

BAT

Tiny Beast, Unaligned

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 5 ft., fly 30 ft.

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

Senses [Blindsight](#) 60 ft., [Passive Perception](#) 11

Languages --

Challenge 0 (10 XP)

Proficiency Bonus +2

Traits

Echolocation. The bat can't use its [blindsight](#) while [deafened](#).

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

Actions

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

CAT

Tiny Beast, Unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

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

Skills [Perception](#) +3, [Stealth](#) +4

Senses [Passive Perception](#) 13

Languages --

Challenge 0 (10 XP)

Proficiency Bonus +2

Traits

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

Actions

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

DEER

Medium Beast, Unaligned

Armor Class 13

Hit Points 4 (1d8)

Speed 50 ft.

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

Senses [Passive Perception](#) 12

Languages --

Challenge 0 (10 XP)

Proficiency Bonus +2

Actions

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

DIRE WOLF

Large Beast, Unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills [Perception](#) +3, [Stealth](#) +4

Senses [Passive Perception](#) 13

Languages --

Challenge 1 (200 XP)

Proficiency Bonus +2

Traits

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

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

Actions

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

ELK

Large Beast, Unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 50 ft.

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

Senses Passive Perception 10

Languages --

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Traits

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

Actions

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

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

FROG

Tiny Beast, Unaligned

Armor Class 11

Hit Points 1 (1d4 - 1)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	8 (-1)	1 (-5)	8 (-1)	3 (-4)

Skills Perception +1, Stealth +3

Senses Darkvision 30 ft., Passive Perception 11

Languages --

Challenge 0 (10 XP)

Proficiency Bonus +2

Traits

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

FLYING SNAKE

Tiny Beast, Unaligned

Armor Class 14

Hit Points 5 (2d4)

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

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

Senses Blindsight 10 ft., Passive Perception 11

Languages --

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Traits

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

Actions

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

GIANT POISONOUS SNAKE

Medium Beast, Unaligned

Armor Class 14

Hit Points 11 (2d8 + 2)

Speed 30 ft., swim 30 ft.

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

Skills Perception +2

Senses Blindsight 10 ft., Passive Perception 12

Languages --

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Actions

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

HAWK

Tiny Beast, Unaligned

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	8 (-1)	2 (-4)	14 (+2)	6 (-2)

Skills [Perception](#) +4

Senses [Passive Perception](#) 14

Languages --

Challenge 0 (10 XP)

Proficiency Bonus +2

Traits

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

Actions

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

MASTIFF

Medium Beast, Unaligned

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 40 ft.

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

Skills [Perception](#) +3

Senses [Passive Perception](#) 13

Languages --

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Traits

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

Actions

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

OWL

Tiny Beast, Unaligned

Armor Class 11

Hit Points 1 (1d4 - 1)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	8 (-1)	2 (-4)	12 (+1)	7 (-2)

Skills [Perception](#) +3, [Stealth](#) +3

Senses [Darkvision](#) 120 ft., [Passive Perception](#) 13

Languages --

Challenge 0 (10 XP)

Proficiency Bonus +2

Traits

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

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

Actions

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

RAT

Tiny Beast, Unaligned

Armor Class 10

Hit Points 1 (1d4 - 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	4 (-3)

Senses [Darkvision](#) 30 ft., [Passive Perception](#) 10

Languages --

Challenge 0 (10 XP)

Proficiency Bonus +2

Traits

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

Actions

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

RIDING HORSE

Large Beast, Unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses [Passive Perception](#) 10

Languages --

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Actions

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

SWARM OF INSECTS

Medium swarm of Tiny beasts, Unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

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

Damage Resistances Bludgeoning, Piercing, Slashing

Condition Immunities [Charmed](#), [Frightened](#), [Grappled](#), [Paralyzed](#), [Petrified](#), [Prone](#), [Restrained](#), [Stunned](#)

Senses [Blindsight](#) 10 ft., [Passive Perception](#) 8

Languages --

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

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