

Appendix A: Animals

This appendix provides stat blocks for animals of the Beast type—along with many of their gigantic or mythologized kin—in alphabetical order. Most represent versions of animals that exist (or existed) in the real world. You can find descriptions of these creatures in dictionaries or other educational sources, or you might create new roles for them in your D&D worlds.

Use these stat blocks to represent the creatures they're named for or other similar creatures. For example, the [Panther](#) stat block can also represent a mountain lion, while the [Giant Goat](#) stat block might represent a buffalo. Any of these stat blocks might also serve as fantastical animals with distinctive names and cosmetic details unique to your D&D adventures.

FANTASTIC ANIMALS

The following stat blocks in this appendix represent fantastical versions of real-world animals:

Blood Hawk: Excessively aggressive hawklike avians known for stealing gems

Flying Snake: Winged, venomous snakes often trained to serve as messengers

Giant Eagle: Mighty eagles that aid heroes

Giant Elk: Mystical guardians of the forest

Giant Fire Beetle: Glowing, cave-dwelling beetles

Giant Owl: Avian sages and soothsayers

Giant Vulture: Vicious vultures that serve villains

Animals A-Z

ALLOSAURUS

Large Beast (Dinosaur), Unaligned

AC 13 **Initiative +1 (11)**

HP 51 (6d10 + 18)

Speed 60 ft.

		MUD	SAVE			MUD	SAVE
STR	19	+4	+4	INT	2	-4	-4
DEX	13	+1	+1	WIS	12	+1	+1
CON	17	+3	+3	CHA	5	-3	-3

Skills Perception +5

Senses Passive Perception 15

Languages None

CR 2 (XP 450; PB +2)

Actions

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 15 (2d10 + 4) Piercing damage.

Claws. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d8 + 4) Slashing damage. If the target is a Large or smaller creature and the allosaurus moved 30+ feet straight toward it immediately before the hit, the target has the **Prone** condition, and the allosaurus can make one Bite attack against it.

ARTIST: ALEJANDRO PACHECO



ANKYLOSAURUS

ANKYLOSAURUS

Huge Beast (Dinosaur), Unaligned

AC 15 **Initiative +0 (10)**

HP 68 (8d12 + 16)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	19	+4	+6	INT	2	-4
DEX	11	+0	+0	WIS	12	+1
CON	15	+2	+2	CHA	5	-3

Senses Passive Perception 11

Languages None

CR 3 (XP 700; PB +2)

Actions

Multiattack. The ankylosaurus makes two Tail attacks.

Tail. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 9 (1d10 + 4) Bludgeoning damage. If the target is a Huge or smaller creature, it has the **Prone** condition.

APE

Medium Beast, Unaligned

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

HP 19 (3d8 + 6)

Speed 30 ft., Climb 30 ft.

		MOD	SAVE		MOD	SAVE
STR	16	+3	+3	INT	6	-2
DEX	14	+2	+2	WIS	12	+1
CON	14	+2	+2	CHA	7	-2

Skills **Athletics** +5, **Perception** +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.

ARCHELON

Huge Beast (Dinosaur), Unaligned

AC 17 **Initiative** +3 (13)

HP 90 (12d12 + 12)

Speed 20 ft., Swim 80 ft.

		MOD	SAVE		MOD	SAVE
STR	18	+4	+4	INT	4	-3
DEX	16	+3	+3	WIS	14	+2
CON	13	+1	+1	CHA	6	-2

Skills **Stealth** +5

Senses Passive Perception 12

Languages None

CR 4 (XP 1,100; PB +2)

Traits

Amphibious. The archelon can breathe air and water.

Actions

Multiattack. The archelon makes two Bite attacks.

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 14 (3d6 + 4) Piercing damage.



ARCHELON

BABOON

Small Beast, Unaligned

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

HP 3 (1d6)

Speed 30 ft., Climb 30 ft.

		MOD	SAVE		MOD	SAVE
STR	8	-1	-1	INT	4	-3
DEX	14	+2	+2	WIS	12	+1
CON	11	+0	+0	CHA	6	-2

Senses Passive Perception 11

Languages None

CR 0 (XP 10; PB +2)

Traits

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

Actions

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

BADGER

Tiny Beast, Unaligned

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

HP 5 (1d4 + 3)

Speed 20 ft., Burrow 5 ft.

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

Skills Perception +3

Resistances Poison

Senses Darkvision 30 ft.; Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Actions

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

BAT

Tiny Beast, Unaligned

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

HP 1 (1d4 - 1)

Speed 5 ft., Fly 30 ft.

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

Senses **Blindsight** 60 ft.; Passive Perception 11

Languages None

CR 0 (XP 10; PB +2)

Actions

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

BLACK BEAR

Medium Beast, Unaligned

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

HP 19 (3d8 + 6)

Speed 30 ft., Climb 30 ft., Swim 30 ft.

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

Skills **Perception** +5

Senses **Darkvision** 60 ft.; Passive Perception 15

Languages None

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

Actions

Multiattack. The bear makes two Rend attacks.

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

BLOOD HAWK

Small Beast, Unaligned

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

HP 7 (2d6)

Speed 10 ft., Fly 60 ft.

		MOD	SAVE		MOD	SAVE
STR	6	-2	-2	INT	3	-4
DEX	14	+2	+2	WIS	14	+2
CON	10	+0	+0	CHA	5	-3

Skills Perception +6

Senses Passive Perception 16

Languages None

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

Traits

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

Actions

Beak. Melee Attack Roll: +4, reach 5 ft. Hit: 4 (1d4 + 2) Piercing damage, or 6 (1d8 + 2) Piercing damage if the target is **Bleeding**.

BOAR

Medium Beast, Unaligned

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

HP 13 (2d8 + 4)

Speed 40 ft.

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

Senses Passive Perception 9

Languages None

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

Traits

Bleeding Fury. While **Bleeding**, the boar has Advantage on attack rolls.

Actions

Gore. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Piercing damage. If the target is a Medium or smaller creature and the boar moved 20+ feet straight toward it immediately before the hit, the target takes an extra 3 (1d6) Piercing damage and has the **Prone** condition.



A DRUID CALLS ON ANIMALS OF THE HILLS AND MOUNTAINS TO AID HER CAUSE

BROWN BEAR

Large Beast, Unaligned

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

HP 22 (3d10 + 6)

Speed 40 ft., Climb 30 ft.

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

Skills Perception +3

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 1 (XP 200; PB +2)

Actions

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

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

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

ARTIST: POLAR ENGINE



CAMEL

CAMEL

Large Beast, Unaligned

AC 10 **Initiative** -1 (9)

HP 17 (2d10 + 6)

Speed 50 ft.

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

Senses **Darkvision** 60 ft.; Passive Perception 10

Languages None

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

Actions

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

CAT

Tiny Beast, Unaligned

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

HP 2 (1d4)

Speed 40 ft., Climb 40 ft.

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

Skills Perception +3, Stealth +4

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Traits

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

Actions

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

CONSTRICCTOR SNAKE

Large Beast, Unaligned

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

HP 13 (2d10 + 2)

Speed 30 ft., Swim 30 ft.

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

Skills Perception +2, Stealth +4

Senses 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** condition (escape DC 12).

ARTIST: ALEJANDRO PACHECO



CONSTRICCTOR SNAKE

CRAB

Tiny Beast, Unaligned

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

HP 3 (1d4 + 1)

Speed 20 ft., **Swim** 20 ft.

