

Beasts and Creatures

APE CHALLENGE 1/2 MEDIUM BEAST 100 XP

AC 12

HP 19 (3d8 + 6; bloodied 9)

Speed 30 ft., climb 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 14 (+2) 6 (–2) 12 (+1) 6 (–2)

Proficiency +2; **Maneuver DC** 13

Skills Athletics +5, Perception +3

Senses passive Perception 13

Languages —

ACTIONS

Multiattack. The ape attacks twice with its fists.

Fists. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

AWAKENED SHRUB CHALLENGE 0 SMALL PLANT 10 XP

AC 9

HP 7 (2d6; bloodied 3)

Speed 20 ft.

STR DEX CON INT WIS CHA

2 (–4) 8 (–1) 10 (+0) 10 (+0) 10 (+0) 6 (–2)

Proficiency +2; **Maneuver DC** 9

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 10

Languages one language known by its creator

False Appearance. While motionless, the shrub is indistinguishable from a normal shrub.

ACTIONS

Rake. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

AWAKENED TREE CHALLENGE 2 HUGE PLANT 450 XP

AC 13 (natural armor)

HP 51 (6d12 + 12; bloodied 25)

Speed 20 ft.

STR DEX CON INT WIS CHA

18 (+4) 6 (–2) 14 (+2) 10 (+0) 10 (+0) 8 (–1)

Proficiency +2; **Maneuver DC** 14

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 10

Languages one language known by its creator

False Appearance. While motionless, the tree is indistinguishable from a normal tree.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6+4) bludgeoning damage.

AXE BEAK CHALLENGE 1/4 LARGE BEAST 50 XP

AC 11

HP 16 (3d10; bloodied 8)

Speed 50 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 10 (+0) 2 (–4) 10 (+0) 4 (–3)

Proficiency +2; **Maneuver DC** 12

Senses passive Perception 10

Languages —

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

BABOON CHALLENGE 0 SMALL BEAST 10 XP

AC 12 (natural armor)

HP 3 (1d6; bloodied 1)

Speed 30 ft., climb 30 ft.

STR DEX CON INT WIS CHA

8 (–1) 14 (+2) 10 (+0) 4 (–3) 12 (+1) 6 (–2)

Proficiency +2; **Maneuver DC** 12

Senses passive Perception 11

Languages —

Pack Tactics. The baboon has advantage on attack rolls against a creature if at least one of the baboon's allies is within 5 feet of the creature and not incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

BADGER CHALLENGE 0

TINY BEAST 10 XP

AC 10

HP 3 (1d4 + 1; bloodied 1)

Speed 20 ft., burrow 5 ft.

STR DEX CON INT WIS CHA

4 (–3) 10 (+0) 12 (+1) 2 (–4) 12 (+1) 4 (–3)

Proficiency +2; **Maneuver DC** 10

Senses darkvision 30 ft., passive Perception 11

Languages —

Keen Smell. The badger has advantage on Perception checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage. If this damage would reduce a Small or larger target to 0 hit points, the target takes no damage from this attack.

BAT CHALLENGE 0

TINY BEAST 10 XP

AC 12

HP 1 (1d4 – 1)

Speed 5 ft., fly 30 ft.

STR DEX CON INT WIS CHA

2 (–4) 14 (+2) 8 (–1) 2 (–4) 12 (+1) 4 (–3)

Proficiency +2; **Maneuver DC** 12

Senses blindsight 60 ft., passive Perception 11

Languages —

Echolocation. The bat can't use blindsight while deafened.

Keen Hearing. The bat has advantage on Perception checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage. If this damage would reduce a Small or larger target to 0 hit points, the target takes no damage from this attack.

BLACK BEAR CHALLENGE 1/2

MEDIUM BEAST 100 XP

AC 11 (natural armor)

HP 19 (3d8+6; bloodied 9)

Speed 40 ft., climb 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 10 (+0) 14 (+2) 2 (–4) 12 (+1) 6 (–2)

Proficiency +2; **Maneuver DC** 12

Skills Perception +3

Senses passive Perception 13

Languages —

Keen Smell. The bear has advantage on Perception checks that rely on smell.

ACTIONS

Multiattack. The bear attacks once with its bite and once with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

BLINK DOG CHALLENGE 1/4

MEDIUM FEY 50 XP

AC 13

HP 22 (4d8+4; bloodied 11)

Speed 40 ft.

STR DEX CON INT WIS CHA

14 (+2) 16 (+3) 12 (+1) 10 (+0) 12 (+1) 10 (+0)

Proficiency +2; **Maneuver DC** 13

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages Blink Dog; understands but can't speak Sylvan

Keen Hearing and Smell. The blink dog has advantage on Perception checks that rely on hearing and smell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

BONUS ACTIONS

Teleport (Recharge 4–6). The blink dog magically teleports up to 40 feet to an unoccupied space it can see.

BLOOD HAWK CHALLENGE 1/8

SMALL BEAST 25 XP

AC 11

HP 7 (2d6; bloodied 3)

Speed 10 ft., fly 60 ft.

STR DEX CON INT WIS CHA

6 (–2) 12 (+1) 10 (+0) 2 (–4) 14 (+2) 4 (–3)

Proficiency +2; **Maneuver DC** 11

Skills Perception +4

Senses passive Perception 12

Languages —

Keen Sight. The hawk has advantage on Perception checks that rely on sight.

Pack Tactics. The hawk has advantage on attack rolls against a creature if at least one of the hawk's allies is within 5 feet of the creature and not incapacitated.

ACTIONS

Beak. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

BOAR CHALLENGE 1/4

MEDIUM BEAST 50 XP

AC 11 (natural armor)

HP 11 (2d8 + 2; bloodied 5)

Speed 40 ft.

STR DEX CON INT WIS CHA

12 (+1) 10 (+0) 12 (+1) 2 (–4) 10 (+0) 4 (–3)

Proficiency +2; **Maneuver DC** 11

Senses passive Perception 10

Languages —

Relentless (1/Day). If the boar takes 5 or less damage that would reduce it to 0 hit points, it is instead reduced to 1 hit point.

ACTIONS

Tusk. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage. If the boar moves at least 20 feet straight towards the target before the attack, the attack deals an extra 3 (1d6) slashing damage and the target makes a DC 11 Strength saving throw, falling prone on a failure.

BROWN BEAR CHALLENGE 1

LARGE BEAST 200 XP

AC 11 (natural armor)

HP 34 (4d10 + 12; bloodied 17)

Speed 30 ft. (40 ft., climb 30 ft.)

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 16 (+3) 2 (–4) 12 (+1) 4 (–3)

Proficiency +2; **Maneuver DC** 14

Skills Perception +3

Senses passive Perception 13

Languages —

Keen Smell. The bear has advantage on Perception checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the bear can't attack a different target with its claws.

BUNYIP CHALLENGE 8

HUGE BEAST 3,900 XP

AC 14 (natural armor)

HP 150 (12d12 + 72; bloodied 75)

Speed 20 ft., swim 50 ft.

STR DEX CON INT WIS CHA

23 (+6) 15 (+2) 22 (+6) 3 (–4) 12 (+1) 8 (–1)

Proficiency Bonus +3; **Maneuver DC** 17

Saving Throws Dex +5, Wis +4

Skills Athletics +9, Perception +4 (+1d4), Stealth +5 (+1d4), Survival +4

Damage Resistances cold, thunder

Senses darkvision 120 ft., passive Perception 16

Languages —

Brave. The bunyip has advantage on saving throws against being frightened.

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

Keen Hearing and Smell. The bunyip has advantage on Perception checks that rely on hearing or smell.

ACTIONS

Multiattack. The bunyip makes a bite attack and two slam attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 6) piercing damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the bunyip can't bite another target.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

BONUS ACTIONS

Terrifying Howl. The bunyip unleashes a terrifying howl. Each creature of its choice within 120 feet that can see and hear it makes a DC 17 Wisdom saving throw, becoming frightened for 1 minute on a

failure. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the bunyip's Terrifying Howl for the next 24 hours.

CAMEL CHALLENGE 1/8

LARGE BEAST 25 XP

AC 10

HP 15 (2d10 + 4; bloodied 7)

Speed 50 ft.

STR DEX CON INT WIS CHA

16 (+3) 10 (+0) 14 (+2) 2 (-4) 8 (-1) 4 (-3)

Proficiency +2; **Maneuver DC** 13

Senses passive Perception 9

Languages —

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

CAT CHALLENGE 0

TINY BEAST 10 XP

AC 12

HP 2 (1d4; bloodied 1)

Speed 40 ft., climb 30 ft.

