

Conjure Animals

5e Dungeons and Dragons

Summoning Spell Compendium

Conjure Animals Index

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Description

3rd Level Conjunction

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One beast of challenge rating 2 or lower
- Two beasts of challenge rating 1 or lower
- Four beasts of challenge rating 1/2 or lower
- Eight beasts of challenge rating 1/4 or lower

Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The GM has the creatures' statistics.

At Higher Levels: When you cast this spell using certain higher level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th level slot, three times as many with a 7th level slot, and four times as many with a 9th level slot.

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Axe Beak

Description: An axe beak is a tall flightless bird with strong legs and a heavy, wedge-shaped beak. It has a nasty disposition and tends to Attack any unfamiliar creature that wanders too close.

Actions:

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

AXE BEAK					
<i>Large beast, unaligned</i>					
Armor Class 11					
Hit Points 19 (3d10+3)					
Speed 50 ft.					
STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (-4)	10 (+0)	5 (-3)
Senses passive Perception 10					
Challenge 1/4 (50 XP)					
ACTIONS					
Beak. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> (1d8 + 2) slashing damage.					

Beast AC 11	Hit Points: 19
1	
2	
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Boar

Traits:

Charge: If the boar moves at least 20 ft., 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: (Recharges after a Short or Long Rest): 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.

BOAR					
<i>Medium beast, unaligned</i>					
Armor Class 11 (Natural Armor)					
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					
Challenge 1/4 (50 XP)					
Charge. If the boar moves at least 20 ft. 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 (Recharges after a Short or Long Rest). 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. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> (1d6 + 1) slashing damage.					

Beast AC 11	Hit Points: 11
1	
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Constrictor Snake

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.

Beast AC 12	Hit Points: 13
1	
2	
3	
4	
5	
6	
7	
8	

CONSTRUCTOR 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

Challenge 1/4 (50 XP)

ACTIONS

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

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

Cow

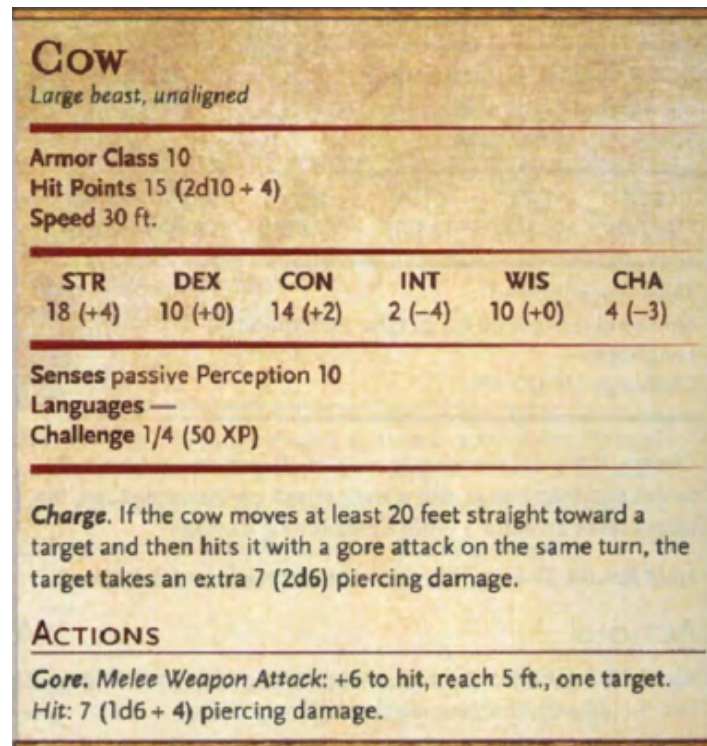
Traits:

Charge: If the cow moves at least 20 ft., straight toward a target and then hits it with a gore Attack on the same turn, the target takes an extra 7 (2d6) slashing damage.

Actions:

Gore: Melee Weapon Attack: +6 to Hit, reach 5 ft., one target. Hit: 7 (1d6 +4) piercing damage.

[Variation] **Ox: Beast of Burden:** The oxen is considered to be a Huge animal for the purposes of determining carrying capacity



Beast AC 10	Hit Points: 15
1	
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Dimetrodon

Description: This sailed back reptile is commonly found in areas where dinosaurs live. It hunts on shores and in shallow water, filling a similar role to a crocodile.

Actions:

Bite: Melee Weapon Attack: +4 to Hit, reach 5ft., one target. Hit: 9 (2d6 + 2) piercing damage.

