

## APPENDIX D: CREATURE STATISTICS



PELLS AND CLASS FEATURES ALLOW CHARACTERS to transform into animals, summon creatures to serve as familiars, and create undead. Statistics for such creatures are grouped in this appendix for your convenience. For information on how to read a stat block, see the *Monster Manual*.

### BAT

*Tiny beast, unaligned*

**Armor Class** 12

**Hit Points** 1 (1d4 - 1)

**Speed** 5 ft., fly 30 ft.

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

**Senses** blindsight 60 ft., passive Perception 11

**Languages** —

**Challenge** 0 (10 XP)

**Echolocation.** While it can't hear, the bat has no blindsight.

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

#### ACTIONS

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

**Hit:** 1 piercing damage.

### BLACK BEAR

*Medium beast, unaligned*

**Armor Class** 11 (natural armor)

**Hit Points** 19 (3d8 + 6)

**Speed** 40 ft., climb 30 ft.

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

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 1/2 (100 XP)

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

#### ACTIONS

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

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

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

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

**Hit:** 7 (2d4 + 2) slashing damage.

### BOAR

*Medium beast, unaligned*

**Armor Class** 11 (natural armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 40 ft.

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

**Senses** passive Perception 9

**Languages** —

**Challenge** 1/4 (50 XP)

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

**Relentless (Recharges after the Boar Finishes a Short or Long Rest).** If the boar takes damage that reduces it to 0 hit points, unless the damage is 7 or more or from a critical hit, it drops to 1 hit point instead.

#### ACTIONS

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

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

### BROWN BEAR

*Large beast, unaligned*

**Armor Class** 11 (natural armor)

**Hit Points** 34 (4d10 + 12)

**Speed** 40 ft., climb 30 ft.

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

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 1 (200 XP)

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

#### ACTIONS

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

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

**Hit:** 8 (1d8 + 4) piercing damage.

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

**Hit:** 11 (2d6 + 4) slashing damage.

## CAT

*Tiny beast, unaligned*

**Armor Class** 12

**Hit Points** 2 (1d4)

**Speed** 40 ft., climb 30 ft.

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

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** —

**Challenge** 0 (10 XP)

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

### ACTIONS

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

*Hit:* 1 slashing damage.

## CONSTRICTOR SNAKE

*Large beast, unaligned*

**Armor Class** 12

**Hit Points** 13 (2d10 + 2)

**Speed** 30 ft., swim 30 ft.

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

**Senses** blindsight 10 ft., passive Perception 10

**Languages** —

**Challenge** 1/4 (50 XP)

### ACTIONS

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

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

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

## CROCODILE

*Large beast, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 19 (3d10 + 3)

**Speed** 20 ft., swim 30 ft.

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

**Skills** Stealth +2

**Senses** passive Perception 10

**Languages** —

**Challenge** 1/2 (100 XP)

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

## ACTIONS

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

*Hit:* 7 (1d10 + 2) piercing damage, and the target is grappled.

Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

## DIRE WOLF

*Large beast, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 37 (5d10 + 10)

**Speed** 50 ft.

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

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** —

**Challenge** 1 (200 XP)

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

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

### ACTIONS

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

*Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

## FROG

*Tiny beast, unaligned*

**Armor Class** 11

**Hit Points** 1 (1d4 − 1)

**Speed** 20 ft., swim 20 ft.

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

**Skills** Perception +1, Stealth +3

**Senses** darkvision 30 ft., passive Perception 11

**Languages** —

**Challenge** 0 (0 XP)

**Amphibious.** The frog can breathe air and water.

**Standing Leap.** As part of its movement and without a running start, the frog can long jump up to 10 feet and high jump up to 5 feet.

## GIANT EAGLE

Large beast, neutral good

**Armor Class** 13

**Hit Points** 26 (4d10 + 4)

**Speed** 10 ft., fly 80 ft.

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

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** Giant Eagle, understands Common but doesn't speak it

**Challenge** 1 (200 XP)

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

### ACTIONS

**Multiattack.** The eagle makes two attacks, one with its beak and one with its talons.

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

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

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

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

## GIANT SPIDER

Large beast, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 26 (4d10 + 4)

**Speed** 30 ft., climb 30 ft.

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

**Skills** Stealth +7

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

**Languages** —

**Challenge** 1 (200 XP)

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

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

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

### ACTIONS

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

*Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, and paralyzed while poisoned in this way.

