Expanded Bestiary Compendium



HOMEBREW

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Elephants

Second only to the saurian, elephants and their relatives are the largest of all beastial herbivores. Although there are many species of elephants, they are easily recognizable their opposable trunks and at least one pair of ivory tusks protruding from their mouths. Depending on the species, some elephants have large ears and thick leathery skin that protects them from the heat of the sun while others, such as woolhide elephants are more acclimated to cold environments sporting thick coats of fur.

Another notable feature that elephants and their relatives possess is their intelligence and memory. In fact, they have been known to hold grudges against poachers or hunters for months and even years enacting revenge as the herd comes in full force to attack their settlement or village. Such behavior is reflects the strong familial bond amongst an elephant herd as each member fiercely defends its own, collectively raise their young, and mourn the loss of a herd member.

Elephant Tactics

In general, elephants tend to be largely unaggressive, albeit quite wary, towards humanoids. However elephants have been known to be quite welcoming to druidic tribes and other groups in tune with nature. In fact, they have been known to regularly communicate, visit, and even aid these individuals in the protection of their environment. If an elephant herd has had negative encounters with humanoids in the past, they will become extremely territorial upon future encounters. When provoked, elephants rarely fight alone unless separated from its herd. While defenders of the herd engage their enemy; the others guard and escort the young or elderly to safety away from the fray.

Behemoth

The lumbering behemoth is easily recognizable due to its enormous size, tree-like trunk, and a intimidating array of tusks protruding from its face. Behemoths are the largest of all elephants and are believed to be be the primal ancestor of all elephants. Their leathery hide is lined with body protrusions or a thick layer of fur capable of enduring the harshest temperatures as well as the teeth and claws of predators.

Much like their other kin, they travel in close knit herds grazing in grasslands or tundra. However, they tend to be much more aggressive and territorial than their smaller relatives. Due to their size, they are far more dangerous. Not only are they equipped with a deadly array of tusks, wherein some specimens have been known to sport up to 6 at a time, their trunks is especially strong for their species. They are able to use their trunk as an opposable limb capable of picking up rocks, trees, and even smaller creatures to fling at their foes.

Leatherback Elephants

Leatherback elephant are the most common of all their species. They can be easily identified by their leathery skin along with their comically large ears. These ears play a crucial role in regulating its body heat.

Leatherback elephants are extremely versatile creatures as they have been known to make a home in numerous biomes ranging from deserts, jungles, and swamps. Because of their abundance and adaptability, they make for popular mounts and even war beasts for many civilizations.

Woolhide Elephant

Woolhide elephants tend to be somewhat larger than their leatherback and mossback relatives. Because they are typically found in the frozen reach of the Material Plane, they are easily identified by their shaggy coat of dense fur that insulates them against the extreme cold.

Unlike their other kin, their tusks have evolved in a different manner. Instead of the lance-like tusks of their relatives, woolhide elephants sport elongated, curved tusks that they can use to uproot vegetation buried beneath layers of ice. They are also able to use these tusks to toss an predator foolish enough to stand in its way.

Mossback Elephant

Mossback elephants are the rarest and smallest of all elephants. At first glance, their body seems to possess a thick shaggy coat of green fur. However, this "fur" is really a dense layer of moss and other plants that grow on their back in a strange symbiotic relationship.

These plants grant the elephant an heightened immunity to various toxins as these plants are able to purify their skin from any disease or poison. Their floral hide also grants them the uncanny ability to blend into their surrounding despite their immense size.



Behemoth

Gargantuan Beast, unaligned

Armor Class 14 (Natural Armor)
Hit Points 186(12d20+60)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
28(+9)	9 (-1)	21(+5)	3(-4)	11 (+0)	6 (-2)

Saving Throws Strength +13, Constitution +9
Skills Athletics +13, Perception +4
Senses passive Perception 14
Proficiency Bonus +4
Challenge 12(8400 XP)

Endurance When the behemoth fails a Constitution saving throw that deals damage, it takes half damage. On a successful saving throw, it takes no damage.

Opposable Trunk The behemoth is able to wield and interact with objects using its trunk as a bonus action. The trunk has a reach of 15ft. for the purpose of grappling or retrieving an object.

Siege Monster The behemoth deal double damage to buildings and structures

Trampling Charge If the behemoth moves at least 20ft. in a straight line toward a creature and then hits it with a gore attack on the same turn, the target takes an additional 13(2d12) piercing damage and must succeed on a DC 21 saving throw or be knocked prone. If the target is prone, it can make a stomp attack against it as a bonus action.

Actions

Multiattack The behemoth can make a gore and trunk attack on its turn. The behemoth can substitute one of its trunk attacks for a fling attack

Gore. *Mele Weapon Attack*, *+13 to hit:*, 10ft. , one target. *Hit* 35(4d12+9) piercing damage.

Trunk *Mele Weapon Attack*, *+13 to hit:* 15ft., one target. *Hit* 20(2d10+9) bludgeoning damage and if target is a Large or smaller creature, it is grappled (escape DC 21). Until this grapple ends, the target is restrained, and the behemoth can't use its trunk on another target. It can grapple one in this manner at a time.

Fling One Large or smaller object or creature grappled by the Behemoth is thrown up to 60ft in a direction of its choice and knocked prone. If a throw target strikes a solid surface, the target takes 4 (1d6) bludgeoning damage for every 10ft. thrown. If the target is thrown at a creature, that creature must succeed a DC 21 Dexterity saving throw or take the same damage and be knocked prone.

Bonus Actions

Aggressive As a bonus action, the behemoth can move up to its movement speed toward a hostile creature it can see.

Stomp *Mele Weapon Attack*, +13 to hit: 5ft., one prone target. *Hit* 31(4d10+9) bludgeoning damage.

Leatherback Elephant

Huge Beast, Unaligned

Armor Class 12 (Natural Armor)
Hit Points 76 (8d12+24)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	8(-1)	11 (+0)	6 (-2)

Saving Throws Strength +8, Constitution +5
Skills Athletics +8, Perception +2
Senses, passive Perception 12
Proficiency Bonus +2
Challenge 4 (1100 xp)

Charge If the elephant moves at least 20ft. straight towards a creature and then hits it with a gore attack on the same turn, the target takes an additional 13(2d12) damage.

Endurance When the elephant fails a Constitution saving throw that deals damage, it takes half damage. On a success, it takes none

Opposable Trunk The elephant is able to wield and interact with objects using its trunk as a bonus action. The trunk has a reach of 10ft. for the purpose of grappling or retrieving an object.

Siege Monster The elephant can deal double damage to buildings and objects

Actions

Gore. *Melee Weapon Attack*, +8 to hit , 5ft., one target. *Hit:* 19 (2d12+6) piercing damage. Creatures must succeed a DC 16 Strength saving throw or be knocked prone.

Bonus Actions

Stomp *Melee Weapon Attack*, +8 to hit , 5ft., one prone target. *Hit:* 17 (2d10+6) bludgeoning damage.

Woolhide Elephant

Huge Beast, Unaligned

Armor Class 14 (Natural Armor)
Hit Points 105 (10d10+50)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	8(-1)	11 (+0)	6 (-2)

Skills Athletics +10, Perception +3
Damage Resistances Cold
Senses, passive Perception 13
Proficiency Bonus +3
Challenge 7 (2900 xp)

Siege Monster The woolhide elephant can deal double damage to buildings and objects

Endurance When the woolhide elephant fails a Constitution saving throw that deals damage, it takes half damage. On a success, it takes none

Ice Walk The woolhide elephant can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Charge If the woolhide elephant moves at least 20ft. straight towards a creature and then hits it with a gore attack on the same turn, the target takes an additional 13(2d12) damage.

Opposable Trunk The woolhide elephant is able to wield and interact with objects using its trunk as a bonus action. The trunk has a reach of 10ft. for the purpose of grappling or retrieving an object.

Actions

Gore. *Melee Weapon Attack*, +10 to hit , 5ft., one target. *Hit:* 33 (4d12+7) bludgeoning damage. Creatures must succeed a DC 18 Strength saving throw or be knocked prone.

Bonus Actions

Stomp *Melee Weapon Attack*, +10 to hit , 5ft., one prone target. *Hit:* 25 (3d10+7) bludgeoning damage.



Mossback Elephant

Huge Beast, Unaligned

Armor Class 12 (Natural Armor)
Hit Points 51 (6d10+18)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	17 (+3)	8(-1)	11 (+0)	6 (-2)

Saving Throws Strength +5, Constitution +5
Damage resistances Poison, Necrotic
Skills Athletics +5, Stealth +3, Perception +2
Senses, passive Perception 12
Proficiency Bonus +2
Challenge 2 (450 xp)

Siege Monster The mossback elephant can deal double damage to buildings and objects

Endurance When the mossback elephant fails a Constitution saving throw that deals damage, it takes half damage. On a success, it takes none

Charge If the mossback elephant moves at least 20ft. straight towards a creature and then hits it with a gore attack on the same turn, the target takes an additional 13(2d12) damage.

Opposable Trunk The mossback elephant is able to wield and interact with objects using its trunk as a bonus action. The trunk has a reach of 10ft. for the purpose of grappling or retrieving an object.

Plant Camouflage The mossback elephant has advantage on Dexterity(Stealth) checks when obscured by ample plant life.

Plant Stride The mossback elephant can move through non-magical difficult terrain caused by plants

Poison Resilience The mossback elephant has advantage on saving throws against be poisoned and diseased.

Actions

Gore. *Melee Weapon Attack*, +5 to hit , 5ft., one target. *Hit:* 12 (2d8+4) piercing damage. Creatures must succeed a DC 16 Strength saving throw or be knocked prone.

Bonus Actions

Stomp *Melee Weapon Attack*, +5 to hit , 5ft., one prone target. *Hit:* 8 (1d10+3) bludgeoning damage.



Hippos

Whereas the elephant primarily dominates the land, the hippo's realm are lakes and streams. They spend the majority of their time in water feasting on vegetation on the riverbanks or underwater.

Unlike the elephant, the hippo is an extremely moody and violent animal, particularly against predators and humanoids. Its hatred for predators and humanoids makes it even hard for druidic tribes to safely communicate and bond with these beasts. Despite its demeanor, it actually seems to assume to role as a guardian for other herbivores. Whenever the hippo is present near a lake or stream, other herbivores are drawn to this place thanks to the sanctuary that a herd of hippos provides. Whenever a predator is seen in the vicinity of the hippo's home, it immediately erupts into a violent fury as it proceeds to kill its foe.

Hippo Tactics

The hippos primary weapon is its powerful jaws that can easily snap any unfortunate creature that finds its way in its jaws in half. Its jaws have been known to even be powerful enough to splinter small boats and canoes in a single bite.

Despite the notorious reputation of its jaws, it has also used it at times to gently grab drowning herbivores as the hippo brings it to the safety of the shore.

When encountering a hippo, it is best to do is to give it an extremely wide berth and one should be watchful to look for what may appear to nearby logs floating in the water as a hippo is rarely found alone. If one finds themselves in combat with a hippo, the best advice is to avoid its jaws as once it clamps down on its victim, it will not let go and will drag its foe underwater slamming it against rocks and debris.



Hippo

Large Beast, Unaligned

Armor Class 14 (Natural Armor)
Hit Points 63 (6d10+30)
Speed 40ft., 40ft. swim

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	20 (+5)	2(-1)	12 (+1)	6 (-2)

Saving Throws Strength +7, Constitution +7
Skills Athletics +7, Perception +3
Senses, passive Perception 12
Proficiency Bonus +2
Challenge 3 (700 xp)

Brutal Jaws If the hippo can deal a critical hit with its bite on an 18-20. Upon a critical hit, the hippo can triple the die. If a creature if reduced to 0 hitpoints by the hippos bite, it is killed.

False Appearance While motionless, the hippo is indistinguishable from a log

Hold Breath The hippo can hold its breathe up to 10 minutes.

Siege Monster The hippo can deal double damage to buildings and objects

Actions

Bite *Melee Weapon Attack*, +7 to hit , 5ft., one target. *Hit:* 18 (2d12+5) piercing damage.

If the creature is Medium or smaller, it is considered grappled and restrained (escape DC 15). For the duration of this grapple, the hippo cannot bite another target but can use its bonus action to make another bite attack against that creature.

Bonus Actions

Aggressive The hippo can move up to its movement speed as a bonus action to move towards a hostile creature

Dire Hippo

Gargantuan Beast, Unaligned

Armor Class 16 (Natural Armor)
Hit Points 140 (8d20+56)
Speed 40ft., 40ft. swim

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	25 (+7)	2(-1)	12 (+1)	6 (-2)

Saving Throws Strength +11, Constitution +10
Skills Athletics +11, Perception +4
Senses, passive Perception 12
Proficiency Bonus +3
Challenge 8 (3900 xp)

Brutal Jaws If the hippo can deal a critical hit with its bite on an 18-20. Upon a critical hit, the hippo can triple the die. If a creature if reduced to 0 hitpoint's by the hippos bite, it is killed.

False Appearance While motionless, the hippo is indistinguishable from a log

Hold Breath The hippo can hold its breathe up to 30 minutes.

Siege Monster The hippo can deal double damage to buildings and objects

Actions

Bite *Melee Weapon Attack*, +11 to hit , 5ft., one target. *Hit:* 28 (3d12+8) piercing damage.

If the creature is Huge or smaller, it is considered grappled and restrained (escape DC 19). For the duration of this grapple, the hippo cannot bite another target but can use its bonus action to make another bite attack against that creature.

Bonus Actions

Aggressive The hippo can move up to its movement speed as a bonus action to move towards a hostile creature

Rhino

The rhino is another large herbivore known for its prominent horns attached to its nose. Depending on the species, some rhino may posses one horn while some have been known to have up to four. Although most species tend to be smaller than both the elephant and the hippo, rhinos are known for their surprising speed and endurance for their size and build.

By nature, rhinos tend to be much more solitary and are only seen with other rhinos while mating or raising young. As a solitary herbivore, this makes it seemingly an easy target for predators. Because of this, rhinos tend to be extremely territorial driving off even other herbivores that get too close.

Rhino Tactics

Once antagonized, the rhino transforms into a living battering ram, using its overwhelming size and surprising speed skewer its foes with its horn. Unlike other herbivores which flee when wounded, the rhino would rather stand its ground than flee as its fury gives it an unnatural endurance that allows it shrug off the harshest of wounds.

Because of this, many predators tend to leave rhinos alone for it will be a prolonged and dangerous endeavor to bring one down. Their tenacity also makes them a prized mount for many societies; if they have the courage and discipline to attempt to tame such an unruly beast.

Leatherhide Rhino

Leatherhide rhinos are the most common species of rhino as they can be found in various habitats such as grasslands, jungles, and even deserts. Their thick leather skin not only protects them from extreme heat but also is thick enough to deter the claws and teeth of predator.

Although leatherhide rhinos tend to be solitary by nature, it is not uncommon that they are are found at the fringes of large herds of herbivores following their migratory feeding pattern. Such behavior serves a good compromise for the rhino as it can keep to itself while simply following other herbivores to find sources of food and water. Also, these herds often will provide ample warning to the presence of a predator.

Woolly Rhino

Woolly rhinos are one of the largest species of rhino, only second to the dire rhino. As their name suggests, they possess a layer of dense fur that insulated them from the extreme cold of their homes in the frozen reaches of the Material Plane.

Thanks to their natural resistance against such extreme conditions as well as their sheer strength, they are extremely useful mounts for those who wish to traverse arctic environments. However, taming one of these beasts can prove to be quite a challenge.

Stonehide Rhino

Stonehide rhinos are a unique species that are typically found in deserts, barren wastelands, and mountains. Despite their large and seemingly clumsy build, they are surprisingly adept at traversing such treacherous terrain.

However, their most notable characteristic is their extremely hard and durable hide of hardened bone. These protrusions have been reported to be strong enough to deter most conventional forms of weaponry while also giving these creatures the unnatural ability to blend into their surroundings.

Mosshide Rhino

The mosshide rhino exhibits a peculiar symbiotic relationship with local plant life similar to that of the mossback elephant. Small plants and moss have been known to grow on the backs of these lumbering beasts.

These plants not only help cycle out toxins and diseases from the rhino's skin but also also serves as a means to get rid of parasites as the plants attract small birds to perch on their backs.

Blood Horn Rhino

Bloodhorn rhinos are one of the only species of rhinos that seems to exhibit extremely social behavior as they tend to live in small herds of 7(2d6) or more members. However, despite their social nature, they are one of the most dangerous types of rhinos as they are extremely aggressive, much more so than their other relatives.

When provoked, these rhinos tend to gang up on their enemies by trampling them in a violent stampede. The more bloodhorn rhinos there are, the more aggressive they can become as their anger seems to be fueled by the presence of their allies.

Direhorn Rhino

Direhorn rhinos are the largest species of rhinos standing nearly 20 feet tall in height dwarfing many species of elephants, rhinos, and even dinosaurs. Because of their immense size and power, only the most powerful or foolish of predators would ever think even attempt to hunt these creatures.

Due to their extremely territorial nature, direhorn rhinos tend to be solitary animals. Even other herbivores tend to be extremely hesitant to approach the vicinity of the titan in fear of its violent mood swings.

Leatherhide Rhino

Large Beast, Unaligned

Armor Class 14 (Natural Armor)
Hit Points 63 (6d10+30)
Speed 40ft.,

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	20 (+5)	2(-1)	12 (+1)	6 (-2)

Saving Throws Strength +7, Constitution +7
Skills Athletics +7, Perception +3
Senses, passive Perception 12
Proficiency Bonus +2
Challenge 3 (700 xp)

Siege Monster The leatherhide rhino can deal double damage to buildings and objects

Reckless At the start of its turn, the leatherhide rhino can choose to have advantage on its attack rolls. Attacks against it have advantage until the start o fits next turn

Charge If the leatherhide rhino moves at least 20ft. straight towards a creature and then hits it with a gore attack on the same turn, the target takes an additional 7(2d6) damage.

Relentless If the leatherhide rhino is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw. If it succeeds, it drops to 1 hitpoint instead. Each time it uses this feature after the first, the DC increases by 5. The DC resets to 10 after a short or long rest.

Actions

Gore *Melee Weapon Attack*, +7 to hit , 5ft., one target. *Hit:* 12 (1d12+5) piercing damage. If the target is a creature, it must succeed a DC 15 Strength saving throw or be knocked prone on a failed save. As a bonus action, the rhino can gore a creature that is knocked prone

Bonus Actions

Aggressive The leatherhide rhino can move up to its movement speed as a bonus action to move towards a hostile creature

Woolly Rhino

Large Beast, Unaligned

Armor Class 14 (Natural Armor)
Hit Points 105 (10d10+50)
Speed 40ft.,

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	20 (+5)	2(-1)	12 (+1)	6 (-2)

Saving Throws Strength +8, Constitution +8
Skills Athletics +8, Perception +4
Damage Resistances Cold
Senses, passive Perception 14
Proficiency Bonus +3
Challenge 5 (1800 xp)

Siege Monster The woolly rhino can deal double damage to buildings and objects

Ice Walk The woolly rhino can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Reckless At the start of its turn, the woolly rhino can choose to have advantage on its attack rolls. Attacks against it have advantage until the start of its next turn

Charge If the woolly rhino moves at least 20ft. straight towards a creature and then hits it with a gore attack on the same turn, the target takes an additional 13(2d12) damage.

Relentless If the woolly rhino is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw. If it succeeds, it drops to 1 hitpoint instead. Each time it uses this feature after the first, the DC increases by 5. The DC resets to 10 after a short or long rest.

Actions

Gore *Melee Weapon Attack*, +8 to hit , 5ft., one target. *Hit:* 18 (2d12+5) piercing damage. If the target is a creature, it must succeed a DC 16 Strength saving throw or be knocked prone on a failed save. As a bonus action, it can gore a creature that is knocked prone

Bonus Actions

Aggressive The woolly rhino can move up to its movement speed as a bonus action to move towards a hostile creature

Stonehide Rhino

Large Beast, Unaligned

Armor Class 17 (Natural Armor)
Hit Points 63 (6d10+30)
Speed 40ft.,

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	20 (+5)	2(-1)	12 (+1)	6 (-2)

Saving Throws Strength +7, Constitution +7
Skills Athletics +7, Perception +3
Senses, passive Perception 12
Proficiency Bonus +2
Challenge 4 (1100 xp)

Charge If the stonehide rhino moves at least 20ft. straight towards a creature and then hits it with a gore attack on the same turn, the target takes an additional 13(2d12) damage.

Reckless At the start of its turn, the stonehide rhino can choose to have advantage on its attack rolls. Attacks against it have advantage until the start o fits next turn

Relentless If the stonehide rhino is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw. If it succeeds, it drops to 1 hitpoint instead. Each time it uses this feature after the first, the DC increases by 5. The DC resets to 10 after a short or long rest.

Siege Monster The stonehide rhino can deal double damage to buildings and objects

Stone Camouflage While motionless, the stonehide rhino is indistinguishable from a rock.

Thick Skin The stonehide rhino can reduce bludgeoning, piercing, and slashing damage taken by 5.

Actions

Gore *Melee Weapon Attack*, +7 to hit , 5ft., one target. *Hit:* 12 (1d12+5) piercing damage. If the target is a creature, it must succeed a DC 15 Strength saving throw or be knocked prone on a failed save. As a bonus action, the rhino can gore a creature that is knocked prone

Bonus Actions

Aggressive The stonehide rhino can move up to its movement speed as a bonus action to move towards a hostile creature

Mosshide Rhino

Large Beast, Unaligned

Armor Class 14 (Natural Armor)
Hit Points 63 (6d10+30)
Speed 40ft.,

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	20 (+5)	2(-1)	12 (+1)	6 (-2)

Saving Throws Strength +7, Constitution +7
Damage Resistances Poison
Skills Athletics +7, Perception +3
Senses, passive Perception 13
Proficiency Bonus +2
Challenge 3 (700 xp)

Charge If the mosshide rhino moves at least 20ft. straight towards a creature and then hits it with a gore attack on the same turn, the target takes an additional 13(2d12) damage.

Plant Bane When the mosshide rhino takes the attack action against a Plant creature, it can make an additional gore attack as part of its action.

Plant Stride Difficult terrain composed of non-magical plants don't cost the mosshide rhino extra movement.

Poison Resilience The mosshide rhino has advantage on saving throws against poison and disease.

Reckless At the start of its turn, the mosshide rhino can choose to have advantage on its attack rolls. Attacks against it have advantage until the start of its next turn

Relentless If the mosshide rhino is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw. If it succeeds, it drops to 1 hitpoint instead. Each time it uses this feature after the first, the DC increases by 5. The DC resets to 10 after a short or long rest.

Siege Monster The mosshide rhino can deal double damage to buildings and objects

Actions

Gore *Melee Weapon Attack*, +8 to hit , 5ft., one target. *Hit:* 7 (1d12+5) piercing damage. If the target is a creature, it must succeed a DC 16 Strength saving throw or be knocked prone on a failed save. As a bonus action, it can gore a creature that is knocked prone

Bonus Actions

Aggressive The mosshide rhino can move up to its movement speed as a bonus action to move towards a hostile creature

Bloodhorn Rhino

Large Beast, Unaligned

Armor Class 14 (Natural Armor)
Hit Points 63 (6d10+30)
Speed 40ft.,

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	20 (+5)	2(-1)	12 (+1)	6 (-2)

Saving Throws Strength +7, Constitution +7
Skills Athletics +7, Perception +3
Senses, passive Perception 12
Proficiency Bonus +2
Challenge 4 (1100 xp)

Charge If the bloodhorn rhino moves at least 20ft. straight towards a creature and then hits it with a gore attack on the same turn, the target takes an additional 13(2d12) damage.

Gang Boost The bloodhorn rhino can deal a critical hit on a 18-20 if at least one of the bloodhorn rhino's allies is within 5 feet of the creature and the ally isn't incapacitated.

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

Relentless If the bloodhorn rhino is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw. If it succeeds, it drops to 1 hitpoint instead. Each time it uses this feature after the first, the DC increases by 5. The DC resets to 10 after a short or long rest.

Siege Monster The bloodhorn rhino can deal double damage to buildings and objects

Actions

Gore *Melee Weapon Attack*, +7 to hit , 5ft., one target. *Hit:* 12 (1d12+5) piercing damage. If the target is a creature, it must succeed a DC 15 Strength saving throw or be knocked prone on a failed save. As a bonus action, the rhino can gore a creature that is knocked prone

Bonus Actions

Aggressive The bloodhorn rhino can move up to its movement speed as a bonus action to move towards a hostile creature

Direhorn Rhino

Huge Beast, Unaligned

Armor Class 16 (Natural Armor)
Hit Points 135 (10d12+70)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	24 (+7)	2(-1)	12 (+1)	6 (-2)

Saving Throws Strength +12, Constitution +11
Skills Athletics +12, Perception +5
Senses, passive Perception 15
Proficiency Bonus +4
Challenge 11 (7000 xp)

Aggressive The direhorn rhino can move up to its movement speed as a bonus action to move towards a hostile creature

Charge If the direhorn rhino moves at least 20ft. straight towards a creature and then hits it with a gore attack on the same turn, the target takes an additional 13(2d12) damage.

Wounded Fury When the direhorn rhino starts its turn below half its hitpoint maximum, it can make an additional gore attack as part of its Attack action

Reckless At the start of its turn, the direhorn rhino can choose to have advantage on its attack rolls. Attacks against it have advantage until the start of its next turn

Relentless If the direhorn rhino is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw. If it succeeds, it drops to 1 hitpoint instead. Each time it uses this feature after the first, the DC increases by 5. The DC resets to 10 after a short or long rest.

Siege Monster The direhorn rhino can deal double damage to buildings and objects

Actions

Gore *Melee Weapon Attack*, +12 to hit , 5ft., one target. *Hit:* 34 (4d12+8) piercing damage. If the target is a creature, it must succeed a DC 20 Strength saving throw or be knocked prone on a failed save. As a bonus action, it can gore a creature that is knocked prone

Bonus Actions

Aggressive The direhorn rhino can move up to its movement speed as a bonus action to move towards a hostile creature

Reactions

Retaliation When the direhorn rhino is hit with a melee attack, it can use its reaction to make a gore attack against a creature in range.



Giant Sloth

Easily rivaling the elephant in size, the giant sloth is a suprisingly peaceful titan despite its intimidating appearance. This large beast lives primarily in dense jungles where there are ample source of food to appease their voracious appetite.

These sloths seem to personify the concept of laziness as they literally spend the majority of their life eating and sleeping. Thanks to their large size, these titans have very few natural predators are able to graze with little fear and their powerful claws allow them to climb into the largest of trees to sleep in relative safety.

Giant Sloth Tactics.

However, when it does need to defend itself, the sloth transforms into a furious storm of claws uncharacteristic for a seemingly lazy beast. Maybe it is the fact that its meal or sleep was interrupted by the audacity of a predator, that drives it into such a terrible fury.

Once antagonized, the sloth will use its unnaturally long arms to shred its enemy. Even if the predator attempts to flee, the sloth shows no mercy to the one that interrupted its peaceful solitude as it tramples through the forest in pursuit flinging tree branches at its quarry.

Its wrath is only satisfied when the current threat is eliminated. Only then will the sloth revert back to its normal demeanor, peacefully eating or sleeping as if nothing had happened.

Giant Sloth

Huge Beast, Unaligned

Armor Class 15 (Natural Armor)
Hit Points 100 (8d12+48)
Speed 30ft. 30ft. climb

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	23 (+6)	2(-4)	12 (+1)	7 (-2)

Skills Athletics +7, Perception +4, Stealth +6
Senses passive Perception 14
Proficiency Bonus +3
Challenge 7 (2900 xp)

Lazy The giant sloth has advantage has saving throws against being charmed

Berserk At the start of its turn, the giant sloth can use its bonus action to make an additional claw attack. However, attacks against it have advantage until the start of its next turn.

Wounded Fury When below half its hitpoint maximum, the giant sloth can make a claw attack against all creatures within range.

Floral Frenzy If it takes the attack action against a Plant creature, it can make an additional claw attack as part of its action

Floral Camouflage When the giant sloth is obscured by ample plant life, it has advantage on Dexterity (Stealth) checks

Siege Monster The sloth can deal double damage to buildings and structures.

Actions

Multiattack The giant sloth can make two claw attacks

Claw. *Melee Weapon Attack*, +7 to hit , 10ft., one target. *Hit:* 21 (3d10+4) slashing damage.

Boulder *Melee Weapon Attack*, +7 to hit , 30/60ft., one target. *Hit:* 37 (6d10+4) bludgeoning damage. Upon a hit, the target must succeed a DC 15 Strength saving throw or be knocked prone.

Giant Armadillo

Large Beast, Unaligned

Armor Class 17 (Natural Armor)
Hit Points 57 (6d10+24)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	2(-4)	10 (+0)	3 (-5)

Skills Athletics +7, Perception +2
Senses blindsight 30ft., passive Perception 12
Proficiency Bonus +2
Challenge 3 (700 xp)

Thick Shell The armadillo can reduce bludgeoning, piercing, and slashing damage by 5.

Siege Monster The armadillo can deal double damage to buildings and structures.

Actions

Tail Club. *Melee Weapon Attack*, +7 to hit , 10ft., one target. *Hit:* 19 (4d6+5) bludgeoning damage. If the target is a creature, it must succeed a DC 15 Constitution saving throw or be stunned until the end of that creature's next turn.

Barrel Roll Creatures in a 10ft. wide and 20ft. long line must succeed a DC 15 Dexterity saving throw or take 22(4d10) bludgeoning damage. The armadillo can move up to 20ft. in a straight line as part of this action.

Reactions

Shell Defense When the armadillo is targeted with an attack or forced to make a saving throws , it can use its reaction to retreat into its shell. When it uses this feature, it gains a +5 bonus to its armor class and saving throws against the next attack or saving throw against it.

If the armadillo is targeted with a saving throw, the armadillo takes half damage on a failed saving throw and no damage on a successful saving throw.



Giant Armadillos

From a distance, giant armadillos would resemble giant turtles with large clubbed tails. However, these heavily armored creatures are in fact mammals. Although they do not typically live in herds with their own kind, they are often present alongside migratory herds of other herbivores such as gazelles and buffalo.

Giant Armadillo Tactics

Due to their slow gait, many predators attempt to try their luck against the armadillo; however, its plating easily deflects the claws and teeth of all but the strongest predators. If that does not deter its prey, the armadillo uses its clubbed tail to knock away attackers. If it wants to make a quick get away, it simply curls up into a ball plowing into any creature foolish enough to try to stop it.



Camel

The camel is the staple beast of burden for societies living in the most extreme of environments. Although most camels are associated with desert biomes, they also are popular mounts found in the arctic regions of the Material Plane.

Their bodies are perfectly adapted to enduring extreme heat and cold. In addition to resisting extreme temperatures, they are very proficient at traversing through loose sand, thick snowbanks, and even icy surfaces. Their eyes are also able to be shielded from extreme snowfall or sandstorms allowing them to safely travel through the harshest of conditions without difficulty.

Camel Tactics

Despite their amazing utility as a beast of burden, camels are known to be frustratingly stubborn and moody. Whenever it has a bad day, it will refuse to do anything it is told until it gets its way. This stubborness has even been known to be quite impervious to magical effects that alter their behaviors.

Camel

Large Beast, Unaligned

Armor Class 13 (Natural Armor)
Hit Points 45 (6d10+12)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	2(-4)	13 (+1)	10 (+0)

Saving Throws Constitution +4
Skills Athletics +5, Perception +3
Damage Resistances Cold; Fire
Senses passive Perception 13
Proficiency Bonus +2
Challenge 1 (200 xp)

Sand Sight The camel's vision is unaffected by fog, sand, or snow fall.

Endurance When the camel fails a Constitution saving throw against an effect that deals damage it takes half damage. On a successful saving throw, it takes no damage.

Sand Treader The camel is unaffected by difficult terrain caused by sand, snow, or ice.

Stubborn The camel has advantage on saving throws against being charmed. Upon succeeding its saving throw, it is immune to being charmed by that creature for the next 24 hours.

Actions

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



Giraffe

Huge Beast, Unaligned

Armor Class 13 (Natural Armor)
Hit Points 51 (6d12+12)
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	14 (+2)	2(-4)	13 (+1)	10 (+0)

Skills Athletics +7, Perception +3
Senses passive Perception 14
Proficiency Bonus +2
Challenge 4(1100 xp)

Keen Senses The giraffe has advantage on Wisdom(Pereption) checks

Reckless At the start of its turn, the giraffe can choose to have advantage on its attack rolls. Attacks against it have advantage until the start of its next turn

Long Legs The giraffe can move through the space of a creature one size smaller than it without expending additional movement.

Actions

Multiattack The giraffe can make a neck slam and a kick attack

Neck Slam. *Melee Weapon Attack*, +7 to hit , 15ft., one target. *Hit:* 18 (2d12+5) bludgeoning damage. If the target is a creature, it must succeed a DC 16 Strength saving throw or be knocked prone. The giraffe can make a kick attack as a bonus action against a prone creature

Kick Melee Weapon Attack, +7 to hit , 10ft., one target. *Hit:* 11 (1d10+5) bludgeoning damage. Creatures must succeed a DC 16 Strength saving throw or be pushed back 10ft.

Giraffe

The largest relative of the camel is the giraffe. This creature is known for its immense size; towering even over the elephant and even many dinosaurs. However, despite its height, it is not nearly as massive or strong as these other creatures. What it lacks in build or strength, it makes up with its surprising speed easily outrunning any potential predators.

Giraffes come in a wide variety of forms. Some possess leathery skin similar to that of an elephant while others possess a beautifully patterns hides of fur.

Giraffe Tactics

Despite its somewhat lanky frame, the giraffe is no pushover in a fihgt. Thanks to its powerful kicks and trunk-like neck, it has been known to easily shatter the bones and even decapitate predators from its sheer power of its blows. However, if its foe still proves to be too much, the giraffe will quickly attempt to flee using its long gait to put distance between it and its attacker.



Llama

The llama is a relative of the giraffe albeit much smaller as most variants are about the size of a small horse. However, they make up for their size with their sturdy endurance which makes them prized pack animals. However, they are notorious for their personality. By nature, they tend to be particularly grumpy, stubborn, and moody creatures , particularly during any interactions with humanoids. Although they are not particularly aggressive to humanoids, they seem to take pleasure in being contrary and making lives of their humanoid owners as difficult as they can.

Llama Tactics

One of their favorite tactics is to spit in the eyes of their owner. Although they use this as a defense mechanism, they seem to enjoy using their humanoid owners as target practice. Unfortunately, they are surprisingly accurate and are able to hit their target through the smallest opening. Another annoying tactic they enjoy it to chew the hair or occasionally the ears of anyone who get to close.

Llama

Large Beast, Unaligned

Armor Class 12 (Natural Armor)
Hit Points 21 (3d10+6)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	2(-4)	13 (+1)	10 (+0)

Skills Perception +3
Senses passive Perception 13
Proficiency Bonus +2
Challenge 1/8 (25 xp)

Stubborn The llama has advantage on saving throws against being charmed. Upon succeeding its saving throw, it is immune to being charmed by that creature for the next 24 hours.

Sharpshooter The llama can ignore range penalties and any bonuses creature gain from half or three fourth's cover.

Sniper The llama can use its spit attack without revealing its location.

Perfect Aim The llama's spit can deal a critical hit on an 18-20. If it lands a critical hit, it can target another creature in range instead of dealing additional damage.

Actions

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

Spit *Ranged Weapon Attack*, +4 to hit , 20/60ft., one target. *Hit:* Upon a hit, the target is blinded until the start of the llama's next turn.



Divine Llama

Large Beast, Unaligned

Armor Class 16 (Natural Armor)
Hit Points 90 (12d10+24)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	2(-4)	15 (+2)	20 (+5)

Saving Throws Str +6, Dex +6, Con +6, Wis +4, Cha +7
Skills Perception +5
Senses passive Perception 13
Proficiency Bonus +2
Challenge 4 (1100 xp)

Defiant Indifference The llama is immune to being frightened and charmed.

Elusive Nature The llama cannot be targeted by divination spells or similar abilities

Majestic Presence Any creature that targets the llama with an attack or with an harmful effect must succeed DC 15 Wisdom saving throw throw. On a failed saving throw, the creature must choose a new target or lose the attack or spell. This effect does not protect the llama from area effects.

Magical Attacks The llama's attacks count as magical for the purpose of overcoming resistance.

Spell-Turning Wool The llama has advantage on saving throws against any spell that targets only the llama (not an area). If the llama's saving throw succeeds, the spell has no effect on the llama and instead targets the caster.

Sniper The llama can use its spit attack without revealing its location.

Perfect Aim The llama's spit can deal a critical hit on an 18-20. If it lands a critical hit, it can target another creature in range instead of dealing additional damage.

Actions

Bite. *Melee Weapon Attack*, +5 to hit , 5ft., one target. *Hit:* 7 (1d6+3) bludgeoning damage.

Spit *Ranged Weapon Attack*, +5 to hit , 20/60ft., one target. *Hit:* Upon a hit, the target is blinded until the start of the llama's next turn. This attack can hit the three times against the same target or separate creatures.

Divine Llama

Despite the notoriety of their species, there have been legends regarding a mythical llama. It is not entirely the true origin of this creature, some believe it is a divine creation while others believe it was one of the prime ancestors of all llamas. The few accounts regarding this creature tells of its magnificent coat of wool that shimmers with otherworldly light that has the ability to reflect magical effects and muddle one's mind. Others describe of a beast that represents the pinnacle of individual will as it has been rumored to shrug off the mind-altering effects of the most terrifying or alluring of creatures and spells out of pure stubborness.

Divine Llama Tactics

Although most accounts tell of single encounters with such a beast, many believe that these creatures have a common homeland wherein herds of these mythical creature roam freely. Regardless of its origin, many adventurers have embarked on quests to discover this elusive llama traveling through the most dangerous of lands to discover their mythical herds.

Dire Sheep

Large Beast, Unaligned

Armor Class 12 (Natural Armor)
Hit Points 20 (3d8+6)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	2(-4)	10 (+0)	5 (-3)

Skills Perception +2
Senses passive Perception 12
Proficiency Bonus +2
Challenge 1 (200 xp)

Absent Minded The sheep has advantage on saving throws against being charmed or frightened.

Charge If the sheep moves at least 20ft. straight towards a creature and then hits it with a ram attack on the same turn, the target takes an additional 5(2d4) damage.

Flamable Wool When the sheep takes fire damage, it catches aflame. While aflame, it takes 5 (1d8) fire damage at the start of each of its turns for one minute. It must use its action to put out the flames. However, while in this state, its attacks deal an additional 5 (1d8) fire damage for the duration.

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

Insulation Upon failing a saving throw against an effect that deals cold damage, the sheep takes half damage. On a successful saving throw, the sheep takes half damage.

Actions

Ram *Melee Weapon Attack*, +5 to hit , 5ft., one target. *Hit:* 8 (2d4+3) bludgeoning damage. Upon a hit, the target must succeed a DC 13 Strength saving throw or be knocked prone. The dire sheep can use its bonus action to make a ram attack against a prone creature.

Dire Sheep

Dire sheep are the largest of all their kind and are one of the most popular domesticated animals as a single dire sheep can produce enough wool equal to that of five regular sheep. Plus they are able to fully regrow their wool at an alarming rate, only requiring a week to fully regrow their wool.

Despite their comparably large size and strength, they still share the same instincts and intelligence as their smaller relatives and typically require humanoid supervision for their own safety.

Although their first instinct is typically flee at the first sight of danger, they can hold their own in a fight against most predators due to their large size.

Wolf Sheep

Despite their fluffy and adorable appearance, wolf sheep are extremely dangerous animals. These sheep are notorious carnivores that hunt in colossal packs that can have up to 50 members.

They use their seemingly harmless appearance as a normal sheep to approach prey with ease. Their innocent form even proves useful to lure in predators seeking an easy meal only to be surrounded by dozens of hungry sheep.

These sheep are quite dangerous to humanoids as they are nearly impossible to tell apart from normal sheep and will slowly begin to replace their herbivorous counterparts. Once there are no more sheep left, they will turn on their humanoid caretakers before moving on to find more food.

Cloud Sheep

As their name suggests, cloud sheep seem to resemble walking clouds as their fur makes up most of its body mass and size. Thanks to their extremely fluffy wool, these sheep have slightly aerodynamic properties that enable them to bounce away from harm. Their wool also serves as one of the best natural insulators, easily negating the effects of extreme cold.

Because of their appearance and the applications of their wool, cloud sheep commonly domesticated for their wool and even are even claimed as as pets.

Wolf Sheep

Small Beast, Unaligned

Armor Class 10 (Natural Armor)
Hit Points 10 (3d6)
Speed 30ft.

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

Skills Perception +2
Senses passive Perception 12
Proficiency Bonus +2
Challenge 1/2 (50 xp)

Flamable Wool When the wolf sheep takes fire damage, it catches aflame. While aflame, it takes 5 (1d8) fire damage at the start of each of its turns for one minute. It must use its action to put out the flames. However, while in this state, its attacks deal an additional 5 (1d8) fire damage for the duration.

Gang Boost The wolf sheep can deal a critical hit on a 18-20 if at least one of the wolf sheep's allies is within 5 feet of the creature and the ally isn't incapacitated.

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

Sure Footed The wolf sheep has advantage on Strength and saving throws made against effects that would knock it prone.

Insulation Upon failing a saving throw against an effect that deals cold damage, the wolf sheep takes half damage. On a successful saving throw, the sheep takes no damage.

Actions

Bite *Melee Weapon Attack*, +4 to hit , 5ft., one target. *Hit:* 8 (2d4+3) piercing damage.

Bonus Actions

Aggressive The wolf sheep can use its bonus action to move up to its movement speed towards a hostile creature it can see in range.

Cloud Sheep

Small Beast, Unaligned

Armor Class 10 (Natural Armor)
Hit Points 10 (3d6)
Speed 30ft.

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

Skills Perception +2
Senses passive Perception 12
Proficiency Bonus +2
Challenge 1/4 (25 xp)

Buoyant Wool When the cloud sheep takes fall damage, it can make a DC 10 Dexterity saving throw. On a successful saving throw, the cloud sheep takes no damage. On a failed saving throw, the cloud sheep takes half damage. The DC for this effect increases by 1 for every 10ft. above 30ft.

Buoyant Leap The cloud sheep can spend any amount of its movement speed to jump vertically jump 1ft. for every 2ft. of its movement speed spent.

Flamable Wool When the cloud sheep takes fire damage, it catches aflame. While aflame, it takes 5 (1d8) fire damage at the start of each of its turns for one minute. It must use its action to put out the flames. However, while in this state, its attacks deal an additional 5 (1d8) fire damage for the duration.

Fluffy The cloud sheep can occupy space as if it were a creature one size Larger.

Insulation Upon failing a saving throw against an effect that deals cold damage, the wolf sheep takes half damage. On a successful saving throw, the sheep takes no damage.

Actions

Ram *Melee Weapon Attack*, +3 to hit , 5ft., one target. *Hit:* 4 (1d4+1) bludgeoning damage.



