

**Giant Frog, M** 1/4  
NAME CR

11 AC 18 HP 12 PASSIVE PERCEPTION 30/30s SPEED

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

STR 3 BONUS DEX 0 BONUS CON 1 BONUS INT -4 BONUS WIS 1 BONUS CHA -2 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 AC 45 HP 13 PASSIVE PERCEPTION 50 SPEED

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

SKILLS / TRAITS  
 Perception +3

**Rampage:** If reduce target to 0 HP on turn, bonus action move half speed & bite 2 PROF

ACTIONS  
**Bite:** +5, 2d6+3p

**Giant Lizard, L** 1/4  
NAME CR

12 AC 19 HP 10 PASSIVE PERCEPTION 30/30c SPEED

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

SKILLS / TRAITS  
 Darkvision 30' 2 PROF

ACTIONS  
**Bite:** +4, 1d8+2p

**Giant Octopus, L** 1  
NAME CR

11 AC 52 HP 14 PASSIVE PERCEPTION 10/60s SPEED

STR 3 BONUS DEX 1 BONUS CON 1 BONUS INT -3 BONUS WIS 0 BONUS CHA -3 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 AC 19 HP 15 PASSIVE PERCEPTION 5/60f SPEED

STR 1 BONUS DEX 2 BONUS CON 1 BONUS INT -1 BONUS WIS 1 BONUS CHA 0 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 AC 11 HP 12 PASSIVE PERCEPTION 30/30s SPEED

STR 0 BONUS DEX 4 BONUS CON 1 BONUS INT -4 BONUS WIS 0 BONUS CHA -4 BONUS

SKILLS / TRAITS  
 Blindsight 10', Perception +2 2 PROF

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

**Giant Rat, S** 1/8  
NAME CR

12 AC 7 HP 10 PASSIVE PERCEPTION 30 SPEED

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