | −2 | −2 |

**Skills** [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +3, [**Stealth**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +4

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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**](https://www.dndbeyond.com/monsters/4775809-constrictor-snake)

*Large Beast, Unaligned*

**AC** 13 **Initiative** +2 (12)

**HP** 13 (2d10 + 2)

**Speed** 30 ft., Swim 30 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 15 | +2 | +2 |
| **Dex** | 14 | +2 | +2 |
| **Con** | 12 | +1 | +1 |
|  |  | Mod | Save |
| **Int** | 1 | −5 | −5 |
| **Wis** | 10 | +0 | +0 |
| **Cha** | 3 | −4 | −4 |

**Skills** [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +2, [**Stealth**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +4

**Senses** [**Blindsight**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#Blindsight) 10 ft.; Passive Perception 12

**Languages** None

**CR** 1/4 (XP 50; PB +2)

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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#GrappledCondition) condition (escape DC 12).

[**Crab**](https://www.dndbeyond.com/monsters/4775810-crab)

*Tiny Beast, Unaligned*

**AC** 11 **Initiative** +0 (10)

**HP** 3 (1d4 + 1)

**Speed** 20 ft., Swim 20 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 6 | −2 | −2 |
| **Dex** | 11 | +0 | +0 |
| **Con** | 12 | +1 | +1 |
|  |  | Mod | Save |
| **Int** | 1 | −5 | −5 |
| **Wis** | 8 | −1 | −1 |
| **Cha** | 2 | −4 | −4 |

**Skills** [**Stealth**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +2

**Senses** [**Blindsight**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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**](https://www.dndbeyond.com/monsters/4775811-crocodile)

*Large Beast, Unaligned*

**AC** 12 **Initiative** +0 (10)

**HP** 13 (2d10 + 2)

**Speed** 20 ft., Swim 30 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 15 | +2 | +2 |
| **Dex** | 10 | +0 | +0 |
| **Con** | 13 | +1 | +3 |
|  |  | Mod | Save |
| **Int** | 2 | −4 | −4 |
| **Wis** | 10 | +0 | +0 |
| **Cha** | 5 | −3 | −3 |

**Skills** [**Stealth**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +2

**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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#GrappledCondition) condition (escape DC 12). While Grappled, the target has the [**Restrained**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#RestrainedCondition) condition.

**LEESHA HANNIGAN**[Une image contenant reptile, mammifère, dinosaure, Fossile

Le contenu généré par l’IA peut être incorrect.](https://media.dndbeyond.com/compendium-images/phb/MKDHZ1nxSXDDLOw2/11-003.crocodile.png)Crocodile

[**Dire Wolf**](https://www.dndbeyond.com/monsters/4775812-dire-wolf)

*Large Beast, Unaligned*

**AC** 14 **Initiative** +2 (12)

**HP** 22 (3d10 + 6)

**Speed** 50 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 17 | +3 | +3 |
| **Dex** | 15 | +2 | +2 |
| **Con** | 15 | +2 | +2 |
|  |  | Mod | Save |
| **Int** | 3 | −4 | −4 |
| **Wis** | 12 | +1 | +1 |
| **Cha** | 7 | −2 | −2 |

**Skills** [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +5, [**Stealth**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +4

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#IncapacitatedCondition) 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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#ProneCondition) condition.

[**Draft Horse**](https://www.dndbeyond.com/monsters/4775813-draft-horse)

*Large Beast, Unaligned*

**AC** 10 **Initiative** +0 (10)

**HP** 15 (2d10 + 4)

**Speed** 40 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 18 | +4 | +4 |
| **Dex** | 10 | +0 | +0 |
| **Con** | 15 | +2 | +2 |
|  |  | Mod | Save |
| **Int** | 2 | −4 | −4 |
| **Wis** | 11 | +0 | +0 |
| **Cha** | 7 | −2 | −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**](https://www.dndbeyond.com/monsters/4775814-elephant)

*Huge Beast, Unaligned*

**AC** 12 **Initiative** −1 (9)

**HP** 76 (8d12 + 24)

**Speed** 40 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 22 | +6 | +6 |
| **Dex** | 9 | −1 | −1 |
| **Con** | 17 | +3 | +3 |
|  |  | Mod | Save |
| **Int** | 3 | −4 | −4 |
| **Wis** | 11 | +0 | +0 |
| **Cha** | 6 | −2 | −2 |

**Senses** Passive Perception 10

**Languages** None

**CR** 4 (XP 1,100; PB +2)

Actions

***Multiattack.*** 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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#ProneCondition) condition.

Bonus Actions

***Trample.*** *Dexterity Saving Throw:* DC 16, one creature within 5 feet that has the [**Prone**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#ProneCondition) condition. *Failure:* 17 (2d10 + 6) Bludgeoning damage. *Success:* Half damage.

