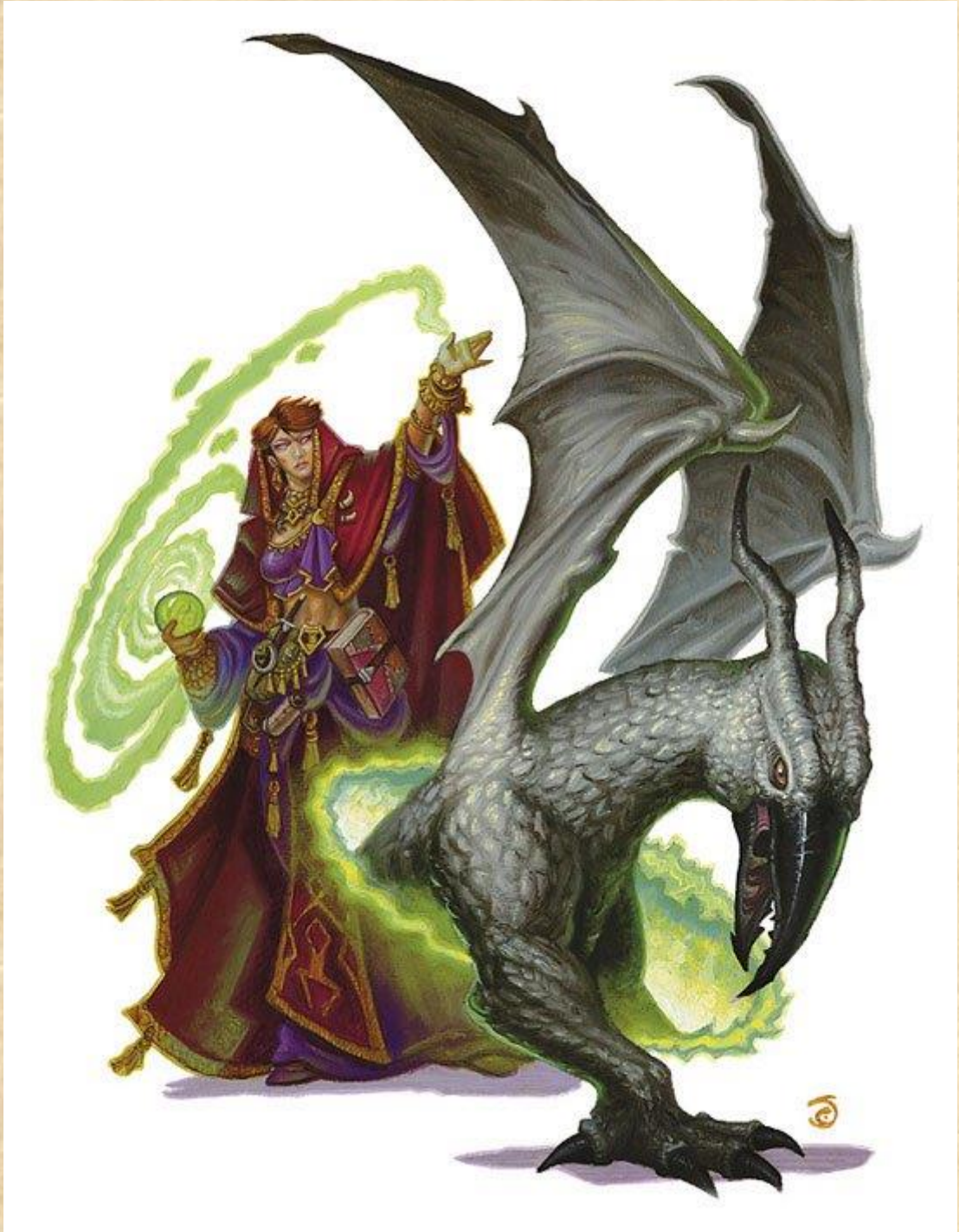


DND 5E CONJURE SPELLS



CREATURE LISTS

CONJURE ANIMALS

3rd level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V S

Duration: Concentration, Up to 1 hour

Classes: Druid, Ranger

You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears: One beast of challenge rating 2 or lower Two beasts of challenge rating 1 or lower Four beasts of challenge rating 1/2 or lower Eight beasts of challenge rating 1/4 or lower Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The GM has the creatures' statistics.

