

Giant Boar, L

2

NAME

CR



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



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



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



SKILLS / TRAITS

Blindsight 30', Stealth +4

2
PROF

ACTIONS

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

Giant Crocodile, H

5

NAME

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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

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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

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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



SKILLS / TRAITS

Blindsight 30'

Illumination: Bright light 10', dim 10'

2
PROF

ACTIONS

Bite: +1, 1d6-1s