DIMETRODON					
<i>Medium beast, unaligned</i>					
Armor Class 12 (natural armor)					
Hit Points 19 (3d8 + 6)					
Speed 30 ft., swim 20 ft.					
STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	2 (-4)	10 (+0)	5 (-3)
Skills Perception +2					
Senses passive Perception 12					
Languages —					
Challenge 1/4 (50 XP)					
ACTIONS					
Bite. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target.					
<i>Hit:</i> 9 (2d6 + 2) piercing damage.					

Beast AC 12	Hit Points: 19
1	
2	
3	
4	
5	
6	
7	
8	

Draft Horse

Actions:

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

Beast AC 10	Hit Points: 19
1	
2	
3	
4	
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6	
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DRAFT HORSE					
<i>Large beast, unaligned</i>					
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					
Challenge 1/4 (50 XP)					
ACTIONS					
Hooves. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> (2d4 + 4) bludgeoning damage.					

Elk

Traits:

Charge: If the elk moves at least 20 ft., straight toward a target and then hits it with a RamAttack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

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.

ELK					
<i>Large beast, unaligned</i>					
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					
Challenge 1/4 (50 XP)					
<p>Charge. If the elk 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 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.</p>					
ACTIONS					
<p>Ram. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> (1d6 + 3) bludgeoning damage.</p>					
<p>Hooves. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one prone creature. <i>Hit:</i> (2d4 + 3) bludgeoning damage.</p>					

Beast AC 10	Hit Points: 13
1	
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Giant Badger

Traits:

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

Actions:

Multi-attack: 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.

Beast AC 10	Hit Points: 13
1	
2	
3	
4	
5	
6	
7	
8	

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

Challenge 1/4 (50 XP)

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:* (1d6 + 1) piercing damage.

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

Giant Bat

Traits:

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.

Beast AC 13	Hit Points: 22
1	
2	
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6	
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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

Challenge 1/4 (50 XP)

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:* (1d6 + 2) piercing damage.

Giant Centipede

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 Paralysed while Poisoned in this way.

Beast AC 13	Hit Points: 4
1	
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3	
4	
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GIANT CENTIPEDE

Small beast, unaligned

Armor Class 13 (Natural Armor)

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

Challenge 1/4 (50 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* (1d4 + 2) piercing damage plus (3d6)poison damage. The target must succeed on a dc 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 Frog

Traits:

Amphibious: The frog can breathe air and water

Standing Leap: The frog's long jump is up to 20 ft., and its high jump is up to 10 ft., 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 FROG					
<i>Medium beast, unaligned</i>					
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)
Skills Perception +2, Stealth +3					
Senses Darkvision 30 Ft., passive Perception 12					
Challenge 1/4 (50 XP)					
Amphibious. The frog can breathe air and water					
Standing Leap. The frog's long jump is up to 20 ft. and its high jump is up to 10 ft., with or without a running start.					
ACTIONS					
Bite. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> (1d6 + 1) piercing damage. 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 ft. of movement, exiting prone.					

Beast AC 11	Hit Points: 18
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Giant Lizard

A giant Lizard can be ridden or used as a draft animal. Lizardfolk also keep them as pets, and subterranean giant lizards are used as mounts and pack animals by Drow, Duergar, and others.

Traits:

Variant: Hold Breath: The Lizard can hold its breath for 15 minutes. (A Lizard that has this trait also has a swimming speed of 30 feet.)

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

Actions:

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

GIANT LIZARD					
<i>Large beast, unaligned</i>					
Armor Class 12 (Natural Armor)					
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					
Challenge 1/4 (50 XP)					
Variant: <u>Hold Breath</u>. The lizard can hold its breath for 15 minutes. (A lizard that has this trait also has a swimming speed of 30 feet.)					
Variant: <u>Spider Climb</u>. The lizard can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.					
ACTIONS					
Bite. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> (1d8 + 2) piercing damage.					

Beast AC 12	Hit Points: 19
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Giant Owl

Giant owls often befriend fey and other Sylvan creatures and are guardians of their woodland realms.

Traits:

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.

GIANT OWL					
<i>Large beast, neutral</i>					
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					
Languages Giant Owl, Understands Common, Elvish, And Sylvan But Can't Speak					
Challenge 1/4 (50 XP)					
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. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> (2d6 + 1) slashing damage.					

Beast AC 12	Hit Points: 19
1	
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Giant Poisonous Snake

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.

Beast AC 14	Hit Points: 11
1	
2	
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4	
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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

Challenge 1/4 (50 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* (1d4 + 4) piercing damage plus (3d6)poison damage. The target must make a dc on a failed save, or half as much damage on a successful one

Giant Wolf Spider

Smaller than a Giant Spider, a giant wolf Spider hunts prey across open ground or hides in a Burrow or crevice, or in a hidden cavity beneath debris.

Traits:

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: 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.

