

## Axe Beak

druid level 2, moon level 2

Armor Class 11 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 50 ft.

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

### Actions

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

## Boar

druid level 2, moon level 2

Armor Class 11 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

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

### Skills & Abilities

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

**Relentless (Recharges after a Short or Long Rest).** If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

### Actions

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

## Draft Horse

druid level 2, moon level 2

Armor Class 10 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 40 ft.

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

### Actions

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

## Elk

druid level 2, moon level 2

Armor Class 10 (natural armor)

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) |

### Skills & Abilities

**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 (2d6) slashing 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:* (1d6 + 3) bludgeoning damage.

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

## Druid Level 2

## Giant Badger

druid level 2, moon level 2

Armor Class 10 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft., burrow 10 ft.

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

### Skills & Abilities

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

### Actions

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

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

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

## Giant Centipede

druid level 2, moon level 2

Armor Class 13 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 30 ft., climb 30 ft.

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

### Actions

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

## Giant Wolf Spider

druid level 2, moon level 2

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft., climb 40 ft.

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

### Skills & Abilities

Stealth + 7

Perception + 3

Blindsight 10 ft.

Darkvision 60 ft.

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

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

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

### Actions

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

## Giant Lizard

druid level 2, moon level 2

Armor Class 12 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 30 ft., climb 30 ft.

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

### Actions

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

## Panther

druid level 2, moon level 2

Armor Class 12 (natural armor)

Hit Points 13 (3d8 + 5)

Speed 50 ft., climb 40 ft.

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

### Skills & Abilities

Stealth + 6

Perception + 4

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

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

### Actions

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

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

## Riding Horse

druid level 2, moon level 2

Armor Class 10 (natural armor)

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) |

### Actions

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

Druid Level 2

## Wolf

druid level 2, moon level 2

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

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

### Skills & Abilities

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

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

### Actions

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

## Ape

druid level 4, moon level 2

Armor Class 12 (natural armor)  
Hit Points 19 (3d8 + 6)  
Speed 30 ft., climb 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 16 (+3) | 14 (+2) | 14 (+2) | 6 (-2) | 12 (+1) | 7 (-2) |

### Skills & Abilities

Athletics +5  
Perception +3

### Actions

**Multiaction.** The ape makes two fist attacks.  
**Fist.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d6 + 3) bludgeoning damage.  
**Rock.** *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit:* (1d6 + 3) bludgeoning damage.

## Black Bear

druid level 4, moon level 2

Armor Class 11 (natural armor)  
Hit Points 19 (3d8 + 6)  
Speed 40 ft., climb 30 ft.

| STR     | DEX    | CON     | INT    | WIS     | CHA    |
|---------|--------|---------|--------|---------|--------|
| 15 (+2) | 10 (0) | 14 (+2) | 2 (-4) | 12 (+1) | 7 (-2) |

### Skills & Abilities

Perception +3  
**Keen Smell.** The bear has advantage on Wisdom (Perception) checks that rely on smell.

### Actions

**Multiaction.** The bear makes two attacks: one with its bite and one with its claws.  
**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (1d6 + 2) piercing damage.  
**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (2d4 + 4) slashing damage.

## Crocodile

druid level 4, moon level 4

Armor Class 12 (natural armor)  
Hit Points 19 (3d10 + 3)  
Speed 20 ft., swim 30 ft.

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

### Skills & Abilities

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

### Actions

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

## Druid Level 4

## Giant Goat

druid level 4, moon level 2

Armor Class 11 (natural armor)  
Hit Points 19 (3d10 + 3)  
Speed 40 ft.

| STR     | DEX    | CON     | INT    | WIS     | CHA    |
|---------|--------|---------|--------|---------|--------|
| 17 (+3) | 11 (0) | 12 (+1) | 3 (-4) | 12 (+1) | 6 (-2) |

### Skills & Abilities

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

### Actions

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

## Giant Sea Horse

druid level 4, moon level 4

Armor Class 3 (natural armor)  
Hit Points 16 (3d10)  
Speed 0 ft., swim 40 ft.