At Higher Levels: When you cast this spell using certain higher-level Spell Slots, you choose one of the summoning options above, and more creatures appear - twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

Name	Size	Type	Tags	Alignment	Challenge	XP	Source
Brown Bear	Large	Beast		Unaligned	1	200	mm 319
Deinonychus	Medium	Beast		Unaligned	1	200	vgm 139
Dire Wolf	Large	Beast		Unaligned	1	200	mm 321
Giant Eagle	Large	Beast		NG	1	200	mm 324
Giant Hyena	Large	Beast		Unaligned	1	200	mm 326
Giant Octopus	Large	Beast		Unaligned	1	200	mm 326
Giant Spider	Large	Beast		Unaligned	1	200	mm 328
Giant Toad	Large	Beast		Unaligned	1	200	mm 329
Giant Vulture	Large	Beast		NE	1	200	mm 329
Lion	Large	Beast		Unaligned	1	200	mm 331
Swarm of Quippers	Medium	Beast		Unaligned	1	200	mm 338
Tiger	Large	Beast		Unaligned	1	200	mm 339
Allosaurus	Large	Beast		Unaligned	2	450	mm 79
Aurochs	Large	Beast		Unaligned	2	450	vgm 207
Cave Bear	Large	Beast		Unaligned	2	450	mm 334
Giant Boar	Large	Beast		Unaligned	2	450	mm 323
Giant Constrictor Snake	Huge	Beast		Unaligned	2	450	mm 324
Giant Elk	Huge	Beast		Unaligned	2	450	mm 325
Hunter Shark	Large	Beast		Unaligned	2	450	mm 330
Plesiosaurus	Large	Beast		Unaligned	2	450	mm 80
Polar Bear	Large	Beast		Unaligned	2	450	mm 334
Quetzalcoatlus	Huge	Beast		Unaligned	2	450	vgm 140
Rhinoceros	Large	Beast		Unaligned	2	450	mm 336
Saber-toothed Tiger	Large	Beast		Unaligned	2	450	mm 336
Swarm of Poisonous Snakes	Medium	Beast		Unaligned	2	450	mm 338

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Creature list continues next page

CONJURE ANIMALS

3rd level conjuration

Creature list continued from previous page

Name	Size	Type	Tags	Alignment	Challenge	XP	Source
Axe Beak	Large	Beast		Unaligned	1/4	50	mm 317
Boar	Medium	Beast		Unaligned	1/4	50	mm 319
Constrictor Snake	Large	Beast		Unaligned	1/4	50	mm 320
Cow	Large	Beast		Unaligned	1/4	50	vgm 207
Deep Rothe	Medium	Beast		Unaligned	1/4	50	vgm 207
Dimetrodon	Medium	Beast		Unaligned	1/4	50	vgm 139
Draft Horse	Large	Beast		Unaligned	1/4	50	mm 321
Elk	Large	Beast		Unaligned	1/4	50	mm 322
Giant Badger	Medium	Beast		Unaligned	1/4	50	mm 323
Giant Bat	Large	Beast		Unaligned	1/4	50	mm 323
Giant Centipede	Small	Beast		Unaligned	1/4	50	mm 323
Giant Frog	Medium	Beast		Unaligned	1/4	50	mm 325
Giant Lizard	Large	Beast		Unaligned	1/4	50	mm 326
Giant Owl	Large	Beast		N	1/4	50	mm 327
Giant Poisonous Snake	Medium	Beast		Unaligned	1/4	50	mm 327
Giant Wolf Spider	Medium	Beast		Unaligned	1/4	50	mm 330
Hadrosaurus	Large	Beast		Unaligned	1/4	50	vgm 140
Ox	Large	Beast		Unaligned	1/4	50	vgm 207
Panther	Medium	Beast		Unaligned	1/4	50	mm 333
Pteranodon	Medium	Beast		Unaligned	1/4	50	mm 80
Riding Horse	Large	Beast		Unaligned	1/4	50	mm 336
Rothe	Large	Beast		Unaligned	1/4	50	vgm 207
Stench Kow	Large	Beast		Unaligned	1/4	50	vgm 207
Swarm of Bats	Medium	Beast		Unaligned	1/4	50	mm 337
Swarm of Rats	Medium	Beast		Unaligned	1/4	50	mm 339
Swarm of Ravens	Medium	Beast		Unaligned	1/4	50	mm 339
Velociraptor	Tiny	Beast		Unaligned	1/4	50	vgm 140
Wolf	Medium	Beast		Unaligned	1/4	50	mm 341
Ape	Medium	Beast		Unaligned	1/2	100	mm 317
Black Bear	Medium	Beast		Unaligned	1/2	100	mm 318
Crocodile	Large	Beast		Unaligned	1/2	100	mm 320
Giant Goat	Large	Beast		Unaligned	1/2	100	mm 326
Giant Sea Horse	Large	Beast		Unaligned	1/2	100	mm 328
Giant Wasp	Medium	Beast		Unaligned	1/2	100	mm 329
Reef Shark	Medium	Beast		Unaligned	1/2	100	mm 336
Swarm of Insects	Medium	Beast		Unaligned	1/2	100	mm 338
Swarm of Rot Grubs	Medium	Beast		Unaligned	1/2	100	vgm 208
Warhorse	Large	Beast		Unaligned	1/2	100	mm 340