GIANT WOLF SPIDER					
<i>Medium beast, unaligned</i>					
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					
Challenge 1/4 (50 XP)					
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. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one creature. <i>Hit:</i> (1d6 + 1) piercing damage plus (2d6) poison damage. The target must make a dc 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					

Beast AC 13	Hit Points: 11
1	
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Hadrosaurus

A Hadrosaurus is a semi-quadrupedal herbivore recognisable by its bony head. If raised as a hatchling, it can be trained to carry a Small or Medium rider.

Actions:

Tail: Melee Weapon Attack: +64 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) bludgeoning damage.

HADROSAURUS					
<i>Large beast, unaligned</i>					
Armor Class 11 (natural armor)					
Hit Points 19 (3d10 + 3)					
Speed 40 ft.					
STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)
Skills Perception +2					
Senses passive Perception 12					
Languages —					
Challenge 1/4 (50 XP)					
ACTIONS					
Tail. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) bludgeoning damage.					

Beast AC 11	Hit Points: 19
1	
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3	
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6	
7	
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Panther

Traits:

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

Pounce: If the panther moves at least 20 ft., 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.

PANTHER					
<i>Medium beast, unaligned</i>					
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					
Challenge 1/4 (50 XP)					
Keen Smell. The panther has advantage on Wisdom (Perception) checks that rely on smell.					
Pounce. If the panther moves at least 20 ft. 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. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> (1d6 + 2) piercing damage.					
Claw. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> (1d4 + 2) slashing damage.					

Beast AC 12	Hit Points: 19
1	
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Pteranodon

Traits:

Flyby: The owl doesn't provoke Opportunity Attacks 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.

PTERANODON						
<i>Medium beast, unaligned</i>						
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						
Languages —						
Challenge 1/4 (50 XP)						
Flyby. The pteranodon doesn't provoke an opportunity attack when it flies out of an enemy's reach.						
ACTIONS						
Bite. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) piercing damage.						

Beast AC 13	Hit Points: 13
1	
2	
3	
4	
5	
6	
7	
8	

Riding Horse

Actions:

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

Beast AC 10	Hit Points: 13
1	
2	
3	
4	
5	
6	
7	
8	

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

Challenge 1/4 (50 XP)

ACTIONS

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

Rothe

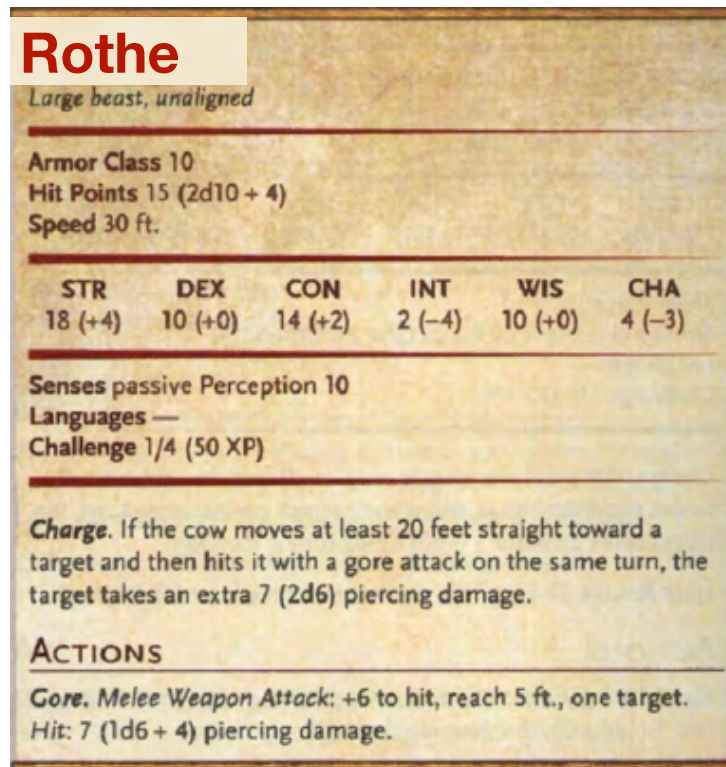
Ordinary Rothe resemble musk oxen and have dark vision out to a range of 30ft.

Variant:

Deep Rothe are stunted Underdark variants of Rothe. They are Medium instead of Large, have 13 (2d8 +4) hit points and communicate with each other by using magical flashing lights. They have dark vision out to a range of 60ft. and the following additional trait.

Trait:

Innate Spellcasting: the Deep Rothe's spell casting ability is Charisma. It can innately cast *dancing lights* at will, requiring no components.



Beast AC 10	Hit Points: 13
1	
2	
3	
4	
5	
6	
7	
8	

Stench Kow

These orange and green misshapen bison are native to the Lower Planes. They have Resistance to cold, fire, and poison damage, dark vision out to a range of 60ft., and the following additional trait.

