

WAR HORSE

Large celestial, lawful good

Armor Class (barding); **Hit Points** // 19; **Speed** 60 ft.

STR 18 (+4) **DEX** 12 (+1) **CON** 13 (+1) **INT** 6 (-2) **WIS** 12 (+1) **CHA** 7 (-2)

Senses passive Perception 11

Languages understands Chondathan but doesn't speak

Trampling Charge. If the horse moves at least 20 feet straight toward a target right before hitting it with a hooves attack, the target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can take a bonus action to make another attack with its hooves against the target.

Giant Spider

Large fiend, chaotic evil

Armor Class 14 (natural armor); **Hit Points** // 26; **Speed** 30 ft., climb 30 ft.

STR 14 (+2) **DEX** 16 (+3) **CON** 12 (+1) **INT** 6 (-2) **WIS** 11 (+0) **CHA** 4 (-3)

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages understands Elvish (Drowic) but doesn't speak; **Skills** Stealth +7

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.

Raven

Tiny fey, neutral

Armor Class 12; **Hit Points** // 1; **Speed** 10 ft., fly 50 ft.

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

Senses passive Perception 13

Languages —;

Skills Perception +3

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

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) bludgeoning damage.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (1d8 + 6) 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 success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immune to bludgeoning, poison, and psychic damage).

Actions

Empathic Link: While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

Deliver Touch Spells: When you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

Hadrosaurus

Large beast, unaligned

Armor Class 11 (natural armor); **Hit Points** // 19; **Speed** 40 ft.

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

Senses passive Perception 12

Languages —;

Skills Perception +2

Allosaurus

Large celestial, chaotic good

Armor Class 13 (natural armor); **Hit Points** // 51; **Speed** 60 ft.

STR 19 (+4) **DEX** 13 (+1) **CON** 17 (+3) **INT** 6 (-2) **WIS** 12 (+1) **CHA** 5 (-3)

Senses passive Perception 15

Languages understands Chultan but doesn't speak; **Skills** Perception +5

Pounce. If the allosaurus moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the allosaurus can make one bite attack against it as a bonus action.

Actions

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Batiri (Goblin)

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield); **Hit Points** // ; **Speed** 30 ft.

STR 8 (-1) **DEX** 14 (+2) **CON** 10 (+0) **INT** 10 (+0) **WIS** 8 (-1) **CHA** 8 (-1)

Senses darkvision 60 ft., passive Perception 9

Languages Ghukliak (Goblin), Common (Kouroo dialect); **Skills** Stealth +6

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Batiri (Goblin)

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield); **Hit Points** // ; **Speed** 30 ft.

STR 8 (-1) **DEX** 14 (+2) **CON** 10 (+0) **INT** 10 (+0) **WIS** 8 (-1) **CHA** 8 (-1)

Senses darkvision 60 ft., passive Perception 9

Languages Ghukliak (Goblin), Common (Kouroo dialect); **Skills** Stealth +6

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

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Armor Class 15 (leather armor, shield); **Hit Points** // ; **Speed** 30 ft.

STR 8 (-1) **DEX** 14 (+2) **CON** 10 (+0) **INT** 10 (+0) **WIS** 8 (-1) **CHA** 8 (-1)

Senses darkvision 60 ft., passive Perception 9

Languages Ghukliak (Goblin), Common (Kouroo dialect); **Skills** Stealth +6

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

MINIATURES

- D&D Basic Game — Blue Dragon
- D&D Basic Game — Skeleton
- D&D Basic Game — Carn, Human Rogue
- D&D Basic Game — Young Minotaur
- D&D Basic Game — Dothal, Dwarf Cleric
- D&D Basic Game — Gargoyle
- D&D Basic Game — Goblin Archer
- D&D Basic Game — Goblin Warrior
- D&D Basic Game — Harpy
- D&D Basic Game — Lanin, Elf Wizard
- D&D Basic Game — Orc Mauler
- D&D Basic Game — Regard, Human Fighter

EXHAUSTION

- Level 1 — Disadvantage on ability checks
- Level 2 — Speed halved
- Level 3 — Disadvantage on attack rolls and saving throws
- Level 4 — Hit point maximum halved
- Level 5 — Speed reduced to 0
- Level 6 — Death

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

MINIATURES

- 11/60 — Aasimar Favored Soul (LG/CG 20)
- 27/60 — Timber Wolf (Any 5)
- 30/60 — Emerald Claw Soldier (LE 6)
- 31/60 — Fiendish Dire Weasel (LE 8)
- 39/60 — Skeletal Equiceph (LE 13)
- 46/60 — Carrion Tribe Barbarian (CE 12)
- 49/60 — Fiendish Giant Praying Mantis (CE 33)
- 51/60 — Gnoll (CE 3)
- 54/60 — Mad Slasher (CE 9)
- 60/60 — Yuan-Ti Halfblood (CE 23)
- Nolzur's Marvelous Miniatures — Familiars
- Nolzur's Marvelous Miniatures — Phase Spider
- 03/45 — Vegepygmy
- 13/45 — Aldani

EXHAUSTION

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced by 1.

Finishing a long rest reduced a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

