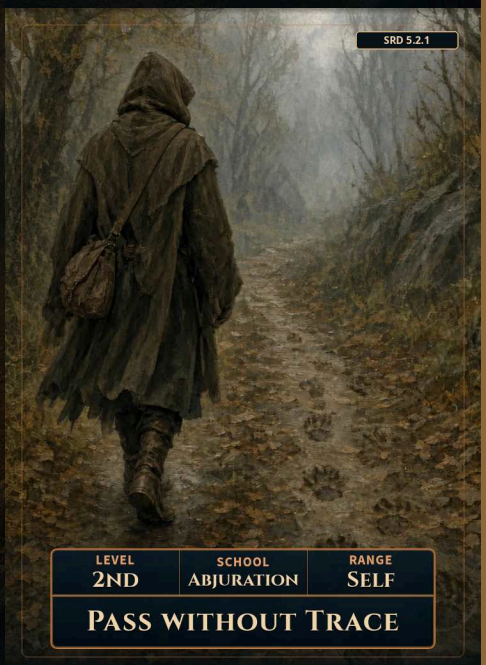


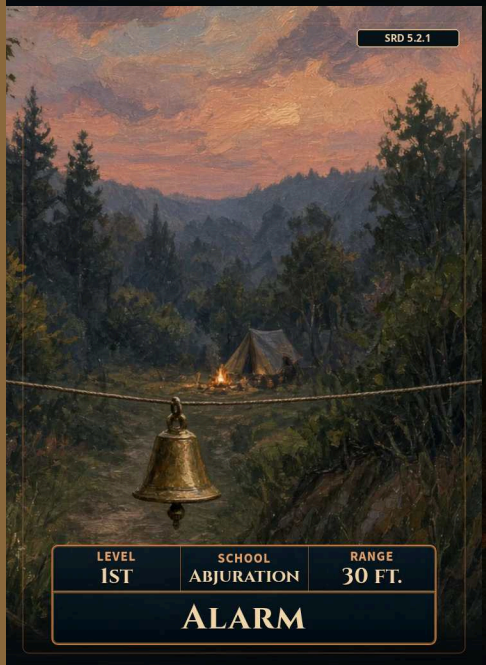


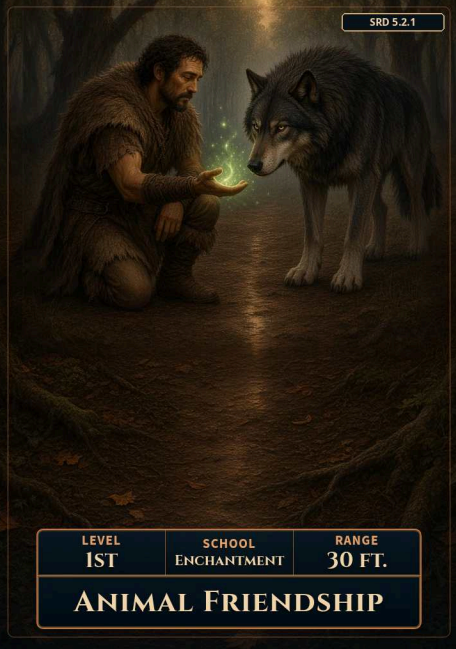














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LIGHT

Cantrip evocation

Casting Time Action ◆ **Range** Touch ◆ **Components** V, M (a firefly or phosphorescent moss) ◆ **Duration** 1 hour

You touch one Large or smaller object that isn't being worn or carried by someone else. Until the spell ends, the object sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. The light can be colored as you like. Covering the object with something opaque blocks the light. The spell ends if you cast it again.

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GUIDANCE

Cantrip divination

Casting Time Action ◆ **Range** Touch ◆ **Components** V, S ◆ **Duration** Concentration, up to 1 minute

You touch a willing creature and choose a skill. Until the spell ends, the creature adds 1d4 to any ability check using the chosen skill.

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MAGE HAND

Cantrip conjuration

Casting Time Action ◆ **Range** 30 feet ◆ **Components** V, S ◆ **Duration** 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. When you cast the spell, you can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. As a Magic action on your later turns, you can control the hand thus again. As part of that action, you can move the hand up to 30 feet. The hand can't attack, activate magic items, or carry more than 10 pounds.

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PASS WITHOUT TRACE

2nd-level abjuration

Casting Time Action ◆ **Range** Self ◆ **Components** V, S, M (ashes from burned mistletoe) ◆ **Duration** Concentration, up to 1 hour

You radiate a concealing aura in a 30-foot Emanation for the duration. While in the aura, you and each creature you choose have a +10 bonus to Dexterity (Stealth) checks and leave no tracks.

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HEALING WORD

1st-level abjuration

Casting Time Bonus Action ◆ **Range** 60 feet ◆ **Components** V ◆ **Duration** Instantaneous

A creature of your choice that you can see within range regains Hit Points equal to 2d4 plus your spellcasting ability modifier. Using a Higher-Level Spell Slot. The healing increases by 2d4 for each spell slot level above 1.

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CURE WOUNDS

1st-level abjuration

Casting Time Action ◆ **Range** Touch ◆ **Components** V, S ◆ **Duration** Instantaneous

A creature you touch regains a number of Hit Points equal to 2d8 plus your spellcasting ability modifier. Using a Higher-Level Spell Slot. The healing increases by 2d8 for each spell slot level above 1.

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ANIMAL MESSENGER

2nd-level enchantment

Casting Time Action or Ritual ◆ **Range** 30 feet ◆ **Components** V, S, M (a morsel of food) ◆ **Duration** 24 hours

A Tiny Beast of your choice that you can see within range must succeed on a Charisma saving throw, or it attempts to deliver a message for you (if the target's Challenge Rating isn't 0, it automatically succeeds). You specify a location you have visited and a recipient who matches a general description, such as "a person dressed in the uniform of the town guard" or "a red-haired dwarf wearing a pointed hat." You also communicate a message of up to twenty-five words. The Beast travels for the duration toward the specified location, covering about 25 miles per 24 hours or 50 miles if the Beast can fly. When the Beast arrives, it delivers your message to the creature that you described, mimicking your communication. If the Beast doesn't reach its destination before the spell ends, the message is lost, and the Beast returns to where you cast the spell. Using a Higher-Level Spell Slot. The spell's duration increases by 48 hours for each spell slot level above 2.

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ANIMAL FRIENDSHIP

1st-level enchantment

Casting Time Action ◆ **Range** 30 feet ◆ **Components** V, S, M (a morsel of food) ◆ **Duration** 24 hours

Target a Beast that you can see within range. The target must succeed on a Wisdom saving throw or have the Charmed condition for the duration. If you or one of your allies deals damage to the target, the spells ends. Using a Higher-Level Spell Slot. You can target one additional Beast for each spell slot level above 1.

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ALARM

1st-level abjuration

Casting Time 1 minute or Ritual ◆ **Range** 30 feet ◆ **Components** V, S, M (a bell and silver wire) ◆ **Duration** 8 hours

You set an alarm against intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot Cube. Until the spell ends, an alarm alerts you whenever a creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is audible or mental: Audible Alarm. The alarm produces the sound of a handbell for 10 seconds within 60 feet of the warded area. Mental Alarm. You are alerted by a mental ping if you are within 1 mile of the warded area. This ping awakens you if you're asleep.

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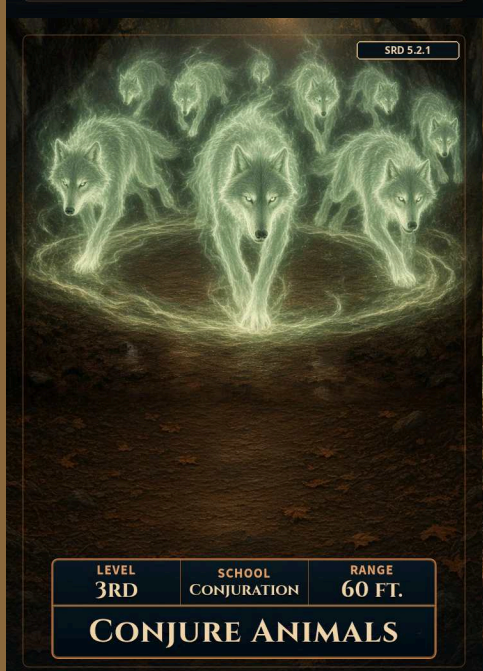
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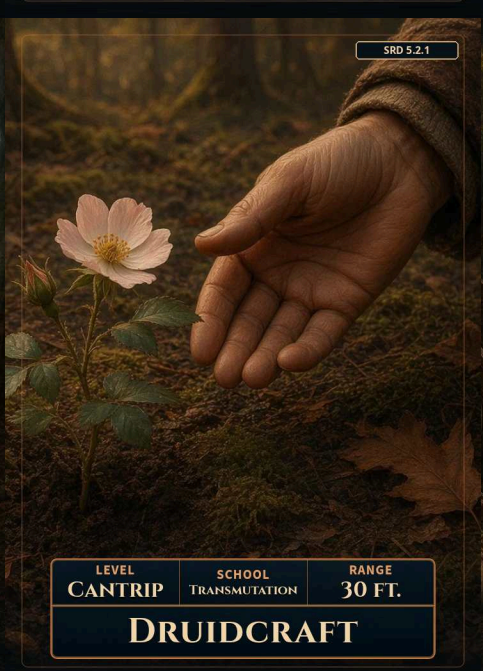
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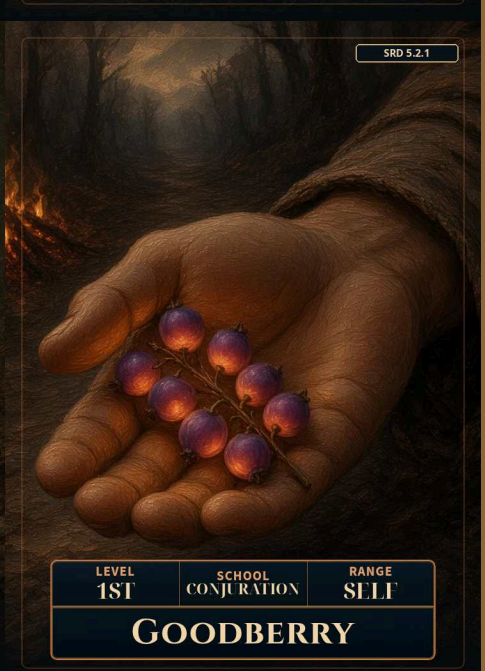












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COMMUNE WITH NATURE

5th-level divination

Casting Time 1 minute or Ritual ◆ **Range** Self ◆ **Components** V, S ◆ **Duration** Instantaneous

You commune with nature spirits and gain knowledge of the surrounding area. In the outdoors, the spell gives you knowledge of the area within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in castles and settlements. Choose three of the following facts; you learn those facts as they pertain to the spell's area: • Locations of settlements • Locations of portals to other planes of existence • Location of one Challenge Rating 10+ creature (GM's choice) that is a Celestial, an Elemental, a Fey, a Fiend, or an Undead • The most prevalent kind of plant, mineral, or Beast (you choose which to learn) • Locations of bodies of water For example, you could determine the location of a powerful monster in the area, the locations of bodies of water, and the locations of any towns.

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BARKSKIN

2nd-level transmutation

Casting Time Bonus Action ◆ **Range** Touch ◆ **Components** V, S, M (a handful of bark) ◆ **Duration** 1 hour

You touch a willing creature. Until the spell ends, the target's skin assumes a bark-like appearance, and the target has an Armor Class of 17 if its AC is lower than that.

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ANIMAL SHAPES

8th-level transmutation

Casting Time Action ◆ **Range** 30 feet ◆ **Components** V, S ◆ **Duration** 24 hours

Choose any number of willing creatures that you can see within range. Each target shape-shifts into a Large or smaller Beast of your choice that has a Challenge Rating of 4 or lower. You can choose a different form for each target. On later turns, you can take a Magic action to transform the targets again. A target's game statistics are replaced by the chosen Beast's statistics, but the target retains its creature type; Hit Points; Hit Point Dice; alignment; ability to communicate; and Intelligence, Wisdom, and Charisma scores. The target's actions are limited by the Beast form's anatomy, and it can't cast spells. The target's equipment melds into the new form, and the target can't use any of that equipment while in that form. The target gains a number of Temporary Hit Points equal to the Hit Points of the first form into which it shape-shifts. These Temporary Hit Points vanish if any remain when the spell ends. The transformation lasts for the duration or until the target ends it as a Bonus Action.

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ENTANGLE

1st-level conjuration

Casting Time Action ◆ **Range** 90 feet ◆ **Components** V, S ◆ **Duration** Concentration, up to 1 minute

Grasping plants sprout from the ground in a 20-foot square within range. For the duration, these plants turn the ground in the area into Difficult Terrain. They disappear when the spell ends. Each creature (other than you) in the area when you cast the spell must succeed on a Strength saving throw or have the Restrained condition until the spell ends. A Restrained creature can take an action to make a Strength (Athletics) check against your spell save DC. On a success, it frees itself from the grasping plants and is no longer Restrained by them.

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DRUIDCRAFT

Cantrip transmutation

Casting Time Action ◆ **Range** 30 feet ◆ **Components** V, S ◆ **Duration** Instantaneous

Whispering to the spirits of nature, you create one of the following effects within range. Weather Sensor. You create a Tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round. Bloom. You instantly make a flower blossom, a seed pod open, or a leaf bud bloom. Sensory Effect. You create a harmless sensory effect, such as falling leaves, spectral dancing fairies, a gentle breeze, the sound of an animal, or the faint odor of skunk. The effect must fit in a 5-foot Cube. Fire Play. You light or snuff out a candle, a torch, or a campfire.

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CONJURE ANIMALS

3rd-level conjuration

Casting Time Action ◆ **Range** 60 feet ◆ **Components** V, S ◆ **Duration** Concentration, up to 10 minutes

You conjure nature spirits that appear as a Large pack of spectral, intangible animals in an unoccupied space you can see within range. The pack lasts for the duration, and you choose the spirits' animal form, such as wolves, serpents, or birds. You have Advantage on Strength saving throws while you're within 5 feet of the pack, and when you move on your turn, you can also move the pack up to 30 feet to an unoccupied space you can see. Whenever the pack moves within 10 feet of a creature you can see and whenever a creature you can see enters a space within 10 feet of the pack or ends its turn there, you can force that creature to make a Dexterity saving throw. On a failed save, the creature takes 3d10 Slashing damage. A creature makes this save only once per turn. Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 3.

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GOODBERRY

1st-level conjuration

Casting Time Action ◆ **Range** Self ◆ **Components** V, S, M (a sprig of mistletoe) ◆ **Duration** 24 hours

Ten berries appear in your hand and are infused with magic for the duration. A creature can take a Bonus Action to eat one berry. Eating a berry restores 1 Hit Point, and the berry provides enough nourishment to sustain a creature for one day. Uneaten berries disappear when the spell ends.

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FREEDOM OF MOVEMENT

4th-level abjuration

Casting Time Action ◆ **Range** Touch ◆ **Components** V, S, M (a leather strap) ◆ **Duration** 1 hour

You touch a willing creature. For the duration, the target's movement is unaffected by Difficult Terrain, and spells and other magical effects can neither reduce the target's Speed nor cause the target to have the Paralyzed or Restrained conditions. The target also has a Swim Speed equal to its Speed. In addition, the target can spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature imposing the Grappled condition on it. Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 4.

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EXPEDITIOUS RETREAT

1st-level transmutation

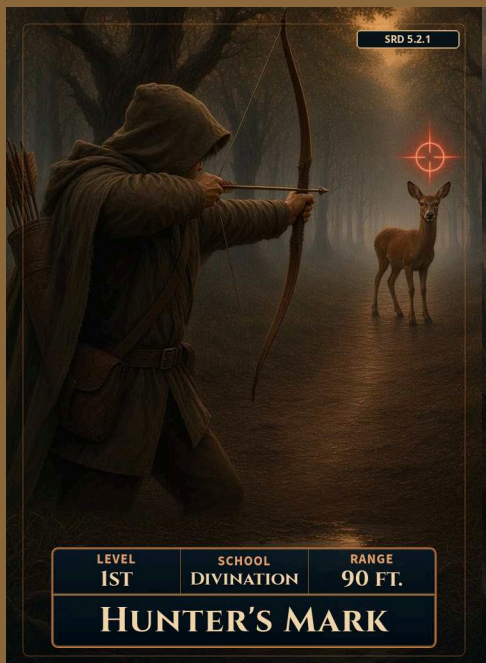
Casting Time Bonus Action ◆ **Range** Self ◆ **Components** V, S ◆ **Duration** Concentration, up to 10 minutes

You take the Dash action, and until the spell ends, you can take that action again as a Bonus Action.