[**Elk**](https://www.dndbeyond.com/monsters/4775815-elk)

*Large Beast, Unaligned*

**AC** 10 **Initiative** +0 (10)

**HP** 11 (2d10)

**Speed** 50 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 16 | +3 | +3 |
| **Dex** | 10 | +0 | +0 |
| **Con** | 11 | +0 | +0 |
|  |  | Mod | Save |
| **Int** | 2 | −4 | −4 |
| **Wis** | 10 | +0 | +0 |
| **Cha** | 6 | −2 | −2 |

**Skills** [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +2

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#ProneCondition) condition.

**WAYNE ENGLAND**[Une image contenant amphibien, Rainette, grenouille, crapaud

Le contenu généré par l’IA peut être incorrect.](https://media.dndbeyond.com/compendium-images/phb/MKDHZ1nxSXDDLOw2/11-004.frog.png)Frog

[**Frog**](https://www.dndbeyond.com/monsters/4775816-frog)

*Tiny Beast, Unaligned*

**AC** 11 **Initiative** +1 (11)

**HP** 1 (1d4 − 1)

**Speed** 20 ft., Swim 20 ft.

|  |  | Mod | Save | |
| --- | --- | --- | --- | --- |
| **Str** | 1 | −5 | −5 | |
| **Dex** | 13 | +1 | +1 | |
| **Con** | 8 | −1 | −1 | |
|  |  | Mod | Save |
| **Int** | 1 | −5 | −5 |
| **Wis** | 8 | −1 | −1 |
| **Cha** | 3 | −4 | −4 |

**Skills** [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +1, [**Stealth**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +3

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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.

**WAYNE ENGLAND**[Une image contenant peinture, art

Le contenu généré par l’IA peut être incorrect.](https://media.dndbeyond.com/compendium-images/phb/MKDHZ1nxSXDDLOw2/11-005.giant-badger.png)Giant Badger

[**Giant Badger**](https://www.dndbeyond.com/monsters/4775817-giant-badger)

*Medium Beast, Unaligned*

**AC** 13 **Initiative** +0 (10)

**HP** 15 (2d8 + 6)

**Speed** 30 ft., Burrow 10 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 13 | +1 | +1 |
| **Dex** | 10 | +0 | +0 |
| **Con** | 17 | +3 | +3 |
|  |  | Mod | Save |
| **Int** | 2 | −4 | −4 |
| **Wis** | 12 | +1 | +1 |
| **Cha** | 5 | −3 | −3 |

**Skills** [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +3

**Resistances** Poison

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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**](https://www.dndbeyond.com/monsters/4775818-giant-crab)

*Medium Beast, Unaligned*

**AC** 15 **Initiative** +1 (11)

**HP** 13 (3d8)

**Speed** 30 ft., Swim 30 ft.

|  |  | Mod | Save | |
| --- | --- | --- | --- | --- |
| **Str** | 13 | +1 | +1 | |
| **Dex** | 13 | +1 | +1 | |
| **Con** | 11 | +0 | +0 | |
|  |  | Mod | Save |
| **Int** | 1 | −5 | −5 |
| **Wis** | 9 | −1 | −1 |
| **Cha** | 3 | −4 | −4 |

**Skills** [**Stealth**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +3

**Senses** [**Blindsight**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#GrappledCondition) condition (escape DC 11) from one of two claws.

[**Giant Goat**](https://www.dndbeyond.com/monsters/4775819-giant-goat)

*Large Beast, Unaligned*

**AC** 11 **Initiative** +1 (11)

**HP** 19 (3d10 + 3)

**Speed** 40 ft., Climb 30 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 17 | +3 | +5 |
| **Dex** | 13 | +1 | +1 |
| **Con** | 12 | +1 | +1 |
|  |  | Mod | Save |
| **Int** | 3 | −4 | −4 |
| **Wis** | 12 | +1 | +1 |
| **Cha** | 6 | −2 | −2 |

**Skills** [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +3

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#ProneCondition) condition.

[**Giant Seahorse**](https://www.dndbeyond.com/monsters/4775820-giant-seahorse)

*Large Beast, Unaligned*

**AC** 14 **Initiative** +1 (11)

**HP** 16 (3d10)

**Speed** 5 ft., Swim 40 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 15 | +2 | +2 |
| **Dex** | 12 | +1 | +1 |
| **Con** | 11 | +0 | +0 |
|  |  | Mod | Save |
| **Int** | 2 | −4 | −4 |
| **Wis** | 12 | +1 | +1 |
| **Cha** | 5 | −3 | −3 |

**Senses** Passive Perception 11

**Languages** None

**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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#OpportunityAttack).