Stallion

Large Beast, Unaligned

Armor Class 14 (Natural Armor)
Hit Points 45 (6d10+12)
Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	8(-1)	12 (+1)	17 (+3)

Skills Athletics +6, Acrobatics +6, Perception +3
Senses passive Perception 13
Proficiency Bonus +2
Challenge 2 (450 xp)

Battle Bred While mounted, both the rider and the stallion have advantage on attack rolls.

Loyal While mounted by a creature, the stallion is immune to the effects of charm and fear.

Mounted Companion While mounted by a rider, the stallion can act on its riders initiative acting either before or after its rider actions. It will perform an action that its rider gives to the best of its ability.

Mounted Bond The stallion and its rider have advantage on saving throws while it is mounted.

Trampling Charge If the stallion moves at least 30ft. in a straight line toward a creature and then hits it with a hoof attack on the same turn, the target takes an additional 11(3d6) damage and must succeed a DC 14 Strength saving throw or be knocked prone. If the target is prone, it can make an addition hoof attack against that creature.

Actions

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

Bonus Actions

Superior Speed The stallion can use its bonus action to Dash

Stallions

Horses in general are one of the most useful of all animals domesticated by humanoids. They have served a wide variety of uses such as beasts of burden, mounts of war, and even as a source of food. However, the greatest of their kind are stallions. These creatures have been bred to have superior strength, agility, endurance, and intelligence making them the optimum mount and travel companion.

However, stallions are known to be extremely selective with whom it chooses be its rider. Since such a bond lasts for the entire life of the horse and its rider, individuals have only one chance to successfully forge a connection with one these beasts. Upon a failure, the stallion will forever reject that creature as its rider and will become extremely violent when an unworthy creature attempts to ride it.

If the stallion chooses someone, that person has gains a valuable companion for life that will listen to its master's commands to the best of its ability and will never leave its side even in the face of the most dire of threats. Oftentimes, stallions will refuse to bond with another creature if its master dies often following it master to its grave.

Springhorn

Medium Beast, Unaligned

Armor Class 13 (Natural Armor)
Hit Points 17 (3d8+3)
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	2(-4)	17 (+3)	3 (-5)

Skills Acrobatics +5, Perception +5
Senses passive Perception 15
Proficiency Bonus +2
Challenge 1/2 (100 xp)

Alert The springhorn has advantage on Wisdom(Perception checks) and advantage on initiative

Fast Escape When the springhorn rolls initiative, it can move up to half its movement speed without provoking opportunity attack

Charge If the springhorn moves at least 20ft. straight toward a creature and then hits it with a gore attack, the target takes an additional 5(2d4) damage.

Actions

Gore. *Melee Weapon Attack*, +4 to hit , 5ft., one target. *Hit:* 8 (2d4+3) piercing damage. If the target is a creature, it must succeed a DC 12 Strength saving throw or be knocked prone.

Bonus Actions

Nimble The springhorn can use its bonus action to Dash.

Springhorn

The springhorn, also known as the gazelle or deer depending on the region, is one of the most common of large herbivorous mammals on the Material Plane. They dwell in nomadic large herds, sometimes in the thousands, constantly searching for grasslands. It is not uncommon for these herds to be intermingled with other herbivorous creatures such as elephants and even dinosaurs. Staying near such creatures helps to give them ample notice and protection from predators.

Springhorn Tactics

Since they tend to be skittish by nature, springhorns immediately flee at the first sign of danger using their superior speed to make a quick escape. However, if cornered, it will attempt to gore predators with its horns. However, it will only resort to self-defense long enough for it make an escape.

Buffalo

Large Beast, Unaligned

Armor Class 14 (Natural Armor)
Hit Points 38 (4d10+16)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	18 (+4)	2(-4)	12 (+1)	3 (-5)

Skills Athletics +4, Perception +3
Senses passive Perception 13
Proficieny Bonus +2
Challenge 1 (200 xp)

Charge If the buffalo moves at least 20ft. straight toward a creature and then hits it with a gore attack, the target takes an additional 7(2d6) damage.

Reckless At the start of its turn, the buffalo can choose to have advantage on its attack rolls. Attacks against it have advantage until the start of its next turn

Stubborn The buffalo has advantage on saving throws against being charmed. Upon succeeding its saving throw, it is immune to being charmed by that creature for the next 24 hours.

Actions

Gore. *Melee Weapon Attack*, +4 to hit , 5ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the target is a creature, it must succeed a DC 12 Strength saving throw or be knocked prone. The buffalo can use its bonus action to gore a prone creature.

Bonus Actions

Aggressive The buffalo can use its bonus action to move up to its movement speed towards a hostile creature

Buffalo

The buffalo is the much larger and bulkier relative to the springhorn. What it lacks in speed, it makes up in strength and endurance. Just like their smaller kin, they tend to live in large multi-species herds.

Buffalo Tactics

However, when danger approaches, they will become quite territorial and will attempt to drive off predators by charging it with their horns. However, if the threat proves to be too much, they will resort to fleeing as they are not as heavily built for prolonged engagements as other herbivores such as rhinos or elephants.

Rimehorn

Medium Beast, Unaligned

Armor Class 12 (Natural Armor)
Hit Points 20 (3d8+6)
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	2(-4)	17 (+3)	3 (-5)

Skills Perception +5
Senses passive Perception 15
Damage Resistances Cold
Proficiency Bonus +2
Challenge 1/2 (100 xp)

Charge If the rimehorn moves at least 20ft. straight toward a creature and then hits it with a gore attack, the target takes an additional 5(2d4) damage.

Ice Strider The rimehorn can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Snow Coat The rimehorn has advantage on Dexterity (Stealth) checks while in snowy or icy terrain

Snow Sight The rimehorn's vision is not obscured by fog or snowfall

Actions

Gore. *Melee Weapon Attack*, +4 to hit , 5ft., one target. *Hit:* 8 (2d4+3) piercing damage. If the target is a creature, it must succeed a DC 12 Strength saving throw or be knocked prone.

Bonus Actions

Ice Glide While in icy or snowy terrain, the rimehorn can use its bonus action to take the Dash Action

Rimehorn

The rimehorn is a arctic variant of the springhorn that is typically found in the frozen tundras of the Material Plane. Rimehorns typically dwell in nomadic large herds with hundreds of members that collectively search for food in their frozen environment.

Rimehorn Tactics

Just like their relatives, rimehorns tend to flee at the first sign of danger. However, in times of danger, they have been known to defiantly stand their ground against predators such as wolves or bears.

Sylverhorn

Medium Beast, Unaligned

Armor Class 12 (Natural Armor)
Hit Points 20 (3d8+6)
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	2(-4)	17 (+3)	3 (-5)

Skills Perception +5
Senses passive Perception 15
Proficiency Bonus +2
Challenge 1/2 (100 xp)

Charge If the sylverhorn moves at least 20ft. straight toward a creature and then hits it with a gore attack, the target takes an additional 5(2d4) damage.

Fey Sight The sylverhorn can see the true form of creature's hidden by invisibilty or illusions.

Sylver Coat The sylverhorn has advantage on Dexterity (Stealth) checks while obscured by ample plant life.

Woodwalker The sylverhorn can move through non-magical difficult terrain caused by plants without needing to make an ability check or costing extra movement

Actions

Gore. *Melee Weapon Attack*, +4 to hit , 5ft., one target. *Hit:* 8 (2d4+3) piercing damage. If the target is a creature, it must succeed a DC 12 Strength saving throw or be knocked prone.

Sylverhorn

Sylverhorns are the one of the rarest of all herbivores as they tend to only be found in the most ancient of forests. They gain their name as their horns seems to resemble the texture of tree bark allowing them to blend into their surroundings.

Sylverhorn Tactics

One of the primary reasons for why these creatures are extremely difficult to find and track is due to their enhanced senses. It is believed that these creatures have evolved due to exposure to the Feywild that grants them the ability to see creatures hidden by invisibility or illusions which makes its extremely hard for one to sneak up on them.



Moose

Large Beast, Unaligned

Armor Class 13 (Natural Armor)
Hit Points 68 (8d10+24)
Speed 40ft., 40ft. swim

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	17 (+3)	2(-4)	10 (+0)	6 (-2)

Saving Throws Strength +7, Constitution +5
Skills Athletics +7, Perception +2
Senses passive Perception 12
Proficiency Bonus +2
Challenge 3 (700 xp)

Battering Ram If the moose moves at least 20ft. straight towards a creature and then hits it with a ram on the same turn, the target takes an additional 9(2d8) damage. When it uses this feature, the moose can make one ram attack attack against each creature in its path.

Dauntless The moose has advantage on saving throws against being frightened. Upon succeeding its saving throw, it is immune to being frightened by that creature for the next 24 hours.

Reckless At the start of its turn, the moose can choose to have advantage on its attack rolls. Attacks against it have advantage until the start of its next turn

Relentless If the moose is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw. If it succeeds, it drops to 1 hitpoint instead. Each time it uses this feature after the first, the DC increases by 5. The DC resets to 10 after a short or long rest.

Stubborn The moose has advantage on saving throws against being charmed. Upon succeeding its saving throw, it is immune to being charmed by that creature for the next 24 hours.

Actions

Ram. *Melee Weapon Attack*, +7 to hit , 5ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage. If the target is a creature, it must succeed a DC 15 Strength saving throw or be knocked prone.

Bonus Actions

Aggressive The moose can use its bonus action to move up to its movement speed towards a hostile creature it can see.

Moose

The moose is probably the largest and most dangerous of all the springhorn's relatives. Although most springhorns possess a pair of antlers on its heads, the moose has much more pronounced horns, often spanning nearly 10ft. in width with the largest specimens.

One of then primary uses of the moose's antlers are to attract mates and to intimidate rivals. It tends to be much more solitary and and territorial than its smaller relatives, so its often best to give a moose plenty of space when encountered. When threatened, it wields its antlers with deadly efficiency.

Moose Tactics

Its antlers are particularly useful against predators such as wolves wherein its wide reach enables it to injure multiple members as it charges through the fray. Many forest settlements have tamed these creatures using them as beasts of burden, livestock, and even battle mounts of war due to their large populations in wooded forests.



Dire Boar

The most dangerous of all woodland herbivores is the dire boar. This creature is known for its perpetual aggression, especially against creatures that intrude upon their territory. Their primary weapons are their jagged tusks that they use to gore and eviscerate their opponents.

Dire Boar Tactics

Most predators tend to avoid attacking a dire boar due to its relentless fury that gives it supernatural endurance when wounded. In a matter of seconds, the boar can easily turn the tables on its attacker as it refuses to back down when threatened continually fighting to its last breath.

Many hunters and adventurers view the boar as one of the ultimate quarry thanks to its tenacity and strength. Only the most skilled and capable of hunters are able to bring down a beast of this magnitude.

Dire Boar

Huge Beast, Unaligned

Armor Class 15 (Natural Armor)
Hit Points 92 (8d12+40)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	2(-4)	12 (+1)	5 (-3)

Saving Throws Strength +9, Constitution +8
Skills Athletics +9, Perception +7
Senses passive Perception 17
Proficiency Bonus +3
Challenge 8 (3900 xp)

Keen Smell The dire boar has advantage on Wisdom(Perception) checks relying on smell

Last Stand When the boar starts its turn below half its hitpoint maximum, the dire boar gains resistance to all damage.

Charge If the boar moves at least 20ft. straight towards a target and then hits it with a tusk attack on the same turn, the target takes an extra 9 (2d8) damage.

Relentless If the boar is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw to regain 1 hitpoints. Upon each success, the DC increases by 5. Upon taking a short or long rest, the DC resets to 10.

Siege Monster The boar deals double damage to buildings and objects

Actions

Gore. *Melee Weapon Attack*, +6 to hit , 5ft., one target. *Hit:* 21 (4d8+3) piercing damage. If the target is a creature, it must succeed a DC 17 Strength saving throw or fall prone. It can use its bonus action to make another gore attack against a prone creature.

Bonus Actions

Aggressive The boar can use its bonus action to move up to its movement speed towards a hostile creature



Carnoboar

Almost as intimidating as the dire boar is the carnoboar. By nature, most boars are typically omnivorous feasting on anything they come across if they are hungry enough. Whereas most boars may scavenge the remains of a dead creature, carnoboars are known to actively hunt down prey. These brutes hunt in small packs of 4(1d6) members that will relentlessly pursue anything they set their sights on. Even other predators such as wolves or bears end up as potential prey as these boar pursue their quarry with a series of furious squeals.

Carnoboar Tactics

Carnoboars don't seem to show any fear of humanoids as they will begin the view them as a new source of meat. Unlike other predators which will flee when overpowered, the carnoboar will continue to fight on to its dying breath fueled by its perpetual fury.

Carnoboar

Large Beast, Unaligned

Armor Class 13 (Natural Armor)
Hit Points 51 (6d10+18)
Proficiency Bonus +2
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2(-4)	12 (+1)	5 (-3)

Saving Throws Strength +5, Constitution +5
Skills Athletics +5, Perception +3
Senses passive Perception 13
Proficiency Bonus +2
Challenge 3 (700 xp)

Charge If the carnoboar moves at least 20ft. straight towards a target and then hits it with a tusk attack on the same turn, the target takes an extra 9 (2d8) damage.

Dauntless The carnoboar has advantage on saving throws against being frightened

Keen Smell The carnoboar has advantge on Wisdom(Perception) checks relying on smell

Pack Tactics The carnoboar has advantage on attack rolls when its target is within 5ft. of one of the boars's allies.

Relentless If the carnoboar is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw to regain 1 hitpoints. Upon each success, the DC increases by 5. Upon taking a short or long rest, the DC resets to 10.

Actions

Gore. *Melee Weapon Attack*, +5 to hit , 5ft., one target. *Hit:* 12 (2d8+3) piercing damage. If the target is a creature, it must succeed a DC 13 Strength saving throw or fall prone. It can use its bonus action to make another gore attack against a prone creature.

Bonus Actions

Aggressive The carnoboar can use its bonus action to move up to its movement speed towards a hostile creature



Bristleback Boar

At first glance, bristleback boars seem to resemble a normal variant of their kind that possesses a magnificent mane of hair. However, this 'mane' has the ability to harden as if it were small daggers whenever the boar is aggravated. Although most boars by nature tend to be quite ferocious creatures, bristleback boars are known to be extremely savage, particularly when outnumbered.

Bristleback Boar Tactics

In combat, the bristleback boar is a nearly uncontrollable ball of spines and tusks that slams into anything that comes to close to it. While its bristling spines punish any creatures that attempt to engage it in melee combat, it is capable to unleash a storm of spines against a creatures around it if it outnumbered or facing a ranged attacker.

Bristleback Boar

Large Beast, Unaligned

Armor Class 13 (Natural Armor)
Hit Points 51 (6d10+18)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2(-4)	12 (+1)	5 (-3)

Saving Throws Strength +5, Constitution +5
Skills Athletics +5, Perception +3
Senses passive Perception 13
Proficiency Bonus +2
Challenge 3 (700 xp)

Aggressive The bristleback boar can use its bonus action to move up to its movement speed towards a hostile creature

Charge If the bristleback boar moves at least 20ft. straight towards a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) damage.

Feral When the bristleback boar has at least two hostile creature's within 5ft. of it, it can make one additional gore attack on its turn.

Spined Body Whenever a creature grappled or hits the bristleback boar with a melee weapon attack, it takes 5(1d8) piercing damage.

Relentless If the carnoboar is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw to regain 1 hitpoints. Upon each success, the DC increases by 5. Upon taking a short or long rest, the DC resets to 10.

Actions

Gore. *Melee Weapon Attack*, +5 to hit , 5ft., one target. *Hit:* 12 (2d8+3) piercing damage. If the target is a creature, it must succeed a DC 13 Strength saving throw or fall prone. It can use its bonus action to make another gore attack against a prone creature.

Needle Storm(Recharge 5-6) Creatures within a 10ft. radius of the boar must succeed a DC 13 Dexterity saving throw. On a failed saving throw, creatures in range take 18(4d8) piercing damage and half as much on a successful saving throw.



Dire Raccoons

Raccoons are the second most common of all mammalian pests towards humanoids. Although they make their homes in forests, many have learned to make their homes in urban settlements where there is ample supply of food that they can steal and scavenge from their humanoid neighbors. Although most raccoons tend to be smaller than cats, some variants have grown to the size of halflings, gnomes, or even adolescent humans.

Such raccoons often live in small gangs of 5(2d4) wherein they patrol entire blocks of cities as their established territory as they skulk through shadowy allies in search of their food. Thanks to their size, common urban threats such as dogs and cats are not an issue, and even occasionally end up of their menu.

Some raccoons use their size to their advantage to establish authority over normal raccoons amassing a posse that goes out to find food and trinkets to bring back in exchange for protection. In areas with rampant raccoon activity are often spawned by the presence of a squad of giant raccoons. Eradicating giant raccoons can prove rather difficult for they become very aggressive when their territory is threatened.

Dire Raccoon Tactics

Although most normal raccoons will flee in danger, it is important not to to underestimate a gang of giant raccoons as they will prefer to stand their ground rather than give up their hard-earned territory. They can prove to be vicious fighters using their agility, crafty tactics, and number to gain an upper hand on an attacker. Interestingly enough, with some clever tactics and a little bit of druidic magic, humanoids have been able to negotiate deals with giant raccoons to provide information in exchange for a share of food and shiny trinkets in the vicinity. Others have been trained to be the eyes and ears of thieves guilds using their animalistic charm and stealthy tactics to easily get into secured locations

Dire Rat

Dire rats are the most common and one of the most dangerous of all urban pests. Unlike their smaller kin, dire rats are vicious omnivores devouring anything they come across. They primarily tend to avoid the sight of humans particularly during the day, preferring to reside in sewers or the darkest of allies. However, it is not uncommon for them to make their homes in the basements and cellars of taverns and homes.

Dire Rat Tactics

What makes them so dangerous is their insatiable appetite for they are known to eat through garbage wastes, stores of food, and even the very foundations of wooden buildings causing immense structural damage. If their appetite is still not satisfied, they resort to hunting live prey such as pets, children, and even fully grown adults. They rarely attack people in the open street in broad daylight but rather individuals wandering alleys and sewers but at times they are even known to slip into people homes at night eating them as they sleep.

Giant Raccoon

Small Beast, Unaligned

Armor Class 13 (Natural Armor)
Hit Points 18(4d6+4)
Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	8(-1)	15 (+2)	14 (+2)

Skills Acrobatics +5, Stealth +7, Sleight of Hand +7, Perception +4
Senses darkvision 120ft., passive Perception 14
Proficiency Bonus +2
Challenge 1(200 xp)

Keen Smell The raccoon has advantage on Wisdom (Perception) checks

Pack Tactics The raccoon has advantage on attack rolls against a creature that it within 5ft. of one of the raccoon's allies that are not incapacitated.

Sneak Attack The raccoon deals an additional 7(2d6) damage against a creature that is surprised or if it has advantage on its attack rolls. It can benefit from this feature once on each of its turns

Nimble The raccoon can move outside a creatures space without provoking opportunity attack. It can Hide behind a Large or smaller creature and can move through the space of a Large or greater creature without expending any extra movement.

Actions

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

Bonus Actions

Shadow Skulker While in dim light or darkness, the raccoon can use its bonus action to Hide.

Dire Rat

Medium Beast, Unaligned

Armor Class 12 (Natural Armor)
Hit Points 14(3d8)
Speed 40ft., 40ft. climb, swim 40ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	6(-2)	15 (+2)	14 (+2)

Skills Acrobatics +4, Stealth +6, Perception +6
Damage Resistances Poison
Senses darkvision 60ft., passive Perception 16
Proficiency Bonus +2
Challenge 1/2(100 xp)

Keen Smell The rat has advantage on Wisdom (Perception) checks

Nimble The rat can move outside a creature's space without provoking opportunity attack. It can Hide behind a Large or smaller creature and can move through the space of a Large creature without expending any extra movement.

Pack Tactics The rat has advantage on attack rolls against a creature that it within 5ft. of one of the rat's allies that are not incapacitated.

Poison Resilience The rat has advantage on saving throws against being poisoned

Siege Monster The rat deals double damage to buildings and objects

Actions

Bite. *Melee Weapon Attack*, +4 to hit , 5ft., one target. *Hit:* 7 (2d4+2) piercing damage. Creatures must succeed a DC 10 Constitution saving throw or be poisoned until the end of its next turn



Dire Squirrel

Another common rodent is the dire squirrel which makes its home in woodlands far away from the city. They are relatively peaceful creatures content with harvesting and storing a wide variety of seeds and nuts in numerous lairs scattered throughout its territory.

Unlike its smaller kin, dire squirrels has a keen memory precisely remembering the location and amount of food each lair possesses. In fact, they have a keen sense of locating every object within its hoards. For many centuries, it was unclear how these squirrels could find their lost quarry, as some believed they possessed minor divination powers. However, it seems that each item the squirrel possesses, it seems to mark it with its scent by repeatedly rubbing it on its fur. Thanks to its incredible sense of smell, it is able to pinpoint the location of a marked object.

Dire Squirrel Tactics

Normally squirrels tend to hoard nuts and seeds in the lairs; however, they have been known to take shiny or rare objects that sparks their interest adding it to their lair. This can be quite problematic for people with missing items since dire squirrels are known to be extremely protective of their lairs fiercely guarding their hoards with a greater fervor than that of a dragon. If a creature intrudes or steals from the squirrel, it erupts into a feral rage fiercely attack the thief or intruder until it can recover its lost treasure or if that creature flees from its lair.

Outside of magical means, there is no place a creature can hide while holding its item. Interestingly enough, this fervor seems to establish a common respect and trust between squirrels as they do not steal from one another. In fact, if another learns that one of their kind has lost an item from its hoard, it will aid that squirrel in its quest to recover its hoard.

This behavior of squirrels has been utilized by many woodland dwelling settlements and druidic tribes which use dire squirrels as guardians to protect valuables and to find thieves.

Dire Beavers

The industrious dire beaver is responsible for some of the greatest natural feats of engineering. Whereas normal beaver are known to build dams along rivers stopping up the flow, dire beavers have essentially built entire castles or fortresses along the banks of rivers and lakes that are home to dozens of giant beavers and hundreds of normal beavers. These structure have many waterproof chambers designated for food, storage, nurseries, and even defense.

Dire beaver colonies are somewhat reminiscent of that of an ant colony, wherein the dire beaver protect their smaller kin as well as aid with the larger construction projects requiring their superior strength.

Dire Beaver Tactics

Dire beavers do not pose a direct threat to humanoids unless threatened using their sharp teeth and powerful tails to discourage attackers. However, they can prove to be quite the nuisance as they have been known to stop and even redirect entire rivers thanks to their waterproof fortresses. Additionally, they are avid herbivores, and have been known to be quite dangerous to plant-based creatures as herds of dire beavers could occasionally invade their groves attacking these creatures in search for food.

Dire Squirrel

Medium Beast, Unaligned

Armor Class 12 (Natural Armor)
Hit Points 14(3d8)
Speed 40ft., 40ft. climb, swim 40ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	6(-2)	15 (+0)	14 (+2)

Skills Acrobatics +6, Perception +6
Senses passive Perception 16
Proficiency Bonus +2
Challenge 1/2(100 xp)

Hoard Possession The squirrel can spend one minute marking an object it has in its possession. After the duration, this item is considered part of its hoard.

Hoard Fury When the squirrel makes an attack against a creature that possesses an item of its hoard, starts its turn or first enters within the lair of the squirrel, the squirrel has advantage on attack rolls against that creature, can deal a critical hit on an 18-20, and can make an additional bite attack as part of its action.

Lair Sense The squirrel can pinpoint the location of each of its lair or any items from its hoards as long as it is within 6 miles of it and is on the same plane of existence

Nimble The squirrel can move outside a creature's space without provoking opportunity attack. It can Hide behind a Large or smaller creature and can move through the space of a Large creature without expending any extra movement.

Siege Monster The squirrel deals double damage to buildings and objects

Actions

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

Bonus Actions

Hoard's Frenzy The squirrel can use its bonus action to take the Dash action against a creature that is holding an item from the squirrel's hoard.

Dire Beaver

Large Beast, Unaligned

Armor Class 13 (Natural Armor)
Hit Points 34(4d10+12)
Speed 30ft., 30ft. swim

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	6(-2)	15 (+2)	14 (+2)

Skills Athletics +5, Perception +4
Senses darkvision 60ft., passive Perception 14
Proficiency Bonus +2
Challenge 1(200 xp)

Hold Breath The beaver can hold its breath up to 10 minutes

Nimble Swimmer The beaver can swim outside the reach of another creature without provoking opportunity attack
Siege Monster The beaver deals double damage to buildings and objects

Wood Eater When the beaver takes the Attack action against a plant creature, it can make an additional bite attack as part of that action.

Actions

Bite. *Melee Weapon Attack*, +5 to hit , 5ft., one target. *Hit:* 13 (4d4+3) piercing damage.

Tail Slap *Melee Weapon Attack*, +5 to hit , 5ft., one target. *Hit:* 8 (2d4+3) bludgeoning damage. If the target is a creature, it must succeed a DC 13 Constitution saving throw or be stunned until the end of its next turn.

Dire Opossum

Medium Beast, Unaligned

Armor Class 12 (Natural Armor)
Hit Points 30(4d8+12)
Speed 40ft., 40ft. climb

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	16 (+3)	4(-3)	15 (+2)	14 (+2)

Damage Immunities Poison
Condition Immunities Poisoned
Skills Acrobatics +4, Stealth +6, Perception +6, Deception +6
Senses darkvision 60ft., passive Perception 16
Proficiency Bonus +2
Challenge 1/2(100 xp)

Keen Smell The opossum has advantage on Wisdom (Perception) checks

Prehensile Tail The opossum can use its bonus action to grasp or interact with an object using its tail

Nimble The opossum can move outside a creature's space without provoking opportunity attack. It can Hide behind a Large or smaller creature and can move through the space of a Large creature without expending any extra movement.

Actions

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

Feign Death(1/long rest) The opossum can enter into a catatonic state indistinguishable from death. For up to 1 hour, the opossum's speed drops to to 0, it is incapacitated, gains resistance to all damage, and is immune to all conditions.

While in this state, creatures must succeed a DC 13 Wisdom saving throw whenever it targets with an opossum with a weapon or harmful effect that requires a saving throw. On a failed saving throw, it must target another creature or lose the attack or spell. This effect does not apply to area of effect.

If it starts its turn at 0 hitpoints while in this state, it regains 1 hitpoint at the start of its turns. It can still be killed on its turn if it fails all of its death saving throws before the start of its next turn.

This effect lasts up to one hour or until the opossum uses it action to end the effect.

Opossum

Despite their appearance, the opossum is not related to the rat. Instead, the dire opossum is a special kind of mammal that is known to carry its young in a pouch after its birth. One the opossum's most unique traits is its tail. Their tail is highly evolved and can almost function as a fifth limb allowing the opossum to grab and interact with objects and is strong enough for its to hang aloft upside down on a tree branch.

Opossum Tactics

Opossums are largely omnivorous eating anything they can manage to scavenge and rarely pose a threat to fully grown humanoids, but have been known to attack small children. When threatened, the opossum can be quite vicious using its jagged teeth to inflict painful wounds into its attacker. If its foes is too powerful it will pretend to fall dead emitting a pungent aroma that discourages its attacker from attempting to eat it. This facade brings the opossum in a catatonic state nearly indistinguishable from death. Although it is seemingly helpless in this state, its body enters into a regenerative state which prevents it from being killed by all but the deadliest of blows. The opossum can stay in this state for up to one hour which normally is long enough for any danger to pass.



Dire Rabbit

Medium Beast, varies

Armor Class 15 (Natural Armor)
Hit Points 17(3d8+3)
Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	12 (+1)	2 (-4)	15 (+2)	11 (+0)

Skills Acrobatics +7, Perception +6
Senses passive Perception 16
Proficiency Bonus +2
Challenge 1/2(100xp)

Nimble The dire rabbit can move through the space of a creature at least one size larger than it without expending any additional movement

Powerful Leap The dire rabbit can spend any amount of its movement speed to jump vertically jump 1ft. for every 2ft. of its movement speed spent.

Rabbit's Charm When the dire rabbit has advantage on an attack roll, ability check, or saving throws, it can roll three times instead of twice.

Rabbit's Luck The dire rabbit can reroll 1s its makes on attack rolls, ability checks, and saving throws.

Skittish The dire rabbit has advantage on initiative and Wisdom (Perception) checks. Upon rolling initiative, the rabbit can move up to its movement speed to a spot that it can see in range.

Actions

Bite *Melee Weapon Attack:* +7, 5ft., one target. Hit 10 (2d4+5) piercing damage .

Dire Rabbit

Dire rabbits are the largest of their kind rivaling the size of a small bear. Despite their extremely large form, they are extremely friendly to humanoids, and at times have been known to be extremely possess and even clingy to their humanoid companion.

Dire rabbits are known for their incredible speed and agility, especially for a creature of their size. In fact, very few creatures have been known to match the sprinting speed of a dire rabbit. For this very reason, many halflings, gnomes, and other diminutive races use these beasts as beasts of burden and even mounts thanks to their ability to cover a lot of ground extremely quickly.

Dire Rabbit Tactics

Despite their large size, dire rabbits are still quite skittish creatures preferring to immediately flee at the first sign of danger. However, they are capable of defending themselves in a pinch due to their surprisingly sharp teeth which can prove to be quite dangerous to a humanoid.

Dire Koala

Medium Beast, Unaligned

Armor Class 13 (Natural Armor)
Hit Points 34(4d8+16)
Speed 20ft., 40ft. climb

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	18 (+4)	6(-2)	10 (+0)	14 (+2)

Skills Athletics +5, Perception +2
Senses passive Perception 12
Proficiency Bonus +2
Challenge 1(200 xp)

Adamant The koala has advantage on saving throws against being charmed or frightened. Upon succeeding a saving throws against these effects, the koala immune to being charmed or frightened by that creature for the next 24 hours.

Powerful Build The koala counts as one size larger for pushing, carrying, pushing, and grappling.

Plant Eater When the koala takes the Attack action against a plant creature, it can make an additional bite attack as part of that action.

Actions

Multiattack The koala can make a bite and two claw attacks.

Bite. *Melee Weapon Attack*, +5 to hit , 5ft., one target. *Hit:* 7 (1d6+3) piercing damage.

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

Bonus Actions

Aggressive The koala can use its bonus action to move up to its movement speed towards a hostile creature it can see.

Dire Koala

Despite its friendly and relaxed appearance, the koala is quite a temperamental animal. It enjoys spending the majority of its time in trees wherein it simply eats and sleeps all day. If this routine is interrupted, the koala transformed into a furry ball of rage as it viciously bites and claws any creature that disturbed its solitude. As they tend to be very territorial, they have been known to drop out of trees onto unsuspecting intruders who are making too much noise or disturbing their favorite tree. Once enraged, there is no calming or scaring off the koala. The only way to appease its fury is to leave its territory or tree as it will refuse to leave its home.

Dire Koala Tactics

The only time koalas have been known to leave their homes is during migrations in search for more food or due to a natural disaster. Depending on the region, certain koala species only eat certain types of plants making their migrations and habitats quite predictable. However, the one thing that all koala's have in common is that they all enjoy the taste of sentient plants and have been known to be the bane of creatures such as blights and vegepygmies as koala's often go searching for these creatures if their normal source of food proves to be scarce.

Dire Platypus

Large Beast, Unaligned

Armor Class 13 (Natural Armor)
Hit Points 57(6d10+24)
Speed 30ft., 30ft. swim

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	18 (+4)	6(-2)	10 (+0)	14 (+2)

Skills Perception +2
Senses blindsense 60ft., passive Perception 16
Proficiency Bonus +2
Challenge 4(1100 xp)

Hold Breath The platypus can hold its breath for 10 minutes..

Nimble Swimmer The platypus can swim outside a creature's reach without provoking opportunity attack

Actions

Multiattack The platypus can make a bite, two claw attacks, and one tail attack..

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

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

The creature must succeed a DC 14 Constitution saving throw or become poisoned for one hour. While poisoned, creatures are incapacitated and paralyzed for the duration.

It can repeat its saving throw at the end of each of its turn. On a successful saving throw, a creature is immune to being poisoned in this manner for the next 24 hours.

Tail *Melee Weapon Attack*, +5 to hit , 5ft., one target. Hit: 7 (1d6+3) bludgeoning damage. If the target is a creature, it must succeed a DC 13 Constitution saving throw or be stunned until the end of its next turn.

Dire Platypus

The dire platypus is an creature that possesses the characteristics of a beaver, otter, and duck. Despite its comical appearance, it is not related to any of those creature but rather closer in relations to the opossum and the koala. Although most specimens are the size of a small cat, the dire platypus has been known to be the size of a large bear and capable of standing on its hind legs. Despite its large size, it is a very peaceful creature content to living near rivers and stream eating aquatic plants and small prey.

Dire Platypus Tactics

When threatened, the platypus's most potent weapons are its venomous barbed claws. Despite its potency, the venom in these barbs are not lethal but can pretty much incapacitate any creature with agonizing pain as the toxin courses through its body. Such a defense is often sufficient for the platypus to make its escape for a predator as well as deter any future encounters. If that is not sufficient, the platypus is able to use its sturdy bill and powerful tail to knock away predators.



Kangaroo

The largest of all marsupials is the kangaroo. Most specimens stand about the height of the average humanoid and are known for its incredible speed and jumping ability. It powerful legs not only serve as an excellent means of mobility, but a powerful natural weapon for defense.

A single kick from a kangaroo is capable of knocking attackers off their feet and is even capable of breaking their bones. The kangaroo is also able to make use of its long arms throwing powerful punches as any creature that wanders to close. It is able to maintain a unique form of combat as it can use its tail as a balance allowing it to kick and punch in rapid success as well as maintain its balance.

Kangaroo Tactics

If their melee prowess does not convince one that engaging a kangaroo in melee combat is a bad idea, kangaroos are known to live in mobs which come together to assault attackers that threaten them. So typically whenever one gets in a fight with a kangaroo, they will quickly find themselves surrounded by flurry of blows and kicks from angry kangaroos.

Dire Kangaroo

The dire kangaroo is the largest of all kangaroos standing nearly 20ft. tall. Entire mobs of these creatures are often used as mounts by many nomadic societies thanks to their surprising mobility for their size.

Dire Kangaroo Tactics

In the wild, dire kangaroos are often accompanied by other herbivores as they are often considered to be protectors since they regularly drive off predators from their vicinity. Just like their smaller kin, they can be quite brutal fighters thanks to their powerful punches and kicks. Thanks to their increased size, they are able to create localized quakes to knock down their foes when surrounded.

Kangaroo

Medium Beast, Unaligned

Armor Class 12 (Natural Armor)
Hit Points 22(4d8+3)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	6(-2)	10 (+0)	14 (+2)

Skills Athletics +6, Acrobatics +6, Perception +2
Senses passive Perception 12
Proficiency Bonus +2
Challenge 1(200 xp)

Bounding Leap The kangaroo can spend any amount of its movement speed to long jump by that distance with no running start required

Jump Kick If the kangaroo moves at least 20ft. and makes a kick attack on the same turn against a creature, it deals an additional 5(2d4) damage to the target.

Tail Balance When forced to make a saving throw against being pushed or knocked prone, the kangaroo has advantage.

Actions

Multiattack The kangaroo can make two punch attacks and one kick.

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

Kick. *Melee Weapon Attack*, +4 to hit , 5ft., one target. *Hit:* 7 (2d4+2) bludgeoning damage. Creatures must succeed a DC 12 Strength saving throw or be pushed back 10ft. and fall prone.

Dire Kangaroo

Huge Beast, Unaligned

Armor Class 16 (Natural Armor)
Hit Points 84(8d12+32)
Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	6(-2)	10 (+0)	9 (-1)

Skills Athletics +7, Acrobatics +5, Perception +3
Senses passive Perception 13
Proficiency Bonus +3
Challenge 5(1800 xp)

Bounding Leap The kangaroo can spend any amount of its movement speed to long jump by that distance with no running start required

Jump Kick If the kangaroo moves at least 30ft. and makes a kick attack on the same turn against a creature, it deals an additional 17(3d10) damage to the target.

Tail Balance When forced to make a saving throw against being pushed or knocked prone, the kangaroo has advantage.

Actions

Multiattack The kangaroo can make a Stomping Tantrum(if available), two punch attacks, and one kick attack on its turn.

Punch *Melee Weapon Attack*, +7 to hit , 5ft., one target. *Hit:* 9 (2d4+4) bludgeoning damage.

Kick. *Melee Weapon Attack*, +7 to hit , 5ft., one target. *Hit:* 15 (2d10+4) bludgeoning damage. Creatures must succeed a DC 14 Strength saving throw or be pushed back 10ft. and fall prone.

Stomping Tantrum(Recharge 5-6) Creatures within a 10ft. radius of the kangaroo must succeed a DC 15 Strength saving throw or be knocked prone.



Dire Anteater

The anteater, also known as the ant bear, is a large mammal whose appetite largely consists of insects or similar creatures. The dire anteater is the largest of its kin easily rivaling the size of other large herbivores such as elephants and smaller dinosaurs.

Dire Anteater Tactics

In addition to its sheer size and strength, the dire anteater has a number of tools at its disposal to easily acquire its insectoid prey. Its powerful claws allow it to tear through packed clay and earth that forms the foundations of many insect colonies and are strong enough to pierce the shells of the largest of insects. Because of these claws, these creatures can inadvertently cause tremendous structural damage to buildings that may contain insect colonies beneath its foundation.

In addition to its claws, the anteater possesses a wiry tongue coated in a paralytic saliva that immobilizes its prey and drags it from the deepest of tunnels. However, its greatest feature is its innate immunity to poison and acid. Its blood has specifically adapted to give it a supernatural adrenaline boost when exposed to acid and poison, which are common defenses of insects, giving its superior endurance and power for a short period of time allowing it to make short work of its prey.

Dire Pangolin

The dire pangolin is the smaller but much more heavily armored cousin to the anteater. Thanks to its unique physiology among mammals, the pangolin is covered in layers of thick scales that protect it from predators. Just like the giant anteater, it is immune to the stings of its insectoid prey.

Dire Pangolin Tactics

Although it doesn't share the adrenaline boost when exposed to poison, it makes up for it with its spiny scales. When threatened, it can clatter its scales together to create a dissonant cacophony of noise that disorients predators. If this fails to deter predators, it can shoot its spiny scales its enemy. If an attacker still proceeds to engage the pangolin in close quarters, it simply begins to curl up into prickly ball of scales discourage further attacks from predators.

Dire Anteater

Huge Beast, Unaligned

Armor Class 13 (Natural Armor)
Hit Points 105(10d12+40)
Speed 30ft., 30ft. burrow

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	6(-2)	15 (+2)	4 (-3)

Condition Immunities Poisoned
Skills Athletics +7, Perception +8
Senses passive Perception 18
Proficiency Bonus +3
Challenge 7(2900 xp)

Keen Senses The anteater has advantage on Wisdom (Perception) checks relying on smell

Siege Monster The anteater deals double damage to buildings and objects

Formic Fury Whenever the anteater takes acid or poison damage, it takes no damage instead.

Until the end of its next turn, the Dire Anteater has advantage on attack rolls. resistance to bludgeoning, piercing, and slashing damage, and can make an additional claw attack when it takes the Attack action on its next turn.

Actions

Multiattack The anteater can make a tongue attack and two claw attacks

Tongue *Melee Weapon Attack*, +7 to hit , 20ft., one target. Creatures must succeed a DC 15 Constitution saving throw or become paralyzed until the end of its next turn. On a successful saving throw, creatures are immune to this feature until the end of its next turn.

Upon a hit, the Medium and smaller creatures are pulled 20ft. towards the anteater regardless of its saving throw

Claw *Melee Weapon Attack*, +7 to hit , 10ft., one target. Hit: 15 (2d10+4) slashing damage.

Dire Pangolin

Large Beast, Unaligned

Armor Class 16 (Natural Armor)
Hit Points 51(6d10+18)
Speed 30ft., 30ft. burrow

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	6(-2)	15 (+2)	4 (-3)

Damage Immunities Acid, Poison
Condition Immunities Poisoned
Skills Athletics +5, Perception +6
Senses passive Perception 16
Challenge 3(700 xp)

Keen Senses The pangolin has advantage on Wisdom (Perception) checks relying on smell

Spined Body Creatures that grapple or hits the pangolin with a melee attack while within 5ft. of it takes 5(1d8) piercing damage. If in its scaled defense, it takes 9(2d8) piercing damage

Actions

Multiattack The pangolin can use its Clamourous Scales(if available) and make two claw attacks. The pangolin can substitute a claw attack for a spine shot.

Claw *Melee Weapon Attack*, +5 to hit , 10ft., one target. Hit: 19 (3d6+3) slashing damage.

Spine Shot *Melee Weapon Attack*, +5 to hit , 20/80ft., one target. Hit: 14 (2d10+3) piercing damage.

Clamourous Scales(Recharge 5-6) Creatures other than other pangolins within a 30ft. radius that can hear the pangolin must succeed a DC 13 Constitution saving throw or become deafened until the end of its next turn. While deafened in this manner, creatures have disadvantage on attack rolls and ability checks.

Reactions

Scaled Defense When targeted with an attack or forced to make a saving throw, the pangolin can use its reaction to gain a +2 bonus to its AC and saving throws until the start of its next turn. Upon succeeding a saving throw, it takes no damage. This reaction can take place before the attack hits or the saving throw is made.



Giant Mole

The giant mole is a peculiar beast that lives primarily underground forging massive networks of tunnels as it searches for subterranean prey such as worms and grubs.

Giant moles and their colossal cousins the bedrock mole are often seen as a benevolent presence as they are able to control the population of subterranean worms as they primarily young worms tend to make up the majority of their diet. However, once the worms reach adulthood, mole no longer pose a threat to these creatures but rather turn into their prey. Despite this, typically around 15 -20% of giant worms actually reach adulthood keeping their numbers in somewhat manageable numbers.

Because of this, many subterranean races such as dwarves and drow often tame creatures to craft subterranean tunnels as well as maintain the local worm population. However, large populations of moles can prove to be rather problematic as their tunneling may cause sinkholes or damage subterranean structures.

Bedrock Mole

Bedrock moles are colossal behemoths that rule the subterranean caverns of the Underdark. These beasts are believed to never stop growing throughout their lifetime, rivaling the proportions of a small whale. However, despite their incredible size, they are unable to compete against fully grown worms thats live within their tunnels.

Instead, the diet of bedrock moles typically consists of juvenile or extremely young adult worms. Because of this, they serve as a natural countermeasure to control the population of malevolent worms.

Many subterranean societies such as drow and dueregar have also learned to tame these beasts are beasts of burden or mounts of war. Thanks to their immense size and strength, they are to craft colossal tunnels through the Underdark that can be used to bring much needed resources to subterranean settlements or even bypass fortifications of surface dwelling civilizations in time of war.