STR DEX CON INT WIS CHA

2 (-4) 14 (+2) 10 (+0) 3 (-4) 12 (+1) 6 (-2)

Proficiency +2; **Maneuver DC** 12

Skills Perception +3, Stealth +4

Senses darkvision 30 ft., passive Perception 13

Languages —

Keen Smell. The cat has advantage on Perception checks that rely on smell.

Safe Landing. The cat takes no falling damage from the first 10 feet that it falls.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage. If this damage would reduce a Small or larger target to 0 hit points, the target takes no damage from this attack.

CONSTRUCTOR SNAKE CHALLENGE 1/4

LARGE BEAST 50 XP

AC 11

HP 13 (2d10 + 2; bloodied 6)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 12 (+1) 2 (-4) 10 (+0) 4 (-3)

Proficiency +2; **Maneuver DC** 12

Senses blindsight 10 ft., passive

Perception 10

Languages —

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained and the snake can't constrict a different target.

CRAB CHALLENGE 0

TINY BEAST 10 XP

AC 12 (natural armor)

HP 2 (1d4; bloodied 1)

Speed 20 ft., swim 20 ft.

STR DEX CON INT WIS CHA

2 (-4) 10 (+0) 10 (+0) 1 (-5) 8 (-1) 4 (-3)

Proficiency +2; **Maneuver DC** 10

Senses blindsight 30 ft., passive

Perception 9

Languages —

Amphibious. The crab can breathe air and water.

ACTIONS

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage. If this damage would reduce a Small or larger target to 0 hit points, the target takes no damage from this attack.

CROCODILE CHALLENGE 1/2

LARGE BEAST 100 XP

AC 12 (natural armor)

HP 19 (3d10 + 3; bloodied 9)

Speed 20 ft., swim 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 10 (+0) 12 (+1) 2 (-4) 10 (+0) 4 (-3)

Proficiency +2; **Maneuver DC** 12

Skills Stealth +2

Senses passive Perception 10

Languages —

Hold Breath. The crocodile can hold its breath for 15 minutes.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained and the crocodile can't bite a different target.

DEATH DOG CHALLENGE 1

MEDIUM MONSTROSITY 200 XP

AC 12

HP 32 (5d8 + 10; bloodied 16)

Speed 40 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 14 (+2) 2 (–4) 12 (+1) 6 (–2)

Proficiency +2; **Maneuver DC** 12

Skills Perception +3 (see Two Heads), Stealth +4

Senses darkvision 120 ft., passive Perception 18

Languages —

Two Heads. The death dog has advantage on Perception checks and on Saving Throws made to resist being blinded, charmed, deafened, frightened, stunned, or knocked unconscious, and it can't be flanked.

ACTIONS

Multiattack. The death dog attacks twice with its bite.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it makes a DC 12 Constitution saving throw. On a failure, it becomes infected with a disease. Until this disease is cured, the target is poisoned. While diseased, the target makes a DC 12 Constitution saving throw every 24 hours, reducing its hit point maximum by 5 (1d10) on a failure and ending the disease on a success. This hit point maximum reduction lasts until the disease is cured. The target dies if its hit point maximum is reduced to 0.

DEER CHALLENGE 0

MEDIUM BEAST 10 XP

AC 13

HP 4 (1d8; bloodied 2)

Speed 50 ft.

STR DEX CON INT WIS CHA

10 (+0) 16 (+3) 10 (+0) 2 (–4) 14 (+2) 4 (–3)

Proficiency +2; **Maneuver DC** 13

Senses passive Perception 12

Languages —

Keen Smell. The deer has advantage on Perception checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Headbutt. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

DIRE CENTIPEDE CHALLENGE 2

LARGE BEAST 450 XP

AC 13 (natural armor)

HP 45 (6d10 + 12; bloodied 22)

Speed 30 ft., climb 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 10 (+0) 12 (+1) 1 (–5) 10 (+0) 3 (–4)

Proficiency +2; **Maneuver DC** 12

Senses blindsight 30 ft., passive Perception 10

Languages —

Spider Climb. The centipede can climb even on difficult surfaces and upside down on ceilings.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target makes a DC 11 Constitution saving throw. On a failure, the target takes 10 (3d6) poison damage and is poisoned for 1 minute. The target is paralyzed while poisoned in this way. The target repeats the saving throw at the end of each of its turns, ending the effect on a success.

DIRE WOLF CHALLENGE 1

LARGE BEAST 200 XP

AC 13 (natural armor)

HP 30 (4d10 + 8; bloodied 15)

Speed 50 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 14 (+2) 2 (–4) 12 (+1) 6 (–2)

Proficiency +2; **Maneuver DC** 13

Skills Perception +3, Stealth +4

Senses darkvision 30 ft., passive Perception 13

Languages —

Keen Hearing and Smell. The wolf has advantage on Perception checks that rely on hearing and smell.

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 not incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage. If the target is a creature, it makes a DC 13 Strength saving throw, falling prone on a failure.

DRAFT HORSE CHALLENGE 1/4

LARGE BEAST 50 XP

AC 10

HP 22 (3d10 + 6; bloodied 11)

Speed 40 ft.

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 14 (+2) 2 (–4) 10 (+0) 6 (–2)

Proficiency +2; **Maneuver DC** 14

Senses passive Perception 10

Languages —

ACTIONS

Hooves. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

EAGLE CHALLENGE 0

SMALL BEAST 10 XP

AC 12

HP 3 (1d6; bloodied 1)

Speed 10 ft., fly 60 ft.

STR DEX CON INT WIS CHA

6 (–2) 14 (+2) 10 (+0) 2 (–4) 14 (+2) 6 (–2)

Proficiency +2; **Maneuver DC** 12

Skills Perception +4

Senses passive Perception 14

Languages —

Keen Sight. The eagle has advantage on Perception checks that rely on sight.

ACTIONS

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

ELEPHANT CHALLENGE 4

HUGE BEAST 1,100 XP

AC 12 (natural armor)

HP 76 (8d12 + 24; bloodied 38)

Speed 40 ft.

STR DEX CON INT WIS CHA

22 (+6) 8 (–1) 16 (+3) 4 (–3) 10 (+0) 6 (–2)

Proficiency +2; **Maneuver DC** 16

Senses passive Perception 10

Languages —

ACTIONS

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage. If the elephant moves at least 20 feet straight towards the target before the attack, the target makes a DC 16 Strength saving throw, falling prone on a failure.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

BONUS ACTIONS

Trample Underfoot. The elephant makes a stomp attack against a prone creature.

ELK CHALLENGE 1/4

LARGE BEAST 50 XP

AC 10

HP 15 (2d10 + 4; bloodied 7)

Speed 50 ft.

STR DEX CON INT WIS CHA

14 (+2) 10 (+0) 14 (+2) 2 (–4) 10 (+0) 4 (–3)

Proficiency +2; **Maneuver DC** 12

Senses passive Perception 10

Languages —

ACTIONS

Ram. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. If the target is a creature and the elk moves at least 20 feet straight towards the target before the attack, the target makes a DC 12 Strength saving throw, falling prone on a failure.

BONUS ACTIONS

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one prone creature. *Hit:* 7 (2d4 + 2) bludgeoning damage.

FLYING SNAKE CHALLENGE 1/8

TINY BEAST 25 XP

AC 13

HP 7 (2d4 + 2; bloodied 3)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR DEX CON INT WIS CHA

4 (–3) 16 (+3) 12 (+1) 2 (–4) 12 (+1) 4 (–3)

Proficiency +2; **Maneuver DC** 13

Senses blindsight 10 ft., passive
Perception 11

Languages —

Flyby. The snake doesn't provoke opportunity attacks when it flies out of a creature's reach.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 3 (1d6) poison damage.

FROG CHALLENGE 0

TINY BEAST 0 XP

AC 11

HP 1 (1d4 – 1)

Speed 20 ft., swim 20 ft.

STR DEX CON INT WIS CHA

1 (–5) 12 (+1) 8 (–1) 2 (–4) 12 (+1) 4 (–3)

Proficiency +2; **Maneuver DC** 11

Skills Stealth +3

Senses darkvision 30 ft., passive
Perception 11

Languages —

Amphibious. The frog can breathe air and water.

Jumper. The frog can jump up to 10 feet horizontally and 5 feet vertically without a running start.

GIANT APE CHALLENGE 7

HUGE BEAST 2,900 XP

AC 14 (natural armor)

HP 115 (11d12 + 44; bloodied 57)

Speed 40 ft., climb 40 ft.

STR DEX CON INT WIS CHA

20 (+5) 14 (+2) 18 (+4) 6 (–2) 12 (+1) 6 (–2)

Proficiency +3; **Maneuver DC** 16

Skills Athletics +8, Perception +4

Senses passive Perception 14

Languages —

ACTIONS

Multiattack. The ape attacks twice with its fists.