[**Giant Spider**](https://www.dndbeyond.com/monsters/4775821-giant-spider)

*Large Beast, Unaligned*

**AC** 14 **Initiative** +3 (13)

**HP** 26 (4d10 + 4)

**Speed** 30 ft., Climb 30 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 14 | +2 | +2 |
| **Dex** | 16 | +3 | +3 |
| **Con** | 12 | +1 | +1 |
|  |  | Mod | Save |
| **Int** | 2 | −4 | −4 |
| **Wis** | 11 | +0 | +0 |
| **Cha** | 4 | −3 | −3 |

**Skills** [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +4, [**Stealth**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +7

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#Darkvision) 60 ft.; Passive Perception 14

**Languages** None

**CR** 1 (XP 200; 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 it knows the location of any other creature in contact with the same web.

Actions

***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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#RestrainedCondition) condition until the web is destroyed (AC 10; HP 5; Vulnerability to Fire damage; Immunity to Poison and Psychic damage).

**MICHELE GIORGI**[Une image contenant invertébré, arthropode, crustacé, araignée

Le contenu généré par l’IA peut être incorrect.](https://media.dndbeyond.com/compendium-images/phb/MKDHZ1nxSXDDLOw2/11-006.giant-spiders.png)Giant Spiders

[**Giant Weasel**](https://www.dndbeyond.com/monsters/4775822-giant-weasel)

*Medium Beast, Unaligned*

**AC** 13 **Initiative** +3 (13)

**HP** 9 (2d8)

**Speed** 40 ft., Climb 30 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 11 | +0 | +0 |
| **Dex** | 17 | +3 | +3 |
| **Con** | 10 | +0 | +0 |
|  |  | Mod | Save |
| **Int** | 4 | −3 | −3 |
| **Wis** | 12 | +1 | +1 |
| **Cha** | 5 | −3 | −3 |

**Skills** [**Acrobatics**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +5, [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +3, [**Stealth**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +5

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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**](https://www.dndbeyond.com/monsters/4775823-goat)

*Medium Beast, Unaligned*

**AC** 10 **Initiative** +0 (10)

**HP** 4 (1d8)

**Speed** 40 ft., Climb 30 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 11 | +0 | +2 |
| **Dex** | 10 | +0 | +0 |
| **Con** | 11 | +0 | +0 |
|  |  | Mod | Save |
| **Int** | 2 | −4 | −4 |
| **Wis** | 10 | +0 | +0 |
| **Cha** | 5 | −3 | −3 |

**Skills** [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +2

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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**](https://www.dndbeyond.com/monsters/4775824-hawk)

*Tiny Beast, Unaligned*

**AC** 13 **Initiative** +3 (13)

**HP** 1 (1d4 − 1)

**Speed** 10 ft., Fly 60 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 5 | −3 | −3 |
| **Dex** | 16 | +3 | +3 |
| **Con** | 8 | −1 | −1 |
|  |  | Mod | Save |
| **Int** | 2 | −4 | −4 |
| **Wis** | 14 | +2 | +2 |
| **Cha** | 6 | −2 | −2 |

**Skills** [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +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**](https://www.dndbeyond.com/monsters/4775825-imp)

*Tiny Fiend (Devil), Lawful Evil*

**AC** 13 **Initiative** +3 (13)

**HP** 21 (6d4 + 6)

**Speed** 20 ft., Fly 40 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 6 | −2 | −2 |
| **Dex** | 17 | +3 | +3 |
| **Con** | 13 | +1 | +1 |
|  |  | Mod | Save |
| **Int** | 11 | +0 | +0 |
| **Wis** | 12 | +1 | +1 |
| **Cha** | 14 | +2 | +2 |

**Skills** [**Deception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +4, [**Insight**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +3, [**Stealth**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +5

**Resistances** Cold

**Immunities** Fire, Poison; [**Poisoned**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#PoisonedCondition)

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#Darkvision) 120 ft. (unimpeded by magical [**Darkness**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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***](https://www.dndbeyond.com/spells/2619116-invisibility) on itself, requiring no spell components and using Charisma as the spellcasting ability.

***Shape-Shift.*** The imp [**shape-shifts**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#ShapeShifting) 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.

**PATRIK HELL**[Une image contenant mammifère, dessin humoristique, dragon, chauve-souris

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[**Lion**](https://www.dndbeyond.com/monsters/4775826-lion)

*Large Beast, Unaligned*

**AC** 12 **Initiative** +2 (12)

**HP** 22 (4d10)

**Speed** 50 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 17 | +3 | +3 |
| **Dex** | 15 | +2 | +2 |
| **Con** | 11 | +0 | +0 |
|  |  | Mod | Save |
| **Int** | 3 | −4 | −4 |
| **Wis** | 12 | +1 | +1 |
| **Cha** | 8 | −1 | −1 |

**Skills** [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +3, [**Stealth**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +4

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#IncapacitatedCondition) 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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#FrightenedCondition) condition until the start of the lion’s next turn.

