

BROWN BEAR

ABILITIES

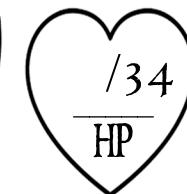
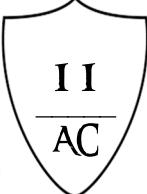
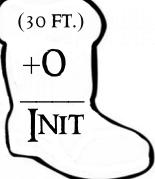
Multiattack. Make two attacks: one bite and one claw.

ATTACKS (+5)

Bite. Melee, 1d8+4 piercing.
Claws. Melee, 2d6+4 slashing.

FEATURES

Keen Smell. Advantage on WIS checks using smell.
Climbing. Climbing does not cost extra movement.



STRENGTH	+4
DEXTERITY	+0
CONSTITUTION	+3
INTELLIGENCE	+1
WISDOM	+5
CHARISMA	-1



GIANT TOAD

ABILITIES

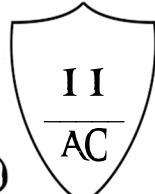
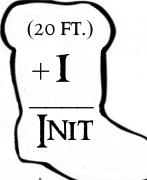
Swallow. After you bite a grappled target, you may swallow the target if it's smaller than you, ending the grapple. It is blinded and restrained and takes 3d6 acid at the start of each of your turns until it (or the toad) dies. Only one target may be swallowed at a time.

ATTACKS (+4)

Bite. Melee, 1d10+2 piercing + 1d10 poison. Target is grappled and restrained (escape DC 13). You may not bite a different target while grappling.

FEATURES

Standing Leap. The toad can jump up to its move speed from standing.
Amphibious. The toad can breathe air and water, and it can swim at double movement speed.



STRENGTH	+2
DEXTERITY	+1
CONSTITUTION	+1
INTELLIGENCE	+1
WISDOM	+5
CHARISMA	-1



DIRE WOLF

ABILITIES (DC 13)

Takedown. After you bite a target, you may attempt to knock it prone (STR save).

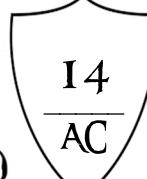
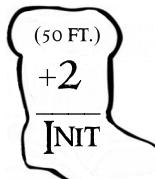
ATTACKS (+5)

Bite. Melee, 2d6+3 piercing.

FEATURES

Keen Hearing and Smell. Advantage on WIS checks using hearing or smell.

Pack Tactics. Advantage on attacks against a creature if a non-incapacitated ally is within 5 ft. of the creature.



STRENGTH	+3
DEXTERITY	+2
CONSTITUTION	+2
INTELLIGENCE	+1
WISDOM	+5
CHARISMA	-1