		MOD	SAVE		MOD	SAVE
STR	6	-2	-2	INT	1	-5
DEX	11	+0	+0	WIS	8	-1
CON	12	+1	+1	CHA	2	-4

Skills **Stealth** +2

Senses **Blindsight** 30 ft.; Passive Perception 9

Languages None

CR 0 (XP 10; PB +2)

Traits

Amphibious. The crab can breathe air and water.

Actions

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

CROCODILE

Large Beast, Unaligned

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

HP 13 (2d10 + 2)

Speed 20 ft., Swim 30 ft.

		MOD	SAVE		MOD	SAVE
STR	15	+2	+2	INT	2	-4
DEX	10	+0	+0	WIS	10	+0
CON	13	+1	+3	CHA	5	-3

Skills **Stealth** +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** condition (escape DC 12). While Grappled, the target has the **Restrained** condition.

Our gods' proscriptions are clear. I won't order my warriors to

retch the head off the crocodile thousand teeth—no matter how many it devours. You adventurers, on the other hand ...

—QUEEN OTHOKENT, LIZARDFOLK SOVEREIGN

DEER

Medium Beast, Unaligned

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

HP 4 (1d8)

Speed 50 ft.

		MOD	SAVE		MOD	SAVE
STR	11	+0	+0	INT	2	-4
DEX	16	+3	+3	WIS	14	+2
CON	11	+0	+0	CHA	5	-3

Skills Perception +4

Senses Darkvision 60 ft.; Passive Perception 14

Languages None

CR 0 (XP 10; PB +2)

Traits

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

Actions

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



DIRE WOLF

DIRE WOLF

Large Beast, Unaligned

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

HP 22 (3d10 + 6)

Speed 50 ft.

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

Skills Perception +5, Stealth +4

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

CR 1 (XP 200; PB +2)

Traits

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

Actions

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

creature, it has the **Prone** condition.

DRAFT HORSE

Large Beast, Unaligned

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

HP 15 (2d10 + 4)

Speed 40 ft.

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

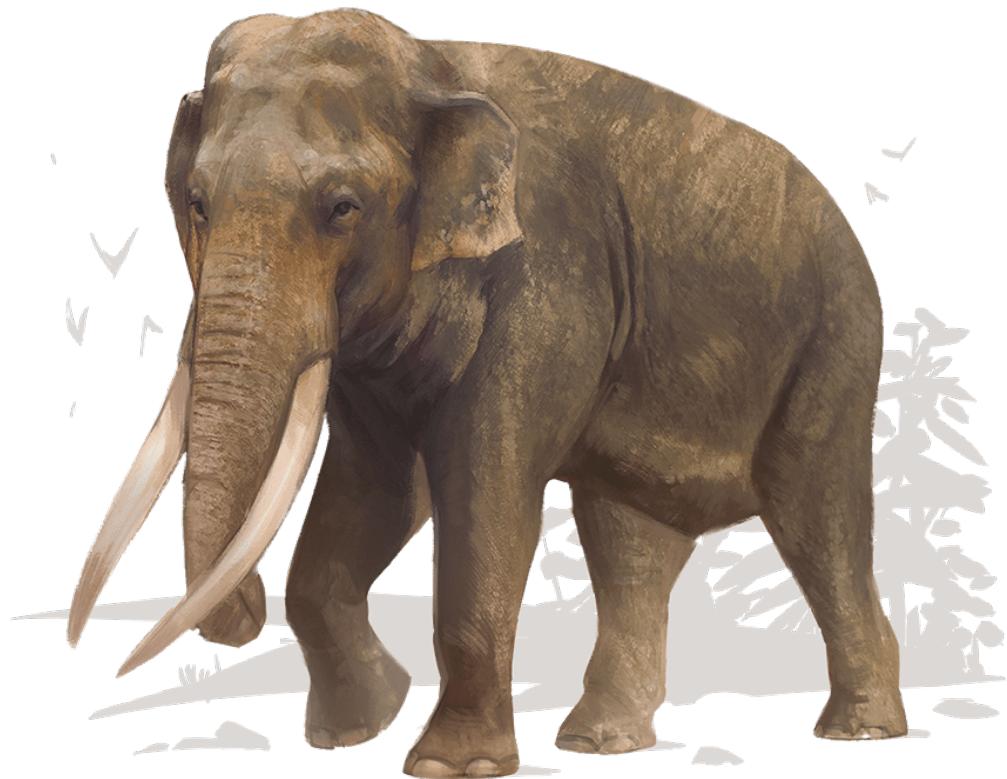
Senses Passive Perception 10

Languages None

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

Actions

Hooves. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 6 (1d4 + 4) Bludgeoning damage.



ELEPHANT

ELEPHANT

Huge Beast, Unaligned

AC 12 **Initiative** -1 (9)

HP 76 (8d12 + 24)

Speed 40 ft.

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

Senses Passive Perception 10

Languages None

CR 4 (XP 1,100; PB +2)

Actions

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** condition.

CONTINUUM.

Bonus Actions

Trample. Dexterity Saving Throw: DC 16, one creature within 5 feet that has the **Prone** condition. Failure: 17 (2d10 + 6) Bludgeoning damage. Success: Half damage.

EAGLE

Small Beast, Unaligned

AC 12 Initiative +2 (12)

HP 4 (1d6 + 1)

Speed 10 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE		
STR	6	-2	-2	INT	2	-4	-4
DEX	15	+2	+2	WIS	14	+2	+2
CON	12	+1	+1	CHA	7	-2	-2

Skills Perception +6

Senses Passive Perception 16

Languages None

CR 0 (XP 10; PB +2)

Actions

Talons. Melee Attack Roll: +4, reach 5 feet. Hit: 4 (1d4 + 2) Slashing damage.

ELK

Large Beast, Unaligned

AC 10 Initiative +0 (10)

HP 11 (2d10)

Speed 50 ft.

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

Skills Perception +2

Senses Darkvision 60 ft.; Passive Perception 12

Languages None

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

Actions

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

FLYING SNAKE

Tiny Monstrosity, Unaligned

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

HP 5 (2d4)

Speed 30 ft., Fly 60 ft., Swim 30 ft.

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

Senses Blindsight 10 ft.; Passive Perception 11

Languages None

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

Traits

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

Actions

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

Bite. Melee Attack Roll: +4, reach 5 ft. Hit: 1 Piercing damage plus 0 (2d4) + Vision damage.

FROG

Tiny Beast, Unaligned

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

HP 1 (1d4 - 1)

Speed 20 ft., Swim 20 ft.

		MOD	SAVE		MOD	SAVE
STR	1	-5	-5	INT	1	-5
DEX	13	+1	+1	WIS	8	-1
CON	8	-1	-1	CHA	3	-4

Skills Perception +1, Stealth +3

Senses Darkvision 30 ft.; Passive Perception 11

Languages None

CR 0 (XP 10; PB +2)

Traits

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's Long Jump is up to 10 feet and its High Jump is up to 5 feet with or without a running start.

Actions

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



A GIANT APE DEFENDS ITS
TERRITORY FROM GIANT BATS

GIANT APE

Huge Beast, Unaligned

AC 12 Initiative +5 (15)

HP 168 (16d12 + 64)

Speed 40 ft., Climb 40 ft.

	MOD	SAVE		MOD	SAVE
STR	23	+6	+6	INT	5
DEX	14	+2	+2	WIS	12
CON	18	+4	+4	CHA	7

Skills Athletics +9, Perception +4, Survival +4

Senses Passive Perception 14

Languages None

CR 7 (XP 2,900; PB +3)

Actions

Multiattack. The ape makes two Fist attacks.