[**Lizard**](https://www.dndbeyond.com/monsters/4775827-lizard)

*Tiny Beast, Unaligned*

**AC** 10 **Initiative** +0 (10)

**HP** 2 (1d4)

**Speed** 20 ft., Climb 20 ft.

|  |  | Mod | Save | |
| --- | --- | --- | --- | --- |
| **Str** | 2 | −4 | −4 | |
| **Dex** | 11 | +0 | +0 | |
| **Con** | 10 | +0 | +0 | |
|  |  | Mod | Save |
| **Int** | 1 | −5 | −5 |
| **Wis** | 8 | −1 | −1 |
| **Cha** | 3 | −4 | −4 |

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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**](https://www.dndbeyond.com/monsters/4775828-mastiff)

*Medium Beast, Unaligned*

**AC** 12 **Initiative** +2 (12)

**HP** 5 (1d8 + 1)

**Speed** 40 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 13 | +1 | +1 |
| **Dex** | 14 | +2 | +2 |
| **Con** | 12 | +1 | +1 |
|  |  | Mod | Save |
| **Int** | 3 | −4 | −4 |
| **Wis** | 12 | +1 | +3 |
| **Cha** | 7 | −2 | −2 |

**Skills** [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +5

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#ProneCondition) condition.

**CONCEPTOPOLIS**[Une image contenant chien, Race de chien, mammifère

Le contenu généré par l’IA peut être incorrect.](https://media.dndbeyond.com/compendium-images/phb/MKDHZ1nxSXDDLOw2/11-008.mastiff.png)Mastiff

[**Mule**](https://www.dndbeyond.com/monsters/4775829-mule)

*Medium Beast, Unaligned*

**AC** 10 **Initiative** +0 (10)

**HP** 11 (2d8 + 2)

**Speed** 40 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 14 | +2 | +4 |
| **Dex** | 10 | +0 | +0 |
| **Con** | 13 | +1 | +1 |
|  |  | Mod | Save |
| **Int** | 2 | −4 | −4 |
| **Wis** | 10 | +0 | +0 |
| **Cha** | 5 | −3 | −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**](https://www.dndbeyond.com/monsters/4775830-octopus)

*Small Beast, Unaligned*

**AC** 12 **Initiative** +2 (12)

**HP** 3 (1d6)

**Speed** 5 ft., Swim 30 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 4 | −3 | −3 |
| **Dex** | 15 | +2 | +2 |
| **Con** | 11 | +0 | +0 |
|  |  | Mod | Save |
| **Int** | 3 | −4 | −4 |
| **Wis** | 10 | +0 | +0 |
| **Cha** | 4 | −3 | −3 |

**Skills** [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +2, [**Stealth**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +6

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#Darkvision) 30 ft.; Passive Perception 12

**Languages** None

**CR** 0 (XP 10; PB +2)

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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#CubeAreaofEffect) centered on itself, and the octopus moves up to its Swim Speed. The Cube is [**Heavily Obscured**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#HeavilyObscured) for 1 minute or until a strong current or similar effect disperses the ink.

[**Owl**](https://www.dndbeyond.com/monsters/4775831-owl)

*Tiny Beast, Unaligned*

**AC** 11 **Initiative** +1 (11)

**HP** 1 (1d4 − 1)

**Speed** 5 ft., Fly 60 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 3 | −4 | −4 |
| **Dex** | 13 | +1 | +1 |
| **Con** | 8 | −1 | −1 |
|  |  | Mod | Save |
| **Int** | 2 | −4 | −4 |
| **Wis** | 12 | +1 | +1 |
| **Cha** | 7 | −2 | −2 |

**Skills** [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +5, [**Stealth**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +5

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#Darkvision) 120 ft.; Passive Perception 15

**Languages** None

**CR** 0 (XP 10; PB +2)

Traits

***Flyby.*** The owl doesn’t provoke an [**Opportunity Attack**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#OpportunityAttack) when it flies out of an enemy’s reach.

Actions

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

[**Panther**](https://www.dndbeyond.com/monsters/4775832-panther)

*Medium Beast, Unaligned*

**AC** 13 **Initiative** +3 (13)

**HP** 13 (3d8)

**Speed** 50 ft., Climb 40 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 14 | +2 | +2 |
| **Dex** | 16 | +3 | +3 |
| **Con** | 10 | +0 | +0 |
|  |  | Mod | Save |
| **Int** | 3 | −4 | −4 |
| **Wis** | 14 | +2 | +2 |
| **Cha** | 7 | −2 | −2 |

**Skills** [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +4, [**Stealth**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +7

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#DisengageAction) or [**Hide**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#HideAction) action.