Trait:

Stench: Any creature other than a Stench Kow that starts its turn within 5 feet of the Stench Kow must succeed on a DC of 12 Constitution saving throw or be poisoned until the start of the creatures next turn. On a successful saving throw, the creature is immune to the stench of all Stench Kows for 1 hour.

Stench Kow						
<i>Large beast, unaligned</i>						
Armor Class 10						
Hit Points 15 (2d10 + 4)						
Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
18 (+4)	10 (+0)	14 (+2)	2 (-4)	10 (+0)	4 (-3)	
Senses passive Perception 10						
Languages —						
Challenge 1/4 (50 XP)						
<p>Charge. If the cow moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) piercing damage.</p>						
ACTIONS						
<p>Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.</p>						

Beast AC 10	Hit Points: 15
1	
2	
3	
4	
5	
6	
7	
8	

Wolf

Traits:

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 ft., 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.

WOLF					
<i>Medium beast, unaligned</i>					
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					
Challenge 1/4 (50 XP)					
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 ft. of the creature and the ally isn't incapacitated.					
ACTIONS					
Bite. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone					

Beast AC 13	Hit Points: 11
1	
2	
3	
4	
5	
6	
7	
8	

Velociraptor

This feathered dinosaur is about the size of a large turkey. It is an aggressive predator and often hunts in packs to bring down larger prey.

Trait:

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

Actions:

Multiattack: The velociraptor makes two attacks: one with its Bite and one with its claws.

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.

Beast AC 10	Hit Points: 15
1	
2	
3	
4	
5	
6	
7	
8	

VELOCIRAPTOR

Tiny beast, unaligned

Armor Class 13 (natural armor)
Hit Points 10 (3d4 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 1/4 (50 XP)

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

ACTIONS

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

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

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

CR 1/4 REFERENCE

- Axe Beak (MM 317)
- Boar (MM 319)
- Constrictor Snake (MM 320)
- Cow/Variation (VGM 207)
- Dimetrodon (VGM 139)
- Draft Horse (Basic, MM 321)
- Elk (MM 322)
- Giant Badger (MM 323)
- Giant Bat (323)
- Giant Centipede (MM 323)
- Giant Frog (MM 323)
- Giant Lizard (MM 326)
- Giant Owl (MM 327)
- Giant Poisonous Snake (MM 327)
- Giant Spider (MM 328)
- Giant Wolf Spider (MM 330)
- Hadrosaurus (VGM 140)
- Panther (MM 333)
- Pteranodon (MM 80)
- Riding Horse (MM 336)
- Rothe/Variation (VGM 207)
- Stench Kow (VGM 207)
- Wolf (MM 341)
- Velociraptor (VGM 140)

MM = Monster Manual

VGM = Volo's Guide to Monsters

Challenge Rating 1/2

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Ape

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.

APE						
<i>Medium beast, unaligned</i>						
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						
Challenge 1/2 (100 XP)						
ACTIONS						
Multiattack. The ape makes two fist attacks.						
Fist. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> (1d6 + 3) bludgeoning damage.						
Rock. <i>Ranged Weapon Attack:</i> +5 to hit, reach 25/50 ft., one target. <i>Hit:</i> (1d6 + 3) bludgeoning damage.						

Beast	
AC	Hit Points: 19
12	
1	
2	
3	
4	

Black Bear

Traits:

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.

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

Claws: Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

BLACK BEAR

Medium beast, unaligned

Armor Class 11 (Natural Armor)

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)

Senses passive Perception 13

Challenge 1/2 (100 XP)

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.

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

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

Beast AC 11	Hit Points: 19
1	
2	
3	
4	

Crocodile

Traits:

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

Beast AC 12		Hit Points: 19
1		
2		
3		
4		

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

Challenge 1/2 (100 XP)

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:* (1d10 + 2) piercing damage. 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

Traits:

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 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.

GIANT GOAT						
<i>Large beast, unaligned</i>						
Armor Class 11 (Natural Armor)						
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						
Challenge 1/2 (100 XP)						
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 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. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> (2d4 + 3) bludgeoning damage.						

Beast AC 11		Hit Points: 19
1		
2		
3		
4		

Giant Sea Horse

Like their smaller kin, giant sea horses are shy, colourful fish with elongated bodies and curled tails. Aquatic elves train them as mounts.

Traits:

Charge: If the Sea Horse 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 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Water Breathing: The Sea Horse can breathe only Underwater.

Actions:

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

GIANT SEA HORSE

Large beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 16 (3d10)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	2 (-4)	12 (+1)	5 (-3)

Senses passive Perception 11

Challenge 1/2 (100 XP)

Charge. If the sea horse 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 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Water Breathing. The sea horse can breathe only underwater.