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

### Skills & Abilities

**Charge.** If the sea horse 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 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.  
**Water Breathing.** The sea horse can breathe only underwater.

### Actions

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

## Giant Shark

druid level 4, moon level 4

Armor Class 12 (natural armor)  
Hit Points 22 (4d8 + 4)  
Speed 0 ft., swim 40 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 14 (+2) | 13 (+1) | 13 (+1) | 1 (-5) | 10 (0) | 4 (-3) |

### Skills & Abilities

**Pack Tactics.** The shark has advantage on an attack roll against a creature if at least one of the shark's allies is within 5 feet of the creature and the ally isn't incapacitated.  
**Water Breathing.** The shark can breathe only underwater.

### Actions

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

## Warhorse

druid level 4, moon level 4

Armor Class 11 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 60 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 12 (+1) | 13 (+1) | 2 (-4) | 12 (+1) | 7 (-2) |

### Skills & Abilities

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

### Actions

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

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## Druid Level 4

## Brown Bear

druid level 8, moon level 2

Armor Class 11 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

| STR     | DEX    | CON     | INT    | WIS     | CHA    |
|---------|--------|---------|--------|---------|--------|
| 19 (+4) | 10 (0) | 16 (+3) | 2 (-4) | 13 (+1) | 7 (-2) |

### Skills & Abilities

Perception + 3

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

### Actions

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

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

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

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## Dire Wolf

druid level 8, moon level 2

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 & Abilities

Stealth + 4

Perception + 3

**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:* (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

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## Giant Hyena

druid level 8, moon level 2

Armor Class 12 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 50 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 16 (+3) | 14 (+2) | 14 (+2) | 2 (-4) | 12 (+1) | 7 (-2) |

### Skills & Abilities

Perception + 3

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

### Actions

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

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## Giant Spider

druid level 8, moon level 2

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 10)

Speed 30 ft., climb 30 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 14 (+4) | 16 (+3) | 12 (+1) | 2 (-4) | 11 (0) | 4 (-3) |

### Skills & Abilities

Stealth + 7

Blindsight 10 ft., Darkvision 60 ft.

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

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

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

### Actions

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

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

## Lion

druid level 8, moon level 2

Armor Class 12 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 50 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 17 (+3) | 15 (+2) | 13 (+1) | 3 (-4) | 12 (+1) | 8 (-1) |

### Skills & Abilities

Stealth + 6

Perception + 3

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

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

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

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

### Actions

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

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

## Druid Level 8

## Tiger

druid level 8, moon level 2

Armor Class 12 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 17 (+3) | 15 (+2) | 14 (+2) | 3 (-4) | 12 (+1) | 8 (-1) |

### Skills & Abilities

Stealth + 6

Perception + 3

Darkvision 60 ft.

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

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

### Actions

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

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

## Giant Octopus

druid level 8, moon level 4

Armor Class 11 (natural armor)

Hit Points 52 (8d10 + 8)

Speed 10 ft., swim 60 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 17 (+3) | 13 (+1) | 13 (+1) | 4 (-3) | 10 (0) | 4 (-3) |

### Skills & Abilities

Stealth + 5

Perception + 4

Darkvision 60 ft.

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

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

**Water Breathing.** The octopus can breathe only underwater.

### Actions

**Tentacles.** *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

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

**Giant Toad**  
*druid level 8, moon level 4*

*Druid Level 8*

Armor Class 11 (natural armor)  
Hit Points 39 (6d10 + 6)  
Speed 20 ft., swim 40 ft.

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

**Skills & Abilities**

Darkvision 60 ft.  
*Amphibious.* The toad can breathe air and water.

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

**Actions**

*Bite. Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (1d10 + 2) piercing damage plus (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.  
*Swallow.* The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.