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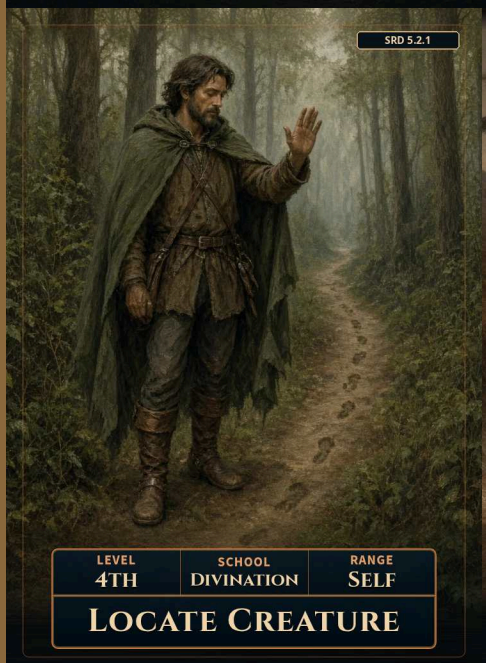
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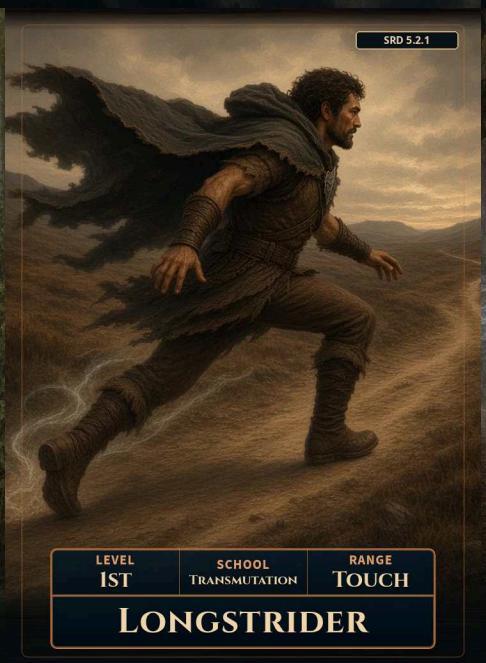
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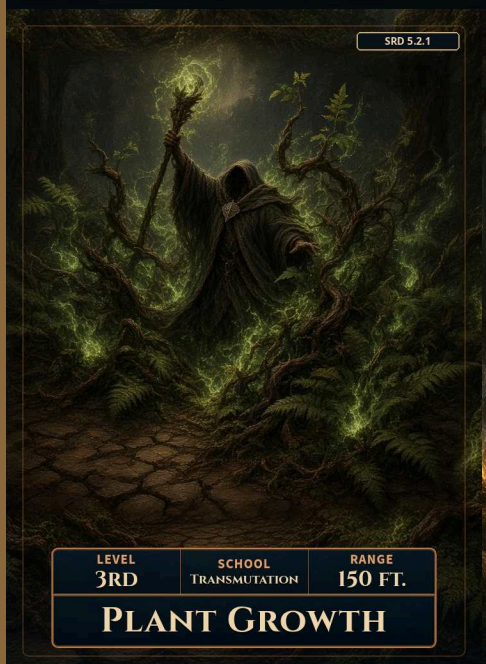




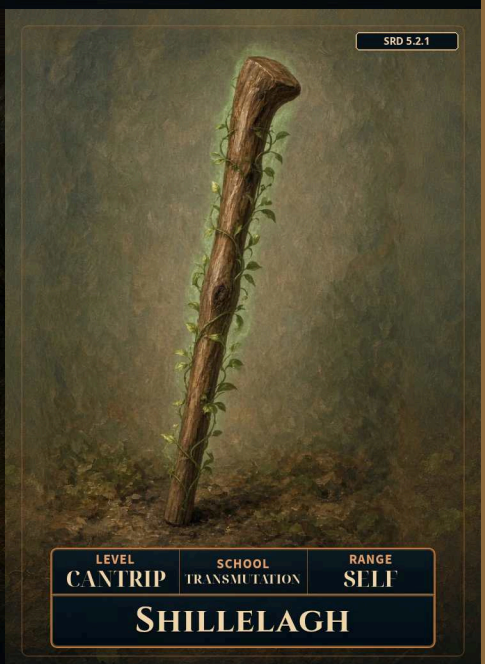












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LOCATE ANIMALS OR PLANTS

2nd-level divination

Casting Time Action or Ritual ◆ **Range** Self ◆ **Components** V, S, M (fur from a bloodhound) ◆ **Duration** Instantaneous

Describe or name a specific kind of Beast, Plant creature, or nonmagical plant. You learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

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JUMP

1st-level transmutation

Casting Time Bonus Action ◆ **Range** Touch ◆ **Components** V, S, M (a grasshopper’s hind leg) ◆ **Duration** 1 minute

You touch a willing creature. Once on each of its turns until the spell ends, that creature can jump up to 30 feet by spending 10 feet of movement. Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

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HUNTER'S MARK

1st-level divination

Casting Time Bonus Action ◆ **Range** 90 feet ◆ **Components** V ◆ **Duration** Concentration, up to 1 hour

You magically mark one creature you can see within range as your quarry. Until the spell ends, you deal an extra 1d6 Force damage to the target whenever you hit it with an attack roll. You also have Advantage on any Wisdom (Perception or Survival) check you make to find it. If the target drops to 0 Hit Points before this spell ends, you can take a Bonus Action to move the mark to a new creature you can see within range. Using a Higher-Level Spell Slot. Your Concentration can last longer with a spell slot of level 3-4 (up to 8 hours) or 5+ (up to 24 hours).

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PHANTOM STEED

3rd-level illusion

Casting Time 1 minute or Ritual ◆ **Range** 30 feet ◆ **Components** V, S ◆ **Duration** 1 hour

A Large, quasi-real, horselike creature appears on the ground in an unoccupied space of your choice within range. You decide the creature’s appearance, and it is equipped with a saddle, bit, and bridle. Any of the equipment created by the spell vanishes in a puff of smoke if it is carried more than 10 feet away from the steed. For the duration, you or a creature you choose can ride the steed. The steed uses the Riding Horse stat block (see “Monsters”), except it has a Speed of 100 feet and can travel 13 miles in an hour. When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. The spell ends early if the steed takes any damage.

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LONGSTRIDER

1st-level transmutation

Casting Time Action ◆ **Range** Touch ◆ **Components** V, S, M (a pinch of dirt) ◆ **Duration** 1 hour

You touch a creature. The target’s Speed increases by 10 feet until the spell ends. Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

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LOCATE CREATURE

4th-level divination

Casting Time Action ◆ **Range** Self ◆ **Components** V, S, M (fur from a bloodhound) ◆ **Duration** Concentration, up to 1 hour

Describe or name a creature that is familiar to you. You sense the direction to the creature’s location if that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement. The spell can locate a specific creature known to you or the nearest creature of a specific kind (such as a human or a unicorn) if you have seen such a creature up close - within 30 feet - at least once. If the creature you described or named is in a different form, such as under the effects of a Flesh to Stone or Polymorph spell, this spell doesn’t locate the creature. This spell can’t locate a creature if any thickness of lead blocks a direct path between you and the creature.

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SHILLELAGH

Cantrip transmutation

Casting Time Bonus Action ◆ **Range** Self ◆ **Components** V, S, M (mistletoe) ◆ **Duration** 1 minute

A Club or Quarterstaff you are holding is imbued with nature’s power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon’s damage die becomes a d8. If the attack deals damage, it can be Force damage or the weapon’s normal damage type (your choice). The spell ends early if you cast it again or if you let go of the weapon. Cantrip Upgrade. The damage die changes when you reach levels 5 (d10), 11 (d12), and 17 (2d6).

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REINCARNATE

5th-level necromancy

Casting Time 1 hour ◆ **Range** Touch ◆ **Components** V, S, M (rare oils worth 1,000+ GP, which the spell consumes) ◆ **Duration** Instantaneous

You touch a dead Humanoid or a piece of one. If the creature has been dead no longer than 10 days, the spell forms a new body for it and calls the soul to enter that body. Roll 1d10 and consult the table below to determine the body’s species, or the GM chooses another playable species. 1d10 Species 1d10 Species 1 Roll again. 6 Goliath 2 Dragonborn 7 Halfling 3 Dwarf 8 Human 4 Elf 9 Orc 5 Gnome 10 Tiefling The reincarnated creature makes any choices that a species’ description offers, and the creature recalls its former life. It retains the capabilities it had in its original form, except it loses the traits of its previous species and gains the traits of its new one.

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PLANT GROWTH

3rd-level transmutation

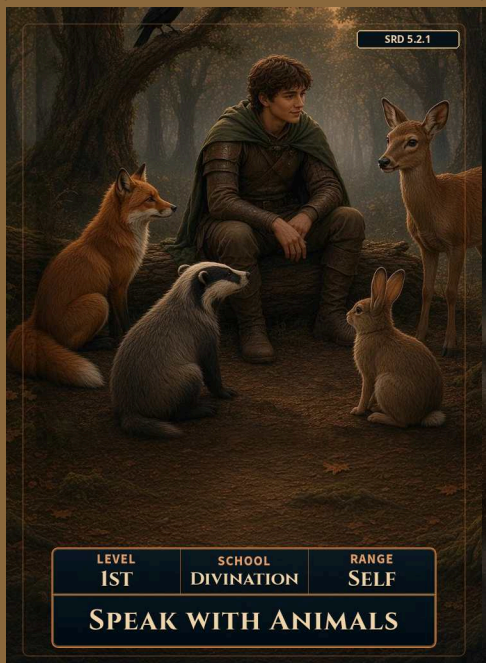
Casting Time Action (Overgrowth) or 8 hours (Enrichment) ◆ **Range** 150 feet ◆ **Components** V, S ◆ **Duration** Instantaneous

This spell channels vitality into plants. The casting time you use determines whether the spell has the Overgrowth or the Enrichment effect below. Overgrowth. Choose a point within range. All normal plants in a 100-foot-radius Sphere centered on that point become thick and overgrown. A creature moving through that area must spend 4 feet of movement for every 1 foot it moves. You can exclude one or more areas of any size within the spell’s area from being affected. Enrichment. All plants in a half-mile radius centered on a point within range become enriched for 365 days. The plants yield twice the normal amount of food when harvested. They can benefit from only one Plant Growth per year.

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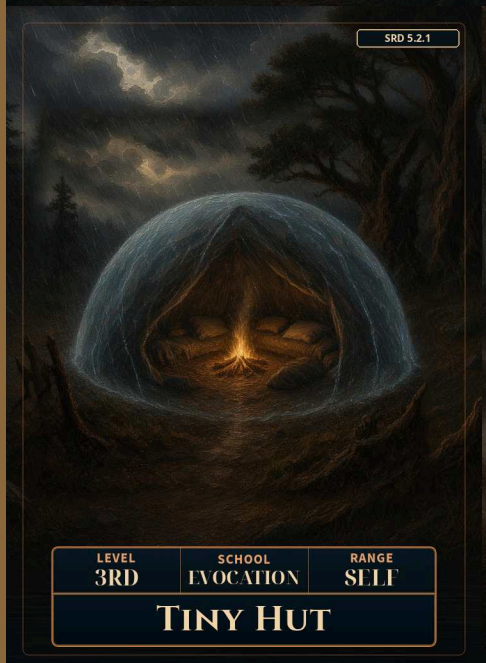
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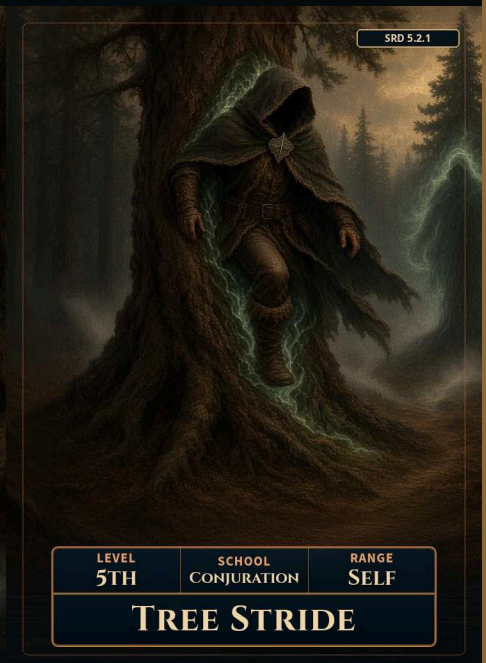


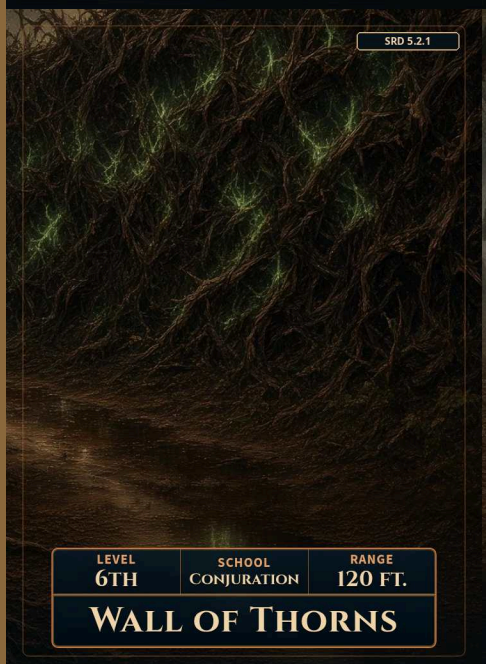
















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SPIKE GROWTH

2nd-level transmutation

Casting Time Action ◆ **Range** 150 feet ◆ **Components** V, S, M (seven thorns) ◆ **Duration** Concentration, up to 10 minutes

The ground in a 20-foot-radius Sphere centered on a point within range sprouts hard spikes and thorns. The area becomes Difficult Terrain for the duration. When a creature moves into or within the area, it takes 2d4 Piercing damage for every 5 feet it travels. The transformation of the ground is camouflaged to look natural. Any creature that can't see the area when the spell is cast must take a Search action and succeed on a Wisdom (Perception or Survival) check against your spell save DC to recognize the terrain as hazardous before entering it.

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SPEAK WITH PLANTS

3rd-level transmutation

Casting Time Action ◆ **Range** Self ◆ **Components** V, S ◆ **Duration** 10 minutes

You imbue plants in an immobile 30-foot Emanation with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the spell's area within the past day, gaining information about creatures that have passed, weather, and other circumstances. You can also turn Difficult Terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into Difficult Terrain that lasts for the duration. The spell doesn't enable plants to uproot themselves and move about, but they can move their branches, tendrils, and stalks for you. If a Plant creature is in the area, you can communicate with it as if you shared a common language.

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SPEAK WITH ANIMALS

1st-level divination

Casting Time Action or Ritual ◆ **Range** Self ◆ **Components** V, S ◆ **Duration** 10 minutes

For the duration, you can comprehend and verbally communicate with Beasts, and you can use any of the Influence action's skill options with them. Most Beasts have little to say about topics that don't pertain to survival or companionship, but at minimum, a Beast can give you information about nearby locations and monsters, including whatever it has perceived within the past day.

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TREE STRIDE

5th-level conjuration

Casting Time Action ◆ **Range** Self ◆ **Components** V, S ◆ **Duration** Concentration, up to 1 minute

You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered. You can use this transportation ability only once on each of your turns. You must end each turn outside a tree.

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TRANSPORT VIA PLANTS

6th-level conjuration

Casting Time Action ◆ **Range** 10 feet ◆ **Components** V, S ◆ **Duration** 1 minute

This spell creates a magical link between a Large or larger inanimate plant within range and another plant, at any distance, on the same plane of existence. You must have seen or touched the destination plant at least once before. For the duration, any creature can step into the target plant and exit from the destination plant by using 5 feet of movement.

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TINY HUT

3rd-level evocation

Casting Time 1 minute or Ritual ◆ **Range** Self ◆ **Components** V, S, M (a crystal bead) ◆ **Duration** 8 hours

A 10-foot Emanation springs into existence around you and remains stationary for the duration. The spell fails when you cast it if the Emanation isn't big enough to fully encapsulate all creatures in its area. Creatures and objects within the Emanation when you cast the spell can move through it freely. All other creatures and objects are barred from passing through it. Spells of level 3 or lower can't be cast through it, and the effects of such spells can't extend into it. The atmosphere inside the Emanation is comfortable and dry, regardless of the weather outside. Until the spell ends, you can command the interior to have Dim Light or Darkness (no action required). The Emanation is opaque from the outside and of any color you choose, but it's transparent from the inside. The spell ends early if you leave the Emanation or if you cast it again.

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BANDIT

Medium or Small Humanoid, Neutral

Armor Class 12 ◆ **Initiative** +1 (11) ◆ **Hit Points** 11 (2d8 + 2) ◆ **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11	12	12	10	10	10
MOD					
+0	+1	+1	+0	+0	+0
SAVE					
+0	+1	+1	+0	+0	+0

Gear Leather Armor, Light Crossbow, Scimitar ◆ **Senses** Passive Perception 10 ◆ **Languages** Common, Thieves' Cant ◆ **Challenge** 1/8 (XP 25; PB +2)

ACTIONS

Scimitar. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Slashing damage. Light Crossbow. *Ranged Attack Roll:* +3, range 80/320 ft. *Hit:* 5 (1d8 + 1) Piercing damage.

