

Level 2 - CR 0

BADGER

Tiny beast, unaligned

Armor Class 10  
Hit Points 3 (1d4 + 1)  
Speed 20 ft., burrow 5 ft.

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

Senses darkvision 30 ft., passive Perception 11  
Languages —  
Challenge 0 (10 XP)

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

ACTIONS

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

CAT

Tiny beast, unaligned

Armor Class 12  
Hit Points 2 (1d4)  
Speed 40 ft., climb 30 ft.

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

Skills Perception +3, Stealth +4  
Senses passive Perception 13  
Languages —  
Challenge 0 (10 XP)

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

ACTIONS

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

DEER

Medium beast, unaligned

Armor Class 13  
Hit Points 4 (1d8)  
Speed 50 ft.

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

Senses passive Perception 12  
Languages —  
Challenge 0 (10 XP)

ACTIONS

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

RAT

Tiny beast, unaligned

Armor Class 10  
Hit Points 1 (1d4 − 1)  
Speed 20 ft.

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

Senses darkvision 30 ft., passive Perception 10  
Languages —  
Challenge 0 (10 XP)

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

ACTIONS

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

SPIDER

Tiny beast, unaligned

Armor Class 12  
Hit Points 1 (1d4 − 1)  
Speed 20 ft., climb 20 ft.

| STR    | DEX     | CON    | INT    | WIS     | CHA    |
|--------|---------|--------|--------|---------|--------|
| 2 (−4) | 14 (+2) | 8 (−1) | 1 (−5) | 10 (+0) | 2 (−4) |

Skills Stealth +4  
Senses darkvision 30 ft., passive Perception 10  
Languages —  
Challenge 0 (10 XP)

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

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

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

ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.  
*Hit:* 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.

Level 2 - CR ½

MASTIFF

Medium beast, unaligned

Armor Class 12  
Hit Points 5 (1d8 + 1)  
Speed 40 ft.

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

Skills Perception +3  
Senses passive Perception 13  
Languages —  
Challenge 1/8 (25 XP)

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

ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.  
**Mastiffs** are impressive hounds prized by humanoids for their loyalty and keen senses.

Level 2 - CR ¼

BOAR

Medium beast, unaligned

Armor Class 11 (natural armor)  
Hit Points 11 (2d8 + 2)  
Speed 40 ft.

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

Senses passive Perception 9  
Languages —  
Challenge 1/4 (50 XP)

**Charge.** If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.  
**Relentless (Recharges after a Short or Long Rest).** If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

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

DRAFT HORSE

Large beast, unaligned

Armor Class 10  
Hit Points 19 (3d10 + 3)  
Speed 40 ft.

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

Senses passive Perception 10  
Languages —  
Challenge 1/4 (50 XP)

ACTIONS

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

ELK

Large beast, unaligned

Armor Class 10  
Hit Points 13 (2d10 + 2)  
Speed 50 ft.

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

Senses passive Perception 10  
Languages —  
Challenge 1/4 (50 XP)

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

ACTIONS

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

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

## GIANT BADGER

Medium beast, unaligned

**Armor Class** 10

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft., burrow 10 ft.

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

**Senses** darkvision 30 ft., passive Perception 11

**Languages** —

**Challenge** 1/4 (50 XP)

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

### ACTIONS

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

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

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.  
*Hit:* 6 (2d4 + 1) slashing damage.

## RIDING HORSE

Large beast, unaligned

**Armor Class** 10

**Hit Points** 13 (2d10 + 2)

**Speed** 60 ft.

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

**Senses** passive Perception 10

**Languages** —

**Challenge** 1/4 (50 XP)

### ACTIONS

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

## WOLF

Medium beast, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 40 ft.

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

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** —

**Challenge** 1/4 (50 XP)

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

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

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.  
*Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

## Level 4 - CR 0

## FROG

Tiny beast, unaligned

**Armor Class** 11

**Hit Points** 1 (1d4 – 1)

**Speed** 20 ft., swim 20 ft.

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

**Skills** Perception +1, Stealth +3

**Senses** darkvision 30 ft., passive Perception 11

**Languages** —

**Challenge** 0 (0 XP)

**Amphibious.** The frog can breathe air and water.

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

A **frog** has no effective attacks. It feeds on small insects and typically dwells near water, in trees, or underground.



## Level 4 - CR ½

### BLACK BEAR

Medium beast, unaligned

**Armor Class** 11 (natural armor)

**Hit Points** 19 (3d8 + 6)

**Speed** 40 ft., climb 30 ft.

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

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 1/2 (100 XP)

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

#### ACTIONS

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

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

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

### WARHORSE

Large beast, unaligned

**Armor Class** 11

**Hit Points** 19 (3d10 + 3)

**Speed** 60 ft.

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

**Senses** passive Perception 11

**Languages** —

**Challenge** 1/2 (100 XP)

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

#### ACTIONS

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

## Level 8 - CR 0

### BAT

Tiny beast, unaligned

**Armor Class** 12

**Hit Points** 1 (1d4 – 1)

**Speed** 5 ft., fly 30 ft.

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

**Senses** blindsight 60 ft., passive Perception 11

**Languages** —

**Challenge** 0 (10 XP)

**Echolocation.** The bat can't use its blindsight while deafened.

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

#### ACTIONS

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

### EAGLE

Small beast, unaligned

**Armor Class** 12

**Hit Points** 3 (1d6)

**Speed** 10 ft., fly 60 ft.

| STR    | DEX     | CON     | INT    | WIS     | CHA    |
|--------|---------|---------|--------|---------|--------|
| 6 (–2) | 15 (+2) | 10 (+0) | 2 (–4) | 14 (+2) | 7 (–2) |