Giant Mole

medium Beast, Unaligned

Armor Class 12 (Natural Armor)
Hit Points 34(4d8+16)
Speed 20ft., 20ft. burrow

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	18 (+4)	2(-4)	15 (+2)	4 (-3)

Condition Immunities Blinded
Skills Athletics +6, Perception +6
Senses tremorsense 60ft., passive Perception 16
Proficiency Bonus +2
Challenge 1(200 xp)

Siege Monster The mole deals double damage to buildings and objects

Stench Creatures other than the mole that first enters or start its turn within 10ft. of the mole must succeed a DC 14 Constitution saving throw or become poisoned until the end of its next turn. On a successful saving throw, creatures are immune to being poisoned in this way for the next 24 hours.

Underground Breathing The mole can breathe while underground

Actions

Multiattack The mole can make a bite and two claw attacks on its turn.

Bite *Melee Weapon Attack*, +6 to hit , 10ft., one target. Hit: 9 (2d4+4) piercing damage.

Claw *Melee Weapon Attack*, +6 to hit , 10ft., one target. Hit: 9 (1d8+4) slashing damage.

Bonus Actions

Tunneler The giant mole can use its bonus action to burrow through unworked earth or stone. It must use its bonus action to resurface as well.

Bedrock Mole

Gargantuan Beast, Unaligned

Armor Class 17 (Natural Armor)
Hit Points 132(8d20+48)
Speed 30ft., 30ft. burrow

STR	DEX	CON	INT	WIS	CHA
23 (+6)	6 (-2)	23 (+6)	2(-4)	15 (+2)	4 (-3)

Saving Throws Strength +9, Constitution +9
Condition Immunities Blinded
Skills Athletics +9, Perception +8
Senses tremorsense 120ft., passive Perception 18
Proficiency Bonus +3
Challenge 8(3900 xp)

Siege Monster The bedrock mole deals double damage to buildings and objects

Stench Creatures other than the bedrock mole that first enters or start its turn within 10ft. of the mole must succeed a DC 17 Constitution saving throw or become poisoned until the end of its next turn. On a successful saving throw, creatures are immune to being poisoned in this way for the next 24 hours.

Underground Breathing The bedrock mole can breathe while underground

Actions

Multiattack The bedrock mole can make a bite and two claw attacks on its turn.

Bite *Melee Weapon Attack*, +9 to hit , 5ft., one target. Hit: 16 (4d4+6) piercing damage.

Claw *Melee Weapon Attack*, +9 to hit , 5ft., one target. Hit: 21 (3d8+6) slashing damage.

Bonus Actions

Tunneler The bedrock mole can use its bonus action to burrow through unworked earth or stone. It must use its bonus action to resurface as well.

Monkey

Primates are one of the most intelligent of all bestial mammals and are believed to be closely related to many species of humanoids. The smallest of their kind are monkeys. To make up for their small size, they possess surprising strength and have a versatile tails which can act as an additional limb. Monkeys are also known for their superior intelligence amongst beasts using their agility, numbers. and their wit to steal food and frustrating predators by throwing poop .

Because of their wit and quick hands, they make popular pets and familiars for druids and many spellcasters, assuming the owner is willing to put up with its shenanigans.

Imp

Because of its small appearance and their ability to fly, imp monkeys are often confused with their fiendish counterpart. They are one of the few species of monkeys capable of flight possessing a pair of bat-like wings.

Imp Monkey Tactics

These little critters definitely use their flight to its fullest extent and earn their impish reputation. They love to flock together flying down to steal anything that sparks their interest while nimbly escaping with their prize in a game of chase as its victim pursues it. They often end up tossing it among other members of its troop to utterly confuse their pursuers.

Other times, they will fly about in flocks and toss poop at unsuspecting bystanders simply out of boredom.

Despite their antics, imp monkeys are rarely malevolent or are hardly dangerous to humanoids, even though they do have a particularly painful bite if they truly feel cornered or threatened.

Goblin

Goblin monkeys are the smartest, most vicious, and most conniving of all their kin. They tend to live in small gangs with up to 11(2d10) members. These little gremlins have learned to forge makeshift weapons made out of sharp sticks, stones, and even glass.

Whereas as most monkeys tend to harass humanoids or other creatures to steal valuables; goblin monkeys are content to not only steal the valuables but kill the individual as well using its as a source of food. They have even been known to use carcasses as a lure to draw out predators to their death to eliminate any possible threats to the safety of their gang.

Goblin Monkey Tactics

Goblin monkeys have also been known to bully other animals into doing their bidding. The largest and most powerful of gangs have bullied other monkeys into joining their gang and has been reported to have up to nearly 100 members of various species of monkeys. Some accounts have described them luring large predators to the camps of poachers. One account seemed to even claim that they were responsible for the stampede of dinosaurs that destroyed a small town, although the veracity of such as claim is still yet to be determined.

Spider

The spider monkey is a rather strange species of monkey, that possesses an additional pair of limbs. However, its most unique property is its ability to climb walls and even traverse spider webs with no difficulty. It is believed that these monkeys acquired these adaptations from living in regions where giant spiders were extremely prolific predators.

These adaptations allowed these monkeys to take completely reverse their role on the food chain easily escaping from webs and developing a natural immunity to spider poison. Instead, these monkeys have developed a symbiotic relationship with spiders.

Spider Monkey Tactics

Since spider monkeys are often too small to acquire large prey on their own, they resort to harassing creatures in mobs of 9(2d8) members into pursuing them by posing as helpless prey, flinging poop, or stealing their items. When these creatures give chase, the monkey's lure them into a webs of giant spiders. Once ensnared and the spider closes in, the spider monkey will attempt to aid by biting the captured creature or at least prevent it from fighting back by stealing weapons or objects.

Since spiders only consume the body fluids of its prey, the monkeys are able to feast on the leftovers once the spider has its fill. Because of this, most spiders tend to tolerate the presence of spider monkeys in their webs, since they are too much of a nuisance to try to chase down and kill since spider poison doesn't seem to effect them. Such a dynamic is quite interesting as these monkeys are quite loyal to their resident spider often engaging in turf wars with other spiders and monkey gangs whenever spiders fight over webs. Upon a defeat, the survivors often end up joining the side of the winning spider. However, it is not uncommon for a spider to still snap at a monkey who constantly intrudes on the spider's personal space or pesters it for too long.

Snowfire

One of the rarest of all monkeys are the snowfire monkeys. These monkeys tend to be quite elusive largely because of their unique fur that enables them to easily blend into their snowy surroundings. The reason for their rarity is that they tend to only reside near geothermal springs and geysers that may exist in such regions. It has even been reported that such monkeys are present in elemental hotspots where extreme heat and cold is ever present. This behavior is also the reason they acquire their names.

Snowfire Monkey Tactics

In such destinations, these monkeys live in large groups often consisting of 50 - 100 members which lounge and relaxing in such sanctuaries. It is somewhat unclear why these monkeys are attracted to such environments but they do make for curious companions whenever they do encounter newcomers to their home.

Living in such environment has enabled them to developed quite creative ways to defend themselves. When threatened, they are known to infuse ice or hot coals in their poop whenever they throw it at a predator.



Monkey Template

Tiny Beast, Unaligned

Armor Class 13 (Natural Armor)
Hit Points 5(2d4)
Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	11 (+0)	8(-1)	12 (+1)	11 (+0)

Saving Throws Strength +1, Dexterity +5
Skills Athletics +3, Acrobatics +7, Perception +3, Sleight of Hand +5
Senses passive Perception 13
Proficiency Bonus +2
Challenge 1/8(25 xp)

Agile Climber The monkey has advantage on ability checks to climb difficult surfaces.

Apish Fury When below half its hitpoint maximum, the monkey can make an additional bite or fling poop attack on its turn.

Prehensile Tail The monkey can use its tail to hold or interact with an additional object

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

Nimble The monkey can move outside a creatures space without provoking opportunity attack. It can Hide behind a Small or smaller creature and can move through the space of a small creature without expending any extra movement.

Actions

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

Fling Poop *Melee Weapon Attack*, +5 to hit , 15/30ft., one target. Upon a hit, creatures must succeed a DC 10 saving throw or become are poisoned until the end of its next turn.

Bonus Actions

Quick-fingered The monkey can use its bonus action to interact with an object or make a sleight of hand check as a bonus action to steal an object

Imp Monkey

- **Movement Speed** 30ft. fly
- **Challenge Rating** 1/4 (50xp)

Flyby The monkey can fly outside a creature's reach without provoking opportunity attack

Glide When the monkey takes fall damage, it can make a DC 10 Dexterity saving throw. On a successful saving throw, the monkey takes no damage; on a failed saving throw it takes half damage. The DC for this save increases by 1 for every 10ft. the monkey falls over 60ft.

Goblin Monkey

- **Skills** Stealth +7
- **Challenge Rating** 1/4 (50xp)

Ambusher The goblin monkey has advantage on attack rolls against creatures that are surprised or have not acted yet in combat.

Sneak Attack The monkey can deal an additional 7(2d6) damage against a creature that it has advantage on attack rolls against or if at least one of the monkey's allies are within 5ft. of it and is not incapacitated. The monkey can use this feature once on each of its turns.

Bonus Actions

Vanish The goblin monkey can use its bonus action to take the Hide action.

Spider Monkey

- **Senses** Darkvision 60ft.
- **Damage Immunities** Poison
- **Condition Immunities** Poisoned
- **Skills** Stealth +5
- **Challenge Rating** 1/4 (50xp)

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

Web Walker The monkey ignores movement restrictions caused by webbing

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

Bonus Actions

Four Limbs This extra pair of arms acts in the same capacity as its normal arms. It can use its bonus action to make another fling poop attack.

Snowfire Monkey

- **Movement Speed** 30ft. swim
- **Damage Resistance** Fire, Cold
- **Challenge Rating** 1/4 (50xp)

Ice Walk The monkey can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Snow Camouflage The monkey has advantage on Dexterity (Stealth) checks while in icy or snowy terrain or when obscured by ash, fog, or snowfall. While these conditions are met, the monkey can use its bonus action to Hide

Snow Sight The monkey's sight is not hindered by ash, fog, or snowfall.

Insulated Fur If the monkey succeeds a saving throw against taking fire or cold damage, it takes no damage upon a success.

Actions

Ice-laced Poop *Melee Weapon Attack*, +5 to hit , 15/60ft., one target. *Hit* 6 (1d4+3) cold damage. Upon a hit, creatures must succeed a DC 10 saving throw or become are poisoned until the end of its next turn. It only gains this attack when in icy or snow terrain.

Combustible Poop *Melee Weapon Attack*, +5 to hit , 15/60ft., one target. *Hit* 6 (1d4+3) fire damage. Upon a hit, creatures must succeed a DC 10 saving throw or become are poisoned until the end of its next turn. It only gains this attack when in volcanic terrain or if its surroundings have sufficient embers, ash, or similar debris.

Chimp

Chimps are the most common kind of primate, where the largest of their kin stand nearly as tall as a humanoid. Although they share many traits with monkeys, many chimps do not possess the prehensile tail and are not as agile as their smaller kin.

However, they make up for their bulkier build with their immense strength and versatile limbs that allows them to wield most objects that humanoids can. Chimps by nature are peaceful and very curious creatures. However, it times of danger, they all come together to face a threat using numbers and clever tactics to defeat their foe.

Gorilla

The gorilla is one of the largest of all primates wherein the largest of their kind can stand nearly 10ft. tall. Just like their smaller relatives, their colossal strength rivals that of some one the greatest humanoid champions.

Because of their sheer strength and size, they have few natural predators. However, when threatened, they can enter into a reckless fury of fists and teeth rending their foe limb from limb.

Dire Ape

The dire ape is the absolute apex of its kind. Some believe that such apes are a natural species of apes while other believe such creatures are the result of magical experimentation, druidic magics, or a divine gift.

Such creatures tend to be largely reclusive and surprising evasive despite their incredible size. Many woodland settlements see these creatures as benevolent protector to those who live within its realm. In fact, many settlements seen these beasts as their patron or aspects of the divine and often present numerous offering to their lairs. Others have learned to tame these creatures as powerful war beasts capable to tearing down the sturdiest of walls and barricades.

Baboon

The baboon is probably the most recognizable of all apes and gorillas thanks to its magnificent and colorful manes. It is also infamous for being the most territorial of all primates. Thankfully, such aggression is only targeted towards creatures that attack their communities or trespass upon their territory. For those unfortunate creatures, they are prone to being mobbed by furious primate fueled by rage-induced adrenaline.

Cave

The cave ape or gorilla is one the largest and most peculiar of its kin. Its origin in the Underdark has granted it a unique physiology which includes an additional pair of powerful limbs. Despite its similarity to the spider monkey, its large size and strength never required it to develop the adaptations of its smaller relatives.

Instead, it evolved to thrive in such environments by developing the ability to see in magical darkness as well as seemingly vanishing into the shadows. However, its subterranean life has impaired it as it is quite sensitive to sunlight. Because of this, these apes rarely come to the surface and if they do, they only come out at night.

Yeti

As their name suggests, these primates are often confused with their yeti counterparts. Some scholars believe that these primates actually are one of the ancestors to these beings but such claims require more research to be entirely certain.

Unlike their namesakes, yeti apes are quite peaceful creatures living in nomadic communities of 11(2d10) members. They have learned to fashion primitive tools to help them catch fish beneath the ice and find vegetation buried beneath snowbanks.

Their thick fur is able to shield them from the extreme cold as well as grants them ample camouflage against the snowy landscape.

Despite their frightening appearance, they are a welcome presence to humanoids as they have been known to aid lost travelers to areas of safety from the cold. There are even accounts where these apes had rescued those stranded in blizzards carrying them from the storm.

Savage

The most dangerous of all primates are the savage apes. These apes are easily distinguishable from their kin thanks to their elongated teeth and claws as well as their horned body and spinal ridges.

Although most apes are omnivorous, savage ape tend to lean towards the carnivorous end of the spectrum, actively hunting in groups of 5(2d4). They have developed a keen sense of smell enabling them to easily track their prey.

They employ brutal tactics while hunting its prey, aiming to cripple it rather than killing it outright. Upon killing their prey, they have been known to fashion very primitive weapons out of the bones of their prey and even have been rumored to collect teeth and other bodily ornaments as trophies and keepsakes.



Chimp Template

Medium Beast, Unaligned

Armor Class 12 (Natural Armor)
Hit Points 26(4d8+8)
Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	8(-1)	12 (+1)	12 (+1)

Saving Throws Strength +5
Skills Athletics +7, Acrobatics +4, Perception +3, Sleight of Hand +4
Senses passive Perception 13
Proficiency Bonus +2
Challenge 1(200 xp)

Powerful Build The chimp counts as one size larger when determining your carrying capacity and the weight it can push, drag, lift, or grapple.

Agile Climber The chimp has advantage on ability checks to climb difficult surfaces.

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

Ape Fury When below half its hitpoint maximum, the chimp can make an additional bite or rock attack on its turn.

Opposable Limbs The chimp can wield and interact with objects with little difficulty and has proficiency with simple weapons

Actions

Multiattack The chimp can make a bite and two fist attacks. The chimp can substitute two fist attacks for a rock attack.

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

Fist *Melee Weapon Attack*, +5 to hit , 5ft., one target. Hit: 6 (1d4+3) bludgeoning damage.

Rock *Melee Weapon Attack*, +5 to hit , 30/60ft., one target. Hit: 8 (2d4+3) bludgeoning damage.

Gorilla Template

Large Beast, Unaligned

Armor Class 12 (Natural Armor)
Hit Points 57(6d10+24)
Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
21(+5)	14 (+2)	19 (+4)	8(-1)	12 (+1)	12 (+1)

Saving Throws Strength +7
Skills Athletics +9, Acrobatics +4, Perception +3, Sleight of Hand +4
Senses passive Perception 13
Proficiency Bonus +2
Challenge 3(700 xp)

Powerful Build The gorilla counts as one size larger when determining your carrying capacity and the weight it can push, drag, lift, or grapple.

Agile Climber The gorilla has advantage on ability checks to climb difficult surfaces.

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

Ape Fury When below half its hitpoint maximum, the gorilla can make an additional bite or rock attack on its turn.

Opposable Limbs The gorilla can wield and interact with objects with little difficulty and has proficiency with simple weapons

Actions

Multiattack The gorilla can make a bite and two fist attacks. The gorilla can substitute two fist attacks for a rock attack.

Bite *Melee Weapon Attack*, +5 to hit , 5ft., one target. Hit: 10 (1d8+4) piercing damage.

Fist *Melee Weapon Attack*, +5 to hit , 5ft., one target. Hit: 10 (2d4+5) bludgeoning damage.

Rock *Melee Weapon Attack*, +5 to hit , 30/60ft., one target. Hit: 16 (2d10+5) bludgeoning damage.



Dire Ape Template

Huge Beast, Unaligned

Armor Class 12 (Natural Armor)
Hit Points 135(10d12+70)
Speed 40ft., 40ft. climb

STR	DEX	CON	INT	WIS	CHA
26(+8)	14 (+2)	24 (+7)	8(-1)	12 (+1)	12 (+1)

Saving Throws Strength +11, Constitution +10
Skills Athletics +11, Acrobatics +5, Perception +4, Sleight of Hand +5
Senses passive Perception 13
Proficiency Bonus +3
Challenge 8(3900 xp)

Powerful Build The ape counts as one size larger when determining your carrying capacity and the weight it can push, drag, lift, or grapple.

Agile Climber The dire ape has advantage on ability checks to climb difficult surfaces.

Ape Fury When below half its hitpoint maximum, the ape can make an additional bite or rock attack on its turn.

Opposable Limbs The dire ape can wield and interact with objects with little difficulty and has proficiency with simple weapons

Siege Monster The dire ape can deal double damage to buildings and objects.

Actions

Multiattack The ape can make a bite and two fist attacks. It can substitute two fist attacks for a rock attack

Bite *Melee Weapon Attack*, +11 to hit , 5ft., one target. Hit: 18 (4d6+4) piercing damage.

Fist *Melee Weapon Attack*, +11 to hit , 10ft., one target. Hit: 22 (4d6+8) bludgeoning damage.

Rock *Melee Weapon Attack*, +11 to hit , 60/120ft., one target. Hit: 41 (6d12+8) bludgeoning damage. Upon a hit, the target must succeed a DC 19 Strength saving throw or be knocked prone

Baboon

- **Challenge Rating** Increases by 1

Aggressive The baboon can use its bonus action to move up to its movement speed towards a hostile creature as a bonus action

Feral When the baboon has at least two hostile creature's within 5ft. of it, it can make one additional claw attack on its turn.

Reckless At the start of its turn, the baboon can choose to have advantage on attack rolls until the start of its next turn. However, attacks against it has advantage.

Relentless If the baboon is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw. If it succeeds, it drops to 1 hitpoint instead. Each time it uses this feature after the first, the DC increases by 5. The DC resets to 10 after a short or long rest.

Actions

Horrific Screech Creatures other than a baboon with 30ft. that can hear it must succeed a DC Wisdom saving throw or be frightened until the end of its next turn. The DC for this ability is equal to 8 + the Constitution modifier + the proficiency bonus.

Yeti

- **Skills** Stealth +4
- **Damage Resistances** Cold
- **Challenge Rating** Increases by 1

Ice Walk The gorilla can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Insulated Fur Upon succeeding a saving throw against an effect that deals cold damage, it takes no damage instead.

Snow Camouflage The gorilla has advantage on Dexterity (Stealth) checks while in icy or snowy terrain or when obscured by snowfall. While these conditions are met, the monkey can use its bonus action to Hide

Snow Sight the gorilla's sight is not hindered by fog or snowfall.

Savage

- **Skills** Stealth +6, Perception +5

Predator Instinct The gorilla has advantage on initiative checks. If it makes an attack against a creature that hasn't acted yet in combat, it has advantage on attack rolls against that creature.

Brutal Savagry The gorilla can deal a critical hit on an 18-20.

Keen Senses The gorilla has advantage on Wisdom (Perception) checks relying on hearing, sight, and smell.

Opportunistic If a creature within 5ft. of it suffers fone of the following status conditions: blinded, deafened, exhausted, grappled, paralyzed, poisoned, restrained, stunned, or unconscious, the gorilla can use its reaction to make an additional attack against that creature with advantage.

Cave

- **Skills** Stealth +6
- **Senses** darkvision 120ft.
- **Challenge Rating** Increases by 1

Gloom Sight The gorilla's vision is not obscured by magical darkness

Sunlight Sensitivity The gorilla has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when it are the target of the attack, or whatever you are trying to perceive is in direct sunlight.

Four-limbed The gorilla has advantage on ability checks to grapple or escape a grapple. This extra pair of arms acts in the same capacity as its normal arms. It can use its bonus action to grapple a creature, make an additional fist, or stone attack.

Long-limbed The gorilla's melee attacks has an increased reach of 5ft.

Shadow Fur While in darkness, the gorilla is invisible to creatures that rely on vision to see it. When in dim light or darkness, it can use bonus action to Hide.



Bears

Bears are one of the largest and most dangerous of all mammalian predators on the Material Plane. They are known for their sheer strength and fearless defiance against anything that stands in their way. Their primary weapons are their sharp fangs and their powerful claws, capable to cleaving a humanoid in half.

When one is attacked by a bear, it will often be a fight to the death as bears will rarely back down from a threat, especially when its young or home is threatened. However, bears tend to only attack whenever hunting or if it feels threatened. Despite, their intimidating persona, bears have been known to be tamed as extremely fierce but loyal battle companions.

Grizzly Bear

Grizzlies are probably the most common of all bears on the Material Plane. Although they mostly have fur in shades of brown or gray, some variants have been known to have striped or spotted patterns or even somewhat exotic fur colors such as orange or gold.

Polar Bear

The polar bear primarily lives in frigid regions of the world making use of its white fur. This fur not only insulates it from the extreme cold but also serves as natural camouflage causing the bear to easily sneak up on its victims. Its claws are also especially suited for its snowy environment allowing it to move with ease.

Panda Bear

Panda bears are probably the most comical in appearance of all bears with its striped body and eye spots resembling a mask. Most panda variants come in shades of black or white but they have been known to sport combinations of there colors such as red and orange. Panda however are quite distinct from other bears as their diet consists primarily of plants, particularly of bamboo.

Additionally, whereas most bears are characterized by their fearlessness, the panda is known for its laziness. This laziness is so extreme that they can be unresponsive to the effects of certain druidic magics.

Dire Bears

Dire bears are the largest of their kin. They are living mountains of muscle and fur with bony protrusions sticking for its shoulders and spine. Thankfully like their smaller kin, these titans only seem to be aggressive when threatened or actively hunting for prey. Otherwise, it will leave humanoids untouched.

Some cultures view these creatures as ancient guardians of the forest or divine aspects. Many druidic tribes set up shrines to give tribute and even communicate with these creatures.

Skunk Bears

Skunk bears are a rather rare species of bear, primarily due to their extremely timid and reclusive nature. As their name suggests, skunk bears are known for their rather pungent aroma. This aroma is actually used a defense mechanism to repel attackers as the skunk bear tend to be quite small (at least in comparison to other bears).

Although bears have been known to be omnivores, the skunk bear is especially known for this behavior. In fact, the skunk bear hardly does any hunting on its own as it primarily prefers to be a scavenger feasting on carcasses.

Cave Bears

Cave bears are one of the most aggressive and territorial of all species of bears. These carnivores are typically found deep in subterranean environments but have been known to venture to the surface world in search of food or if driven away by larger predators.

Cave bears are excellent predators that are perfectly adapted to hunting in the dark. Due to their prolonged time underground, they are able to see in the darkest of conditions, even through magically created darkness. They also possess the uncanny ability to seemingly vanish and blend into their surroundings despite their large body.



Grizzly Bear

Large Beast, Unaligned

Armor Class 14 (Natural Armor)
Hit Points 57 (6d10+24)
Speed 40ft., 30ft. climb, 30ft. swim

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	2(-4)	18 (+4)	7 (-2)

Saving Throws Strength +6, Constitution +5
Skills Athletics +6, Perception +8
Senses darkvision 60ft., passive Perception 18
Proficiency Bonus +2
Challenge 3 (700 xp)

Keen Smell The grizzly bear has advantage on Wisdom(Perception) checks relying on smell

Dauntless The grizzly bear has advantage on saving throws against being frightened

Endurance When the grizzly bear fails a Constitution saving throw that deals damage, it takes half damage. On a successful save, it takes no damage.

Powerful Build The grizzly bear counts as one size larger for pushing, shoving, carrying, and grappling

Actions

Multiattack. The grizzly bear can make one bite attack and two claw attacks

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

Claw. *Melee Weapon Attack*, +6 to hit , 5ft., one target. *Hit:* 11 (3d4+4) slashing damage. If the target is a creature, it must succeed a DC 14 Strength saving throw or be knocked prone.

Polar Bear

Large Beast, Unaligned

Armor Class 15 (Natural Armor)
Hit Points 57 (6d10+24)
Speed 40ft., 30ft. climb, 30ft. swim

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	2(-4)	18 (+4)	7 (-2)

Saving Throws Strength +7, Constitution +5
Skills Athletics +6, Perception +8
Senses darkvision 60ft., passive Perception 18
Damage Resistances Cold
Challenge 3 (700 xp)

Keen Smell The polar bear has advantage on Wisdom(Perception) checks relying on smell

Dauntless The polar bear has advantage on saving throws against being frightened

Endurance When the polar bear fails a Constitution saving throw that deals damage, it takes half damage. On a successful save, it takes no damage.

Snow Camouflage The polar bear has advantage on Dexterity(Stealth) checks when icy or snowy terrain or whenever it is obscured by light snowfall. While in these conditions, the Polar bear can use its bonus action to Hide

Ice Walk The polar bear can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Actions

Multiattack. The polar bear can make one bite attack and two claw attacks

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

Claw. *Melee Weapon Attack*, +6 to hit , 5ft., one target. *Hit:* 11 (3d4+4) slashing damage. If the target is a creature, it must succeed a DC 14 Strength saving throw or be knocked prone.



Panda Bear

Large Beast, Unaligned

Armor Class 13 (Natural Armor)
Hit Points 34 (4d10+12)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2(-4)	18 (+4)	7 (-2)

Saving Throws Constitution +5
Skills Perception +6
Senses passive Perception 16
Challenge 1 (200 xp)

Keen Smell The panda bear has advantage on Wisdom(Perception) checks relying on smell

Endurance When the panda bear fails a Constitution saving throw that deals damage, it takes half damage. On a successful save, it takes no damage.

Floral Feeder If the panda bear takes the Attack action against a plant, the panda bear can make an additional bite attack against it.

Lazy The panda bear has advantage on saving throws against being charmed.

Actions

Multiattack. The panda bear can make one bite attack and two claw attacks

Bite. *Melee Weapon Attack*,+6 to hit , 5ft., one target. *Hit:* 8 (1d6+4) Piercing damage

Claw. *Melee Weapon Attack*, +6 to hit , 5ft., one target. *Hit:* 8 (1d6+4) slashing damage.

Dire Bear

Huge Beast, Unaligned

Armor Class 15 (Natural Armor)
Hit Points 115 (10d12+50)
Speed 40ft., 30ft. climb, 30ft. swim

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	21 (+5)	2(-4)	18 (+4)	7 (-2)

Saving Throws Strength +10, Constitution +8
Skills Athletics +10, Perception +6
Senses darkvision 60ft., passive Perception 16
Proficiency Bonus +3
Challenge 8 (3900 xp)

Keen Smell The dire bear has advantage on Wisdom(Perception) checks relying on smell

Siege Monster The dire bear deals double damage to buildings and objects

Relentless When reduced to 0 hitpoints, the dire bear can make a DC 10 Constitution saving throw to regain 1 hitpoint. Upon each successful save, the DC increases by 5. This DC resets after a short or long rest.

Dauntless The dire bear has advantage on saving throws against being frightened

Endurance When the dire bear fails a Constitution saving throw that deals damage, it takes half damage. On a successful save, it takes no damage.

Feral When the dire bear has at least two hostile creature's within 5ft. of it, it can make it attacks with advantage and one additional claw attack when it takes the Attack action.

Last Stand When the dire bear start its turn with half its hitpoint maximum, it gains resistance to all damage until the end of its next turn.

Actions

Multiattack. The dire bear can make one bite attack and two claw attacks

Bite. *Melee Weapon Attack*, +10 to hit , 5ft., one target. *Hit:* 18 (2d10+7) Piercing damage

Claw. *Melee Weapon Attack* , +10 to hit , 5ft., one target. *Hit:* 21 (3d8+7) slashing damage. If the target is a creature, it must succeed a DC 18 Strength saving throw or be knocked prone.



Skunk Bear

Large Beast, Unaligned

Armor Class 14 (Natural Armor)
Hit Points 30 (4d10+8)
Speed 40ft., 30ft. climb, 30ft. swim

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	2(-4)	18 (+4)	7 (-2)

Saving Throws Strength +6, Constitution +5
Skills Athletics +6, Perception +5
Senses darkvision 60ft., passive Perception 16
Damage Immunities Poison
Condition Immunities Poisoned
Proficiency Bonus +2
Challenge 2 (450 xp)

Keen Smell The skunk bear has advantage on Wisdom(Perception) checks relying on smell

Stench Creatures that first enters or starts its turn within 5ft. of the skunk bear must succeed a DC 14 Constitution saving throw, on a failed saving throw, that creature is considered poisoned until the end of its next turn. On a successful saving throw, creatures are immune to being poisoned in this manner for the next 24 hours.

Endurance When the skunk bear fails a Constitution saving throw that deals damage, it takes half damage. On a successful save, it takes no damage.

Actions

Multiattack. The skunk bear can make one bite attack and two claw attacks

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

Claw. *Melee Weapon Attack*, +6 to hit , 5ft., one target. *Hit:* 9 (2d4+4) slashing damage. If the target is a creature, it must succeed a DC 14 Strength saving throw or be knocked prone.

Cave Bear

Large Beast, Unaligned

Armor Class 14 (Natural Armor)
Hit Points 57 (6d10+24)
Speed 40ft., 30ft. climb, 30ft. swim

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	2(-4)	18 (+4)	7 (-2)

Saving Throws Strength +6, Constitution +6
Skills Athletics +6, Perception +6
Senses darkvision 120ft., passive Perception 16
Proficiency Bonus +2
Challenge 4 (700 xp)

Feral When the cave bear has at least two hostile creature's within 5ft. of it, it can make it attacks with advantage and one additional claw attack when it takes the Attack action.

Gloom Sight The cave bear's vision is not impeded by magical darkness

Keen Smell The cave bear has advantage on Wisdom(Perception) checks relying on smell

Shadow Hide The cave bear has advantage on Dexterity(Stealth) checks when dim light or darkness. While in these conditions, the cave bear can use its bonus action to Hide

Actions

Multiattack. The cave bear can make one bite attack and two claw attacks

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

Claw. *Melee Weapon Attack*, +6 to hit , 5ft., one target. *Hit:* 12 (3d4+4) slashing damage. If the target is a creature, it must succeed a DC 14 Strength saving throw or be knocked prone.

Cats

Cats are one of the most common of mammalian predators on the Material Plane. They come in many sizes and colors ranging from the tiny housecat to the magnificent tiger.

Regardless of its size, their are expert predators at heart relying on their innate cunning and the element of surprise to capture their prey.

Housecat

Housecats are probably one of the most popular pets on the Material Plane. Despite being largely domesticated by humanoids, they still retain a lot of natural independence often leaving their owner's residence to embark on their own escapades.

As a result, many cats can seem to be somewhat fickle companions as they prefer to want attention on their own terms when its convenient for them.

Tressyms

Tressyms are closely related to the common housecat and shares many similar physical and behaviorial attributes. However, tressyms do sport a magnificent of bird or bat-like wings and are believed and have a special sensitivity to magical effects and poisons.

Because of these abilities, some people believe that tressyms are arcane experiments to make the perfect familiar. Regardless of how their origins have come about, they can commonly be found in large populated cities.

Jaguar

Jaguars are the smallest of all the predatory cats. They make up for their smaller size for their prowess as an ambush predator. The jaguar relies on its superior agility and surprising climbing speed to get in the optimal position for a first strike.

The jaguar is a calculating predator that only attacks creatures it thinks it could easily take. The jaguar prefers to hunt prey that is separated and isolated from its group. To prevent from getting injured, the jaguar's aims for a single killing blow. The quicker it can kill its prey, the more time it has to take it prize to a safe location away from other larger predators. If it is not able to kill its prey in one strike, the jaguar is more than content to quickly retreat and patiently stalk its prey again until it lets its guard down.

Lynx

Whereas the jaguar lurks in the darkest of jungles, the lynx excels in the craggy environment of jagged cliffs or mountainsides. Its paws are especially suited for climbing such perilous terrain with ease. On the rare chance that it does lose its footing, its superior reflexes often allow it to harmlessly land on its feet.

Night Panther

The night panther is closely related to the jaguar. In fact, both species share a lot of the same qualities and even tactics. However the primary difference between these creatures is that the night panther prefers to only hunt under the cover of darkness. For this reason, night panthers have migrated to the perpetual darkness of the Underdark where they are free to prowl without restraint.

While under the shroud of darkness, the night panther is an unsurpassed ambush predator. Its coat has the unique ability to merge into the shadow making it invisible even to creatures capable of seeing in the dark. The vision of the night cat is unique amongst all cats as it has the ability to perceive even through magically created darkness.

Because of these abilities, these panthers are prized companions for many adventurer thanks to their superior stealth and versatility.

Snow Leopard

The snow leopard makes its home in arctic climates. Its speckled fur often takes on various hues of white, blue, or silver that allow it to blend into its icy environment. Although such a coat is common for animals living in such an environment, the snow leopard's coat has the unique ability to seemingly vanish, especially under the cover of snowfall. Because of this ability, snow leopards are often known to hunt during heavy snowfall and even blizzards.

Dunerunner Panther

The dunerunner panther's most potent weapon is not its stealth, but its speed. Few beasts of the Material plane can rival the speed o the dunerunner panther as it is able to outrun even the fastest of airborne beasts.

However, just like its cousins, the dunerunner still relies on the element of surprise to kill its prey in one strike to prevent from getting hurt. Thankfully, its speed provides it enough momentum to slam into its prey like a bullet, knocking it to the ground. Hopefully, such an ambush is able to take down its prey.

If its hunt begins to go poorly, it can easily make a quick escape thanks to its unrivaled agility.



Cheshire

Cheshire jaguars are believed to have undergone magical evolution due to exposure to the Feywild. As a result, these cats tend to have freakishly large jaws and an uncanny resilience against spell effects turning them back on the target.

Because of their bizarre appearance, these creatures are often sought to be used as exotic pets. However, these creatures are incredibly elusive as they have been known to lure hunters astray right into an ambush.

Tressym Panthers

Tressym panthers are believed to be a larger variant of the tressym as it possess the same supernatural senses and sight as its smaller relative. However, these beasts are much more dangerous and cunning than their counterparts as their predatory instincts are further enhanced by these arcane modifications.

Eldermane Lion

The eldermane lion is one of the largest and most powerful of all predatory cats. Lions are much more dangerous than their smaller kin thanks to their superior strength and endurance coupled with their ambush and stealth tactics.

However, what makes them particularly deadly is that they are largely cooperative hunters. Eldermane lions tend to hunt in prides consisting of 9(2d8) members. However, the largest of prides have been known to contain 18(4d8) members. This population often does not count the litter of cubs protected by each of its members.

As a result, these cats fearlessly hunt any creature they desire using their numbers and strength to their advantage. They have been known to hunt megafauna such as elephants and even dinosaurs (herbivorous and carnivorous alike).

Tiger

Barring the sabertooth, the tiger is largest of all cats. Unlike its counterpart, the lion, the tiger is largely solitary relying on its sheer strength and the element of surprise to bring down its prey. Despite its large size, it is perfectly adapted to stalk its prey as its striped fur allows it to blend into the tall grasses. Unlike the panther, the tiger will not flee if its prey puts up a fight, instead it matches its prey with its own ferocity and power.

Sabertooth

The sabertooth is the ultimate feline predator. What separates the sabertooth from its relatives is its powerful, bear-like build. Lined with many layers of rippling muscle, the sabertooth is able to kno k down the strongest of prey to sink its deadly fangs in for a killing blow. Its most distinguishable feature is its sword-like teeth capable of puncturing the thickest of hides preventing prey for escaping its grasp.

Despite its immense size, strength, and speed, the sabertooth is an elusive hunter relying on stealth to get the upper hand on its opponent. The sabertooth prefers to use the element of surprise to quickly kill its prey. However, if its prey proves to put up a fight, the sabertooth is more than capable of finishing the job using its jagged claws.



Housecat

Tiny Beast, Unaligned

Armor Class 12(Natural Armor)
Hit Points 3 (1d4)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	6(-2)	12 (+1)	7 (-2)

Saving Throws Dexterity +4
Skills Acrobatics +6, Stealth +4, Perception +5
Senses darkvision 60ft., passive Perception 15
Challenge 0 (10 xp)

Agile Feet When the housecat takes fall damage, it can make a DC 10 Dexterity saving throw. On a successful saving throw, the housecat takes no damage; on a failed saving throw it takes half damage. The DC for this save increases by 1 for every 10ft. the housecat fall over 30ft. Regardless if the roll is a failure or success, the housecat does not fall prone.

Cat's Luck When the housecat rolls a 1 on an attack roll, ability check, or saving throw, it can reroll taking the new result.

Cat's Grace Whenever the housecat has advantage on an attack roll, saving throw, or ability check, it can roll three times taking the highest result.

Feline Independence The housecat has advantage on saving throws against being charmed. If it is charmed, it can use its action to end the effect.

Keen Smell The housecat has advantage on Wisdom(Perception) checks relying on smell

Nine Lives If an attack or ability would reduce that housecat to 0 hitpoints, it can roll a d20. Upon rolling over a 10, the housecat takes no damage and is unaffected by the attack or effect.

Actions

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

Tressym

Tiny Beast, Unaligned

Armor Class 12(Natural Armor)
Hit Points 3 (1d4)
Speed 30ft., 30ft. fly

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	6(-2)	12 (+1)	7 (-2)

Saving Throws Dexterity +4
Skills Acrobatics +6, Stealth +4, Perception +5
Senses darkvision 60ft., passive Perception 15
Challenge 0 (10 xp)

Invisible Sight Within 60 feet of the tressym, magical invisibility or illusion fails to conceal anything from the tressym sight.

Poison Sense The tressym panther can detect the presence of poison or disease within 60ft. of it.

Flyby The tressym panther can fly outside a creature's reach without provoking opportunity attack

Keen Smell The tressym has advantage on Wisdom(Perception) checks relying on smell

Actions

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

Restorative Purring The tressym can spend 10 minutes purring on creature that it touches. At the end of the duration, that creature can remove the effects of poison on a creature.



Jaguar Template

Medium Beast, Unaligned

Armor Class 12(Natural Armor)
Hit Points 22(4d8+4)
Speed 50ft., 40ft. climb, 40ft. swim

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	6(-2)	16 (+3)	7 (-2)

Skills Acrobatics +4, Stealth +6, Perception +7
Senses darkvision 60ft., passive Perception 17
Proficiency Bonus +2
Challenge 2 (450 xp)

Keen Smell The jaguar has advantage on Wisdom(Perception) checks relying on sight and smell

Natural Camouflage The jaguar has advantage on Dexterity (Stealth) checks when obscured by ample plant life.

Ambusher The jaguar has advantage on initiative checks and has advantage on attack rolls against creatures that are surprised or have not acted yet in combat.

Sneak Attack When the jaguar has advantage on attack rolls or attacks a surprised, it can deal an additional 7(2d6) damage once on its turn.

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

Actions

Multiattack The jaguar can make a bite and two claw attacks

Bite *Melee Weapon Attack* , +4 to hit, 5ft., one target. *Hit:* 6 (1d6+2) piercing damage

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

Night Panther

- **Senses:** Darkvision 120ft.

Shadow Sight The night panther's vision is not obscured by magical darkness.

Shadow Skulker The panther is invisible to creatures that rely on darkvision to see it while it is in darkness.

Bonus Actions

Shadow Stealth The panther can use its bonus action to Hide while in dim light or darkness.

Lynx

Sure Footed The lynx has advantage on Strength and Dexterity saving throws against effects that would knock it prone

Stony Camouflage The lynx has advantage on Dexterity(Stealth) checks when in rocky terrain. While in these conditions, the lynx can use its bonus action to Hide

Agile Feet When the lynx takes fall damage, it can make a DC 10 Dexterity saving throw. On a successful saving throw, the lynx takes no damage; on a failed saving throw it takes half damage. The DC for this save increases by 1 for every 10ft. the cat fall over 30ft. Regardless if the roll is a failure or success, the lynx does not fall prone.

Snow Leopard

- **Damage Resistances** Cold

Ice Walk The leopard can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Snow Sight The leopard's vision is not hindered by fog or extreme snowfall.

Snow Camouflage The snow leopard has advantage on Dexterity(Stealth) checks when in snowy terrain or obscured in ample snowfall. While in these conditions, the snow cat can use its bonus action to Hide and is considered invisible to creatures that rely on vision to see it.

Dunerunner Panther

Sprinter The panther can use its bonus action to take the Dash action

Sprinting 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 takes an additional 7(2d6) damage and 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

Cheshire

Fated Fur Upon being hit with a critical hit, the Cheshire takes no damage inatead.

Fey Charm The cheshire has advantage on saving throws against charm, fear, or being put to sleep against its will

Magical Resistance The cheshire has advantage on saving throws against spells and magical effects.

Spell Turning The cheshire has advantage on saving throws against any spell that targets only the cheshire (not an area). If the cheshire's saving throw succeeds, the spell has no effect on the cheshire and instead targets the caster.

Tressym Panther

- **Movement Speed:** 40ft.
- **Damage Immunities** Poison
- **Condition Immunities** Poisoned.

Invisible Sight Within 60 feet of the tressym panther, magical invisibility or illusion fails to conceal anything from the tressym panthers's sight.

Poison Sense The tressym panther can detect the presence of poison or disease within 60ft. of it.



Eldermane Lion

large Beast, Unaligned

Armor Class 12(Natural Armor)
Hit Points 45(6d10+12)
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	6(-2)	16 (+3)	7 (-2)

Skills Acrobatics +4, Athletics +5, Stealth +6, Perception +7
Senses darkvision 60ft., passive Perception 17
Proficiency Bonus +2
Challenge 3 (700 xp)

Keen Smell The eldermane has advantage on Wisdom(Perception) checks relying on sight and smell

Ambusher The eldermane has advantage on initiative checks and has advantage on attack rolls against creatures that are surprised or have not acted yet in combat.

Pack Tactics When the eldermane has advantage on attack rolls against creatures within 5ft. of one of the lion's allies that are not incapacitated

Pounce If the eldermane 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.

Actions

Multiattack The eldermane can make a bite and two claw attacks

Bite *Melee Weapon Attack* , +5 to hit, 5ft., one target. *Hit:* 8 (1d8+3) piercing damage

Claw *Melee Weapon Attack* , +5 to hit, 5ft., one target. *Hit:* 7 (1d6+3) slashing damage.

Tiger

large Beast, Unaligned

Armor Class 12(Natural Armor)
Hit Points 45(6d10+18)
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6(-2)	16 (+3)	7 (-2)

Skills Acrobatics +4, Athletics +6, Stealth +6, Perception +7
Senses darkvision 60ft., passive Perception 17
Proficiency Bonus +2
Challenge 3 (700 xp)

Keen Smell The tiger has advantage on Wisdom(Perception) checks relying on sight and smell

Natural Camouflage The tiger has advantage on Dexterity (Stealth) checks when obscured by ample plant life.