Fist. *Melee Attack Roll:* +9, reach 10 ft. *Hit:* 22 (3d10 + 6) Bludgeoning damage.

Boulder Toss (Recharge 6). The ape hurls a boulder at a point it can see within 90 feet. *Dexterity Saving Throw:* DC 17, each creature in a 5-foot-radius **Sphere** centered on that point. *Failure:* 24 (7d6) Bludgeoning damage. If the target is a Large or smaller creature, it has the **Prone** condition. *Success:* Half damage only.

Bonus Actions

Leap. The ape jumps up to 30 feet by spending 10 feet of movement.

GIANT BADGER

Medium Beast, Unaligned

AC 13 Initiative +0 (10)

HP 15 (2d8 + 6)

Speed 30 ft., Burrow 10 ft.

		MOD	SAVE		MOD	SAVE
STR	13	+1	+1	INT	2	-4
DEX	10	+0	+0	WIS	12	+1
CON	17	+3	+3	CHA	5	-3

Skills Perception +3

Resistances Poison

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

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

Actions

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

GIANT BAT

Large Beast, Unaligned

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

HP 22 (4d10)

Speed 10 ft., Fly 60 ft.

		MOD	SAVE		MOD	SAVE
STR	15	+2	+2	INT	2	-4
DEX	16	+3	+3	WIS	12	+1
CON	11	+0	+0	CHA	6	-2

Senses Blindsight 120 ft.; Passive Perception 11

Languages None

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

Actions

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

ARTIST: POLAR ENGINE



Giant Boar

GIANT BOAR

Large Beast, Unaligned

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

HP 42 (5d10 + 15)

Speed 40 ft.

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

Senses Passive Perception 8

Languages None

CR 2 (XP 450; PB +2)

Traits

Bloodied Fury. The boar has Advantage on melee attack rolls while it is **Bloodied**.

Actions

Gore. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage. If the target is a Large or smaller creature and the boar moved 20+ feet straight toward it immediately before the hit, the target takes an extra 7 (2d6) Piercing damage and has the **Prone** condition.

GIANT CENTIPEDE

Small Beast, Unaligned

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

HP 9 (2d6 + 2)

Speed 30 ft., Climb 30 ft.

		MOD	SAVE		MOD	SAVE
STR	5	-3	-3	INT	1	-5
DEX	14	+2	+2	WIS	7	-2
CON	12	+1	+1	CHA	3	-4

Senses **Blindsight** 30 ft.; Passive Perception 8

Languages None

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

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage, and the target has the **Poisoned** condition until the start of the centipede's next turn.

GIANT CONSTRICTOR SNAKE

Huge Beast, Unaligned

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

HP 60 (8d12 + 8)

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

		MOD	SAVE		MOD	SAVE
STR	19	+4	+4	INT	1	-5
DEX	14	+2	+2	WIS	10	+0
CON	12	+1	+1	CHA	3	-4

Skills Perception +2

Senses Blindsight 10 ft.; Passive Perception 12

Languages None

CR 2 (XP 450; PB +2)

Actions

Multiattack. The snake makes one Bite attack and uses Constrict.

Bite. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 11 (2d6 + 4) Piercing damage.

Constrict. *Strength Saving Throw:* DC 14, one Large or smaller creature the snake can see within 10 feet. *Failure:* 13 (2d8 + 4) Bludgeoning damage, and the target has the **Grappled** condition (escape DC 14).

We skirted the coastlines of several islands, sailing south by west until we reached a small peninsula cut off from the main island by a massive stone wall. We were well received by the people of Tanaroa, the small village that guards this wall. The villagers have no name for the large island other than the Isle of Dread.

—RORY BARBAROSA, LOG OF THE *GALLIVANT*

GIANT CRAB

Medium Beast, Unaligned

AC 15 Initiative +1 (11)

HP 13 (3d8)

Speed 30 ft., Swim 30 ft.

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

Skills **Stealth** +3

Senses **Blindsight** 30 ft.; Passive Perception 9

Languages None

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

Traits

Amphibious. The crab can breathe air and water.

Actions

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



GIANT CRAB

GIANT CROCODILE

Huge Beast, Unaligned

AC 14 Initiative -1 (9)

HP 85 (9d12 + 27)

Speed 30 ft., Swim 50 ft.

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

Skills **Stealth** +5

Senses Passive Perception 10

Languages None

CR 5 (XP 1,800; PB +3)

Traits

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

Actions

Multiattack. The crocodile makes one Bite attack and one Tail attack.

Bite. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 21 (3d10 + 5) Piercing damage. If the target is a Large or smaller creature, it has the **Grappled** condition (escape DC 15). While Grappled, the target has the **Restrained** condition and can't be targeted by the crocodile's Tail.

Tail. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 18 (3d8 + 5) Bludgeoning damage. If the target is a Large or smaller creature, it has the **Prone** condition.

GIANT EAGLE

Large Celestial, Neutral Good

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

HP 26 (4d10 + 4)

Speed 10 ft., Fly 80 ft.

		MOD	SAVE		MOD	SAVE
STR	16	+3	+3	INT	8	-1
DEX	17	+3	+3	WIS	14	+2
CON	13	+1	+1	CHA	10	+0

Skills **Perception** +6

Resistances Necrotic, Radiant

Senses Passive Perception 16

Languages Celestial; understands Common and Primordial (Auran) but can't speak them

CR 1 (XP 200; PB +2)

Actions

Multiattack. The eagle makes two Rend attacks.

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

GIANT ELK

Huge Celestial, Neutral Good

AC 14 **Initiative** +6 (16)

HP 42 (5d12 + 10)

Speed 60 ft.

		MOD	SAVE		MOD	SAVE
STR	19	+4	+6	INT	7	-2
DEX	18	+4	+6	WIS	14	+2
CON	14	+2	+2	CHA	10	+0

Skills Perception +4

Resistances Necrotic, Radiant

Senses Darkvision 90 ft.; Passive Perception 14

Languages Celestial; understands Common, Elvish, and Sylvan but can't speak them

CR 2 (XP 450; PB +2)

Actions

Ram. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 11 (2d6 + 4) Bludgeoning damage plus 5 (2d4) Radiant damage. If the target is a Huge or smaller creature and the elk moved 20+ feet straight toward it immediately before the hit, the target takes an extra 5 (2d4) Bludgeoning damage and has the **Prone** condition.

GIANT FIRE RIFT IF

~~SECRET BEETLE~~

Small Beast, Unaligned

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

HP 4 (1d6 + 1)

Speed 30 ft., Climb 30 ft.

		MOD	SAVE		MOD	SAVE
STR	8	-1	-1	INT	1	-5
DEX	10	+0	+0	WIS	7	-2
CON	12	+1	+1	CHA	3	-4

Resistances Fire

Senses **Blindsight** 30 ft.; Passive Perception 8

Languages None

CR 0 (XP 10; PB +2)

Traits

Illumination. The beetle sheds **Bright Light** in a 10-foot radius and **Dim Light** for an additional 10 feet.

Actions

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

GIANT FROG

Medium Beast, Unaligned

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

HP 18 (4d8)

Speed 30 ft., Swim 30 ft.

		MOD	SAVE		MOD	SAVE
STR	12	+1	+1	INT	2	-4
DEX	13	+1	+1	WIS	10	+0
CON	11	+0	+0	CHA	3	-4

Skills **Perception** +2, **Stealth** +4

Senses Darkvision 30 ft.; Passive Perception 12

Languages None

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

Traits

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's Long Jump is up to 20 feet and its High Jump is up to 10 feet with or without a running start.

