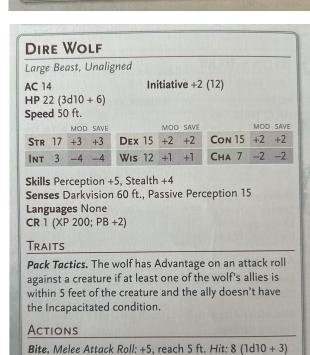
## WILD FORMS

## RIDING HORSE Large Beast, Unaligned Initiative +1 (11) **HP** 13(2d10 + 2)Speed 60 ft. MOD SAVE MOD SAVE MOD SAVE STR 16 +3 +3 DEX 13 +1 +1 CON 12 +1 +1 INT 2 -4 -4 WIS 11 +0 +0 CHA 7 -2 -2 Senses Passive Perception 10 Languages None CR 1/4 (XP 50; PB +2) ACTIONS Hooves. Melee Attack Roll: +5, reach 5 ft. Hit: 7 (1d8 + 3) Bludgeoning damage.

		PUS								MALE S
mal	Be	ast, Unali	gned							
HP 3 Spee	(1d	6) ft., Swim	30 ft.	Ini		ve +2	(12)			
	MOD SAVE			MOD SAVE  DEX 15 +2 +2 CON 11					MOD SAVE	
STR		-3 -3	Wis						<del>-3</del>	
INT	3	-4 -4	WIS	10	+0	+0	Cr	IA 4	-2	_3
as n <b>Wat</b>	er E	ssion. The ow as 1 ind Breathing. ater.	ch with	out	squ	eezin	g.			
	10	NS								
Ac									4. 7 F	Blud-
Ten		<b>es.</b> Melee g damage.		Rol	l: +4	, reac	h 5 f	t. Hi	<i>T</i> : 1 E	
Tent geo	ning									

## SPIDER Tiny Beast, Unaligned Initiative +2 (12) AC 12 HP 1 (1d4 - 1) Speed 20 ft., Climb 20 ft. MOD SAVE MOD SAVE MOD SAVE STR 2 -4 -4 DEX 14 +2 +2 CON 8 -1 -1 INT 1 -5 -5 WIS 10 +0 +0 CHA 2 -4 -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.



Piercing damage, and the target has the Prone condi-

tion if it is Huge or smaller.