

## CR 1: (2 beasts)

- Brown Bear
- Dire Wolf
- Giant Vulture
- Giant Spider
- Giant Toad

## CR 2: (1 beast)

- Cave Bear
- Giant Boar
- Giant Elk
- Giant Constrictor Snake

## Giant Vulture

*Challenge 1 (200 XP), Large beast, neutral evil*

♥ HP 22 (3d10)    ♥ AC 10

➡ SPD 10 ft., fly 60 ft.

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

**Skills** Perception: +3

**Senses** Passive perception 13

**Languages** Understands common but can't speak

**Keen Sight and Smell** The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

### Actions

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

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

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

## Brown Bear

*Challenge 1 (200 XP), Large beast, unaligned*

♥ HP 34 (4d10)    ♥ AC 11

➡ SPD 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** None

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

### Actions

**Bite** 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.

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

## Dire Wolf

*Challenge 1 (200 XP), Large beast, unaligned*

♥ HP 37 (5d10)    ♥ AC 14    ➡ SPD 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** None

**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 ft. 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 Toad



Challenge 1 (200 XP), Large beast, unaligned

♥ HP 39 (6d10)    🟢 AC 11

🏃 SPD 20 ft., swim 40 ft.

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

**Senses** Darkvision 30 ft., passive perception 10

**Languages** None

**Amphibious** The toad can breathe air and water

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

## Actions

**Bite** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

**Swallow** The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

# Giant Spider



Challenge 1 (200 XP), Large beast, unaligned

♥ HP 26 (4d10)    🟢 AC 14

🏃 SPD 30 ft., climb 30 ft.

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

**Skills** Stealth: +7

**Senses** Blindsight 10 ft., darkvision 60 ft., passive perception 10

**Languages** None

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

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

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

## Actions

**Bite** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

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