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

## HAWK (FALCON)

Tiny beast, unaligned

**Armor Class** 13

**Hit Points** 1 (1d4 – 1)

**Speed** 10 ft., fly 60 ft.

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

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** —

**Challenge** 0 (10 XP)

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

### ACTIONS

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

*Hit:* 1 slashing damage.

## IMP

Tiny fiend (devil, shapeshifter), lawful evil

**Armor Class** 13

**Hit Points** 10 (3d4 + 3)

**Speed** 20 ft., fly 40 ft. (20 ft. in rat form; 20 ft., fly 60 ft. in raven form; 20 ft., climb 20 ft. in spider form)

STR	DEX	CON	INT	WIS	CHA
6 (–2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

**Skills** Deception +4, Insight +3, Persuasion +4, Stealth +5

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Infernal, Common

**Challenge** 1 (200 XP)

**Shapeshifter.** The imp can use its action to polymorph into the beast form of a rat, a raven, or a spider, or into its devil form. Its statistics are the same in each form, although its attack is different in some of them. Any equipment it carries is not transformed. If slain, the imp reverts to its devil form.

**Devil's Sight.** Magical darkness doesn't impede the imp's darkvision.

**Magic Resistance.** The imp has advantage on saving throws against spells and other magical effects.

## ACTIONS

**Sting (Bite in Beast Form).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

**Invisibility.** The imp turns invisible until it attacks or until its concentration ends. Anything the invisible imp is carrying or wearing is invisible as long as it remains in contact with the imp.

## LION

*Large beast, unaligned*

**Armor Class** 12

**Hit Points** 26 (4d10 + 4)

**Speed** 50 ft.

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

**Skills** Perception +3, Stealth +6

**Senses** passive Perception 13

**Languages** —

**Challenge** 1 (200 XP)

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

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

**Pounce.** If the lion moves at least 20 feet straight toward a target right before hitting it with a claw attack, the target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can take a bonus action to make one bite attack against it.

**Running Leap.** As part of its movement and after a 10-foot running start, the lion can long jump up to 25 feet.

## ACTIONS

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

*Hit:* 7 (1d8 + 3) piercing damage.

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

*Hit:* 6 (1d6 + 3) slashing damage.

## MASTIFF

*Medium beast, unaligned*

**Armor Class** 12

**Hit Points** 5 (1d8 + 1)

**Speed** 40 ft.

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

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 1/8 (25 XP)

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

## ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

## MULE

*Medium beast, unaligned*

**Armor Class** 10

**Hit Points** 11 (2d8 + 2)

**Speed** 40 ft.

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

**Senses** passive Perception 10

**Languages** —

**Challenge** 1/8 (25 XP)

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

**Sure-Footed.** Whenever the mule would be knocked prone, it stays on its feet if it succeeds on a DC 10 Dexterity saving throw.

## ACTIONS

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

*Hit:* 4 (1d4 + 2) bludgeoning damage.



IMP

## OWL

*Tiny beast, unaligned*

**Armor Class** 11

**Hit Points** 1 (1d4 – 1)

**Speed** 5 ft., fly 60 ft.

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

**Skills** Perception +3, Stealth +3

**Senses** darkvision 120 ft., passive Perception 13

**Languages** —

**Challenge** 0 (10 XP)

**Flyby.** The owl provokes no opportunity attacks when it flies out of an enemy's reach.

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

### ACTIONS

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

*Hit:* 1 slashing damage.

## PANTHER

*Medium beast, unaligned*

**Armor Class** 12

**Hit Points** 13 (3d8)

**Speed** 50 ft., climb 40 ft.

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

**Skills** Perception +4, Stealth +6

**Senses** passive Perception 14

**Languages** —

**Challenge** 1/4 (50 XP)

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

**Pounce.** If the panther moves at least 20 feet straight toward a creature right before hitting it with a claw attack, the target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can take a bonus action to make one bite attack against it.

### ACTIONS

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

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

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

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

## POISONOUS SNAKE

*Tiny beast, unaligned*

**Armor Class** 13

**Hit Points** 2 (1d4)

**Speed** 30 ft., swim 30 ft.

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

**Senses** blindsight 10 ft., passive Perception 10

**Languages** —

**Challenge** 1/8 (25 XP)

### ACTIONS

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

*Hit:* 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

## PSEUDODRAGON

*Tiny dragon, neutral good*

**Armor Class** 13 (natural armor)

**Hit Points** 7 (2d4 + 2)

**Speed** 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

**Skills** Perception +3, Stealth +4

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

**Languages** understands Common and Draconic but doesn't speak

**Challenge** 1/4 (50 XP)

**Keen Senses.** The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

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

**Limited Telepathy.** The pseudodragon can communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

### ACTIONS

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

*Hit:* 4 (1d4 + 2) piercing damage.