Ambusher The tiger has advantage on initiative checks and has advantage on attack rolls against creatures that are surprised or have not acted yet in combat.

Feral When the Tiger has at least two hostile creature's within 5ft. of it, it can make it attacks with advantage and one additional claw attack when it takes the Attack action.

Sneak Attack When the tiger has advantage on attack rolls or attacks a creature that is surprised or hasn't acted in combat yet, it can deal an additional 7(2d6) damage once on its turn.

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

Multiattack The tiger can make a bite and two claw attacks

Bite *Melee Weapon Attack* , +6 to hit, 5ft., one target. *Hit:* 10 (1d10+4) piercing damage

Claw *Melee Weapon Attack* , +6 to hit, 5ft., one target. *Hit:* 9 (1d8+4) slashing damage.



Sabertooth

Large Beast, unaligned

Armor Class 15 (Natural Armor)
Hit Points 85(10d10+30)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	14 (+2)	16 (+3)	3(-4)	17 (+3)	8 (-1)

Saving Throws Strength +7, Constitution +6
Skills Athletics +7, Stealth +8, Perception +6
Senses darkvision 60ft., passive Perception 16
Proficiency Bonus +3
Challenge 7(2900 XP)

Keen Smell Has advantage on Wisdom (Perception) checks that rely on smell

Sneak Attack The sabertooth can deal an additional 11(3d6) piercing damage when it attacks a surprised creature or if the sabertooth has advantage on attack rolls. It can only benefit from this feature once on each of its turns.

Ambusher In the first round of a combat, the sabertooth has advantage on initiative checks and has advantage on attack rolls against creatures that are surprised or have not acted yet in combat.

Feral When the sabertooth has at least two hostile creature's within 5ft. of it, it can make it attacks with advantage and one additional claw attack when it takes the Attack action.

Forest Hunter The sabertooth has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life. While these conditions are met, it can use its bonus action to Hide.

Pounce If the sabertooth moves at least 20 ft. straight toward a creature and then hits it with a bite on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the sabertooth can make one bite Attack against it as a bonus action.

Actions

Multiattack The Sabertooth can make three attacks on its turn: One with its bite, two with its claws.

Bite. *Melee Weapon Attack*, +7 to hit:, 5ft. , one target. *Hit* 15(2d10+4) piercing damage.

Claws *Melee Weapon Attack*, +7 to hit:, 5ft. , one target. *Hit* 11(2d6+4) slashing damage.

Canines

The canine has been the most widely domesticated of all carnivores on the Material Plane. They are valued for their keen sense of smell and their cooperative tactics while hunting. However, their best trait is their sense of loyalty to their pack which makes them easily trainable into a dependable companion.

Dog

Dogs are the most common of all canines as most of their kind has been largely domesticated by humanoids. They are known for their extremely friendly personality, making them an extremely popular choice for pets only rivaled by that of the housecat. They still retain some aspects of their pack-like bond making them very loyal companions often warning their owners of dangers or even coming to their aid in times of need.

Griffin Hounds

Griffin hounds are another commonly domesticated species of canine. Griffin hounds largely resemble common dogs except that they possess a pair of wings similar to that of a bird or bat. Just like the tressym, griffin hounds are believed to be magical creations designed with the intent to create the perfect familiar.

As a result, these animals have a keen sense of smell for identifying location and type of magical effects. Upon sensing these effects, griffin hounds have been known to give a certain bark to help identify what type of magical effect it can sense.

Wolf

The wolf is the wild cousin of the domesticated dog. Wolves tend to live in large packs consisting of up to 11 (2d10) members at a time. The packs not only help each other during hunts but also serves as protection and a community to raise you. Each pack is ruled by an alpha which serves which able to rally its pack to bring down much larger prey.

While hunting, their preferred tactic is to incite chaos amongst their prey by isolating weaker prey from the group while stronger opponents are relentless harried by hit and run tactics.

Although, wolves are wild by nature, they are able to be tamed. However, this process is a little more intensive as their predatory nature must be channeled in a constructive way lest they decide to turn on their masters.

Dire Wolf

Dire wolves are massive variations of wolves easily rivaling that of a large bear or horse in size. Asa result, they possess the strength to single handedly bring down most prey. However, like all wolves, they are notorious pack hunters using their sheer number to bring down nearly any foe.

Their large size also causes them to be quite problematic to humanoids as they no longer possess an innate fear of humanoids as they view their bipedal rivals as a source of prey instead. However, despite their predatory tendencies, dire wolves can be trained to be effective battle companions and even mounts using their innate pack tactics to synergize with battlefield strategies.

Blood Wolf

As their name suggests, blood wolves are known for their exceptionally keen sense of smell that allows them to pinpoint the location of wounded prey in their vicinity. After picking up the scent of blood, the wolves enter into a bloodlust frenzy fiercely hunting down their wounded prey.

Their acute abilities to detect the presence of blood makes them an attractive companion or even mounts for vampiric entities. In fact, vampires tend to use blood wolves to patrol their territory allowing them to devour any intruders. These undead entities are able to let these beasts roam freely as they naturally do not see vampires and undead as a viable source of food.

Lycangriff

Lycangriffs are one of the dominant predatory beasts in the sky. Lycangriffs appear to be a monstrous hybrid between a wolf and a bat. Just like their terrestrial relatives, they are able to hunt with incredible coordination and skill harrying their prey with strategic dives and flybys.

Because of their incredible efficiency and airborne capabilities, lycangriff find a lot of utility as flying mounts and air support for many warring societies.

Moon Wolf

It is also believed that the superstitious connection between wolves and the moon originated from encounters with the rare and elusive moon wolf. It is believed that the moon wolf has had close ties with the Feywild or at least regions altered by its otherworldly magic.

As a result, these wolves have acquired the supernatural ability to see creatures otherwise hidden by magic or illusions. They also possess an uncanny resilience against magical effects associated with such a realm.

Night Wolf

Although all wolves tend to be nocturnal hunters to some degree, none are as skilled at hunting during the night as the night wolf. Thanks to their enhanced vision, they are able to see clearly even in the blackest of nights. Also, their gray and black hide seems to give the ability to seeming vanish between the shadows obscuring their presence from their prey until its too late.

Due to their affinity for the dark, many night wolves are raised and bred by vampires to patrol their lands tandem with blood wolves. The combined talents of both types of wolves are typically more than enough to deter unwanted guests from their lands.

Snow Wolf

The snow wolf is a species of wolf that primarily live in snowy environments. Their white coats allow them to seemingly vanish amongst the snowy landscape, only to reappear in large numbers next to their prey.

It is said that the howls of snow wolves often are a sign of an oncoming blizzard as their packs tend to hunt much more frequently using the snowfall to hide their presence.



Dog

Small Beast, Unaligned

Armor Class 12(Natural Armor)
Hit Points 7 (2d6)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	3(-4)	17 (+3)	6 (-2)

Skills Perception +7
Senses passive Perception 17
Proficiency Bonus +2
Challenge 1/8 (25 xp)

Alert The dog has advantage on initiative checks and cannot be surprised as long as it is not incapacitated.

Keen Smell and Hearing The dog has advantage on Wisdom(Perception) checks relying on smell and hearing

Pack Tactics When the dog has advantage on attack rolls against creatures within 5ft. of one of the dog's allies that are not incapacitated

Loyal While within 30ft. of an ally that it can see, it has advantage on saving throws against being charmed or frightened. If the dog is within 30ft. of a friendly creature that it can see, it can use its action to end the effects or charm or fear on itself.

Actions

Bite *Melee Weapon Attack* , +3 to hit, 5ft., one target. *Hit:* (4)1d4+1 piercing damage. Creatures must succeed a DC 11 Strength saving throw or be knocked prone

Griffin Hound

Small Beast, Unaligned

Armor Class 12(Natural Armor)
Hit Points 7 (2d6)
Speed 30ft., 30ft. fly

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	3(-4)	17 (+3)	6 (-2)

Skills Acrobatics +4, Perception +7
Senses passive Perception 17
Proficiency Bonus +2
Challenge 1/8 (25 xp)

Magic Sense The griffin hound has pinpoint the location of a magical effect within 60ft. of it. Depending on the school of magic, the griffin hound may behave or bark differently.

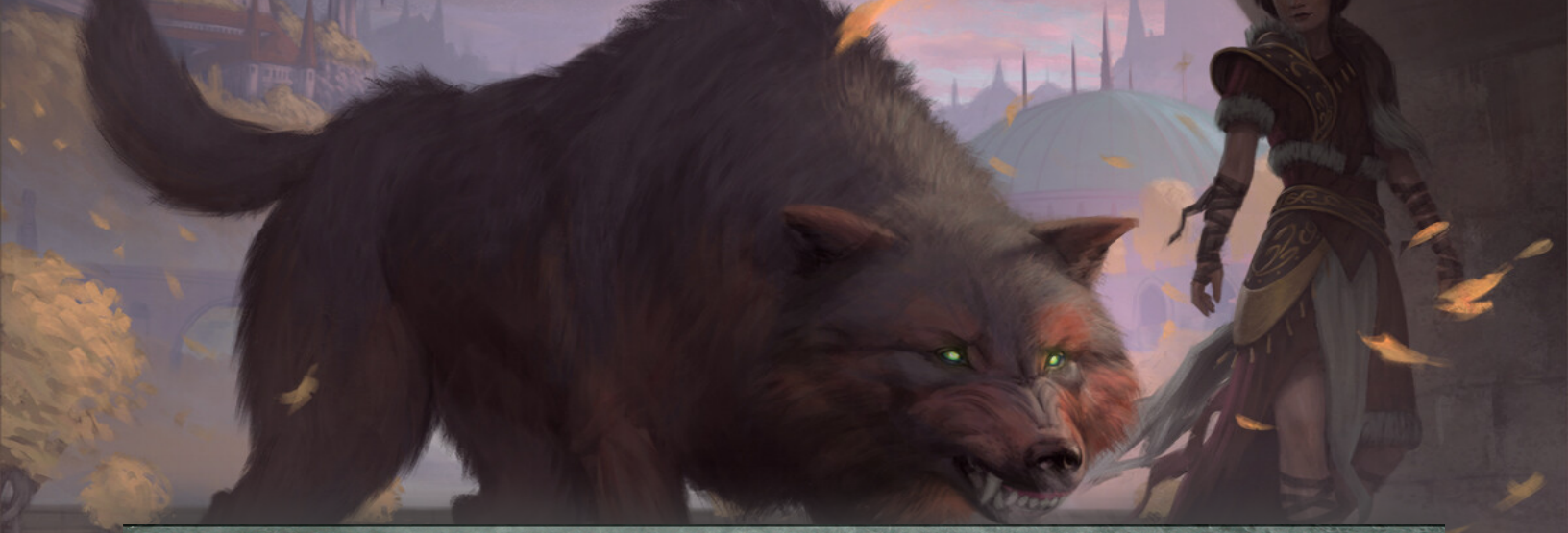
Keen Smell and Hearing The griffin hound has advantage on Wisdom(Perception) checks relying on smell and hearing

Pack Tactics When the griffin hound has advantage on attack rolls against creatures within 5ft. of one of the dog's allies that are not incapacitated

Loyal While within 30ft. of an ally that it can see, it has advantage on saving throws against being charmed or frightened. If the griffin hound is within 30ft. of a friendly creature that it can see, it can use its action to end the effects or charm or fear on itself.

Actions

Bite *Melee Weapon Attack* , +3 to hit, 5ft., one target. *Hit:* (4)1d4+1 piercing damage. Creatures must succeed a DC 11 Strength saving throw or be knocked prone



Wolf Template

medium beast, Unaligned

Armor Class 12(Natural Armor)
Hit Points 17(3d8+3)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	3(-4)	17 (+3)	6 (-2)

Skills Athletics +4, Stealth +4, Perception +7
Senses darkvision 60ft., passive Perception 17
Proficiency Bonus +2
Challenge 1/2 (50 xp)

Keen Smell and Hearing The wolf has advantage on Wisdom(Perception) checks relying on smell and hearing

Pack Tactics The wolf has advantage on attack rolls against creatures within 5ft. of one of the wolf's allies that are not incapacitated.

Pack Bond While within 30ft. of an ally that it can see, it has advantage on saving throws against being charmed or frightened.

Actions

Bite *Melee Weapon Attack* , +4 to hit, 5ft., one target. *Hit:* 7 (1d8+2) piercing damage. Creatures must succeed a Strength save of 12 or fall prone. The wolf can use its bonus action to make an additional bite attack against a prone creature.

Howl A creature within 60ft. of the wolf that can hear it must succeed a DC 11 Wisdom saving throw or become frightened until the end of its next turn.. While frightened in this manner, the wolf and it's allies have advantage on attack rolls against that creature. Upon a success, the creature is immune to being frightened in this manner for the next 24 hours.

Dire Wolf Template

large beast, Unaligned

Armor Class 12(Natural Armor)
Hit Points 45(6d10+12)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	3(-4)	17 (+3)	6 (-2)

Skills Athletics +5, Stealth +5, Perception +7
Senses darkvision 60ft., passive Perception 17
Proficiency Bonus +2
Challenge 2 (450 xp)

Keen Smell and Hearing The wolf has advantage on Wisdom(Perception) checks relying on smell and hearing

Pack Tactics When the wolf has advantage on attack rolls against creatures within 5ft. of one of the wolf's allies that are not incapacitated

Pack Bond While within 30ft. of an ally that it can see, it has advantage on saving throws against being charmed or frightened.

Actions

Bite *Melee Weapon Attack* , +5 to hit, 5ft., one target. *Hit:* 10 (2d6+3) piercing damage. Creatures must succeed a Strength save of 13 or fall prone. The wolf can use its bonus action to make an additional bite attack against a prone creature.

Howl A creature within 60ft. of the wolf that can hear it must succeed a DC 13 Wisdom saving throw or become frightened until the end of its next turn. While frightened in this manner, the wolf and it's allies have advantage on attack rolls against that creature. Upon a success, the creature is immune to being frightened in this manner for the next 24 hours.



Blood Wolf

- **Damage Resistances** Poison, Necrotic

Blood Sense The blood wolf knows the direction of a creature below half its hitpoints within 1 mile of it.

Blood Frenzy When the blood wolf takes the Attack action against a creature below half its hitpoint maximum, it can make an addition bite attack as part of that action.

Scavenger The blood wolf has advantage on saving throws against being poisoned or diseased. Upon being poisoned or diseased, it can use its action to end the effect.

Lycangriff

- **Movement Speed** 40ft. fly
- **Challenge Rating** Increases by 1

Flyby The lycangriff can fly outside a creature's reach without provoking opportunity attack.

Skydive If the lycandriff dives at least 20ft. on its turn while in the air to make a bite attack, it can deal an additional 9(2d8) piercing damage.

Moon Wolf

Fey Touched The moon wolf has advantage on saving throws against spells and magical effects.

Invisible Sight Within 60 feet of the moon wolf, magical invisibility or illusion fails to conceal anything from the moon wolf's sight.

Moon Hide When the moon wolf has advantage on saving throws against spells and magical effects

Night Wolf

Gloom Sight The night wolf's vision is not impeded by magical darkness.

Night Hunter While at night or when in dim light or darkness, the night wolf has advantage on initiative checks. If it makes an attack against a creature that hasn't acted yet, it does so with advantage.

Shadow Hide The night wolf has advantage on Dexterity(Stealth) checks when in dim light or darkness. While in these conditions, the night wolf can use its bonus action to Hide and is considered invisible to creatures that rely on vision to see it.

Snow Wolf

- **Damage Resistances** Cold

Ice Walk The wolf can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Snow Sight The wolf's vision is not hindered by fog or extreme snowfall.

Snow Camouflage The wolf has advantage on Dexterity(Stealth) checks when in snowy terrain or obscured in ample snowfall. While in these conditions, the snow cat can use its bonus action to Hide and is considered invisible to creatures that rely on vision to see it.



Hyenas

Despite their appearance, the hyena is not a type of canine, but rather a unique breed of carnivore in itself. They do share some qualities of wolves such as their tendency to hunt in large swarms, typically consisting of 14 (4d6) members at a time.

The defining quality of a hyena is their brutal savagery. These creature are extremely aggressive predators using their brutal jaws to crush and gnaw their bones of their prey. They can seem particularly cruel to a wounded creature seemingly crippling it by crushing or dismembering the limbs of their prey in an attempt to slowly kill it. Such acts of violence seem to spur its fellow pack members into a bloody frenzy.

Despite their aggression, they are quite lazy predators, instead preferring to scavenge and steal prey from other predators. These tactics makes them despised by other predators, especially lions, which often results in small skirmishes between the predators over prey.

Hyenas are also notoriously known for their cackle. They use their horrific cackles to unnerve and disorient their prey giving their allies the opportunity to gain the upper hand on their opponent.

Dire Hyena

The dire hyena, also known as a worg, is the apex and most dangerous of their kind. This predator is much more brutal than its smaller kin. Unlike its relatives, it is an active predator, actively pursuing prey in small packs of 5 (1d8) members. However, they will not pass up the opportunity to bully an rival predators to steal its prey. If possible, it will attempt to kill that predator feasting on it along with its stolen quarry.

Their presence also seems to attract their presence of smaller hyenas hoping to get an easy meal and muscle to chase off rivals. Oftentimes, dire hyenas are accompanied by small squads of 7 (2d6) hyenas in its wake.

Because of their ferocity, dire hyenas and their smaller kin are values battle mounts by races such as gnolls. However, they are quite temperamental creatures and will often turn on their masters if mistreated or underfed.

Hyena

medium beast, Unaligned

Armor Class 12(Natural Armor)
Hit Points 20(3d8+6)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	2(-4)	12 (+1)	15 (+2)

Skills Athletics +4, Perception +5, Intimidation +6
Senses darkvision 60ft., passive Perception 15
Damage Resistances Poison, Necrotic
Proficiency Bonus +2
Challenge 1(100 xp)

Bloodlust When the hyena makes a bite attack against a creature below its hitpoint maximum, it can make an additional bite attack.

Brutal The hyena can deal a critical hit on a 19-20. When it deals a critical hit, it can triple the die instead.

Keen Smell The hyena has advantage on Wisdom (Perception) checks relying on smell.

Pack Tactics When the hyena has advantage on attack rolls against creatures within 5ft. of one of the hyena's allies that are not incapacitated

Scavenger The hyena has advantage on saving throws against being poisoned or diseased. As an action, the hyena can end the effects of poison or disease on it.

Actions

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

Mocking Cackle A creature within 30ft. that can hear the hyena must succeed a DC 12 Wisdom saving throw or become frightened until the end of its next turn. While frightened in this manner, the creature suffers disadvantage on all attack rolls, ability checks, and saving throws for the duration. On a successful saving throw, creatures are immune to being frightened in this manner for 24 hours.

Bonus Actions

Aggressive The hyena can move up to its movement as a bonus action towards a hostile creature it can see.

Reactions

Rampage When the hyena reduces a creature to 0 hitpoints or deals a critical hit, it can use its reaction to move up to 20ft. to make another bite attack

Dire Hyena

large beast, Unaligned

Armor Class 15(Natural Armor)
Hit Points 63(6d10+30)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	11 (+0)	19 (+4)	2(-4)	12 (+1)	15 (+2)

Skills Athletics +7, Perception +5, Intimidation +6
Senses darkvision 60ft., passive Perception 15
Damage Resistances Poison, Necrotic
Proficiency Bonus +2
Challenge 3 (700 xp)

Bloodlust When the hyena makes a bite attack against a creature below its hitpoint maximum, it can make an additional bite attack.

Brutal The hyena can deal a critical hit on a 19-20. When it deals a critical hit, it can triple the die instead.

Keen Smell The hyena has advantage on Wisdom (Perception) checks relying on smell.

Pack Tactics When the hyena has advantage on attack rolls against creatures within 5ft. of one of the hyena's allies that are not incapacitated

Scavenger The hyena has advantage on saving throws against being poisoned or diseased. As an action, the hyena can end the effects of poison or disease on it.

Actions

Bite *Melee Weapon Attack* , +7 to hit, 5ft., one target. *Hit:* 15 (4d4+5) piercing damage.

Mocking Cackle A creature within 30ft. that can hear the hyena must succeed a DC 15 Wisdom saving throw or become frightened until the end of its next turn. While frightened in this manner, the creature suffers disadvantage on all attack rolls, ability checks, and saving throws for the duration. On a successful saving throw, creatures are immune to being frightened in this manner for 24 hours.

Bonus Actions

Aggressive The hyena can move up to its movement as a bonus action towards a hostile creature it can see.

Reactions

Rampage When the hyena reduces a creature to 0 hitpoints or deals a critical hit, it can use its reaction to move up to 20ft. to make another bite attack

Beardog:

large beast, Unaligned

Armor Class 16(Natural Armor)
Hit Points 114(12d10+48)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	14 (+2)	19 (+4)	4(-2)	16 (+3)	12 (+1)

Skills Athletics +7, Perception +9
Senses darkvision 60ft., passive Perception 19
Proficiency Bonus +3
Challenge 7 (2900 xp)

Dauntless The beardog has advantage on saving throws against being frightened

Endurance When the beardog fails a Constitution saving throw that deals damage, it takes half damage. On a successful save, it takes no damage

Keen Hearing and Smell The beardog has advantage on Wisdom (Perception) checks relying on smell or hearing.

Pack Tactics When the beardog has advantage on attack rolls against creatures within 5ft. of one of the beardog's allies that are not incapacitated

Relentless When reduced to 0 hitpoints, the beardog can make a DC 10 Constitution saving throw to regain 1 hitpoint. Upon each successful save, the DC increases by 5. This DC resets after a short or long rest.

Actions

Multiattack The beardog can make a bite and two claw attacks

Bite *Melee Weapon Attack* , +7 to hit, 5ft., one target. *Hit:* 15 (2d10+4) piercing damage.

Claw *Melee Weapon Attack* , +7 to hit, 5ft., one target. *Hit:* 12 (3d4+4) slashing damage.

Bonus Actions

Aggressive The beardog can move up to its movement as a bonus action towards a hostile creature it can see.



Beardog

The beardog is one of the largest of all terrestrial mammalian predators with the exception of dire beasts. As their name suggests, beardogs possess many features similar to that of a wolf or hyena while possessing the body composition of a bear. However despite their appearance and behavior, these creatures are neither related to bear nor canines as they are their own unique form of carnivorous mammal.

Their behavior also seems to share many characteristics of the ursine and canine counterparts. Although their powerful build and sheer strength makes them more than strong enough to handle most prey, beardogs are extremely social creatures that live in small packs of 4(1d6) members.

However, unlike wolves, these packs tend to be much more exclusive as they typically consists primarily of blood relatives and these packs are normally forged for life.

Due to their coordination and natural strength, very few natural creatures (even apex predators) can stand against a determined beardog pack. As a result, humanoids must be extremely careful when encountering these creatures as they will hunt anything that they see fit.



Dire Badger

Of all animals on the Material Plane, the badger and the rest of its kin are the most fearless. They do not let their size act as a hindrance in the face of danger. When threatened, the badger would rather die than retreat. In battle, it becomes an unstoppable storm of fur and claws driving away even the largest of foes. The more wounds the badger takes, the more its fury builds making even harder to deal with. The ferocity even gives it seemingly supernatural endurance giving it the capability to shrug off otherwise lethal blows.

Because of their defiance against larger creatures, many small races such as gnomes and halflings treat this create with reverence using it as city symbols or taming them as battle mounts.

Dire Wolverine

The wolverine is the heavily built relative of the badger. Its body is seemingly made of pure muscle granting its the strength and endurance of creatures many times its size.

Dire Mongoose

Although badgers and their kin tend to be dauntless by nature, the mongoose is the true daredevil of its kin. It tends to be much more aggressive than its relatives challenging any creature to combat to prove its superiority, especially those larger than it. This recklessness is further fueled by the fact that its a natural immunity to deadly toxins and an uncanny resilience to shrug off debilitating effects.

Dire Meerkat

Although most badgers are solitary by nature, the meerkat relies lives in large communities of up to 11 (2d10) members. Unlike their smaller variants, dire meerkats are very territorial guarding their networks of subterranean tunnels with the natural ferocity of a badger. In fact, meerkats have been so protective of their homes that they often have engaged in small "wars" for territory against rival meerkat tribes.

Dire Skunk

The skunk is probably the most territorial of all of its kin, but it rarely has the need to be aggressive as most creatures give it a wide berth thanks to perpetual miasma that surrounds it. The skunk naturally releases numerous nauseated odors around it causing creatures near it to erupt into an uncontrollable state of coughing and wretching.

If this defense mechanism doesn't deter predators, it can emit a much more potent spray that has been known to be quite lethal to humanoids. If for some reason a predator still foolishly wishes to attack the skunk, it erupts into a feral fury similar to that of wolverines and badgers

Dire Otter

Just like their smaller counterparts, dire otters are extremely social and playful creatures that can be found in small populations through rivers and streams. They spend their lives by an somewhat predictable schedule of basking, fishing, and playing.

However, despite their jovial demeanor, they can prove to be tenacious fighters when threatened. Thanks to their slick fur, they are extremely agile and hard to pin down in a fight.



Dire Badger Template:

medium beast, Unaligned

Armor Class 13(Natural Armor)
Hit Points 30(4d8+12)
Speed 30ft., burrow 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	17 (+3)	2(-4)	12 (+1)	5 (-3)

Skills Athletics +7, Perception +5,
Senses darkvision 60ft., passive Perception 15
Damage Resistances Poison, Necrotic
Proficiency Bonus +2
Challenge 2 (450 xp)

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

Defiant The badger has advantage on saves against being frightened and charmed. Upon a success, it is immune to being frightened or charmed by that creature for the next 24 hours.

Feral When the badger has at least two hostile creature's within 5ft. of it, it can make one additional bite attack when it takes the attack action.

Fury When the badger takes damage, it can use its reaction to make a claw attack against that creature. It make this reaction once on every creatures turn.

Wounded Fury When the badger starts its turn below half its hitpoint maximum, the badger can hit all creatures in range when it makes a claw attack.

Relentless When reduced to 0 hitpoints, the badger can make a DC 10 Constitution saving throw to regain 1 hitpoint. Upon each successful save, the DC increases by 5. This DC resets after a short or long rest.

Actions

Multiattack The badger can make a bite and two claw attacks

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

Claw *Melee Weapon Attack* , +5 to hit, 5ft., one target. *Hit:* 7 (1d6+3) slashing damage.

Wolverine

Powerful Build The wolverine counts as one size larger when determining its grappling, carrying capacity and the weight it can push, drag, or lift.

Rage The wolverine has advantage on Strength ability checks and saving throws

Endurance When the wolverine fails a Constitution saving throw that deals damage, it takes half damage. On a successful save, it takes no damage.

Mongoose

- **Damage Immunities** Poison
- **Condition Immunities** Diseased, Poisoned

Resilience At the start of each of its turns, the Mongoose can end one of the following effects: blinded, deafened, paralyzed, or stunned.

Reckless The mongoose can choose to have advantage on attack rolls until the start of its next turn. However, attacks against it have advantage.

Bonus Actions

Aggressive The mongoose can move up to its movement as a bonus action towards a hostile creature it can see.

Porcupine

Charge If the porcupine moves at least 20ft. on its turn and hits a creature with a Needle Ram attack on the same turn, it can deal an additional 14(4d6) piercing damage upon a hit.

Poisonous Quills If a creature grapples or hits the porcupine while within 5ft. of it, it takes 7(2d6) piercing damage and is considered poisoned until the end of its next turn.

Actions

Needle Ram *Melee Weapon Attack*, +5 to hit, one target, *Hit* 10 (2d6+3) piercing damage. Upon a hit, the target must succeed a DC 13 Constitution saving throw or become poisoned until the end of next turn.

Needle Spray(Recharge 5-6) Creatures in a 20ft. radius around the porcupine must succeed a DC 13 Constitution saving throw or take 14(4d6) piercing damage and is poisoned until the end of its next turn. On a successful saving throw, creatures take half damage and are not poisoned.

Meerkat

Pack Tactics When the meerkat has advantage on attack rolls against creatures within 5ft. of one of the meerkat's allies that are not incapacitated

Nimble The meerkat can move within the space of a Large or smaller creature without suffering penalties to its movement speed. It can also move outside the reach of a creature without provoking opportunity attacks.

Skunk

- **Damage Immunities** Poison
- **Condition Immunities** Poisoned

Stench Creatures within 10ft. of the skunk while it is not must succeed a DC 13 Constitution saving throw or become poisoned until the end of its next turn. While poisoned in this manner, it cannot take an action as it spends its turn wretching. Upon a success, it takes is immune to being poisoned in this manner for 24 hours.

Poison Spray(Recharge 5-6) Creatures within 20ft. cone centered on the skunk must succeed a DC 13 Constitution saving throw or take 14 (4d6) poison damage and become poisoned until the end of its next turn. While poisoned in this manner, it cannot take an action as it spends its turn wretching. On a successful saving throw, it takes half damage and is not poisoned.

Dire Otter

- **Movement** Swim 30ft.

Hold Breath The otter hold its breath for 15 minutes

Nimble Swimmer* While underwater, the otter can swim outside a creature's reach without provoking attacks of opportunity

Slippery Body The otter has advantage on ability checks or saving throws against being grappled or restrained

Bonus Actions

Swift Dive While underwater, the otter can use its bonus action to Dash.

Crocodiles

Whereas the oceans are full of dangerous predators that compete for dominance, the rivers is primarily ruled by a scaled terror known as the crocodile. These reptiles tend to be some the largest of their bestial kin, second only to dinosaurs and their relatives.

Crocodiles are fearless predators that devour anything that they can hook their jaws onto. Their most potent weapon is their powerful jaws that clamp onto its prey preventing its escape. Once trapped in its jaws, their prey is often doomed to the crocodile's lethal death roll as the crocodile uses its powerful muscles to cripple and rip the very limbs off of its prey.

Dire Crocodiles

Although most crocodiles tend to be relatively large predators under most circumstances, there have been accounts of truly massive behemoths known as the dire crocodile. It is believed that crocodiles never stop growing throughout their life so many have estimated that these beasts have lived for centuries and in some cases millennia.

What sets dire crocodiles apart from their smaller kin is that they seem to be much more migratory in nature as they continually change locations to appease their massive appetites. There have been some accounts that dire variants have made their way to ocean coasts using it as their feeding grounds. Their seemingly elusive nature has spawned many myths and legends that view these creatures has a guardian avatar of nature or destructive harbinger of the river.

Crocodile Tactics

Despite their huge size and sheer strength, crocodiles are ambush predators by nature. They primarily rely on the ability to approach their prey seemingly unnoticed until its too late. Once close enough, it lashes out at its target using its lethal jaws to ensnare its prey as it proceeds to drown its victim in the watery depths.

To prevent its prey from escaping or fighting back, the crocodile uses its death roll to severely cripple its quarry. Thanks to the power of its jaws, such a death roll is quite capable of dismembering its prey making its prey much easier to eat as crocodiles cannot chew.

Crocodile Variants

As the Material Plane is an extremely diverse realm filled with numerous biomes, it is only natural that many of its creatures have adapted in numerous ways to dwell in their respective environments. This is especially the case for crocodiles who have learned to use their environment to grant them an edge while hunting

Sand Crocodile

Although most crocodiles are aquatic by nature, sand crocodiles are known to make their homes in the most arid of environments, such as deserts and wastelands. As a result, these crocodiles have learned to burrow through loose sand and earth, completely burying themselves underneath ground to lie in wait for their prey. In fact, these crocodiles are quite adept at moving through the sands and almost seem to have the ability to "swim" through this medium.

Once their unsuspecting prey wanders too close, they leap from their underground hiding spot to latch on with their powerful jaws, refusing to let go.

Swamp Crocodile

One of the more common species of crocodile is the swamp crocodiles. Despite its similar appearance to the Common crocodile, it does possess some unique characteristics. The first notable feature is its ever glistening skin. This film is actually a corrosive acid that corrodes anything that touches it. This acid not only protects the crocodile from any potential attackers, but also protects from extremely toxic environments of the most putrid of quagmires.

Plainstrider Crocodile

At first glance, crocodiles are not what typically come to mind when one thinks of agile land predators. However, the plainstrider crocodile breaks this mold entirely thanks to its unnaturally long legs (at least by crocodile standards.) These crocodiles are able to launch themselves at incredible speeds in a surprisingly effective sprint, whose gait seems to be a cross between a waddle and a gallop. Despite the almost comical appearance of its movement, these crocodiles have been known to outrun even some of the fastest mounts.

However, despite their impressive agility, the plainstrider crocodile still prefers to use the element of surprise, only sprinting after its prey if it manages to escape the grasp of its jaws.

Umbermaw Crocodile

Umbermaw crocodiles are the rarest of all crocodiles, as they are only found in the underwater lakes and streams of the Underdark. Due to the unusual nature of their subterranean homes, the umbermaw crocodile has adapted to full take advantage of its environment.

These crocodiles have far superior vision than the relatives, as they can easily see through even magically shrouded darkness. Additionally, they have learned to use the shadows to their full potential, allowing their huge forms to approach prey completely undetected until too late. However, their most disturbing and terrifying ability is their claws have evolved to allow them to climb the walls and ceilings of subterranean caverns.

This adaptation proves to be extremely useful to allow the crocodile to travel between the various layers of the Underdark, but can be quite frightening for travelers when a crocodile descends from the ceiling to attack them.

Crocodile Template

Large Beast, Unaligned

Armor Class 14 (Natural Armor)
Hit Points 57 (6d10+24)
Speed 20ft., 40ft. swim

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	2(-4)	10 (+0)	5 (-3)

Skills Athletics +7, Stealth +4, Perception +2
Senses darkvision 60ft., passive Perception 12
Proficiency BOnus +2
Challenge 4 (1100 xp)

Hold Breath The crocodile can hold its breath for 15 minutes

Sneak Attack The crocodile can deal an additional 7 (2d6) damage against a surprised creature

Ambusher The crocodile has advantage on initiative checks and attacks against a surprised creature.

False Appearance While motionless, the crocodile is indistinguishable from a log

Underwater Camouflage While underwater, the crocodile has advantage on Dexterity(Stealth) checks. While these conditions are met, it can use its bonus action to Hide.

Actions

Bite. *Melee Weapon Attack*, +7 to hit , 5ft., one target. *Hit:* 18 (2d12+5) piercing damage. If the target is a Large or smaller creature, it is grappled and restrained(escape DC 15). While grappled, crocodile cannot make a bite attack against another target.

Bonus Actions

Death Roll A creature grappled by the crocodile must succeed a DC 15 Strength saving throw or take 26(4d12) piercing damage and fall prone. Upon failing its saving throw, the creature has disadvantage on attack rolls, ability checks, and saving throws that use Strength or Dexterity until the start of the crocodile's next turn.

Dire Crocodile

Huge Beast, Unaligned

Armor Class 16 (Natural Armor)
Hit Points 150 (12d12+72)
Speed 20ft., 40ft. swim

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	2(-4)	10 (+0)	5 (-3)

Skills Athletics +11, Stealth +8, Perception +4
Senses passive Perception 14
Proficiency Bonus +4
Challenge 10 (5900 xp)

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

Sneak Attack The crocodile can deal an additional 14 (4d6) damage against a surprised creature

Ambusher The crocodile has advantage on initiative checks and attacks against a surprised creature.

False Appearance While motionless, the crocodile is indistinguishable from a log

Underwater Camouflage While underwater, the crocodile has advantage on Dexterity(Stealth) checks. While these conditions are met, it can use its bonus action to Hide.

Actions

Bite. *Melee Weapon Attack*, +11 to hit , 10ft., one target. *Hit:* 33 (4d12+7) piercing damage. If the target is a Large or smaller creature, it is grappled and restrained (escape DC 19). While grappled, crocodile cannot make a bite attack against another target.

Bonus Actions

Death Roll A creature grappled by the crocodile must succeed a DC 18 Strength saving throw or take 52(8d12) piercing damage and fall prone. Upon failing its saving throw, the creature has disadvantage on attack rolls, ability checks, and saving throws that use Strength or Dexterity until the start of the crocodile's next turn.



Sand Crocodile

- **Movement Speed** 30ft. burrow (replaces swim speed)
- **Senses** tremorsense 30ft.

Spiny Body Whenever a creature grapples or hits the crocodile with a melee weapon attack while within 5ft. of it, it takes 7(2d6) piercing damage

Stony Camouflage (Replaces Underwater Camouflage) The crocodile has advantage on stealth checks while in rocky or sandy terrain. While these conditions are met, it can use its bonus action to Hide

Bonus Actions

Sand Lurker The crocodile can use its bonus action to burrow through loose sand or earth

Swamp Crocodile

- **Damage Resistances** Acid, Poison
- **Damage Immunities** Poisoned

Acidic Skin Whenever a creature grapples or hits the crocodile with a melee weapon attack while within 5ft. of it, it takes 5(1d8) acid damage

Plant Camouflage The crocodile has advantage on stealth checks while obscured by ample plant life. While these conditions are met, it can use its bonus action to Hide

Slippery Body The crocodile has advantage on Strength and Dexterity ability checks and saving throws against being grappled and restrained.

Plainstrider Crocodile

- **Movement Speed** 40ft.

Charge If the plainstrider crocodile moves at least 20ft. and make a bite attack on the same target, it can deal an additional 13(2d12) damage.

Sprint Burst The plainstrider crocodile has advantage on initiative checks. Upon rolling initiative, it can move up to its movement speed without provoking opportunity attacks.

Bonus Actions

Nimble The plainstrider crocodile can use its bonus action to Dash

Umbermaw Crocodile

- **Movement Speed** 30ft. climb
- **Senses** darkvision 300ft.

Gloom Sight The umbermaw crocodile's vision is unimpeded by magical darkness

Shadow Stealth The umbermaw crocodile has advantage on stealth checks while in dim light or darkness. While these conditions are met, it can use its bonus action to Hide

Spider Climb The umbermaw crocodile can climb difficult surfaces without needing to make an ability check.



Giant Snakes

Snakes are easily characterized by their legless, scaled bodies that come in a wide variety of colors and patterns. Most of their kind tend to be brightly colored, signifying their venomous fangs in an attempt to ward off predators.

Despite being limbless, they are extremely agile and are known for their lightning fast reflexes. When threatened, they can coil up with their head reared to strike at any creature that ventures too close. Often, many humanoids underestimate the speed of these snakes and end up as unfortunate victims to its bite.

Dire Snakes

Whereas giant snakes tend to be somewhat larger than most humanoids, some rare variants of snakes have been known to grow nearly 100ft. in length. When they reach this size, they rarely have any natural predators, barring giant rocs or other colossal megafauna.

Such snakes are frequently revered by entities such as the yuan-ti. It is believed that such snakes do not occur naturally, but rather are bred to such proportions by yuan-ti rituals. Regardless of whether these claims are true, the presence of a dire snake typically is bound to attract the presence of yuan-ti within the vicinity.

Snake Types

Snakes come in a nearly innumerable variety of coloration and adaptations. In fact, many scholars believe that snakes have the widest variety of species among reptiles on the Material Plane.

Charmer Snakes

Charmer snakes are probably some of the most beautiful variant of all snake. Their beautiful scales are adorned with beautiful patterns that unique to each snakes. However, these patterns also have a slightly hypnotic element about their arrangement, causing creatures to become enraptured and enthralled by the snake. This hypnotic skill acts as an offensive and defensive measure that prevents prey from escaping or stunning victims long enough for the snake to easily dispatch its foe or to escape its grasp.

Dreadscale Snakes

Dreadscale snakes are quite similar to charmer snakes in appearance. The primary way to tell them apart is to look at the scale patterns located on the scaly hood around its head . Oftentimes, dreadscale snakes have patterns resembling eyes or toothy maws that generates an overwhelming sense of dread on in creatures that look upon it.

Constrictor Snakes

Although most snakes rely on their poison to subdue their prey, constrictor snakes have learned to use their bodies to immobilize their victims. Creatures caught in its coils are slowly crushed and suffocated. Any attempt to resist is further quelled by a flurry of bites that injects debilitating poison into their prey's bloodstream.

Spitfire Snakes

Spitfire snakes are very skittish by nature, as they instantly go on alert at the sight or sound of any disturbance. Once the threat is detected, the snake will begin to flee. However, as it retreats, it will aim to make its attacker has miserable as possible, constantly barraging it with a volley of blinding poison. It will continue these hit-and-run tactics until its prey gives up or ultimately is defeated.

While hunting for prey, it uses this tactic as well, preferring to keep its distance while pelting its victim with blinding acid.

Frostbite Snake

Despite its name, the frostbite snake does not live in arctic regions. Instead, it gets its name from its blood-freezing poison in its fangs. This poison has the unique ability to drain the stamina from their prey, making its movement very sluggish and lethargic. Such snakes are prized by assassins as their poison is quite useful, especially for particularly agile or strong targets.

Deathscale Snake

The deathscale is easily characterized by its extremely colorful and glowing scales. This snake is probably the most poisonous of its kin as its scales are covered in a film-like mucous that is extremely toxic to the touch. The film also gives its scales the bioluminescent property allowing it to glow in the dark as well as acts somewhat as a dampener against spell effects. Unfortunately, such traits makes this snake quite rare, as it is often the target of poachers and trappers seeking to harvest its unique scales.

Sea Snake

Unlike others of its species, the sea snake prefers to live the majority of its life underwater. It tends to live in coastal waters primarily under the cover of reefs where it has numerous alcoves and hiding spots to ambush prey and evade predators; however, they have been known to traverse the open seas to migrate from reef to reef.

Despite being an extremely capable swimmer, these snakes have been known to take shortcuts while traveling the open seas. It is not uncommon for these snakes to sneak aboard ships to hitch an easy ride to a new destination. Most of the time, these snakes prefer to keep to themselves and avoid detection, but sometimes their curiosity and the desire to expand their appetite may get the better of them.

Witherfang Snake

Witherfang snakes are prized reptiles by many assassins and alchemist due to the unique nature of their poison. Of all snakes, their poison is one of the most potent as it seems to prevent the target from healing from any of the poison's effects, even hindering some forms of magical healing.

Despite the obvious lethal applications of this poison, many practitioners of medicine high value this creature's poison as well, as it is often used to creature potions or salves to counter many poisons and diseases.

Because of the wide range of applications for its poison, witherfangs are highly sought after. However, acquiring these snakes can prove to be quite dangerous, as these snakes are known for the ability to blend into the surrounding plant life and strike when they are least expected.

Scalerunner Snake

As its name suggests, the scalerunner is an extremely nimble species of snake. Despite is limbless form, it is able to easily outrun all but the fastest of humanoids.

These snakes also possess the unique ability to climb vertical surfaces and even the ceiling with ease, despite not having any arms or legs. After careful study, scholars have discovered that the scales of this snake are the key to its enhanced mobility, as it able to use them to latch onto a difficult surface. They also use them as a method to propel themselves along, similar to treaded wheels. As a result, this snakes seem to give off a slight rattling noise as they slither across the ground.