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WOLF

Medium Beast, Unaligned

Armor Class 12 ◆ **Initiative** +2 (12) ◆ **Hit Points** 11 (2d8 + 2) ◆ **Speed** 40 ft.

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

Skills Perception +5, Stealth +4 ◆ **Senses** Darkvision 60 ft.; Passive Perception 15 ◆ **Languages** None ◆ **Challenge** 1/4 (XP 50; PB +2)

TRAITS

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 doesn't have the Incapacitated condition.

ACTIONS

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage. If the target is a Medium or smaller creature, it has the Prone condition.

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WALL OF THORNS

6th-level conjuration

Casting Time Action ◆ **Range** 120 feet ◆ **Components** V, S, M (a handful of thorns) ◆ **Duration** Concentration, up to 10 minutes

You create a wall of tangled brush bristling with needle-sharp thorns. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight. When the wall appears, each creature in its area makes a Dexterity saving throw, taking 7d8 Piercing damage on a failed save or half as much damage on a successful one. A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters a space in the wall on a turn or ends its turn there, the creature makes a Dexterity saving throw, taking 7d8 Slashing damage on a failed save or half as much damage on a successful one. A creature makes this save only once per turn. Using a Higher-Level Spell Slot. Both types of damage increase by 1d8 for each spell slot level above 6.

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AC	HP	CR
13	59	3

Owlbear



AC	HP	CR
14	45	2

Ankheg



AC	HP	CR
17	94	5

Bulette



AC	HP	CR
12	59	2

Griffon



AC	HP	CR
11	26	1

Hippogriff



AC	HP	CR
15	71	3

Werewolf



AC	HP	CR
16	45	2

Centaur Trooper



AC	HP	CR
11	19	1/4

Axe Beak



AC	HP	CR
11	5	0

Badger

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BULETTE

Bulette

Armor Class 17 ◆ **Initiative** +0 (10) ◆ **Hit Points** 94 (9d10 + 45) ◆ **Speed** 40 ft., Burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19	11	21	2	10	5
MOD					
+4	+0	+5	-4	+0	-3
SAVE					
+4	+0	+5	-4	+0	-3

Skills Perception +6 ◆ **Senses** Darkvision 60 ft., Tremorsense 120 ft.; ◆ **Languages** None ◆ **Challenge** 5 (XP 1,800; PB +3)

ACTIONS

Multiattack. The bulette makes two Bite attacks. Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 17 (2d12 + 4) Piercing damage. Deadly Leap. The bulette spends 5 feet of movement to jump to a space within 15 feet that contains one or more Large or smaller creatures. Dexterity Saving Throw: DC 15, each creature in the bulette's destination space. Failure: 19 (3d12) Bludgeoning damage, and 272 System Reference Document 5.2.1 the target has the Prone condition. Success: Half damage, and the target is pushed 5 feet straight away from the bulette.

BONUS ACTIONS

Leap. The bulette jumps up to 30 feet by spending 10 feet of movement.

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ANKHEG

Ankheg

Armor Class 14 ◆ **Initiative** +0 (10) ◆ **Hit Points** 45 (6d10 + 12) ◆ **Speed** 30 ft., Burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17	11	14	1	13	6
MOD					
+3	+0	+2	-5	+1	-2
SAVE					
+3	+0	+2	-5	+1	-2

Senses Darkvision 60 ft., Tremorsense 60 ft.; ◆ **Languages** None ◆ **Challenge** 2 (XP 450; PB +2)

TRAITS

Tunneler. The ankheg can burrow through solid rock at half its Burrow Speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Bite. *Melee Attack Roll:* +5 (with Advantage if the target is Grappled by the ankheg), reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage plus 3 (1d6) Acid damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 13). Acid Spray (Recharge 6). Dexterity Saving Throw: DC 12, each creature in a 30-foot-long, 5-foot-wide Line. Failure: 14 (4d6) Acid damage. Success: Half damage.

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OWLBEAR

Owlbear

Armor Class 13 ◆ **Initiative** +1 (11) ◆ **Hit Points** 59 (7d10 + 21) ◆ **Speed** 40 ft., Climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20	12	17	3	12	7
MOD					
+5	+1	+3	-4	+1	-2
SAVE					
+5	+1	+3	-4	+1	-2

Skills Perception +5 ◆ **Senses** Darkvision 60 ft.; Passive Perception 15 ◆ **Languages** None ◆ **Challenge** 3 (XP 700; PB +2)

ACTIONS

Multiattack. The owlbear makes two Rend attacks. Rend. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 14 (2d8 + 5) Slashing damage.

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WEREWOLF

Werewolf

Armor Class 15 ◆ **Initiative** +4 (14) ◆ **Hit Points** 71 (11d8 + 22) ◆ **Speed** 30 ft., 40 ft. (wolf form only)

STR	DEX	CON	INT	WIS	CHA
16	14	14	10	11	10
MOD					
+3	+2	+2	+0	+0	+0
SAVE					
+3	+2	+2	+0	+0	+0

Skills Perception +4, Stealth +4 ◆ **Gear** Longbow ◆ **Senses** Darkvision 60 ft.; Passive Perception 14 ◆ **Languages** Common (can't speak in wolf form) ◆ **Challenge** 3 (XP 700; PB +2)

TRAITS

Pack Tactics. The werewolf has Advantage on an attack roll against a creature if at least one of the werewolf's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

ACTIONS

Multiattack. The werewolf makes two attacks, using Scratch or Longbow in any combination. It can replace one attack with a Bite attack. Bite (Wolf or Hybrid Form Only). *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 12 (2d8 + 3) Piercing damage. If the target is a Humanoid, it is subjected to the following effect. Constitution Saving Throw: DC 12. Failure: The target is cursed. If the cursed target drops to 0 Hit Points, it instead becomes a Werewolf under the GM's control and has 10 Hit Points. Success: The target is immune to this werewolf's curse for 24 hours. Scratch. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage. Longbow (Humanoid or Hybrid Form Only). *Ranged Attack Roll:* +4, range 150/600 ft. *Hit:* 11 (2d8 + 2) Piercing damage.

BONUS ACTIONS

Shape-Shift. The werewolf shape-shifts into a Large wolf-humanoid hybrid or a Medium wolf, or it returns to its true humanoid form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

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HIPPOGRIFF

Hippogriff

Armor Class 11 ◆ **Initiative** +1 (11) ◆ **Hit Points** 26 (4d10 + 4) ◆ **Speed** 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17	13	13	2	12	8
MOD					
+3	+1	+1	-4	+1	-1
SAVE					
+3	+1	+1	-4	+1	-1

Skills Perception +5 ◆ **Senses** Passive Perception 15 ◆ **Languages** None ◆ **Challenge** 1 (XP 200; PB +2)

TRAITS

Flyby. The hippogriff doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

ACTIONS

Multiattack. The hippogriff makes two Rend attacks. Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage.

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GRIFFON

Griffon

Armor Class 12 ◆ **Initiative** +2 (12) ◆ **Hit Points** 59 (7d10 + 21) ◆ **Speed** 30 ft., Fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18	15	16	2	13	8
MOD					
+4	+2	+3	-4	+1	-1
SAVE					
+4	+2	+3	-4	+1	-1

Skills Perception +5 ◆ **Senses** Darkvision 60 ft.; Passive Perception 15 ◆ **Languages** None ◆ **Challenge** 2 (XP 450; PB +2)

ACTIONS

Multiattack. The griffon makes two Rend attacks. Rend. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d8 + 4) Piercing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 14) from both of the griffon's front claws.

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BADGER

Tiny Beast, Unaligned

Armor Class 11 ◆ **Initiative** +0 (10) ◆ **Hit Points** 5 (1d4 + 3) ◆ **Speed** 20 ft., Burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
10	11	16	2	12	5
MOD					
+0	+0	+3	-4	+1	-3
SAVE					
+0	+0	+3	-4	+1	-3

Skills Perception +3 ◆ **Senses** Darkvision 30 ft.; Passive Perception 13 ◆ **Languages** None ◆ **Challenge** 0 (XP 10; PB +2)

ACTIONS

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Piercing damage.

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AXE BEAK

Axe Beak

Armor Class 11 ◆ **Initiative** +1 (11) ◆ **Hit Points** 19 (3d10 + 3) ◆ **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
14	12	12	2	10	5
MOD					
+2	+1	+1	-4	+0	-3
SAVE					
+2	+1	+1	-4	+0	-3

Senses Passive Perception 10 ◆ **Languages** None ◆ **Challenge** 1/4 (XP 50; PB +2)

ACTIONS

Beak. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Slashing damage.

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CENTAUR TROOPER

Large Fey, Neutral Good

Armor Class 16 ◆ **Initiative** +2 (12) ◆ **Hit Points** 45 (6d10 + 12) ◆ **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18	14	14	9	13	11
MOD					
+4	+2	+2	-1	+1	+0
SAVE					
+4	+2	+2	-1	+1	+0

Skills Athletics +6, Perception +3 ◆ **Gear** Breastplate, Longbow, Pike ◆ **Senses** Passive Perception 13 ◆ **Languages** Elvish, Sylvan ◆ **Challenge** 2 (XP 450; PB +2)

ACTIONS

Multiattack. The centaur makes two attacks, using Pike or Longbow in any combination. Pike. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 9 (1d10 + 4) Piercing damage. Longbow. *Ranged Attack Roll:* +4, range 150/600 ft. *Hit:* 6 (1d8 + 2) Piercing damage.

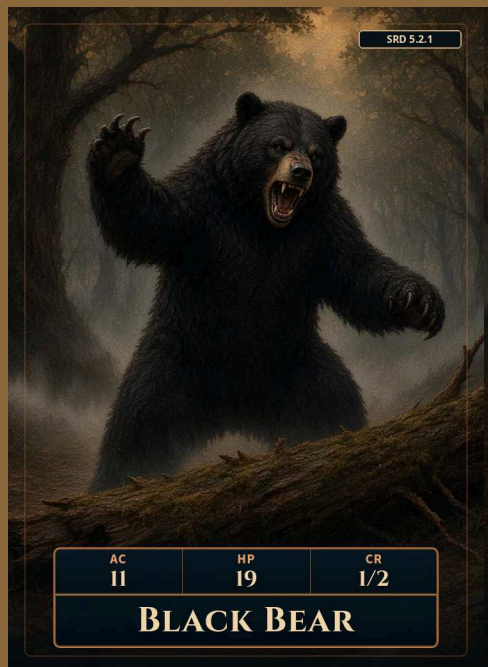
BONUS ACTIONS

Trampling Charge (Recharge 5-6). The centaur moves up to its Speed without provoking Opportunity Attacks and can move through the spaces of Medium or smaller creatures. Each creature whose space the centaur enters is targeted once by the following effect. Strength Saving Throw: DC 14. Failure: 7 (1d6 + 4) Bludgeoning damage, and the target has the Prone condition.

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BOAR

Medium Beast, Unaligned

Armor Class 11 ◆ **Initiative** +0 (10) ◆ **Hit Points** 13 (2d8 + 4) ◆ **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
13	11	14	2	9	5
MOD					
+1	+0	+2	-4	-1	-3
SAVE					
+1	+0	+2	-4	-1	-3

Senses Passive Perception 9 ◆ **Languages** None ◆ **Challenge** 1/4 (XP 50; PB +2)

TRAITS

Bloodied Fury. While Bloodied, the boar has Advantage on attack rolls.

ACTIONS

Gore. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Piercing damage. If the target is a Medium or smaller creature and the boar moved 20+ feet straight toward it immediately before the hit, the target takes an extra 3 (1d6) Piercing damage and has the Prone condition.

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BLOOD HAWK

Small Beast, Unaligned

Armor Class 12 ◆ **Initiative** +2 (12) ◆ **Hit Points** 7 (2d6) ◆ **Speed** 10 ft., Fly 60 ft.

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

Skills Perception +6 ◆ **Senses** Passive Perception 16 ◆ **Languages** None ◆ **Challenge** 1/8 (XP 25; PB +2)

TRAITS

Pack Tactics. The hawk has Advantage on an attack roll against a creature if at least one of the hawk's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

ACTIONS

Beak. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage, or 6 (1d8 + 2) Piercing damage if the target is Bloodied.

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BLACK BEAR

Medium Beast, Unaligned

Armor Class 11 ◆ **Initiative** +1 (11) ◆ **Hit Points** 19 (3d8 + 6) ◆ **Speed** 30 ft., Climb 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15	12	14	2	12	7
MOD					
+2	+1	+2	-4	+1	-2
SAVE					
+2	+1	+2	-4	+1	-2

Skills Perception +5 ◆ **Senses** Darkvision 60 ft.; Passive Perception 15 ◆ **Languages** None ◆ **Challenge** 1/2 (XP 100; PB +2)

ACTIONS

Multiattack. The bear makes two Rend attacks.

Rend. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Slashing damage.

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DIRE WOLF

Large Beast, Unaligned

Armor Class 14 ◆ **Initiative** +2 (12) ◆ **Hit Points** 22 (3d10 + 6) ◆ **Speed** 50 ft.

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

Skills Perception +5, Stealth +4 ◆ **Senses** Darkvision 60 ft.; Passive Perception 15 ◆ **Languages** None ◆ **Challenge** 1 (XP 200; PB +2)

TRAITS

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 doesn't have the Incapacitated condition.

ACTIONS

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) Piercing damage. If the target is a Large or smaller creature, it has the Prone condition.

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DEER

Medium Beast, Unaligned

Armor Class 13 ◆ **Initiative** +3 (13) ◆ **Hit Points** 4 (1d8) ◆ **Speed** 50 ft.

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

Skills Perception +4 ◆ **Senses** Darkvision 60 ft.; Passive Perception 14 ◆ **Languages** None ◆ **Challenge** 0 (XP 10; PB +2)

TRAITS

Agile. The deer doesn't provoke an Opportunity Attack when it moves out of an enemy's reach.

ACTIONS

Ram. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 2 (1d4) Bludgeoning damage.

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BROWN BEAR

Large Beast, Unaligned

Armor Class 11 ◆ **Initiative** +1 (11) ◆ **Hit Points** 22 (3d10 + 6) ◆ **Speed** 40 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17	12	15	2	13	7
MOD					
+3	+1	+2	-4	+1	-2
SAVE					
+3	+1	+2	-4	+1	-2

Skills Perception +3 ◆ **Senses** Darkvision 60 ft.; Passive Perception 13 ◆ **Languages** None ◆ **Challenge** 1 (XP 200; PB +2)

ACTIONS

Multiattack. The bear makes one Bite attack and one Claw attack. Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage. 346 System Reference Document 5.2.1 Claw. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage. If the target is a Large or smaller creature, it has the Prone condition.

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GIANT BADGER

Medium Beast, Unaligned

Armor Class 13 ◆ **Initiative** +0 (10) ◆ **Hit Points** 15 (2d8 + 6) ◆ **Speed** 30 ft., Burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13	10	17	2	12	5
MOD					
+1	+0	+3	-4	+1	-3
SAVE					
+1	+0	+3	-4	+1	-3

Skills Perception +3 ◆ **Senses** Darkvision 60 ft.; Passive Perception 13 ◆ **Languages** None ◆ **Challenge** 1/4 (XP 50; PB +2)

ACTIONS

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 6 (2d4 + 1) Piercing damage.

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ELK

Large Beast, Unaligned

Armor Class 10 ◆ **Initiative** +0 (10) ◆ **Hit Points** 11 (2d10) ◆ **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16	10	11	2	10	6
MOD					
+3	+0	+0	-4	+0	-2
SAVE					
+3	+0	+0	-4	+0	-2

Skills Perception +2 ◆ **Senses** Darkvision 60 ft.; Passive Perception 12 ◆ **Languages** None ◆ **Challenge** 1/4 (XP 50; PB +2)

ACTIONS

Ram. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage. If the target is a Large or smaller creature and the elk moved 20+ feet straight toward it immediately before the hit, the target takes an extra 3 (1d6) Bludgeoning damage and has the Prone condition.

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EAGLE

Small Beast, Unaligned

Armor Class 12 ◆ **Initiative** +2 (12) ◆ **Hit Points** 4 (1d6 + 1) ◆ **Speed** 10 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6	15	12	2	14	7
MOD					
-2	+2	+1	-4	+2	-2
SAVE					
-2	+2	+1	-4	+2	-2

Skills Perception +6 ◆ **Senses** Passive Perception 16 ◆ **Languages** None ◆ **Challenge** 0 (XP 10; PB +2)

ACTIONS

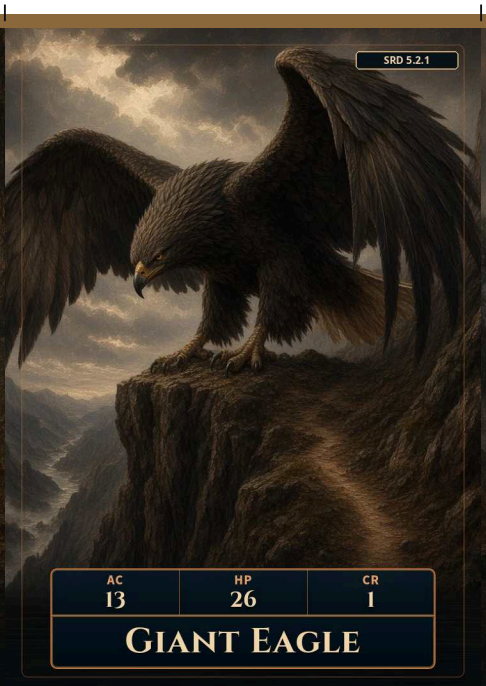
Talons. *Melee Attack Roll:* +4, reach 5 feet. *Hit:* 4 (1d4 + 2) Slashing damage.

