

Giant Frog, M

1/4

NAME		CR	
11	18	12	30/30s
AC	HP	PASSIVE PERCEPTION	SPEED
STR	DEX	CON	INT
1	1	0	-4
BONUS	BONUS	BONUS	BONUS
WIS	CHA		
0	-4		
BONUS	BONUS		

SKILLS / TRAITS

Darkvision 30', Perception +2, Stealth +3

Amphibious: Breathe air & water
Standing Leap: Long jump 20', high jump 10'

2
PROF

ACTIONS

Bite: +3, 1d6+1p, grappled & restrained, escape DC 11, can't bite another target
Swallow: <M grappled target, if bite hits, blinded & restrained, 2d4 acid on frog's turn, 1 target only

Giant Goat, L

1/2

NAME		CR	
11	19	11	40
AC	HP	PASSIVE PERCEPTION	SPEED
STR	DEX	CON	INT
3	0	1	-4
BONUS	BONUS	BONUS	BONUS
WIS	CHA		
1	-2		
BONUS	BONUS		

SKILLS / TRAITS

Charge: If 20' toward target & hit w/ram, +2d4b & DC 13 Str save or prone
Sure-Footed: Adv on Str & Dex saves vs prone

2
PROF

ACTIONS

Ram: +5, 2d4+3b

Giant Hyena, L

1

NAME		CR	
12	45	13	50
AC	HP	PASSIVE PERCEPTION	SPEED
STR	DEX	CON	INT
3	2	2	-4
BONUS	BONUS	BONUS	BONUS
WIS	CHA		
1	-2		
BONUS	BONUS		

SKILLS / TRAITS

Perception +3

Rampage: If reduce target to 0 HP on turn, bonus action move half speed & bite

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PROF

ACTIONS

Bite: +5, 2d6+3p

Giant Lizard, L

1/4

NAME		CR	
12	19	10	30/30c
AC	HP	PASSIVE PERCEPTION	SPEED
STR	DEX	CON	INT
2	1	1	-4
BONUS	BONUS	BONUS	BONUS
WIS	CHA		
0	-3		
BONUS	BONUS		

SKILLS / TRAITS

Darkvision 30'

2
PROF

ACTIONS

Bite: +4, 1d8+2p

Giant Octopus, L

1

NAME		CR	
11	52	14	10/60s
AC	HP	PASSIVE PERCEPTION	SPEED
STR	DEX	CON	INT
3	1	1	-3
BONUS	BONUS	BONUS	BONUS
WIS	CHA		
0	-3		
BONUS	BONUS		

SKILLS / TRAITS

Darkvision 60', Perception +4, Stealth +5
Hold Breath: 1 hour out of water
Underwater Camouflage: Adv on Stealth underwater
Water Breathing: Breathe only underwater

2
PROF

ACTIONS

Tentacles: 15', +5, 2d6+3b, grappled & restrained, escape DC 16, can't use tentacles on other target
Ink Cloud (R short/long rest): 20' radius, heavily obscured 1min, Dash bonus action

Giant Owl, L

1/4

NAME		CR	
12	19	15	5/60f
AC	HP	PASSIVE PERCEPTION	SPEED
STR	DEX	CON	INT
1	2	1	-1
BONUS	BONUS	BONUS	BONUS
WIS	CHA		
1	0		
BONUS	BONUS		

SKILLS / TRAITS

Darkvision 120', Perception +5, Stealth +4

Flyby: Flying doesn't provoke opportunity attacks
Keen Hearing & Sight: Adv on Perception checks for sight

2
PROF

ACTIONS

Talons: +3, 2d6+1s

Giant Poisonous Snake, M

1/4

NAME		CR	
14	11	12	30/30s
AC	HP	PASSIVE PERCEPTION	SPEED
STR	DEX	CON	INT
0	4	1	-4
BONUS	BONUS	BONUS	BONUS
WIS	CHA		
0	-4		
BONUS	BONUS		

SKILLS / TRAITS

Blindsight 10', Perception +2

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PROF

ACTIONS

Bite: 10', +6, 1d4+4p & DC 11 Con save, 3d6 poison, save half

Giant Rat, S

1/8

NAME		CR	
12	7	10	30
AC	HP	PASSIVE PERCEPTION	SPEED
STR	DEX	CON	INT
-2	2	0	-4
BONUS	BONUS	BONUS	BONUS
WIS	CHA		
0	-3		
BONUS	BONUS		

SKILLS / TRAITS

Darkvision 60'

Keen Smell: Adv on Perception for smell
Pack Tactics: Adv on attacks if ally within 5' of target

2
PROF

ACTIONS

Bite: +4, 1d4+2p