



DRUID WILD SHAPES

CIRCLE OF LAND

Level	Max CR	Limitations
2	CR ¼	No Flying; No Swimming
4	CR ½	No Flying
8	CR 1	-

CIRCLE OF MOON

Level	Max CR	Limitations
2	CR 1	No Flying; No Swimming
4	CR 1	No Flying
6	Druid Level / 3 (Round Down)	No Flying
8	Druid Level / 3 (Round Down)	-
10	Druid Level / 3 (Round Down)	Elemental Forms (Cost 2 Wild Shapes)

CR	Beast	?	Size	Movement	HP HD	A C	STR DEX CON	A T K	Damage	Senses, Skills & Languages	Special
0	Baboon		Small	30ft, Climb 30ft	3/1	12	8/14/11	M+1	1d4-1	-	Pack Tactics
0	Badger		Tiny	20ft, Burrow 5ft	3/1	10	4/11/12	M+2	1	Darkvision 30ft	Keen Smell
0	Bat		Tiny	5ft, Fly 30	1/1	12	2/15/8	M+0	1	Blindsight 60ft	Echolocation, Keen Hearing
0	Cat		Tiny	40ft, Climb 30ft	2/1	12	3/15/10	M+0	1	Perception +3, Stealth +4	Keen Smell
0	Crab		Tiny	20ft, Swim 20ft	2/1	11	2/11/10	M+0	1	Blindsight 30ft, Stealth +2	Amphibious
0	Deer		Medium	50ft	4/1	13	11/16/11	M+2	1d4	-	-
0	Eagle		Small	10ft, Fly 60ft	3/1	12	6/15/10	M+4	1d4+2	Perception +4	-
0	Fire Beetle, Giant		Small	30ft	4/1	13	8/10/12	M+1	1d6-1	Blindsight 30ft	Illumination
0	Frog		Tiny	20ft, Swim 20ft	1/1	11	1/13/8	None	-	Darkvision 30ft, Perception +1, Stealth +3	Amphibious, Standing Leap
0	Goat		Medium	40ft	4/1	10	12/10/11	M+3	1d4+1	-	Charge, Sure-Footed
0	Hawk		Tiny	10ft, Fly 60ft	1/1	13	5/16/8	M+5	1	Perception +4	Keen Sight
0	Hyena		Medium	50ft	5/1	11	11/13/12	M+2	1d6	Perception +3	Pack Tactics
0	Jackal		Small	40ft	3/1	12	8/15/11	M+1	1d4-1	Perception +3	Pack Tactics, Keen Hearing, Keen Smell
0	Lizard		Tiny	20ft, Climb 20ft	2/1	10	2/11/10	M+0	1	Darkvision 30ft	-
0	Octopus		Small	5ft, Swim 30ft	3/1	12	4/15/11	M+4	1	Darkvision 30ft, Perception +2, Stealth +4	Hold Breath, Underwater Camouflage, Water Breathing, Ink Cloud
0	Owl		Tiny	5ft, Fly 60ft	1/1	11	3/13/8	M+3	1	Darkvision 120ft, Perception +3, Stealth +3	Flyby, Keen Hearing, Keen Sight
0	Quipper (piranha)		Tiny	0ft, Swim 40ft	1/1	13	2/16/9	M+5	1	Darkvision 60ft	Blood Frenzy, Water Breathing
0	Rat		Tiny	20ft	1/1	10	2/11/9	M+0	1	Darkvision 30ft	Keen Smell
0	Raven		Tiny	10ft, Fly 50ft	1/1	12	2/14/8	M+4	1	Perception +3	Mimicry
0	Scorpion		Tiny	10ft	1/1	11	2/11/8	M+2	1 + Poison Chance	Blindsight 10ft	Poison Damage
0	Sea Horse		Tiny	0ft, Swim 20ft	1/1	11	1/12/8	None	-	-	Water Breathing