Fists. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 50/100 ft., one target. *Hit:* 26 (6d6 + 5) bludgeoning damage.

GIANT BADGER CHALLENGE 1/4

MEDIUM BEAST 50 XP

AC 10

HP 19 (3d8 + 6; bloodied 9)

Speed 30 ft., burrow 10 ft.

STR DEX CON INT WIS CHA

12 (+1) 10 (+0) 14 (+2) 2 (–4) 12 (+1) 4 (–3)

Proficiency +2; **Maneuver DC** 11

Senses darkvision 30 ft., passive
Perception 11

Languages —

Keen Smell. The badger has advantage on Perception checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

GIANT BAT CHALLENGE 1/4

LARGE BEAST 50 XP

AC 13

HP 16 (3d10; bloodied 8)

Speed 10 ft., fly 60 ft.

STR DEX CON INT WIS CHA

14 (+2) 16 (+3) 10 (+0) 2 (–4) 12 (+1) 4 (–3)

Proficiency +2; **Maneuver DC** 13

Senses blindsight 60 ft., passive
Perception 11

Languages —

Echolocation. The bat can't use blindsight while deafened.

Keen Hearing. The bat has advantage on Perception checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

GIANT BOAR CHALLENGE 2

LARGE BEAST 450 XP

AC 12 (natural armor)

HP 47 (5d10 + 20; bloodied 23)

Speed 40 ft.

STR DEX CON INT WIS CHA

16 (+3) 10 (+0) 18 (+4) 2 (–4) 8 (–1) 4 (–3)

Proficiency +2; **Maneuver DC** 13

Senses passive Perception 9

Languages —

Relentless (1/Day). If the boar takes 10 or less damage that would reduce it to 0 hit points, it is instead reduced to 1 hit point.

ACTIONS

Tusk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the boar moves at least 20 feet straight towards the target before the attack, the attack deals an extra 7 (2d6) slashing damage and the target makes a DC 13 Strength saving throw, falling prone on a failure.

GIANT CENTIPEDE CHALLENGE 1/4 SMALL BEAST 50 XP

AC 12

HP 9 (2d6 + 2; bloodied 4)

Speed 30 ft., climb 30 ft.

STR DEX CON INT WIS CHA

4 (–3) 14 (+2) 12 (+1) 1 (–5) 6 (–2) 3 (–4)

Proficiency +2; **Maneuver DC** 12

Senses blindsight 30 ft., passive Perception 8

Languages —

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and the target makes a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failure. If the poison damage reduces the target to 0 hit points, it is made stable but poisoned for 1 hour, even if it regains hit points, and it is paralyzed while poisoned in this way.

GIANT CONSTRICTOR CHALLENGE 2 SNAKE

HUGE BEAST 450 XP

AC 12

HP 52 (7d12 + 7; bloodied 26)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 14 (+2) 12 (+1) 2 (–4) 10 (+0) 4 (–3)

Proficiency +2; **Maneuver DC** 14

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages —

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 +

4) bludgeoning damage and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained and the snake can't constrict a different target.

GIANT CRAB CHALLENGE 1/8

MEDIUM BEAST 25 XP

AC 15 (natural armor)

HP 9 (2d8; bloodied 4)

Speed 30 ft., swim 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 14 (+2) 10 (+0) 1 (–5) 8 (–1) 4 (–3)

Proficiency +2; **Maneuver DC** 12

Skills Stealth +4

Senses blindsight 30 ft., passive Perception 9

Languages —

Amphibious. The crab can breathe air and water.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage and the target is grappled (escape DC 11). The crab has two claws and can grapple one creature with each.

GIANT CROCODILE CHALLENGE 5

HUGE BEAST 1,800 XP

AC 14 (natural armor)

HP 85 (9d12 + 27; bloodied 42)

Speed 30 ft., swim 50 ft.

STR DEX CON INT WIS CHA

20 (+5) 10 (+0) 16 (+3) 2 (–4) 10 (+0) 6 (–2)

Proficiency +3; **Maneuver DC** 16

Skills Stealth +3 (+1d4)

Senses passive Perception 10

Languages —

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

ACTIONS

Multiattack. The crocodile attacks with its bite and its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained and the crocodile can't bite a different target.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature not grappled by the crocodile. *Hit:* 14 (2d8 + 5) bludgeoning damage and the target makes a DC 18 Strength saving throw, falling prone on a failure.

GIANT EAGLE CHALLENGE 1

LARGE BEAST 200 XP

AC 12

HP 26 (4d10 + 4; bloodied 13)

Speed 10 ft., fly 80 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 12 (+1) 8 (–1) 14 (+2) 10 (+0)

Proficiency +2; **Maneuver DC** 12

Skills Perception +4

Senses passive Perception 14

Languages Giant Eagle, understands but can't speak Common and Auran

Keen Sight. The eagle has advantage on Perception checks that rely on sight.

ACTIONS

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage and the target is grappled (escape DC 13). Until this grapple ends, the giant eagle can't attack a different target with its talons.

BONUS ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one grappled creature. *Hit:* 5 (1d6 + 2) piercing damage.

GIANT ELK CHALLENGE 2

HUGE BEAST 450 XP

AC 13 (natural armor)

HP 42 (5d12 + 10; bloodied 21)

Speed 60 ft.

STR DEX CON INT WIS CHA

18 (+4) 14 (+2) 14 (+2) 6 (–2) 14 (+2) 10 (+0)

Proficiency +2; **Maneuver DC** 14

Senses passive Perception 12

Languages Giant Elk, understands but can't speak Common, Elvish, and Sylvan

ACTIONS

Ram. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature and the elk moves at least 20

feet straight towards the target before the attack, the target makes a DC 14 Strength saving throw, falling prone on a failure.

BONUS ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one prone creature. *Hit:* 9 (2d4 + 4) bludgeoning damage.

GIANT FIRE BEETLE CHALLENGE 0

SMALL BEAST 10 XP

AC 13 (natural armor)

HP 4 (1d6 + 1; bloodied 2)

Speed 30 ft.

STR DEX CON INT WIS CHA

8 (–1) 10 (+0) 12 (+1) 1 (–5) 6 (–2) 4 (–3)

Proficiency +2; **Maneuver DC** 10

Senses blindsight 30 ft., passive Perception 8

Languages —

Fire Glands. The beetle sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

GIANT FROG CHALLENGE 1/4

MEDIUM BEAST 50 XP

AC 11

HP 18 (4d8; bloodied 9)

Speed 30 ft., swim 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 10 (+0) 2 (–4) 10 (+0) 4 (–3)

Proficiency +2; **Maneuver DC** 11

Skills Perception +2, Stealth +3

Senses darkvision 30 ft., passive Perception 12

Languages —

Amphibious. The frog can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage and the target is grappled (escape DC 11). Until this grapple ends, the frog can't bite another target.

Swallow. The frog makes a bite attack against a Small or smaller creature it is

grappling. If the attack hits and the frog has not swallowed another creature, the target is swallowed and the grapple ends. A swallowed creature has total cover from attacks from outside the frog, it is blinded and restrained, and it takes 5 (2d4) acid damage at the beginning of each of the frog's turns. If the frog dies, the target is no longer swallowed.

Vaulting Leap. The frog jumps up to 10 feet horizontally and 5 feet vertically. If it's within 5 feet of a creature that it is not grappling at the end of this movement, it may make a bite attack against that creature with advantage.

GIANT GOAT CHALLENGE 1/2

LARGE BEAST 100 XP

AC 11 (natural armor)

HP 22 (3d10 + 6; bloodied 11)

Speed 40 ft.

STR DEX CON INT WIS CHA

16 (+3) 10 (+0) 14 (+2) 3 (−4) 12 (+1) 6 (−2)

Proficiency +2; **Maneuver DC** 13

Saving Throws Str +5

Skills Athletics +5

Senses passive Perception 11

Languages —

ACTIONS

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage. If the target is a creature and the goat moves at least 20 feet straight towards the target before the attack, the target takes an additional 5 (2d4) bludgeoning damage and makes a DC 13 Strength saving throw, falling prone on a failure.

GIANT HYENA CHALLENGE 1

LARGE BEAST 200 XP

AC 12

HP 34 (4d10 + 12; bloodied 17)

Speed 50 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 16 (+3) 2 (−4) 12 (+1) 6 (−2)

Proficiency +2; **Maneuver DC** 12

Skills Perception +3

Senses darkvision 30 ft., passive

Perception 13

Languages —

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage. If this damage reduces the target to 0 hit points, the hyena can use its bonus action to move half its Speed and make a second bite attack.