ACTIONS

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

Beast AC 13	Hit Points: 16
1	
2	
3	
4	

Giant Wasp

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.

GIANT WASP					
<i>Medium beast, unaligned</i>					
Armor Class 12					
Hit Points 13 (3d8)					
Speed 10 ft., fly 50 ft., swim 50 ft.					
STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	1 (-5)	10 (+0)	3 (-4)
Senses passive Perception 10					
Challenge 1/2 (100 XP)					
ACTIONS					
Sting. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one creature. <i>Hit:</i> (1d6 + 2) piercing damage plus (3d6) poison damage. The target must make a dc 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					

Beast AC 12		Hit Points: 13
1		
2		
3		
4		

Reef Shark

Smaller than giant sharks and Hunter sharks, reef sharks inhabit shallow waters and coral reefs, gathering in small packs to hunt. A full-grown specimen measures 6 to 10 feet long.

Traits:

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 ft., 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 SHARK						
<i>Medium beast, unaligned</i>						
Armor Class 12 (Natural Armor)						
Hit Points 22 (4d8+4)						
Speed 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						
Challenge 1/2 (100 XP)						
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 ft. of the creature and the ally isn't incapacitated.						
Water Breathing. The shark can breathe only underwater.						
ACTIONS						
Bite. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> (1d8 + 2) piercing damage.						

Beast AC 12	Hit Points: 22
1	
2	
3	
4	

Warhorse

Traits:

Trampling Charge: If the horse moves at least 20 ft., 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 (2d6 + 4) bludgeoning damage.

WARHORSE					
<i>Large beast, unaligned</i>					
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					
Challenge 1/2 (100 XP)					
Trampling Charge. If the horse moves at least 20 ft. 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. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> (2d6 + 4) bludgeoning damage.					

Beast AC 11	Hit Points: 19
1	
2	
3	
4	

CR 1/2 REFERENCE

- Ape (MM 317)
- Black Bear (MM 318)
- Crocodile (MM 320)
- Giant Goat (MM 326)
- Giant Sea Horse (MM328)
- Giant Wasp (MM 329)
- Reef Shark (MM 336)
- Warhorse (MM 340)

MM = Monster Manual

VGM = Volo's Guide to Monsters

Challenge Rating 1

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Brown Bear

Traits:

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.

Bite: 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.

BROWN BEAR					
<i>Large beast, unaligned</i>					
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)
Skills Perception +3					
Senses passive Perception 13					
Challenge 1 (200 XP)					
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.					
Bite. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> (1d8 + 4) piercing damage.					
Claws. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> (2d6 + 4) slashing damage.					

Beast	
AC	Hit Points: 34
11	
1	
2	

Deinonychus

This larger cousin of the velociraptor kills by gripping its target with its claws feeding while the creature is still alive

Traits:

Pounce: if the deinonychus moves at least 20 feet straight towards a creature and then hits it with a claw attack on the same turn, then that creature must succeed on a DC 12 Strength Saving Throw or be knocked prone. If the target is prone, the deinonychus can make one bite against it as a Bonus Action.

Actions:

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

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

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

Beast AC 13	Hit Points: 26
1	
2	

DEINONYCHUS

Medium beast, unaligned

Armor Class 13 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 1 (200 XP)

Pounce. If the deinonychus 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 deinonychus can make one bite attack against it as a bonus action.

ACTIONS

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

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

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

Dire Wolf

Traits:

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 ft., 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.

DIRE WOLF					
<i>Large beast, unaligned</i>					
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)
Skills Perception +3, Stealth +4					
Senses passive Perception 13					
Challenge 1 (200 XP)					
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 ft. of the creature and the ally isn't incapacitated.					
ACTIONS					
Bite. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone					

Beast	
AC	Hit Points: 37
14	
1	
2	

Giant Eagle

A giant eagle is a noble creature that speaks its own language and understands **Speech** in the **Common** tongue. A mated pair of giant eagles typically has up to four eggs or young in their nest (treat the young as normal eagles).

Traits:

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

Actions

Multiattack: 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 EAGLE					
<i>Large beast, neutral good</i>					
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)
Skills Perception +4					
Senses passive Perception 14					
Languages Giant Eagle, Understands Common And Auran But Can't Speak					
Challenge 1 (200 XP)					
Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.					
ACTIONS					
Multiattack. The eagle makes two attacks: one with its beak and one with its talons.					
Beak. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> (1d6 + 3) piercing damage.					
Talons. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> (2d6 + 3) slashing damage.					

Beast AC 13		Hit Points: 26
1		
2		

Giant Hyena

Traits:

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 HYENA					
<i>Large beast, unaligned</i>					
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)
Skills Perception +3					
Senses passive Perception 13					
Challenge 1 (200 XP)					
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. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> (2d6 + 3) piercing damage.					

