

Giant Boar, L 2

NAME CR

AC 12 HP 42 PASSIVE PERCEPTION 8 SPEED 40

STR 3 DEX 0 CON 3 INT -4 WIS -2 CHA -3

SKILLS / TRAITS
Charge: If 20' toward target and hit, +2d6 & DC 13 Str save or prone
Relentless (R short/long rest): If <11 damage reduces to 0 HP, reduce to 1 HP instead

ACTIONS
Tusk: +5, 2d5+3s

Giant Centipede, S 1/4

NAME CR

AC 13 HP 4 PASSIVE PERCEPTION 8 SPEED 30/30c

STR -3 DEX 2 CON 1 INT -5 WIS -2 CHA -4

SKILLS / TRAITS
Blindsight 30'

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

Giant Constrictor Snake, H 2

NAME CR

AC 12 HP 60 PASSIVE PERCEPTION 12 SPEED 30/30s

STR 4 DEX 2 CON 1 INT -5 WIS 0 CHA -4

SKILLS / TRAITS
Blindsight 10', Perception +2

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

AC 15 HP 13 PASSIVE PERCEPTION 9 SPEED 30/30s

STR 1 DEX 2 CON 0 INT -5 WIS -1 CHA -4

SKILLS / TRAITS
Blindsight 30', **Stealth** +4
Amphibious: Breathe air & water

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

Giant Crocodile, H 5

NAME CR

AC 14 HP 85 PASSIVE PERCEPTION 10 SPEED 30/30s

STR 5 DEX -1 CON 3 INT -4 WIS 0 CHA -2

SKILLS / TRAITS
Stealth +5
Hold Breath: 30min

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

AC 13 HP 26 PASSIVE PERCEPTION 14 SPEED 10/80f

STR 3 DEX 3 CON 1 INT -1 WIS 2 CHA 0

SKILLS / TRAITS
Perception +4
Keen Sight: Adv on Perception for sight

ACTIONS
Multiattack: 1 beak, 1 talons
Beak: +5, 1d5+3p
Talons: +5, 2d6+3s

Giant Elk, H 2

NAME CR

AC 14 HP 42 PASSIVE PERCEPTION 14 SPEED 60

STR 4 DEX 3 CON 2 INT -2 WIS 2 CHA 0

SKILLS / TRAITS
Perception +4
Charge: If 20' toward target & hit w/ram, +2d6 & DC 14 Str save or prone

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

Giant Fire Beetle, S 0

NAME CR

AC 13 HP 4 PASSIVE PERCEPTION 8 SPEED 30

STR -1 DEX 0 CON 1 INT -5 WIS -2 CHA -4

SKILLS / TRAITS
Blindsight 30'
Illumination: Bright light 10', dim 10'

ACTIONS
Bite: +1, 1d6-1s