

Druid Guide to Wild Shape

Circle of the Land (CR^{1/4}-1)



LEGEND

Underlined: Mountable animals; animals needs to be one size bigger for others to ride them

Red: Best Damage Dealers at Beast Shape Level

Green: Best Climber/Stealth/Alt. Purpose at Beast Shape Level

Blue: Best Swimmer at Beast Shape Level

Purple: Best Flyer at Beast Shape Level

CR ¼ (and below)

Baboon

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 30 ft., climb 30 ft.

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

Senses passive Perception 11

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 isn't incapacitated.

Actions

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

Badger

Tiny beast, unaligned

Armor Class 10

Hit Points 3 (1d4 + 1)

Speed 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	11 (+0)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11

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

Actions

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

Boar

Medium beast, unaligned

Armor Class 11

Hit Points 11(2d8+ 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless. If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

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

Camel

Large beast, unaligned

Armor Class 9

Hit Points 15 (2d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	2 (-4)	8 (-1)	5 (-3)

Senses passive Perception 9

Actions

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



Cat

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

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

Skills Perception +3, Stealth +4

Senses passive Perception 13

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

Actions

Claws. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

Constrictor Snake

Large beast, unaligned

Armor Class 12

Hit Points 13 (2d10 + 2)

Speed 30 ft., swim 30 ft.

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

Senses blindsight 10 ft., passive Perception 10

Actions

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

Constrict. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

Deer

Medium beast, unaligned

Armor Class 13

Hit Points 4 (1d8)

Speed 50 ft.

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

Senses passive Perception 12

Actions

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

Draft Horse

Large beast, unaligned

Armor Class 10

Hit Points 19(3d10+ 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	12 (+1)	2 (-4)	11 (0)	7 (-2)

Senses passive Perception 10

Actions

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

Elk

Large beast, unaligned

Armor Class 10

Hit Points 13(2d10+ 2)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	12 (+1)	2 (-4)	10 (0)	6 (-2)

Senses passive Perception 10

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on

Actions

Ram. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Hooves. Melee Weapon Attack: +5 to hit, reach 5 ft., one prone creature. Hit: 8 (2d4 + 3) bludgeoning damage.

Giant Badger

Medium beast, unaligned

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 30 ft., burrow 10 ft.

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

Senses darkvision 30 ft., passive Perception 11

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

Actions

Multiattack. The badger makes two attacks: one with its bite and one with its claws.

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

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

Giant Centipede

Small beast, unaligned

Armor Class 13

Hit Points 4(1d6+ 1)

Speed 30 ft., climb 30 ft.

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

Senses blindsight 30 ft., passive Perception 8

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Giant Fire Beetle

Small beast, unaligned

Armor Class 13

Hit Points 4(1d6+ 1)

Speed 30 ft.

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

Senses blindsight 30 ft., passive Perception 8

Illumination. 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: 2 (1d6 - 1) slashing damage.

Giant Lizard

Large beast, unaligned

Armor Class 12

Hit Points 19(3d10+ 3)

Speed 30 ft., climb 30 ft.

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

Senses darkvision 30 ft., passive Perception 10

Actions

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

Giant Poisonous Snake

Medium beast, unaligned

Armor Class 14

Hit Points 11(2d8+ 2)

Speed 30 ft., swim 30 ft.

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

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Giant Rat

Small beast, unaligned

Armor Class 12

Hit Points 7(2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (0)	2 (-4)	10 (0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

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

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 isn't incapacitated.

Actions

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

Giant Weasel

Medium beast, unaligned

Armor Class 13

Hit Points 9 (2d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	4 (-3)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

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

Actions

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

Giant Wolf Spider

Medium beast, unaligned

Armor Class 13

Hit Points 11(2d8+ 2)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	4 (-3)

Skills Perception +3, Stealth +7

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

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

Web Sense.While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker.The spider ignores movement restrictions caused by webbing.

Actions

Bite.Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Goat

Medium beast, unaligned

Armor Class 10

Hit Points 4 (1d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	2 (-4)	10 (+0)	5 (-3)

Senses Passive perception 10

Charge If the goat moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

Sure-Footed The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

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

Hyena

Medium beast, unaligned

Armor Class 11

Hit Points 5(1d8+ 1)

Speed 50 ft.

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

Skills Perception +3

Senses Passive Perception 13

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 isn't incapacitated.

Jackal

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 40 ft.

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

Skills Perception +3

Senses passive Perception 13

Lizard

Tiny beast, unaligned

Armor Class 10

Hit Points 2 (1d4)

Speed 20 ft., climb 20 ft.