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** —

**Challenge** 0 (10 XP)

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

#### ACTIONS

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

## OWL

*Tiny beast, unaligned*

**Armor Class** 11

**Hit Points** 1 (1d4 – 1)

**Speed** 5 ft., fly 60 ft.

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

**Skills** Perception +3, Stealth +3

**Senses** darkvision 120 ft., passive Perception 13

**Languages** —

**Challenge** 0 (10 XP)

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

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

### ACTIONS

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

## RAVEN

*Tiny beast, unaligned*

**Armor Class** 12

**Hit Points** 1 (1d4 – 1)

**Speed** 10 ft., fly 50 ft.

| STR    | DEX     | CON    | INT    | WIS     | CHA    |
|--------|---------|--------|--------|---------|--------|
| 2 (–4) | 14 (+2) | 8 (–1) | 2 (–4) | 12 (+1) | 6 (–2) |

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 0 (10 XP)

**Mimicry.** The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

### ACTIONS

**Beak.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

## Level 8 - CR 1

## BROWN BEAR

*Large beast, unaligned*

**Armor Class** 11 (natural armor)

**Hit Points** 34 (4d10 + 12)

**Speed** 40 ft., climb 30 ft.

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

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 1 (200 XP)

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

### ACTIONS

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

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

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

## DIRE WOLF

*Large beast, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 37 (5d10 + 10)

**Speed** 50 ft.

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

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** —

**Challenge** 1 (200 XP)

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

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

### ACTIONS

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

## GIANT EAGLE

Large beast, neutral good

**Armor Class** 13

**Hit Points** 26 (4d10 + 4)

**Speed** 10 ft., fly 80 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 16 (+3) | 17 (+3) | 13 (+1) | 8 (–1) | 14 (+2) | 10 (+0) |

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** Giant Eagle, understands Common and Auran but can't speak them

**Challenge** 1 (200 XP)

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

### ACTIONS

**Multiattack.** The eagle makes two attacks: one with its beak and one with its talons.

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

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

A **giant eagle** is a noble creature that speaks its own language and understands some speech.

## Conjure Animals - CR 2

## GIANT ELK

Huge beast, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 42 (5d12 + 10)

**Speed** 60 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 19 (+4) | 16 (+3) | 14 (+2) | 7 (–2) | 14 (+2) | 10 (+0) |

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** Giant Elk, understands Common, Elvish, and Sylvan but can't speak them

**Challenge** 2 (450 XP)

**Charge.** If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

### ACTIONS

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

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

## POLAR BEAR

Large beast, unaligned

**Armor Class** 12 (natural armor)

**Hit Points** 42 (5d10 + 15)

**Speed** 40 ft., swim 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 20 (+5) | 10 (+0) | 16 (+3) | 2 (–4) | 13 (+1) | 7 (–2) |

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 2 (450 XP)

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

### ACTIONS

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

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.



Conjure Minor Elementals - CR ½

ICE MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

|        |         |         |        |         |         |
|--------|---------|---------|--------|---------|---------|
| STR    | DEX     | CON     | INT    | WIS     | CHA     |
| 7 (-2) | 13 (+1) | 10 (+0) | 9 (-1) | 11 (+0) | 12 (+1) |

Skills Perception +2, Stealth +3

Damage Vulnerabilities bludgeoning, fire

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Auran

Challenge 1/2 (100 XP)

Death Burst.

When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

False Appearance.

While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

Innate Spellcasting (1/Day).

The mephit can innately cast fog cloud, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

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

Frost Breath (Recharge 6). The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.



Conjure Minor Elementals - CR 2

GARGOYLE

Medium elemental, chaotic evil

Armor Class 15 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., fly 60 ft.

|         |         |         |        |         |        |
|---------|---------|---------|--------|---------|--------|
| STR     | DEX     | CON     | INT    | WIS     | CHA    |
| 15 (+2) | 11 (+0) | 16 (+3) | 6 (-2) | 11 (+0) | 7 (-2) |

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 2 (450 XP)

False Appearance.

While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

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

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

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

These malevolent creatures of elemental earth resemble grotesque, fiendish statues. A gargoyle lurks among masonry and ruins, delighting in the terror it creates when it breaks from its suspended pose.

Conjure Woodland Beings - CR ½

SATYR

Medium fey, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 31 (7d8)

Speed 40 ft.

|         |         |         |         |         |         |
|---------|---------|---------|---------|---------|---------|
| STR     | DEX     | CON     | INT     | WIS     | CHA     |
| 12 (+1) | 16 (+3) | 11 (+0) | 12 (+1) | 10 (+0) | 14 (+2) |

Skills Perception +2, Performance +6, Stealth +5

Senses passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 1/2 (100 XP)

Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

ACTIONS

Ram. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) bludgeoning damage.

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

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Satyrs are raucous fey that resemble stout male humans with the furry lower bodies and cloven hooves of goats. They frolic in wild forests, driven by curiosity and hedonism in equal measure.