Beast AC 12		Hit Points: 45
1		
2		

Giant Octopus

Traits

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.

Beast AC 11	Hit Points: 52
1	
2	

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

Challenge 1 (200 XP)

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:* (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

To snare its prey, a giant Spider spins elaborate webs or shoots sticky strands of webbing from its abdomen. Giant spiders are most commonly found **Underground**, making their lairs on ceilings or in dark, web-filled crevices. Such lairs are often festooned with web cocoons holding past victims.

Traits:

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).

Beast	Hit Points: 26	
AC 14		
1		
2		

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

Challenge 1 (200 XP)

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:* (1d8 + 3) piercing damage plus (2d8)poison damage. The target must make a dc 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, reach 30/60 ft., one creature. 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

Traits:

Amphibious: The toad can breathe air and water

Standing Leap: The toad's long jump is up to 20 ft., and its high jump is up to 10 ft., 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.

Beast AC 11	Hit Points: 39
1	
2	

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

Challenge 1 (200 XP)

Amphibious. The toad can breathe air and water

Standing Leap. The toad's long jump is up to 20 ft. and its high jump is up to 10 ft., with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (1d10 + 2) piercing damage plus (1d10) poison damage. 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

A giant **Vulture** has advanced **Intelligence** and a malevolent bent. Unlike its smaller kin, it will **Attack** a wounded creature to hasten its end. Giant vultures have been known to haunt a thirsty, starving creature for days to enjoy its suffering.

Traits:

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 ft., of the creature and the ally isn't **Incapacitated**.

Actions:

Multiattack: 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.

Beast AC 10	Hit Points: 22
1	
2	

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

Languages Understands Common But Can't Speak

Challenge 1 (200 XP)

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 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. 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:* (2d4 + 2) piercing damage.

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

Lion

Traits:

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 ft., of the creature and the ally isn't Incapacitated.

Pounce: If the lion moves at least 20 ft., 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 ft..

Actions:

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

Beast	Hit Points: 26
AC 12	
1	
2	

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

Challenge 1 (200 XP)

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 ft. of the creature and the ally isn't incapacitated.

Pounce. If the lion moves at least 20 ft. 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 ft..

ACTIONS

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

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

Tiger

Traits:

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

Pounce: If the tiger moves at least 20 ft., 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.

Beast AC 12	Hit Points: 37
1	
2	

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
Challenge 1 (200 XP)

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

Pounce. If the tiger moves at least 20 ft. 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:* (1d10 + 3) piercing damage.

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

CR1 Reference

- Brown Bear (MM 319)
- Deinonychus (VGM 139)
- Dire Wolf (MM 321)
- Giant Eagle (MM 324)
- Giant Hyena (MM 326)
- Giant Octopus (MM 326)
- Giant Spider (MM 328)
- Giant Toad (MM 329)
- Giant Vulture (MM 329)
- Lion (MM 331)
- Tiger (MM 339)

MM = Monster Manual

VGM = Volo's Guide to Monsters

Challenge Rating 2

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Allosaurus

The Allosaurus is a predator possessing great size, strength and speed. It can run down almost any prey over open ground, punching to pull creatures down with its wicked claws

Traits:

Pounce: If the allosaurus moves at least 30 ft., 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 allosaurus can make one bite **Attack** against it as a **Bonus Action**.

Actions:

Bite: Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Claw: Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Beast AC 13	Hit Points: 51
1	

ALLOSAURUS

[[Allosaure](#)]

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +5

Senses passive Perception 15

Languages -

Challenge 2 (450 XP)

Pounce. If the allosaurus moves at least 30 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 allosaurus can make one bite attack against it as a bonus action.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Aurochs

Traits:

Charge: If the aurochs moves at least 20 ft., straight toward a creature and then hits it with a gore **Attack** on the same turn, that target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC15 Strength Saving Throw or be knocked prone.

Actions:

Gore: Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

Beast AC 13	Hit Points: 51
1	

AUROCHS					
<i>Large beast, unaligned</i>					
Armor Class 11 (natural armor)					
Hit Points 38 (4d10 + 16)					
Speed 50 ft.					
STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	5 (-3)
Senses passive Perception 11					
Languages —					
Challenge 2 (450 XP)					
<p>Charge. If the aurochs moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.</p>					
ACTIONS					
<p>Gore. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 14 (2d8 + 5) piercing damage.</p>					

Giant Boar

Traits:

Charge: If the boar moves at least 20 ft., straight toward a target and then hits it with a tusk **Attack** on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 **Strength** saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest): If the boar takes 10 damage or less that would reduce it to 0 Hit Points, it is reduced to 1 hit point instead.