[**Pony**](https://www.dndbeyond.com/monsters/4775833-pony)

*Medium Beast, Unaligned*

**AC** 10 **Initiative** +0 (10)

**HP** 11 (2d8 + 2)

**Speed** 40 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 15 | +2 | +4 |
| **Dex** | 10 | +0 | +0 |
| **Con** | 13 | +1 | +1 |
|  |  | Mod | Save |
| **Int** | 2 | −4 | −4 |
| **Wis** | 11 | +0 | +0 |
| **Cha** | 7 | −2 | −2 |

**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.

**ADAM VEHIGE**[Une image contenant dragon, pieuvre, mammifère, dinosaure

Le contenu généré par l’IA peut être incorrect.](https://media.dndbeyond.com/compendium-images/phb/MKDHZ1nxSXDDLOw2/11-009.pseudodragon.png)Pseudodragon

[**Pseudodragon**](https://www.dndbeyond.com/monsters/4775834-pseudodragon)

*Tiny Dragon, Neutral Good*

**AC** 14 **Initiative** +2 (12)

**HP** 10 (3d4 + 3)

**Speed** 15 ft., Fly 60 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 6 | −2 | −2 |
| **Dex** | 15 | +2 | +2 |
| **Con** | 13 | +1 | +1 |
|  |  | Mod | Save |
| **Int** | 10 | +0 | +0 |
| **Wis** | 12 | +1 | +1 |
| **Cha** | 10 | +0 | +0 |

**Skills** [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +5, [**Stealth**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +4

**Senses** [**Blindsight**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#Blindsight) 10 ft., [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#PoisonedCondition) condition for 1 hour. While Poisoned, the target also has the [**Unconscious**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#UnconsciousCondition) condition, which ends early if the target takes damage or a creature within 5 feet of it takes an action to wake it.

[**Quasit**](https://www.dndbeyond.com/monsters/4775835-quasit)

*Tiny Fiend (Demon), Chaotic Evil*

**AC** 13 **Initiative** +3 (13)

**HP** 25 (10d4)

**Speed** 40 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 5 | −3 | −3 |
| **Dex** | 17 | +3 | +3 |
| **Con** | 10 | +0 | +0 |
|  |  | Mod | Save |
| **Int** | 7 | −2 | −2 |
| **Wis** | 10 | +0 | +0 |
| **Cha** | 10 | +0 | +0 |

**Skills** [**Stealth**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +5

**Resistances** Cold, Fire, Lightning

**Immunities** Poison; [**Poisoned**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#PoisonedCondition)

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#PoisonedCondition) condition until the start of the quasit’s next turn.

***Invisibility.*** The quasit casts [***Invisibility***](https://www.dndbeyond.com/spells/2619116-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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#FrightenedCondition) 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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#ShapeShifting) 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.

**BORJA PINDADO**[Une image contenant statue, art

Le contenu généré par l’IA peut être incorrect.](https://media.dndbeyond.com/compendium-images/phb/MKDHZ1nxSXDDLOw2/11-010.quasit.png)Quasit

[**Rat**](https://www.dndbeyond.com/monsters/4775836-rat)

*Tiny Beast, Unaligned*

**AC** 10 **Initiative** +0 (10)

**HP** 1 (1d4 − 1)

**Speed** 20 ft., Climb 20 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 2 | −4 | −4 |
| **Dex** | 11 | +0 | +0 |
| **Con** | 9 | −1 | −1 |
|  |  | Mod | Save |
| **Int** | 2 | −4 | −4 |
| **Wis** | 10 | +0 | +0 |
| **Cha** | 4 | −3 | −3 |

**Skills** [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +2

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#Darkvision) 30 ft.; Passive Perception 12

**Languages** None

**CR** 0 (XP 10; PB +2)

Traits

***Agile.*** The rat doesn’t provoke an [**Opportunity Attack**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#OpportunityAttack) when it moves out of an enemy’s reach.

Actions

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

[**Raven**](https://www.dndbeyond.com/monsters/4775837-raven)

*Tiny Beast, Unaligned*

**AC** 12 **Initiative** +2 (12)

**HP** 2 (1d4)

**Speed** 10 ft., Fly 50 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 2 | −4 | −4 |
| **Dex** | 14 | +2 | +2 |
| **Con** | 10 | +0 | +0 |
|  |  | Mod | Save |
| **Int** | 5 | −3 | −3 |
| **Wis** | 13 | +1 | +1 |
| **Cha** | 6 | −2 | −2 |

**Skills** [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +3

**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**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills)) check.

