

WEASEL

Tiny beast, Unaligned

Armor Class 13

Hit Points 1 (1d4-1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	8 (-1)	2 (-4)	12 (+1)	3 (-4)

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages —

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

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5ft., one creature. Hit: 1 piercing damage.

BADGER

Tiny Beast, Unaligned

Armor Class 10

Hit Points 3 (1d4 + 1)

Speed 20ft., burrow 5ft.

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

Condition Immunities groggy

Senses darkvision 30 ft., passive Perception 11

Languages —

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell. know.

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5ft., one target. Hit: 1 piercing damage.

GIANT RAT

Small Beast, Unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages —

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

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

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 4 (1d4 + 2) piercing damage.

BOAR

Medium beast, Unaligned

Armor Class 11 (natural armor)

Hit Points 11 (2d8+2)

Speed 40ft.

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

Senses passive Perception 9

Languages —

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

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Tusk. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

PANTHER

Medium Beast, Unaligned

Armor Class 12
Hit Points 13(3d8)
Speed 50ft., climb 40ft.

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 —

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 and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

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.

GIANT BADGER

Medium Beast, Unaligned

Armor Class 10
Hit Points 13(2d8+4)
Speed 11ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11

Languages —

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

Actions

Multiattack. The badger 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: 4 (1d6 + 1) piercing damage.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

DIRE WOLF

Large Beast, Unaligned

Armor Class 14
Hit Points 37(5d10+10)
Speed 50ft.

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 —

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 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 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.

GIANT ELK

Huge Beast, Unaligned

Armor Class 14 (natural armor)

Hit Points 42 (5d12 + 10)

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	7 (-2)	14 (+2)	10 (+0)

Skills Perception +4

Senses passive Perception 14

Languages Giant Elk, understands Common, Elvish, Sylvan but can't speak them

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Ram. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one prone creature. Hit: 22 (4d8 + 4) bludgeoning damage.

GIANT BOAR

Large Beast, Unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Senses passive Perception 8

Languages —

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Tusk. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

WINTER WOLF

Large Monstrosity, Neutral Evil

Armor Class 13 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5, Stealth +3

Damage Immunities cold

Senses passive Perception 15

Languages Common, Giant, Winter Wolf

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 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 isn't incapacitated.

Snow Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5–6). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

ELEPHANT

Huge Beast, Unaligned

Armor Class 12 (natural armor)
Hit Points 76 (8d12 + 24)
Speed 40ft.

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

Senses passive Perception 10

Languages —

Trampling Charge. If the elephant moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

GIANT CROCODILE

Huge Beast, Unaligned

Armor Class 14 (natural armor)
Hit Points 85 (9d12 + 27)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Skills Stealth +5
Senses passive Perception 10
Languages —

Hold Breath. The crocodile can hold its breath for 30 minutes.

Actions

Multiattack. The crocodile makes two attacks: one with its bite and one with its tail.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. Melee Weapon Attack: +8 to hit, reach 10 ft., one target not grappled by the crocodile. **Hit:** 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

MAMMOTH

Huge Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 126 (11d12 + 55)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10
Languages —

Trampling Charge. If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

Actions

Gore. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 25 (4d8 + 7) piercing damage.

Stomp. Melee Weapon Attack: +10 to hit, reach 5 ft., one prone creature. **Hit:** 29 (4d10 + 7) bludgeoning damage.

GIANT APE

Huge Beast, Unaligned

Armor Class 12
Hit Points 157 (15d12 + 60)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

Skills Athletics +9, Perception +4
Senses passive Perception 14
Languages —

Actions

Multiattack. The ape makes two fist attacks.

Fist. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. **Hit:** 22 (3d10 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 50/100 ft., one target. **Hit:** 30 (7d6 + 6) bludgeoning damage.