Actions

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage. If the target is a Medium or smaller creature, it has the **Grappled** condition (escape DC 11).

Swallow. The frog swallows a Small or smaller target it is grappling. While swallowed, the target isn't **Grappled** but has the **Blinded** and **Restrained** conditions, and it has **Total Cover** against attacks and other effects outside the frog. While swallowing the target, the frog can't use Bite, and if the frog dies, the swallowed target is no longer Restrained and can escape from the corpse using 5 feet of movement, exiting with the **Prone** condition.

At the end of the frog's next turn, the swallowed target takes 5 (2d4) Acid damage. If that damage doesn't kill it, the frog disgorges it, causing it to exit Prone.

ARTIST: PINDURSKI



GIANT GOAT

GIANT GOAT

Large Beast, Unaligned

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

HP 19 (3d10 + 3)

Speed 40 ft., Climb 30 ft.

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

Skills Perception +3

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

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

Actions

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

GIANT HYENA

Large Beast, Unaligned

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

HP 45 (6d10 + 12)

Speed 50 ft.

		MOD	SAVE		MOD	SAVE
STR	16	+3	+3	INT	2	-4
DEX	14	+2	+2	WIS	12	+1
CON	14	+2	+2	CHA	7	-2

Skills Perception +3

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 1 (XP 200; PB +2)

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage.

Bonus Actions

Rampage (1/Day). Immediately after dealing damage to a creature that was already **Bloodied**, the hyena can move up to half its Speed, and it makes one Bite attack.

GIANT LIZARD

Large Beast, Unaligned

AC 12 **Initiative** +1 (11)

HP 19 (3d10 + 3)

Speed 40 ft., Climb 40 ft.

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

Senses Darkvision 60 ft.; Passive Perception 10

Languages None

CR 1/4 (XP 50; 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:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage.



Giant Lizard

GIANT OCTOPUS

Large Beast, Unaligned

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

HP 45 (7d10 + 7)

Speed 10 ft., **Swim** 60 ft.

		MOD	SAVE		MOD	SAVE
STR	17	+3	+3	INT	5	-3
DEX	13	+1	+1	WIS	10	+0
CON	13	+1	+1	CHA	4	-3

Skills Perception +4, Stealth +5

Senses Darkvision 60 ft.; Passive Perception 14

Languages None

CR 1 (XP 200; PB +2)

Traits

Water Breathing. The octopus can breathe only underwater. It can hold its breath for 1 hour outside water.

Actions

Tentacles. Melee Attack Roll: +5, reach 10 ft. Hit: 10 (2d6 + 3) Bludgeoning damage. If the target is a Medium or smaller creature, it has the **Grappled** condition (escape DC 13) from all eight tentacles. While Grappled, the target has the **Restrained** condition.

Reactions

Ink Cloud (1/Day). Trigger: The octopus takes damage while underwater. Response: The octopus releases ink that fills a 10-foot **Cube** centered on itself, and the octopus moves up to its Swim Speed. The Cube is **Heavily Obscured** for 1 minute or until a strong current or similar effect disperses the ink.

GIANT OWL

Large Celestial, Neutral

AC 12 Initiative +2 (12)

HP 19 (3d10 + 3)

Speed 5 ft., Fly 60 ft.

		MOD	SAVE		MOD	SAVE
STR	13	+1	+1	INT	10	+0
DEX	15	+2	+2	WIS	14	+2
CON	12	+1	+1	CHA	10	+0

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

Resistances Necrotic, Radiant

Senses **Darkvision** 120 ft.; Passive Perception 16

Languages Celestial; understands Common, Elvish, and Sylvan but can't speak them

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

Traits

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

Actions

Talons. Melee Attack Roll: +4, reach 5 ft. Hit: 7 (1d10 + 2) Slashing damage.

Spellcasting. The owl casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability:

At Will: **Detect Evil and Good, Detect Magic**

GIANT RAT

Small Beast, Unaligned

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

HP 7 (2d6)

Speed 30 ft., Climb 30 ft.

		MOD	SAVE		MOD	SAVE
STR	7	-2	-2	INT	2	-4
DEX	16	+3	+5	WIS	10	+0
CON	11	+0	+0	CHA	4	-3

Skills Perception +2

Senses Darkvision 60 ft.; Passive Perception 12

Languages None

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

Traits

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

Actions

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

GIANT SEAHORSE

Large Beast, Unaligned

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

HP 16 (3d10)

Speed 5 ft., Swim 40 ft.

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

GIANT SCORPION

Large Beast, Unaligned

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

HP 52 (7d10 + 14)

Speed 40 ft.

		MOD	SAVE		MOD	SAVE
STR	16	+3	+3	INT	1	-5
DEX	13	+1	+1	WIS	9	-1
CON	15	+2	+2	CHA	3	-4

Senses **Blindsight** 60 ft.; Passive Perception 9

Languages None

CR 3 (XP 700; PB +2)

Actions

Multiattack. The scorpion makes two Claw attacks and one Sting attack.

Claw. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage. If the target is a Large or smaller creature, it has the **Grappled** condition (escape DC 13) from one of two claws.

Sting. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage plus 11 (2d10) Poison damage.

GIANT SHARK

Huge Beast, Unaligned

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

HP 92 (8d12 + 40)

Speed 5 ft., Swim 60 ft.

		MOD	SAVE		MOD	SAVE
STR	23	+6	+6	INT	1	-5
DEX	11	+0	+0	WIS	10	+0
CON	21	+5	+5	CHA	5	-3

Skills Perception +3

Senses Blindsight 60 ft.; Passive Perception 13

Languages None

CR 5 (XP 1,800; PB +3)

Traits

Water Breathing. The shark can breathe only underwater.

Actions

Multiattack. The shark makes two Bite attacks.

Bite. *Melee Attack Roll:* +9 (with Advantage if the target doesn't have all its Hit Points), reach 5 ft. *Hit:* 22 (3d10 + 6) Piercing damage.

GIANT SPIDER

Large Beast, Unaligned

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

HP 26 (4d10 + 4)

Speed 30 ft., Climb 30 ft.

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

Skills Perception +4, Stealth +7

Senses 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** condition until the web is destroyed (AC 10; HP 5; Vulnerability to Fire damage; Immunity to Poison and Psychic damage).

GIANT SQUID

Huge Beast, Unaligned

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

HP 120 (16d12 + 16)

Speed 5 ft., Swim 80 ft.

MOD	SAVE	MOD	SAVE
-----	------	-----	------

		MOD	SAVE			MOD	SAVE
STR	23	+6	+9	INT	5	-3	-3
DEX	14	+2	+5	WIS	11	+0	+0
CON	12	+1	+1	CHA	4	-3	-3

Skills Perception +6

Senses Darkvision 120 ft.; Passive Perception 16

Languages None

CR 6 (XP 2,300; PB +3)

Traits

Water Breathing. The squid can breathe only underwater.

Actions

Multiattack. The squid makes one Bite attack and one Tentacle attack.

Bite. *Melee Attack Roll:* +9, *reach* 5 ft. *Hit:* 28 (4d10 + 6) Piercing damage.

Tentacle. *Melee Attack Roll:* +9, *reach* 15 ft. *Hit:* 19 (3d8 + 6) Bludgeoning damage. If the target is a Huge or smaller creature, it has the **Grappled** condition (escape DC 16) from one of two tentacles, and the squid can pull the target up to 10 feet straight toward itself.