0	Spider		Tiny	20ft, Climb 20ft	1/1	12	2/14/8	M+4	1 + Poison Chance	Darkvision 30ft, Stealth +4	Spider Climb, Web Sense, Web Walker, Poison Damage
0	Vulture		Medium	10ft, Fly 50ft	5/1	10	7/10/13	M+2	1d4	Perception +3	Keen Sight, Keen Smell, Pack Tactics
0	Weasel		Tiny	30ft	1/1	13	3/16/8	M+5	1	Perception +3, Stealth +5	Keen Hearing, Keen Smell
1/8	Blood Hawk		Tiny	10ft, Fly 60ft	7/2	12	6/14/10	M+4	1d4+2	Perception +4	Keen Sight, Pack Tactics
1/8	Camel		Large	50ft	15/2	9	16/8/14	M+5	1d4	-	-
1/8	Mastiff		Medium	40ft	5/1	12	13/14/12	M+3	1d6+1 + Prone Chance	Perception +3	Keen Hearing, Keen Smell, Prone
1/8	Mule		Medium	40ft	11/2	10	14/10/13	M+2	1d4+2	-	Beast of Burden, Sure-Footed
1/8	Pony		Medium	40ft	11/2	10	15/10/13	M+4	2d4+2	-	-
1/8	Rat, Giant		Small	30ft	7/2	12	7/15/11	M+4	1d4+2	Darkvision 60ft	Keen Smell, Pack Tactics
1/8	Snake, Flying		Medium	30ft, Fly 60ft, Swim 30ft	5/2	14	4/18/11	M+6	1 + Poison Chance	Blindsight 10ft	Flyby, Poison Damage
1/8	Snake, Poisonous		Tiny	30ft, Swim 30ft	2/1	13	2/16/11	M+5	1 + Poison Chance	Blindsight 10ft	Poison Damage
1/8	Stirge		Tiny	10ft, Fly 40ft	2/1	14	4/16/11	M+5	1d4+3 + Attach	Darkvision 60ft	Blood Drain
1/8	Weasel, Giant		Tiny	40ft	9/2	13	11/16/10	M+5	1d4+3	Darkvision 60ft	Keen Hearing, Keen Smell
1/4	Axe Beak		Large	50ft	19/3	11	14/12/12	M+4	1d8+2	-	-
1/4	Badger, Giant		Medium	30ft, Burrow 10ft	10/2	13	13/10/15	M+3	1 Bite: 1d6+1 1 Claw: 2d4+1	Darkvision 30ft	Keen Smell, Multiattack
1/4	Bat, Giant		Large	10ft, Fly 60ft	22/4	13	15/16/11	M+4	1d6+2 Piercing	Blindsight 60ft	Echolocation, Keen Hearing
1/4	Boar		Medium	40ft	11/2	11	13/11/12	M+3	1d6+1	-	Charge (+1d6 Slashing + Prone Chance), Relentless
1/4	Centipede, Giant		Small	30ft, Climb 30ft	4/1	13	5/14/12	M+4	1d4+2 Piercing + Poison Chance	Blindsight 30ft	Poison Damage
1/4	Dinosaur, Pteranodon		Medium	10ft, Fly 60ft	13/3	13	12/15/10	M+3	2d4+1	Perception +1	Flyby
1/4	Elk		Large	50ft	14/2	10	16/10/12	M+5	Ram: 1d6+3 Hooves: 2d4+3	-	Charge (+2d6 damage + Prone Chance)
1/4	Frog, Giant		Medium	30ft, Swim 30ft	18/4	11	12/13/11	M+3	1d6+1 + Grapple	Darkvision 30ft, Perception +2, Stealth +3	Amphibious, Standing Leap, Swallow (2d4 Acid)
1/4	Horse, Draft		Large	40ft	19/3	10	18/10/12	M+6	2d4+4	-	-
1/4	Horse, Riding		Large	60ft	13/2	10	16/10/12	M+5	2d4+3	-	-
1/4	Lizard, Giant		Large	30ft, Climb 30ft	19/3	12	15/12/13	M+4	1d8+2	Darkvision 30ft	-