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

Senses darkvision 30 ft.,passive Perception 9

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Mastiff

Medium beast, unaligned

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

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

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Mastiffs are impressive hounds prized by humanoids for their loyalty and keen senses.

Panther

Medium beast, unaligned

Armor Class 12

Hit Points 13(3d8)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (0)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +6

Senses passive Perception 14

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

Pounce. If the panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

Actions

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

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

Jackal Continued...

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

Pack Tactics. The jackal has advantage on an attack roll against a creature if at least one of the jackal's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

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

Poisonous Snake

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (0)	1 (-5)	10 (0)	3 (-4)

Senses blindsight 10 ft., passive Perception 10

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

Pony

Medium beast, unaligned

Armor Class 10

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (0)	13 (+1)	2 (-4)	11 (0)	7 (-2)

Senses passive Perception 10

Actions

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

Rat

Tiny beast, unaligned

Armor Class 10

Hit Points 1 (1d4 - 1)

Speed 20 ft.

STR DEX CON INT WIS CHA

2 (-4) 11 (+0) 9 (-1) 2 (-4) 10 (+0) 4 (-3)

Senses darkvision 30 ft., passive Perception 10

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

Actions

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

Riding Horse

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 60 ft.

STR DEX CON INT WIS CHA

16 (+3) 10 (+0) 12 (+1) 2 (-4) 11 (+0) 7 (-2)

Senses passive Perception 10

Actions

Hooves. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage.

Scorpion

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4 - 1)

Speed 10 ft. ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (0)	8 (-1)	1 (-5)	8 (-1)	2 (-4)

Senses blindsight 10 ft., passive Perception 9

Actions

Sting. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.



Spider

Tiny beast, unaligned

Armor Class 12

Hit Points 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)

Skills Stealth +4

Senses darkvision 30 ft., passive Perception 10

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.

Weasel

Tiny beast, unaligned

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Skills Perception +3, Stealth +5

Senses passive Perception 13

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

Actions

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

Wolf

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR DEX CON INT WIS CHA

12 (+1) 15 (+2) 12 (+1) 3 (-4) 12 (+1) 6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or 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 the ally isn't incapacitated.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

SWIMMING (Can't be used until Level 4)

Frog

Tiny beast, unaligned

Armor Class 11

Hit Points 1(1d4 - 1)

Speed 20 ft., swim 20 ft.

STR DEX CON INT WIS CHA

1 (-5) 13 (+1) 8 (-1) 1 (-5) 8 (-1) 3 (-4)

Proficiency Bonus +2 in Dex

Skills Perception +1, Stealth +3

Senses darkvision 30 ft., passive Perception 11

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.

Giant Crab

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 13 (3d8)

Speed 30 ft., swim 30 ft.

STR DEX CON INT WIS CHA

13 (+1) 15 (+2) 11 (+0) 1 (-5) 9 (-1) 3 (-4)

Skills Stealth +4

Senses blindsight 30 ft., passive Perception 9

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, each of which can grapple only one target.

Octopus

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 5 ft., swim 30 ft.

STR DEX CON INT WIS CHA

4 (-2) 15 (+2) 11 (+0) 3 (-4) 10 (+0) 4 (-3)

Skills Perception +2, Stealth +4

Senses darkvision 30 ft., passive Perception 12

Hold Breath. While out of water, the octopus can hold its breath for 1 hour.

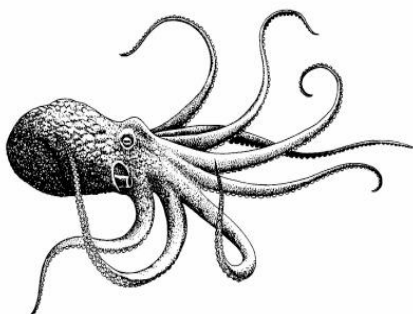
Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

Actions

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 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 use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 5-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.



Quipper

Tiny beast, unaligned

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 0 ft., swim 40 ft.

STR DEX CON INT WIS CHA

2 (-4) 16 (+3) 9 (-1) 1 (-5) 7 (-2) 2 (-4)

Senses darkvision 60 ft., passive Perception 8

Blood Frenzy. The quipper has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The quipper can breathe only underwater.

Actions

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

FLYING (Can't be used until Level 8)

Bat

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 5 ft., fly 30 ft.

STR DEX CON INT WIS CHA

2 (-4) 15 (+2) 8 (-1) 2 (-4) 12 (+1) 4 (-3)

Senses blindsight 60 ft., passive Perception 11

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

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

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

Blood Hawk

Small beast, unaligned

Armor Class 12

Hit Points 7(2d6)

Speed 10 ft., fly 60 ft. ft.

