

WILD FORMS

RIDING HORSE

MM'25 P368

Large Beast, Unaligned

AC 11 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 —

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

ACTIONS

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

Habitat: Grassland, Urban

Source: MM'25, page 368. Also found in PHB'24, page 356. Available in the SRD 5.2.1.

OCTOPUS

MM'25 P365

Small Beast, Unaligned

AC 12 Initiative +2 (12)

HP 3 (1d6)

Speed 5 ft., Swim 30 ft.

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

Skills Perception +2, Stealth +6

Senses Darkvision 30 ft., Passive Perception 12

Languages —

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.

Habitat: Underwater

Source: MM'25, page 365. Also found in PHB'24, page 353. Available in the SRD 5.2.1.

SPIDER

MM'25 P369

Tiny Beast, Unaligned

AC 12 Initiative +2 (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 —

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.

Habitat: Desert, Forest, Swamp, Underdark, Urban

Source: MM'25, page 369. Also found in PHB'24, page 357. Available in the SRD 5.2.1.

DIRE WOLF

MM'25 P352

Large Beast, Unaligned

AC 14 Initiative +2 (12)

HP 22 (3d10 + 6)

Speed 50 ft.

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

Skills Perception +5, Stealth +4

Senses Darkvision 60 ft., Passive Perception 15

Languages —

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.

Habitat: Forest, Hill

Source: MM'25, page 352. Also found in PHB'24, page 348. Available in the SRD 5.2.1.