GIANT LIZARD CHALLENGE 1/4

LARGE BEAST 50 XP

AC 12 (natural armor)

HP 19 (3d10 + 3; bloodied 9)

Speed 30 ft., climb 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 12 (+1) 2 (−4) 10 (+0) 4 (−3)

Proficiency +2; **Maneuver DC** 12

Senses darkvision 30 ft., passive

Perception 10

Languages —

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

GIANT OCTOPUS CHALLENGE 1

LARGE BEAST 200 XP

AC 11

HP 32 (5d10+5; bloodied 16)

Speed 10 ft., swim 60 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 12 (+1) 4 (−3) 12 (+1) 4 (−3)

Proficiency +2; **Maneuver DC** 13

Skills Stealth +3 (+1d4)

Senses darkvision 60 ft., passive

Perception 11

Languages —

Camouflage. The octopus has advantage on Stealth checks.

Water Breathing. The octopus breathes water and can hold its breath for 1 hour while in air.

ACTIONS

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the octopus can't attack a different target with its tentacles.

BONUS ACTIONS

Ink Cloud (1/Day). If underwater, the octopus exudes a cloud of ink in a 20-foot-radius sphere, extending around corners. The area is heavily obscured for 1 minute unless dispersed by a strong current.

GIANT OWL CHALLENGE 1/4

LARGE BEAST 50 XP

AC 12

HP 19 (3d10 + 3; bloodied 9)

Speed 5 ft., fly 60 ft.

STR DEX CON INT WIS CHA

12 (+1) 14 (+2) 12 (+1) 8 (–1) 14 (+2) 10 (+0)

Proficiency +2; **Maneuver DC** 12

Skills Perception +4, Stealth +4

Senses darkvision 120 ft., passive Perception 14

Languages Giant Owl; understands but can't speak Common, Elvish, and Sylvan
Flyby. The owl doesn't provoke opportunity attacks when it flies out of a creature's reach.

Keen Hearing and Sight. The owl has advantage on Perception checks that rely on hearing and sight.

ACTIONS

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

GIANT POISONOUS CHALLENGE 1/4

SNAKE

MEDIUM BEAST 50 XP

AC 13

HP 11 (2d8 + 2; bloodied 5)

Speed 30 ft., swim 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 16 (+3) 12 (+1) 2 (–4) 12 (+1) 4 (–3)

Proficiency +2; **Maneuver DC** 13

Senses blindsight 10 ft., passive Perception 11

Languages —

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 1 piercing damage and the target makes a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failure or half damage on a success.

GIANT RAT CHALLENGE 1/8

SMALL BEAST 25 XP

AC 12

HP 7 (2d6; bloodied 3)

Speed 30 ft.

STR DEX CON INT WIS CHA

6 (–2) 14 (+2) 10 (+0) 2 (–4) 10 (+0) 4 (–3)

Proficiency +2; **Maneuver DC** 12

Senses darkvision 60 ft., passive Perception 10

Languages —

Keen Smell. The rat has advantage on Perception checks that rely on smell.

Pack Tactics. The giant rat has advantage on attack rolls against a creature if at least one of the rat's allies is within 5 feet of the creature and not incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Variant: Diseased Giant Rat

Giant rats who dwell in sewers and filth can carry debilitating disease. A creature bitten by a diseased giant rat makes a DC 10 Constitution saving throw or it becomes infected with sewer plague (see Diseases in Chapter 7: Maladies in *Trials & Treasures*).

GIANT SCORPION CHALLENGE 3

LARGE BEAST 700 XP

AC 15 (natural armor)

HP 52 (7d10 + 14; bloodied 26)

Speed 40 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 14 (+2) 2 (–4) 8 (–1) 4 (–3)

Proficiency +2; **Maneuver DC** 12

Senses blindsight 60 ft., passive Perception 9

Languages —

ACTIONS

Multiattack. The scorpion attacks once with its claws and once with its sting.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage and the target is grappled (escape DC 12). Until this grapple ends, the scorpion can't attack a different target with its claws.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and the target makes a DC 12 Constitution saving throw, taking 16 (3d10) poison damage on a failure or half damage on a success.

GIANT SEAHORSE CHALLENGE 1/2

LARGE BEAST 100 XP

AC 13 (natural armor)

HP 22 (4d10; bloodied 11)

Speed 0 ft., swim 40 ft.

STR DEX CON INT WIS CHA

12 (+1) 14 (+2) 10 (+0) 2 (–4) 12 (+1) 4 (–3)

Proficiency +2; **Maneuver DC** 12

Senses passive Perception 11

Languages —

Water Breathing. The seahorse breathes only water.

ACTIONS

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage. If the seahorse moves at least 20 feet straight towards the target before the attack, the attack deals an extra 5 (2d4) bludgeoning damage and the target makes a DC 11 Strength saving throw, falling prone on a failure.

GIANT SHARK CHALLENGE 5

HUGE BEAST 1,800 XP

AC 13 (natural armor)

HP 105 (10d12 + 40; bloodied 52)

Speed 0 ft., swim 50 ft.

STR DEX CON INT WIS CHA

20 (+5) 10 (+0) 18 (+4) 2 (–4) 10 (+0) 4 (–3)

Proficiency +3; **Maneuver DC** 16

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages —

Water Breathing. The shark breathes only water.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage. On a hit, the shark can make a second bite attack as a bonus action.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage, and the shark can swim 20 feet without provoking opportunity attacks.

GIANT SPIDER CHALLENGE 1

LARGE BEAST 200 XP

AC 14 (natural armor)

HP 26 (4d10 + 4; bloodied 13)

Speed 30 ft., climb 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 16 (+3) 12 (+1) 2 (–4) 10 (+0) 4 (–3)

Proficiency +2; **Maneuver DC** 13

Skills Stealth +5

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages —

Spider Climb. The spider can climb even on difficult surfaces and upside down on ceilings.

Web Sense. While touching a web, the spider knows the location of other creatures touching that web.

Web Walker. The spider ignores movement restrictions imposed by webs.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and the target makes a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failure. If the poison damage reduces the target to 0 hit points, the target is made stable but poisoned for 1 hour, even if it regains hit points, and it is paralyzed while poisoned in this way.

BONUS ACTIONS

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 20/60 feet., one Large or smaller creature. *Hit:* The creature is restrained by a web. As an action, a creature can make a DC 12 Strength check, breaking the web on a success. The effect also ends if the web is destroyed. The web is an object with AC 10, 1 hit point, and immunity to all forms of damage except slashing, fire, and force.

GIANT TOAD CHALLENGE 1

LARGE BEAST 200 XP

AC 11

HP 33 (6d10; bloodied 16)

Speed 20 ft., swim 40 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 10 (+0) 2 (–4) 10 (+0) 4 (–3)

Proficiency +2; **Maneuver DC** 12

Senses darkvision 30 ft., passive Perception 10

Languages —

Amphibious. The toad can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 4 (1d8) poison damage and the target is grappled (escape DC 12). Until this grapple ends, the toad can't bite another target.

Swallow. The toad makes a bite attack against a Medium or smaller creature it is grappling. If the attack hits and the toad has not swallowed another creature, the target is swallowed and the grapple ends. A swallowed creature has total cover from attacks from outside the toad, it is blinded and restrained, and it takes 7 (2d6) acid damage at the beginning of each of the toad's turns. If the toad dies, the target is no longer swallowed.

Vaulting Leap. The toad jumps up to 20 feet horizontally and 10 feet vertically. If it's within 5 feet of a creature that it is not grappling at the end of this movement, it can make a bite attack against that creature with advantage.

GIANT VULTURE CHALLENGE 1

LARGE BEAST 200 XP

AC 12

HP 22 (3d10 + 6; bloodied 11)

Speed 10 ft., fly 60 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 14 (+2) 6 (–2) 12 (+1) 6 (–2)

Proficiency +2; **Maneuver DC** 12

Skills Perception +3

Senses passive Perception 13

Languages —

Keen Sight and Smell. The vulture has advantage on Perception checks that rely on sight and smell.

ACTIONS

Multiattack. The vulture attacks with its beak and its talons.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

REACTIONS

Retreat. When the vulture would be hit by a melee attack, the vulture can move 5 feet away from the attacker. If this moves the vulture out of the attacker's reach, the attacker has disadvantage on its attack.

GIANT WASP CHALLENGE 1/2

MEDIUM BEAST 100 XP

AC 12

HP 18 (4d8; bloodied 9)

Speed 10 ft., fly 50 ft.