These scales also possess the ability to lock themselves together to make the snake's form even smaller, allowing it to easily squeeze through the smallest of cracks without much of an issue.

Pseudohydra

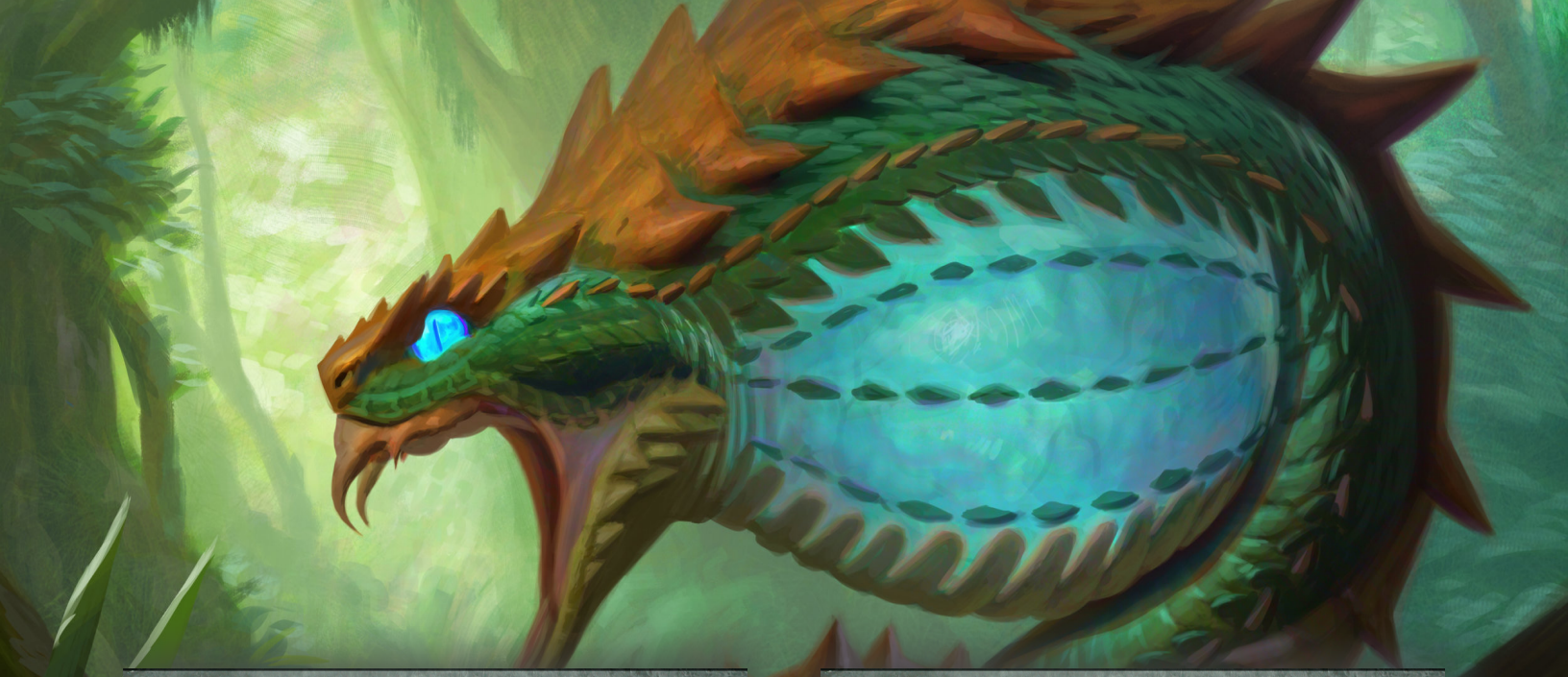
At first glance, pseudohydra's appear to be a species of legless hydra due to their numerous heads. However, these creatures are much more closely related to snakes and lack the regenerative properties that hydra's possess.

Another notable feature about pseudohydra is that their entire species only seems to possess two heads, regardless of how old it may be. However, unlike hydras, these heads seems to be completely in sync with one another as they are rarely seen fighting with one another (although they have been known to playfully snap at one another).

Such coordination can make these snakes quite dangerous as one will have to contend with a pair of lightning fast and perfectly coordinated poisonous snake heads.

Wyvern Snake

Due to their ability to fly, wyvern snakes are considered one of the most dangerous of all snakes. However, what makes them extremely deadly is that they prefer to group together in flocks of 7(2d6) or more ruthlessly swarming their prey underneath a flurry of poisonous bites.



Giant Snake Template

Large Beast, Unaligned

Armor Class 14 (Natural Armor)
Hit Points 26 (4d10+4)
Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	2(-4)	10 (+0)	3 (-5)

Skills Stealth +6, Perception +2
Senses blindsight 30ft., passive Perception 12
Proficiency Bonus +2
Challenge 2 (450 xp)

Reactive The snake can take a reaction at the end of every creature's turn.

Poison DC

Depending on the type of snake, it may possess a number of abilities that force creatures to make a save DC. The DC for these effects for a giant snake is 11.

Actions

Bite. *Melee Weapon Attack*, +7 to hit , 10ft., one target. *Hit:* 7 (1d4+4) piercing damage. If the target is a creature, it must succeed a DC 11 Constitution saving throw or take 14 (4d6) poison damage and become poisoned until the end of its next turn

Reactions

Reactive Fang Whenever a creature attempts to grapple or hits the giant snake with a melee attack while within 10ft. of it, the giant snake can make a bite attack against that creature.

Dire Snake Template

Gargantuan Beast, Unaligned

Armor Class 18 (Natural Armor)
Hit Points 145 (10d20+40)
Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	2(-4)	10 (+0)	3 (-5)

Skills Athletics +8, Stealth +7, Perception +3
Senses blindsight 30ft., passive Perception 13
Proficiency Bonus +3
Challenge 8 (2900 xp)

Reactive The snake can take a reaction at the end of every creature's turn.

Poison DC

Depending on the type of snake, it may possess a number of abilities that force creatures to make a save DC. The DC for these effects for a giant snake is 15.

Actions

Bite. *Melee Weapon Attack*, +8 to hit , 20ft., one target. *Hit:* 10 (2d4+5) piercing damage. If the target is a creature, it must succeed a DC 15 Constitution saving throw or take 21 (6d6) poison damage and become poisoned until the end of its next turn . On a successful saving throw, it takes half damage and is not poisoned.

Reactions

Reactive Fang Whenever a creature attempts to grapple or hits the giant snake with a melee attack while within 20ft. of it, the dire snake can make a bite attack against that creature.

Charmer Snake

- **Challenge Rating** Increases by 1

Hypnotic Gaze If a creature starts its turn within 30ft. of the snake and the two of them can see each other, the snake can force the creature to make a Wisdom saving throw or become charmed for one minute. The DC for this ability is equal to the snake's poison save DC.

Creature's charmed in this manner have its movement speed reduced to 0 and is incapacitated. At the end of each of its turns, it can repeat its saving throw. Upon a successful saving throw, it is immune to this effect for the 24 hours.

Dreadscale Snake

- **Challenge Rating** Increases by 1

Frightful Hood If a creature first enters or starts its turn within 30ft. of the snake , the snake can force the creature to make a DC Wisdom saving throw or become frightened for one minute on a failed saving throw. The DC for this ability is equal to the snake's poison save DC.

At the end of each of its turns, it can repeat its saving throw. Upon a successful saving throw, it is immune to this effect for the 24 hours.

Constrictor Snake

- **Challenge Rating** Increases by 1

Suffocation Creatures grappled by the snake cannot breathe and take 5(1d10) bludgeoning damage at the start of each of its turns.

Constrict(Giant Snake Only) Melee Weapon Attack, +6 to hit , 10ft., one target. Hit: 10 (1d10+4) bludgeoning damage. If the target is Large or smaller, it is grappled (escape DC 14). While grappled, the creature is restrained and the snake cannot constrict another target.

Constrict(Dire Snake only) Melee Weapon Attack, +8 to hit , 20ft., one target. Hit: 15 (2d10+4) bludgeoning damage. Upon a hit, the target is grappled (escape DC 16). While grappled, the creature is restrained and the snake cannot constrict another target.

Spitfire Snake

Spitfire The snake ignore range penalties and bonuses granted to its target by half or three-fourth's cover.

Acid Spit Melee Weapon Attack, +6 to hit , 15/60ft., one target. Hit: 13 (2d8+4) acid damage. Creatures must succeed a DC 11 Constitution saving throw or become blinded until the end of its next turn.

Acid Spit(Dire Snake Only) Melee Weapon Attack, +7 to hit , 30/120ft., one target. Hit: 31 (6d8+4) acid damage. Creatures must succeed a DC 15 Constitution saving throw or become blinded until the end of its next turn.

Frostbite Snake

Frostbite Poison Creatures poisoned by the snake have its movement speed halved and melee attacks rely on Strength and Dexterity deal half damage.

Deathscale Snake

- **Challenge Rating** Increases by 1

Poisonous Skin Creatures that grapple the snake or hit it with a melee attack while within 5ft. of it becomes poisoned until the end of its next turn.

Bioluminescence The snake has advantage on magical saving throws. The snake gives off a bright light in a 10ft. radius. It gives off an dim light an additional 10ft.

Witherfang Snake

Witherfang Poison Creatures poisoned by the witherfang snake cannot recover hitpoints for the duration of the effect.

Plant Camouflage The witherfang snake has advantage on stealth checks while in ample plant cover. While these conditions are met, it can use its bonus action to Hide

Scale Runner Snake

- **Movement Speed** 40ft.

Agile The scale runner snake can use its bonus action to take the Dash Action

Nimble The scalerunner snake can move outside a creature's reach without provoking attacks of opportunity.

Spider Climb The scalerunner snake can climb difficult surfaces without needing to make an ability check.

Tight Squeeze The scale runner snake can move through a space suitable for a creature one size smaller than it without squeezing.

Sea Snake

- **Swim** 30ft. swim

Amphibious The snake can breathe in air and in water

Nimble Swimmer The snake can swim outside a creatures reach without provoking opportunity attack. While underwater, it can use its bonus action to Dash

Suffocating Poison Creatures poisoned by the sea snake are unable to breathe or speak for the duration of the effect.

Underwater Camouflage The sea snake has advantage on stealth checks while underwater terrain. While these conditions are met, it can use its bonus action to Hide

Pseudohydra

- **Challenge Rating** Increases by 2

Coordinated Heads Whenever the pseudohydra has advantage on an attack roll, it can roll three times taking the highest result.

Multiheaded The pseudohydra has advantage on saving throws against being blinded, charmed, deafened, frightened, or stunned.

Dual Senses The pseudohydra has advantage on Intelligence (Investigation) and Wisdom(Perception) checks

Actions

Multiattack The pseudohydra can make two bite attacks on it turns.

Wyvern Snake

- **Movement Speed** 30ft. fly

Flyby The wyvern snake can fly outside a creature's reach without provoking attacks of opportunity.

Gang Boost The wyvern snake can deal a critical hit on an 18-20 against creatures within 5ft. of one of the wyvern snake's allies that are not incapacitated

Pack Tactics When the wyvern snake has advantage on attack rolls against creatures within 5ft. of one of the wyvern snake's allies that are not incapacitated

Giant Turtle

Giant turtles are generally peaceful, lumbering titans. They closely resemble tortles in appearance, but are quadrupedal in stance and much larger. Most turtles tend to be largely omnivorous; largely eating plants and small animals, and rarely pose a direct threat to humanoids unless they are threatened.

Their most notable feature is their armored shell that protects them from the elements and most conventional forms of attacks. It is able to completely evade the most dangerous of attacks by completely retreating within its shell.

Colossus Turtle

The colossus turtle is the largest of all turtles, as the largest of their kind can reach nearly 50ft. in height. These peaceful giants tend to be very nomadic creatures, migrating from location to location in search for ample vegetation.

Some nomadic civilizations have learned to tame these creatures, using these creatures as living caravans. Other races have learned to make these titans battle mounts, equipping colossal siege engines upon their shells. Thanks to their thick shells, they are able to shrug off volleys of arrows and the general fray on the battlefield.

Snapping Turtle

The snapping turtle is probably the most dangerous of all turtles thanks to its powerful, bone-shattering beak. Unlike most other turtles, the snapping turtle is largely carnivorous, using its deadly maws to cripple its prey.

Due to its unwieldy size, the snapping turtle prefers to lie in wait for unsuspecting prey. Thanks to its shell, it is able to lurk underwater, nearly indistinguishable from an underwater rock or log. Once its prey wanders too close, its beak lunges out in a mere instant to snap at its quarry. Its maw acts effectively as a vice trap that continually crushes the prey in its grasp. Once a snapping turtle latches onto its victim, the only way it tends to release its grip is when the turtle is slain.

Sea Turtle

The sea turtle lives the majority of its life in underwater. The only time it comes ashore is to lay its eggs on the coastal beach. In fact, these turtles tend to make massive migration, laying thousands of eggs along the beach. Many druidic tribes and coastal settlements celebrate such migrations, safeguarding these breeding grounds and protecting them from poachers or egg thieves.

These turtles are surprisingly resilient, capable of enduring the harshest effects of the deep seas and the dangers of underwater predators. Its diet primarily consists of jellyfish, and it has developed a natural resistance against its poisons as well as the electrical defenses of many underwater creatures.

Desert Turtle

The desert turtle is a completely terrestrial species that prefers to live in arid environments such as deserts. It is perfectly adapted to live in such harsh environments, thanks to its powerful claws that allow it to easily burrow into the earth. Its shell also acts as an insulator to protect it from extreme heat. It also has the unique ability to absorb and store thermal energy to act as a defense mechanism during the day. When attacked, its turtle's shell can become extremely hot, scalding its attackers.

Deep Turtle

Deep turtles are quite a common site in the Underdark living in large nomadic herds. These herds migrate throughout the Underdark in search for food. In fact, many humanoids using their migration paths as a guide to safely traverse the hazardous caverns of the Underdark.

These turtles are able to keep communicate to one another using flashes of light from crystal-like structures on their shells to signal food or danger. However, despite always living in large groups, they tend to be very elusive thanks to their uncanny resemblance to many underground crystals within the Underdark.

Hydra Turtle

Hydra turtles are one of the rarest species of turtle, as they are known to possess multiple heads. Although most variations possess two heads, some hydra turtles have been known to possess three, four, or even more heads.

Unlike pseudohydras and true hydras, hydra turtle heads seem to lack the general coordination as seen in other species as each of the heads prefer to do their own thing, even in combat. However, the apparent lack of coordination between the heads rarely seem to be aggressive towards one another.

Woolly Turtle

Woolly turtles are one of the strangest species of turtles. The first noticeable trait about them is that their bodies and at times their shells seem to be covered in a dense layer of fur. This "fur" actually happens to be a fluffy layer of down feathers that protect the turtle from the cold. As a result, these reptiles are able to dwell in the coldest of environments on the Material Plane. Although they can commonly be found in arctic biomes, they have been known to dwell in jungles, grasslands, and even deserts as their beautiful down often changes color to adapt to their new environment.

Vile Turtle

The vile turtle is quite a disgusting breed of turtle, only found in the deepest swamps and at times in sewer systems of cities. Despite its nauseating appearance, these turtles are actually seen as a boon as they primarily feed off of waste, carrion, and decay. Having a healthy population of these turtles actually minimizes the spread of disease in the environment. Their presence also can hint at possible environmental threats such as a plague or rampant undead, as such events tend to attract the presence of these turtles.



Giant Turtle Template

Large Beast, Unaligned

Armor Class 17 (Natural Armor)
Hit Points 77 (8d10+32)
Speed 30ft.

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

Saving Throws Con +6
Skills Atheletics +5, Perception +3
Senses passive Perception 12
Proficiency Bonus +2
Challenge 4 (1100 xp)

Powerful Build The turtle counts as one size larger for the purposes of carrying, pushing, shoving, lifting, or grappling.

Shell Protection If the is target with a Strength, Dexterity, or Constituion saving throw, the turtle takes half damage on a failed saving throw and no damage on a successful saving throw.

Thick Shell The turtle can reduce damage taken by by 5.

Actions

Bite. *Melee Weapon Attack*, +7 to hit , 5ft., one target. *Hit:* 11 (2d6+4) piercing damage.

Reactions

Shell Defense When the turtle is targeted with an attack , it can use its reaction to retreat into its shell. When it uses this feature, it gains the benefit of total cover from all attacks or all Strength, Dexterity, of Constitution based saving throws outside of the shell until the end of the next creature's turn.

Colossus Turtle

Gargantuan Beast, Unaligned

Armor Class 20 (Natural Armor)
Hit Points 140 (8d20+56)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	2(-4)	12 (+1)	5 (-3)

Saving Throws Strength +11, Constitution +11
Skills Athletics +11, Perception +4
Senses passive Perception 14
Proficiency Bonus +4
Challenge 10 (5900 xp)

Shell Protection If the is target with a Strength, Dexterity, or Constitution saving throw, the turtle takes half damage on a failed saving throw and no damage on a successful saving throw.

Siege Monster The colossus turtle deals double damage to buildings and objects

Thick Shell The colossus turtle can reduce damage taken by by 10. This damage reduction is applied before resistances.

Actions

Bite. *Melee Weapon Attack*, +11 to hit , 10ft., one target. *Hit:* 25 (4d8+7) piercing damage.

Reactions

Shell Defense When the turtle is targeted with an attack , it can use its reaction to retreat into its shell. When it uses this feature, it gains the benefit of total cover from all attacks or all Strength, Dexterity, of Constitution based saving throws outside of the shell until the end of the next creature's turn.

Snapping Turtle

- **Movement Speed** 30ft. swim
- **Challenge Rating** Increases by 1

Ambusher The turtle has advantage on initiative and its attacks have advantage against surprised creatures or creatures that haven't acted yet in combat.

Amphibious The snapping turtle can breathe in air and in water

Crippling Bite Upon hitting a creature with a bite attack, that creature is considered grappled and restrained.

The escape DC for this ability is 8 + the turtle's proficiency bonus + its Strength bonus. The turtle can only grapple one creature at a time. For the duration of the grapple, the turtle can use its bonus action to make an additional bite attack against that creature.

Spiny Shell When the snapping turtle is grappled or is hit with a melee attack while within 5ft. of it, it takes 7(2d6) piercing damage.

False Appearance While motionless, the turtle is indistinguishable from an log

Sneak Attack When the turtle deals damage against a surprised creature, it deals an additional 7 (2d6) against surprised creatures. If it is a colossus turtle, it can deal an additional 14(4d6) damage.

Vice Jaws Creatures grappled by the turtle have disadvantage on saving throws to escape.

Sea Turtle

- **Movement Speed** 10ft., 60ft. swim
- **Damage Immunities** Poison
- **Resistances** Lightning
- **Condition Immunities** Paralyzed, Poisoned

Amphibious The turtle can breathe in air an in water

Nimble Swimmer The turtle can swim outside another creature's reach without provoking opportunity attacks

Desert Turtle

- **Damage Resistances** Fire
- **Movement Speed** 30ft. Burrow
- **Challenge Rating** Increases by 1

Tunneler The turtle can burrow through unworked and non-magical earth. It cannot burrow through solid stone

False Appearance While motionless, the turtle is indistinguishable from an stone

Heated Shell During the day or in sunlight, when the turtle is grappled or is hit with a melee attack while within 5ft. of it, it takes 5(1d8) fire damage.

Deep Turtle

- **Movement Speed** 30ft. Burrow
- **Senses** Darkvision 60ft.
- **Challenge Rating** Increases by 1

Tunneler The turtle can burrow through unworked and non-magical earth. It cannot burrow through solid stone

False Appearance While motionless, the turtle is indistinguishable from an stone

Bioluminescence The turtle has advantage on magical saving throws. As a bonus action, the turtle gives off a bright light in a 10ft. radius. It gives off an dim light an additional 10ft. It can dismiss this light at will



Hydra Turtle

- **Challenge Rating** Increases by 1

Multiheaded The hydra turtle has advantage on saving throws against being blinded, charmed, deafened, frightened, or stunned.

Dual Senses The hydra turtle has advantage on Intelligence (Investigation) and Wisdom(Perception) checks

Reactive The hydra turtle can take a reaction at the end of each of its turns. It can only use this feature to make opportunity attacks

Actions

Multiattack The hydra turtle can make two bite attacks on its turn.

Woolly Turtle

- **Damage Resistances** Cold

Ice Walk The woolly turtle can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Snow Sight The woolly turtle's vision is not hindered by fog, sand, or extreme snowfall

Vile Turtle

- **Resistances** Acid; Poison; Necrotic
- **Movement Speed** 30ft. Burrow
- **Challenge Rating** Increases by 1

Acidic Shell When the turtle is grappled or is hit with a melee attack while within 5ft. of it, it takes 5(1d8) acid damage. If a dire turtle, it takes 9 (2d8) acid damage.

Stench While within 10ft. of the Turtle, creatures other than the Turtle must succeed a DC 14 Constitution saving throw or become poisoned until the end of its next turn. Upon a success, creatures are immune to being poisoned in this manner for the next 24 hours. If a colossal turtle, the DC is 17.



Lizard

Lizards are probably the most common of all their reptilian kin. They come in many sizes and colors and are present in nearly every biome. Thanks to their uncanny ability to climb walls and their nearly unmatched agility, they are able to easily chase down their prey to swallow it whole, as well as make a quick escape when in danger. This also makes them prized mounts for many civilizations that have learned to tame them.

Skink

The skink is a rather unique variant of lizard thanks to the peculiar nature of its blood. Skinks are known for their extremely toxic blood which is almost akin to acid which acts as a major deterrent for potential predators. This blood also makes the skink quite resilient to poison and disease and is even able to dampen the effects of necrotic magic. As a result, the skinks are able to acquire regenerative abilities allowing them the heal from the harshest of wounds and most debilitating of effects.

Chameleon

The chameleon is known for the ability to quickly camouflage itself against its surroundings. Although it is not able to become completely invisible, the lizard is able to blend into any of its surroundings, causing its foes to temporarily lose track of it. On top of its unique camouflage, it is equipped with a sticky tongue that it can use to grasp prey from afar to swallow in one bite.

Dragon Lizard

Despite its frightening appearance, the dragon lizard is actually quite friendly, especially to humanoids. It is not uncommon for them to approach humanoids for food or out of curiosity. If the take a liking to the individual, they can prove to be useful, albeit somewhat fickle companions. Whenever threatened, dragon lizard attempts to live up to its name by flaring up its frills in an intimidation display, scaring off any potential threats.

Whiptail

Whereas the dragon lizard prefers to intimidate predators, the whiptail relies on distraction. When threatened, the whiptail can break off its tail to distract predators while the lizard makes its escape. Despite the somewhat comedic nature of this tactic, the tail can be quite dangerous as it relentlessly attacks the nearest creature in its reach.

Wavestrider

The wavestrider lizard absolutely loves the water, spending all of its time swimming in rivers and lakes. It possesses a rather unique ability that allows it to effortlessly skate across the water at tremendous speeds.

Brute Lizard

Brute lizards are one of the largest species of all lizards. They are particularly known for their extreme strength, incredible durability, and razor sharp scales that impales anyone who get too close to them. In combat, they are known to be quite reckless as they wildly thrash about with the jaws and tails against anything that wanders too close.

Magma Lizard

Magma lizards are known particularly for their affinity to extreme heat. As a result, they are often found basking in the hottest of deserts or even near volcanic hotspots. Due to their similar appearance to volcanic rocks while motionless, these reptiles are able to completely avoid detection in these environments. However, if threatened, they have the unique ability to superheat their scales to provide a nasty deterrent to potential attackers.

Savage Lizard

Savage lizards are brutal predators that share a lot of characteristics with predatory dinosaurs. Thanks to their keen sense of smell, they are able to relentlessly track down their prey. These creatures can prove to be quite problematic to humanoids, as they lack the general fear or wariness that most beasts possess when regarding humanoids. As a result, these creatures tend to be quite rare and are only found in the most remote environments, as they tend to be quickly killed off if they wander to close to civilization.



Giant Lizard

Large Beast, Unaligned

Armor Class 12 (Natural Armor)
Hit Points 39 (6d10+6)
Speed 50ft., 50ft. climb

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

Skills Perception +3
Senses passive Perception 12
Challenge 2 (450 xp)

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

Skittish When below half its hitpoint maximum, the giant lizard can use its bonus action to take the Dash action

Actions

Multiattack The lizard can can make a bite and tail attack

Bite. *Melee Weapon Attack*, +4 to hit , 5ft., one target. *Hit:* 7 (1d8+2) piercing damage. Small or smaller creatures must succeed a DC 12 Strength saving throw or become swallowed. Swallowed creatures are considered blinded and restrained and have total cover against attacks and other effects outside the lizard. Swallowed creatures take 7(2d8) bludgeoning damage + 9 (2d8) acid damage at the start of each of its turns.

Whenever the lizard takes damage by a swallowed creature, it must succeed Constitution saving throw with a DC equal to half the damage dealt to the lizard(minimum 10). On a failed saving throw, the lizard regurgitates all swallowed creatures in a space 5ft. from the lizard prone.

If the lizard dies, the creature can spend up to 10ft of its movement speed to exit prone.

Tail *Melee Weapon Attack*, +4 to hit , 10ft., one target. *Hit:* 6 (1d6+2) bludgeoning damage. Creatures must succeed a DC 12 Strength saving throw or be knocked prone.

Dire Lizard

Huge Beast, Unaligned

Armor Class 15 (Natural Armor)
Hit Points 126 (12d12+48)
Speed 50ft., 50ft. climb

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	2(-4)	10 (+0)	5 (-3)

Skills Athletics +7, Acrobatics +3, Perception +2
Senses passive Perception 12
Proficiency Bonus +3
Challenge 8 (3900 xp)

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

Skittish When below half its hitpoint maximum, the dire lizard can use its bonus action to take the Dash action

Actions

Multiattack The dire lizard can can make a bite and tail attack

Bite. *Melee Weapon Attack*, +8 to hit , 5ft., one target. *Hit:* 22 (3d10+5) piercing damage. Medium or smaller creatures must succeed a DC 14 Strength saving throw or become swallowed. Swallowed creatures are considered blinded and restrained and have total cover against attacks and other effects outside the lizard. Swallowed creatures take 14(3d8) bludgeoning damage + 14 (3d8) acid damage at the start of each of its turns.

Whenever the lizard takes damage by a swallowed creature, it must succeed Constitution saving throw with a DC equal to half the damage dealt by the lizard(minimum 10). On a failed saving throw, the lizard regurgitates all swallowed creatures in a space 5ft. from the lizard prone.

If the lizard dies, the creature can spend up to 20ft of its movement speed to exit prone.

Tail *Melee Weapon Attack*, +8 to hit , 10ft., one target. *Hit:* 20 (3d6+5) bludgeoning damage. Creatures must succeed a DC 16 Strength saving throw or be knocked prone.



Skink

- **Damage Immunities** Acid, Poison
- **Damage Resistances** Necrotic
- **Condition Immunities** Poison
- **Challenge Rating** Increases by 2

Vileblood When the lizard is hit with a melee attack while within 5ft. of it, it takes 5(1d8) acid damage.

Rapid Recovery At the start of each of its turns, the lizard can end one of the following effects: blinded, deafened, paralyzed, or stunned.

Regeneration At the start of each of its turns, the lizard can regain 5 hitpoints at the start of each of its turns as long as the lizard has at least 1 hitpoint.

If a dire lizard, it regains 10 hitpoints at the start of each of its turns.

Chameleon

- **Challenge Rating** Increases by 1

False Appearance While motionless, the chameleon is indistinguishable from a tree branch or leaf.

Active Camouflage The chameleon can use its bonus action to turn invisible until the start of its next turn.

Reactive Tongue The chameleon can use its reaction to make an opportunity attack with its sticky tongue. It can use this reaction once at the end of every creatures turn.

Multiattack The chameleon can make a Sticky Tongue attack and a Bite attack

Sticky Tongue A Medium or smaller creature that it can see within 20ft. of it. The target must succeed Strength saving throw or become swallowed on a failed saving throw. The DC for this ability is equal to 8 + the lizard's Strength modifier + its proficiency bonus.

Dragon Lizard

- **Movement Speed** 40ft. fly
- **Challenge Rating** Increases by 1

Frightful Presence Creatures that first enter or starts its turn within 30ft of the dragon lizard must succeed Wisdom saving throw or become frightened for one minute. The DC for this ability is equal to 8 + the lizard's Constitution modifier + its proficiency bonus.

Flyby The dragon lizard can fly outside a creature's reach without provoking attacks of opportunity.

It can repeat its saving throw at the end of each of its turns to end the effect. Upon a successful save, it is immune to being frightened in this manner for the next 24 hours.

Whiptail

Animated Tail(1/day) As a bonus action, the lizard can detach its tail. The tail has 10 hitpoints and an AC of 12. If a dire lizard, it has 25 hitpoints and an AC of 15.

These tails has blindsight up to 30ft. and are immune to psychic damage and all conditions. It acts on the lizard's initiative attacking any creature within 10ft. of it before or after the lizard's turn.

It can stay in its animated state for up to 1 minute or until it reaches 0 hitpoints. Upon a hit, it deals damage equal to the lizard's tail attack.

When the lizard uses this feature, it loses its tail attack as part of its multiattack. The tail can regrow both of its tails after 24 hours.



Wavestrider

- **Movement Speed** 50ft. swim

Water Walker While dashing, the lizard can move across acid or water as if it were harmless solid ground. (It still takes damage from traversing over acid)

Water Skater While the lizard is on water, it can use its bonus action to Dash

Nimble Swimmer The wavestrider lizard can swim outside the reach of a creature without provoking opportunity attack

Brute Lizard

Powerful Build The brute lizard counts as one size larger for the purposes of carrying, pushing, shoving, lifting, or grappling

Reckless At the start of the brute lizard's turn, it can grant itself advangtage until the start of its next turn. For the duration of this feature, attacks against it have advantage.

Siege Monster The brute lizard deals double damage to buildings and objects

Thorny Body When a creature grapples or hits the brute lizard with a melee weapon attack, it deals 7(2d6) piercing damage.

Magma Lizard

- **Damage Resistances** Fire
- **Challenge Rating** Increases by 1

Heated Body When a creature grapples or hits the magma lizard with a melee weapon attack, it deals 5(1d8) fire damage.

Stone Camouflage The magma lizard has advantage on Dexterity (Stealth) checks while in rock terrain. For th duration of this feature, it can use its bonus action to Hide.

Savage Lizard

- **Challenge Rating** Increases by 1

Apex Predator The savage lizard has advantage on saving throws against being frightened. It is immune to being frightened by creatures one size larger than it.

Brutal Fangs The savage lizard can deal a critical hit on an 18-20. Upon dealing a critical hit, it can triple the damage die instead.

Keen Hunter The savage lizard has advantage on Wisdom (Perception) and Dexterity (Stealth) checks

Predator Instinct The savage lizard has advantage on initiative checks. Whenever it takes the Attack action against a creature that hasn't acted, it can make one additional bite attack.

Bonus Actions

Aggressive The savage lizard can use its bonus action to move Dash towards a hostile creature it can see in range

Giant Frog

Of all amphibians, frogs and toads are the most common of all amphibians, making their homes in lakes, rivers, and streams. They can be easily identified by their squat, bulbous bodies, their bulging eyes, and their powerful hind legs that grant them impressive leaping capabilities. Despite their appearance, they are voracious predators, swallowing anything they can fit into their mouth.

They are ambush predators at heart, using their sticky tongue to grapple and swallow their prey in the blink of an eye.

Deathwart

Deathwart frogs are the most beautiful of their kind thanks to their vibrant and glistening skin that glows in the dark. Their coloration serves as a stark warning of its extremely poisonous skin. Their skin is able to retain this property thanks to its diet of extremely poisonous plants. Such a diet allows it to excrete an extremely potent toxin on its skin that causes blindness and paralysis from a simple touch.

Stone Toad

Whereas most frogs prefer to live in moist and rainy environments, the stone toad thrives in arid biomes such as deserts. These toads have developed a natural resilience against hot and dry environments for its rough skin not only protects it from danger but also grants it natural camouflage allowing it to blend into its surroundings.

Ice Frog

The ice frog makes its home in polar climates and is completely unaffected by freezing temperatures. Its skin is somewhat translucent, similar to that of ice, allowing it to seamlessly blend into its surroundings.

Bull Frog

The bullfrog is the epitome of recklessness as its solution to every problem and obstacle is a well-timed headbutt. Thanks to its thick skull and powerful legs, the bullfrog defiantly barrels into attackers as well as its prey. Lakes and rivers with large populations are rife with the sounds of colliding skulls, as bullfrogs continually test the mettle of one another in headbutting competitions.

Screaming Toad

At screaming toad is possibly the most amusing of all frogs thanks to its defense mechanism in the sight of danger. Whenever attacked, the toad lets out an ear-splitting scream. It is hard to accurately describe the toad's scream as it is unique to the individual frog. Some sounds like a bellowing roar or a high-pitched humanoid scream. Regardless of what it sounds like, its scream can invoke a sense of mortal terror into its foes causing them to flee for its life.

Living near large populations of screaming toads is a nightmare, as they tend to use these screams as a method of communication. During mating season, both males and females alike seem to engage in screaming contests with one another to attract a mate. However, such events are seen as a challenge for foolhardy adventurers, who compete with one another to see who can endure the screams the longest before fleeing in terror.

Winged Frog

The winged frog is easily distinguishable thanks to its umbrella-like webbed feet. Its specialized feet allow it to glide through the air, allowing it to jump much higher than its other relatives. This webbing also serves as a safety measure for an ill-timed jump, acting like a parachute to soften their fall. Thanks to its new capabilities, the winged frog is often seen picking airborne prey from the skies using a combination of its sticky tongue and its webbed gliders.

Feybane Frog

Feybane frogs are a unique breed of frog that are believed to have evolved to live within regions magically altered by planar rifts to the Feywild. These frogs have acquired numerous adaptations to dwell in such environments. Such of these evolutionary traits include their apparent immunity to being polymorphed and a natural resilience against mental attacks.

They have also developed a particular appetite for Fey creatures. In fact, their favorite foods seem to be pixie and sprites. When these frogs discover settlements containing these tiny Fey, they have been known to flock in large numbers to engage in a feeding frenzy, devouring as many pixies and sprites as they can.

Armored Frog

Armored frogs tend to be the largest of all their kind. The otherwise smooth and most skin of their relatives, is replaced by a thick layer of hardened warts that protects the frog from all manner of attacks from predators or rivals. Thanks to their sheer size and dense armor, they are popular war mounts for many smaller races that live near swamps or lakes, such as goblins, halflings, or kobolds.



Giant Frog Template

Large Beast, Unaligned

Armor Class 13 (Natural Armor)
Hit Points 34(4d10+12)
Speed 30ft., 30ft. climb, 30ft. swim

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

Skills Athletics +5, Acrobatics +5, Perception +2, Stealth +7
Senses passive Perception 12
Challenge 2 (450 xp)

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

Ambusher The frog has advantge on initiative and advantage on attack rolls against creatures that are surprised

Amphibious The frog can breath in air and in water

Extraordinary Leap The frog can spend an amount of its movement speed to high jump or long jump twice the amount of movement spent.

Actions

Multiattack The frog can make a Sticky Tongue and a bite attack on its turn.

Sticky Tongue A Small or smaller creature that it can see within 20ft. of it. The target must make a DC 12 Strength saving throw. On a failed saving throw, the creature is becomes swallowed.

Bite. *Melee Weapon Attack*, +4 to hit , 5ft., one target. *Hit:* 8 (1d8+3) piercing damage. Small or smaller creatures must succeed a DC 13 Strength saving throw or become swallowed.

Swallowed creatures are considered blinded and restrained and have total cover against attacks and other effects outside the frog. Swallowed creatures take 7(2d8) bludgeoning damage + 9 (2d8) acid damage at the start of each of its turns.

Whenever the frog takes damage by a swallowed creature, it must succeed Constitution saving throw with a DC equal to half the damage dealt to the frog(minimum 10). On a failed saving throw, the frog regurgitates all swallowed creatures in a space 5ft. from the frog and is considered prone.

If the frog dies, the creature can spend up to 10ft of its movement speed to exit prone.



Deathwart Frog

- **Damage Resistances** Acid
- **Damage Immunities** Poison
- **Condition Immunities** Poisoned
- **Challenge Rating** Increases by 1.

Bioluminescence The frog has advantage on magical saving throws. The frog gives off a bright light in a 10ft. radius. It gives off an dim light an additional 10ft.

Poisonous Skin Creatures that grapple the frog or hit it with a melee attack while within 5ft. of it must succeed a DC 13 Constitution saving throw or take 7(2d6) poison damage becomes poisoned until the end of its next turn. Creatures poisoned in this manner are blinded and paralyzed. On a successful saving throw, it takes half damage.

Stone Toad

- **Armor Class** 16
- **Senses** Darkvision 60ft.
- **Damage Resistances** Fire

False Appearance While motionless, the toad is indistinguishable from a rock

Spiny Body When the toad is grappled or is hit with a melee attack while within 5ft. of it, it takes 5(1d8) piercing damage.

Stony Camouflage The stone toad has advantage on Dexterity (Stealth) checks while in rocky terrain.

Ice Frog

- **Armor Class** 13
- **Damage Resistances** Cold

False Appearance While motionless, the ice frog is indistinguishable from ice

Ice Body The ice frog has advantage on Dexterity (Stealth) checks while in icy or snowy terrain. While these conditions are met, the frog is invisible to creatures that rely on sight to perceive it

Ice Treader The ice frog can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Bull Frog

Reckless At the start of its turn, the frog can choose to have advantage on its attack rolls, but attacks against it have advantage

Charge If the frog moves at least 20ft. in a straight line and hits a creature within its headbutt on the same turn, it can deal an additional 11 (2d10) damage.

Siege Monster The bullfrog can deal double damage to buildings or objects.

Actions

Headbutt Melee Weapon Attack, +4 to hit , 5ft., one target. Hit: 9 (1d10+3) bludgeoning damage. If the target is a creature, it must succeed a DC 13 Strength saving throw or fall prone.



Screaming Toad

Actions

Screech Creatures other than a screaming toad that can hear the toad while within 30ft. of it must succeed a DC 13 Wisdom saving throw. If the creature fails, it is frightened for one minute

While frightened in this manner, a creature must spend its turns trying to move as far away from the toad and cannot move willingly towards a space within 30ft. of the toad. It also cannot can't take reactions. For its action, that creature can use only the Dash action or try to escape from an effect that prevents its from moving. If there's nowhere to move, the creature can only use the Dash action.

Upon a successful saving throw, the creature is immune to being frightened by this toad for the next 24 hours.

Winged Frog

Aerodynamic Leap The frog can spend any amount of its movement speed to vertically jump by twice that amount

Webbed Glide When the frog takes fall damage, it can make a DC 10 Dexterity saving throw. On a successful saving throw, the frog takes no damage; on a failed saving throw it takes half damage. The DC for this save increases by 1 for every 10ft. the frog falls over 60ft.

Feybane Frog

Fey Hunter When the frog takes the Attack action against a Fey creature, it can do so with advantage.

Immutable Form The frog is immune to effects that would change its form against its will

Mental Resilience The frog has advantage on saving throws against being charmed or frightened. It can use its action to end the effects of charm or fear

Armored Frog

- **Armor Class** 16(Natural Armor)

Endurance Upon failing a Constitution saving throw that takes damage, the armored frog takes half damage. On a successful saving throw, the armored frog takes no damage.

Powerful Build The armored frog counts as one size larger for the purposes of carry, pushing, shoving, and grappling.

Relentless When the armored frog drops to 0 hitpoints, it can make a DC 10 Constitution saving throw to regain 1 hitpoint upon a success. Upon each success, the DC increases by 5 only resetting after a short of long rest.

Siege Monster The armored frog can deal double damage to buildings and objects



Giant Salamanders

Whereas frogs are the most common of all amphibians, salamanders tend to be the most popular and beloved of all amphibians. Unlike their leaping cousins, giant salamanders prefer to not hunt humanoids, favoring smaller prey instead. Additionally, they are known for the wide array of uniquely colored and pattered skin. Coupled with their relaxed nature, they have become very popular exotic pets.

However, their unique property is their regenerative abilities, which allows them to recover from harsh wounds and even severed limbs. This ability seems to be heightened by the presence of water, which further accelerates their recovery.

Axolotl

The axolotl is believed and revered as the greatest of all of its kin as it is believed to be nigh immortal as its regenerative abilities are able to bring it back from the clutches of death even when sliced in half or dismembered.

This ability not only idolizes them among many civilizations, but also makes them the prime target of poachers and arcanists seeking to harness their regenerative properties for their own endeavors.

Fireblood Salamander

The fireblood salamander is often confused as a subspecies of salamanders from the Elemental Plane of fire. This confusion due to its affinity for fire, as it enjoys basking in open flames. Although they live primarily near lakes and streams, it is not uncommon that fireblood salamanders will be attracted to nearby campfires.

The salamander gets its unique name takes to its reactive blood that ignites when exposed to the air, setting its attackers aflame. When threatened, it can actually begin to heat up its own blood causing its skin to glow, making it defense mechanism much more potent.

Elderglow Salamander

The elderglow salamanders are considered to be one of the favorite types of familiars for arcanists. Their brightly colored body is extremely sensitive to magical effects. When exposed to a strong magical presence, the salamander's skin begins to glow a certain color depending on the school of magic.

The tricky thing about these salamanders is figuring out what colors correspond to each magical school, as it varies depending on the salamander.

Not only are they quite receptive to magical auras, the salamander has a keen sense of identifying magical creatures, changing colors depending on the creature type. Just like with magical schools, the color variations ultimately depend on the individual salamander.

Unfortunately for many spellcasters, these salamanders are extremely rare, residing in the deepest caverns of the Underdark where these salamanders use their innate sensitivity to magic to avoid many dangerous of this environment.

Plague Salamander

Unfortunately for the plague salamander, it is probably the most disliked of all of its kin due to its nauseating smell and oozing body. However, this disdain is largely due to a misunderstanding of its purpose in nature. The plague salamander has a unique resilience against corruption from poison and necrotic magics, as it actually prefers to ingest such foul toxins and poisons. This creature is extremely efficient with its consumption of such corruption, utilizing its waste as a defense mechanism to deter predators through a foul-smelling poisonous mucous on its skin.

Because of this, they are often drawn to areas of a lot of death and decay, especially during times of plague, famine, or even the magical corruption of the environment. Such environments provide them a surplus of food that it can consume at their leisure, and it ultimately aids in restoring the region as they consume toxins and poisons otherwise deadly to other creatures. This unfortunately causes them to be falsely blamed as the source of such corruption and are regularly viewed as a pest to be hunted and driven out.



Giant Salamander

Medium Beast, Unaligned

Armor Class 12 (Natural Armor)
Hit Points 45(6d8+12)
Speed 30ft., 30ft. swim

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

Skills Perception +2
Senses passive Perception 12
Proficiency Bonus +2
Challenge 1 (200 xp)

Amphibious The salamander can breath in air and in water

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

Nimble Swimmer The giant salamander can swim outside a creatures reach without provoking opportunity attack

Regeneration At the start of its turn, it regains 5 hitpoints as long as it has least 1 hitpoint. While in water, the salamander regains 10 hitpoints at the start of each of its turns. If it has any severed limbs, it can regrow them after one hour.