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GIANT ELK

Huge Celestial, Neutral Good

Armor Class 14 ◆ **Initiative** +6 (16) ◆ **Hit Points** 42 (5d12 + 10) ◆ **Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
19	18	14	7	14	10
MOD					
+4	+4	+2	-2	+2	+0
SAVE					
+6	+6	+2	-2	+2	+0

Skills Perception +4 ◆ **Senses** Darkvision 90 ft.; Passive Perception 14 ◆ **Languages** Celestial; understands Common, Elvish, and ◆ **Challenge** 2 (XP 450; PB +2)

ACTIONS

Ram. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 11 (2d6 + 4) Bludgeoning damage plus 5 (2d4) Radiant damage. If the target is a Huge or smaller creature and the elk moved 20+ feet straight toward it immediately before the hit, the target takes an extra 5 (2d4) Bludgeoning damage and has the Prone condition.

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GIANT EAGLE

Large Celestial, Neutral Good

Armor Class 13 ◆ **Initiative** +3 (13) ◆ **Hit Points** 26 (4d10 + 4) ◆ **Speed** 10 ft., Fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16	17	13	8	14	10
MOD					
+3	+3	+1	-1	+2	+0
SAVE					
+3	+3	+1	-1	+2	+0

Skills Perception +6 ◆ **Senses** Passive Perception 16 ◆ **Languages** Celestial; understands Common and Primordial ◆ **Challenge** 1 (XP 200; PB +2)

ACTIONS

Multiattack. The eagle makes two Rend attacks.

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage plus 3 (1d6) Radiant damage.

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GIANT BOAR

Large Beast, Unaligned

Armor Class 13 ◆ **Initiative** +0 (10) ◆ **Hit Points** 42 (5d10 + 15) ◆ **Speed** 40 ft.

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

Senses Passive Perception 8 ◆ **Languages** None ◆ **Challenge** 2 (XP 450; PB +2)

TRAITS

Bloodied Fury. The boar has Advantage on melee attack rolls while it is Bloodied.

ACTIONS

Gore. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage. If the target is a Large or smaller creature and the boar moved 20+ feet straight toward it immediately before the hit, the target takes an extra 7 (2d6) Piercing damage and has the Prone condition.

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GIANT SPIDER

Large Beast, Unaligned

Armor Class 14 ◆ **Initiative** +3 (13) ◆ **Hit Points** 26 (4d10 + 4) ◆ **Speed** 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14	16	12	2	11	4
MOD					
+2	+3	+1	-4	+0	-3
SAVE					
+2	+3	+1	-4	+0	-3

Skills Perception +4, Stealth +7 ◆ **Senses** Darkvision 60 ft.; Passive Perception 14 ◆ **Languages** None ◆ **Challenge** 1 (XP 200; PB +2)

TRAITS

Spider Climb. The spider can climb difficult surfaces, including along ceilings, without needing to make an ability check. Web Walker. The spider ignores movement restrictions caused by webs, and it knows the location of any other creature in contact with the same web.

ACTIONS

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage plus 7 (2d6) Poison damage. Web (Recharge 5-6). Dexterity Saving Throw: DC 13, one creature the spider can see within 60 feet. Failure: The target has the Restrained condition until the web is destroyed (AC 10; HP 5; Vulnerability to Fire damage; Immunity to Poison and Psychic damage).

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GIANT OWL

Large Celestial, Neutral

Armor Class 12 ◆ **Initiative** +2 (12) ◆ **Hit Points** 19 (3d10 + 3) ◆ **Speed** 5 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13	15	12	10	14	10
MOD					
+1	+2	+1	+0	+2	+0
SAVE					
+1	+2	+1	+0	+4	+0

Skills Perception +6, Stealth +6 ◆ **Senses** Darkvision 120 ft.; Passive Perception 16 ◆ **Languages** Celestial; understands Common, Elvish, and ◆ **Challenge** 1/4 (XP 50; PB +2)

TRAITS

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

ACTIONS

Talons. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (1d10 + 2) Slashing damage. Spellcasting. The owl casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability: At Will: Detect Evil and Good, Detect Magic 1/Day: Clairvoyance

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GIANT GOAT

Large Beast, Unaligned

Armor Class 11 ◆ **Initiative** +1 (11) ◆ **Hit Points** 19 (3d10 + 3) ◆ **Speed** 40 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17	13	12	3	12	6
MOD					
+3	+1	+1	-4	+1	-2
SAVE					
+5	+1	+1	-4	+1	-2

Skills Perception +3 ◆ **Senses** Darkvision 60 ft.; Passive Perception 13 ◆ **Languages** None ◆ **Challenge** 1/2 (XP 100; PB +2)

ACTIONS

Ram. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage. If the target is a Large or smaller creature and the goat moved 20+ feet straight toward it immediately before the hit, the target takes an extra 5 (2d4) Bludgeoning damage and has the Prone condition.

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HAWK

Tiny Beast, Unaligned

Armor Class 13 ◆ **Initiative** +3 (13) ◆ **Hit Points** 1 (1d4 - 1) ◆ **Speed** 10 ft., Fly 60 ft.

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

Skills Perception +6 ◆ **Senses** Passive Perception 16 ◆ **Languages** None ◆ **Challenge** 0 (XP 10; PB +2)

ACTIONS

Talons. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 1 Slashing damage.

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GIANT WOLF SPIDER

Medium Beast, Unaligned

Armor Class 13 ◆ **Initiative** +3 (13) ◆ **Hit Points** 11 (2d8 + 2) ◆ **Speed** 40 ft., Climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12	16	13	3	12	4
MOD					
+1	+3	+1	-4	+1	-3
SAVE					
+1	+3	+1	-4	+1	-3

Skills Perception +3, Stealth +7 ◆ **Senses** Blindsight 10 ft., Darkvision 60 ft.; ◆ **Languages** None ◆ **Challenge** 1/4 (XP 50; PB +2)

TRAITS

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

ACTIONS

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage plus 5 (2d4) Poison damage. 355 System Reference Document 5.2.1

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GIANT WEASEL

Medium Beast, Unaligned

Armor Class 13 ◆ **Initiative** +3 (13) ◆ **Hit Points** 9 (2d8) ◆ **Speed** 40 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11	17	10	4	12	5
MOD					
+0	+3	+0	-3	+1	-3
SAVE					
+0	+3	+0	-3	+1	-3

Skills Acrobatics +5, Perception +3, Stealth +5 ◆ **Senses** Darkvision 60 ft.; Passive Perception 13 ◆ **Languages** None ◆ **Challenge** 1/8 (XP 25; PB +2)

ACTIONS

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage.

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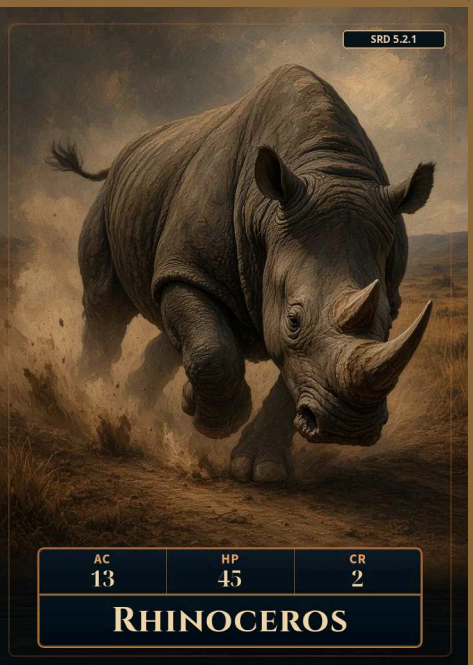
AC	HP	CR
12	22	1

Lion



AC	HP	CR
11	1	0

Owl



AC	HP	CR
13	45	2

Rhinoceros



AC	HP	CR
13	1	0

Weasel



AC	HP	CR
15	32	2

Bandit Captain



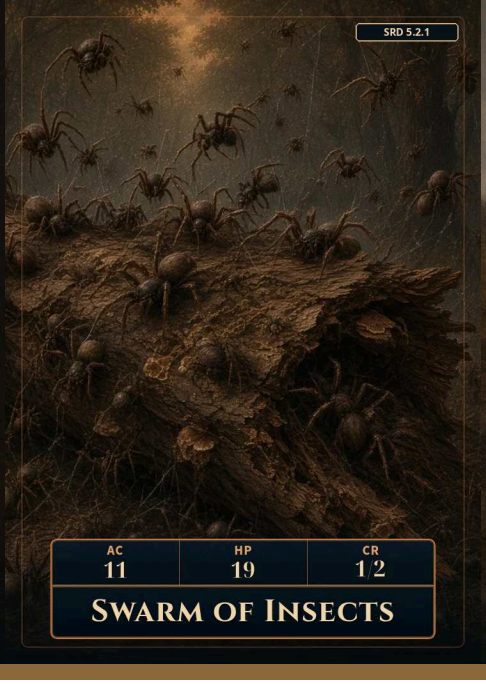
AC	HP	CR
13	44	2

Druid



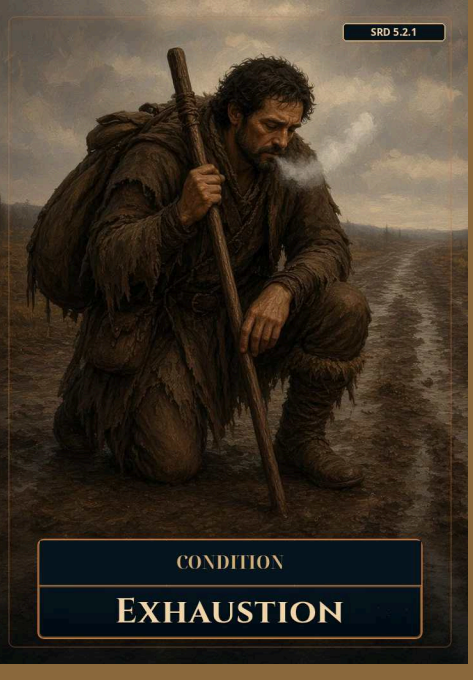
AC	HP	CR
13	16	1/2

Scout



AC	HP	CR
11	19	1/2

Swarm of Insects



CONDITION

Exhaustion

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RHINOCEROS

Large Beast, Unaligned

Armor Class 13 ◆ **Initiative** -1 (9) ◆ **Hit Points** 45 (6d10 + 12) ◆ **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21	8	15	2	12	6
MOD					
+5	-1	+2	-4	+1	-2
SAVE					
+5	-1	+2	-4	+1	-2

Senses Passive Perception 11 ◆ **Languages** None ◆ **Challenge** 2 (XP 450; PB +2)

ACTIONS

Gore. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 14 (2d8 + 5) Piercing damage. If target is a Large or smaller creature and the rhinoceros moved 20+ feet straight toward it immediately before the hit, the target takes an extra 9 (2d8) Piercing damage and has the Prone condition.

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OWL

Tiny Beast, Unaligned

Armor Class 11 ◆ **Initiative** +1 (11) ◆ **Hit Points** 1 (1d4 - 1) ◆ **Speed** 5 ft., Fly 60 ft.

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

Skills Perception +5, Stealth +5 ◆ **Senses** Darkvision 120 ft.; Passive Perception 15 ◆ **Languages** None ◆ **Challenge** 0 (XP 10; PB +2)

TRAITS

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

ACTIONS

Talons. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 1 Slashing damage.

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LION

Large Beast, Unaligned

Armor Class 12 ◆ **Initiative** +2 (12) ◆ **Hit Points** 22 (4d10) ◆ **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
17	15	11	3	12	8
MOD					
+3	+2	+0	-4	+1	-1
SAVE					
+3	+2	+0	-4	+1	-1

Skills Perception +3, Stealth +4 ◆ **Senses** Darkvision 60 ft.; Passive Perception 13 ◆ **Languages** None ◆ **Challenge** 1 (XP 200; PB +2)

TRAITS

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 doesn't have the Incapacitated condition. Running Leap. With a 10-foot running start, the lion can Long Jump up to 25 feet.

ACTIONS

Multiattack. The lion makes two Rend attacks. It can replace one attack with a use of Roar. Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage. Roar. Wisdom Saving Throw: DC 11, one creature within 15 feet. Failure: The target has the Frightened condition until the start of the lion's next turn.

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DRUID

Druid

Armor Class 13 ◆ **Initiative** +1 (11) ◆ **Hit Points** 44 (8d8 + 8) ◆ **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10	12	13	12	16	11
MOD					
+0	+1	+1	+1	+3	+0
SAVE					
+0	+1	+1	+1	+3	+0

Skills Medicine +5, Nature +3, Perception +5 ◆ **Gear** Studded Leather Armor ◆ **Senses** Passive Perception 15 ◆ **Languages** Common, Druidic, Sylvan ◆ **Challenge** 2 (XP 450; PB +2)

ACTIONS

Multiattack. The druid makes two attacks, using Vine Staff or Verdant Wisp in any combination. Vine Staff. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage plus 2 (1d4) Poison damage. Verdant Wisp. *Ranged Attack Roll:* +5, range 90 ft. *Hit:* 10 (3d6) Radiant damage. Spellcasting. The druid casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13): At Will: Druidcraft, Speak with Animals 2/Day Each: Entangle, Thunderwave 1/Day Each: Animal Messenger, Longstrider, Moonbeam

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BANDIT CAPTAIN

Medium or Small Humanoid, Neutral

Armor Class 15 ◆ **Initiative** +3 (13) ◆ **Hit Points** 52 (8d8 + 16) ◆ **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15	16	14	14	11	14
MOD					
+2	+3	+2	+2	+0	+2
SAVE					
+4	+5	+2	+2	+2	+2

Skills Athletics +4, Deception +4 ◆ **Gear** Pistol, Scimitar, Studded Leather Armor ◆ **Senses** Passive Perception 10 ◆ **Languages** Common, Thieves' Cant ◆ **Challenge** 2 (XP 450; PB +2)

ACTIONS

Multiattack. The bandit makes two attacks, using Scimitar and Pistol in any combination. Scimitar. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Slashing damage. Pistol. *Ranged Attack Roll:* +5, range 30/90 ft. *Hit:* 8 (1d10 + 3) Piercing damage.

REACTIONS

Parry. Trigger: The bandit is hit by a melee attack roll while holding a weapon. Response: The bandit adds 2 to its AC against that attack, possibly causing it to miss.

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WEASEL

Tiny Beast, Unaligned

Armor Class 13 ◆ **Initiative** +3 (13) ◆ **Hit Points** 1 (1d4 - 1) ◆ **Speed** 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3	16	8	2	12	3
MOD					
-4	+3	-1	-4	+1	-4
SAVE					
-4	+3	-1	-4	+1	-4

Skills Acrobatics +5, Perception +3, Stealth +5 ◆ **Senses** Darkvision 60 ft.; Passive Perception 13 ◆ **Languages** None ◆ **Challenge** 0 (XP 10; PB +2)

ACTIONS

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 1 Piercing damage. 364 System Reference Document 5.2.1

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EXHAUSTION

Condition

While you have the Exhaustion condition, you experience the following effects. Exhaustion Levels. This condition is cumulative. Each time you receive it, you gain 1 Exhaustion level. You die if your Exhaustion level is 6. D20 Tests Affected. When you make a D20 Test, the roll is reduced by 2 times your Exhaustion level. Speed Reduced. Your Speed is reduced by a number of feet equal to 5 times your Exhaustion level. Removing Exhaustion Levels. Finishing a Long Rest removes 1 of your Exhaustion levels. When your Exhaustion level reaches 0, the condition ends.

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SWARM OF INSECTS

Medium Swarm of Tiny Beasts, Unaligned

Armor Class 11 ◆ **Initiative** +1 (11) ◆ **Hit Points** 19 (3d8 + 6) ◆ **Speed** 20 ft., Climb or Fly 20 ft. (GM's choice)

STR	DEX	CON	INT	WIS	CHA
3	13	14	1	7	1
MOD					
-4	+1	+2	-5	-2	-5
SAVE					
-4	+1	+2	-5	-2	-5

Senses Blindsight 30 ft.; Passive Perception 8 ◆ **Languages** None ◆ **Challenge** 1/2 (XP 100; PB +2)

TRAITS

Spider Climb. If the swarm has a Climb Speed, the swarm can climb difficult surfaces, including along ceilings, without needing to make an ability check. Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain Hit Points or gain Temporary Hit Points.

ACTIONS

Bites. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 6 (2d4 + 1) Poison damage, or 3 (1d4 + 1) Poison damage if the swarm is Bloodied.