STR DEX CON INT WIS CHA

10 (+0) 14 (+2) 10 (+0) 1 (–5) 10 (+0) 4 (–3)

Proficiency +2; **Maneuver DC** 12

Senses passive Perception 10

Languages —

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and the target makes a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failure or half damage on a success. If the poison damage reduces the target to 0 hit points, the target is made stable but poisoned for 1 hour, even if it regains hit points, and it is paralyzed while poisoned in this way.

GIANT WEASEL CHALLENGE 1/8

MEDIUM BEAST 25 XP

AC 12

HP 9 (2d8; bloodied 4)

Speed 40 ft.

STR DEX CON INT WIS CHA

10 (+0) 14 (+2) 10 (+0) 4 (–3) 12 (+1) 4 (–3)

Proficiency +2; **Maneuver DC** 12

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages —

Keen Hearing and Smell. The weasel has advantage on Perception checks that rely on hearing and smell.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, or 7 (2d4 + 2) piercing damage against a creature the weasel is grappling.

Grab. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* The target is grappled (escape DC 12).

GIANT WOLF SPIDER CHALLENGE 1/4 MEDIUM BEAST 50 XP

AC 13

HP 13 (3d8; bloodied 6)

Speed 40 ft., climb 40 ft.

STR DEX CON INT WIS CHA

12 (+1) 16 (+3) 10 (+0) 2 (-4) 12 (+1) 4 (-3)

Proficiency +2; **Maneuver DC** 13

Skills Perception +3, Stealth +5

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages —

Spider Climb. The spider can climb even on difficult surfaces and upside down on ceilings.

Web Sense. While touching a web, the spider knows the location of other creatures touching that web.

Web Walker. The spider ignores movement restrictions imposed by webs.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage and the target makes a DC 11 Constitution saving throw, taking 5 (2d4) poison damage on a failure or half damage on a success. If the poison damage reduces the target to 0 hit points, the target is made stable but poisoned for 1 hour, even if it regains hit points, and it is paralyzed while poisoned in this way.

GOAT CHALLENGE 0 MEDIUM BEAST 10 XP

AC 10

HP 4 (1d8; bloodied 2)

Speed 40 ft.

STR DEX CON INT WIS CHA

10 (+0) 10 (+0) 10 (+0) 2 (-4) 10 (+0) 4 (-3)

Proficiency +2; **Maneuver DC** 10

Skills Athletics +2

Senses passive Perception 10

Languages —

ACTIONS

Ram. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage. If the target is a creature and the goat moves at least 20 feet straight towards the target before the attack, the target takes an extra 2 (1d4) bludgeoning damage and makes a DC 10 Strength saving throw, falling prone on a failure.

GRIMALKIN CHALLENGE 1/2 MEDIUM MONSTROSITY (SHAPECHANGER) 100 XP

AC 13

HP 22 (4d8 + 4; bloodied 11)

Speed 50 ft., climb 40 ft.

STR DEX CON INT WIS CHA

14 (+2) 16 (+3) 12 (+1) 6 (-2) 14 (+2) 10 (+0)

Proficiency +2; **Maneuver DC** 13

Skills Perception +4, Stealth +5 (+1d4)

Senses darkvision 60 ft., passive Perception 14

Languages —

Keen Smell. The grimalkin has advantage on Perception checks that rely on smell.

ACTIONS

Claws (True Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage. If the grimalkin moves at least 20 feet straight towards the target before the attack, the target makes a DC 12 Strength saving throw, falling prone on a failure.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

BONUS ACTIONS

Opportune Bite (True Form Only). The grimalkin makes a bite attack against a prone creature.

Shapeshift. The grimalkin changes its form to a Tiny cat or into its true form, which resembles a panther. While shapeshifted, its statistics are unchanged

except for its size. It reverts to its true form if it dies.

HAWK CHALLENGE 0

TINY BEAST 10 XP

AC 13

HP 1 (1d4 – 1)

Speed 10 ft., fly 60 ft.

STR DEX CON INT WIS CHA

4 (–3) 16 (+3) 8 (–1) 2 (–4) 14 (+2) 4 (–3)

Proficiency +2; **Maneuver DC** 13

Skills Perception +4

Senses passive Perception 14

Languages —

Keen Sight. The hawk has advantage on Perception checks that rely on sight.

ACTIONS

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

HUNTER SHARK CHALLENGE 2

LARGE BEAST 450 XP

AC 12 (natural armor)

HP 45 (6d10 + 12; bloodied 22)

Speed 0 ft., swim 40 ft.

STR DEX CON INT WIS CHA

18 (+4) 12 (+1) 14 (+2) 2 (–4) 10 (+0) 4 (–3)

Proficiency +2; **Maneuver DC** 14

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

Languages —

Water Breathing. The shark breathes only water.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. On a hit, the shark can use a bonus action to make a second bite attack.

HYENA CHALLENGE 0

MEDIUM BEAST 10 XP

AC 11

HP 4 (1d8; bloodied 2)

Speed 50 ft.

STR DEX CON INT WIS CHA

10 (+0) 12 (+1) 10 (+0) 2 (–4) 12 (+1) 4 (–3)

Proficiency +2; **Maneuver DC** 11

Skills Perception +3

Senses darkvision 30 ft., passive

Perception 13

Languages —

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage. If this damage reduces the target to 0 hit points, the hyena can use its bonus action to move half its Speed and make a second bite attack.

JACKAL CHALLENGE 0

SMALL BEAST 10 XP

AC 12

HP 3 (1d6; bloodied 1)

Speed 40 ft.

STR DEX CON INT WIS CHA

8 (–1) 14 (+2) 10 (+0) 2 (–4) 12 (+1) 4 (–3)

Proficiency +2; **Maneuver DC** 12

Skills Perception +3

Senses passive Perception 13

Languages —

Keen Hearing and Smell. The jackal has advantage on Perception checks that rely on hearing and smell.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

JACKALOPE CHALLENGE 3

TINY BEAST 700 XP

AC 14

HP 55 (10d4 + 30; bloodied 27)

Speed 50 ft.

STR DEX CON INT WIS CHA

11 (+0) 19 (+4) 16 (+3) 6 (–2) 17 (+3) 14 (+2)

Proficiency Bonus +2; **Maneuver DC** 14

Saving Throws Str +2, Dex +6, Con +5

Skills Athletics +2 (+1d4), Deception +4, Perception +5 (+1d4), Stealth +6, Survival +5

Damage Resistances lightning

Condition Immunities stunned

Senses passive Perception 17

Languages understands Common but cannot speak

Evasion. If the jackalope is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage,

the jackalope instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Keen Hearing. The jackalope has advantage on Perception checks that rely on hearing.

Mimicry. The jackalope can imitate sounds it hears frequently, such as a simple phrase or an animal noise. Recognizing the sounds as imitation requires a DC 14 Insight check.

ACTIONS

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. If the jackalope moves at least 20 feet straight towards the target before the attack, the attack deals an extra 7 (2d6) piercing damage.

BONUS ACTIONS

Nimble Escape. The jackalope takes the Disengage or Hide action.

REACTIONS

Uncanny Dodge. When an attacker the jackalope can see hits it with an attack, the jackalope halves the attack's damage against it.

KILLER WHALE CHALLENGE 3

HUGE BEAST 700 XP

AC 12 (natural armor)

HP 75 (10d12 + 10; bloodied 37)

Speed 0 ft., swim 60 ft.

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 12 (+1) 3 (–4) 14 (+2) 6 (–2)

Proficiency +2; **Maneuver DC** 14

Senses blindsight 120 ft., passive Perception 12

Languages —

Echolocation. The whale can't use blindsight while deafened.

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

Keen Hearing. The whale has advantage on Perception checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage. If the target is a creature, it is grappled (escape DC 14). Until this grapple ends, the whale can't

bite another target and it has advantage on bite attacks against the creature it is grappling.

LION CHALLENGE 1

LARGE BEAST 200 XP

AC 12

HP 30 (4d10 + 8; bloodied 15)

Speed 50 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 14 (+2) 3 (–4) 12 (+1) 4 (–3)

Proficiency +2; **Maneuver DC** 13

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Keen Smell. The lion has advantage on Perception checks that rely on smell.

Long Jump. The lion can long jump up to 25 feet.

Pack Tactics. The lion has advantage on attack rolls against a creature if at least one of the lion's allies is within 5 feet of the creature and not incapacitated.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage. If the lion moves at least 20 feet straight towards the target before the attack, the target makes a DC 13 Strength saving throw, falling prone on a failure.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

BONUS ACTIONS

Opportune Bite. The lion makes a bite attack against a prone creature.

LIZARD CHALLENGE 0

TINY BEAST 10 XP

AC 10

HP 2 (1d4; bloodied 1)

Speed 20 ft., climb 20 ft.

