

WILD FORMS

RIDING HORSE

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 None

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

ACTIONS

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

SPIDER

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 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.

OCTOPUS

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 None

CR 0 (XP 10; PB +2)

TRAITS

Compression. The octopus can move through a space as narrow as 1 inch without squeezing.

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.

DIRE WOLF

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 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, and the target has the Prone condition if it is Huge or smaller.