CONJURE WOODLAND BEINGS

4th level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V S M (One holly berry per creature summoned)

Duration: Concentration, Concentration, Up to 1 hour

Classes: Druid, Ranger

You summon fey creatures that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears: One fey creature of challenge rating 2 or lower Two fey creatures of challenge rating 1 or lower Four fey creatures of challenge rating 1/2 or lower Eight fey creatures of challenge rating 1/4 or lower A summoned creature disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The GM has the creatures' statistics.

At Higher Levels: When you cast this spell using certain higher-level Spell Slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 6th-level slot and three times as many with an 8th-level slot.

Name	Size	Type	Tags	Alignment	Challenge	XP	Source
Boggle	Small	Fey		CN	1/8	25	vgm 128
Blink Dog	Medium	Fey		LG	1/4	50	mm 318
Pixie	Tiny	Fey		NG	1/4	50	mm 253
Sprite	Tiny	Fey		NG	1/4	50	mm 283
Darkling	Small	Fey		CN	1/2	100	vgm 134
Satyr	Medium	Fey		CN	1/2	100	mm 267
Dryad	Medium	Fey		N	1	200	mm 121
Quickling	Tiny	Fey		CE	1	200	vgm 187
Darkling Elder	Medium	Fey		CN	2	450	vgm 134
Meenlock	Small	Fey		NE	2	450	vgm 170
Sea Hag	Medium	Fey		CE	2	450	mm 179

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CONJURE MINOR ELEMENTALS

4th level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V S

Duration: Concentration, Up to 1 hour

Classes: Druid, Wizard

You summon elementals that appear in unoccupied spaces that you can see within range. You choose one the following options for what appears: One elemental of challenge rating 2 or lower Two elementals of challenge rating 1 or lower Four elementals of challenge rating 1/2 or lower Eight elementals of challenge rating 1/4 or lower. An elemental summoned by this spell disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The GM has the creatures' statistics.

At Higher Levels: When you cast this spell using certain higher-level Spell Slots, you choose one of the summoning options above, and more creatures appear - twice as many with a 6th-level slot and three times as many with an 8th-level slot

Name	Size	Type	Tags	Alignment	Challenge	XP	Source
Mud Mephit	Small	Elemental		NE	1/4	50	mm 216
Smoke Mephit	Small	Elemental		NE	1/4	50	mm 217
Steam Mephit	Small	Elemental		NE	1/4	50	mm 217
Dust Mephit	Small	Elemental		NE	1/2	100	mm 215
Ice Mephit	Small	Elemental		NE	1/2	100	mm 215
Magma Mephit	Small	Elemental		NE	1/2	100	mm 216
Magmin	Small	Elemental		CN	1/2	100	mm 212
Fire Snake	Medium	Elemental		NE	1	200	mm 265
Azer	Medium	Elemental		LN	2	450	mm 22
Gargoyle	Medium	Elemental		CE	2	450	mm 140