STR DEX CON INT WIS CHA

2 (–4) 10 (+0) 10 (+0) 2 (–4) 10 (+0) 4 (–3)

Proficiency +2; **Maneuver DC** 10

Senses darkvision 30 ft., passive Perception 10

Languages —

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage. If this damage would reduce a Small or larger target to 0 hit points, the target takes no damage from this attack.

MAMMOTH CHALLENGE 6

HUGE BEAST 2,300 XP

AC 13 (natural armor)

HP 115 (10d12 + 50; bloodied 57)

Speed 40 ft.

STR DEX CON INT WIS CHA

24 (+7) 8 (–1) 20 (+5) 4 (–3) 10 (+0) 6 (–2)

Proficiency +3; **Maneuver DC** 18

Senses passive Perception 10

Languages —

ACTIONS

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage. If the elephant moves at least 20 feet straight towards the target before the attack, the target makes a DC 18 Strength saving throw, falling prone on a failure.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage.

BONUS ACTIONS

Trample. The mammoth makes a stomp attack against a prone creature.

Trunk Fling. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) bludgeoning damage. If the target is a Large or smaller creature, it is pushed 10 feet away from the mammoth and knocked prone.

MASTIFF CHALLENGE 1/8

MEDIUM BEAST 25 XP

AC 12

HP 9 (2d8; bloodied 4)

Speed 40 ft.

STR DEX CON INT WIS CHA

12 (+1) 14 (+2) 10 (+0) 3 (–4) 12 (+1) 6 (–2)

Proficiency +2; **Maneuver DC** 12

Skills Perception +3

Senses passive Perception 13

Languages —

Keen Hearing and Smell. The mastiff has advantage on Perception checks that rely on hearing and smell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage. If the target is a creature, it makes a DC 11 Strength saving throw, falling prone on a failure.

MULE CHALLENGE 1/8

MEDIUM BEAST 25 XP

AC 10

HP 11 (2d8 + 2; bloodied 5)

Speed 40 ft.

STR DEX CON INT WIS CHA

12 (+1) 10 (+0) 12 (+1) 2 (–4) 10 (+0) 4 (–3)

Proficiency +2; **Maneuver DC** 11

Saving Throws Str +3

Senses passive Perception 10

Languages —

Beast of Burden. The mule is considered Large when calculating its carrying capacity.

ACTIONS

Hooves. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

OCTOPUS CHALLENGE 0

TINY BEAST 10 XP

AC 12

HP 3 (1d6; bloodied 1)

Speed 5 ft., swim 30 ft.

STR DEX CON INT WIS CHA

4 (–3) 14 (+2) 10 (+0) 3 (–4) 10 (+0) 4 (–3)

Proficiency +2; **Maneuver DC** 12

Skills Stealth +4

Senses darkvision 30 ft., passive Perception 10

Languages —

Camouflage. The octopus has advantage on Stealth checks.

Water Breathing. The octopus breathes water and can hold its breath for 30 minutes while in air.

ACTIONS

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 1 bludgeoning damage. If the target is a creature, it is grappled (escape DC 10). Until this grapple ends, the target is restrained, and the octopus can't attack a different target with its tentacles.

BONUS ACTIONS

Ink Cloud (1/Day). If underwater, the octopus exudes a cloud of ink in a 5-foot-radius sphere, extending around corners. The area is heavily obscured for 1 minute unless dispersed by a strong current.

OWL CHALLENGE 0 TINY BEAST 10 XP

AC 11

HP 1 (1d4 – 1)

Speed 5 ft., fly 60 ft.

STR DEX CON INT WIS CHA

2 (–4) 12 (+1) 8 (–1) 2 (–4) 12 (+1) 6 (–2)

Proficiency +2; **Maneuver DC** 11

Skills Perception +3, Stealth +3

Senses darkvision 120 ft., passive

Perception 13

Languages —

Flyby. The owl doesn't provoke opportunity attacks when it flies out of a creature's reach.

Keen Hearing and Sight. The owl has advantage on Perception checks that rely on hearing and sight.

ACTIONS

Talons. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 1 slashing damage. If this damage would reduce a Small or larger target to 0 hit points, the target takes no damage from this attack.

PANTHER CHALLENGE 1/4 MEDIUM BEAST 50 XP

AC 12

HP 13 (3d8; bloodied 6)

Speed 50 ft., climb 40 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 10 (+0) 3 (–4) 14 (+2) 6 (–2)

Proficiency +2; **Maneuver DC** 12

Skills Perception +4, Stealth +4 (+1d4)

Senses darkvision 30 ft., passive

Perception 14

Languages —

Keen Smell. The panther has advantage on Perception checks that rely on smell.

ACTIONS

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 4 (1d4 + 2) slashing damage. If the panther moves at

least 20 feet straight towards the target before the attack, the target makes a DC 12 Strength saving throw, falling prone on a failure.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 4 (1d4 + 2) piercing damage.

BONUS ACTIONS

Opportune Bite. The panther makes a bite attack against a prone creature.

PHASE SPIDER CHALLENGE 3 LARGE MONSTROSITY 700 XP

AC 14 (natural armor)

HP 39 (6d10 + 6; bloodied 19)

Speed 30 ft., climb 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 12 (+1) 6 (–2) 10 (+0) 4 (–3)

Proficiency +2; **Maneuver DC** 12

Skills Stealth +4 (+1d4)

Senses darkvision 60 ft., passive

Perception 10

Languages —

Ethereal Sight. The spider can see into both the Material Plane and Ethereal Plane.

Spider Climb. The spider can climb even on difficult surfaces and upside down on ceilings.

Web Walker. The spider ignores movement restrictions imposed by webs.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 9 (2d6 + 2) piercing damage and the target makes a DC 11 Constitution saving throw, taking 14 (4d6) poison damage on a failure or half damage on a success. If the poison damage reduces the target to 0 hit points, the target is made stable but poisoned for 1 hour, even if it regains hit points, and it is paralyzed while poisoned in this way.

BONUS ACTIONS

Ethereal Jaunt. The spider magically shifts from the Material Plane to the Ethereal Plane or vice versa.

POISONOUS SNAKE CHALLENGE 1/8 TINY BEAST 25 XP

AC 12

HP 2 (1d4; bloodied 1)

Speed 30 ft., swim 30 ft.

STR DEX CON INT WIS CHA

2 (–4) 14 (+2) 10 (+0) 2 (–4) 10 (+0) 4 (–3)

Proficiency +2; **Maneuver DC** 12

Senses blindsight 10 ft., passive Perception 10

Languages —

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and the target makes a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failure or half damage on a success.

POLAR BEAR CHALLENGE 2

LARGE BEAST 450 XP

AC 12 (natural armor)

HP 42 (5d10 + 15; bloodied 21)

Speed 40 ft., swim 30 ft.

STR DEX CON INT WIS CHA

20 (+5) 10 (+0) 16 (+3) 2 (–4) 12 (+1) 4 (–3)

Proficiency +2; **Maneuver DC** 15

Skills Perception +3

Senses passive Perception 13

Languages —

Keen Smell. The bear has advantage on Perception checks that rely on smell.

ACTIONS

Multiattack. The bear makes two melee attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the bear can't attack a different target with its claws.

Variant: Cave Bear

Cave bears have darkvision 90 ft. and no swim speed.

Variant: Drop Bear

Drop bears have no swim Speed but gain a climb Speed of 40 feet and advantage on Stealth checks in forested areas. They take no damage from falling 40 feet or fewer, and

deal an extra 7 (2d6) damage when they hit with an attack after falling at least 20 feet. A creature that takes this extra damage is knocked prone. A drop bear's challenge rating increases to 3.

PONY CHALLENGE 1/8

MEDIUM BEAST 25 XP

AC 10

HP 11 (2d8 + 2; bloodied 5)

Speed 40 ft.

STR DEX CON INT WIS CHA

14 (+2) 10 (+0) 12 (+1) 2 (–4) 10 (+0) 6 (–2)

Proficiency +2; **Maneuver DC** 12

Senses passive Perception 10

Languages —

ACTIONS

Hooves. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

QUIPPER CHALLENGE 0

TINY BEAST 10 XP

AC 13

HP 1 (1d4 – 1)

Speed 0 ft., swim 40 ft.

STR DEX CON INT WIS CHA

2 (–4) 16 (+3) 8 (–1) 2 (–4) 6 (–2) 4 (–3)

Proficiency +2; **Maneuver DC** 13

Senses darkvision 60 ft., passive Perception 8

Languages —

Water Breathing. The quipper breathes only water.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage. On a hit, the quipper can use a bonus action to make a second bite attack.

RAT CHALLENGE 0

TINY BEAST 10 XP

AC 11

HP 1 (1d4 – 1)

Speed 30 ft.