Actions:

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

Beast AC 12	Hit Points: 42
1	

GIANT BOAR

Large beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 42 (5d10+5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Senses passive Perception 8

Challenge 2 (450 XP)

Charge. If the boar moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 **Strength** saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

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

Giant Constrictor Snake

Actions:

Bite: Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage.

Constrict: Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) bludgeoning damage, and the target is **Grappled** (escape DC 16). Until this grapple ends, the creature is **Restrained**, and the snake can't constrict another target.

Beast AC 12	Hit Points: 60
1	

GIANT CONSTRICTOR SNAKE

Huge beast, unaligned

Armor Class 12

Hit Points 60 (8d12+8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2

Senses Blindsight 10 Ft., passive Perception 12

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* (2d8 + 4) bludgeoning damage. The target is grappled (escape dc 16) Until this grapple ends, the creature is restrained, and the snake can't constrict another target

Giant Elk

The majestic giant elk is rare to the point that its appearance is often taken as a foreshadowing of an important event, such as the birth of a king. Legends tell of gods that take the form of giant elk when visiting **The Material Plane**. Many cultures therefore believe that to hunt these creatures is to invite divine wrath.

Traits:

Charge: If the elk 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 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 **Strength** saving throw or be knocked prone.

Actions:

Ram: Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Hooves: Melee Weapon Attack: +6 to hit, reach 5 ft., one prone creature. Hit: 22 (4d8 + 4) bludgeoning damage.

Beast AC 14	Hit Points: 42
1	

GIANT ELK					
<i>Huge beast, unaligned</i>					
Armor Class 14 (Natural Armor)					
Hit Points 42 (5d12+10)					
Speed 60 ft.					
STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	7 (-2)	14 (+2)	10 (+0)
Skills Perception +4					
Senses passive Perception 14					
Languages Giant Elk, Understands Common, Elvish, And Sylvan But Can't Speak					
Challenge 2 (450 XP)					
Charge. If the elk 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 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.					
ACTIONS					
Ram. <i>Melee Weapon Attack:</i> +6 to hit, reach 10 ft., one target. <i>Hit:</i> (2d6 + 4) bludgeoning damage.					
Hooves. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one prone creature. <i>Hit:</i> (4d8 + 4) bludgeoning damage.					

Hunter Shark

Smaller than a **Giant Shark** but larger and fiercer than a **Reef Shark**, a **Hunter shark** haunts deep waters. It usually hunts alone, but multiple **Hunter** sharks might feed in the same area. A fully grown **Hunter** shark is 15 to 20 feet long.

Traits:

Blood Frenzy: The shark has advantage on melee **Attack** rolls against any creature that doesn't have all its **Hit Points**.

Water Breathing: The shark can breathe only **Underwater**.

Actions

Bite: **Melee Weapon Attack:** +6 to hit, reach 5 ft., one target.

Hit: 13 (2d8 + 4) piercing damage.

Beast AC 12	Hit Points: 45
1	

HUNTER SHARK					
<i>Large beast, unaligned</i>					
Armor Class 12 (Natural Armor)					
Hit Points 45 (6d10+12)					
Speed Swim 40 ft.					
STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	1 (-5)	10 (+0)	4 (-3)
Skills Perception +2					
Senses Darkvision 30 Ft., passive Perception 12					
Challenge 2 (450 XP)					
Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.					
Water Breathing. The shark can breathe only underwater.					
ACTIONS					
Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d8 + 4) piercing damage.					

Plesiosaurus

Traits:

Hold Breath: The plesiosaurus can hold its breath for 1 hour.

Actions:

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

Beast AC 13	Hit Points: 68
1	

PLESIOSAURUS

Large beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 68 (8d10+24)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Challenge 2 (450 XP)

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

ACTIONS

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

Polar Bear/Cave Bear (variant)

Traits:

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.

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: 12 (2d6 + 5) slashing damage.

Variant: Cave Bear: Some bears have adapted to life underground, feeding on subterranean lichen and blind fish. Known as cave bears, these ill tempered behemoths have coarse, dark hair and Darkvision out to a range of 60ft.

Beast AC 12	Hit Points: 42
1	

POLAR BEAR					
<i>Large beast, unaligned</i>					
Armor Class 12 (Natural Armor)					
Hit Points 42 (5d10+15)					
Speed 40 ft., swim 30 ft.					
STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)
Skills Perception +3					
Senses passive Perception 13					
Challenge 2 (450 XP)					
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.					
Bite. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> (1d8 + 5) piercing damage.					
Claws. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> (2d6 + 5) slashing damage.					