CONJURE ELEMENTAL

5th level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V S M (Burning incense for air, soft clay for earth, sulfur and phosphorus for fire, or water and sand for water)

Duration: Concentration, Up to 1 hour

Classes: Druid, Wizard

You call forth an elemental servant. Choose an area of air, earth, fire, or water that fills a 10-foot cube within range. An elemental of challenge rating 5 or lower appropriate to the area you chose appears in an unoccupied space within 10 feet of it. For example, a fire elemental emerges from a bonfire, and an earth elemental rises up from the ground. The elemental disappears when it drops to 0 hit points or when the spell ends. The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions. If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it. The GM has the elemental's statistics.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the Challenge rating increases by 1 for each slot level above 5th.

Name	Size	Type	Tags	Alignment	Challenge	XP	Source
Mud Mephit	Small	Elemental		NE	1/4	50	mm 216
Smoke Mephit	Small	Elemental		NE	1/4	50	mm 217
Steam Mephit	Small	Elemental		NE	1/4	50	mm 217
Dust Mephit	Small	Elemental		NE	1/2	100	mm 215
Ice Mephit	Small	Elemental		NE	1/2	100	mm 215
Magma Mephit	Small	Elemental		NE	1/2	100	mm 216
Magmin	Small	Elemental		CN	1/2	100	mm 212
Fire Snake	Medium	Elemental		NE	1	200	mm 265
Azer	Medium	Elemental		LN	2	450	mm 22
Gargoyle	Medium	Elemental		CE	2	450	mm 140
Flail Snail	Large	Elemental		Unaligned	3	700	vgm 144
Water Weird	Large	Elemental		N	3	700	mm 299
Air Elemental	Large	Elemental		N	5	1800	mm 124
Earth Elemental	Large	Elemental		N	5	1800	mm 124
Fire Elemental	Large	Elemental		N	5	1800	mm 125
Salamander	Large	Elemental		NE	5	1800	mm 266
Water Elemental	Large	Elemental		N	5	1800	mm 125
Xorn	Medium	Elemental		N	5	1800	mm 304
Galeb Duhr	Medium	Elemental		N	6	2300	mm 139
Invisible Stalker	Medium	Elemental		N	6	2300	mm 192
Air Elemental Myrmidon	Medium	Elemental		N	7	2900	mtf 202
Earth Elemental Myrmidon	Medium	Elemental		N	7	2900	mtf 202
Fire Elemental Myrmidon	Medium	Elemental		N	7	2900	mtf 203
Water Elemental Myrmidon	Medium	Elemental		N	7	2900	mtf 203

CONJURE FEY

6th level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V S

Duration: Concentration, Up to 1 hour

Classes: Druid, Warlock

You summon a fey creature of challenge rating 6 or lower, or a fey spirit that takes the form of a beast of challenge rating 6 or lower. It appears in an unoccupied space that you can see within range. The fey creature disappears when it drops to 0 hit points or when the spell ends. The fey creature is friendly to you and your companions for the duration. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the fey creature, it defends itself from hostile creatures but otherwise takes no actions. If your concentration is broken, the fey creature doesn't disappear. Instead, you lose control of the fey creature, it becomes hostile toward you and your companions, and it might attack. An uncontrolled fey creature can't be dismissed by you, and it disappears 1 hour after you summoned it. The GM has the fey creature's statistics.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the Challenge rating increases by 1 for each slot level above 6th.