Rapid Recovery At the start of each of its turns while it has at least 1 hitpoint, the salamander can end one of the following effects: blinded, deafened, paralyzed, or stunned. If in water, it can remove two of these effects at the same time

Actions

Bite. *Melee Weapon Attack*, +4 to hit , 5ft., one target. *Hit:* 7 (1d8+2) piercing damage.

Tiny or smaller creatures must succeed a DC 13 Strength saving throw or become swallowed. Swallowed creatures are considered blinded and restrained and have total cover against attacks and other effects outside the salamander.

Swallowed creatures take 7(2d8) bludgeoning damage + 9 (2d8) acid damage at the start of each of its turns.

Whenever the salamander takes damage by a swallowed creature, it must succeed Constitution saving throw with a DC equal to half the damage dealt to the salamander (minimum 10). On a failed saving throw, the salamander regurgitates all swallowed creatures in a space 5ft. from the salamander prone.

If the salamander dies, the creature can spend up to 10ft of its movement speed to exit prone.

Axolotl

- **Challenge Rating** Increases by 1

Delayed Death Upon dropping to 0 hitpoints, the axolotl does not fall unconscious. It still makes death saves as normal.

Mortal Mending Whenever the axolotl takes critical damage, it can treat the hit as a normal hit

Heightened Regeneration At the start of its turn, it regains 10 hitpoints. If it starts its turn in water, it can regain 20 hitpoints at the start of each of its turns. If it has any severed limbs, it can regrow them after one hour.

Fireblood Salamander

- **Damage Resistances** Acid

Combustion When the salamander is grappled or hit with a melee attack while within 5ft. of it, the attack takes 5(1d8) fire damage and is set aflame. Creatures set aflame take 5 (1d8)fire damage at the start of each of its turns unless it takes an action to put out the flames.

Fireblood When the salamander takes fire damage, it takes no damage and regains hitpoints equal to half the damage dealt.

Illumination The salamander can use its bonus action to give off a bright light in a 10ft. radius. It gives off an dim light an additional 10ft. While active, its fireblood deals 9(2d8) fire damage to attackers. Creatures set aflame during this ability takes 9(2d8) fire damage at the start of each of its turns.

Elderglow Salamander

Bioluminescence The salamander has advantage on magical saving throws. The salamander can use its bonus action to give off a bright light in a 10ft. radius. It can emit a dim light an additional 10ft. It can dismiss this light at will

Magical Recovery It can choose to use its Rapid Recovery ability to end a spell effect on itself. While under the effect of a magical effect, it regenerative abilities are doubled for the duration.

Magic Sense The elderglow salamander can detect the presence of magic within 30ft. of it. Once magic is sensed in this manner, the salamander begins to emit a dim light in a 5ft. radius corresponding to the school of magic. For example, the salamander may begin to glow blue for abjuration magic

Otherworldly Sense The salamander can pinpoint the location of an aberration, celestial, dragon, elemental, fey, fiend, or undead withinn 30ft. of it. Once this creature is sensed in this manner, the salamander emits a dim light in a 5ft. radius corresponding to the creature's type. For example, the salamander may begin to emit a golden glow for a celestial.

Plague Salamander

- **Condition Immunities** Diseased, Poisoned

Plagued Blood When the salamander is grappled or hit with a melee attack while within 5ft. of it, the attack takes 5(1d8) acid damage and is poisoned until the end of its next turn.

Plague Eater When the plague salamander takes acid, poison, or necrotic damage, it takes no damage. Instead it regains hitpoints equal to half the damage dealt.

Stench If a creature first enters or starts its turn within 10ft. of the salamander, it must succeed a DC 12 Constitution saving throw or become poisoned until the end of its next turn. Upon a success, the creature is immune to being poisoned in this manner for 24 hours.

Tainted Waters While in water, creatures that first enter or starts its turn within 10ft. of the salamander, it takes 5 (1d8) acid damage.

Spiders

Spiders are probably the most iconic of all arthropods on the Material Plane. These creatures come in many shapes and sizes, but they share the same intimidating appearance with their multi-legged frame, bulbous body, beady eyes, and venomous fangs.

Although the majority of spiders are miniscule, some have grown to colossal proportions the size of warhorses or even the size of houses.

Regardless of their size, spiders still prefer to be ambush hunters. They weave massive networks of silky webbing to entangle even the strongest of prey. Thanks to their specially adapted feet, spiders can traverse their own web with no difficulty, allowing it to envelop its target in a cocoon of webbing as it sinks its venomous fangs into its vulnerable prey.

Woolly Spiders

As their name suggests, woolly spiders have thick coats of fur that cover their entire bodies. At times, the hair grows so dense that it makes them appear as if they were a walking fuzzball. Interestingly enough, their fur seems to interact seamlessly with its webs, as its hair does not seem to cause it to become entangled in the web but instead allows it to better sense vibrations in its web.

Their fur also provides them protection from the frigid temperatures of their arctic homes, as well as an ample camouflage to hide in plain sight. Although they live primarily in these freezing environments, woolly spiders have been known to travel to more temperate climates. Their fur is no longer consists of shades of white or gray, but has changed to other colors to match its environment.

Their most notable feature is their unique venom glands and webbing. The poison and silk produced from its body is mixed with a special freezing enzyme that saps the vitality from its foe. This special ability causes many to harvest and farm this poison and silk from these spiders to produce unique poisons and items.

Daredevil Spiders

The daredevil spider is known for their extraordinary feats of nimbleness, agility, and acrobatics. Unlike most spiders, daredevil spiders have keen eyesight, allowing them to spot distant prey and at times even snatch them in midair. Thankfully, these spiders have a failsafe for an ill-timed jump. Whenever they leap, they have a strand of silk to act like a parachute that softens the impact of the spider's fall.

Swamp Spider

The swamp spider is definitely one of the more terrifying species of spiders, especially for those who share a fear of these creatures. A common way to escape a hungry spider is to escape towards large bodies of water, as spiders are terrible swimmers.

However, the swamp spider holds no such reservations, for it is perfectly comfortable in water as it can breathe in air and water. To make things worse, these spiders have specialized legs that allow it to tread the surface of the water with no problem. In fact, it seems to be much faster on the water, sliding across its surface towards prey.

To make matters worse, these spiders have particularly corrosive webbing that seems to dissolve prey snared in it. Maybe it's for the best that that one avoid swamps, sewers, and lakes.

Flying Spiders

If swimming spiders weren't bad enough, it turns out that there are flying variants as well. These flying nightmares are particularly annoying, for they fire web strands to snare prey from long distances. Once tethered, the spider simply flies off, reeling in the prey and enveloping it to feast on it later. If its prey puts up too much of a fight, it simply releases the tether and lets gravity do the work for it. The spider doesn't mind either way, as long as it can feast on the prey in the end.

Honestly, these flying terrors really make it hard to want to go outdoors and risk getting carried off by one of these beasts.

Bandit Spiders

Spiders, giant ones at that, are already nightmarish by themselves. However, bandit spiders take this concept to a whole new level as they have learned to cooperate with one another. Oftentimes they seem to come together working equally, but have been known to be drawn to the presence of a goliath spider bringing it food.

Bandit spiders are known to build massive webbed "strongholds " where their entire colony resides. The largest of these are the size of small castles, coating entire forests or mountainsides with reinforced layers of silk. This webbing is so thick that it seems somewhat resistant to being set aflame.

These "strongholds" are lined with an invisible network of specialized webs that are used to ensnare prey as well as allow the colony to communicate over long distances via vibrations. This allows the bandit spiders to protect their colony with surprisingly efficient, as well as set up ambushes for prey. Bandit spiders also tend to be somewhat more aggressive than most other spiders, often embarking on small hunting parties of 5(2d4) to actively hunt prey.

Whenever their colony decides to move, they band together in massive hordes in a trek to find their new home, leaving in their wake large swathes of web-covered land. Whenever they find their destination, they will drive out and hunt any denizens there. On rare occasions, bandit spider hordes have attacked towns, taking it over to make it the colony's new home. Thankfully, such migrations are rare, mostly caused by a natural disaster, the destruction of their colony home, or driven out by rival bandit spider colonies.



Armored Spider

Armored spiders are some of the most intimidating of all arachnids. They possess several layers of chitin that acts as a nearly impenetrable armor. Another interesting feature is that their armor is covered in a dense layer of silk. This silk has a number of uses, as it allows the spider to latch onto anything that gets too close to it to prevent its escape.

However, the most potent feature of this spider's web is its razor sharp edges. Thanks to its hairlike nature, it is able to easily bypass the slightest gaps in armor to cause profuse bleeding in its victim.

Vampiric Spider

Although most spiders primarily feed upon the bodily fluids of their prey, the vampiric spider has a specific desire for blood. In fact, it seems to possess a lot of similarities to that of vampires.

One of the defining traits of vampiric spiders is their keen sense of smell that allows them to pick up the smallest scent of blood. In fact, the scent of blood has been known to send these spiders into a violent bloodlust. Another tool at their disposal is their venom, which injects a toxin that encourages blood flow and prevents the healing of wounds, even by some magical means of healing.

Shadow Weaver

Shadow weavers are a common and very dangerous pest typically found in the Underdark. As their name suggests, shadow weavers have the unique ability to create webs that seems to suck in the surrounding light. Such webs place these spiders a significant advantage against their opponents, as they are able to seemingly vanish into the shadows at will.

A common method to detect the presence of these spiders is when nonmagical sources of light begin to flicker or behave weirdly, as the webs seems to siphon the presence of this light. Thankfully, these spiders seem to despise the presence of light, so any source of magical light will certainly drive these creatures away unless they are absolutely starving.

Recluse Spider

Recluse spiders are extremely patient hunters that make small subterranean lairs that are often covered with rocks, vegetation or other natural debris. When a creature wanders too close to its lair, the recluse spider lunges out to pounce upon its unsuspecting prey.

As ambush hunters, recluse spiders prefer to immobilize or incapacitate their prey in one strike. If their target manages to survive the initial onslaught, the spider will proceed to drag its victim deeper into its lair to prevent other creatures from attacking it or stealing its quarry.



Spider Template

large beast, unaligned

Armor Class 13(Natural Armor)
Hit Points 39 (6d10+6)
Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
16(+3)	16 (+3)	12(+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7, Perception +2
Senses passive Perception 12
Proficiency Bonus +2
Challenge 2(450 XP)

Spider Climb The spider can climb difficult surfaces without needing to make an ability check

Web Sense While in contact with a web, the spider can pinpoint the location of any other creature with the same web

Web Walk The spider ignores movement restrictions caused by webbing

Actions

Bite *Melee Weapon Attack*, +5 to hit:*, 5ft., , one target. *Hit* 8 (1d8+3) piercing damage. If the target is a creature, it must succeed a DC 11 Constitution saving throw or take 14 (4d6) poison damage and are poisoned until the end of its next turn. On a successful saving throw, creatures take half damage and are not poisoned

Web Shot (Recharge 5-6) Creatures in a 5ft. wide and 20ft. long line must succeed a Strength saving throw or become restrained (escape DC 11). The creature can use its action to burst free as an action with a successful Strength saving throw. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Envelop As an action, the spider can envelop a creature within 5ft. of it that is restrained by its webbing. While enveloped, the creature is considered blinded, cannot breathe for the duration, and has total cover from anything outside the web envelope. The web envelope can can also be attacked and destroyed (AC 10; hp 20; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). The envelop only takes half the damage dealt to it and the trapped creatures takes the other half.



Goliath Spider Template

Huge beast, unaligned

Armor Class 16(Natural Armor)
Hit Points 114 (12d12+36)
Speed 40ft., 40ft. climb

STR	DEX	CON	INT	WIS	CHA
21(+5)	16 (+3)	17(+3)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +9, Perception +3
Senses passive Perception 13
Proficiency Bonus +3
Challenge 8(3900 XP)

Spider Climb The spider can climb difficult surfaces without needing to make an ability check

Web Sense While in contact with a web, the spider can pinpoint the location of any other creature with the same web

Web Walk The spider ignores movement restrictions caused by webbing

Actions

Multiattack The spider can make a bite attack and two claw attacks.

Bite *Melee Weapon Attack, +8 to hit:*, 5ft., , one target. *Hit* 16 (2d10+5) piercing damage.. If the target is a creature, it must succeed a DC 16 Constitution saving throw or take 21 (6d6) poison damage and are poisoned until the end of its next turn. On a successful saving throw, creatures take half damage and are not poisoned.

Claw *Melee Weapon Attack, +8 to hit:*, 10ft., , one target. *Hit* 12 (1d12+5) piercing damage.

Web Shot (Recharge 5-6) Creatures in a 10ft. wide and 60ft. long line must succeed a Strength saving throw or become restrained (escape DC 16). The creature can use its action to burst free as an action with a successful Strength saving throw. The webbing can also be attacked and destroyed (AC 10; hp 25; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Envelop As an action, the spider can envelop a creature within 5ft. of it that is restrained by its webbing. While enveloped, the creature is considered blinded, cannot breathe for the duration, and has total cover from anything outside the web envelope. The web envelope can can also be attacked and destroyed (AC 10; hp 50; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). The envelop only takes half the damage dealt to it and the trapped creatures takes the other half.

Woolly Spider

Damage Resistances Cold
Challenge Rating Increases by 1

Snow Camouflage The woolly spider has advantage on Dexterity (Stealth) checks while in icy or snowy terrain or when obscured by ample snowfall. While in these conditions, the woolly spider can use its bonus action to Hide

Ice Walk The spider can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Frost Web Creatures that are not the woolly spider take 5(2d4) cold damage at the start of each of its turns while it is in contact with the spiders webs. The webs also gain immunity to cold damage.

Frostbite Poison Creatures poisoned by the spider has their movement speed halved for the duration. These creatures also have disadvantage on Strength and Dexterity saving throws.

Daredevil Spider

Challenge Rating Increases by 1

Pounce If the daredevil spider moves at least 20ft. and makes a bite attack against a creature on its same turn, it can force that creature to make a DC 13 Strength saving throw. On a failed saving throw, the creature is knocked prone. It can use its bonus action to make an additional bite attack against a prone creature.

Extraordinary Leap The distance of the daredevil spider's long jump is triple every foot of its walking speed that it spend on the jump allows it to move 3 feet.

Web Parachute The flying spider takes half damage on a failed Dexterity saving throw against taking fall damage. On a successful saving throw, the flying spider takes no damage.

Swamp Spider

Movement Speed 30ft. swim
Damage Resistances Acid; Poison

Amphibious You can breathe in air and water

Water Walk The spider can move across acid or water as if it were harmless solid ground. (It still takes damage from traversing over acid)

Poison Resilience The swamp spider has advantage on saving throws against neing poisoned or diseased.

Corrosive Web Creatures that are not the swamp spider take 5(2d4) acid damage at the start of each of its turns while it is in contact with the spiders webs. The webs also gain immunity to acid damage.

Flying Spider

Movement Speed 30ft. fly

Flyby The flying spider can fly outside a creature's reach without provoking opportunity attack

Actions

Web Tether + 5 to hit:, 60ft., , one target. Upon a hit, the creature becomes grappled and restrained. The creature can use its action to burst free as an action with a successful DC 14 Strength saving throw. The tether can also be attacked and destroyed (AC 10; hp 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). This tether has a +8 to hit and has 50 hitpoints if it is a Goliath spider. The spider can use its bonus action to reel in the target up to 30ft. The spider can only tether one creature at a time in this manner.

Bandit Spider

Challenge Rating Increases by 1

Ambush Webbing The spider's webbing is invisible to creatures that rely on vision to see it

Ambusher The bandit spider has advantage on initiative checks and attack rolls against surprised creatures. If it takes the Attack action against a surprised creature, it can make an additional bite attack against that creature.

Pack Tactics The Bandit Spider has advantage on attack rolls against a creature that is within 5ft. of the bandit's spider's allies and are not incapacitated.



Armored Spider

- **Armor Class** Increase by 3
- **Challenge Rating** Increases by 1

Razorweb Armor Any creature the spider's size or smaller creature is adhered to the spider upon touching it. This creature is considered grappled by it. The DC to escape this feature is equal to the spider's Web DC. Ability Checks made to Escape this grapple have disadvantage.

Razor Web Creatures grappled or restrained by the spider's web takes 5(2d4) slashing damage at the start of each of its turns.

Spiny Body Creatures that grapple or hit the spider with a melee weapon attack while within 5ft. of it takes 7(2d6) piercing damage.

Vampiric Spider

- **Challenge Rating** Increases by 1

Blood Drinker The vampiric spider regains a number of hitopoints equal to half the necrotic damage it deals to a creature.

Blood Sense The vampiric spider can pinpoint the location of a creature below half its hitpoint maximum within 120ft. of it.

Blood Frenzy If the vampiric spider makes an attack against a creature below half its hitpoint maximum, it can make an additional Bite attack as part of its action.

Vampiric Poison The vampiric spider deals necrotic damage instead of poison. Creatures poisoned by the vampiric spider cannot recover hitpoints for the duration of the effect.

Shadow Weaver

- **Challenge Rating** Increases by 1

Shadow Stealth While in dim light or darkness, the shadow weaver can use its bonus action to Hide

Shadow Walker The shadow weaver is considered to be invisible when in dim light or darkness.

Shadow Weave The shadow weaver's webs emit non-magical darkness in a 5ft. radius around it and dim light an additional 5ft.

Recluse Spider

- **Challenge Rating** Increases by 1

False Appearance While motionless, the recluse spider is indistinguishable from a rock, dead vegetation, or other fitting disguise while in natural terrain

Pounce If the spider moves at least 20ft. on its turn and makes a bite attack on the same turn, the target must succeed a Strength saving throw equal to 8 + the spider's proficiency bonus + its Strength modifier. On a failed saving throw, that creature is knocked prone. The spider can use its bonus action to make an additional bite against that creature.

Sneak Attack When the recluse spider makes an attack roll against a creature that is surprised or hasn't acted yet in combat, it can deal an additional (2d6) damage and (3d6) is a goliath spider.



Dire Centipedes

Dire centipedes are easily recognizable by their segmented bodies, dozens of legs, and massive mandible-shaped claws. Centipedes are especially known for their extremely potent poison, snake-like reflexes, and corrosive spit that melts the very flesh of its prey's bones. Their poison is considered to be their deadliest weapon, as it targets its prey's nervous system, causing it to lose control of its limbs. Of all vermin, centipedes are probably the most dangerous, rivaled only by the scorpion.

Colossal Centipede

Colossal centipedes are often creatures of myth and legend, wherein stories seem to recall beasts hundreds of feet in length. Although these centipedes can grow to be quite large, such accounts have been quite likely exaggerated, as most variations are lucky to even reach 100ft. in length. Just like their smaller kin, they are extremely dangerous, fearlessly hunting anything they set their sights on.

Ghost Centipede

The ghost centipede is a rather strange species that lives primarily in lakes or oceans. They have evolved to live a completely amphibious life in both land or water.

What makes them very dangerous is their transparent body, making them practically invisible to the naked eye while underwater. To make things worse, their bite spells doom to any creature finding itself underwater as its poison causes the creature to stop breathing, causing it to drown.

Crag Centipede

Crag centipedes are often very hard to distinguish, as their body seems to resemble jagged rocks or boulders. This allows it to easily blend into its surrounds and to wait patiently to strike out at its prey. Its jagged appearance also grants it a thorny defense against creatures foolish enough to attack it. These centipedes also sport powerful claws that allow it to tunnel through loose earth. Typically, the hunting grounds of crag centipedes are riddled with small caverns, frequently causing them to be mistaken for worms such as gricks.

Wolf Centipede

Although most centipedes are very solitary by nature, wolf centipedes prefer to hunt in groups of 4(1d6). They prefer to silently track their prey. Once given the element of surprise, they prefer to surround their prey in a kill circle as they spray their corrosive acid on their unfortunate victim. As their prey writhes in agony, they all leap in to finish off their prey, leaving nothing behind except for acid bleached bones.

Deep Centipede

When one sees a glowing light approaching in the deepest caverns of the underarm, it probably signals the oncoming approach of a deep centipede. These terrifying creatures patrol the Underdark using its glowing body to frighten off prey and rivals. If a creature still attempts to try its luck, its scales are covered in extremely potent toxic that can poison a creature with a simple touch.

Witherblight Centipede

Despite its name, the witherblight centipede is probably the least dangerous of all centipedes, at least to humanoids. Its diet primarily consists of plants rather than meat. Its venom is specifically designed to hunt and digest plants, as it cancels a lot of the regenerative capabilities of advanced plant based life forms.

However, this doesn't mean this centipede doesn't pose a threat to humanoids. It is known to be very territorial, and it doesn't take much for it to feel threatened. Its poison is especially potent, as it seems to have the capacity to effect creatures that have natural immunities to such toxic effects.

Ball Centipede

Ball centipedes are a bizarre species of centipede. They prefer to coil themselves into a tight ball whenever they feel threatened or as a means of locomotion. When coiled up, they become reckless orbs of destruction, plowing through anything unfortunate to find itself in its path. Despite their large and somewhat unwieldy appearance, they are surprisingly agile in this form, nearly impossible to hit as they can easily skirt out the range of their attackers.



Dire Centipede Template

large beast, unaligned

Armor Class 16(Natural Armor)
Hit Points 76 (9d10+27)
Speed 40ft., 40ft. climb, burrow 40ft.

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

Skills Perception +3
Senses blindsight 30ft., passive Perception 13
Damage Resistances Acid, Poison
Proficiency Bonus +2
Challenge 4(1100 XP)

Spider Climb The centipede can climb difficult surfaces without needing to make an ability check

Poison Resilience The centipede has advantage on saving throws against being poisoned

Reactive The centipede can take a reaction on every creatures turn. It can only use this reaction for opportunity attacks

Actions

Bite *Melee Weapon Attack*, *+5 to hit:*, 5ft., , one target. *Hit* 14 (2d10+3) piercing damage. If the target is a creature, it must succeed a DC 13 Constitution saving throw or take 14 (4d6) poison damage and become poisoned for one minute. While poisoned in this manner, creatures are paralyzed for the duration of this poison. At the end of each of its turns, the creature can repeat its saving throw ending the effect on a success.

Upon a successful saving throw, creatures are immune to being poisoned by this centipede for the next 24 hours.

Corrosive Acid (Recharge 5-6) Creatures in a 5ft. wide and 20ft. long line must succeed a DC 13 Dexterity saving throw or take 20 (8d4) acid damage on a failed saving throw and become coated with acid. On a successful saving throw, the creature takes half damage and is not coated. Coated creatures take 10(4d4) acid damage at the start of each of its turns for one minute unless it spends its action to get rid of the acid.



Colossal Centipede Template

Huge beast, unaligned

Armor Class 16(Natural Armor)
Hit Points 149 (9d20+54)
Speed 50ft., 50ft. climb, 50ft. burrow

STR	DEX	CON	INT	WIS	CHA
22(+6)	17(+3)	22(+6)	1 (-5)	12 (+1)	3 (-4)

Skills Perception +4
Senses blindsight 60ft., passive Perception 14
Damage Resistances Acid, Poison
Proficiency Bonus +4
Challenge 10(5000 XP)

Spider Climb The centipede can climb difficult surfaces without needing to make an ability check

Poison Resilience The centipede has advantage on saving throws against being poisoned

Reactive The centipede can take a reaction on every creatures turn. It can only use this reaction for opportunity attacks

Siege Monster The colossal centipede deals double damage to buildings and objects.

Actions

Bite *Melee Weapon Attack, +10 to hit:*, 5ft., , one target. *Hit* 28 (4d10+6) piercing damage. If the target is a creature, it must succeed a DC 18 Constitution saving throw or take 28 (8d6) poison damage and become poisoned for one minute.

While poisoned in this manner, creatures are paralyzed for the duration of this poison. At the end of each of its turns, the creature can repeat its saving throw ending the effect on a success.

Upon a successful saving throw, creatures are immune to being poisoned by this centipede for the next 24 hours.

Corrosive Acid (Recharge 5-6) Creatures in a 10ft. wide and 60ft. long line must succeed a Dexterity saving throw or take 40 (16d4) acid damage on a failed saving throw and become coated with acid. On a successful saving throw, the creature takes half damage and is not coated. Coated creatures take 20(8d4) acid damage at the start of each of its turns for one minute unless it spends its action to get rid of the acid.

Ghost Centipede

Movement 40ft. swim (50ft. swim colossal)
Challenge Rating Increases by 2

Amphibious The centipede can breathe on air and in water

Translucent Body The centipede is invisible to creatures that rely on vision while underwater

Slippery Body The centipede has advantage on ability checks and saving throws against being grappled or restrained..

Suffocating Poison Creatures poisoned by the centipede are unable to breathe for the duration of the effect.

Crag Centipede

Challenge Rating Increases by 1

Stone Camouflage The centipede has advantage on Dexterity(Stealth) checks while in rocky terrain. While these conditions are met, it can use its bonus action to Hide

False Appearance While motionless, the crag centipede is indistinguishable from a rock

Spined Body When a creature grapples or hits the centipede while within 5ft. of it takes 5(1d8) piercing damage.

Bonus Actions

Tunneler The crag centipede can burrow or resurface through unworked earth at half its burrow speed and leaves a 5ft. diameter tunnel in its wake. If it is a colossal centipede, it leaves a 10ft. diameter in its wake.

Deep Centipede

- **Challenge Rating** Increases by 1

Poisonous Skin When a creature grapples or hits the centipede while within 5ft. of it must succeed a DC 13 Constitution saving throw or become poisoned until the end of its next turn. On a successful save, creatures are unaffected

Bioluminesence The Deep Centipede has advantage on saving throws against spells and magical effects. As a bonus action, the centipede can give off bright light in a 10ft. radius and dim light an additional 10ft. It can dismiss this light as a free action.

Wolf Centipede

Challenge Rating Increases by 1

Ambusher The centipede has advantage on initiative checks and attack rolls against surprised creatures. If it takes the Attack action against a surprised creature, it takes can make an additional attack as part of its action

Pack Tactics The centipede has advantage on attack rolls against creature that are within 5ft. of the wolf centipede's allies that are not incapacitated.

Bonus Actions

Sprinter The centipede can use its bonus action to take the Dash action on its turn

Witherblight Centipede

- **Damage Resistances** Necrotic
- **Challenge Rating** Increases by 1

Witherblight Poison When the centipede deals poison or acid damage, it counts as necrotic damage for the purpose of overcoming resistance and can ignore any immunities to the poisoned condition. However, if a creature is already resistant or immune to necrotic damage, all benefits of this feature fails.

Wither Creatures poisoned or coated in acid by the centipede cannot regain hitpoints for the duration. Whenever it received healing, it takes necrotic damage equal to the amount healed instead.

Plant Bane If the centipede deals acid or poison damage to plants, it can deal maximum damage instead of rolling for it.

Scorpions

Scorpions have quite a unique appearance thanks to their thickly armored exoskeleton, giant pincers, and lethal tail stinger. Whereas the centipede relies on speed and agility, the scorpion uses brute force and a toxic stinger to subdue its prey.

They can use their large claws to capture prey to bring it towards its colossal fangs, or to fling it away if it feels overwhelmed by many targets.

Their armored frame and vast array of natural weapons makes it a popular battle mount for any creature brave enough to tame it.

Sea Scorpions

Sea scorpions are an amphibious species that live at the bottom of reefs and undersea trenches. Although it is able to breathe underwater, its bulky form prevents it from swimming as it sinks to then ocean floor.

However, it is content with its capabilities as it mostly feasts on crabs, snails, any other creature that find themselves on the ocean floor. However, there have been rare occasions where the sea scorpion has been able to climb out of the ocean and wander to beaches, hunting anything it can get its claws on.

Due to the numerous threats and rivals underwater, the scorpion has developed a resistance to many forms of attacks and hypnotic effects that are common in underwater environments

Dreadclaw Scorpion

Dreadclaws are one of the most frightening of all of its kin. Where's as most scorpions sport a pair of colossal claws, the dreadclaw has 4 claws lined with serrated teeth on its interior which are used to cut into its prey. These scorpions are able to use their claws with surprising speed and efficiency, lashing out in retaliation against any attack against it.

Their claws not only serve as lethal natural weapons, but also can act as a cradle to carry its young for protection until they are old enough to fend for themselves. Additionally, these scorpions seem to use their claws as a means of communication, seemingly talking to one another throw a series of clicks and snaps.

Dragon Scorpions

Dragon scorpions are abominations akin to the flying spider. Some creatures were not meant to fly, and the scorpion is one of them, but it seems nature had other plans as these scorpions patrol the skies searching for their next victim. Once its prey is in its sight, it performs a death dive with its stinger extended. Using this special attack, it impales and grapples its prey as it takes back to the sky to fly off with it.

Vampiric Scorpion

Whereas most scorpions use its stinger as a means for immobilizing prey, the vampiric scorpion actually uses it to feed. The vampire scorpions diet subsists mostly on blood, prefers to drain its victims dry rather than eating its prey whole like its kin. When it impales a creature with its stinger, it actually draws the blood from its prey using necrotic enzymes that encourage blood loss.

Hydra Scorpion

The hydra scorpion is a nightmarish abomination to behold. Its appearance does not seem to deviate too much from its other relatives, except for the fact that it has a two-stingered tail that reflexively strikes at any creature that wanders too close.

The hydra scorpion has also evolved a unique defense mechanism when wounded as it is to break off its stingers which can seemingly come to life to hold off attackers as the scorpion escapes. This mechanism doesn't seem to harm the scorpion too much, as its tail regrow its expended tails within a day

Desert Crawler

The desert crawler is a peculiar beast that shares a lot of characteristics of spiders. However, it is actually closer related to the scorpion. The desert crawler is an active predator, traveling vast distances to find prey. It is able to travel at fast speeds and is capable of gliding over the sand with ease.

Unlike spiders and scorpions, the desert crawler is not poisonous, but it is known for its extremely painful bite that is capable of incapacitating its victim from the sheer pain and shock of its fangs.

The desert crawler tends to conserve its energy by resting under the cover of sand, bursting out to strike out its prey. It then uses its superior speed to dash out at its prey, knocking it to the ground to finish it off with its sinister maw.



Dire Scorpion Template

large beast, unaligned

Armor Class 17(Natural Armor)
Hit Points 51 (6d10+18)
Speed 30ft., 30ft. climb, 30ft. burrow

STR	DEX	CON	INT	WIS	CHA
18(+4)	13 (+1)	17(+3)	1 (-5)	9 (-1)	3(-4)

Skills Athletics +6, Perception +3
Senses passive Perception 13
Proficiency Bonus +3
Challenge 5(1800 XP)

Spider Climb The scorpion can climb difficult surfaces without needing to make an ability check

Actions

Multiattack The scorpion can make a sting attack and two claw attacks. It can substitute a claw attack for a fling attack

Claw *Melee Weapon Attack, +6 to hit*, 5ft., one target. *Hit Hit* 10 (1d10+4) bludgeoning damage. The target is Medium or smaller, it is grappled (escape DC 14). The scorpion has two claws, each of which can only grapple one target. The scorpion only has two claw each of which it can only grapple on creature at a time.

For the duration of the grapple, the scorpion cannot make a claw attack against another target. The giant scorpion can use its bonus action to bite a creature grappled in one of its claws.

Stinger *Melee Weapon Attack +6 to hit:*, 10ft., , one target. *Hit* 7 (1d4+4) piercing damage. Creatures must succeed a DC 14 Constitution saving throw or take 21 (6d6) poison damage and become poisoned until the end of its next turn.

Fling One Small or smaller object or creature held or grappled by the scorpion is thrown up to 20ft. in a direction of the scorpions choice and knocked prone. If a throw target is a creature strikes a solid surface, it takes 4(1d6) for every 10ft. it was thrown. If the target is thrown at another creature, it must succeed a DC 14 Dexterity saving throw or take the same damage and be knocked prone.

Bonus Actions

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



Behemoth Scorpion Template

Huge beast, unaligned

Armor Class 17(Natural Armor)
Hit Points 150 (12d12+72)
Speed 40ft., 40ft. climb, 40ft. burrow

STR	DEX	CON	INT	WIS	CHA
23(+6)	13 (+1)	22(+6)	1 (-5)	9 (-1)	3(-4)

Saving Throw Strength +10, Constitution +10
Skills Athletics +10, Perception +3
Senses passive Perception 13
Proficiency Bonus +4
Challenge 12(8400 XP)

Spider Climb The scorpion can climb difficult surfaces without needing to make an ability check

Siege Monster The scorpion deals double damage to buildings and structures.

Actions

Multiattack The scorpion can make a sting attack and two claw attacks. It can replace any number of claw attacks with a fling attack

Claw *Melee Weapon Attack, +10 to hit*, 5ft., one target. *Hit* *Hit* 15 (2d8+6) bludgeoning damage. The target is Medium or smaller, it is grappled (escape DC 17). The scorpion has two claws, each of which can only grapple one target. The scorpion only has two claw each of which it can only grapple on creature at a time.

For the duration of the grapple, the scorpion cannot make a claw attack against another target. The behemoth scorpion can use its bonus action to bite a creature grappled in one of its claws.

Stinger *Melee Weapon Attack, +10 to hit:*, 10ft., , one target. *Hit* 11 (2d4+6) piercing damage. Creatures must succeed a DC 17 Constitution saving throw or take 28(8d6) poison damage and become poisoned until the end of its next turn.

Fling One Medium or smaller object or creature held or grappled by the scorpion is thrown up to 60ft. in a direction of the scorpions choice and knocked prone. If a throw target is a creature strikes a solid surface, it takes 4(1d6) for every 10ft. it was thrown. If the target is thrown at another creature, it must succeed a DC 17 Dexterity saving throw or take the same damage and be knocked prone.

Bonus Actions

Bite *Melee Weapon Attack, +10 to hit:*, 5ft., , one grappled target. *Hit* 24 (4d8+6) piercing damage.

Sea Scorpion

Movement 30ft. swim (40ft. swim behemoth)
Resistance Acid; Cold; lightning
Challenge Rating Increases by 1

Amphibious The scorpion can breathe on air and in water

Bioluminesence The scorpion has advantage on saving throws against spells and magical effects. As a bonus action, it can give off bright light in a 10ft. radius and dim light an additional 10ft.

Natural Resilience The sea scorpion has advantage on saving throws against being poisoned, paralyzed, or stunned.

Mental Adaptation The sea scorpion has advantage on saving throws against being charmed.

Dreadclaw Scorpion

Challenge Rating Increases by 2

Twin Pincers When the scorpion makes a claw attack, it can use its bonus action to strike another creature within range. The scorpion has 4 claws from which it can grapple creatures/

Reactive Claws When the scorpion is hit with a melee attack, it can make a claw attack as a reaction against that creature. It can use this reaction once one every creatures turn.

Vice Grip Creature's grappled by the scorpion take 6(1d10) bludgeoning damage at the start of its turns. This is 9 (2d8) damage if it is the Behemoth scorpion.

Dragon Scorpion

- **Movement Speed** 30ft. fly (40ft. fly for Behemoth Scorpion)

Challenge Rating Increases by 2

Flyby The scorpion can fly outside a creature's reach without provoking opportunity attack.

Skydive If the scorpion flies at least 30ft. and hits a creature with its sting attack on the same turn. That creature takes an additional 5(2d4) damage.

Vampiric Scorpion

- **Resistances** Necrotic, Poison
- **Challenge Rating** Increases by 2

Natural Resilience The vampiric scorpion has advantage on saving throws against being poisoned or diseased.

Blood Frenzy If the scorpion takes an attack against a creature below its hitpoint maximum, it can make an additional vampiric sting attack against that creature

Vampiric Bite When the scorpion makes a bite attack, it regains a number of hitpoints equal to half the damage dealt.

Vampiric Sting The scorpion's sting deals necrotic damage instead and if the creature fails its saving throw, the scorpion regains hitpoints equal to half the necrotic damage dealt.

Hydra Scorpion

Challenge Rating Increases by 2

Twin Stingers When the scorpion makes a sting attack, it can use its bonus action to strike the same target again or choose another creature within range.

Animated Tail(1/day) If the scorpion starts its turn below its hitpoint maximum, it can detach one or both of its tails. The tails each have 10 hitpoints and an AC of 17. If it belongs to the Behemoth scorpion, its has 25 hitpoints and an AC of 17.

These tails have blindsight up to 30ft. and is immune to all conditions. It acts on the scorpions initiative attacking any creature within 10ft. of it before or after the scorpion's turn. It can stay in its animated state for up to 1 minute or until it reaches 0 hitpoints.

Upon a hit, it deals damage equal to the scorpion's stinger attack. When the scorpion uses this feature, it loses its sting attack as part of its multiattack.

The scorpion can regrow both of its tails after 24 hours.

Reactions

Reactive Tails The scorpion can take a reaction at the end of each of its turns. It can only use this reaction to make an opportunity attack with its tail.



Desert Crawler

Large Beast, unaligned

Armor Class 17(Natural Armor)
Hit Points 86 (9d10+36)
Speed 40ft., 40ft. climb, 40ft. burrow

STR	DEX	CON	INT	WIS	CHA
18(+4)	16 (+3)	18(+4)	1 (-5)	10 (+0)	3 (-4)

Skills Stealth +6, Perception +3
Senses passive Perception 13
Proficiency Bonus +3
Challenge 7(2900 XP)

Aggressive The Desert Crawler can move up to its movement speed towards a hostile creature that it can see.

Spider Climb The Desert Crawler can climb difficult surfaces without needing to make an ability check

Ambusher The Desert Crawler has advantage on initiative and attack rolls against a creature that is surprised. When it takes the Attack action against a surprised creature or a creature that hasn't acted yet in combat, can make an additional bite attack as part of its action.

Sneak Attack The desert crawler deals an additional 11(3d6) damage to a surprised creature. It can benefit from this feature only once on each of its turns.

Sand Walker The desert crawler is not affected by natural difficult terrain caused by rocky terrain or loose sand such as quicksand.

False Appearance While motionless, desert crawler is indistinguishable from a rock or debris

Sand Stalker While in rocky or sandy terrain, the desert crawler has advantage on Dexterity(Stealth) checks. While these conditions are met, it can use its bonus action to Hide, even if lightly obscured by a dust storm.

Pounce If the desert crawler moves at least 20ft. and makes an attack against a creature on the same turn, it can force that creature to succeed a DC 15 Strength saving throw or be knocked prone. It can make an additional bite attack as a bonus action against a prone creature.

Actions

Multiattack The desert crawler can make an agonizing bite attack and two mandible attacks

Agonizing Bite *Melee Weapon Attack, +7 to hit:*, 5ft., one target *Hit* 18(4d6+4) piercing damage. Creatures hit by the attack must succeed a DC 15 Constitution saving throw or become stunned until the end of its next turn.

Mandible *Melee Weapon Attack, +7 to hit:*, 10ft., one target *Hit* 11(1d12+4) piercing damage.

Mantis

The mantis is probably the most cunning of all insects. They are patient hunters that silently watch their prey intently, learning of its strengths and weaknesses. They are able to monitor their prey thanks to their ability to blend into their surroundings while completely motionless, sometimes for hours.

When they strike, they use their massive forearms to quickly grab and immobilize their prey. Their forearms have also evolved to become adaptable tools, allowing them to learn to wield and interact with objects. It's not uncommon that the mantis can even learn to wield weapons. In fact, they are popular in many gladiator pits as they can be trained to proficiently use weapons for a show.

Although many mantises possess colorful wings, they do not have the capability of true flight. Instead, they use them to glide or to leap from tree branch to branch.

Bone Mantis

The eerie bone mantis is a scavenger at heart. Its diet primarily consists of eating bone and marrow, making undead a popular source of prey for this creature. This diet has allowed their shell to grow exceptionally hard, similar to that of bone. Whenever it is hit with a heavy blow, it breaks off into jagged shards that cut into its foe.

Because of this undead appetite, both many cults and holy orders tame these creatures as guardians or as measures to control undead. However, an ample supply of undead must be provided, unless it decides to find a supplement in living creatures.

Assassin Mantis

Assassin mantis use their cunning to work in efficient groups to hunt their prey. They primarily rely on numbers as well as surprise attacks to quickly bring down powerful prey. These mantises excel at fighting in unison, always looking to provide an opening for its ally.

These mantises also seem to have a strong sense of loyalty for one another, rarely leaving behind an injured member, even if it means fighting to their own deaths. However, such a bond seems to be only earned through a show of strength and dedication. It is not uncommon to see fellow mantis's engaging one another in non-lethal duels to hone their skills and battle tactics for their next hunt.

Puppet Mantis

As their name suggests, the puppet mantis prefers to strike at its prey from long distances using long sticky webbing. It is able to secrete a special enzyme that is similar to a spider's web to grapple and reel in prey that it captures. Thanks to this unique ability, the puppet mantis prefers to silently perch over its favorite hunting spots to tether unsuspecting prey. These are exceptionally adept at stealthily ensnaring creatures so that the creature does not even realize where the mantis fired its tether from until it is reeled in face to face with its hunter

Flower Mantis

The flower mantis is the most beautiful of its kin as it sports bright multicolored wings. Its body is adorned with a petal like mane that seems to glitter in the sunlight. While motionless, the flower mantis resembles a large, beautiful plant. It emits a sweet but poisonous fragrance that sends creatures into a delirious trance, approaching the mantis in a stupor. Once close enough, the mantis immobilize it with its claws and rip it apart with its fangs.

Brute Mantis

The brute mantis is the largest of its kin and is characterized by its massive armored claws and thickly armored body. To match their size, they have a vicious temperament, as they often much more aggressive than their kin.

In fact, they seem to purposely pick a fight with other creatures it deems as a threat to test its battle prowess. Their thick shell allows them to shrug off lethal blows and gives them the necessary strength to toss large boulders at its foes. However, despite these defenses, these mantises oftentimes pick off more they can chew, often leading to relatively short lifespans.

Cobra Mantis

Cobra mantises have a rather peculiar appearance, rather similar flared hood similar to that of a cobra. Just like its reptilian namesake, the cobra mantis has a rather poisonous bite, capable of killing a fully grown humanoid with one bite.

The cobra mantis also possess a natural resilience against these poisonous effects. As a result, these insects seem to have acquired a particular taste for poisonous prey, as its primary diet tends to consists of poisonous snakes and frogs. As a result, this has led to the largely false myth that these mantises have gained their poisonous nature from their prey.

Flying Mantis

Flying mantises are typically confused for gigantic locusts due to their buzzing wings and vaguely similar appearance from a distance. However, unlike locusts, these mantises are extremely dangerous as they will take the first opportunity to snatch up unprotected prey.

While hunting, the flying mantis prefers to stay airborne as that is where it is at its most agile, allowing it to easily dodge most manner of attacks. When hunting for prey, its favorite tactics are to swoop down to grab its prey. It will then proceed to fly to high altitude while sinking its fangs into its struggling prey. Once high enough, the flying mantis will drop its prey to instantly kill it from the fall.