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

Skills Perception +4

Senses passive Perception 14

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

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 isn't incapacitated.

Actions

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

Eagle

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 10 ft., fly 60 ft.

STR DEX CON INT WIS CHA

6 (-2) 15 (+2) 10 (+0) 2 (-4) 14 (+2) 7 (-2)

Skills Perception +4

Senses passive Perception 14

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

Actions

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

Flying Snake

Tiny beast, unaligned

Armor Class 14

Hit Points 5(2d4)

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

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	11 (0)	2 (-4)	12 (+1)	5 (-3)

Senses blindsight 10 ft., passive Perception 11

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1 piercing damage plus 7 (3d4) poison damage.

Giant Bat

Large beast, unaligned

Armor Class 13

Hit Points 22 (4d10)

Speed 10 ft., fly 60 ft.

STR DEX CON INT WIS CHA

15 (+2) 16 (+3) 11 (+0) 2 (-4) 12 (+1) 6 (-2)

Senses blindsight 60 ft., passive Perception 11

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

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

Actions

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

Giant Owl

Large beast, neutral

Armor Class 12

Hit Points 19 (3d10 + 3)

Speed 5 ft., fly 60 ft.

STR DEX CON INT WIS CHA

13 (+1) 15 (+2) 12 (+1) 8 (-1) 13 (+1) 10 (+0)

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

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

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

Actions

Talons. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage.

Hawk

Tiny beast, unaligned

Armor Class 13

Hit Points 1(1d4- 1)

Speed 10 ft., fly 60 ft. ft.

STR DEX CON INT WIS CHA

5 (-3) 16 (+3) 8 (-1) 2 (-4) 14 (+2) 6 (-2)

Skills Perception +4

Senses passive Perception 14

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



Owl

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4 - 1)

Speed 5 ft., fly 60 ft.

STR DEX CON INT WIS CHA

3 (-4) 13 (+1) 8 (-1) 2 (-4) 12 (+1) 7 (-2)

Skills Perception +3, Stealth +3

Senses darkvision 120 ft., passive Perception 13

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

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

Actions

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

Pteranodon

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 13 (3d8)

Speed 10 ft., fly 60 ft.

STR DEX CON INT WIS CHA

12 (+1) 15 (+2) 10 (+0) 2 (-4) 9 (-1) 5 (-3)

Skills Perception +1

Senses passive Perception 11

Flyby. The pteranodon doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) piercing damage.

Raven

Tiny beast, unaligned

Armor Class 12

Hit Points 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) 6 (-2)

Skills Perception +3

Senses passive Perception 13

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

Vulture

Medium beast, unaligned

Armor Class 10

Hit Points 5(1d8+ 1)

Speed 10 ft., fly 50 ft. ft.

STR DEX CON INT WIS CHA

7 (-2) 10 (0) 13 (+1) 2 (-4) 12 (+1) 4 (-3)

Skills Perception +3

Senses passive Perception 13

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

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 isn't incapacitated.

Actions

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

CR 1½ (Level 4)

Ape

Medium beast, unaligned

Armor Class 12

Hit Points 19 (3d8 + 6)

Speed 30 ft., climb 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 14 (+2) 6 (-2) 12 (+1) 7 (-2)

Skills Athletics +5, Perception +3

Senses passive Perception 13

Actions

Multiattack. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

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

Black Bear

Medium beast, unaligned

Armor Class 11

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 10 (0) 14 (+2) 2 (-4) 12 (+1) 7 (-2)

Skills Perception +3

Senses passive Perception 13

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

Actions

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Crocodile

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 20 ft., swim 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 10 (+0) 13 (+1) 2 (-4) 10 (+0) 5 (-3)

Skills Stealth +2

Senses passive Perception 10

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *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 another target.

Giant Goat

Large beast, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 40 ft.

STR DEX CON INT WIS CHA

17 (+3) 11 (0) 12 (+1) 3 (-4) 12 (+1) 6 (-2)

Senses passive Perception 11

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone. Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Reef Shark

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 0 ft., swim 40 ft.

STR DEX CON INT WIS CHA

14 (+2) 13 (+1) 13 (+1) 1 (-5) 10 (+0) 4 (-3)

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

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 isn't incapacitated.

Water Breathing. The shark can breathe only underwater.

Actions

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

Reef sharks measure 6 to 10 feet long, and inhabit shallow waters and coral reefs.

Warhorse

Large beast, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 60 ft.