Name	Size	Type	Tags	Alignment	Challenge	XP	Source
Brown Bear	Large	Beast		Unaligned	1	200	mm 319
Deinonychus	Medium	Beast		Unaligned	1	200	vgm 139
Dire Wolf	Large	Beast		Unaligned	1	200	mm 321
Giant Eagle	Large	Beast		NG	1	200	mm 324
Giant Hyena	Large	Beast		Unaligned	1	200	mm 326
Giant Octopus	Large	Beast		Unaligned	1	200	mm 326
Giant Spider	Large	Beast		Unaligned	1	200	mm 328
Giant Toad	Large	Beast		Unaligned	1	200	mm 329
Giant Vulture	Large	Beast		NE	1	200	mm 329
Lion	Large	Beast		Unaligned	1	200	mm 331
Swarm of Quippers	Medium	Beast		Unaligned	1	200	mm 338
Tiger	Large	Beast		Unaligned	1	200	mm 339
Allosaurus	Large	Beast		Unaligned	2	450	mm 79
Aurochs	Large	Beast		Unaligned	2	450	vgm 207
Cave Bear	Large	Beast		Unaligned	2	450	mm 334
Giant Boar	Large	Beast		Unaligned	2	450	mm 323
Giant Constrictor Snake	Huge	Beast		Unaligned	2	450	mm 324
Giant Elk	Huge	Beast		Unaligned	2	450	mm 325
Hunter Shark	Large	Beast		Unaligned	2	450	mm 330
Plesiosaurus	Large	Beast		Unaligned	2	450	mm 80
Polar Bear	Large	Beast		Unaligned	2	450	mm 334
Quetzalcoatlus	Huge	Beast		Unaligned	2	450	vgm 140
Rhinoceros	Large	Beast		Unaligned	2	450	mm 336
Saber-toothed Tiger	Large	Beast		Unaligned	2	450	mm 336
Swarm of Poisonous Snakes	Medium	Beast		Unaligned	2	450	mm 338
Ankylosaurus	Huge	Beast		Unaligned	3	700	mm 79
Giant Scorpion	Large	Beast		Unaligned	3	700	mm 327
Killer Whale	Huge	Beast		Unaligned	3	700	mm 331
Elephant	Huge	Beast		Unaligned	4	1100	mm 322
Stegosaurus	Huge	Beast		Unaligned	4	1100	vgm 140
Brontosaurus	Gargantuan	Beast		Unaligned	5	1800	vgm 139
Giant Crocodile	Huge	Beast		Unaligned	5	1800	mm 324
Giant Shark	Huge	Beast		Unaligned	5	1800	mm 328
Swarm of Cranium Rats	Medium	Beast		LE	5	1800	vgm 133
Triceratops	Huge	Beast		Unaligned	5	1800	mm 80
Mammoth	Huge	Beast		Unaligned	6	2300	mm 332

CONJURE CELESTIAL

7th level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V S

Duration: Concentration, Up to 1 hour

Classes: Cleric

You summon a celestial of challenge rating 4 or lower, which appears in an unoccupied space that you can see within range. The celestial disappears when it drops to 0 hit points or when the spell ends. The celestial is friendly to you and your companions for the duration. Roll initiative for the celestial, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the celestial, it defends itself from hostile creatures but otherwise takes no actions. The GM has the celestial's statistics.

At Higher Levels: When you cast this spell using a 9th-level spell slot, you summon a Celestial of Challenge rating 5 or lower.

Name	Size	Type	Tags	Alignment	Challenge	XP	Source
Pegasus	Large	Celestial		CG	2	450	mm 250
Couatl	Medium	Celestial		LG	4	1100	mm 43
Unicorn	Large	Celestial		LG	5	1800	mm 294

POLYMORPH

4th level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V S M (A caterpillar cocoon)