STR DEX CON INT WIS CHA

2 (–4) 12 (+1) 8 (–1) 2 (–4) 10 (+0) 4 (–3)

Proficiency +2; **Maneuver DC** 11

Senses darkvision 30 ft., passive Perception 10

Languages —

Keen Smell. The rat has advantage on Perception checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

RAVEN CHALLENGE 0

TINY BEAST 10 XP

AC 12

HP 1 (1d4 -1)

Speed 10 ft., fly 50 ft.

STR DEX CON INT WIS CHA

2 (-4) 14 (+2) 8 (-1) 2 (-4) 12 (+1) 4 (-3)

Proficiency +2; **Maneuver DC** 12

Skills Perception +3

Senses passive Perception 13

Languages —

Mimicry. The raven can imitate sounds it hears frequently, such as a simple phrase or an animal noise. Recognizing the sounds as imitation requires a DC 10 Insight check.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage. If this damage would reduce a Small or larger target to 0 hit points, the target takes no damage from this attack.

REEF SHARK CHALLENGE 1/2

MEDIUM BEAST 100 XP

AC 12 (natural armor)

HP 22 (4d8 + 4; bloodied 11)

Speed 0 ft., swim 40 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 12 (+1) 2 (-4) 10 (+0) 4 (-3)

Proficiency +2; **Maneuver DC** 12

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

Languages —

Pack Tactics. The shark has advantage on attack rolls against a creature if at least one of the shark's allies is within 5 feet of the creature and not incapacitated.

Water Breathing. The shark breathes only water.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

RHINOCEROS CHALLENGE 2

LARGE BEAST 450 XP

AC 12 (natural armor)

HP 45 (6d10 + 12; bloodied 22)

Speed 40 ft.

STR DEX CON INT WIS CHA

20 (+5) 8 (-1) 14 (+2) 2 (-4) 12 (+1) 4 (-3)

Proficiency +2; **Maneuver DC** 15

Senses passive Perception 11

Languages —

ACTIONS

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the rhinoceros moves at least 20 feet straight towards the target before the attack, the attack deals an extra 4 (1d8) bludgeoning damage and the target makes a DC 15 Strength saving throw, falling prone on a failure.

RIDING HORSE CHALLENGE 1/4

LARGE BEAST 50 XP

AC 10

HP 19 (3d10 + 3; bloodied 9)

Speed 60 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 12 (+1) 2 (-4) 10 (+0) 6 (-2)

Proficiency +2; **Maneuver DC** 13

Senses passive Perception 10

Languages —

ACTIONS

Hooves. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage

ROC CHALLENGE 13

GARGANTUAN BEAST 10,000 XP

AC 15 (natural armor)

HP 232 (15d20 + 75; bloodied 116)

Speed 20 ft., fly 120 ft.

STR DEX CON INT WIS CHA

28 (+9) 10 (+0) 20 (+5) 3 (-4) 12 (+1) 8 (-1)

Proficiency +5; **Maneuver DC** 22

Saving Throws Dex +5, Con +10, Wis +6, Cha +4

Skills Perception +6

Senses passive Perception 16

Languages —

Keen Sight. The roc has advantage on Perception checks that rely on sight.

Siege Monster. The roc deals double damage to objects and structures.

ACTIONS

Multiattack. The roc attacks once with its beak and once with its talons, or makes a beak attack and drops a grappled creature or held object.

Beak. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 23 (4d6 + 9) piercing damage.

Talons. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 22). Until this grapple ends, the target is restrained, and the roc can't attack a different target with its talons.

REACTIONS

Retributive Strike. When a creature the roc can see hits it with a melee weapon attack, the roc makes a beak attack against its attacker.

ROC JUVENILE CHALLENGE 8

HUGE BEAST 3,900 XP

AC 14 (natural armor)

HP 147 (14d12 + 56; bloodied 73)

Speed 25 ft., fly 100 ft.

STR DEX CON INT WIS CHA

22 (+6) 12 (+1) 18 (+4) 3 (–4) 12 (+1) 8 (–1)

Proficiency Bonus +3; **Maneuver DC** 17

Saving Throws Con +7, Wis +4

Skills Perception +4

Senses passive Perception 14

Languages —

Keen Sight. The roc has advantage on Perception checks that rely on sight.

ACTIONS

Multiattack. The roc attacks once with its beak and once with its talons, or makes a beak attack and drops a grappled creature or held object.

Beak. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

Talons. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage, and the target is

grappled (escape DC 17). Until this grapple ends, the target is restrained, and the roc can't attack a different target with its talons.

REACTIONS

Retributive Strike. When a creature the roc can see hits it with a melee weapon attack, the roc makes a beak attack against its attacker.

SABER-TOOTHED TIGER CHALLENGE 2

LARGE BEAST 450 XP

AC 12

HP 45 (6d10 + 12; bloodied 22)

Speed 40 ft.

STR DEX CON INT WIS CHA

20 (+5) 14 (+2) 14 (+2) 3 (–4) 12 (+1) 6 (–2)

Proficiency +2; **Maneuver DC** 15

Skills Perception +3, Stealth +4 (+1d4)

Senses passive Perception 13

Languages —

Keen Smell. The tiger has advantage on Perception checks that rely on smell.

ACTIONS

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage. If the tiger moves at least 20 feet straight towards the target before the attack, the target makes a DC 15 Strength saving throw, falling prone on a failure.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

BONUS ACTIONS

Opportune Bite. The tiger makes a bite attack against a prone creature.

SCORPION CHALLENGE 0

TINY BEAST 10 XP

AC 11 (natural armor)

HP 1 (1d4 – 1)

Speed 10 ft.

STR DEX CON INT WIS CHA

2 (–4) 10 (+0) 8 (–1) 1 (–5) 8 (–1) 4 (–3)

Proficiency +2; **Maneuver DC** 10

Senses blindsight 10 ft., passive Perception 9

Languages —

ACTIONS

Sting. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and the target makes a DC 9 Constitution save, taking 4 (1d8) poison damage on a failure or half damage on a success.

SEAHORSE CHALLENGE 0

TINY BEAST 0 XP

AC 11

HP 1 (1d4 – 1)

Speed 0 ft., swim 20 ft.

STR DEX CON INT WIS CHA

1 (–5) 12 (+1) 8 (–1) 2 (–4) 10 (+0) 4 (–3)

Proficiency +2; **Maneuver DC** 11

Senses passive Perception 10

Languages —

Water Breathing. The seahorse breathes only water.

SPIDER CHALLENGE 0

TINY BEAST 10 XP

AC 12

HP 1 (1d4 – 1)

Speed 20 ft., climb 20 ft.

STR DEX CON INT WIS CHA

2 (–4) 14 (+2) 8 (–1) 1 (–5) 10 (+0) 2 (–4)

Proficiency +2; **Maneuver DC** 12

Skills Stealth +4

Senses darkvision 30 ft., passive Perception 10

Languages —

Spider Climb. The spider can climb even on difficult surfaces and upside down on ceilings.

Web Sense. While touching a web, the spider knows the location of other creatures touching that web.

Web Walker. The spider ignores movement restrictions imposed by webs.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and the target makes a DC 9 Constitution saving throw, taking 2 (1d4) poison damage on a failure.

SWARM OF BATS CHALLENGE 1/4

MEDIUM SWARM OF TINY BEASTS 50

XP

AC 12

HP 18 (4d8; bloodied 9)

Speed 5 ft., fly 30 ft.

STR DEX CON INT WIS CHA

4 (–3) 14 (+2) 10 (+0) 2 (–4) 12 (+1) 4 (–3)

Proficiency +2; **Maneuver DC** 12

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned, unconscious

Senses blindsight 60 ft., passive Perception 11

Languages —

Echolocation. The swarm can't use blindsight while deafened.

Keen Hearing. The swarm has advantage on Perception checks that rely on hearing.

Swarm. The swarm can occupy another creature's space and move through any opening large enough for a Tiny creature. It can't gain HP or temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm is bloodied.

SWARM OF INSECTS CHALLENGE 1/2

MEDIUM SWARM OF TINY BEASTS 100

XP

AC 12 (natural armor)

HP 22 (5d8; bloodied 11)

Speed 20 ft., climb 20 ft.

STR DEX CON INT WIS CHA

2 (–4) 14 (+2) 10 (+0) 1 (–5) 6 (–2) 4 (–3)

Proficiency +2; **Maneuver DC** 12

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned, unconscious

Senses blindsight 10 ft., passive Perception 8

Languages —

Swarm. The swarm can occupy another creature's space and move through any opening large enough for a Tiny creature. It can't gain HP or temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target. *Hit:* 11 (2d10)

piercing damage, or 5 (1d10) piercing damage if the swarm is bloodied.