Reactions

Ink Cloud (1/Day). *Trigger:* The squid takes damage while underwater. *Response:* The squid releases ink that fills a 15-foot **Cube** centered on itself, and the squid moves up to its Swim Speed. The Cube is **Heavily Obscured** for 1 minute or until a strong current or similar effect disperses the ink.



GIANT SQUID

GIANT TOAD

Large Beast, Unaligned

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

HP 39 (6d10 + 6)

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

		MOD	SAVE		MOD	SAVE
STR	15	+2	+2	INT	2	-4
DEX	13	+1	+1	WIS	10	+0
CON	13	+1	+1	CHA	3	-4

Senses **Darkvision** 60 ft.; Passive Perception 10

Languages None

CR 1 (XP 200; PB +2)

Traits

Amphibious. The toad can breathe air and water.

Standing Leap. The toad's Long Jump is up to 20 feet and its High Jump is up to 10 feet with or without a running start.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage plus 5 (2d4) Poison damage. If the target is a Medium or smaller creature, it has the **Grappled** condition (escape DC 12).

Swallow. The toad swallows a Medium or smaller target it is grappling. While swallowed, the target isn't **Grappled** but has the **Blinded** and **Restrained** conditions, and it has **Total Cover** against attacks and other effects outside the toad. In addition, the target takes 10 (3d6) Acid damage at the end of each of the toad's turns. The toad can have only one target swallowed at a time, and it can't use Bite while it has a swallowed target. If the toad dies, a swallowed creature is no longer Restrained and can escape from the corpse using 5 feet of movement, exiting with the **Prone** condition.

Beware the furred giant snakes of the Yatil Mountains. Their pelts might be warm, but their bites are deadly.

—BANNIK VORL, AGENT OF THE
MARGRAVE OF THE MARCH OF BISSEL

GIANT VENOMOUS SNAKE

Medium Beast, Unaligned

AC 14 **Initiative +4 (14)**

HP 11 (2d8 + 2)

Speed 40 ft., Swim 40 ft.

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

Skills Perception +2

Senses Blindsight 10 ft.; Passive Perception 12

Languages None

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

Actions

Bite. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 6 (1d4 + 4) Piercing damage plus 4 (1d8) Poison damage.

GIANT VULTURE

Large Monstrosity, Neutral Evil

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

HP 25 (3d10 + 9)

Speed 10 ft., Fly 60 ft.

		MOD	SAVE		MOD	SAVE
STR	15	+2	+2	INT	6	-2
DEX	10	+0	+0	WIS	12	+1
CON	16	+3	+3	CHA	7	-2

Skills Perception +3

Resistances Necrotic

Senses Darkvision 60 ft.; Passive Perception 13

Languages Understands Common but can't speak

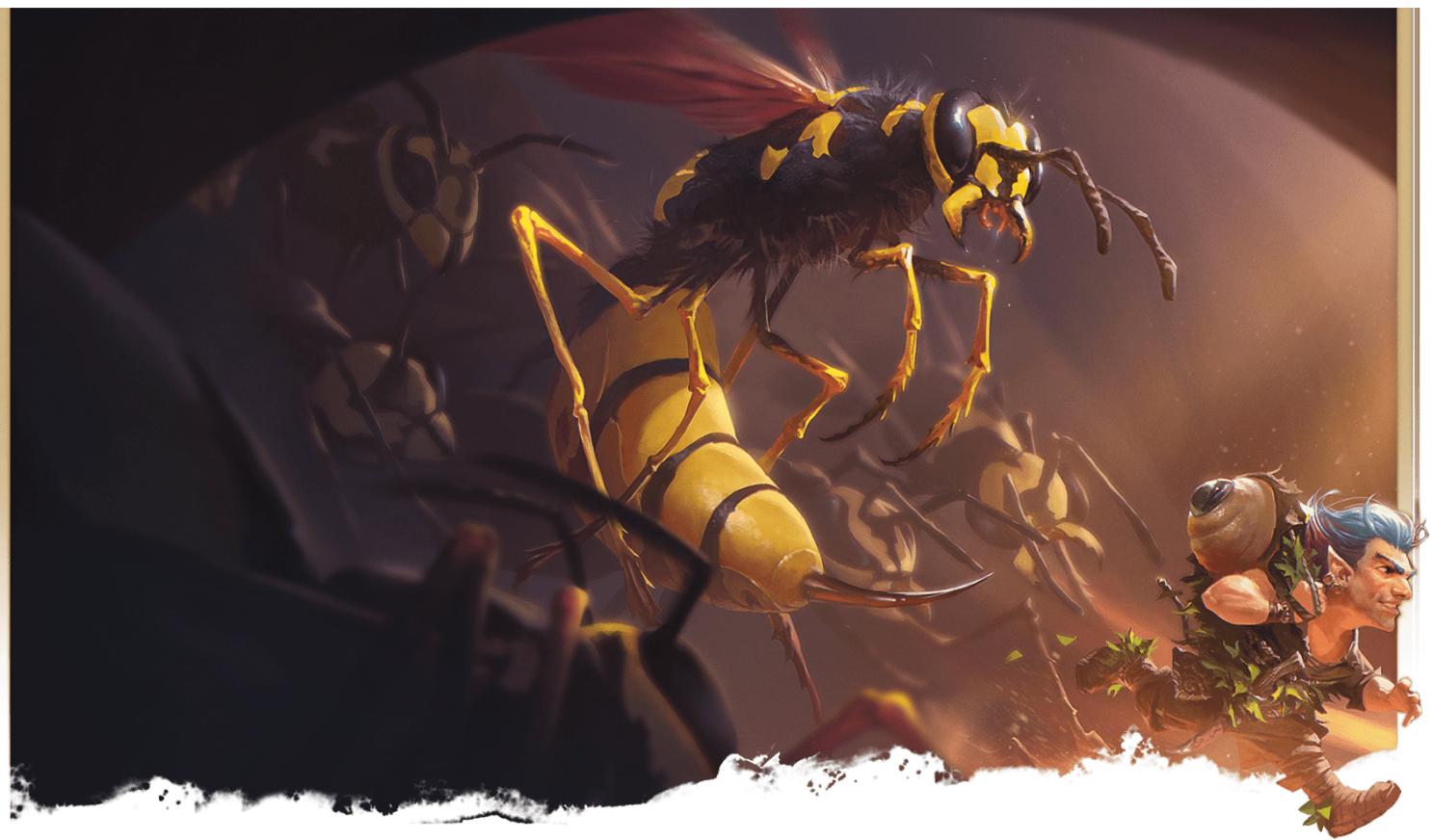
CR 1 (XP 200; PB +2)

Traits

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

Actions

Gouge. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) Piercing damage, and the target has the **Poisoned** condition until the end of its next turn.



A GNOME ROGUE DISTRACTS A HIVE OF GIANT WASPS WHILE SHEILA THE THIEF SNEAKS BY

GIANT WASP

Medium Beast, Unaligned

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

HP 22 (5d8)

Speed 10 ft., Fly 50 ft.

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

Senses Passive Perception 10

Languages None

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

Traits

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

Actions

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

GIANT WEASEL

Medium Beast, Unaligned

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

HP 9 (2d8)

Speed 40 ft., Climb 30 ft.

	MOD	SAVE		MOD	SAVE
STR	11	+0	INT	4	-3
DEX	17	+3	WIS	12	+1
CON	10	+0	CHA	5	-3

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

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

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

Actions

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



GIANT WEASEL

GIANT WOLF SPIDER

Medium Beast, Unaligned

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

HP 11 (2d8 + 2)

Speed 40 ft., Climb 40 ft.