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SCOUT

Scout

Armor Class 13 ◆ **Initiative** +2 (12) ◆ **Hit Points** 16 (3d8 + 3) ◆ **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11	14	12	11	13	11
MOD					
+0	+2	+1	+0	+1	+0
SAVE					
+0	+2	+1	+0	+1	+0

Skills Nature +4, Perception +5, Stealth +6, Survival +5 ◆ **Gear** Leather Armor, Longbow, Shortsword ◆ **Senses** Passive Perception 15 ◆ **Languages** Common plus one other language ◆ **Challenge** 1/2 (XP 100; PB +2)

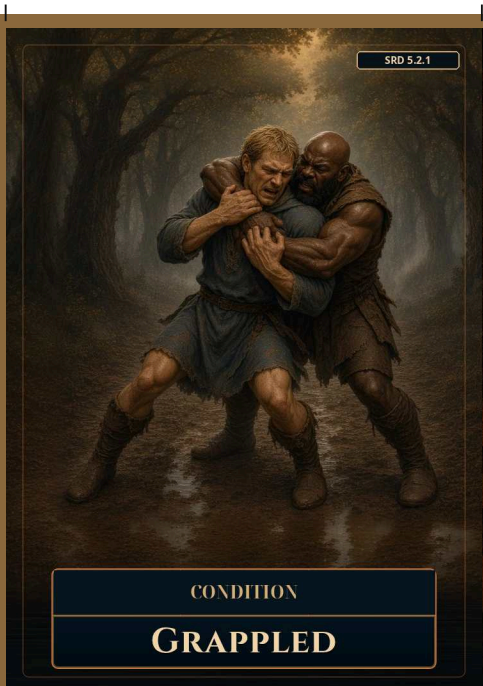
ACTIONS

Multiattack. The scout makes two attacks, using Shortsword and Longbow in any combination. Shortsword. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage. Longbow. *Ranged Attack Roll:* +4, range 150/600 ft. *Hit:* 6 (1d8 + 2) Piercing damage.

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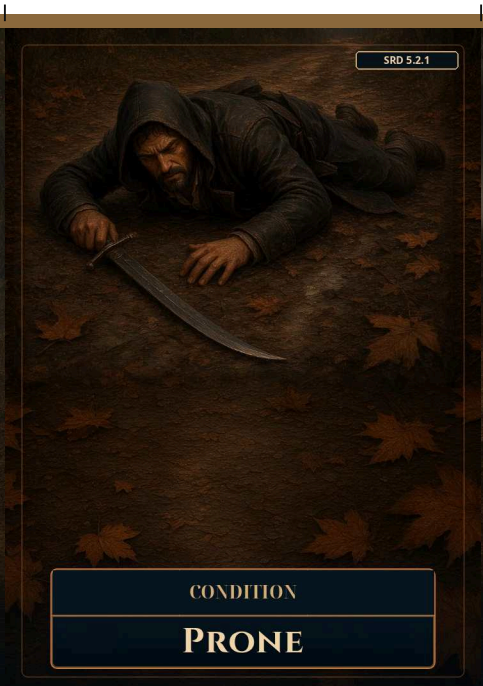
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CONDITION

Grappled



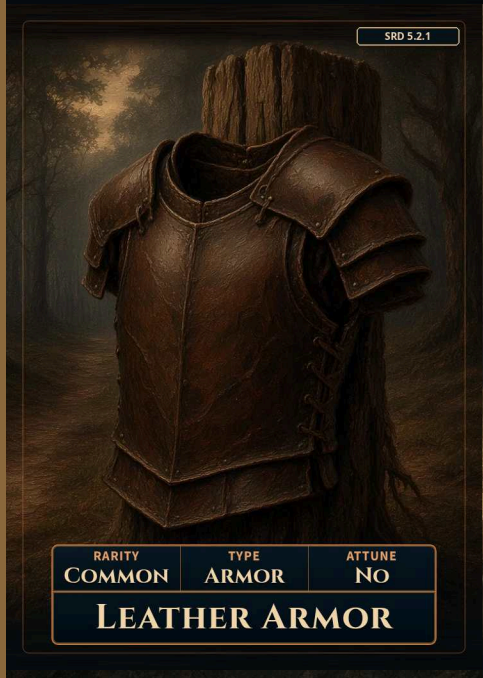
CONDITION

Prone



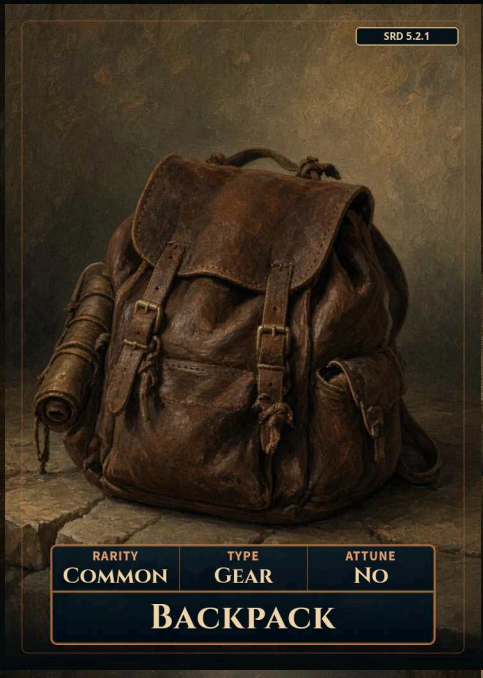
Rarity	Type	Attune
Common	Weapon	No

Shortbow



Rarity	Type	Attune
Common	Armor	No

Leather Armor



Rarity	Type	Attune
Common	Gear	No

Backpack



Rarity	Type	Attune
Common	Gear	No

Bedroll



Rarity	Type	Attune
Common	Gear	No

Grappling Hook



Rarity	Type	Attune
Common	Gear	No

Waterskin



Rarity	Type	Attune
Common	Gear	No

Rope

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SHORTBOW

Simple Ranged Weapons

Weight 2 lb. ◆ **Cost** 25 GP

Simple Ranged Weapons.

Damage. 1d6 Piercing

Properties. Ammunition (Range 80/320; Arrow), Two-Handed

Mastery. Vex. If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.

Weight. 2 lb.

Cost. 25 GP

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PRONE

Condition

While you have the Prone condition, you experience the following effects. Restricted Movement. Your only movement options are to crawl or to spend an amount of movement equal to half your Speed (round down) to right yourself and thereby end the condition. If your Speed is 0, you can't right yourself. Attacks Affected. You have Disadvantage on attack rolls. An attack roll against you has Advantage if the attacker is within 5 feet of you. Otherwise, that attack roll has Disadvantage.

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GRAPPLED

Condition

While you have the Grappled condition, you experience the following effects. Speed 0. Your Speed is 0 and can't increase. Attacks Affected. You have Disadvantage on attack rolls against any target other than the grappler. Movable. The grappler can drag or carry you when it moves, but every foot of movement costs it 1 extra foot unless you are Tiny or two or more sizes smaller than it.

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BEDROLL

Adventuring gear

Cost 1 GP ◆ **Weight** 7 lb.

A Bedroll sleeps one Small or Medium creature. While in a Bedroll, you automatically succeed on saving throws against extreme cold (see "Gameplay Toolbox").

Weight 7 lb. Cost 1 GP.

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BACKPACK

Adventuring gear

Cost 2 GP ◆ **Weight** 5 lb.

A Backpack holds up to 30 pounds within 1 cubic foot. It can also serve as a saddlebag.

Weight 5 lb. Cost 2 GP.

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LEATHER ARMOR

Light Armor (1 Minute to Don or Doff)

Weight 10 lb. ◆ **Cost** 10 GP

Light Armor (1 Minute to Don or Doff).

Armor Class. 11 + Dex modifier

Strength. -

Stealth. -

Weight. 10 lb.

Cost. 10 GP

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ROPE

Adventuring gear

Cost 1 GP ◆ **Weight** 5 lb.

As a Utilize action, you can tie a knot with Rope if you succeed on a DC 10 Dexterity (Sleight of Hand) check. The Rope can be burst with a successful DC 20 Strength (Athletics) check. You can bind an unwilling creature with the Rope only if the creature has the Grappled, Incapacitated, or Restrained condition. If the creature's legs are bound, the creature has the Restrained condition until it escapes. Escaping the Rope requires the creature to make a successful DC 15 Dexterity (Acrobatics) check as an action.

Weight 5 lb. Cost 1 GP.

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WATERSKIN

Adventuring gear

Cost 2 SP ◆ **Weight** 5 lb. (full)

A Waterskin holds up to 4 pints. If you don't drink sufficient water, you risk dehydration (see "Rules Glossary").

Weight 5 lb. (full). Cost 2 SP.

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GRAPPLING HOOK

Adventuring gear

Cost 2 GP ◆ **Weight** 4 lb.

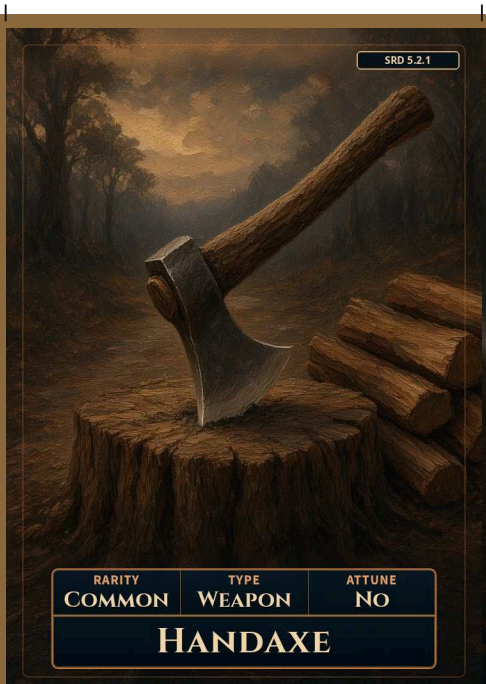
As a Utilize action, you can throw the Grappling Hook at a railing, a ledge, or another catch within 50 feet of yourself, and the hook catches on if you succeed on a DC 13 Dexterity (Acrobatics) check. If you tied a Rope to the hook, you can then climb it.

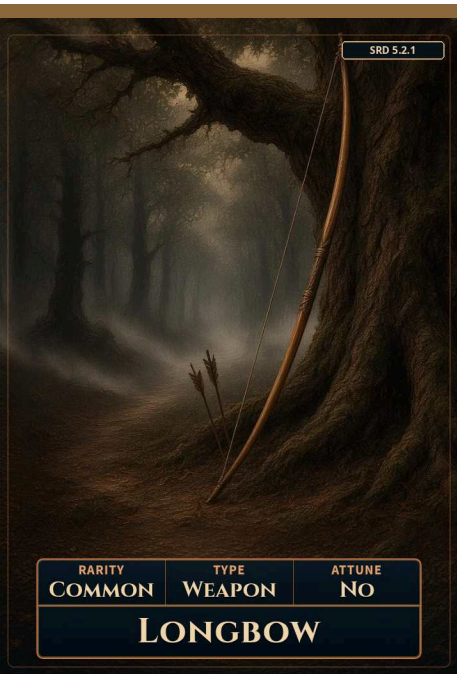
Weight 4 lb. Cost 2 GP.

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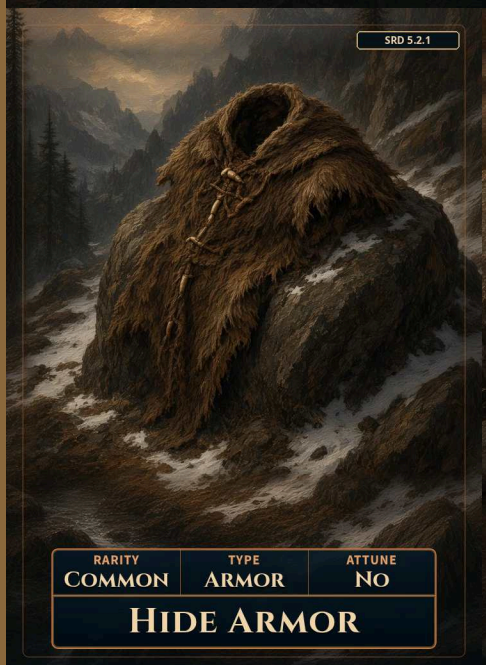
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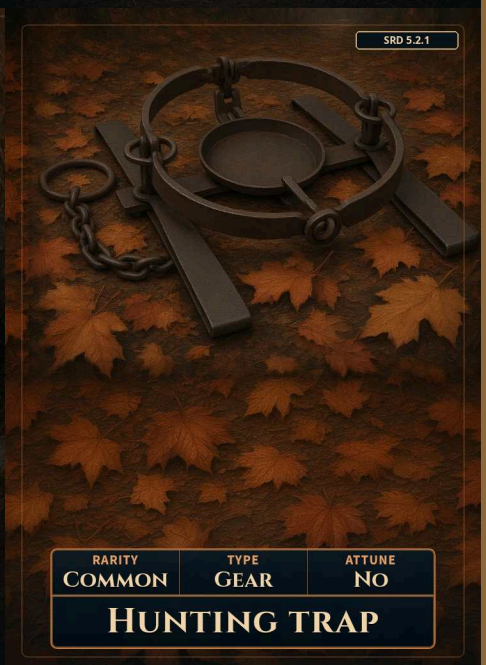


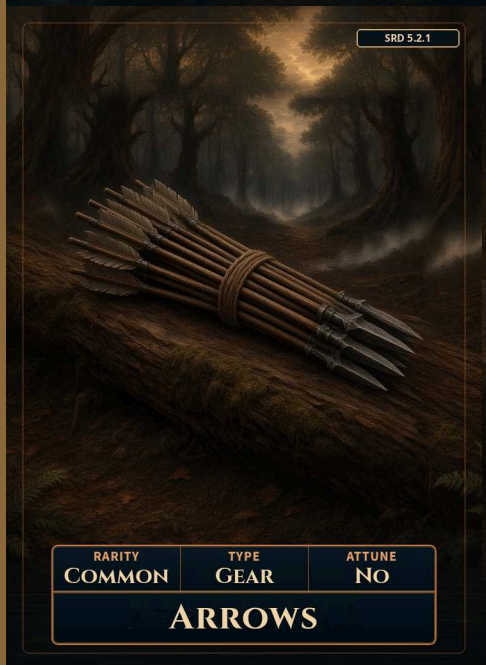




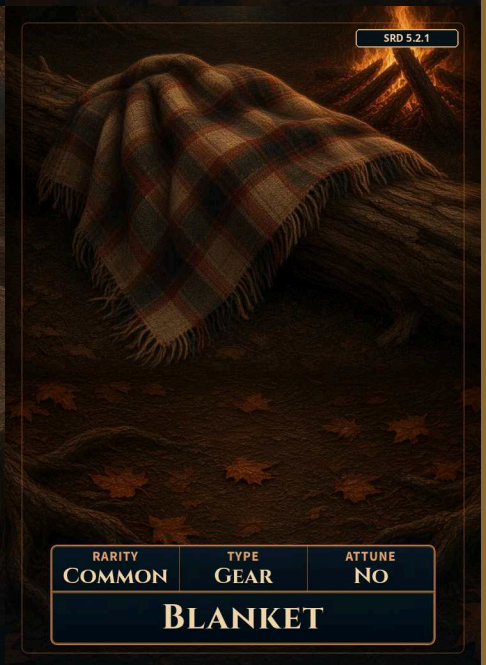












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STUDDED LEATHER ARMOR

Light Armor (1 Minute to Don or Doff)

Weight 13 lb. ◆ **Cost** 45 GP

Light Armor (1 Minute to Don or Doff).

Armor Class. 12 + Dex modifier

Strength. -

Stealth. -

Weight. 13 lb.

Cost. 45 GP

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LONGBOW

Martial Ranged Weapons

Weight 2 lb. ◆ **Cost** 50 GP

Martial Ranged Weapons.

Damage. 1d8 Piercing

Properties. Ammunition (Range 150/600; Arrow), Heavy,

Mastery. Slow. If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

Weight. 2 lb.

Cost. 50 GP

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HANDAXE

Simple Melee Weapons

Weight 2 lb. ◆ **Cost** 5 GP

Simple Melee Weapons.

Damage. 1d6 Slashing

Properties. Light, Thrown (Range 20/60)

Mastery. Vex. If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.

Weight. 2 lb.

Cost. 5 GP

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HUNTING TRAP

Adventuring gear

Cost 5 GP ◆ **Weight** 25 lb.

As a Utilize action, you can set a Hunting Trap, which is a sawtooth steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 Piercing damage and have its Speed reduced to 0 until the start of its next turn. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet). A creature can use its action to make a DC 13 Strength (Athletics) check, freeing itself or another creature within its reach on a success. Each failed check deals 1 Piercing damage to the trapped creature.

Weight 25 lb. Cost 5 GP.

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SLING

Simple Ranged Weapons

Weight - ◆ **Cost** 1 SP

Simple Ranged Weapons.