Actions

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

[**Reef Shark**](https://www.dndbeyond.com/monsters/4775838-reef-shark)

*Medium Beast, Unaligned*

**AC** 12 **Initiative** +2 (12)

**HP** 22 (4d8 + 4)

**Speed** 5 ft., Swim 30 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 14 | +2 | +2 |
| **Dex** | 15 | +2 | +2 |
| **Con** | 13 | +1 | +1 |
|  |  | Mod | Save |
| **Int** | 1 | −5 | −5 |
| **Wis** | 10 | +0 | +0 |
| **Cha** | 4 | −3 | −3 |

**Skills** [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +2

**Senses** [**Blindsight**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#IncapacitatedCondition) condition.

***Water Breathing.*** The shark can breathe only underwater.

Actions

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

[**Riding Horse**](https://www.dndbeyond.com/monsters/4775839-riding-horse)

*Large Beast, Unaligned*

**AC** 11 **Initiative** +1 (11)

**HP** 13 (2d10 + 2)

**Speed** 60 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 16 | +3 | +3 |
| **Dex** | 13 | +1 | +1 |
| **Con** | 12 | +1 | +1 |
|  |  | Mod | Save |
| **Int** | 2 | −4 | −4 |
| **Wis** | 11 | +0 | +0 |
| **Cha** | 7 | −2 | −2 |

**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**](https://www.dndbeyond.com/monsters/4775840-scorpion)

*Tiny Beast, Unaligned*

**AC** 11 **Initiative** +0 (10)

**HP** 1 (1d4 − 1)

**Speed** 10 ft.

|  |  | Mod | Save | |
| --- | --- | --- | --- | --- |
| **Str** | 2 | −4 | −4 | |
| **Dex** | 11 | +0 | +0 | |
| **Con** | 8 | −1 | −1 | |
|  |  | Mod | Save |
| **Int** | 1 | −5 | −5 |
| **Wis** | 8 | −1 | −1 |
| **Cha** | 2 | −4 | −4 |

**Senses** [**Blindsight**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#Blindsight) 10 ft.; Passive Perception 9

**Languages** None

**CR** 0 (XP 10; PB +2)

Actions

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

[**Skeleton**](https://www.dndbeyond.com/monsters/4775841-skeleton)

*Medium Undead, Lawful Evil*

**AC** 14 **Initiative** +3 (13)

**HP** 13 (2d8 + 4)

**Speed** 30 ft.

|  |  | Mod | Save | |
| --- | --- | --- | --- | --- |
| **Str** | 10 | +0 | +0 | |
| **Dex** | 16 | +3 | +3 | |
| **Con** | 15 | +2 | +2 | |
|  |  | Mod | Save |
| **Int** | 6 | −2 | −2 |
| **Wis** | 8 | −1 | −1 |
| **Cha** | 5 | −3 | −3 |

**Vulnerabilities** Bludgeoning

**Immunities** Poison; [**Exhaustion**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#ExhaustionCondition), [**Poisoned**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#PoisonedCondition)

**Gear** [**Shortbow**](https://www.dndbeyond.com/equipment/17-shortbow), [**Shortsword**](https://www.dndbeyond.com/equipment/30-shortsword)

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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**](https://www.dndbeyond.com/monsters/4775842-slaad-tadpole)

*Tiny Aberration, Chaotic Neutral*

**AC** 12 **Initiative** +2 (12)

**HP** 7 (3d4)

**Speed** 30 ft., Burrow 10 ft.

|  |  | Mod | Save | |
| --- | --- | --- | --- | --- |
| **Str** | 7 | −2 | −2 | |
| **Dex** | 15 | +2 | +2 | |
| **Con** | 10 | +0 | +0 | |
|  |  | Mod | Save |
| **Int** | 3 | −4 | −4 |
| **Wis** | 5 | −3 | −3 |
| **Cha** | 3 | −4 | −4 |

**Skills** [**Stealth**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +4

**Resistances** Acid, Cold, Fire, Lightning, Thunder

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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.

**DAVID ASTRUGA**[Une image contenant Invertébrés marins, invertébré, ver

Le contenu généré par l’IA peut être incorrect.](https://media.dndbeyond.com/compendium-images/phb/MKDHZ1nxSXDDLOw2/11-011.slaad-tadpole.png)Slaad Tadpole

[**Sphinx of Wonder**](https://www.dndbeyond.com/monsters/4775843-sphinx-of-wonder)

*Tiny Celestial, Lawful Good*

**AC** 13 **Initiative** +3 (13)

**HP** 24 (7d4 + 7)

**Speed** 20 ft., Fly 40 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 6 | −2 | −2 |
| **Dex** | 17 | +3 | +3 |
| **Con** | 13 | +1 | +1 |
|  |  | Mod | Save |
| **Int** | 15 | +2 | +2 |
| **Wis** | 12 | +1 | +1 |
| **Cha** | 11 | +0 | +0 |

**Skills** [**Arcana**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +4, [**Religion**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +4, [**Stealth**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +5

**Resistances** Necrotic, Psychic, Radiant

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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.