Venom. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target. *Hit:* 5 (2d4) piercing damage plus 7 (2d6) poison damage, or 2 (1d4) piercing damage plus 3 (1d6) poison damage if the swarm is bloodied.

Variant: Insect Swarms

Swarms composed of different insects may have slightly different characteristics based on the traits, movement modes, and attacks of a member of that swarm. Below are examples of common swarms.

Swarm of Beetles. A swarm of beetles has no venom attack and gains a burrowing Speed of 5 feet.

Swarm of Centipedes. A swarm of centipedes has no bite attack.

Swarm of Spiders. A swarm of spiders gains the following traits:

Spider Climb. The swarm can climb even on difficult surfaces and upside down on ceilings.

Web Sense. While touching a web, the swarm knows the location of other creatures touching that web.

Web Walker. The swarm ignores movement restrictions imposed by webs.

Swarm of Wasps. A swarm of wasps gains a flying Speed of 30 feet, but has no climbing Speed or bite attack.

SWARM OF CHALLENGE 2

POISONOUS SNAKES

MEDIUM SWARM OF TINY BEASTS 450 XP

AC 14

HP 45 (10d8; bloodied 22)

Speed 30 ft., swim 30 ft.

STR DEX CON INT WIS CHA

8 (–1) 18 (+4) 10 (+0) 1 (–5) 10 (+0) 4 (–3)

Proficiency +2; **Maneuver DC** 14

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned, unconscious

Senses blindsight 10 ft., passive Perception 10

Languages —

Swarm. The swarm can occupy another creature's space and move through any opening large enough for a Tiny creature. It can't gain HP or temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target. *Hit:* 7 (2d6) piercing damage plus 14 (4d6) poison damage, or 3 (1d6) poison damage plus 7 (2d6) poison damage if the swarm is bloodied.

SWARM OF QUIPPERS CHALLENGE 1

MEDIUM SWARM OF TINY BEAST 200 XP

AC 13

HP 28 (8d8 – 8; bloodied 14)

Speed 0 ft., swim 40 ft.

STR DEX CON INT WIS CHA

12 (+1) 16 (+3) 8 (–1) 2 (–4) 6 (–2) 4 (–3)

Proficiency +2; **Maneuver DC** 13

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned, unconscious

Senses darkvision 60 ft., passive Perception 8

Languages —

Swarm. The swarm can occupy another creature's space and move through any opening large enough for a Tiny creature. It can't gain HP or temporary hit points.

Water Breathing. The swarm breathes only water.

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm is bloodied. On a hit, the swarm can use a bonus action to make a second bites attack.

SWARM OF RATS CHALLENGE 1/4

MEDIUM SWARM OF TINY BEASTS 50 XP

AC 11

HP 17 (5d8 – 5; bloodied 8)

Speed 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 12 (+1) 8 (–1) 2 (–4) 10 (+0) 4 (–3)

Proficiency +2; **Maneuver DC** 11

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned, unconscious

Senses darkvision 30 ft., passive Perception 10

Languages —

Keen Smell. The swarm has advantage on Perception checks that rely on smell.

Swarm. The swarm can occupy another creature's space and move through any opening large enough for a Tiny creature. It can't gain HP or temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm is bloodied.

SWARM OF RAVENS CHALLENGE 1/4 MEDIUM SWARM OF TINY BEASTS 50 XP

AC 12

HP 17 (5d8 – 5; bloodied 8)

Speed 10 ft., fly 50 ft.

STR DEX CON INT WIS CHA

6 (–2) 14 (+2) 8 (–1) 2 (–4) 12 (+1) 4 (–3)

Proficiency +2; **Maneuver DC** 12

Skills Perception +3

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned, unconscious

Senses passive Perception 13

Languages —

Swarm. The swarm can occupy another creature's space and move through any opening large enough for a Tiny creature. It can't gain HP or temporary hit points.

ACTIONS

Beaks. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm is bloodied.

TIGER CHALLENGE 1 LARGE BEAST 200 XP

AC 12

HP 30 (4d10 + 8; bloodied 15)

Speed 40 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 14 (+2) 3 (–4) 12 (+1) 4 (–3)

Proficiency +2; **Maneuver DC** 13

Skills Perception +3, Stealth +4 (+1d4)

Senses darkvision 60 ft., passive Perception 13

Languages —

Keen Smell. The tiger has advantage on Perception checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage. If the tiger moves at least 20 feet straight towards the target before the attack, the target makes a DC 13 Strength saving throw, falling prone on a failure.

BONUS ACTIONS

Opportune Bite. The tiger makes a bite attack against a prone creature.

VULTURE CHALLENGE 0 MEDIUM BEAST 10 XP

AC 10

HP 4 (1d8; bloodied 2)

Speed 10 ft., fly 50 ft.

STR DEX CON INT WIS CHA

6 (–2) 10 (+0) 10 (+0) 2 (–4) 12 (+1) 6 (–2)

Proficiency +2; **Maneuver DC** 10

Skills Perception +3

Senses passive Perception 13

Languages —

Keen Sight and Smell. The vulture has advantage on Perception checks that rely on sight and smell.

ACTIONS

Beak. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

REACTIONS

Retreat. When the vulture would be hit by a melee attack, the vulture can move 5 feet away from the attacker. If this moves the vulture out of the attacker's reach, the attacker has disadvantage on its attack.

WARHORSE CHALLENGE 1/2

LARGE BEAST 100 XP

AC 11

HP 30 (4d10 + 8; bloodied 15)

Speed 50 ft.

STR DEX CON INT WIS CHA

18 (+4) 12 (+1) 14 (+2) 3 (–4) 12 (+1) 6 (–2)

Proficiency +2; **Maneuver DC** 14

Senses passive Perception 11

Languages —

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. If the horse moves at least 20 feet straight towards the target before the attack, the target makes a DC 14 Strength saving throw, falling prone on a failure.

WEASEL CHALLENGE 0

TINY BEAST 10 XP

AC 13

HP 1 (1d4 – 1)

Speed 30 ft.

STR DEX CON INT WIS CHA

2 (–4) 16 (+3) 8 (–1) 2 (–4) 12 (+1) 4 (–3)

Proficiency +2; **Maneuver DC** 13

Skills Perception +3, Stealth +5

Senses darkvision 30 ft., passive Perception 13

Languages —

Keen Hearing and Smell. The weasel has advantage on Perception checks that rely on hearing and smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage. If this damage would reduce a Small or larger target to 0 hit points, the target takes no damage from this attack.

WINTER WOLF CHALLENGE 3

LARGE MONSTROSITY 700 XP

AC 13 (natural armor)

HP 67 (9d10 + 18; bloodied 33)

Speed 50 ft.

STR DEX CON INT WIS CHA

18 (+4) 12 (+1) 14 (+2) 6 (–2) 12 (+1) 8 (–1)

Proficiency +2; **Maneuver DC** 14

Skills Perception +3, Stealth +3

Damage Immunities cold

Senses darkvision 30 ft., passive

Perception 13

Languages Common, Giant, Winter Wolf

Keen Hearing and Smell. The wolf has advantage on Perception checks that rely on hearing and smell.

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 not incapacitated.

Camouflage. The wolf has advantage on Stealth checks made to hide in snow.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it makes a DC 14 Strength saving throw, falling prone on a failure.

Cold Breath (Recharge 5–6). The wolf exhales frost in a 15-foot cone. Each creature in the area makes a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failure or half damage on a success.

WOLF CHALLENGE 1/4

MEDIUM BEAST 50 XP

AC 12

HP 11 (2d8 + 2; bloodied 5)

Speed 40 ft.

STR DEX CON INT WIS CHA

12 (+1) 14 (+2) 12 (+1) 3 (–4) 12 (+1) 6 (–2)

Proficiency +2; **Maneuver DC** 12

Skills Perception +3, Stealth +4

Senses darkvision 30 ft., passive Perception 13

Languages —

Keen Hearing and Smell. The wolf has advantage on Perception checks that rely on hearing and smell.

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 not incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it makes a DC 12 Strength saving throw, falling prone on a failure.

WORG CHALLENGE 1/2

LARGE MONSTROSITY 100 XP

AC 13 (natural armor)

HP 22 (4d10; bloodied 11)

Speed 50 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 10 (+0) 6 (–2) 10 (+0) 8 (–1)

Proficiency +2; **Maneuver DC** 12

Skills Perception +2, Stealth +3

Senses darkvision 60 ft., passive

Perception 12

Languages Goblin, Worg

Keen Hearing and Smell. The worg has advantage on Perception checks that rely on hearing and smell.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage. If the target is a creature, it makes a DC 13 Strength saving throw, falling prone on a failure.