

Giant Boar, L

2

NAME	CR				
12	42	8	40		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
3	0	3	-4	-2	-3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Charge: If 20' toward target and hit, +2d6s & DC 13 Str save or prone
Relentless (R short/long rest): If <11 damage reduces to 0 HP, reduce to 1 HP instead

2
PROF

ACTIONS

Tusk: +5, 2d5+3s

Giant Centipede, S

1/4

NAME	CR				
13	4	8	30/30c		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
-3	2	1	-5	-2	-4
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Blindsight 30'

2
PROF

ACTIONS

Bite: +4, 1d4+2p & DC 11 Con save or 3d6 poison

Giant Constrictor Snake, H

2

NAME	CR				
12	60	12	30/30s		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
4	2	1	-5	0	-4
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Blindsight 10', Perception +2

2
PROF

ACTIONS

Bite: 10', +6, 2d6+4p
Constrict: +6, 2d8+4b, grappled & restrained, max 1 target, escape DC 16

Giant Crab, M

1/8

NAME	CR				
15	13	9	30/30s		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
1	2	0	-5	-1	-4
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Blindsight 30', Stealth +4

Amphibious: Breathe air & water

2
PROF

ACTIONS

Claw: +3, 1d6+1b & grappled, max 2 targets, escape DC 11

Giant Crocodile, H

5

NAME	CR				
14	85	10	30/30s		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
5	-1	3	-4	0	-2
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Stealth +5

Hold Breath: 30min

3
PROF

ACTIONS

Multiattack: 1 bite, 1 tail
Bite: +8, 3d10+5p, grappled & restrained, can't bite another target, escape DC 16
Tail: 10', non-grappled target, +8, 2d8+5b, DC 16 Str save or prone

Giant Eagle, L

1

NAME	CR				
13	26	14	10/80f		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
3	3	1	-1	2	0
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Perception +4

Keen Sight: Adv on Perception for sight

2
PROF

ACTIONS

Multiattack: 1 beak, 1 talons

Beak: +5, 1d5+3p
Talons: +5, 2d6+3s

Giant Elk, H

2

NAME	CR				
14	42	14	60		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
4	3	2	-2	2	0
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Perception +4

Charge: If 20' toward target & hit w/ram, +2d6 & DC 14 Str save or prone

2
PROF

ACTIONS

Ram: 10', +6, 2d6+4b
Hooves: Prone target, +5, 4d8+4b

Giant Fire Beetle, S

0

NAME	CR				
13	4	8	30		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
-1	0	1	-5	-2	-4
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Blindsight 30'

Illumination: Bright light 10', dim 10'

2
PROF

ACTIONS

Bite: +1, 1d6-1s