Duration: Concentration, Concentration, Up to 1 hour

Classes: Bard, Druid, Sorcerer, Wizard

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. The spell has no effect on a shapechanger or a creature with 0 hit points.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Name	Size	Type	Tags	Alignment	Challenge	XP	Source
Brown Bear	Large	Beast		Unaligned	1	200	mm 319
Deinonychus	Medium	Beast		Unaligned	1	200	vgn 139
Dire Wolf	Large	Beast		Unaligned	1	200	mm 321
Giant Eagle	Large	Beast		NG	1	200	mm 324
Giant Hyena	Large	Beast		Unaligned	1	200	mm 326
Giant Octopus	Large	Beast		Unaligned	1	200	mm 326
Giant Spider	Large	Beast		Unaligned	1	200	mm 328
Giant Toad	Large	Beast		Unaligned	1	200	mm 329
Giant Vulture	Large	Beast		NE	1	200	mm 329
Lion	Large	Beast		Unaligned	1	200	mm 331
Swarm of Quippers	Medium	Beast		Unaligned	1	200	mm 338
Tiger	Large	Beast		Unaligned	1	200	mm 339
Allosaurus	Large	Beast		Unaligned	2	450	mm 79
Aurochs	Large	Beast		Unaligned	2	450	vgn 207
Cave Bear	Large	Beast		Unaligned	2	450	mm 334
Giant Bear	Large	Beast		Unaligned	2	450	mm 323
Giant Constrictor Snake	Huge	Beast		Unaligned	2	450	mm 324
Giant Elk	Huge	Beast		Unaligned	2	450	mm 325
Hunter Shark	Large	Beast		Unaligned	2	450	mm 330
Pliosaurus	Large	Beast		Unaligned	2	450	mm 80
Polar Bear	Large	Beast		Unaligned	2	450	mm 334
Quetzalcoatlus	Huge	Beast		Unaligned	2	450	vgn 140
Rhinosceros	Large	Beast		Unaligned	2	450	mm 336
Saber-toothed Tiger	Large	Beast		Unaligned	2	450	mm 336
Swarm of Poisonous Snakes	Medium	Beast		Unaligned	2	450	mm 338
Acylosaurus	Huge	Beast		Unaligned	3	700	mm 79
Giant Scorpion	Large	Beast		Unaligned	3	700	mm 327
Killer Whale	Huge	Beast		Unaligned	3	700	mm 331
Elephant	Huge	Beast		Unaligned	4	1100	mm 322
Stegosaurus	Huge	Beast		Unaligned	4	1100	vgn 140
Brontosaurus	Gargantuan	Beast		Unaligned	5	1800	vgn 139
Giant Crocodile	Huge	Beast		Unaligned	5	1800	mm 324
Giant Shark	Huge	Beast		Unaligned	5	1800	mm 328
Swarm of Cranium Rats	Medium	Beast		LE	5	1800	vgn 133
Triceratops	Huge	Beast		Unaligned	5	1800	mm 80
Mammoth	Huge	Beast		Unaligned	6	2300	mm 332
Giant Ape	Huge	Beast		Unaligned	7	2900	mm 323
Tyrannosaurus Rex	Huge	Beast		Unaligned	8	3900	mm 80

Creature list continues next page

POLYMORPH

4th level transmutation

Creature list continued from previous page

Name	Size	Type	Tags	Alignment	Challenge	XP	Source
Frog	Tiny	Beast		Unaligned	0	0	mm 322
Sea Horse	Tiny	Beast		Unaligned	0	0	mm 337
Baboon	Small	Beast		Unaligned	0	10	mm 388
Badger	Tiny	Beast		Unaligned	0	10	mm 388
Bat	Tiny	Beast		Unaligned	0	10	mm 388
Cat	Tiny	Beast		Unaligned	0	10	mm 320
Crab	Tiny	Beast		Unaligned	0	10	mm 320
Cranium Rat	Tiny	Beast		LE	0	10	vgm 133
Deer	Medium	Beast		Unaligned	0	10	mm 321
Eagle	Small	Beast		Unaligned	0	10	mm 322
Giant Fire Beetle	Small	Beast		Unaligned	0	10	mm 326
Goat	Medium	Beast		Unaligned	0	10	mm 310
Hawk	Tiny	Beast		Unaligned	0	10	mm 330
Hyma	Medium	Beast		Unaligned	0	10	mm 331
Jackal	Small	Beast		Unaligned	0	10	mm 331
Lizard	Tiny	Beast		Unaligned	0	10	mm 332
Octopus	Small	Beast		Unaligned	0	10	mm 333
Owl	Tiny	Beast		Unaligned	0	10	mm 333
Quipper	Tiny	Beast		Unaligned	0	10	mm 335
Rat	Tiny	Beast		Unaligned	0	10	mm 335
Raven	Tiny	Beast		Unaligned	0	10	mm 335
Scorpion	Tiny	Beast		Unaligned	0	10	mm 337
Spider	Tiny	Beast		Unaligned	0	10	mm 337
Vulture	Medium	Beast		Unaligned	0	10	mm 339
Weasel	Tiny	Beast		Unaligned	0	10	mm 340