Damage. 1d4 Bludgeoning

Properties. Ammunition (Range 30/120; Bullet)

Mastery. Slow. If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

Weight. -

Cost. 1 SP

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HIDE ARMOR

Medium Armor (5 Minutes to Don and 1 Minute to Doff)

Weight 12 lb. ◆ **Cost** 10 GP

Medium Armor (5 Minutes to Don and 1 Minute to Doff).

Armor Class. 12 + Dex modifier (max 2)

Strength. -

Stealth. -

Weight. 12 lb.

Cost. 10 GP

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BLANKET

Adventuring gear

Cost 5 SP ◆ **Weight** 3 lb.

While wrapped in a blanket, you have Advantage on saving throws against extreme cold (see "Gameplay Toolbox").

Weight 3 lb. Cost 5 SP.

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BULLETS, SLING

Ammunition

Weight 1½ lb. ◆ **Cost** 4 CP

Ammunition is required by a weapon that has the Ammunition property. A weapon's description specifies the type of ammunition used by the weapon. The Ammunition table lists the different types and the amount you get when you buy them. The table also lists the item that is typically used to store each type; storage must be bought separately.

Type Bullets, Sling. Amount 20. Storage Pouch. Weight 1½ lb.. Cost 4 CP.

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ARROWS

Ammunition

Weight 1 lb. ◆ **Cost** 1 GP

Ammunition is required by a weapon that has the Ammunition property. A weapon's description specifies the type of ammunition used by the weapon. The Ammunition table lists the different types and the amount you get when you buy them. The table also lists the item that is typically used to store each type; storage must be bought separately.

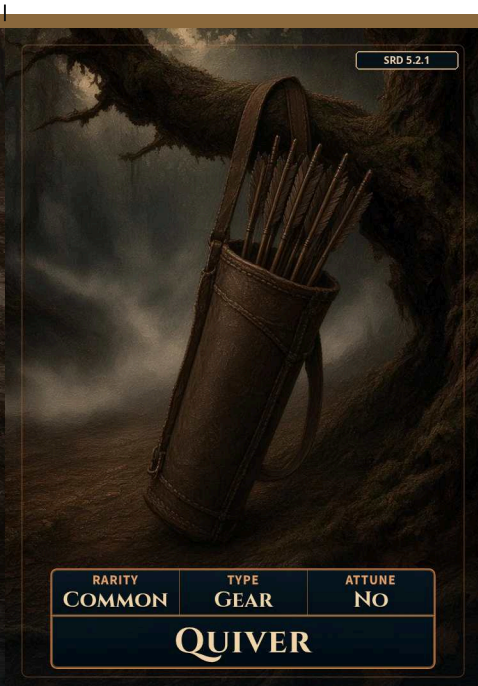
Type Arrows. Amount 20. Storage Quiver. Weight 1 lb.. Cost 1 GP.

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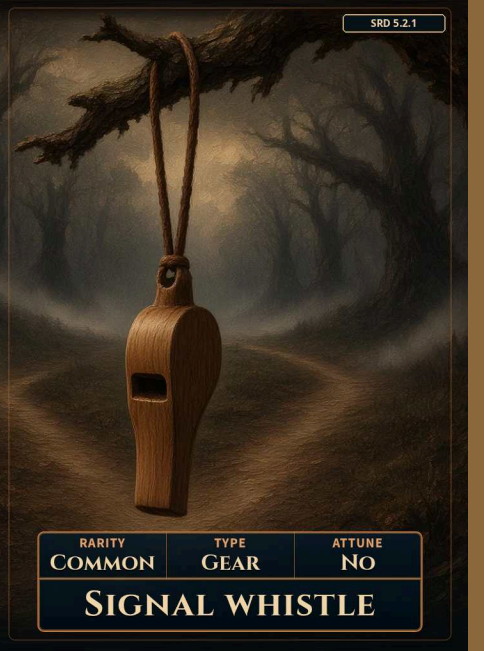


















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RATIONS

Adventuring gear

Cost 5 SP ◆ **Weight** 2 lb.

Rations consist of travel-ready food, including jerky, dried fruit, hardtack, and nuts. See “Malnutrition” in “Rules Glossary” for the risks of not eating.

Weight 2 lb. Cost 5 SP.

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QUIVER

Adventuring gear

Cost 1 GP ◆ **Weight** 1 lb.

A Quiver holds up to 20 Arrows.

Weight 1 lb. Cost 1 GP.

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POUCH

Adventuring gear

Cost 5 SP ◆ **Weight** 1 lb.

A Pouch holds up to 6 pounds within one-fifth of a cubic foot.

Weight 1 lb. Cost 5 SP.

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SIGNAL WHISTLE

Adventuring gear

Cost 5 CP

When blown as a Utilize action, a Signal Whistle produces a sound that can be heard up to 600 feet away.

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CLIMBER'S KIT

Adventuring gear

Cost 25 GP ◆ **Weight** 12 lb.

A Climber’s Kit includes boot tips, gloves, pitons, and a harness. As a Utilize action, you can use the Climber’s Kit to anchor yourself; when you do, you can’t fall more than 25 feet from the anchor point, and you can’t move more than 25 feet from there without undoing the anchor as a Bonus Action.

Weight 12 lb. Cost 25 GP.

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SACK

Adventuring gear

Cost 1 CP ◆ **Weight** 1/2 lb.

A Sack holds up to 30 pounds within 1 cubic foot.

Weight 1/2 lb. Cost 1 CP.

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TINDERBOX

Adventuring gear

Cost 5 SP ◆ **Weight** 1 lb.

A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch - or anything else with exposed fuel - takes a Bonus Action. Lighting any other fire takes 1 minute.

Weight 1 lb. Cost 5 SP.

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TENT

Adventuring gear

Cost 2 GP ◆ **Weight** 20 lb.

A Tent sleeps up to two Small or Medium creatures.

Weight 20 lb. Cost 2 GP.

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CLOTHES, TRAVELER'S

Adventuring gear

Cost 2 GP ◆ **Weight** 4 lb.

Traveler’s Clothes are resilient garments designed for travel in various environments.

Weight 4 lb. Cost 2 GP.

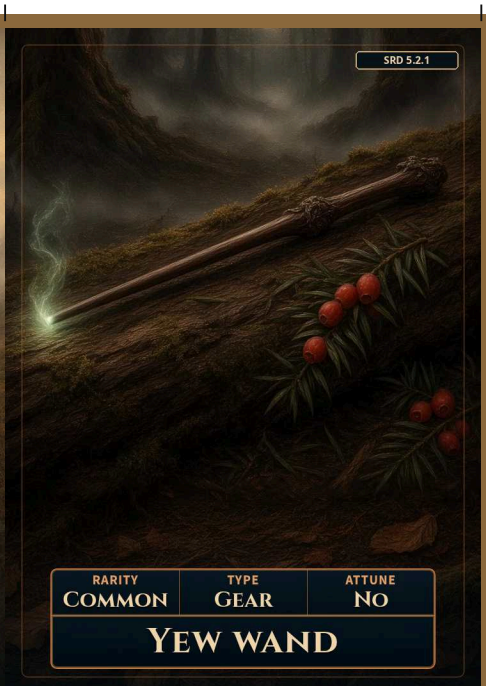
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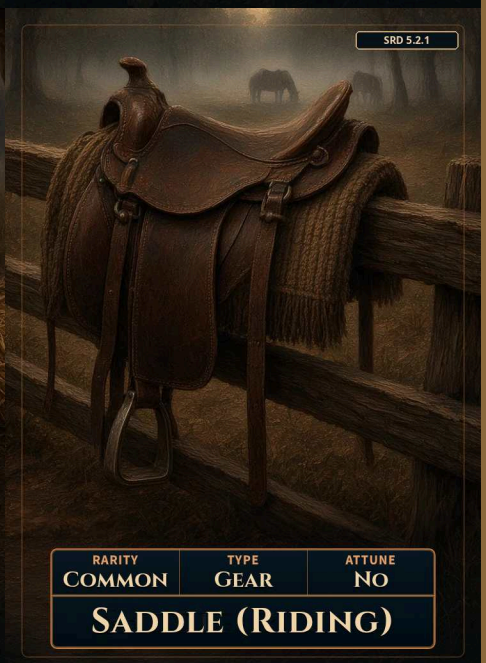




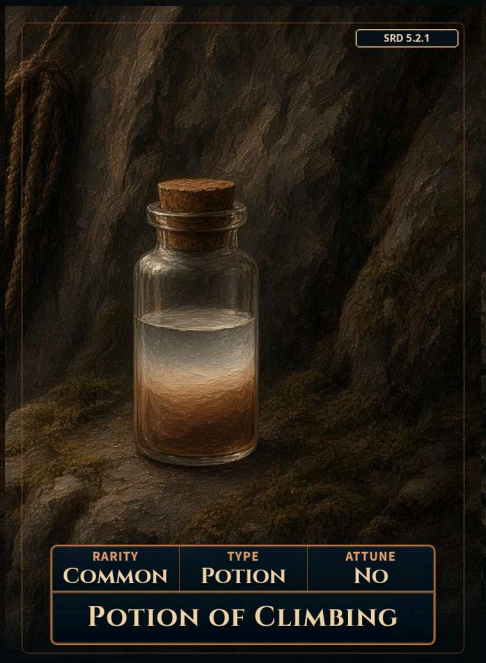














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YEW WAND

Druidic Focus

A Druidic Focus takes one of the forms in the Druidic Focuses table and is carved, tied with ribbon, or painted to channel primal magic. A Druid or Ranger can use such an object as a Spellcasting Focus. Druidic Focuses Focus Weight Cost Sprig of mistletoe - 1 GP Wooden staff (also a Quarterstaff) 4 lb. 5 GP Yew wand 1 lb. 10 GP

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WOODEN STAFF (ALSO A QUARTERSTAFF)

Druidic Focus

A Druidic Focus takes one of the forms in the Druidic Focuses table and is carved, tied with ribbon, or painted to channel primal magic. A Druid or Ranger can use such an object as a Spellcasting Focus. Druidic Focuses Focus Weight Cost Sprig of mistletoe - 1 GP Wooden staff (also a Quarterstaff) 4 lb. 5 GP Yew wand 1 lb. 10 GP

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SPRIG OF MISTLETOE

Druidic Focus

A Druidic Focus takes one of the forms in the Druidic Focuses table and is carved, tied with ribbon, or painted to channel primal magic. A Druid or Ranger can use such an object as a Spellcasting Focus. Druidic Focuses Focus Weight Cost Sprig of mistletoe - 1 GP Wooden staff (also a Quarterstaff) 4 lb. 5 GP Yew wand 1 lb. 10 GP

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SADDLE (RIDING)

Saddle

Weight 25 lb. ◆ **Cost** 10 GP

A saddle comes with a bit, a bridle, reins, and any other equipment needed to use the saddle. A Military Saddle gives Advantage on any ability check you make to remain mounted. An Exotic Saddle is required for riding an aquatic or a flying mount.

Riding. Weight 25 lb. Cost 10 GP.

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FEED PER DAY

Tack, Harness, and Drawn Vehicles

Weight 10 lb. ◆ **Cost** 5 CP

Feed per day. Weight 10 lb. Cost 5 CP.

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CARTOGRAPHER'S TOOLS

Adventuring gear

Cost 15 GP ◆ **Weight** 6 lb.

Ability: Wisdom Weight: 6 lb. Utilize: Draft a map of a small area (DC 15) Craft: Map

Weight 6 lb. Cost 15 GP.

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BAG OF HOLDING

Wondrous Item, Uncommon

This bag has an interior space considerably larger than its outside dimensions - roughly 2 feet square and 4 feet deep on the inside. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 5 pounds, regardless of its contents. Retrieving an item from the bag requires a Utilize action. If the bag is overloaded, pierced, or torn, it is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth unharmed, but the bag must be put right before it can be used again. The bag holds enough air for 10 minutes of breathing, divided by the number of breathing creatures inside. Placing a Bag of Holding inside an extradimensional space created by a Handy Haversack, Portable Hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within a 10-foot-radius Sphere centered on the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way and can’t be reopened.

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POTION OF CLIMBING

Potion, Common

When you drink this potion, you gain a Climb Speed equal to your Speed for 1 hour. During this time, you have Advantage on Strength (Athletics) checks to climb. This potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.

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POTION OF HEALING

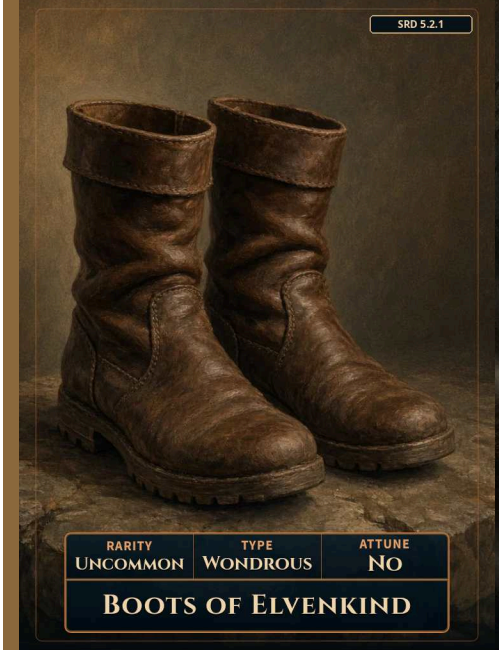
Potion, Rarity Varies

You regain Hit Points when you drink this potion. The number of Hit Points depends on the potion’s rarity, as shown in the table below. Whatever its potency, the potion’s red liquid glimmers when agitated. Potion HP Regained Rarity Potion of Healing 2d4 + 2 Common Potion of Healing 4d4 + 4 Uncommon (greater) Potion of Healing 8d4 + 8 Rare (superior) Potion of Healing 10d4 + 20 Very Rare (supreme)

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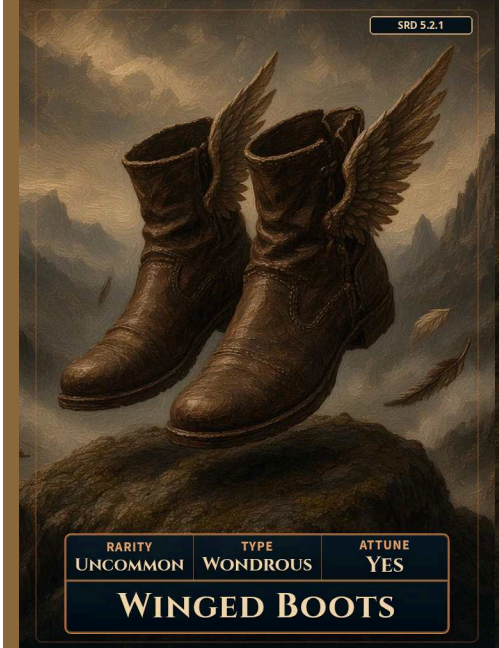
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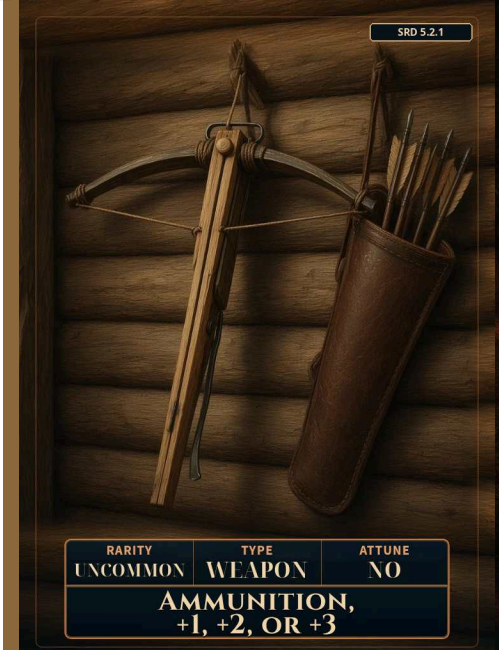


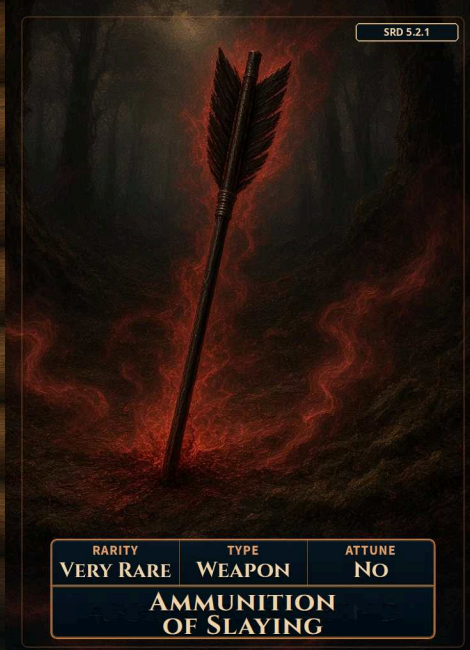


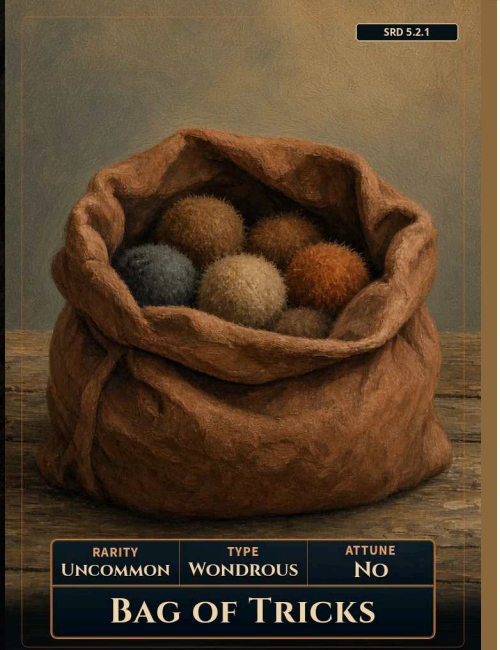












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RING OF JUMPING

Ring, Uncommon (Requires Attunement)

While wearing this ring, you can cast Jump from it, but can target only yourself when you do so.