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

*Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If its saving throw result is 6 or lower, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to wake it.

## QUASIT

*Tiny fiend (demon, shapchanger), chaotic evil*

**Armor Class** 13

**Hit Points** 7 (3d4)

**Speed** 40 ft. (10 ft., fly 40 ft. in bat form; 40 ft., climb 40 ft. in centipede form; 40 ft., swim 40 ft. in toad form)

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

**Skills** Stealth +5

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Abyssal, Common

**Challenge** 1 (200 XP)

**Shapechanger.** The quasit can use its action to polymorph into the beast form of a bat, centipede, or toad, or into its demon form. Its statistics are the same in each form, although its attack is different in some of them. Any equipment it carries is not transformed. If slain, the quasit reverts to its demon form.

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

### ACTIONS

**Claws (Bite in Beast Form).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect early on a success.

**Scare (1/Day).** One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect early on a success.

**Invisibility.** The quasit turns invisible until it attacks or uses Scare, or until its concentration ends. Anything the invisible quasit is carrying or wearing is invisible as long as it remains in contact with the quasit.

## RAT

*Tiny beast, unaligned*

**Armor Class** 10

**Hit Points** 1 (1d4 – 1)

**Speed** 20 ft.

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

**Senses** darkvision 30 ft., passive Perception 10

**Languages** —

**Challenge** 0 (10 XP)

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

### ACTIONS

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

*Hit:* 1 piercing damage.

## RAVEN

*Tiny beast, unaligned*

**Armor Class** 12

**Hit Points** 1 (1d4 – 1)

**Speed** 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	14 (+2)	8 (–1)	2 (–4)	12 (+1)	6 (–2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 0 (10 XP)

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

### ACTIONS

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

*Hit:* 1 piercing damage.

## REEF SHARK

*Medium beast, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 22 (4d8 + 4)

**Speed** 0 ft., swim 40 ft.

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

**Skills** Perception +2

**Senses** blindsight 30 ft., passive Perception 12

**Languages** —

**Challenge** 1/2 (100 XP)

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

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

### ACTIONS

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

*Hit:* 6 (1d8 + 2) piercing damage.



## RIDING HORSE

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 60 ft.

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

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

### ACTIONS

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

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

## SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands languages it knew in life but can't speak

Challenge 1/4 (50 XP)

### ACTIONS

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

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

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80 ft./320 ft., one target.

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

## SPRITE

Tiny fey, neutral good

Armor Class 15 (leather armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

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

**Skills** Perception +3, Stealth +8 (the check is made with disadvantage if the sprite is flying)

**Senses** passive Perception 13

**Languages** Common, Elvish, Sylvan

Challenge 1/4 (50 XP)

### ACTIONS

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

*Hit:* 1 slashing damage.



SKELETON

**Shortbow.** *Ranged Weapon Attack:* +6 to hit, range 40 ft./160 ft., one target. *Hit:* 1 piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to wake it.

**Heart Sight.** The sprite touches a creature and knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

**Invisibility.** The sprite turns invisible until it attacks or casts a spell, or until its concentration ends. Anything the invisible sprite is carrying or wearing is invisible as long as it remains in contact with the sprite.

### VARIANT: WARHORSE ARMOR

An armored warhorse has an Armor Class based on the type of barding worn (see chapter 5 for more information on barding). Its Armor Class includes the horse's Dexterity modifier, where applicable.

AC	Barding	AC	Barding
12	Leather	16	Chain mail
13	Studded leather	17	Splint
14	Ring mail	18	Plate
15	Scale mail		

## TIGER

Large beast, unaligned

Armor Class 12

Hit Points 37 (5d10 + 10)

Speed 40 ft.

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

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

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

**Pounce.** If the tiger moves at least 20 feet straight toward a creature right before hitting it with a claw attack, the target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tiger can take a bonus action to make one bite attack against it.

### ACTIONS

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

*Hit:* 8 (1d10 + 3) piercing damage.

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

*Hit:* 7 (1d8 + 3) slashing damage.

## WARHORSE

Large beast, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 60 ft.

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

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

**Trampling Charge.** If the horse moves at least 20 feet straight toward a creature right before hitting it with a hooves attack, the target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can take a bonus action to make another attack with its hooves against the target.

### ACTIONS

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

*Hit:* 11 (2d6 + 4) bludgeoning damage.

## WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

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

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

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

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

### ACTIONS

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

*Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

## ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

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

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

### ACTIONS

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

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