Wraith Mantis

The wraith mantis is the most dangerous species of mantis due to its highly evolved for of natural camouflage. Thanks to its adaptive exoskeleton, the wraith mantis is able to bend light around its body to make it seemingly become invisible for several seconds. However, this brief lapse in visibility provides this insect the window of opportunity to catch a creature by surprise to land a lethal blow against it.



Bone Mantis

Damage Resistances Necrotic, Poison
Challenge Rating Increases by 1

Death Eater If the bone mantis makes an attack against an undead creature, it can make an additional bite claw attack against that creature.

Bone Shards Whenever a creature grapples or hits the bone mantis, all creatures within 5ft. of it takes 7(2d6) slashing damage.

False Appearance While motionless, the bone mantis is indistinguishable from a pile of bones.

Bone Breaker The mantis deals a critical hit on a 19-20. Whenever it deals a critical hit, it can triple the dice rolled instead.

Assassin Mantis

Challenge Rating Increases by 2

Pack Tactics If assassin mantis has advantage on attack rolls against a creature that is within 5ft. of the mantis's allies and is not incapacitated.

Swarm Bond The assassin mantis has advantage on saving throws against being charmed or frightened while it is within 30ft. of one of its allies that it can see.

Sneak Attack The assassin mantis deals an additional 7(2d6) damage to a surprised creature or if it has advantage on an attack roll. It can benefit from this feature only once on each of its turns.

Puppet Mantis

Sniper If the mantis does not expend any movement on its turn, it does not reveal its location when it uses its sticky tether

Action

Sticky Tether + 5 to hit:, 120ft., , one target. Upon a hit, the creature becomes grappled and restrained. The creature can use its action to burst free as an action with a successful DC 14 Strength saving throw. The tether can also be attacked and destroyed (AC 10; hp 25; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). The mantis can use its bonus action to reel in the target up to 30ft. The mantis can only tether one creature at a time in this manner.

Flower Mantis

Challenge Rating Increases by 2

Alluring Presence Creatures that first enter or start its turn within 30ft. of the mantis must succeed a DC 14 Constitution saving throw or become poisoned. While poisoned in this manner, creature are considered charmed and must spend its action and movement approaching the mantis. If that creature is within 5ft. of the mantis, it is considered incapacitated and its movement speed is 0. A creature can repeat is saving throw at the end of each of its turns to end the effect. Upon a successful save, creatures are immune to this effect for the next 24 hours.



Mantis

Large Beast, unaligned

Armor Class 15(Natural Armor)
Hit Points 60 (8d10+16)
Speed 40ft., 40ft. climb

STR	DEX	CON	INT	WIS	CHA
19(+4)	16 (+3)	14(+2)	8 (-1)	12 (+1)	13 (+1)

Skills Perception +3, Athletics +6, Stealth +7
Senses passive Perception 13
Proficiency Bonus +2
Challenge 4(1100 XP)

Ambush Predator The Mantis has advantage on initiative and attack rolls against a creature that is surprised. When it takes the Attack action against a creature that is surprised or has not acted yet, it can make an additional claw attack as part of its action.

False Appearance While motionless, mantis is indistinguishable from a rock or large plant

False Flight The mantis can any amount of movement speed to vertically leap by twice that amount

Glide When the mantis takes fall damage, it can make a DC 10 Dexterity saving throw. On a successful saving throw, the mantis takes no damage; on a failed saving throw it takes half damage.

The DC for this save increases by 1 for every 10ft. the mantis falls over 40ft. Regardless if the roll is a failure or success, the mantis does not fall prone

Opposable Appendages The mantis is able to use its claws to wield or interact with objects

Reactive Claws When the mantis is hit with a melee attack, it can make a claw attack as a reaction against that creature. It can use this reaction once one every creatures turn.

Spider Climb The Mmntis can climb difficult surfaces without needing to make an ability check

Vice Grip Creatures grappled by the mantis take 7(1d12) slashing damage at the start of each of its turns.

Actions

Multiattack The mantis can make two claw attacks

Claw *Melee Weapon Attack, +6 to hit:*, 10ft., one target *Hit* 18(1d12+4) slashing damage.

If the target is a Medium or smaller creature, it is grappled and restrained (escape DC 14). For the duration of this grapple, the mantis cannot make a claw attack against another creature.

Bonus Actions

Bite *Melee Weapon Attack, +6 to hit:*, 5ft., one grappled target *Hit* 14(4d4+4) slashing damage.



Brute Mantis

- **Challenge Rating** Increases by 1

Siege Monster The mantis deals double damage to buildings or objects

Reckless It has advantage on attack rolls but attacks against it have advantage

Relentless When it drops to 0 hitpoints, it can make a DC 10 Constitution saving throw to regain 1 hitpoint upon a success. Upon each success, the DC increases by 5 only resetting after a short of long rest.

Wounded Fury When below half its hitpoint maximum, the brute mantis can make an additional claw attack as part of its action.

Action

Boulder *Melee Weapon Attack*, *+5 to hit:*, range 20/60ft., , one target. *Hit* 15(2d10+4) bludgeoning damage. If the target is a c creature, it must succeed a DC 14 Strength saving throw or fall prone.

Cobra Mantis

- **Challenge Rating** Increases by 1
- **Damage Resistance** Acid, Poison

Poison Resilience The mantis has advantage on saving throws against being poisoned

Venemous Creatures bitten by the cobra mantis are considered poisoned until the end of that creature's next turn

Flying Mantis

- **Challenge Rating** Increases by 1
- **Movement SPeed** 60ft. fly

Airborne Evasion While airborne, the mantis has advantage on Dexterity saving throws. While these conditions are met, whenever the mantis fails a saving throw against a Dexterity saving throw that deals damage, it takes half damage and none on a success.

Flyby The mantis can fly outside a creature's reach without provoking an opportunity attack

Wraith Mantis

- **Challenge Rating** Increases by 1

Sneak Attack The wraith mantis deals an additional 7(2d6) damage to a surprised creature or if it has advantage on an attack roll. It can benefit from this feature only once on each of its turns.

Bonus Actions

Active Camouflage The wraith mantis can turn invisible until the start of its next turn.



Dragonfly Larva

Interestingly enough, the dragonfly's larval form is even more terrifying than its adult form. Its larval form can be described as an armored monstrosity with large bulging eyes and sickle-like claws that at its largest can reach almost 10ft. in length.

Dragonfly Larva Tactics

Dragonfly Larva the ability to blend into its surroundings by disguising itself as a piece of driftwood or aquatic plant, striking out in the blink of the eye tearing into its prey with its claws. Although these predators typically hunt fish, turtles, and other aquatic life, there have been accounts where they have sunken a small fishing vessel. It is unclear whether the larva simply mistook the vessel for a fish, or it actually has acquired a taste for humanoid flesh.

Giant Dragonfly

For the insect world, the dragonfly is the ruler of the skies. Thanks to its unmatched speed and agility, dragonflies are able to catch their prey with ease while nimbly avoiding much larger predators such as birds. However, some dragonflies have grown to colossal proportions. These giant dragonflies definitely live up to their name as they are vicious predators, swooping down onto unsuspecting prey below them.

Dragonfly Tactics.

Driving off these predators can be quite troublesome, as they retain the agility of their smaller kin, seeming able to dodge blows before they even arrive. Although they are not pack hunters by nature, they are known to swarm around a lot of carrion or simply a large population of prey. Such gathering can be quite a terrifying experience as the entire area become swamped in a cacophony of buzzing wings as they swarm the skies, swooping down to pick off its prey.

Giant Dragonfly Larva

Large Beast, unaligned

Armor Class 17(Natural Armor)
Hit Points 38 (4d10+16)
Speed 30ft., 30ft. climb, 30ft. swim

STR	DEX	CON	INT	WIS	CHA
21(+5)	10 (+0)	19(+4)	1 (-5)	12 (+1)	9 (-1)

Skills Athletics +7, Perception +3, Stealth +4
Senses blindsight 30ft., passive Perception 11
Proficiency Bonus +2
Challenge 3(700 XP)

Amphibious The dragonfly larva can breathe in air and in water.

False Appearance While motionless, the dragonfly larva is indistinguishable from underwater debris

Spider Climb The larva can climb difficult surfaces without needing to make an ability check

Ambusher The larva has advantage on initiative checks as well as advantage on attack rolls against creatures that are surprised or have not acted yet in combat.

Sneak Attack When the larva makes an attack against a surprised creature, the larva deal an additional 7(2d6) damage.

Actions

Bite. *Melee Weapon Attack, +7 to hit:*, 5ft., , one target. *Hit* 13(2d8+4) piercing damage.

If the target is a Medium or smaller creature, it must succeed a DC 15 Strength saving throw or be grappled by the dragonfly. While grappled in this manner, the dragonfly larva cannot make a bite attack against another target.

For the duration of the grapple, it can make a bite attack using its bonus action against that creature.

Giant Dragonfly

Large Beast, unaligned

Armor Class 15(Natural Armor)
Hit Points 30 (4d10+8)
Speed 10ft., 10ft. climb, 80ft. fly

STR	DEX	CON	INT	WIS	CHA
16(+3)	20 (+5)	14(+2)	1 (-5)	12 (+1)	9 (-1)

Saving Throws Dexterity +7
Skills Acrobatics +9, Perception +3
Senses blindsight 60ft., passive Perception 13
Proficiency Bonus +2
Challenge 2(450XP)

Evasion If the dragonfly is subjected to an effect that allows it to make a Dexterity saving throw to only take half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Spider Climb The dragonfly can climb difficult surfaces without needing to make an ability check

Flyby The dragonfly can fly outside the reach of a creature without provoking opportunity attack

Actions

Bite. *Melee Weapon Attack, +7 to hit:*, 5ft., , one target. *Hit* 12(2d8+3) piercing damage.

If the target is a medium or smaller creature, it must succeed a DC 13 Strength saving throw or be grappled by the dragonfly. While grappled in this manner, the dragonfly cannot make a bite attack against another target.

For the duration of the grapple, it can make a bite attack using its bonus action against that creature.

Reactions

Airborne Agility If a creature moves within 5ft. of the dragonfly, it can use its reaction to fly up half its movement speed away from the creature without provoking opportunity attack

Giant Maggots

Giant maggots are the larval form of most species of monster flies. Just like their adult forms, they are avid carrion feeders. In fact, their life cycles actually begin in carrion as these flies lay their eggs within the corpse. Within a day, these eggs hatching, producing the plump oblong forms of maggots.

Maggots tend to stick together in large groups. Due to their voracious appetite, they often have to migrate to sources of carrion. If they find a source of carrion or food large enough to sustain them until adulthood, they will prefer to remain there until their mature.

Maggot Tactics

Because their forms are quite slow and vulnerable, they rely on numbers for defense. Their first line of defense is their putrid scent, which can cause to to starting convulsing and vomiting. Maggots are also extremely possessive over their claim of carrion and will aggressively attack any creature that is not a maggot that trespasses their territory. When their space has been violated, all the maggots in the area slowly converge on their enemy. Most creatures fall victim to the maggots not because of their speed or agility, but because of their nauseating odor that temporarily incapacitates them as the maggots close the ground upon them.

Giant Leech

Leeches are probably one of the most dangerous of all aquatic vermin. It lives most of its life patrolling the murky waters of swamps, rivers, and even sewers. They have a keen sense of smell that allows them to hone on the slightest scent of blood. Its appearance resembles that of a worm or eyeless snake with a maw filled with rows and rows of teeth. Just like the mosquito, the leech has a diet that relies completely on blood. Its jaws are especially adapted to latch onto its prey, never letting go until it sucks it dry. In fact, whenever a creature attempts to pry it off, its teeth rip flesh from the creature's body in the process as it digs in to prevent its escape.

Giant Leech Tactics

Giant leeches target the most wounded creature as it would provide the easiest access for blood. Since it lacks the small size of its relatives, it cannot rely on latching unnoticed on a creature to suck its blood, unless it encountered a truly colossal creature. Instead, it prefers to target creatures small enough for it to latch onto and to carry off with it into the water. Once it acquires its prey, it enters a deep dive, attempting to drown it while sucking its blood.

Monster Fly

Flies are a very common pest, practically present in any region on the Material Plane. It seems whenever any food is exposed outdoors, at least one fly will magically find its way to harass the individual for their food. Unfortunately, the case is the same for the monster fly. Just like its smaller kin, the monster fly is a carrion feeder, scavenging on anything it can get its claws on. Large populations of these flies are generally presence after a large battle or natural disaster, buzzing around the area akin to vultures.

Monster Fly Tactics

Although these flies prefer easy food from scavenging, they do have a voracious appetite that continually needs to be sated. Whenever, there is not enough carrion to feed on, these flies have been known to actively hunt and pursue their prey using their vicious jaws.

Some civilizations, such as goblins and kobolds, have learned to tame these creatures to use them as battle mounts. Seemingly, as long as their voracious appetite can be continually sated, these creatures can serve as capable airborne mounts.

Giant Mosquito

The giant mosquito is closely related to the monster fly. Although it shares the same voracious appetite, it has a much more selective taste for food; particularly one for blood. Its keen sense of smell allows it to easily detect the blood of nearby creatures. Once its prey is spotted, it uses its harpoon-like mouth to impale and tether its prey. While attacked, the giant mosquito can begin to suck the blood out of the creature, its saliva has a necrotic compound that prevents clotting. This saliva is so potent that it actively reverses in regeneration in that creature, causing it to further blood loss instead.

Giant Mosquito Tactics

Mosquitoes are tenacious predators, aggressively pursuing their next source of blood. As they are drawn to blood, they tend to target the most heavily wounded prey. Open wounds typically spell doom for a creature in the vicinity of a giant mosquito, for they will hone in on the target. Using its spear-like proboscis, the mosquito typically impales its victims while attempting to fly off with it if it is small enough. Once it sucks its prey dry, it drops the empty corpse in mid-flight.



Giant Maggot

Medium Beast, unaligned

Armor Class 11(Natural Armor)
Hit Points 26 (3d8+12)
Speed 20ft., 20ft. climb, 20ft. burrow

STR	DEX	CON	INT	WIS	CHA
14(+2)	13 (+1)	18(+4)	1 (-5)	17 (+3)	3 (-4)

Skills Perception +5
Damage Resistances Poison, necrotic
Senses blindsight 30ft., passive Perception 15
Proficiency Bonus +2
Challenge 1(200 XP)

Keen Smell The maggot has advantage on Perception checks relying on smell

Poison Resilience The maggot has advantage on saving throws against being poisoned

Spider Climb The maggot can climb difficult surfaces without needing to make an ability check

Stench Creatures other than a giant maggot that first enter or start its turn within 5ft. it must succeed a DC 14 Constitution saving throw or become poisoned until the end of its next turn. Creatures poisoned in this manner spends its turn wretching wasting its action. On a successful save, creatures are not poisoned and are immune to being affected by the maggot's Stench for the next 24 hours.

Actions

Bite. *Melee Weapon Attack, +4 to hit:*, 5ft., , one target. *Hit* 7(2d4+2) piercing damage. Creatures must succeed a DC 14 Constitution saving throw or become poisoned until the end of its next turn.

Giant Leech

Large Beast, unaligned

Armor Class 14(Natural Armor)
Hit Points 84 (8d10+40)
Speed 20ft., 20ft. climb, 40ft. swim

STR	DEX	CON	INT	WIS	CHA
19(+4)	8 (-1)	21(+5)	2 (-4)	15 (+2)	3 (-4)

Skills Perception +5 , Stealth +5
Damage Resistances Poison, Necrotic
Senses blindsight 30ft., passive Perception 15
Proficiency Bonus +3
Challenge 5(1800 XP)

Amphibious The leech can breathe in air and in water

Blood Frenzy If the leech takes the Attack action against a creature belows its hitpoint maximum, it can make an additional bloodsucking bite against that creature.

Bloodletting Jaws If creature fails its check to escape the leech's grapple, it takes 10(4d4) piercing damage and half as much on a success.

Blood Sense The leech can pinpoint the location of a creature below half its hitpoint maximum that is within 1 mile of it.

Spider Climb The leech can climb difficult surfaces without needing to make an ability check

Slippery Body The leech has advantage on Strength and Dexterity ability checks and saving throws to escape being grappled or restrained

Life Leech While grappled by the leech, the target takes 9(2d8) necrotic damage at the start of each of its turns. The leech regains hitpoints equal to the amount of necrotic damage dealt.

Bloodletting While grappled by the leech, creatures cannot regain hitpoints. Any hitpoints recovered is redirected to the leech. If the leech is at full hitpoints, the creatures takes necrotic damage equal to the amount healed.

Actions

Blood Sucking Bite. *Melee Weapon Attack, +6 to hit:*, 5ft., , one target. *Hit* 14(4d4+4) piercing damage. Creatures hit by are grappled by the leech (escape DC 15) and must succeed a DC 15 Constitutions saving throw or take an additional 18(4d8) necrotic damage. On a successful save, the creature only take half the necrotic damage.. The leech can regain hitpoints equal to the necrotic damage dealt to that creature



Monster Fly

Large Beast, unaligned

Armor Class 11 (Natural Armor)
Hit Points 20 (3d10+3)
Speed 30ft., 30ft. climb, 60ft. fly

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	2 (-4)	15 (+2)	3 (-4)

Skills Acrobatics +5, Perception +6
Damage Resistances Poison
Senses blindsight 30ft., passive Perception 16
Proficiency Bonus +2
Challenge 2 (450 XP)

Pack Tactics The monster fly has advantage on attack rolls against a creature that it within 5ft. of one of the flies allies

Flyby The monster fly can fly out the reach of a creature without provoking opportunity attacks

Keen Smell The monster fly has advantage on Perception checks relying on smell

Poison Resilience The monster fly has advantage on saving throws against being poisoned

Evasion If the fly is subjected to an effect that allows it to make a Dexterity saving throw to only take half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Spider Climb The Fly can climb difficult surfaces without needing to make an ability check

Actions

Bite. *Melee Weapon Attacks, +4 to hit:*, 5ft., , one target. *Hit* 7(2d4+2) piercing damage. Creatures must succeed a DC 11 Constitution saving throw or become poisoned until the end of its next turn.

Reactions

Airborne Agility If a creature moves within 5ft. of the fly, it can use its reaction to fly up half its movement speed away from the creature without provoking opportunity attack

Giant Mosquito

Large Beast, unaligned

Armor Class 11 (Natural Armor)
Hit Points 20 (3d10+3)
Speed 30ft., 30ft. climb, 60ft. fly

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Skills Acrobatics +5, Perception +2
Damage Resistances Poison, Necrotic
Senses blindsight 30ft., passive Perception 12
Proficiency Bonus +2
Challenge 2 (450 XP)

Aggressive The mosquito can move up to its movement speed towards a hostile creature that it can see.

Blood Frenzy If the giant mosquito takes the Attack action against a creature belows its hitpoint maximum, it can make an additional bloodsucking bite against that creature.

Blood Sense The mosquito can pinpoint the location of a creature below half its hitpoint maximum that is within 1 mile of it.

Spider Climb The mosquito can climb difficult surfaces without needing to make an ability check

Life Leech While grappled by the mosquito, the target takes 7(2d6) necrotic damage at the start of each of its turns. The mosquito regains hitpoints equal to the amount of damage dealt.

Blood Letting While grappled by the mosquito, creatures cannot regain hitpoints. Any hitpoints recovered is redirected to the mosquito. If the mosquito is at full hitpoints, the creatures takes necrotic damage equal to the amount healed.

Actions

Blood Sucking Bite. *Melee Weapon Attack, +4 to hit:*, 5ft., , one target. *Hit* 9(2d6+2) piercing damage. Creatures hit by are grappled by the mosquito (escape DC 12). The mosquito can regain hitpoints equal to half the damage dealt by that creature.

Giant Flea

small Beast, unaligned

Armor Class 14(Natural Armor)
Hit Points 9 (2d6+2)
Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
15(+2)	17 (+3)	13(+1)	1 (-5)	16 (+3)	6 (-2)

Skills Acrobatics +5, Perception +5
Damage Resistances Poison
Senses blindsight 30ft., passive Perception 15
Proficiency Bonus +2
Challenge 1/2(100 XP)

Pack Tactics The flea has advantage on attack rolls against a creature that is within 5ft. of one of the flea's allies that is not incapacitated.

Keen Smell The flea has advantage on Perception checks relying on smell

Poison Resilience The flea has advantage on saving throws against being poisoned and diseased

Spider Climb The flea can climb difficult surfaces without needing to make an ability check

Extraordinary Leap The flea can expend any amount of movement to vertically jump by that height.

Pounce If the flea moves at least 20ft. and makes a bite attack against a creature on the same turn, it can force that creature to make a DC 12 Strength saving throw or be knocked prone. If a creature is knocked prone, it can use its bonus action to make another bite attack against that creature.

Actions

Bite. *Melee Weapon Attacks, +4 to hit:*, 5ft., , one target. *Hit* 5(1d4+2) piercing damage. Creatures must succeed a DC 11 Constitution saving throw or become poisoned until the end of its next turn.

Giant Flea

The giant flea is the gargantuan cousin to its nearly microscopic kin. However, it retains all the nimbleness and agility of its tiny relatives. However, its diet is much different as it can no longer feast as a parasitic host. Instead, fleas seem to patrol areas such as sewers in large packs of 11(2d6). Using their impressive leaping abilities, they are able to quickly run down their prey, feasting upon it with a series of bites.

Giant Flea Tactics

Giant fleas are pack hunters, essentially swarming their opponents using their numbers to makes up for their relatively fragile frames. They tend to use their extraordinary leaping ability on their fleeing prey. Oftentimes, prey find themselves crushed under the weight of multiple fleas as they all leap onto that creature. Once their prey is captured, they tend to rip it to pieces, hardly leaving any trace of a corpse behind.

Scarab

Scarabs are the colossal cousin of beetles and are a common beast of burden for the Underdark due to their superior strength and endurance. Scarabs tend to be largely herbivores, but have been known to eat meat if given the opportunity. Thus, it makes it very easy for one to feed and tend to these animals. Although most scarabs are the size of a wagon, some specimens have grown to colossal proportions, reaching the size of a house.

Scarab Tactics

Scarabs are famous for their powerful exoskeleton, which shrugs off the bulk of physical damage. Because of this, may scarabs are used as ideal siege mounts, capable of weathering punishment from most conventional forms of weaponry. Unfortunately, this also means that scarabs are often hunted for the shells to make armor and weapons. However, thanks to their large population and rapid reproduction rate, any populations are easily trivialized by the sheer population of their species alone.

Devil Scarab

The devil scarab gets its name from its devilish appearance, as it sports large lance-like mandibles similar to that a fiendish horn. These horns are its most lethal weapon as it recklessly barrels into any creature foolish to battle it.

Once the beetle slams into a creature, its jaw lock into an unbreakable vice, its foes from escaping. From there, it proceeds to attempt to cleave it into two. Devil scarabs also use these mandibles to engage in brutal duels between rival scarabs, often resulting in the death of the loser.

Their appearance is not the only reason they have their namesake. Although they are herbivores, devil scarabs are extremely territorial, attacking any creature (especially creatures larger than it) that intrudes upon its space. Interestingly enough, when one devil scarab is agitated, others will join in to help out its kin, even if they are rivals. So it is highly recommended that these creatures are to be approached with the utmost caution.

Dung Scarab

The dung scarab is a common inhabitant of locations with excess waste such as sewers. These creatures eat anything it comes across but especially enjoy organic waste such as poop.

Since these scarabs are nomadic by nature, they have learned to store extra food in their shells for their travels. Because their diet typically consists of fecal matter, these scarabs are surrounded in a nauseous miasma as its shells contains mounds of feces and other waste.

This natural storage also serves as a defense mechanism as the scarab will through fecal matter from its shell at an attacker in a desperate attempt to defend itself honestly, it's best to leave these scarabs to their business unless one wishes to be barraged by a volley of poop.

Locust Scarab

Locust scarabs tend to be problematic for many druids and custodians of nature; these scarabs are largely herbivores, feasting on any plants they can get their jaws on. If one spots one locust scarab, it is almost guaranteed that there are at least 20 more in the area. The arrival of a locust scarab swarm sometimes goes unnoticed because of their uncanny ability to blend on with their surroundings. By the time their presence is finally noticed, it is often too late for that forest.

Despite being largely herbivorous, these beetles can prove to be quite deadly in combat. Whenever these scarabs are threatened, they all can become increasingly more violent quickly turning their sharp jaws on whatever creatures threatens them.

Cairn Scarab

Cairn scarabs are notorious scavengers that make their homes in sewers, tombs, and barrows. They are generally attracted to the smell of death and decay, causing them to flock to these location in swarms.

These creatures provide numerous benefits to the surrounding communities as they help minimize waste and even serve as a natural countermeasure against undead as these creatures possess a particular appetite for the undead and possess a natural resistance to many necromantic effects.

Although in most circumstances, cairn scarabs are indifferent towards the presence of humanoids, they have been known to become extremely aggressive when dealing with corpses or the scent of a dying creature. If adventurers are not careful, they may end up on the menu for these insects if they do not carefully tend to their wounds.

Carnage Scarab

Unlike their relatives, the carnage scarab is a vicious predator that actively hunts for food in massive swarms that have been known to hold up to 50 to 100 members at its largest.

Unlike their relatives, these beetles are extremely social creatures, as they are often found with other members of their swarm. When a scarab finds a source of food or detects danger, they have been known

Cinderburst Scarab

The most amusing of all scarabs is the cinderburst scarab. The abdomen of this scarab gives off a dull red glow wherein it creates a volatile and combustible fluid that it uses as a means of self defense. While inside the scarab, this fluid is stable, but once exposed to open air it immediately combusts. The cinderburst scarab's shell is lined with various glands that secretes this fluid whenever it is attacked;

When it feels extremely threatened and needs a quick escape, it can ignite its abdomen instantly, causing a localized explosion that blasts away its attackers. This explosion is so powerful that it actually propels the scarab from its enemies, giving it a head start to make its escape.



Scarab

Large Beast, unaligned

Armor Class 16(Natural Armor)
Hit Points 34 (4d10+12)
Speed 30ft., 30ft. climb, 30ft. fly

STR	DEX	CON	INT	WIS	CHA
18(+4)	10 (+0)	17(+3)	1 (-5)	9 (-1)	5 (-3)

Saving Throws Strength +6, Constitution +5
Skills Athletics +6, Perception +1
Senses blindsight 30ft., passive Perception 11
Proficiency Bonus +2
Challenge 2(450 XP)

Siege Monster The Scarab deals double damage to buildings and structures

Spider Climb The Scarab can climb difficult surfaces without needing to make an ability check

Exoskeleton The Scarab can reduce bludgeoning, piercing, and slashing damage taken by 5.

Protective Carapace Whenever the scarab is forced to make a Constitution saving throw that deals damage, it takes half damage from a failed save. On a successful save, it takes no damage.

Actions

Bite. *Melee Weapon Attack, +6 to hit:*, 5ft., , one target. *Hit* 10(1d10+4) piercing damage.

Titan Scarab

Gargantuan Beast, unaligned

Armor Class 19(Natural Armor)
Hit Points 132 (8d20+48)
Speed 30ft., 30ft. climb, 30ft. fly

STR	DEX	CON	INT	WIS	CHA
23(+6)	10 (+0)	22(+6)	1 (-5)	9 (-1)	5 (-3)

Saving Throws Strength +9, Constitution +9
Skills Athletics +9, Perception +2
Senses blindsight 60ft., passive Perception 12
Proficiency Bonus +3
Challenge 8(3900 XP)

Siege Monster The Scarab deals double damage to buildings and structures

Spider Climb The Scarab can climb difficult surfaces without needing to make an ability check

Exoskeleton The Scarab can reduce bludgeoning, piercing, and slashing damage taken by 10.

Protective Carapace Whenever the scarab is forced to make a Constitution saving throw that deals damage, it takes half damage from a failed save. On a successful save, it takes no damage.

Actions

Bite. *Melee Weapon Attack, +8 to hit:*, 10ft., , one target. *Hit* 23(3d10+6) piercing damage.



Devil Scarab

Challenge Rating Increases by 1

Charge If the scarab moves at least 20ft. in a straight line and hits a creature with an bite attack on the same turn, it deals an additional 11(2d10) damage and forces it to make a DC 14 Strength saving throw or be knocked prone.

The DC increases to 17 if it is a titan scarab.

Reckless At the start of the scarab's turn, it can choose to grant itself advantage on attack rolls until the start of its next turn but attacks against it have advantage for the duration

Elongated Jaws The scarab's melee attacks have an increased reach by 5ft.

Relentless When the scarab drops to 0 hitpoints, it can make a DC 10 Constitution saving throw to regain 1 hitpoint upon a success. Upon each success, the DC increases by 5 only resetting after a short of long rest.

LockJaw Upon a hit, creatures the one size smaller than the scarab are grappled and restrained(escape DC 14). (The DC is 17 for Titan scarab).

The scarab can only grapple one creature at a time and while grappling a creature, the scarab cannot make a bite attack against another creature. For the duration of this grapple, the scarab can use its bonus action to bite the grappled target as a bonus action.

Dung Scarab

Damage Resistances Acid, Poison, Necrotic
Challenge Rating Increases by 2

Stench Creatures that first enter or start its turn within 10ft. of the scarab must succeed a DC 14 Constitution saving throw or become poisoned until the end of its next turn. (If a titan scarab, the DC is 17). Creatures poisoned in this manner cannot take actions for it spends its turn wretching. On a successful saving throw, creatures are immune to being poisoned in this manner for the next 24 hours.

Resilience The dung scarab has advantage on saving throws against being poisoned or diseased

Rapid Recovery The dung scarab can use an action to end the effects of being poisoned or disease.

Action

Dung Toss *Ranged Weapon Attack*, +6 to hit:, 20/60ft., , one target. Hit 11(1d10+6) bludgeoning damage. Creatures must succeed a DC 14 Constitution saving throw or be poisoned until the end of its next turn.

Dung Toss(Titan Scarab only) *Ranged Weapon Attack*, +9 to hit:, 60/120ft., , one target. Hit 23(3d10+6) bludgeoning damage. Creatures must succeed a DC 17 Constitution saving throw or be poisoned until the end of its next turn.

Cairn Scarab

- **Damage Immunities** Necrotic, Poison

Carrion Eater When the cairn scarab takes the attack action against an undead, it can make an additional bite attack as part of its action.

Carrion Sense The cairn scarab can pinpoint the location of any undead within 120ft. of it.

Necrotic Bile Creatures hits by the cairn scarab's bite cannot regain hitpoints until the start of its next turn.

Reactions

Scavenger Whenever a creature drops to 0 hitpoints while within 30ft. of the cairn scarab, it can use its reaction to move up to that creature and make a single bite attack. Upon a hit, that creature is instantly killed.

Locust scarab

Floral Frenzy When the scarab takes the attack action against a plant, it can make an additional bite attack as part of its action.

Plant Camouflage The locust scarab has advantage on Dexterity(Stealth) checks while obscured by ample plant cover. While these conditions are met, it can use its bonus action to hide.

Carnage Beetle

- **Challenge Rating** Increases by 1

Pack Tactics The carnage beetle has advantage on attack rolls against a creature that is within 5ft. of one of the flea's allies that is not incapacitated.

Feeding Frenzy The carnage beetle can make one additional bite attack when it takes the Attack action if at least one of the carnage beetle's allies are within 5ft. of it and is not incapacitated.

Reactions

Rampage Upon dropping a creature to 0 hitpoints or dealing a critical hit, the carnage beetle can use its reaction to move up to half its movement speed and make an attack against a creature within range.

Cinderburst scarab

- **Damage Resistances** Acid, Fire
- **Challenge Rating** Increases by 1

Heated Shell When a creature grapples the scarab or hits it with a melee weapon attack while within 5ft. of it, that creature takes 5(1d8) fire damage.

Explosive Demise When the Cinderburst scarab drops to 0 hitpoints, creatures within a 10ft. radius must succeed a DC 14 Dexterity saving throw or take 9(2d8) fire damage + 9(2d8)acid damage. On a successful save, it takes half damage.

If the scarab is a Titan Scarab, the DC increases to 17 and the damage deal equals 17(3d8)fire damage +17(3d8)acid damage.

Actions

Combustion(Recharge 5-6) Creatures within a 10ft. wide and 30ft. long line of the Cinderburst scarab must succeed a DC 14 Strength saving throw or take 9(2d8) fire damage + 9(2d8)acid damage and be pushed back 10ft. and knocked prone.

On a successful save, creatures only takes half damage. The Cinderburst scarab can move 30ft. in a straight line in a direction of its choice without provoking opportunity attacks as part of this action.

If the scarab is a Titan Scarab, the DC increases to 17 and the damage deal equals 17(3d8)fire damage +17(3d8)acid damage.

Bonus Actions

Illuminated Body As a bonus action, the Cinderburst scarab can give off bright light in a 10ft. radius and dim light an additional 10ft. This light can be dismissed as a bonus action

Giant Caterpillars

Caterpillars are the larval form of the beautiful winged flutterwing. They often take the appearance of a plump worm-like creature, the size of a large horse. While in this form, they spend the majority of their time as most babies would: eating and sleeping. All caterpillars are known to produce beautiful silk, which makes them a popular beast for domestication. Additionally, thanks to their surprising strong forms and their mild temperament, they can also easily be tamed as beasts of burden as well as food.

Some species of caterpillars have been known to grow to colossal proportions, the size of a building. These infantile behemoths are often revered and respected by many cultures and are seen as gifts from the gods. They are regularly protected and guarded within sanctuaries, where dedicated priests will bring it food and guarding it into adulthood.

Thorny Caterpillar

Although most caterpillars tend be quite slow and vulnerable, the thorny caterpillar is quite the exception. It is covered in the layer of poisonous quills or spines that injects agonizing poison into any foolish attacker.

The appearance of these caterpillars can vary a lot, as some appear to have miniature spears protruding from its back, while others have extremely fine quills that resemble soft fur. However, these quills are still just as dangerous as their spined variants.

Regardless of its quill assortments, all thorny caterpillars have the ability to shoot these spines at their enemies, which further discourages any potential attacker.

Savage Caterpillar

Savage caterpillars are quite unique from their other kin. As most caterpillars are herbivorous, savage caterpillars are actually omnivorous. However, these caterpillars are omnivorous only in the sense that they will eat plants if there simply is not anything around to hunt.

It is quite hard to believe that these caterpillars are actually successful predators due to their somewhat clumsy-looking frame. However, they possess surprising speed for their building, aggressively scuttling after their prey in large groups of about 5(1d8). They actually seem to use their vulnerable appearance to their advantage, leading would-be predators to their doom. As attempts to attack one of the caterpillars, the others scuttle in wrapping it up in a cocoon of silk and then ripping it to pieces with their mandibles.

Deep Caterpillars

These caterpillars are found in the deepest parts of the Underdark. They are much hardier than their other kin as they have adapted to the subterraneans dangers. Their body has developed a thick exoskeleton with crystalline protrusions that grow from it. This exoskeleton has proven to be very resilient against poison and acid as well, seems to even negate physical blows from conventional weapons. The crystalline growths on its shell also emit a strange light that seems to dampen magical effects within its vicinity. The rather distinct appearance of these caterpillars ironically provides it the perfect camouflage, as it seems to resemble bioluminescent crystals whenever it is completely motionless.

Woolly Caterpillar

The woolly caterpillar shares a lot of similarities to some of its thorny kin, as most woolly caterpillars possess a coat of brightly colored fur. It is believed that it attempts to use the appearance of the thorny caterpillar to deter predators. However, this fur is not nearly as dangerous as the quills of the spiny caterpillar. However, it does possess some unique properties of its own. The fur is so thick and insulated that it actually protects the caterpillar and creatures close to it from extreme temperatures. Their coat also has the uncanny ability to redirect spell effects as well. Because of these properties, these caterpillars are quite rare as they are widely sought after by hunters and poachers.

Plaguebringer Caterpillar

Although most caterpillars are not a very problematic beast unless in large numbers, plaguebringers are reviled of all their kin. Luckily for them, they prefer to reside in acidic swamps and jungles far from civilization, but they at times have been known to be drawn to civilization, especially with sewers. What makes them particularly reviled is their consumption and corruption of forests. As they eat, their waste can be quite poisonous and riddled with disease. As a result, creatures that eat foliage that a plaguebringer touches can contract such poisons and disease, thus spreading it through the entire ecosystem. Even just a dozen of these caterpillars can infect an entire grove.



Giant Caterpillar Template

Large Beast, unaligned

Armor Class 14(Natural Armor)
Hit Points 31 (3d10+15)
Speed 20ft., 20ft. climb, 20ft. burrow

STR	DEX	CON	INT	WIS	CHA
14(+2)	8 (-1)	21(+5)	1 (-5)	12 (+1)	5 (-3)

Skills Perception +3
Senses blindsight 30ft., passive Perception 3
Proficiency Bonus +2
Challenge 1(200 XP)

Spider Climb The caterpillar can climb difficult surfaces without needing to make an ability check

Actions

Bite. *Melee Weapon Attack, +4 to hit:*, 5ft., one target. *Hit* 7(2d6+2) piercing damage.

Silk Shot: *Ranged Weapon Attack, +4 to hit:*, 30ft., Upon a hit, the creature is restrained (escape DC 15). The creature can use its action to burst free as an action with a successful Strength saving throw. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Divine Caterpillar Template

Gargantuan Beast, unaligned

Armor Class 17(Natural Armor)
Hit Points 101 (6d20+48)
Speed 30ft., 30ft. climb, 30ft. burrow

STR	DEX	CON	INT	WIS	CHA
24(+7)	8 (-1)	26(+8)	1 (-5)	12 (+1)	5 (-3)

Skills Perception +4
Senses blindsight 60ft., passive Perception 14
Proficiency Bonus +3
Challenge 6(2300 XP)

Spider Climb The caterpillar can climb difficult surfaces without needing to make an ability check

Siege Monster The catepillar deals double damage to buildings and objects

Actions

Bite. *Melee Weapon Attack, +10 to hit:*, 10ft. , one target. *Hit* 28(6d6+7) piercing damage.

Silk Shot: *Ranged Weapon Attack, +10 to hit:*, 60ft., Upon a hit, the creature is restrained (escape DC 19). The creature can use its action to burst free as an action with a successful Strength saving throw. The webbing can also be attacked and destroyed (AC 10; hp 25; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Thorny Caterpillar

- **Challenge Rating increases by 1**

Poison Spines Creatures that hit it with a melee attack or grapples it while within 5ft. of the caterpillar takes 1d8 piercing damage and must succeed a DC 15 Constitution saving throw or become poisoned until the end of its next turn.

Actions

Spine Shot: *Ranged Weapon Attack*, +4 to hit:, 20/60ft., , one target. *Hit* 7(1d8+4) piercing damage. Creatures must succeed a DC 15 Constitution saving throw or become poisoned until the end of its next turn.

Spine Shot(Divine Caterpillar Only): *Ranged Weapon Attack*, +10 to hit:, 60/120ft., , one target. *Hit* 16(2d8+7) piercing damage. Creatures must succeed a DC 19 Constitution saving throw or become poisoned until the end of its next turn.

Savage Caterpillar

- **Challenge Rating increases by 1**

Pack Tactics The caterpillar has advantage on attack rolls against a creature that is within 5ft. of one of the caterpillar's allies that is not incapacitated..

Predator Instinct The savage caterpillar has advantage on initiative checks. If it makes an attack against a creature that has not acted yet, it can make an additional bite attack as part of its action

Bonus Actions

Aggressive The caterpillar can move up to its movement speed towards a hostile creature that it can see

Deep Caterpillar

- **Armor Class** Increases by 3
- **Damage Resistances** Poison; Acid
- **Challenge Rating** increases by 1

Exoskeleton The caterpillar can reduce bludgeoning, piercing, or slashing damage by 5.

False Appearance While motionless, the caterpillar is indistinguishable from a rock or bioluminescent crystal

Bonus Actions

Bioluminescent Body The caterpillar has advantage on magical saving throws. As a bonus action, it can emit or dismiss a bright light in a 10ft. radius and dim light an additional 10ft.

Woolly Caterpillar

- **Damage Resistances** Cold; Fire
- **Challenge Rating** increases by 1

Insulated Body The caterpillar grants resistance to cold and fire damage to itself or any creature that starts its turn within 5ft. of it. They are also immune to the effects of extreme temperatures.

Spell Turning The caterpillar has advantage on saving throws against any spell that targets only the caterpillar (not an area). If the caterpillar's saving throw succeeds, the spell has no effect on the caterpillar and instead targets the caster.

Plaguebringer Caterpillar

- **Damage Resistances** Poison

Floral Frenzy When the caterpillar takes the attack action against a plant, it can make an additional bite attack as part of its action. It can deal a critical hit against plant creatures on an 18-20

Poison Resilience The plaguebringer caterpillar has advantage on saves against being poisoned or diseased.

Plague Bite Creatures bitten by the caterpillar must succeed a DC 15 Constitution saving throw or become poisoned until the end of its next turn. This DC is 19 for the Divine caterpillar.

Stench Creatures other than a giant caterpillar that first enter or start its turn within 5ft. it must succeed a DC 15 Constitution saving throw or become poisoned until the end of its next turn. On a successful save, creatures are not poisoned and are immune to being affected by the caterpillar's Stench for the next 24 hours.

For a divine caterpillar, DC for this feature is 19.



Giant Flutterwing

Once a caterpillar reaches maturity, it begins to use its silk to spin a cocoon to protect itself as it enters into a stasis for several weeks. At the end of this period, the caterpillar undergoes metamorphosis, transforming into a beautiful winged insect. There are numerous variations of flutterwings that can be found during the day and even at night. Such transformations only happen once or twice a year and can often result in a beautiful phenomenon wherein the skies are filled with hundreds of flutterwings all migrating to their mating grounds.

Divine Flutterwings

The largest of these are often believed to be divine avatars. Whether that is true or not it up to debate, but witnessing the majestic awe of one of these creatures is undeniably the experience of a lifetime. Many cultures view the appearance of such a flutterwing as a herald of oncoming prosperity or a harbinger of calamity.

Phoenix Flutterwing

The radiance of the phoenix flutterwing is truly a sight to behold. Its shimmering wings glow with a blazing radiance almost akin to that of the phoenix. As beautiful this creature is, it is rather dangerous for one to approach it as they could find themselves quickly set ablaze. Thankfully, they tend to live in volcanic regions where there blazing bodies do not pose a threat to other living creatures that call such environments their home. When threatened, the flutterwing prefers to flee but will fire burning webs at its foes to immolate their enemies as they make an escape.

Dread Flutterwing

The dread flutterwing's primary defense comes from the frightening appearance of its wings. The wings of each dread flutterwing is unique to the individual, often resembles eyes or terrifying jaws. Because of its appearance, the dread flutterwing is often used as a symbol of power for some civilizations and even as a mount of war, invoking terror on enemy ranks as it flies over the battlefield.

Demon Flutterwing

Although most flutterwing are herbivorous by nature, the demon flutterwing is a very deadly predator. Whereas a typical flutterwing swarm is a beautiful sight to behold, a demon flutterwing swarm normally means impending doom. These flutterwings tend to stick together in large flocks of 7(2d6) swooping down on prey, impaling them with their proboscis. Thanks to their superior airborne agility, they are able to repeatedly swoop down on to their prey and escape before they suffer any retaliation.