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CLOAK OF ELVENKIND

Wondrous Item, Uncommon (Requires Attunement)

While you wear this cloak, Wisdom (Perception) checks made to perceive you have Disadvantage, and you have Advantage on Dexterity (Stealth) checks.

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BOOTS OF ELVENKIND

Wondrous Item, Uncommon

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have Advantage on Dexterity (Stealth) checks.

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GOGGLES OF NIGHT

Wondrous Item, Uncommon

While wearing these dark lenses, you have Darkvision out to 60 feet. If you already have Darkvision, wearing the goggles increases its range by 60 feet.

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HANDY HAVERSACK

Wondrous Item, Rare

This backpack has a central pouch and two side pouches, each of which is an extradimensional space. Each side pouch can hold up to 200 pounds of material, not exceeding a volume of 25 cubic feet. The central pouch can hold up to 500 pounds of material, not exceeding a volume of 64 cubic feet. The haversack always weighs 5 pounds, regardless of its contents. Retrieving an item from the haversack requires a Utilize action or a Bonus Action (your choice). When you reach into the haversack for a specific item, the item is always magically on top. If any of its pouches is overloaded, pierced, or torn, the haversack ruptures and is destroyed. If the haversack is destroyed, its contents are lost forever, although an Artifact always turns up again somewhere. If the haversack is turned inside out, its contents spill forth unharmed, and the haversack must be put right before it can be used again. Each pouch of the haversack holds enough air for 10 minutes of breathing, divided by the number of breathing creatures inside. Placing the haversack inside an extradimensional space created by a Bag of Holding, Portable Hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate and not behind Total Cover is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can’t be reopened.

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WINGED BOOTS

Wondrous Item, Uncommon (Requires Attunement)

These boots have 4 charges and regain 1d4 expended charges daily at dawn. While wearing the boots, you can take a Magic action to expend 1 charge, gaining a Fly Speed of 30 feet for 1 hour. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land.

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BAG OF TRICKS

Wondrous Item, Uncommon

This bag made from gray, rust, or tan cloth appears empty. Reaching inside the bag, however, reveals the presence of a small, fuzzy object. You can take a Magic action to pull the fuzzy object from the bag and throw it up to 20 feet. When the object lands, it transforms into a creature you determine by rolling on the table that corresponds to the bag’s color. See “Monsters” for the creature’s stat block. The creature vanishes at the next dawn or when it is reduced to 0 Hit Points. The creature is Friendly to you and your allies, and it acts immediately after you on your Initiative count. You can take a Bonus Action to command how the creature moves and what action it takes on its next turn, such as attacking an enemy. In the absence of such orders, the creature acts in a fashion appropriate to its nature. Once three fuzzy objects have been pulled from the bag, the bag can’t be used again until the next dawn. Gray Bag of Tricks 1d8 Creature 1d8 Creature 1 Weasel 5 Panther 2 Giant Rat 6 Giant Badger 3 Badger 7 Dire Wolf 4 Boar 8 Giant Elk Rust Bag of Tricks 1d8 Creature 1d8 Creature 1 Rat 5 Giant Goat 2 Owl 6 Giant Boar 3 Mastiff 7 Lion 4 Goat 8 Brown Bear Tan Bag of Tricks 1d8 Creature 1d8 Creature 1 Jackal 5 Black Bear 2 Ape 6 Giant Weasel 3 Baboon 7 Giant Hyena 4 Axe Beak 8 Tiger

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AMMUNITION OF SLAYING

Weapon (Any Ammunition), Very Rare

This magic ammunition is meant to slay creatures of a particular type, which the GM chooses or determines randomly by rolling on the table below. If a creature of that type takes damage from the ammunition, the creature makes a DC 17 Constitution saving throw, taking an extra 6d10 Force damage on a failed save or half as much extra damage on a successful one. After dealing its extra damage to a creature, the ammunition becomes nonmagical. 1d100 Creature Type 1d100 Creature Type 01-10 Aberrations 51-60 Fey 11-15 Beasts 61-70 Fiends 16-20 Celestials 71-75 Giants 21-25 Constructs 76-80 Monstrosities 26-35 Dragons 81-85 Oozes 36-45 Elementals 86-90 Plants 46-50 Humanoids 91-00 Undead

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AMMUNITION, +1, +2, OR +3

Weapon (Any Ammunition), Uncommon (+1), Rare (+2), or Very Rare (+3)

You have a bonus to attack rolls and damage rolls made with this piece of magic ammunition. The bonus is determined by the rarity of the ammunition. Once it hits a target, the ammunition is no longer magical. This ammunition is typically found or sold in quantities of ten or twenty pieces. Ten pieces of this ammunition are equivalent in value to a potion of the same rarity.

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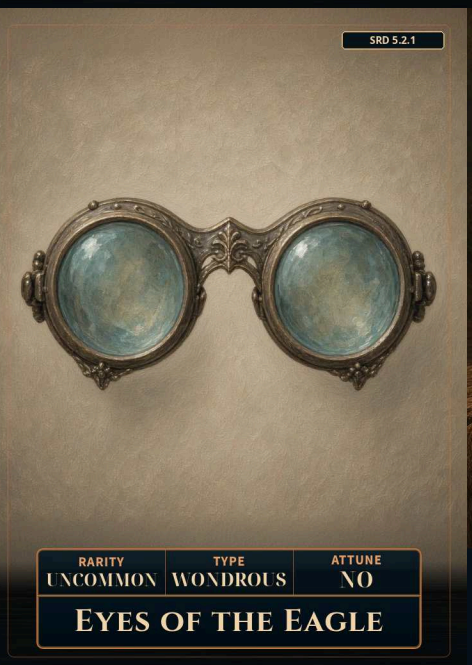
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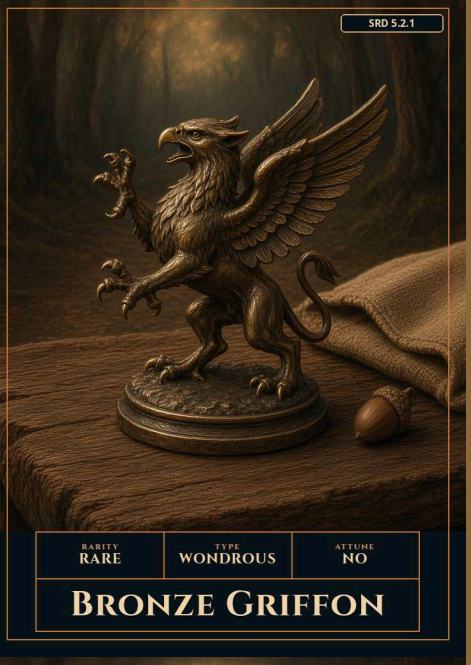


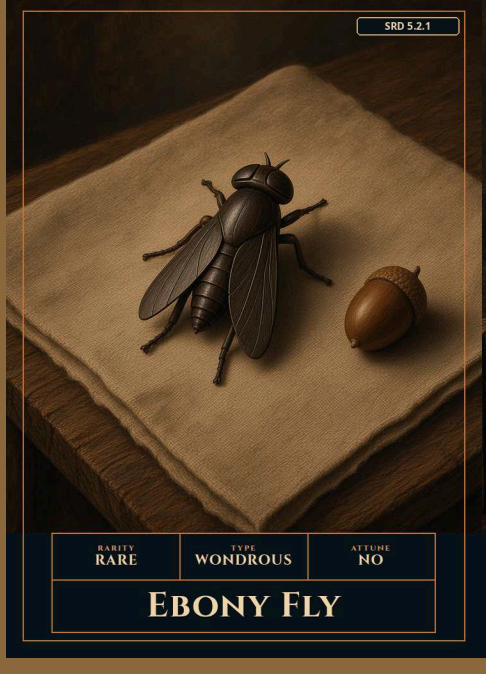


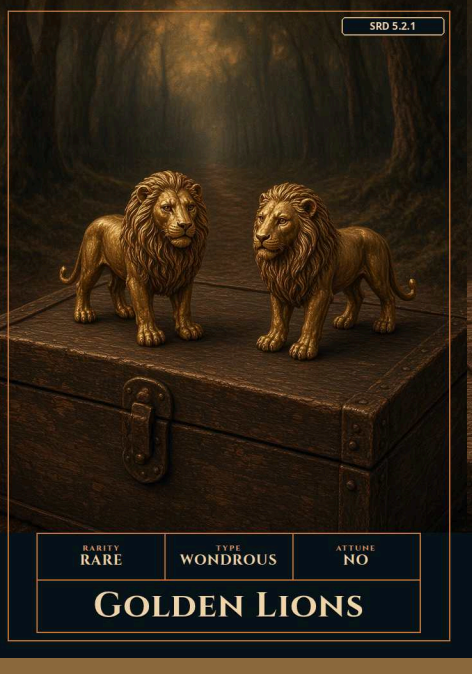


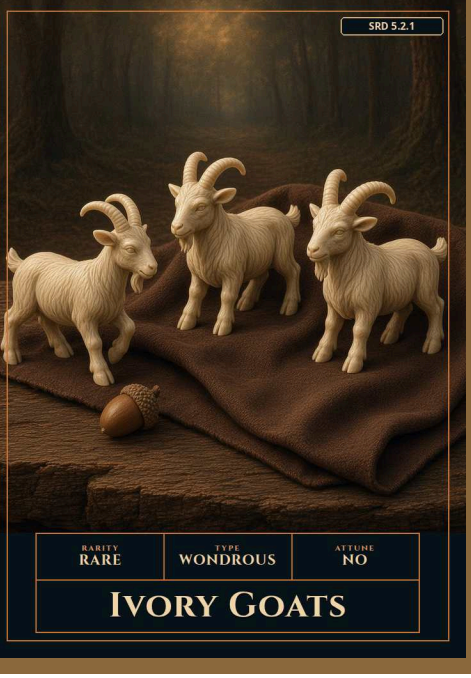












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EFFICIENT QUIVER

Wondrous Item, Uncommon

Each of the quiver's three compartments connects to an extradimensional space that allows the quiver to hold numerous items while never weighing more than 2 pounds. The shortest compartment can hold up to 60 Arrows, Bolts, or similar objects. The midsize compartment holds up to 18 Javelins or similar objects. The longest compartment holds up to 6 long objects, such as bows, Quarterstaffs, or Spears. You can draw any item the quiver contains as if doing so from a regular quiver or scabbard.

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BRACERS OF ARCHERY

Wondrous Item, Uncommon (Requires Attunement)

While wearing these bracers, you have proficiency with the Longbow and Shortbow, and you gain a +2 bonus to damage rolls made with such weapons.

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BOOTS OF STRIDING AND SPRINGING

Wondrous Item, Uncommon (Requires Attunement)

While you wear these boots, your Speed becomes 30 feet unless your Speed is higher, and your Speed isn't reduced by you carrying weight in excess of your carrying capacity or wearing Heavy Armor. Once on each of your turns, you can jump up to 30 feet by spending only 10 feet of movement.

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BRONZE GRIFFON

Wondrous item, rare

A Figurine of Wondrous Power is a statuette small enough to fit in a pocket. If you take a Magic action to throw the figurine to a point on the ground within 60 feet of yourself, the figurine becomes a living creature specified in the figurine's description below. If the space where the creature would appear is occupied by other creatures or objects, or □ if there isn't enough space for the creature, the figurine doesn't become a creature. The creature is Friendly to you and your allies. It understands your languages, obeys your commands, and takes its turn immediately after you on your Initiative count. If you issue no commands, the creature defends itself but takes no other actions. The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if its creature form drops to 0 Hit Points or if you take a Magic action while touching the creature to make it revert to figurine form. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description. Bronze Griffon (Rare). This bronze statuette is of a griffon rampant. It can become a Griffon for up to 6 hours. Once it has been used, it can't be used again until 5 days have passed.

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EYES OF THE EAGLE

Wondrous Item, Uncommon

These crystal lenses fit over the eyes. While wearing them, you have Advantage on Wisdom (Perception) checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

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ELVEN CHAIN

Armor (Chain Mail or Chain Shirt), Rare

You gain a +1 bonus to Armor Class while you wear this armor. You are considered trained with this armor even if you lack training with Medium or Heavy armor.

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IVORY GOATS

Wondrous item, rare

A Figurine of Wondrous Power is a statuette small enough to fit in a pocket. If you take a Magic action to throw the figurine to a point on the ground within 60 feet of yourself, the figurine becomes a living creature specified in the figurine's description below. If the space where the creature would appear is occupied by other creatures or objects, or □ if there isn't enough space for the creature, the figurine doesn't become a creature. The creature is Friendly to you and your allies. It understands your languages, obeys your commands, and takes its turn immediately after you on your Initiative count. If you issue no commands, the creature defends itself but takes no other actions. The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if its creature form drops to 0 Hit Points or if you take a Magic action while touching the creature to make it revert to figurine form. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description. Ivory Goats (Rare). These ivory statuettes of goats are always created in sets of three. Each goat looks unique and functions differently from the others. Their properties are as follows: Goat of Terror. This figurine can become a Giant Goat for up to 3 hours. The goat can't attack, but you can (harmlessly) remove its horns and use them as weapons. One horn becomes a +1 Lance, and the other becomes a +2 Longsword. Removing a horn requires a Magic action, and the weapons disappear and the horns return when the goat reverts to figurine form. While you ride the goat, any Hostile creature that starts its turn within a 30-foot Emanation originating from the goat must succeed on a DC 15 Wisdom saving throw or have the Frightened condition for 1 minute, until you are no longer riding the goat, or until the goat reverts to figurine form. The Frightened creature repeats the save at the end of each of its turns, ending the effect on itself on a success. Once it succeeds on the save, a creature is immune to this effect for the next 24 hours. Once the figurine has been used, it can't be used again until 15 days have passed. Goat of Traveling. This figurine can become a Large goat with the same statistics as a Riding Horse. It has 24 charges, and each hour or portion thereof it spends in goat form costs 1 charge. While it has charges, you can use it as often as you wish. When it runs out of charges, it reverts to a figurine and can't be used again until 7 days have passed, when it regains all expended charges. Goat of Travail. This figurine can become a Giant Goat for up to 3 hours. Once it has been used, it can't be used again until 30 days have passed.

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GOLDEN LIONS

Wondrous item, rare

A Figurine of Wondrous Power is a statuette small enough to fit in a pocket. If you take a Magic action to throw the figurine to a point on the ground within 60 feet of yourself, the figurine becomes a living creature specified in the figurine's description below. If the space where the creature would appear is occupied by other creatures or objects, or □ if there isn't enough space for the creature, the figurine doesn't become a creature. The creature is Friendly to you and your allies. It understands your languages, obeys your commands, and takes its turn immediately after you on your Initiative count. If you issue no commands, the creature defends itself but takes no other actions. The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if its creature form drops to 0 Hit Points or if you take a Magic action while touching the creature to make it revert to figurine form. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description. Golden Lions (Rare). These gold statuettes of lions are always created in pairs. You can use one figurine or both simultaneously. Each can become a Lion for up to 1 hour. Once a lion has been used, it can't be used again until 7 days have passed.