CR	Beast	?	Size	Movement	HP HD	A C	STR DEX CON	A T K	Damage	Senses, Skills & Languages	Special
1/4	Owl, Giant		Large	5ft, Fly 60ft	19/3	12	13/15/12	M+3	2d6+1	Darkvision 120ft, Perception +5, Stealth +4, Languages: Giant Owl, understands Common, Elvish, and Sylvan	Flyby, Keen Hearing, Keen Smell
1/4	Panther		Medium	50ft, Climb 40ft	13/3	12	14/15/10	M+5	Bite: 1d6+2 Claw: 1d4+2	Perception +4, Stealth +6	Keen Smell, Pounce (+Prone Chance + Extra Bite Chance)
1/4	Snake, Constrictor		Large	30ft, Swim 30ft	13/2	12	15/14/12	M+4	Bite: 1d6+2 Constrict: 1d8+2 + Grapple Chance	Blindsight 10ft	Constrict
1/4	Snake, Giant Poisonous		Medium	30ft, Swim 30ft	11/2	14	10/18/13	M+6	1d4+4 + Poison Chance	Blindsight 10ft, Perception +2	Poison Damage
1/4	Spider, Giant Wolf		Medium	40ft, Climb 40ft	11/2	13	12/16/13	M+3	1d6+1 + Poison Chance	Blindsight 10ft, Darkvision 60ft, Stealth +7, Perception +3	Spider Climb, Web Sense, Web Walker, Poison Damage
1/4	Wolf		Medium	40ft	11/2	13	12/15/12	M+4	2d4+2 + Prone Chance	Perception +3, Stealth +4	Keen Hearing, Keen Smell, Pack Tactics, Prone
1/2	Ape		Medium	30ft, Climb 30ft	19/3	12	16/14/14	M+5 R+5	1d6+3	Athletics +5, Perception +3	Multitack (Melee)
1/2	Bear, Black		Medium	40ft, Climb 30ft	19/3	11	15/10/14	M+3	Bite: 1d6+2 Claws: 2d4+2	Perception +3	Multitack (Melee), Keen Smell
1/2	Crocodile		Large	20ft, Swim 30ft	19/3	12	15/10/13	M+4	1d10+2 + Grapple Chance	Stealth +2	Hold Breath, Grapple
1/2	Goat, Giant		Large	40ft	19/3	11	17/11/12	M+5	2d4+3	-	Charge (+2d4 Bludgeon + Prone), Sure-Footed
1/2	Horse, War		Large	60ft	19/3	11	18/12/13	M+6	2d6+4	-	Trampling Charge (+Prone Chance + Extra Attack Chance)
1/2	Sea Horse, Giant		Large	0ft, Swim 40ft	16/3	13	12/15/11	M+3	1d6+1	-	Water Breathing, Charge (+2d6 Bludgeon + Prone Chance)
1/2	Shark, Reef		Medium	0ft, Swim 40ft	22/4	12	14/13/13	M+4	1d8+2	Blindsight 30ft, Perception +2	Water Breathing, Pack Tactics
1/2	Wasp, Giant		Medium	10ft, Fly 50ft	13/3	12	10/14/10	M+4	1d6+2 + Poison Chance		Poison Damage
1	Bear, Brown		Large	40ft, Climb 30ft	34/4	11	19/10/16	M+5	Bite: 1d8+4 Claws: 2d6+4	Perception +3	Multitack (Melee), Keen Smell
1	Wolf, Dire		Large	50ft	37/5	14	17/15/15	M+5	2d6+3 + Prone Chance	Perception +3, Stealth +4	Keen Hearing, Keen Smell, Pack Tactics, Prone
1	Eagle, Giant		Large	10ft, Fly 80ft	26/4	13	16/17/13	M+5	Beak: 1d6+3 Talons: 2d6+3	Perception +4, Languages: Giant Eagle, understands Common but cannot speak	Keen Sight, Multitack (Melee)
1	Hyena, Giant		Large	50ft	45/6	12	16/14/14	M+5	2d6+3	Perception +3	Rampage (Move ½ Speed + Extra Attack)
1	Lion		Large	50ft	26/4	12	17/15/13	M+5	Bite: 1d8+3 Claw: 1d6+3	Perception +3, Stealth +6	Keen Smell, Pack Tactics, Pounce (+Prone Chance + Extra Bite Chance), Running Leap
1	Octopus, Giant		Large	10ft, Swim 60ft	52/8	11	17/13/13	M+5	2d6+3 Bludgeon + Grapple Chance	Darkvision 60ft, Perception +4, Stealth +5	Hold Breath, Underwater Camouflage, Water Breathing, Grapple, Ink Cloud
1	Spider, Giant		Large	30ft, Climb 30ft	26/4	14	14/16/12	M+5	1d8+3 + Poison Chance	Blindsight 10ft, Darkvision 60ft, Stealth +7	Spider Climb, Web Sense, Web Walker, Web, Poison Damage, Restrain
1	Tiger		Large	40ft	37/5	12	17/15/14	M+5	Bite: 1d10+3 Claw: 1d8+3	Darkvision 60ft, Perception +3, Stealth +6	Keen Smell, Pounce (+Prone Chance + Extra Bite Chance)