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Name	Size	Type	Tags	Alignment	Challenge	XP	Source
Blood Hawk	Small	Beast		Unaligned	1/8	25	mm 319
Camel	Large	Beast		Unaligned	1/8	25	mm 320
Dolphin	Medium	Beast		Unaligned	1/8	25	vgm 206
Flying Snake	Tiny	Beast		Unaligned	1/8	25	mm 322
Giant Crab	Medium	Beast		Unaligned	1/8	25	mm 324
Giant Rat	Small	Beast		Unaligned	1/8	25	mm 327
Giant Weasel	Medium	Beast		Unaligned	1/8	25	mm 329
Mustiff	Medium	Beast		Unaligned	1/8	25	mm 332
Mule	Medium	Beast		Unaligned	1/8	25	mm 333
Poisonous Snake	Tiny	Beast		Unaligned	1/8	25	mm 334
Pony	Medium	Beast		Unaligned	1/8	25	mm 335
Sting	Tiny	Beast		Unaligned	1/8	25	mm 284
Ass Beak	Large	Beast		Unaligned	1/4	50	mm 317
Boar	Medium	Beast		Unaligned	1/4	50	mm 319
Constrictor Snake	Large	Beast		Unaligned	1/4	50	mm 320
Cow	Large	Beast		Unaligned	1/4	50	vgm 207
Deep Rothe	Medium	Beast		Unaligned	1/4	50	vgm 207
Dimetrodon	Medium	Beast		Unaligned	1/4	50	vgm 139
Draft Horse	Large	Beast		Unaligned	1/4	50	mm 321
Elk	Large	Beast		Unaligned	1/4	50	mm 322
Giant Badger	Medium	Beast		Unaligned	1/4	50	mm 323
Giant Bat	Large	Beast		Unaligned	1/4	50	mm 323
Giant Centipede	Small	Beast		Unaligned	1/4	50	mm 323
Giant Frog	Medium	Beast		Unaligned	1/4	50	mm 325
Giant Lizard	Large	Beast		Unaligned	1/4	50	mm 326
Giant Owl	Large	Beast		N	1/4	50	mm 327
Giant Poisonous Snake	Medium	Beast		Unaligned	1/4	50	mm 327
Giant Wolf Spider	Medium	Beast		Unaligned	1/4	50	mm 330
Hadrosauros	Large	Beast		Unaligned	1/4	50	vgm 140
Ox	Large	Beast		Unaligned	1/4	50	vgm 207
Panther	Medium	Beast		Unaligned	1/4	50	mm 333
Pteranodon	Medium	Beast		Unaligned	1/4	50	mm 80
Riding Horse	Large	Beast		Unaligned	1/4	50	mm 336
Rothe	Large	Beast		Unaligned	1/4	50	vgm 207
Stench Kow	Large	Beast		Unaligned	1/4	50	vgm 207
Swarm of Bats	Medium	Beast		Unaligned	1/4	50	mm 337
Swarm of Rats	Medium	Beast		Unaligned	1/4	50	mm 339
Swarm of Ravens	Medium	Beast		Unaligned	1/4	50	mm 339
Velociraptor	Tiny	Beast		Unaligned	1/4	50	vgm 140
Wolf	Medium	Beast		Unaligned	1/4	50	mm 341
Age	Medium	Beast		Unaligned	1/2	100	mm 317
Black Bear	Medium	Beast		Unaligned	1/2	100	mm 318
Chocolla	Large	Beast		Unaligned	1/2	100	mm 320
Giant Goat	Large	Beast		Unaligned	1/2	100	mm 326
Giant Sea Horse	Large	Beast		Unaligned	1/2	100	mm 328
Giant Wisp	Medium	Beast		Unaligned	1/2	100	mm 329
Reef Shark	Medium	Beast		Unaligned	1/2	100	mm 336
Swarm of Insects	Medium	Beast		Unaligned	1/2	100	mm 338
Swarm of Red Grubs	Medium	Beast		Unaligned	1/2	100	vgm 208
Warhorse	Large	Beast		Unaligned	1/2	100	mm 340

mm Monster Manual vgm Vol's Guide to Monsters mtf Mordenkainen's Tome of Foes