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EBONY FLY

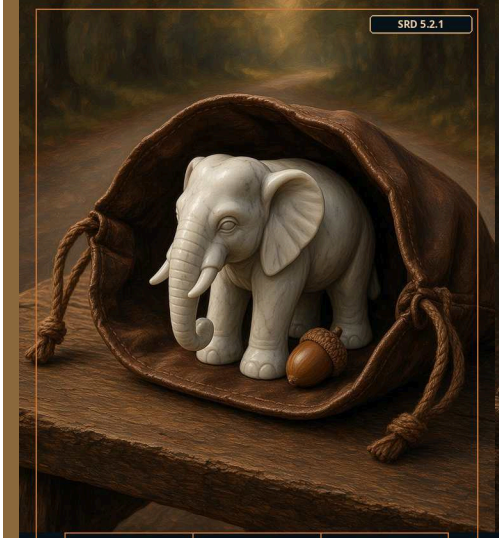
Wondrous item, rare

A Figurine of Wondrous Power is a statuette small enough to fit in a pocket. If you take a Magic action to throw the figurine to a point on the ground within 60 feet of yourself, the figurine becomes a living creature specified in the figurine's description below. If the space where the creature would appear is occupied by other creatures or objects, or □ if there isn't enough space for the creature, the figurine doesn't become a creature. The creature is Friendly to you and your allies. It understands your languages, obeys your commands, and takes its turn immediately after you on your Initiative count. If you issue no commands, the creature defends itself but takes no other actions. The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if its creature form drops to 0 Hit Points or if you take a Magic action while touching the creature to make it revert to figurine form. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description. Ebony Fly (Rare). This ebony statuette, carved in the likeness of a horsefly, can become a Giant Fly (see the accompanying stat block) for up to 12 hours and can be ridden as a mount. Once it has been used, it can't be used again until 2 days have passed. Giant Fly Large Beast, Unaligned AC 11 Initiative +1 (11) HP 19 (3d10 + 3) Speed 30 ft., Fly 60 ft. MOD SAVE MOD SAVE MOD SAVE Str 14 +2 +2 Dex 13 +1 +1 Con 13 +1 +1 Int 2 -4 -4 Wis 10 +0 +0 Cha 3 -4 -4 Senses Darkvision 60 ft., Passive Perception 10 Languages None CR 0 (XP 0; PB +2)

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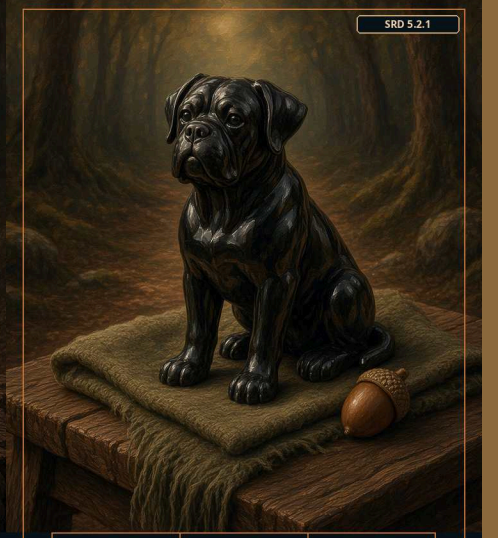
RARITY	TYPE	ATTUNE
RARE	WONDROUS	NO

Marble Elephant



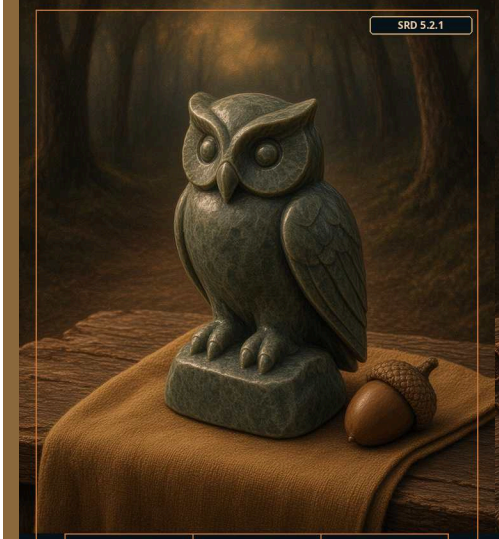
RARITY	TYPE	ATTUNE
VERY RARE	WONDROUS	NO

Obsidian Steed



RARITY	TYPE	ATTUNE
RARE	WONDROUS	NO

Onyx Dog



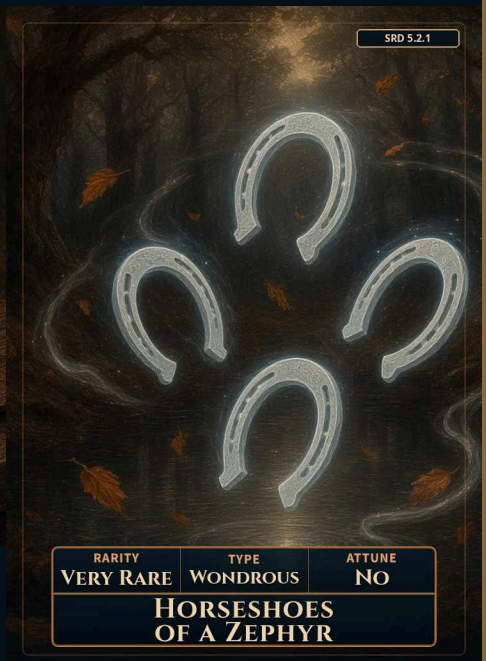
RARITY	TYPE	ATTUNE
RARE	WONDROUS	NO

Serpentine Owl



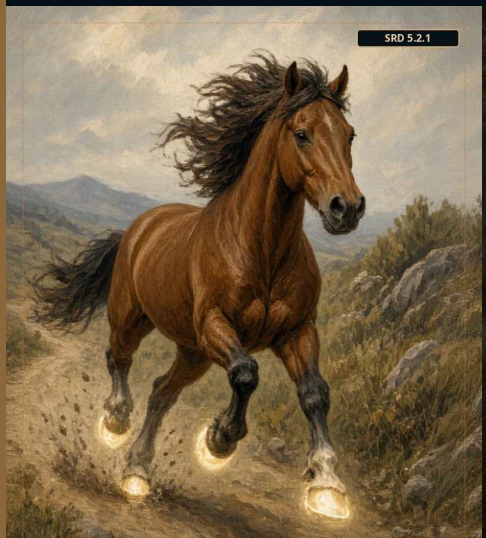
RARITY	TYPE	ATTUNE
UNCOMMON	WONDROUS	NO

Silver Raven



RARITY	TYPE	ATTUNE
VERY RARE	WONDROUS	NO

Horseshoes of a Zephyr



RARITY	TYPE	ATTUNE
RARE	WONDROUS	NO

Horseshoes of Speed



RARITY	TYPE	ATTUNE
VERY RARE	WEAPON	YES

Oathbow



RARITY	TYPE	ATTUNE
UNCOMMON	POTION	NO

Potion of Animal Friendship

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ONYX DOG

Wondrous item, rare

A Figurine of Wondrous Power is a statuette small enough to fit in a pocket. If you take a Magic action to throw the figurine to a point on the ground within 60 feet of yourself, the figurine becomes a living creature specified in the figurine's description below. If the space where the creature would appear is occupied by other creatures or objects, or □ if there isn't enough space for the creature, the figurine doesn't become a creature. The creature is Friendly to you and your allies. It understands your languages, obeys your commands, and takes its turn immediately after you on your Initiative count. If you issue no commands, the creature defends itself but takes no other actions. The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if its creature form drops to 0 Hit Points or if you take a Magic action while touching the creature to make it revert to figurine form. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description. Onyx Dog (Rare). This onyx statuette of a dog can become a Mastiff for up to 6 hours. The mastiff has an Intelligence of 8 and can speak Common. It also has Blindsight with a range of 60 feet. Once it has been used, it can't be used again until 7 days have passed.

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OBSIDIAN STEED

Wondrous item, very rare

A Figurine of Wondrous Power is a statuette small enough to fit in a pocket. If you take a Magic action to throw the figurine to a point on the ground within 60 feet of yourself, the figurine becomes a living creature specified in the figurine's description below. If the space where the creature would appear is occupied by other creatures or objects, or □ if there isn't enough space for the creature, the figurine doesn't become a creature. The creature is Friendly to you and your allies. It understands your languages, obeys your commands, and takes its turn immediately after you on your Initiative count. If you issue no commands, the creature defends itself but takes no other actions. The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if its creature form drops to 0 Hit Points or if you take a Magic action while touching the creature to make it revert to figurine form. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description. Obsidian Steed (Very Rare). This polished obsidian horse can become a Nightmare for up to 24 hours. The nightmare fights only to defend itself. Once it has been used, it can't be used again until 5 days have passed. The figurine has a 10 percent chance each time you use it to ignore your orders, including a command to revert to figurine form. If you mount the nightmare while it is ignoring your orders, you and the nightmare are instantly transported to a random location on the plane of Hades, where the nightmare reverts to figurine form.

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MARBLE ELEPHANT

Wondrous item, rare

A Figurine of Wondrous Power is a statuette small enough to fit in a pocket. If you take a Magic action to throw the figurine to a point on the ground within 60 feet of yourself, the figurine becomes a living creature specified in the figurine's description below. If the space where the creature would appear is occupied by other creatures or objects, or □ if there isn't enough space for the creature, the figurine doesn't become a creature. The creature is Friendly to you and your allies. It understands your languages, obeys your commands, and takes its turn immediately after you on your Initiative count. If you issue no commands, the creature defends itself but takes no other actions. The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if its creature form drops to 0 Hit Points or if you take a Magic action while touching the creature to make it revert to figurine form. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description. Marble Elephant (Rare). This marble statuette resembles a trumpeting elephant. It can become an Elephant for up to 24 hours. Once it has been used, it can't be used again until 7 days have passed.

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HORSESHOES OF A ZEPHYR

Wondrous Item, Very Rare

These horseshoes come in a set of four. As a Magic action, you can touch one of the horseshoes to the hoof of a horse or similar creature, whereupon the horseshoe affixes itself to the hoof. Removing a horseshoe also takes a Magic action. While all four shoes are affixed to the hooves of a horse or similar creature, they allow the creature to move normally while floating 4 inches above a surface. This effect means the creature can cross or stand above nonsolid or unstable surfaces, such as water or lava. The creature leaves no tracks and ignores Difficult Terrain. In addition, the creature can travel for up to 12 hours a day without gaining Exhaustion levels from extended travel.

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SILVER RAVEN

Wondrous item, uncommon

A Figurine of Wondrous Power is a statuette small enough to fit in a pocket. If you take a Magic action to throw the figurine to a point on the ground within 60 feet of yourself, the figurine becomes a living creature specified in the figurine's description below. If the space where the creature would appear is occupied by other creatures or objects, or □ if there isn't enough space for the creature, the figurine doesn't become a creature. The creature is Friendly to you and your allies. It understands your languages, obeys your commands, and takes its turn immediately after you on your Initiative count. If you issue no commands, the creature defends itself but takes no other actions. The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if its creature form drops to 0 Hit Points or if you take a Magic action while touching the creature to make it revert to figurine form. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description. Silver Raven (Uncommon). This silver statuette of a raven can become a Raven for up to 12 hours. Once it has been used, it can't be used again until 2 days have passed. While in raven form, the figurine grants you the ability to cast Animal Messenger on it.

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SERPENTINE OWL

Wondrous item, rare

A Figurine of Wondrous Power is a statuette small enough to fit in a pocket. If you take a Magic action to throw the figurine to a point on the ground within 60 feet of yourself, the figurine becomes a living creature specified in the figurine's description below. If the space where the creature would appear is occupied by other creatures or objects, or □ if there isn't enough space for the creature, the figurine doesn't become a creature. The creature is Friendly to you and your allies. It understands your languages, obeys your commands, and takes its turn immediately after you on your Initiative count. If you issue no commands, the creature defends itself but takes no other actions. The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if its creature form drops to 0 Hit Points or if you take a Magic action while touching the creature to make it revert to figurine form. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description. Serpentine Owl (Rare). This serpentine statuette of an owl can become a Giant Owl for up to 8 hours. The owl can communicate telepathically with you at any range if you and it are on the same plane of existence. Once it has been used, it can't be used again until 2 days have passed.

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POTION OF ANIMAL FRIENDSHIP

Potion, Uncommon

When you drink this potion, you can cast the level 3 version of the Animal Friendship spell (save DC 13). Agitating this potion's muddy liquid brings little bits into view: a fish scale, a hummingbird feather, a cat claw, or a squirrel hair.

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OATHBOW

Weapon (Longbow or Shortbow), Very Rare (Requires Attunement)

When you nock an arrow on this bow, it whispers in Elvish, "Swift defeat to my enemies." When you use this weapon to make a ranged attack, you can utter or sign the following command words: "Swift death to you who have wronged me." The target of your attack becomes your sworn enemy until it dies or until dawn 7 days later. You can have only one such sworn enemy at a time. When your sworn enemy dies, you can choose a new one after the next dawn. When you make a ranged attack roll with this weapon against your sworn enemy, you have Advantage on the roll. In addition, your target gains no benefit from Half Cover or Three-Quarters Cover, and you suffer no Disadvantage due to long range. If the attack hits, your sworn enemy takes an extra 3d6 Piercing damage. While your sworn enemy lives, you have Disadvantage on attack rolls with all other weapons.

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HORSESHOES OF SPEED

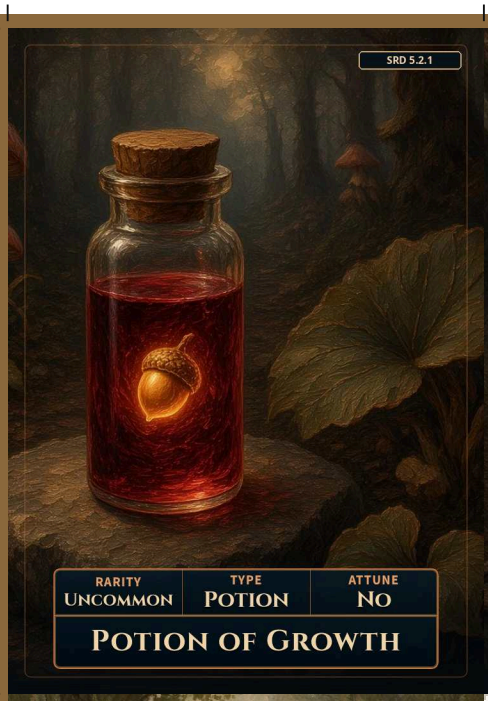
Wondrous Item, Rare

These horseshoes come in a set of four. As a Magic action, you can touch one of the horseshoes to the hoof of a horse or similar creature, whereupon the horseshoe affixes itself to the hoof. Removing a horseshoe also takes a Magic action. While all four horseshoes are attached to the same creature, its Speed is increased by 30 feet.

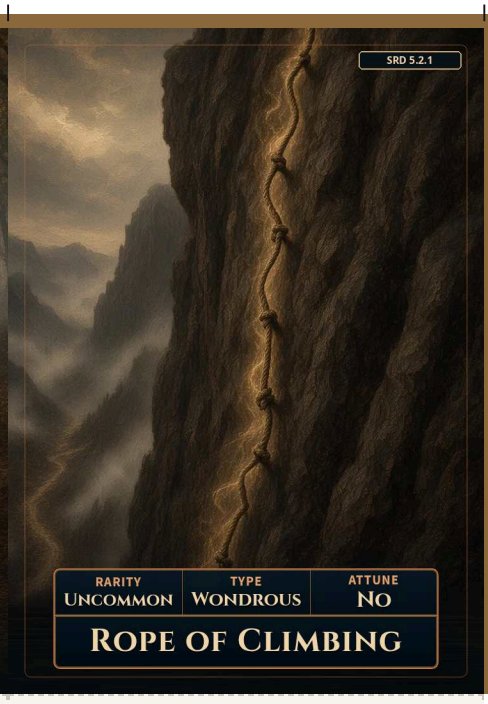
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ROPE OF CLIMBING

Wondrous Item, Uncommon

This 60-foot length of rope can hold up to 3,000 pounds. While holding one end of the rope, you can take a Magic action to command the other end of the rope to animate and move toward a destination you choose, up to the rope's length away from you. That end moves 10 feet on your turn when you first command it and 10 feet at the start of each of your subsequent turns until reaching its destination or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying. If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 50-foot length and grants Advantage on ability checks made to climb using the rope. The rope has AC 20, HP 20, and Immunity to Poison and Psychic damage. It regains 1 Hit Point every 5 minutes as long as it has at least 1 Hit Point. If the rope drops to 0 Hit Points, it is destroyed.

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RING OF ANIMAL INFLUENCE

Ring, Rare

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can expend 1 charge to cast one of the following spells (save DC 13) from it: • Animal Friendship • Fear (affects Beasts only) • Speak with Animals

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POTION OF GROWTH

Potion, Uncommon

When you drink this potion, you gain the "enlarge" effect of the Enlarge/Reduce spell for 10 minutes (no Concentration required). The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

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STAFF OF THE WOODLANDS

Staff, Rare (Requires Attunement by a Druid)

This staff has 6 charges and can be wielded as a magic Quarterstaff that grants a +2 bonus to attack rolls and damage rolls made with it. While holding it, you have a +2 bonus to spell attack rolls. Spells. While holding the staff, you can cast one of the spells on the following table from it, using your spell save DC. The table indicates how many charges you must expend to cast the spell. Spell Charge Cost Animal Friendship 1 Awaken 5 Barkskin 2 Locate Animals or Plants 2 Pass without Trace 2 Speak with Animals 1 Speak with Plants 3 Wall of Thorns 6 Tree Form. You can take a Magic action to plant one end of the staff in earth in an unoccupied space and expend 1 charge to transform the staff into a healthy tree. The tree is 60 feet tall and has a 5-foot-diameter trunk, and its branches at the top spread out in a 20-foot radius. The tree appears ordinary but radiates a faint aura of Transmutation magic that can be discerned with the Detect Magic spell. While touching the tree and using a Magic action, you return the staff to its normal form. Any creature in the tree falls when the tree reverts to a staff. Regaining Charges. The staff regains 1d6 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, the staff loses its properties and becomes a nonmagical Quarterstaff.

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