1	Toad, Giant		Large	20ft, Swim 40ft	39/6	11	15/13/13	M+4	1d10+2 + Grapple Chance	Darkvision 30ft	Amphibious, Standing Leap, Poison Damage, Swallow
1	Vulture, Giant		Large	10ft, Fly 60ft	22/3	10	15/10/15	M+4	Beak: 2d4+2 Talon: 2d6+2	Perception +3	Keen Sight, Keen Smell, Pack Tactics, Multitack (Melee)
2	Bear, Polar		Large	40ft, Swim 30ft	42/5	12	20/10/16	M+7	Bite: 1d8+5 Claws: 2d6+5	Perception +3	Multitack
2	Boar, Giant		Large	40ft	42/5	12	17/10/16	M+5	2d6+3	-	Charge (+2d6 Slashing + Prone Chance), Relentless
2	Dinosaur, Allosaurus		Large	60ft	51/6	13	19/13/17	M+6	Bite: 2d10+4 Claw: 1d8+4	Perception +5	Pounce (+Prone Chance + Extra Bite Chance)
2	Dinosaur, Plesiosaurus		Large	20ft, Swim 40ft	68/8	13	18/15/16	M+6	3d6+4	Perception +3, Stealth +4	Hold Breath
2	Elk, Giant		Huge	60ft	42/5	14	19/16/14	M+7	Ram: 2d6+4 Hooves: 4d8+4	Perception +4, Languages: Giant Elk, understands Common, Elvish, and Sylvan but cannot speak	Charge (+2d6 Bludgeon + Prone Chance)
2	Rhinoceros		Large	40ft	45/6	11	21/8/15	M+7	2d8+5	-	Charge (+2d8 Bludgeon + Prone Chance)
2	Shark, Hunter		Large	0ft, Swim 40ft	45/6	12	18/13/15	M+6	2d8+4	Blindsight 30ft, Perception +2	Blood Frenzy, Water Breathing
2	Constrictor Snake, Giant		Huge	30ft, Swim 30ft	60/8	12	19/14/12	M+6	Bite: 2d6+4 Constrict: 2d8+4 + Grapple	Blindsight 10ft, Perception +2	-
2	Tiger, Saber-Toothed		Large	40ft	52/7	12	18/14/15	M+6	Bite: 1d10+5 Claw: 2d6+5	Perception +3, Stealth +6	Keen Smell, Pounce (+Prone Chance + Extra Bite Chance)
3	Dinosaur, Ankylosaurus		Huge	30ft	68/8	15	19/11/15	M+7	4d6+4 + Prone Chance	-	-
3	Scorpion, Giant		Large	40ft	52/7	15	15/13/15	M+4	Claw: 1d8+2 + Grapple Sting: 1d10+2 + Poison Chance	Blindsight 60ft	Multitack, Poison Damage
3	Whale, Killer		Huge	0ft, Swim 60ft	90/12	12	19/10/13	M+6	5d6+4	Blindsight 120ft, Perception +3	Echolocation, Hold Breath, Keen Hearing
4	Elephant		Huge	40ft	76/8	12	22/9/17	M+8	Gore: 3d8+6 Stomp: 3d10+6	-	Trampling Charge (+Prone Chance + Extra Stomp Chance)
5	Crocodile, Giant		Huge	30ft, Swim 50ft	85/9	14	21/9/17	M+8	Bite: 3d10+5 + Grapple Tail: 2d8+5 + Prone Chance	Stealth +5	Multitack, Hold Breath
5	Dinosaur, Triceratops		Huge	50ft	95/10	13	22/9/17	M+9	Gore: 4d8+6 Stomp: 3d10+6	-	Trampling Charge (+Prone Chance + Extra Stomp Chance)
5	Elemental, Air		Large	0ft, Fly 90ft	90/12	15	14/20/14	M+8	2d8+5	Darkvision 60ft, Damage Resistances, Damage Immunities, Condition Immunities, Languages: Auran	Multitack, Whirlwind
5	Elemental, Earth		Large	30ft, Burrow 30ft	126/12	17	20/8/20	M+8	2d8+5	Darkvision 60ft, Tremorsense 60ft, Damage Resistances, Damage Immunities, Condition Immunities, Languages: Terran	Multitack, Earth Glide, Siege Monster
5	Elemental, Fire		Large	50ft	102/12	13	10/17/16	M+6	2d6+3 Fire + Ongoing 5 Fire	Darkvision 60ft, Damage Resistances, Damage Immunities, Condition Immunities, Languages: Ignan	Multitack, Fire Form, Illumination, Water Susceptibility
5	Elemental, Water		Large	30ft, Swim 90ft	114/12	14	18/14/18	M+7	2d8+4	Darkvision 60ft, Damage Resistances, Damage Immunities, Condition Immunities, Languages: Aquan	Multitack, Whelm, Water Form, Freeze
5	Shark, Giant		Huge	0ft, Swim 50ft	126/11	13	23/11/21	M+9	3d10+6	Blindsight 60ft, Perception +3	Blood Frenzy, Water Breathing
6	Mammoth		Huge	40ft	126/11	13	24/9/21	M+10	Gore: 4d8+7 Stomp: 4d10+7	-	Trampling Charge (+Prone Chance + Extra Stomp Chance)