	MOD	SAVE		MOD	SAVE
STR	12	+1	INT	3	-4

DEX	16	+3	+3	WIS	12	+1	+1
CON	13	+1	+1	CHA	4	-3	-3

Skills Perception +3, Stealth +7

Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 13

Languages None

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

Traits

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

Actions

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

ARTIST: MICHELE GIORGI



GIANT WOLF SPIDER

GOAT

Medium Beast, Unaligned

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

HP 4 (1d8)

Speed 40 ft., Climb 30 ft.

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

Skills Perception +2

Senses Darkvision 60 ft.; Passive Perception 12

Languages None

CR 0 (XP 10; PB +2)

Actions

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



HAWK

HAWK

Tiny Beast, Unaligned

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

HP 1 (1d4 - 1)

Speed 10 ft., Fly 60 ft.

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

Skills Perception +6

Senses Passive Perception 16

Languages None

CR 0 (XP 10; PB +2)

Actions

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

HIPPOPOTAMUS

Large Beast, Unaligned

AC 14 **Initiative -2 (8)**

HP 82 (11d10 + 22)

Speed 30 ft., Swim 30 ft.

	MOD	SAVE		MOD	SAVE		
STR	21	+5	+7	INT	2	-4	-4
DEX	7	-2	-2	WIS	12	+1	+1
CON	15	+2	+2	CHA	4	-3	-3

Skills Perception +3

Senses Passive Perception 13

Languages None

CR 4 (XP 1,100; PB +2)

Traits

Hold Breath. The hippopotamus can hold its breath for 10 minutes.

Actions

Multiattack. The hippopotamus makes two Bite attacks.

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 16 (2d10 + 5) Piercing damage.

HUNTER SHARK

Large Beast, Unaligned

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

HP 45 (6d10 + 12)

Speed 5 ft., Swim 40 ft.

		MOD	SAVE		MOD	SAVE
STR	18	+4	+4	INT	1	-5
DEX	14	+2	+2	WIS	10	+0
CON	15	+2	+2	CHA	4	-3

Skills Perception +2

Senses Blindsight 60 ft.; Passive Perception 12

Languages None

CR 2 (XP 450; PB +2)

Traits

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Attack Roll:* +6 (with Advantage if the target doesn't have all its Hit Points), reach 5 ft. *Hit:* 14 (3d6 + 4) Piercing damage.



AQUATIC ANIMALS SWIM ALONGSIDE A DRUID EXPLORING THE SEA

HYENA

Medium Beast, Unaligned

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

HP 5 (1d8 + 1)

Speed 50 ft.

		MOD	SAVE		MOD	SAVE
STR	11	+0	+0	INT	2	-4
DEX	13	+1	+1	WIS	12	+1
CON	12	+1	+1	CHA	5	-3

Skills Perception +3

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Traits

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

Actions

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

JACKAL

Small Beast, Unaligned

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

HP 3 (1d6)

Speed 40 ft.

		MOD	SAVE		MOD	SAVE
STR	8	-1	-1	INT	3	-4
DEX	15	+2	+2	WIS	12	+1
CON	11	+0	+0	CHA	6	-2

Skills Perception +5, Stealth +4

Senses Darkvision 90 ft.; Passive Perception 15

Languages None

CR 0 (XP 10; PB +2)

Actions

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

KILLER WHALE

Huge Beast, Unaligned

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

HP 90 (12d12 + 12)

Speed 5 ft., Swim 60 ft.

		MOD	SAVE		MOD	SAVE
STR	19	+4	+4	INT	3	-4
DEX	14	+2	+2	WIS	12	+1
CON	13	+1	+1	CHA	7	-2

Skills Perception +3, Stealth +4

Senses Blindsight 120 ft.; Passive Perception 13

Languages None

CR 3 (XP 700; PB +2)

Traits

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

Actions

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 21 (5d6 + 4) Piercing damage.



LION

LION

Large Beast, Unaligned

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

HP 22 (4d10)

Speed 50 ft.

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

Skills Perception +3, Stealth +4

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 1 (XP 200; PB +2)

Traits

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

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

Actions

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

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

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

LIZARD

Tiny Beast, Unaligned

AC 10 Initiative +0 (10)

HP 2 (1d4)

Speed 20 ft., Climb 20 ft.

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

Senses **Darkvision** 30 ft.; Passive Perception 9

Languages None

CR 0 (XP 10; PB +2)

Traits

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

Actions

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

MAMMOTH

Huge Beast, Unaligned

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

HP 126 (11d12 + 55)

Speed 50 ft.

		MOD	SAVE		MOD	SAVE
STR	24	+7	+10	INT	3	-4
DEX	9	-1	-1	WIS	11	+0
CON	21	+5	+8	CHA	6	-2

Senses Passive Perception 10

Languages None

CR 6 (XP 2,300; PB +3)

Actions

Multiattack. The mammoth makes two Gore attacks.

Gore. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 18 (2d10 + 7) Piercing damage. If the target is a Huge or smaller creature and the mammoth moved 20+ feet straight toward it immediately before the hit, the target has the **Prone** condition.

Bonus Actions

Trample. *Dexterity Saving Throw:* DC 18, one creature within 5 feet that has the **Prone** condition. *Failure:* 29 (4d10 + 7) Bludgeoning damage. *Success:* Half damage.

MASTIFF

Medium Beast, Unaligned

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

HP 5 (1d8 + 1)

Speed 40 ft.

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

CON	12	+1	+1	CHA	7	-2	-2
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Skills Perception +5

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

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

Actions

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

MULE

Medium Beast, Unaligned

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

HP 11 (2d8 + 2)

Speed 40 ft.

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

Senses Passive Perception 10

Languages None

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

Traits

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

Actions

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



OCTOPUS

OCTOPUS

Small Beast, Unaligned

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

HP 3 (1d6)

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

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

Skills Perception +2, Stealth +6

Senses 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** centered on itself, and the octopus moves up to its Swim Speed. The Cube is **Heavily Obscured** for 1 minute or until a strong current or similar effect disperses the ink.



OWL

OWL

Tiny Beast, Unaligned

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

HP 1 (1d4 - 1)

Speed 5 ft., Fly 60 ft.

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

Skills Perception +5, Stealth +5

Senses Darkvision 120 ft.; Passive Perception 15

Languages None

CR 0 (XP 10; PB +2)

Traits

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

Actions

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

PANTHER

Medium Beast, Unaligned

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

HP 13 (3d8)

Speed 50 ft., Climb 40 ft.

		MOD	SAVE		MOD	SAVE
STR	14	+2	+2	INT	3	-4
DEX	16	+3	+3	WIS	14	+2
CON	10	+0	+0	CHA	7	-2

Skills Perception +4, Stealth +7

Senses Darkvision 60 ft.; Passive Perception 14

Languages None

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

Actions

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

Bonus Actions

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

PIRANHA

Tiny Beast, Unaligned

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

HP 1 (1d4 - 1)

Speed 5 ft., Swim 40 ft.

		MOD	SAVE		MOD	SAVE
STR	2	-4	-4	INT	1	-5
DEX	16	+3	+3	WIS	7	-2
CON	9	-1	-1	CHA	2	-4

Senses Darkvision 60 ft.; Passive Perception 8

Languages None

CR 0 (XP 10; PB +2)

Traits

Water Breathing. The piranha can breathe only underwater.

Actions

Bite. Melee Attack Roll: +5 (with Advantage if the target doesn't have all its Hit Points), reach 5 ft. Hit: 1 Piercing damage.