Quetzalcoatlus

This giant relative of the Pteranodon has a wingspan exceeding 30 feet. Although it can move on the ground like a quadruped, it is more comfortable in the air.

Traits:

Dive Attack: If the quetzalcoatlus is flying and dives at least 30 feet towards a target and then hits with a Bite Attack, the attack does an extra 10 (3d6) damage to the target.

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

Actions:

Bite: Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 12 (3d6 + 2) piercing damage.

Beast AC 13	Hit Points: 30
1	

QUETZALCOATLUS

Huge beast, unaligned

Armor Class 13 (natural armor)
Hit Points 30 (4d12 + 4)
Speed 10 ft., fly 80 ft.

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

Skills Perception +2
Senses passive Perception 12
Languages —
Challenge 2 (450 XP)

Dive Attack. If the quetzalcoatlus is flying and dives at least 30 feet toward a target and then hits with a bite attack, the attack deals an extra 10 (3d6) damage to the target.

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature.
Hit: 12 (3d6 + 2) piercing damage.

Rhinoceros

Traits:

Charge: If the rhinoceros moves at least 20 ft., straight toward a target and then hits it with a gore **Attack** on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 **Strength** saving throw or be knocked prone.

Actions

Gore: Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Beast AC 11	Hit Points: 45
1	

RHINOCEROS					
<i>Large beast, unaligned</i>					
Armor Class 11 (Natural Armor)					
Hit Points 45 (6d10+12)					
Speed 40 ft.					
STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	6 (-2)
Senses passive Perception 11					
Challenge 2 (450 XP)					
Charge. If the rhinoceros moves at least 20 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.					
ACTIONS					
Gore. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> (2d8 + 5) bludgeoning damage.					

Saber-toothed Tiger

Traits:

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 14 **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:** +6 to hit, reach 5 ft., one target.
Hit: 10 (1d10 + 5) piercing damage.

Claw. **Melee Weapon Attack:** +6 to hit, reach 5 ft., one target.
Hit: 12 (2d6 + 5) slashing damage.

Beast AC 12	Hit Points: 52
1	

SABER-TOOTHED TIGER

Large beast, unaligned

Armor Class 12

Hit Points 52

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses passive Perception 13

Challenge 2 (450 XP)

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 14 **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:** +6 to hit, reach 5 ft., one target. **Hit:** (1d10 + 5) piercing damage.

Claw. **Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. **Hit:** (2d6 + 5) slashing damage.

CR 2 Reference

- Allosaurus (MM 79)
- Auroch (VGM 207)
- Giant Boar (MM 323)
- Giant Constrictor Snake (MM 324)
- Giant Elk (MM 325)
- Hunter Shark (MM 330)
- Plesiosaurus (MM 80)
- Polar Bear/Cave Bear (MM 334)
- Quetzalcoatlus (VGM 140)
- Rhinoceros (MM 336)
- Saber-toothed Tiger (MM 336)

MM = Monster Manual

VGM = Volo's Guide to Monsters

Challenge Rating 1/8 List

Name ◇	Size ◇	Challenge ◇	Source ◇
Blood Hawk	Small	1/8	mm 319
Camel	Large	1/8	mm 320
Dolphin	Medium	1/8	vgm 208
Flying Snake	Tiny	1/8	mm 322
Giant Crab	Medium	1/8	mm 324
Giant Rat	Small	1/8	mm 327
Giant Weasel	Medium	1/8	mm 329
Mastiff	Medium	1/8	mm 332
Mule	Medium	1/8	mm 333
Poisonous Snake	Tiny	1/8	mm 334
Pony	Medium	1/8	mm 335
Stirge	Tiny	1/8	mm 284

Challenge Rating 0 List

Name ◊	Size ◊	Challenge ◊	Source ◊
Frog	Tiny	0	mm 322
Sea Horse	Tiny	0	mm 337
Baboon	Small	0	mm 318
Badger	Tiny	0	mm 318
Bat	Tiny	0	mm 318
Cat	Tiny	0	mm 320
Crab	Tiny	0	mm 320
Cranium Rat	Tiny	0	vgm 133
Deer	Medium	0	mm 321
Eagle	Small	0	mm 322
Giant Fire Beetle	Small	0	mm 325
Goat	Medium	0	mm 330
Hawk	Tiny	0	mm 330
Hyena	Medium	0	mm 331
Jackal	Small	0	mm 331
Lizard	Tiny	0	mm 332
Octopus	Small	0	mm 333
Owl	Tiny	0	mm 333
Quipper	Tiny	0	mm 335
Rat	Tiny	0	mm 335
Raven	Tiny	0	mm 335
Scorpion	Tiny	0	mm 337
Spider	Tiny	0	mm 337
Vulture	Medium	0	mm 339
Weasel	Tiny	0	mm 340