**DANEEN WILKERSON**[Une image contenant art, dragon

Le contenu généré par l’IA peut être incorrect.](https://media.dndbeyond.com/compendium-images/phb/MKDHZ1nxSXDDLOw2/11-012.sphinx-of-wonder.png)Sphinx of Wonder

[**Spider**](https://www.dndbeyond.com/monsters/4775844-spider)

*Tiny Beast, Unaligned*

**AC** 12 **Initiative** +2 (12)

**HP** 1 (1d4 − 1)

**Speed** 20 ft., Climb 20 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 2 | −4 | −4 |
| **Dex** | 14 | +2 | +2 |
| **Con** | 8 | −1 | −1 |
|  |  | Mod | Save |
| **Int** | 1 | −5 | −5 |
| **Wis** | 10 | +0 | +0 |
| **Cha** | 2 | −4 | −4 |

**Skills** [**Stealth**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +4

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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**](https://www.dndbeyond.com/monsters/4775845-sprite)

*Tiny Fey, Neutral Good*

**AC** 15 **Initiative** +4 (14)

**HP** 10 (4d4)

**Speed** 10 ft., Fly 40 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 3 | −4 | −4 |
| **Dex** | 18 | +4 | +4 |
| **Con** | 10 | +0 | +0 |
|  |  | Mod | Save |
| **Int** | 14 | +2 | +2 |
| **Wis** | 13 | +1 | +1 |
| **Cha** | 11 | +0 | +0 |

**Skills** [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +3, [**Stealth**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +8

**Senses** Passive Perception 13

**Languages** Common, Elvish, Sylvan

**CR** 1/4 (XP 50; PB +2)

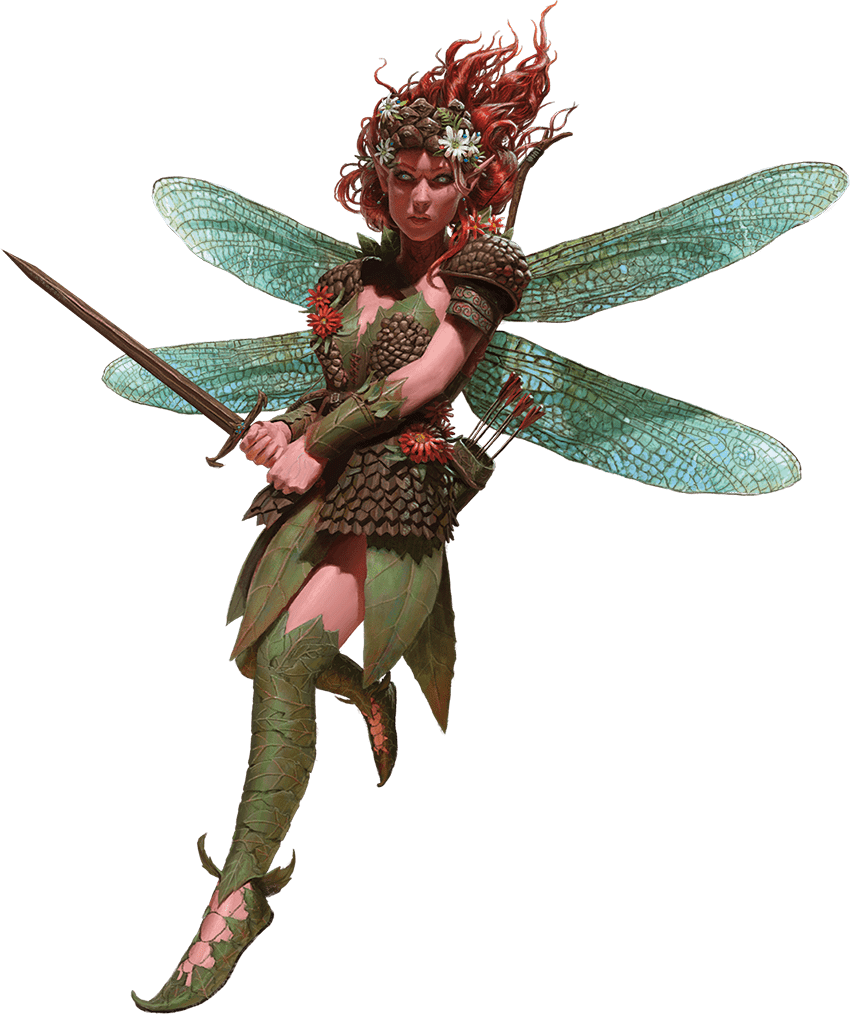
Actions

***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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#CharmedCondition) 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***](https://www.dndbeyond.com/spells/2619116-invisibility) on itself, requiring no spell components and using Charisma as the spellcasting ability.