PLESIOSAURUS

Large Beast (Dinosaur), Unaligned

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

HP 68 (8d10 + 24)

Speed 20 ft., **Swim** 40 ft.

		MOD	SAVE		MOD	SAVE
STR	18	+4	+4	INT	2	-4
DEX	15	+2	+2	WIS	12	+1
CON	16	+3	+3	CHA	5	-3

Skills Perception +3, Stealth +4

Senses Passive Perception 13

Languages None

CR 2 (XP 450; PB +2)

Traits

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

Actions

Bite. *Melee Attack Roll:* +6, *reach* 10 ft. *Hit:* 11 (2d6 + 4) Piercing damage.

I used to just swim around the lake and eat fish, but the human who gave me this gift said I must do my part to help the Frostmaiden. Now I frighten off fisherfolk and what not so I don't have to be a stupid beast again.

—THE MONSTER OF MAER DUALDON,
AWAKENED PLESIOSAURUS

POLAR BEAR

Large Beast, Unaligned

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

HP 42 (5d10 + 15)

Speed 40 ft., Swim 40 ft.

		MOD	SAVE		MOD	SAVE
STR	20	+5	+5	INT	2	-4
DEX	14	+2	+2	WIS	13	+1
CON	16	+3	+3	CHA	7	-2

Skills Perception +5, Stealth +4

Resistances Cold

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

CR 2 (XP 450; PB +2)

Actions

Multiattack. The bear makes two Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 9 (1d8 + 5) Slashing damage.

PONY

Medium Beast, Unaligned

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

HP 11 (2d8 + 2)

Speed 40 ft.

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

PTERANODON

Medium Beast (Dinosaur), Unaligned

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

HP 13 (3d8)

Speed 10 ft., Fly 60 ft.

		MOD	SAVE		MOD	SAVE
STR	12	+1	+1	INT	2	-4
DEX	15	+2	+2	WIS	9	-1
CON	10	+0	+0	CHA	5	-3

Skills Perception +1

Senses Passive Perception 11

Languages None

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

Traits

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

Actions

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

RAT

Tiny Beast, Unaligned

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

HP 1 (1d4 - 1)

Speed 20 ft., Climb 20 ft.

		MOD	SAVE		MOD	SAVE
STR	2	-4	-4	INT	2	-4
DEX	11	+0	+0	WIS	10	+0
CON	9	-1	-1	CHA	4	-3

Skills Perception +2

Senses Darkvision 30 ft.; Passive Perception 12

Languages None

CR 0 (XP 10; PB +2)

Traits

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

Actions

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

ARTIST: KATERINA LADON



RAVEN

Tiny Beast, Unaligned

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

HP 2 (1d4)

Speed 10 ft., Fly 50 ft.

		MOD	SAVE		MOD	SAVE
STR	2	-4	-4	INT	5	-3
DEX	14	+2	+2	WIS	13	+1
CON	10	+0	+0	CHA	6	-2

Skills Perception +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**) check.

Actions

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

REEF SHARK

Medium Beast, Unaligned

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

HP 22 (4d8 + 4)

Speed 5 ft., Swim 30 ft.

MOD	SAVE	MOD	SAVE
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		MOD	SAVE		MOD	SAVE
STR	14	+2	+2	INT	1	-5
DEX	15	+2	+2	WIS	10	+0
CON	13	+1	+1	CHA	4	-3

Skills Perception +2

Senses Blindsight 30 ft.; Passive Perception 12

Languages None

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

Traits

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

Water Breathing. The shark can breathe only underwater.

Actions

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

Oh, I got rid of that *Wand of Wonder* years ago. The last thing the Ivy Mansion's herb gardens need is another rhinoceros.

—PENELOPE HARPELL

RHINOCEROS

Large Beast, Unaligned

AC 13 **Initiative** -1 (9)

HP 45 (6d10 + 12)

Speed 40 ft.

		MOD	SAVE		MOD	SAVE
STR	21	+5	+5	INT	2	-4
DEX	8	-1	-1	WIS	12	+1
CON	--	-	-	CHA	-	-

CON

15

+2

+2

CHA

6

-2

-2

Senses Passive Perception 11**Languages** None**CR** 2 (XP 450; PB +2)

Actions

Gore. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 14 (2d8 + 5) Piercing damage. If target is a Large or smaller creature and the rhinoceros moved 20+ feet straight toward it immediately before the hit, the target takes an extra 9 (2d8) Piercing damage and has the **Prone** condition.

ARTIST: POLAR ENGINE



RHINOCEROS

RIDING HORSE

*Large Beast, Unaligned***AC** 11 **Initiative** +1 (11)**HP** 13 (2d10 + 2)**Speed** 60 ft.

MOD

SAVE

MOD

SAVE

		MOD	SAVE			MOD	SAVE
STR	16	+3	+3	INT	2	-4	-4
DEX	13	+1	+1	WIS	11	+0	+0
CON	12	+1	+1	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.

SABER-TOOTHED TIGER

Large Beast, Unaligned

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

HP 52 (7d10 + 14)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE
STR	18	+4	+6	INT	3	-4	-4
DEX	17	+3	+5	WIS	12	+1	+1
CON	15	+2	+2	CHA	8	-1	-1

Skills Perception +5, Stealth +7

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

CR 2 (XP 450; PB +2)

Traits

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

Actions

Multiaction. The tiger makes two Rend attacks.

Rend. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 11 (2d6 + 4) Slashing damage.

Bonus Actions

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

ARTIST: MICHELE GIORGI

SCORPION

Tiny Beast, Unaligned

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

HP 1 (1d4 - 1)

Speed 10 ft.

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

Senses **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.



SCORPION

SEAHORSE

Tiny Beast, Unaligned

AC 12 **Initiative +1 (11)**

HP 1 (1d4 - 1)

Speed 5 ft., **Swim** 20 ft.

	MOD	SAVE		MOD	SAVE
STR	1	-5	-5	INT	1

DEX	12	+1	+1	WIS	10	+0	+0
CON	8	-1	-1	CHA	2	-4	-4

Skills Perception +2, Stealth +5

Senses Passive Perception 12

Languages None

CR 0 (XP 0; PB +2)

Traits

Water Breathing. The seahorse can breathe only underwater.

Actions

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

SPIDER

Tiny Beast, Unaligned

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

HP 1 (1d4 - 1)

Speed 20 ft., Climb 20 ft.

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

Skills Stealth +4

Senses Darkvision 30 ft.; Passive Perception 10

Languages None

CR 0 (XP 10; PB +2)

Traits

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

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

Actions

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

SWARM OF BATS

Large Swarm of Tiny Beasts, Unaligned

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

HP 11 (2d10)

Speed 5 ft., Fly 30 ft.

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

Resistances Bludgeoning, Piercing, Slashing

Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Blindsight 60 ft.; Passive Perception 11

Languages None

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

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain Hit Points or gain **Temporary Hit Points**.

Actions

Bites. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (2d4) Piercing damage, or 2 (1d4) Piercing damage if the swarm is **Bleeding**.

SWARM OF INSECTS

Medium Swarm of Tiny Beasts, Unaligned

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

HP 19 (3d8 + 6)

Speed 20 ft., Climb or Fly 20 ft. (DM's choice)

		MOD	SAVE		MOD	SAVE
STR	3	-4	-4	INT	1	-5
DEX	13	+1	+1	WIS	7	-2
CON	14	+2	+2	CHA	1	-5

Resistances Bludgeoning, Piercing, Slashing

Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Blindsight 30 ft.; Passive Perception 8

Languages None

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

Traits

Spider Climb. If the swarm has a Climb Speed, the swarm can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain Hit Points or gain **Temporary Hit Points**.