Fell Flutterwing

The fell flutterwing can often be identified by it's almost sickeningly bright hues of color on its wings. These colors come from its incredibly toxic scales that can poison a creature with a simple touch. If these scales fail to deter an attacker, the flutterwing can fire a stream of corrosive silk that poisons and burns the flesh of its attackers.

Moon Flutterwing

This variant of flutterwing is especially rare as it primarily comes out at night. It gets its name for its scintillating scales that shimmer with an otherworldly light under the presence of light, especially moonlight. These scales have an innate magical property that can pacify any aggressive action a creature would take against the flutterwing.

These butterflies also possess the uncanny ability to reflect not only light, but magical effects as well. This makes moon flutterwings extremely valuable to acquire, and thus they tend to be fiercely protected by druidic circles and ranger conclaves.

Midnight Flutterwing

This beautiful, but extremely elusive flutterwing appears only at night or within the silent caverns of the Underdark. Its dark wings are covered with small scales that allow it to silently blend into the surrounding shadows. Because of this, many nocturnal or subterranean races find these creatures as ideal mounts for scouting or for performing air raids.



Giant Flutterwing

Large Beast, unaligned

Armor Class 14(Natural Armor)
Hit Points 51 (6d10+18)
Speed 20ft., 20ft. climb, 60ft. fly

STR	DEX	CON	INT	WIS	CHA
14(+2)	18 (+4)	16(+3)	1 (-5)	12 (+1)	15 (+2)

Skills Perception +3, Intimidation +6
Senses blindsight 30ft., passive Perception 13
Proficiency Bonus +2
Challenge 2(200 XP)

Spider Climb The fluttering can climb difficult surfaces without needing to make an ability check

Erratic Flight While it is flying, attacks against the flutterwing have disadvantage. However, its attacks are made with disadvantage as well.

Actions

Bite. *Melee Weapon Attack, +6 to hit:*, 10ft., , one target. *Hit* 9(2d4+4) piercing damage.

Silk Shot (Recharge 5-6): Creatures in a 20ft. cone must succeed a DC 13 Strength saving throw or become restrained. It must use its action to break free with a successful saving throw. The webbing can also be attacked and destroyed (AC 10; hp 25; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Divine Flutterwing

Gargantuan Beast, unaligned

Armor Class 14(Natural Armor)
Hit Points 162 (12d20+36)
Speed 20ft., 20ft. climb, 60ft. fly

STR	DEX	CON	INT	WIS	CHA
19(+4)	18 (+4)	16(+3)	1 (-5)	12 (+1)	20 (+5)

Skills Perception +4, Intimidation +11
Senses blindsight 30ft., passive Perception 14
Proficiency Bonus +3
Challenge 7(2900 XP)

Spider Climb The fluttering can climb difficult surfaces without needing to make an ability check

Erratic Flight While it is flying, attacks against the flutterwing have disadvantage. However, its attacks are made with disadvantage as well.

Siege Monster The Divine Flutterwing deals double damage to buildings and objects.

Actions

Bite. *Melee Weapon Attack, +7 to hit:*, 15ft., , one target. *Hit* 24(3d12+4) piercing damage.

Wing Attack *Melee Weapon Attack, +7 to hit:*, 20ft., all targets in range, *Hit* 15(2d10+4) bludgeoning damage. Upon a hit, creatures must succeed a DC 15 Strength saving throw or be pushed back 20ft. and knocked prone. The flutterwing can fly up to 30ft. as part of this action

Silk Shot(Recharge 5-6): Creatures in a 60ft. cone must succeed a DC 14 Strength saving throw or become restrained. It must use its action to break free with a successful saving throw. The webbing can also be attacked and destroyed (AC 10; hp 25; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Phoenix Flutterwing

- **Damage Resistances** Fire
- **Challenge Rating** increases by 1

Blazing Aura Creatures other than the flutterwing that starts its turn or first enters within 5ft. of the flutterwing takes 4 (1d6) fire damage. If it is the divine flutterwing, this range has 10ft. and deals 7(2d6) fire damage.

Luminous Body As a bonus action, the phoenix flutterwing emits a bright light in a 10ft. radius and dim light an additional 10ft. If it is a divine fluttering, this radius increases to 30ft. respectively.

Phoenix Silk The webbing from the silk shot gains immunity to fire damage and creatures restrained by this webbing takes 7(2d6) fire damage at the start of each of its turns

Dread Flutterwing

- **Challenge Rating** increases by 1

Terrifying Aura Creatures other than the flutterwing that starts its turn or first enters within 30ft. of the flutterwing must succeed a DC 13 Wisdom saving throw or become frightened for one minute. Creatures can only repeat the saving throw to end the effect when it is at least 30ft. away from it and does not have visual with it. On a successful saving throw, creatures are immune to being frightened in this manner for the next 24 hours. If the divine flutterwing, this radius increases to 60ft.

Demon Flutterwing

- **Challenge Rating** increases by 1

Flyby The flutterwing can fly outside a creature's reach without provoking opportunity attack

Pack Tactics The Flutterwing has advantage on attack rolls against a creature that is within 5ft. of one of the caterpillar's allies that is not incapacitated.

Skydive If the flutterwing flies at least 30ft. to make a bite attack on the same turn, it deals an additional 8(3d4) piercing damage.

Fell Flutterwing

- **Damage Resistances** Acid; Poison
- **Challenge Rating** increases by 1

Poison Resilience The fell flutterwing has advantage on saves against being poisoned or diseased.

Fell Scale Creatures that hit it with a melee weapon attack or grapple it while within 5ft. of it are poisoned until the end of its next turn.

Fell Silk The webbing from the silk shot gains immunity to acid damage and creatures restrained by this webbing are poisoned for the duration and takes 7(2d6) acid damage at the start of each of its turns

Moon Flutterwing

- **Challenge Rating** increases by 2

Moon Dust Creatures that targets the flutterwing with an attack or harmful spell must succeed a DC 13 Wisdom saving throw. On a failed saving throw, it must choose a new target or lose the attack or spell. This ability does not protect against area effects. Upon a successful saving throw, creatures are immune to this effect for the enxt 24 hours.

Spell Turning The flutterwing has advantage on saving throws against any spell that targets only the flutterwing (not an area). If the flutterwing's saving throw succeeds, the spell has no effect on the flutterwing and instead targets the caster.

Midnight Flutterwing

- **Challenge Rating** increases by 1

Twilight Wings While in dim light or darkness, the midnight flutterwing can use its bonus action to Hide. While in darkness, the Midnight flutterwing is invisible, even to creatures with darkvision



Ants

Ants are probably the most common of swarm-dwelling vermin. Their colonies reside in massive mounds filled with complex networks of tunnels, wherein they store food. Their colonies can consist of thousands of individuals categorized in of a complex hierarchy of roles of how each member contributes to the colony. At a very high level perspective, these roles can be generalized as workers, soldiers and the queen.

Ant Roles

Workers are the most common of all ants as they are primarily responsible for gathering food, tending to young, and building the colony. Soldiers primary serves as defenders. They tend to me much larger and more heavily armored than the workers. They also serve as commanders that direct the rest of the hive into battle. The queen rules the entire colony through a series of powerful pheromones that can alter the mood of the entire hive in an instant. Oftentimes, the queen is often responsible for the temperament and how dangerous an ant colony can become.

Thankfully, giant ant colonies are quite rare as their sheer numbers and surprising strength makes them a grave threat to any civilization. However, some settlements have learned to live alongside these creatures, using them as beasts of burden or battle mounts.

Sea Strider Ant

As most ants tend to be extremely industrious, hardly letting any obstacle stand in their way. The sea strider ant is not an exception, in fact, it has adapted to thrive upon the common hazard that most ants face regarding water. They have the unique ability to walk upon the surface of the water thanks to special hairs on their legs. As a result, the ants have been able to build large colonies that can dam up entire rivers. They are able to chew plant matter into a waterproof seal that prevents leaks in its structures. Their saliva can also create a small airtight bubble that the ant can use to dive underwater for up to one hour.

Timberbane Ant

Timberbane ants are an eyeless breed that lives in forested regions. These ants are a detrimental pest to forests, easily capable of consuming an entire forest within months if left unchecked. Thankfully, their numbers are often kept in check, as they are mortal enemies with any other kind of ant. Although they are herbivorous by nature, they become extremely aggressive when they encounter other species of ants, engaging in massive skirmishes between rival swarms.

Executioner Ant

These ants are some of the most painful beasts on the Material Plane. A sting bite or sting from these creatures can overload their target's nervous system, incapacitating with shock. To make matters worse, their jaws are like iron vices, never letting go once it latches onto a creature. Even upon decapitation, the ant is able jaws will not let go until its head is physically destroyed.

Ice Ants

Ice ants are a bizarre species of ants that live in arctic regions. They are completely unaffected by icy terrain, using it as a means for quick travel as well as transporting materials. They get their name from their exoskeleton that seems to resemble ice. This translucent exoskeleton allows them to blend into their surroundings, seemingly becoming invisible amongst their surroundings.

Woolly Ant

Woolly ants are easily recognizable by their fuzzy appearance, as they seem to possess a thick coat of fur similar to that of many mammalian beasts.

This coat of fur can come in many varieties and colors that enable them to blend into their surroundings, as well as identify individuals of a particular hive.

In comparison to other ants, woolly ants tend to be quite friendly to humanoids. As a result, they are often raised as beasts of burden, livestock, and even mounts by several societies.

Tomb Ants

Tomb ants are industrious scavengers that primarily feed off of carrion and corpses. Despite their large and somewhat intimidating appearance, their presence is typically a welcome sight by many societies. Some organizations even train these ants to safeguard ancient burial sites, as they are able to track down and hunt any roaming undead.

Phalanx Ants

These ants tend to be larger than the rest of their kin, as their head makes up nearly half their entire body size. Their extremely armored head serves as a defense mechanism for when invaders enter its hive. They are able to plug up tunnels, only leaving their piercing mandibles to face oncoming attackers.

They also excel at fighting in large groups, using their large heads to protect other ranks of ants. To them, offense if their best defense, as their head obstruct passage from any attacker repaying their trespassing with a painful bite.

Emberglow Ant

These ants have become quite a problematic nuisance as they spread much quicker than their other kin. They are easily identified by their glowing bodies that they use as a warning to deter foes, as well as a method of communication through a series of flashes and signals. However, what makes them dangerous is their final act of defense. Their abdomens are filled with a luminescent compound that gives it its unique glow; however, they are able to use this compound to explode upon death as a final act of retribution against an attacker.

These ants seem to be somewhat strategic with this tactic, using it to their advantage, particularly when invading another ant hive, sending ants on suicide runs to weaken the enemy line. Dealing with these ants requires a lot of planning, as mindlessly killing these ants could result in a lot of collateral damage.

Fury Ant

Fury ants are considered to be the most dangerous species of all ants. As their name. They are easily identified by their brightly colored exoskeleton. This coloration serves as a dire warning for creatures that treads too close to the territory.

Upon discovering an intruder, the ant's body will begin to turn a brighter hue and begin to snap its jaws furiously. This behavior not only serves as an intimidation tactic, but also signals nearby ants of the threat. If the threat has not fled by the time reinforcements arrive, the ants enter into a linked frenzy as their rage simply becomes stronger for each ant that joins the fray

Giant Ant Worker Template

Medium Beast, unaligned

Armor Class 13(Natural Armor)
Hit Points 15 (2d8+6)
Speed 30ft., 30ft. climb, 30ft. burrow

STR	DEX	CON	INT	WIS	CHA
14(+2)	10 (+0)	17(+3)	1 (-5)	12 (+1)	11 (+0)

Skills Athletics +6, Perception +3
Senses blindsight 30ft., passive Perception 12
Proficiency Bonus +2
Challenge 1(200 XP)

Powerful Build The ant counts as one size large for the purpose when determining its carrying capacity, the weight you can push, drag, or lift, and creatures it can grapple.

Spider Climb The ant can climb difficult surfaces without needing to make an ability check

Hive Tactics The ant has advantage on attack rolls against creatures within 5ft. of one of the ant's allies.

Hive Mind The giant ant is immune to being charmed or frightened

Actions

Multiattack The ant can make bite attack, and sting attack on its turn.

Bite. *Melee Weapon Attack, +4 to hit:*, 5ft., , one target. *Hit* 7(1d8+2) piercing damage.

Sting *Melee Weapon Attack, +4 to hit:*, 5ft., , one target. *Hit* 5(1d4+2) piercing damage. Creatures must succeed a DC 13 saving throw or take 7(2d6) poison damage. On a successful save, it takes half damage.

Giant Ant Soldier Template

Large Beast, unaligned

Armor Class 16(Natural Armor)
Hit Points 51 (6d10+18)
Speed 30ft., 30ft. climb, 30ft. burrow

STR	DEX	CON	INT	WIS	CHA
19(+4)	10 (+0)	17(+3)	1 (-5)	12 (+1)	11 (+0)

Skills Athletics +6, Perception +3
Senses blindsight 30ft., passive Perception 12
Proficiency Bonus +2
Challenge 4(1100 XP)

Powerful Build The ant counts as one size large for the purpose when determining its carrying capacity,the weight you can push, drag, or lift, and creatures it can grapple.

Spider Climb The ant can climb difficult surfaces without needing to make an ability check

Hive Tactics The ant has advantage on attack rolls against creatures within 5ft. of one of the ant's allies.

Hive Mind The giant ant is immune to being charmed or frightened

Actions

Multiattack The ant can make one Hive Command, a bite attack and sting attack on its turn.

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

Sting *Melee Weapon Attack, +6 to hit:*, 5ft., , one target. *Hit* 7(1d4+4) piercing damage. Creatures must succeed a DC 13 saving throw or take 14(4d6) poison damage. On a successful save, it takes half damage.

Hive Commander The Giant Ant can command another worker or solider ant with 30ft. to perform one of the following actions:

1. It can move up to its movement speed to make an attack against a creature within range using its reaction.
2. It can use its reaction to repeat a saving throw against an effect



Giant Ant Queen Template

Gargantuan Beast, unaligned

Armor Class 16(Natural Armor)
Hit Points 132 (8d20+48)
Speed 30ft., 30ft. climb, 30ft. burrow, 30ft. fly

STR	DEX	CON	INT	WIS	CHA
24(+7)	10 (+0)	22(+6)	1 (-5)	12 (+1)	21 (+5)

Skills Athletics +11, Perception +5,
Senses blindsight 30ft., passive Perception 15
Proficiency Bonus +4
Challenge 11(7200 XP)

Spider Climb The ant can climb difficult surfaces without needing to make an ability check

Swarmlord Ants that first enter or start its turn within 60ft. of the queen have advantage on attack rolls, ability checks, and saving throws.

Swarm Frenzy Ants that first enter or start its turn within 60ft. of the queen can make an additional bite attack whenever it takes the Attack action

Undying Servitude Whenever an ant is reduced to 0 hitpoints while within 60ft. of the queen while it has at least 1 hitpoint and is not incapacitated, it can make a DC 10 Constitution saving throw regaining 1 hitpoint on a successful saving throw.

Hive Mind The giant ant queen is immune to being charmed or frightened

Actions

Multiattack The giant ant queen can use its Fury of the Swarm(if available) make bite attack, and sting attack on its turn.

Bite. *Melee Weapon Attack*, +11 to hit:, 10ft., , one target. *Hit* 29(4d10+7) piercing damage.

Sting *Melee Weapon Attack*, *+11 to hit:*, 5ft., , one target. *Hit* 17(4d4+7) piercing damage. Creatures must succeed a DC 18 saving throw or take 28(8d6) poison damage. On a successful save, it takes half damage.

Fury of the Swarm (Recharge 5-6) All ants within 60ft. of the queen can use its reaction to move up to its movement speed and to make an action.

Legendary Actions (3/turn)

Vitality Command (1 action) The ant queen can end one of the following effects on an ant it can see within 60ft.: blinded, deafened, poisoned, stunned, paralyzed, or unconscious

Battle Command (1 action) The ant queen can command one ant it can see within 60ft. to move up to its movement speed and make a bite attack against a creature of the queens choice.

Burrow Shift (1 action) The ant queen can travel burrow up to its full movement speed to a spot it can see. This movement does not provoke opportunity attack.

Giant Ant Queen Lair Actions

On initiative count 20(losing initiative ties), the ant queen takes a lair action to cause of the following effects; the ant can't use the same effect two rounds in a row

- The queen unleash a noxious aroma that stirs its colony into zealous frenzy that causes them to shrug off the harshest of blows. Any ant within 60ft of the queen gains resistance to all damage until initiative count 20 of the next round
- The queen releases a sweet aroma that fills the entire chamber. Immediately, the queen's choice of either 1 ant verminswarm, 3(1d4) soldier ants, or 5(1d8) worker ants immediately come to aid the queen.
- The queen unleashes a putrid aroma that vitalizes its loyal subjects. Any ant with 60ft. of the queen regains 14(4d8) hitpoints and ends any effects on the creature such as blinded, deafened, poisoned, stunned, paralyzed, or unconscious.

Regional Effects.

The region containing an ant queen is transformed by her colony which creates one or more of the following effects:

- Large mounds made of earth and trees have been constructed within 6 miles of the ant queen. These mounds contain tunnels often guarded by 11(2d10) workers, 2d6(soldier ants), and 1d4(swarms).
- Large swathes of forests have been cut down and sinkholes haphazardly appear as these ants have carved tunnels underground. These sinkhole can be spotted from a safe distance with a successful DC 15 Wisdom (Perception check). Otherwise any creatures within a 10ft. radius of the first creature to step on the thin crust covering the sinkhole must succeed a DC 15 Dexterity saving throw or fall 1d6 x 10 feet into the sinkhole. These tunnel may have either 1 ant swarm, 3(1d4) soldier ants, or 5 (1d8) worker ants patrolling that particular tunnel.
- Unusually large populations of ants can be found boldly foraging above ground 6 miles of the queen's lair.

Giant Ant Queen

The queen is probably the most unique of all ants. At least from the perspective of the ant, the queen is essentially a divine entity to which the colony obeys without question. The colony provides her protection as well as gathers food for her daily. The queen is effectively the mother of the entire colony, giving birth to thousands of eggs.

Soul of the Hive

The very temperament and personality of a hive often reflects the nature of the queen. Some queens tend to be extremely aggressive resulting in deadly raids from ants. Others tend to be more passive and even tolerate the presence of humanoids. Whenever a hive become dangerous or out of control, dealing with the queen is typically the most direct solution.

Impregnable Stronghold

However, dealing with a queen is no simple matter. Once the colony is established, the queen rarely ever leaves the center of her colony. Only when a colony moves is when the queen will ever resurface. The queen's chamber is guarded by a labyrinth of tunnels guarded by hundreds of soldiers and thousands of workers.

Hive Lord

However, what makes her extremely dangerous are the pheromones she gives off that enhances her hive. Over long distances, she can maintain absolute control over ants of her colony, but the closer the ants are to the queen itself, the more power its effects can be. When threatened, she can grant her subjects unnatural endurance and ferocity as they give their all in defense for their queen.

Seastrider Ant

- **Movement Speed** Swim 30ft.

Water Strider The ant can move across acid or water as if it were harmless solid ground. (It still takes damage from traversing over acid)

Water Bubble The ant can hold its breathe for up to 1 hour with its water bubble. However, if it takes any damage while underwater it can no longer breathe until it resurfaces again.

Bonus Actions

Water Skating While the ant is on water, it can use its bonus action to Dash

Timberbane Ant

Floral Bane When the timber bane ant takes the attack action against against a plant, it can make an additional bite attack as part of its action

Siege Monster The Timberbane ant deals double damage to buildings and objects

Woolly Ant

- **Damage Resistances** Cold

Endurance When the woolly ant fails a Constitution saving throw that deals damage, it takes half damage. On a successful saving throw, it takes no damage.

Perfect Stride The woolly ant can move across non-magical difficult terrain without expending additional movement.

Executioner Ant

- **Challenge Rating** Increases by 2

Aggressive The executioner ant can move up to its movement speed as a bonus action towards a hostile creature it can see.

Lock Jaw When the gallows ant hits a creature with its bite attack, that creature becomes grappled if it is the ant's size or smaller. The escape DC for this grapple is equal to 8 + the ant's strength + its proficiency bonus

While grappled in this manner, the ant cannot bite another creature but can use its bonus action to make an additional bite attack against that creature.

Agony Creatures that take damage from its bite or sting attack must succeed a DC 13 Constitution saving throw or become stunned until the end of its next turn

Ice Ant

- **Damage Resistances** Cold

Ice Walk The ant can move across and climb icy surfaces without needing to make an ability check. Additionally, Difficult Terrain composed of ice or snow doesn't cost it extra moment. WHile on these surfaces, its can use its bonus action to Dash

Ice Body When in icy or snowy terrain or obscured by ample snowfall, ant is invisible to creatures that rely on vision to perceive it.

False Appearance While motionless, the ant is indistinguishable from ice.

Tomb Ant

- **Damage Resistances** Necrotic, Poison

Corpse Eater When the tomb ant takes the attack action against an undead, it can make an additional bite attack as part of its action.

Death Sense The tomb ant can pinpoint the location of any undead within 120ft. of it.

Necrotic Affinity The tomb ant cannot have its hitpoint maximum reduced in any manner.

Reactions

Scavenger Whenever a creature drops to 0 hitpoints while within 30ft. of the tomb ant, it can use its reaction to move up to that creature and make a single bite attack. Upon a hit, that creature is instantly killed.

Phalanx Ant

- **Armor Class** Increases by 3
- **Challenge Rating** Increase by 1.

Swarm Defender When a creature within 5ft. of the phalanx ant makes an attack against one of the phalanx ant's allies, those attacks have disadvantage.

Reactive The ant can take a reaction on every creatures turn. This reaction can only be used for opportunity attacks

Shield Wall Creatures within 5ft. of the ant gains the benefit of half cover.

Reactions

Blockade Whenever a creature moves within 5ft. of the ant, it can make an opportunity attack against that creature. Upon a hit, that creature must succeed a DC 12 Strength saving throw or have its movement speed reduced to 0 until the start of its next turn. It the ant is a solider ant, the DC is 14 and if it is a queen, the DC increases to 17.

Emberglow Ant

- **Challenge Rating** Increases by 1
- **Damage Resistances** Acid, Fire

Death Burst Upon dropping to 0 hitpoints, creatures within 5ft. of the ant must succeed a DC 13 Dexterity saving throw or take 9(2d8) fire damage + 9(2d8)acid damage. On a a successful save, it takes half damage. If it is a queen, the radius is 10ft., the DC increases to 17, and the damage dealt is 18(4d8) fire damage + 18(4d8) acid damage.

Bonus Actions

Illumination As a bonus action, the ant can emit or dismiss a bright light in a 10ft. radius and dim light and additional 10ft. If the queen, this range increases by 30ft. respectively

Fury Ant

- **Challenge Rating** Increases by 1

Contagious Fury The fury ant can make a additional bite attack when it takes the Attack action if one of the fury ant's allies are within 5ft. of it and is not incapacitated.

Gang Boost The fury ant can deal a critical hit on a 18-20 if at least one of the fury ant's allies is within 5 feet of the creature and the ally isn't incapacitated.

Bonus Actions

Aggressive The fury ant can move up to its movement speed as a bonus action towards a hostile creature it can see.

Reaction

Retaliation When the fury ant takes damage, it can make a bite attack against a creature within range of it.



Giant Wasp Template

Medium Beast, unaligned

Armor Class 14(Natural Armor)
Hit Points 22 (4d8+4)
Speed 10ft., 10ft. burrow, 60ft. fly

STR	DEX	CON	INT	WIS	CHA
12(+1)	16 (+3)	12(+1)	1 (-5)	12 (+1)	13 (+1)

Skills Acrobatics +7, Perception +3
Senses blindsight 30ft., passive Perception 12
Proficiency Bonus +2
Challenge 2(450 XP)

Spider Climb The wasp can climb difficult surfaces without needing to make an ability check

Aggressive The wasp can move up to its movement speed towards a hostile creature it can see using its bonus action.

Flyby The wasp can fly outside the reach of a creature without provoking opportunity attack

Hive Tactics The wasp has advantage on attack rolls against creatures within 5ft. of one of the wasp's allies.

Hive Mind The giant wasp is immune to being charmed or frightened

Swarm's Fury If a creature damages one of the wasp's allies, it can use its reaction to make a sting attack against that creature if it is within range of the attacker.

Relentless When the hornet is reduced to 0 hitpoints, it can make a DC 10 Constitutiton saving throw to regain 1 hitpoint. Upon a success, the DC increases by 5. The DC resets to 10 after a short or long rest.

Actions

Sting *Melee Weapon Attack, +5 to hit:*, 5ft., , one target. *Hit* 7(1d6+3) piercing damage. Creatures must succeed a DC 11 Constitution saving throw or take 14(4d6) poison damage and become poisoned until the end of its next turn. On a successful save, creatures take half damage and are not poisoned



Giant Wasp Queen Template

Huge Beast, unaligned

Armor Class 14(Natural Armor)
Hit Points 76 (8d12+24)
Speed 10ft., 10ft. burrow, 60ft. fly

STR	DEX	CON	INT	WIS	CHA
17(+3)	16 (+3)	17(+3)	1 (-5)	12 (+1)	13 (+1)

Skills Acrobatics +9, Perception +4
Senses blindsight 30ft., passive Perception 12
Proficiency Bonus +3
Challenge 6(2300 XP)

Spider Climb The wasp can climb difficult surfaces without needing to make an ability check

Aggressive The wasp can move up to its movement speed towards a hostile creature it can see using its bonus action.

Flyby the wasp can fly outside the reach of a creature without provoking opportunity attack

Swarm Lord Wasps that first enter or start its turn within 60ft. of the queen have advantage on attack rolls, ability checks, and saving throws.

Swarm Frenzy Wasps that first enter or start its turn within 60ft. of the queen can make an additional bite attack whenever it takes the Attack action

Hive Mind The giant wasp is immune to being charmed or frightened

Swarm's Fury If a creature damages one of the wasp's allies, it can use its reaction to make a sting attack against that creature if it is within range of the attacker.

Hive Tactics The wasp has advantage on attack rolls against creatures within 5ft. of one of the wasp's allies.

Relentless When the hornet is reduced to 0 hitpoints, it can make a DC 10 Constitutiton saving throw to regain 1 hitpoint. Upon a success, the DC increases by 5. The DC resets to 10 after a short or long rest.

Fury When below half its hitpoint maximum, the wasp queen can make an additional sting attack as part of its action.

Actions

Sting *Melee Weapon Attack, +6 to hit:*, 5ft., , one target. *Hit* 14(3d6+3) piercing damage. Creatures must succeed a DC 14 Constitution saving throw or take 21(6d6) poison damage and become poisoned until the end of its next turn. On a successful save, creature's take half damage and are not poisoned.

Fury of the Swarm (Recharge 5-6) All wasps within 60ft. of the queen can use its reaction to move up to its movement speed and to make a single sting attack.

Legendary Actions (3/turn)

Vitality Command (1 action) The wasp queen can end one of the following effects on an ant it can see within 60ft.: blinded, deafened, poisoned, stunned, paralyzed, or unconscious

Battle Command (1 action) The wasp queen can command one ant it can see within 60ft. to move up to its movement speed and make a sting attack against a creature of the queens choice.

Reposition (1 action) The wasp queen can fly up its full movement speed to a spot it can see. This movement does not provoke opportunity attack.

Giant Wasps

Giant wasps are another social species of insects similar to ants. Instead of residing in underground colonies, wasps take to the skies as extremely aggressive predators. Similar to ants, they have a stratified hierarchy, although, it is not nearly as complex as their land-dwelling kin. At the surface level, wasps can be divided between the queen and her workers.

By their very nature, wasps are extremely vicious creatures as they are quite aggressive creatures, attacking anything that enters into its territory or simply, at times, just because it can. As social animals, wasps are very receptive to the pheromones of one another, so typically when one becomes aggressive, it spirals into a chain reaction of furious wasps. One wasp can rapidly escalate into a terrible swarm of stinging death.

Giant Wasp Queen

All wasp hives are ruled by a queen. It shares many qualities of the ant queen, such as its enlarged size, rapid rate of reproduction, and ability to control the hive with a mere thought. However, unlike the ant, it is not uncommon for the wasp queen to be seen outside its hive engaging in hunting expeditions with the hive. However, it is often accompanied by a small fleet of wasps, typically around 14(4d6) ready to defend her at the first sign of danger.

Parasitic Wasp

The parasitic wasp is a very disturbing breed of wasps. Whereas most wasp's rely on the queen for reproduction, all parasitic wasps have the ability to reproduce. They are able to do this by injecting eggs into the body of a living host. On daily interval, parasitic wasp flies off in large parties of 7(2d6) searching for viable hosts to implant their eggs.

Using their superior speed, they are able to quickly dive in to implant their payload before flying off. Outside the initial pain of the sting, the creatures feel no negative side effects outside of feeling extremely drained and tired after the end of each day as the infant wasp slowly saps the vitality from its host. Eventually this fatigue prove to be fatal, killing the creature as the wasp fully matures.

Sometimes, the wasp is able to fully mature before killing its host. When this happens, the wasp begins to gruesomely claw and chew its way out of its host to find its way back to its hive to repeat the cycle.

Hunter Wasps

These are aggressive of all wasps as they actively patrol their home in search of prey in small groups of 5(2d4). Hunter wasps are far more agile than the rest of their kin. They are able to use their superior flying ability to dive on their foes like a bullet, often killing prey in a single swoop. If their quarry survives their initial blow, they are able to nimble dodge out of the way of any blow before it even hits.

Terrorwing Wasp

Despite their name, the terrorwing wasp tends not to be as aggressive as its kin. In fact, it seems to only attack humanoids whenever it trespasses on its territory. However, they still can be quite fickle, as they become aggressive if you as much as look in the direction of its territory.

Once agitated, the sound of terrible buzzing begins to swell around the creature as every terrorwing wasp in the vicinity begins to pursue that creature. Thankfully, this dreadful swarm tends to give up chase once you leave the established boundaries of their territory.

Torturer Wasps

As their name suggests, torturer wasps are the most painful of all their kin. A single sting from these monsters is able to incapacitate a humanoid from the sheer pain of it. However, their suffering does not end, for their poison tends to last much longer than the rest of their kin, continually corroding the victim's bloodstream over time as the venom spreads through its body.

Angel Wasp

It turns out nature decided to preserve some of its morality when regarding wasps. Angel wasps are actually extremely friendly and even protective of humanoids. It is not entirely understood why they are so kind to humanoids; maybe it is an attempt to make up for the sins of its kin. Some theorize they may have been created by a wizard or a powerful being that wasps that were fed up with their aggressive tendencies.

Regardless of the reason for their existence, angel wasps drive away any predators that may pose a threat to itself or other creatures within its region, including humanoids. They have a special resentment for other wasps. In fact, they have evolved to specifically counter their kin. Their sting can send other wasps into a wild frenzy as it become temporarily disconnected from its hive mind. The angel wasp's blood is also completely immune to wasp poison, making it a popular source for curing wasp stings.

Woolly Wasp

Do not let its cute and fuzzy appearance fool you, the woolly wasp is just as cruel as the rest of its kin. These wasps are covered in a thick coat of fur that acts as a magnet to pull in pollen and nectar that it uses to make honey for food and creating wax to build its colonies.

It also uses this coating of pollen to create a sweet, aromatic fume that poisons and warps the mind of nearby creatures. Creatures that breathe in this poison become somewhat enthralled by the wasp refusing to attack it, while in this stupor, the woolly wasp uses it as an opportunity to barrage its prey with its stinger.

Parasitic Wasp

- **Challenge Rating** Increases by 1

Actions

Parasitic Sting (1/day) *Melee Weapon Attack*, +5 to hit:, 5ft. , one target. Hit 7(1d6+3) piercing damage. A Medium or larger creature must succeed a DC 11 Constitution saving throw or be implanted with an infant wasp larva on a failed saving throw.

The host can only carry one larva at a time. After 3(1d4) days the larva moves to the chest cavity gestating into a full grown wasp. For this duration, the creatures has its hitpoint maximum reduced by 11(2d10) at the end of every 24 hours. In the 24 hour period before giving birth, the host begins to feel ill suffering disadvantage on all attacks, ability checks, saving throws, and its movement speed is halved.

At birth, the wasp chews its way out in 1 round killing the host in the process.

This condition an be cured by greater restoration or greater effects which kills the larva and disintegrates it. If the creature dies before the wasp hatches, it dies with its host.

If the wasp is a queen, the DC increases to 14 and the incubation period lasts for 9(2d8) days instead growing into a fully grown queen wasp.

Regardless if the creature succeeds or fails its saving throw, the wasp cannot use this ability for the next 24 hours.

Hunter Wasp

- **Challenge Rating** Increases by 1

Skydive If the wasp flies down at least 30ft. and makes a sting attack on its same turn, it can deal an additional 11(3d6) piercing damage to the target

Evasion If the wasp is subjected to an effect that allows it to make a Dexterity saving throw to only take half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Airborne Agility If a creature moves within 5ft. of the wasp, it can use its reach to fly up half its movement speed away from the creature without provoking opportunity attack

Terrorwing Wasp

- **Challenge Rating** Increases by 1

Buzzing Dread Creatures within 30ft. of the hornet that can hear it must succeed a DC 11 Wisdom saving throw or become frightened for one minute. It can repeat its saving throw at the end of each of its turns to end the effect. If a queen wasp, the DC increases to 13.

Torturer Wasp

- **Challenge Rating** Increases by 1

Agony Venom Creatures that fails its saving throw against being poisoned are poisoned for one minute instead. While poisoned in this manner creature are stunned from the pain and take 7(2d6) poison damage at the start of its turn. Creatures can repeat its saving throw at the end of each of its turns. If a queen wasp, the DC increases to 14 and the damage taken each turn increases to 11(3d6).

Angel Wasp

Hive Breaker If any wasp other than the angel wasp fails its saving throw against the angel's wasp's sting, it suffers disadvantage from any benefits from hive tactics, hive mind, or swarm's fury ability.

Natural Antivenom The angel wasp is immune to poison damage or being poisoned by any kind of wasp. It can still take poison damage and be poisoned from other sources.

Wasp Bane It can deal a critical hit against other species of wasps on an 18-20.

Woolly Wasp

- **Challenge Rating** Increases by 1

Aromatic Pollen Creatures that first enter or start its turn within 5ft. of the wasp must succeed a DC 11 Constitution saving throw or become poisoend. While poisoned in this manner, it cannot target the wasp or its allies with an attack. If the wasp is a queen the DC increases to 14 and the range is 30ft.



Swarms

By nature tend, insects tend to amass in large groups to make up for their small and fragile forms. Whether by natural instinct or magical influence, these swarms are able to act as one, making them a much more dire threat.

Verminswarms are the most basic category of swarms one may encounter naturally. Verminhive are a bit rarer and tend to only occur by social insects such as wasps, hornets, or colonial spiders. Vermintides are extremely rare, as they tend to be created by a magical effect or an extremely rare event, such as the migration of an entire ant colony.

Although the statblock for the vermintide emphasize a swarm of dire insects, it can also be run to simulate a massive swarm of migratory ant colony. For such an encounter, this swarm can simply be run as a gargantuan swarm of tiny beasts instead.

Since there are nearly infinite varieties of type of vermin, it would be nigh impossible to categorize each type of swarm in an effective and concise manner. The following template provides a way to make a custom swarm to fit your encounter needs both mechanically and thematically. By using each of these swarm tables, the combination additional options will increase the encounter rating respectively by 2 for each template.

If you wish to make a swarm of some of the previously established creatures in this guide, you can add its specialized characteristics to the base hive template increasing its challenge rating accordingly as well. However, be sure to make such adjustments with care as some of the base abilities of the dire insects could lead to extremely powerful abilities when applied to a swarm thus drastically changing the challenge rating.



Verminhive

Large swarm of tiny beasts, unaligned

Armor Class 13(Natural Armor)
Hit Points 55 (10d10)
Speed 30ft., 30ft. climb

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

Skills Perception +2
Damage Resistances Bludgeoning, Piercing, and Slashing damage
Conditional Immunities Charmed, frightened, grappled, paralyzed, petrified, prone, restraiend, stunned
Senses blindsight 30ft., passive Perception 12
Profiency Bonus +2
Challenge 4(1100 XP)

Endless Swarm The swarm has advantage on attack rolls against a creature within its space

Swarm The swarm can occupy another's creatures space and vice versa, andthe swarm can move through any opening large enough for a tiny insect. The swarm cannot regain hitpoints or gain temporary hitpoints.

Swarm Tactics Creatures that first enter or start its turn within the swarms space take 10 (4d4) piercing damage and must treat the swarm's space as difficult terrain

Consuming Swarm Creatures reduced to 0 hitpoints by the swarm are killed. If the swarm occupies the space of a Medium or smaller corpse, it is destroyed only leaving equipment and bones.

Spider Climb The swarm can climb difficult surfaces without needing to make an ability check

Actions

Multiattack The swarm can make two bite attacks. If it is below half its hitpoint maximum, it can make one bite attack

Bite. *Melee Weapon Attack,+5 to hit:*, 5ft., , all targets in the swarm's space.. *Hit* 13(4d4+3) piercing damage.

Verminswarm

medium swarm of tiny beasts, unaligned

Armor Class 13(Natural Armor)
Hit Points 28 (5d10)
Speed 30ft., 30ft. climb

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

Skills Perception +2
Damage Resistances Bludgeoning, Piercing, and Slashing damage
Conditional Immunities Charmed, frightened, grappled, paralyzed, petrified, prone, restraiend, stunned
Senses blindsight 30ft., passive Perception 12
Profiency Bonus +2
Challenge 2(450 XP)

Endless Swarm The swarm has advantage on attack rolls against a creature within its space

Swarm The swarm can occupy another's creatures space and vice versa, and the swarm can move through any opening large enough for a tiny insect. The swarm cannot regain hitpoints or gain temporary hitpoints.

Consuming Swarm Creatures reduced to 0 hitpoints by the swarm are killed. If the swarm occupies the space of a Medium or smaller corpse, it is destroyed only leaving equipment and bones.

Swarm Tactics Creatures that first enter or start its turn within the swarms space take 4d4 piercing damage and must treat the swarm's space as difficult terrain

Spider Climb The swarm can climb difficult surfaces without needing to make an ability check

Actions

Multiattack The swarm can make two bite attacks. If it is below half its hitpoint maximum, it can make one bite attack

Bite. *Melee Weapon Attacks, +5 to hit:*, 5ft., , all targets in the swarm's space.. *Hit* 8(2d4+3) piercing damage.



Vermintide

Gargantuan swarm of Tiny beasts, unaligned

Armor Class 13(Natural Armor)
Hit Points 210 (20d20)
Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
21(+5)	16 (+3)	10(+0)	1 (-5)	10 (+0)	1 (-5)

Saving Throws Strength +9, Constitution +4
Skills Perception +4
Damage Resistances Bludgeoning, Piercing, and Slashing damage
Conditional Immunities Charmed, frightened, grappled, paralyzed, petrified, prone, restraiend, stunned
Senses blindsight 30ft., passive Perception 14
Proficiency Bonus +4
Challenge 12(8400 XP)

Swarm The swarm can occupy another's creatures space and vice versa, andthe swarm can move through any opening large enough for a Tiny insect. The swarm cannot regain hitpoints or gain temporary hitpoints.

Consuming Swarm Creatures reduced to 0 hitpoints by the swarm are killed. If the swarm occupies the space of a corpse, it is destroyed only leaving equipment and bones.

Endless Swarm The swarm has advantage on attack rolls against a creature within its space

Swarm Tactics Creatures that first enter or start its turn within the swarms space take 20(8d4) piercing damage and must treat the swarm's space as difficult terrain.

Spider Climb The swarm can climb difficult surfaces without needing to make an ability check

Actions

Multiattack The swarm can make two bite attacks. If it is below half its hitpoint maximum, it can make one bite attack

Bite. *Melee Weapon Attack, +9 to hit:*, 5ft., , all targets in the swarm's space.. *Hit* 25(8d4+5) piercing damage.

Legendary Actions(3/ turn)

Shift The swarm can move up to its movement speed to a spot that it can see within range.

Tumultuous Tide Creatures within the swarm's space must succeed a Strength saving throw of 17 or fall prone.

Consume The vermintide can make a bite attack against one creature within its space.

Swarm Mobility Options

D4	Mobility	Effects
1	Water Skater	The swarm gains a swimming speed of 30ft. The swarm can move across acid or water as if it were harmless solid ground. (It still takes damage from traversing over acid). While on the surface of a liquid, it can use its bonus action to Dash.
2	Flying	The swarm gains a swimming speed of 30ft. It can fly outside a creature's reach without provoking opportunity attack..
3	Tunneler	The swarm gains a burrowing speed of 30ft.
4	Web Walk	The swarm ignores movement restrictions caused by webbing. It can also pinpoint the location of any creature within the web

Swarm Tactic Options

D4	Mobility	Effects
1	Suffocating Swarm	The swarm begins to crawl inside the eyes and mouths of creature's in its space. Any creature that first enters or starts its turn within the swarm's space must succeed a DC 10 Constitution saving throw or are blinded and cannot breathe. This increases to a DC 13 for Verminhive and DC 17 for Vermintide
2	Surging Tide	Any creature that first enters or starts its turn within the swarm's space must succeed a DC 10 Strength saving throw or become grappled by the swarm. The swarm can move this creature along with it with no penalty to its movement speed. This increases to a DC 13 for Verminhive and DC 17 for Vermintide
3	Endless Stings	Any creature that first enters or starts its turn within the swarm's space must succeed a DC 10 Constitution saving throw or become poisoned until the end of its next turn. The swarm can move this creature along with it with no penalty to its movement speed. This increases to a DC 13 for Verminhive and DC 17 for Vermintide
4	Vampiric	Any creature that first enters or starts its turn within the swarm's space must succeed a DC 10 Constitution saving throw or it cannot regain hitpoints the end of its next turn.

Swarm Bite Options

D4	Mobility	Effects
1	Venomous Fangs	Creatures hit by the swarm's bite must succeed a DC 10 Constitution saving throw or become poisoned until the end of its next turn. This increases to a DC 13 for Verminhive and DC 17 for Vermintide
2	Devourer	If the swarm the attack action against a creature type of your choice, it can make an additional bite attack as part of its action
3	Blood Frenzy	If the swarm the attack action against creature below its hitpoint maximum, it can make an additional bite attack as part of its action
4	Burrowing Bites	If the target is a creature, the insects burrow into its skin and the creature takes an additional 5(2d4) damage at the start of each of its turns unless it uses its action to remove these burrowing insects.

Swarm Defense Options

D4	Mobility	Effects
1	Resilient Form	The swarm gain resistance to two damage types of your choice.
2	False Appearance	While motionless, the swarm is indistinguishable from a rock or suitable terrain.
3	Stench	Creatures other than the swarm that starts its turn within 10ft. of the swarm must succeed a DC 10 saving throw or become poisoned until the end of its next turn. While poisoned in this manner, creatures cannot take actions as it is wretching and puking
4	Reactive	The swarm can take a reaction at the end of every creature's turn

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