**PATRIK HELL**[](https://media.dndbeyond.com/compendium-images/phb/MKDHZ1nxSXDDLOw2/11-013.sprite.png)Sprite

[**Tiger**](https://www.dndbeyond.com/monsters/4775846-tiger)

*Large Beast, Unaligned*

**AC** 13 **Initiative** +3 (13)

**HP** 30 (4d10 + 8)

**Speed** 40 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 17 | +3 | +3 |
| **Dex** | 16 | +3 | +3 |
| **Con** | 14 | +2 | +2 |
|  |  | Mod | Save |
| **Int** | 3 | −4 | −4 |
| **Wis** | 12 | +1 | +1 |
| **Cha** | 8 | −1 | −1 |

**Skills** [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +3, [**Stealth**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +7

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#ProneCondition) condition.

Bonus Actions

***Nimble Escape.*** The tiger takes the [**Disengage**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#DisengageAction) or [**Hide**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#HideAction) action.

[**Venomous Snake**](https://www.dndbeyond.com/monsters/4775847-venomous-snake)

*Tiny Beast, Unaligned*

**AC** 12 **Initiative** +2 (12)

**HP** 5 (2d4)

**Speed** 30 ft., Swim 30 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 2 | −4 | −4 |
| **Dex** | 15 | +2 | +2 |
| **Con** | 11 | +0 | +0 |
|  |  | Mod | Save |
| **Int** | 1 | −5 | −5 |
| **Wis** | 10 | +0 | +0 |
| **Cha** | 3 | −4 | −4 |

**Senses** [**Blindsight**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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**](https://www.dndbeyond.com/monsters/4775848-warhorse)

*Large Beast, Unaligned*

**AC** 11 **Initiative** +1 (11)

**HP** 19 (3d10 + 3)

**Speed** 60 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 18 | +4 | +4 |
| **Dex** | 12 | +1 | +1 |
| **Con** | 13 | +1 | +1 |
|  |  | Mod | Save |
| **Int** | 2 | −4 | −4 |
| **Wis** | 12 | +1 | +3 |
| **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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#ProneCondition) condition.

[**Weasel**](https://www.dndbeyond.com/monsters/4775849-weasel)

*Tiny Beast, Unaligned*

**AC** 13 **Initiative** +3 (13)

**HP** 1 (1d4 − 1)

**Speed** 30 ft., Climb 30 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 3 | −4 | −4 |
| **Dex** | 16 | +3 | +3 |
| **Con** | 8 | −1 | −1 |
|  |  | Mod | Save |
| **Int** | 2 | −4 | −4 |
| **Wis** | 12 | +1 | +1 |
| **Cha** | 3 | −4 | −4 |

**Skills** [**Acrobatics**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +5, [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +3, [**Stealth**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +5

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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.

**BORJA PINDADO**[Une image contenant mammifère, loup, coyote, faune

Le contenu généré par l’IA peut être incorrect.](https://media.dndbeyond.com/compendium-images/phb/MKDHZ1nxSXDDLOw2/11-014.wolf.png)Wolf

[**Wolf**](https://www.dndbeyond.com/monsters/4775850-wolf)

*Medium Beast, Unaligned*

**AC** 12 **Initiative** +2 (12)

**HP** 11 (2d8 + 2)

**Speed** 40 ft.

|  |  | Mod | Save |
| --- | --- | --- | --- |
| **Str** | 14 | +2 | +2 |
| **Dex** | 15 | +2 | +2 |
| **Con** | 12 | +1 | +1 |
|  |  | Mod | Save |
| **Int** | 3 | −4 | −4 |
| **Wis** | 12 | +1 | +1 |
| **Cha** | 6 | −2 | −2 |

**Skills** [**Perception**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +5, [**Stealth**](https://www.dndbeyond.com/sources/dnd/free-rules/playing-the-game#Skills) +4

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#IncapacitatedCondition) 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**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#ProneCondition) condition.

[**Zombie**](https://www.dndbeyond.com/monsters/4775851-zombie)

*Medium Undead, Neutral Evil*

**AC** 8 **Initiative** −2 (8)

**HP** 15 (2d8 + 6)

**Speed** 20 ft.

|  |  | Mod | Save | |
| --- | --- | --- | --- | --- |
| **Str** | 13 | +1 | +1 | |
| **Dex** | 6 | −2 | −2 | |
| **Con** | 16 | +3 | +3 | |
|  |  | Mod | Save |
| **Int** | 3 | −4 | −4 |
| **Wis** | 6 | −2 | +0 |
| **Cha** | 5 | −3 | −3 |

**Immunities** Poison; [**Exhaustion**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#ExhaustionCondition), [**Poisoned**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#PoisonedCondition)

**Senses** [**Darkvision**](https://www.dndbeyond.com/sources/dnd/free-rules/rules-glossary#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.