STR DEX CON INT WIS CHA

18 (+4) 12 (+1) 13 (+1) 2 (-4) 12 (+1) 7 (-2)

Senses passive Perception 11

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d + 4) bludgeoning.

FLYING (Can't use until Level 8)

Giant Wasp

Medium beast, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 10 ft., fly 50 ft.

STR DEX CON INT WIS CHA

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

Senses passive Perception 10

Actions

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.



Swarm of Insects

Medium swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 22(5d8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

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

Senses blindsight 10 ft., passive Perception 8

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 Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

CR 1 (Level 8)

Brown Bear

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

STR DEX CON INT WIS CHA

19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)
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Skills Perception +3

Senses passive Perception 13

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

Actions

Multitask. The bear makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Dire Wolf

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR DEX CON INT WIS CHA

17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)
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Skills Perception +3, Stealth +4

Senses passive Perception 13

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

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 isn't incapacitated.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Giant Eagle

Large beast, neutral good

Armor Class 13

Hit Points 26 (4d10 + 4)

Speed 10 ft., fly 80 ft.

STR DEX CON INT WIS CHA

16 (+3)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)
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Skills Perception +4

Senses passive Perception 14

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

Actions

Multitask. The eagle makes two attacks: one with its beak and one with its talons.

Beak. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Talons. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Giant Frog

Medium beast, unaligned

Armor Class 11

Hit Points 18 (4d8)

Speed 30 ft., swim 30 ft.

STR DEX CON INT WIS CHA

12 (+1)	13 (+1)	11 (+0)	2 (-4)	10 (+0)	3 (-4)
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Skills Perception +2, Stealth +3

Senses darkvision 30 ft., passive Perception 12

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 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 target is restrained, and the frog can't bite another target.

Swallow. The frog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 5 (2d4) acid damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time. If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Giant Hyena

Large beast, unaligned

Armor Class 12

Hit Points 45 (6d10 + 12)

Speed 50 ft.

STR DEX CON INT WIS CHA

16 (+3)	14 (+2)	14 (+2)	2 (-4)	12 (+1)	7 (-2)
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Skills Perception +3

Senses passive Perception 13

Rampage. When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Giant Octopus

Large beast, unaligned

Armor Class 11

Hit Points 52 (8d10 + 8)

Speed 10 ft., swim 60 ft.

STR DEX CON INT WIS CHA

17 (+3) 13 (+1) 13 (+1) 4 (–3) 10 (+0) 4 (–3)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Hold Breath. While out of water, the octopus can hold its breath for 1 hour.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

Actions

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target.

Hit: 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

Giant Spider

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 16 (+3) 12 (+1) 2 (–4) 11 (+0) 4 (–3)

Skills Stealth +7

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

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



Giant Toad

Large beast, unaligned

Armor Class 11

Hit Points 39 (6d10 + 6)

Speed 20 ft., swim 40 ft.

STR DEX CON INT WIS CHA

15 (+2) 13 (+1) 13 (+1) 2 (–4) 10 (+0) 3 (–4)

Senses darkvision 30 ft., passive Perception 10

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 Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Giant Vulture

Large beast, neutral evil

Armor Class 10

Hit Points 22 (3d10 + 6)

Speed 10 ft., fly 60 ft.

STR DEX CON INT WIS CHA

15 (+2) 10 (+0) 15 (+2) 6 (–2) 12 (+1) 7 (–2)

Skills Perception +3

Senses passive Perception 13

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

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 isn't incapacitated.

Actions

Multiaction. The vulture makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Lion

Large beast, unaligned

Armor Class 12

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR DEX CON INT WIS CHA

17 (+3) 15 (+2) 13 (+1) 3 (-4) 12 (+1) 8 (-1)

Skills Perception +3, Stealth +6

Senses passive Perception 13

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

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 isn't incapacitated.

Pounce. If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Swarm of Quippers

Medium swarm of Tiny beasts, unaligned

Armor Class 13

Hit Points 28(8d8- 8)

Speed 0 ft., swim 40 ft.

STR DEX CON INT WIS CHA

13 (+1) 16 (+3) 9 (-1) 1 (-5) 7 (-2) 2 (-4)

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 60 ft., passive Perception 8

Blood Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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 quipper. The swarm can't regain hit points or gain temporary hit points.

Water Breathing. The swarm can breathe only underwater.

Description

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

Tiger

Large beast, unaligned

Armor Class 12

Hit Points 37 (5d10 + 10)

Speed 40 ft.

STR DEX CON INT WIS CHA

17 (+3) 15 (+2) 14 (+2) 3 (-4) 12 (+1) 8 (-1)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

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

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

Actions

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

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