Actions

Bites. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 6 (2d4 + 1) Poison damage, or 3 (1d4 + 1) Poison damage if the swarm is **Bleeding**.

SWARM OF PIRANHAS

Medium Swarm of Tiny Beasts, Unaligned

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

HP 28 (8d8 - 8)

Speed 5 ft., Swim 40 ft.

		MOD	SAVE		MOD	SAVE
STR	13	+1	+1	INT	1	-5

DEX	16	+3	+3	WIS	7	-2	-2
CON	9	-1	-1	CHA	2	-4	-4

Resistances Bludgeoning, Piercing, Slashing

Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Darkvision 60 ft.; Passive Perception 8

Languages None

CR 1 (XP 200; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny piranha. The swarm can't regain Hit Points or gain **Temporary Hit Points**.

Water Breathing. The swarm can breathe only underwater.

Actions

Bites. *Melee Attack Roll:* +5 (with Advantage if the target doesn't have all its Hit Points), reach 5 ft. *Hit:* 8 (2d4 + 3) Piercing damage, or 5 (1d4 + 3) Piercing damage if the swarm is **Bleeding**.

SWARM OF RATS

Medium Swarm of Tiny Beasts, Unaligned

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

HP 14 (4d8 - 4)

Speed 30 ft., Climb 30 ft.

		MOD	SAVE		MOD	SAVE
STR	9	-1	-1	INT	2	-4
DEX	11	+0	+2	WIS	10	+0
CON	9	-1	-1	CHA	3	-4

Resistances Bludgeoning, Piercing, Slashing

Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Darkvision 30 ft.; Passive Perception 10

Languages None

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain Hit Points or gain **Temporary Hit Points**.

Actions

Bites. *Melee Attack Roll:* +2, *reach* 5 ft. *Hit:* 5 (2d4) Piercing damage, or 2 (1d4) Piercing damage if the swarm is **Bleeding**.

ARTIST: ROWAN HOLLOWAY



SWARM OF RAVENS

SWARM OF RAVENS

Medium Swarm of Tiny Beasts, Unaligned

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

HP 11 (2d8 + 2)

Speed 10 ft., Fly 50 ft.

		MOD	SAVE		MOD	SAVE
STR	6	-2	-2	INT	5	-3
DEX	14	+2	+2	WIS	12	+1
CON	12	+1	+1	CHA	6	-2

Skills Perception +5

Resistances Bludgeoning, Piercing, Slashing

Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Passive Perception 15

Languages None

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

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm can't regain Hit Points or gain **Temporary Hit Points**.

Actions

Beaks. *Melee Attack Roll:* +4, *reach* 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage, or 2 (1d4) Piercing damage if the swarm is **Bleeding**.

Cacophony (Recharge 6). *Wisdom Saving Throw:* DC 10, one creature in the swarm's space. *Failure:* The target has the **Deafened** condition until the start of the swarm's next turn. While Deafened, the target also has Disadvantage on ability checks and attack rolls.

Her eyes are everywhere—flecks of carbonado, pools of midnight. The Raven Queen watches.

—EVERNIGHT GRAFFITI

SWARM OF VENOMOUS SNAKES

Medium Swarm of Tiny Beasts, Unaligned

AC 14 **Initiative** +4 (14)

HP 36 (8d8)

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

		MOD	SAVE		MOD	SAVE
STR	8	-1	-1	INT	1	-5
DEX	18	+4	+4	WIS	10	+0
CON	11	+0	+0	CHA	3	-4

Resistances Bludgeoning, Piercing, Slashing

Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses **Blindsight** 10 ft.; Passive Perception 10

Languages None

CR 2 (XP 450; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny snake. The swarm can't regain Hit Points or gain **Temporary Hit Points**.

Actions

Bites. *Melee Attack Roll:* +6, *reach* 5 ft. *Hit:* 8 (1d8 + 4) Piercing damage—or 6 (1d4 + 4) Piercing damage if the swarm is **Bleeding**—plus 10 (3d6) Poison damage.

TIGER

Large Beast, Unaligned

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

HP 30 (4d10 + 8)

Speed 40 ft.

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

Skills **Perception** +3, **Stealth** +7

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

Languages None

CR 1 (XP 200; PB +2)

Actions

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

Bonus Actions

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

TRICERATOPS

Huge Beast (Dinosaur), Unaligned

AC 14 **Initiative** -1 (9)

HP 114 (12d12 + 36)

Speed 50 ft.

		MOD	SAVE		MOD	SAVE
STR	22	+6	+6	INT	2	-4
DEX	9	-1	-1	WIS	11	+0
CON	17	+3	+3	CHA	5	-3

Senses Passive Perception 10

Languages None

CR 5 (XP 1,800; PB +3)

Actions

Multiattack. The triceratops makes two Gore attacks.

Gore. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 19 (2d12 + 6) Piercing damage. If the target is Huge or smaller and the triceratops moved 20+ feet straight toward it immediately before the hit, the target takes an extra 9 (2d8) Piercing damage and has the **Prone** condition.



TYRANNOSAURUS REX

TYRANNOSAURUS REX

Huge Beast (Dinosaur), Unaligned

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

HP 136 (13d12 + 52)

Speed 50 ft.

		MOD	SAVE		MOD	SAVE
STR	25	+7	+10	INT	2	-4
DEX	10	+0	+0	WIS	12	+1
CON	19	+4	+4	CHA	9	-1

Skills Perception +4

Senses Passive Perception 14

Languages None

CR 8 (XP 3,900; PB +3)

Actions

Multiaction. The tyrannosaurus makes one Bite attack and one Tail attack.

Bite. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 33 (4d12 + 7) Piercing damage. If the target is a Large or smaller

creature, it has the **Grappled** condition (escape DC 17). While Grappled, the target has the **Restrained** condition and can't be targeted by the tyrannosaurus's Tail.

Tail. *Melee Attack Roll:* +10, reach 15 ft. *Hit:* 25 (4d8 + 7) Bludgeoning damage. If the target is a Huge or smaller creature, it has the **Prone** condition.

VENOMOUS SNAKE

Tiny Beast, Unaligned

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

HP 5 (2d4)

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

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

Senses **Blindsight** 10 ft.; Passive Perception 10

Languages None

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

Actions

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

VULTURE

Medium Beast, Unaligned

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

HP 5 (1d8 + 1)

Speed 10 ft., **Fly** 50 ft.

MOD	SAVE	MOD	SAVE
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STR	7	-2	-2	INT	2	-4	-4
DEX	10	+0	+0	WIS	12	+1	+1
CON	13	+1	+1	CHA	4	-3	-3

Skills Perception +3

Senses Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Traits

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

Actions

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

WARHORSE

Large Beast, Unaligned

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

HP 19 (3d10 + 3)

Speed 60 ft.

		MOD	SAVE		MOD	SAVE
STR	18	+4	+4	INT	2	-4
DEX	12	+1	+1	WIS	12	+1
CON	13	+1	+1	CHA	7	-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 **Dazed** condition.

WEASEL

Tiny Beast, Unaligned

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

HP 1 (1d4 - 1)

Speed 30 ft., Climb 30 ft.

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

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

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Actions

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

WOLF

Medium Beast, Unaligned

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

HP 11 (2d8 + 2)

Speed 40 ft.

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

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Skills Perception +5, Stealth +4

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

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

Traits

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

Actions

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

ARTIST: KATERINA LADON



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