

Giant Rat, Diseased, S

1/8

NAME CR

AC 12 HP 7 PASSIVE PERCEPTION 10 SPEED 30

STR DEX CON INT WIS CHA

BONUS -2 2 0 -4 0 -3

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, DC 10 Con save or diseased: can't regain HP except w/magic, HP max decrease 3/day (die at 0 HP)

Giant Scorpion, L

3

NAME CR

AC 15 HP 52 PASSIVE PERCEPTION 9 SPEED 40

STR DEX CON INT WIS CHA

BONUS 2 1 2 -5 -1 -4

SKILLS / TRAITS

Blindsight 60'

2 PROF

ACTIONS

Multitask: 2 claws, 1 sting
Claw: +4, 1d6+2b, grappled, escape DC 12, 2 targets max
Sting: +5, 1d10+2p, & DC 12 Con save, 4d10 poison, save half

Giant Sea Horse, L

1/2

NAME CR

AC 13 HP 16 PASSIVE PERCEPTION 11 SPEED 40s

STR DEX CON INT WIS CHA

BONUS 1 2 0 -4 1 -3

SKILLS / TRAITS

Charge: If 20' toward target and hit w/ram, +2d6b & DC 11 Str save or prone
Water Breathing: Breathe only underwater

2 PROF

ACTIONS

Ram: +3, 1d6+1b

Giant Shark, H

5

NAME CR

AC 13 HP 126 PASSIVE PERCEPTION 13 SPEED 50s

STR DEX CON INT WIS CHA

BONUS 6 0 5 -5 0 -3

SKILLS / TRAITS

Blindsight 60', Perception +3

Blood Frenzy: Adv on attacks vs wounded
Water Breathing: Breathe only underwater

3 PROF

ACTIONS

Bite: +9, 3d10+6p

Giant Spider, L

1

NAME CR

AC 14 HP 26 PASSIVE PERCEPTION 10 SPEED 30/30c

STR DEX CON INT WIS CHA

BONUS 2 3 1 -4 0 -3

SKILLS / TRAITS

Darkvision 60', blindsight 10', Stealth +7
Spider Climb: Climb difficult surfaces no check
Web Sense: Know location of creatures if on same web
Web Walker: Move normally in webbing

2 PROF

ACTIONS

Bite: +5, 1d8+3p, DC 11 Con save, 2d8 poison, save half. If 0 HP from poison, stable, paralyzed, poisoned 1 hour
Web (5-6): 30/60, +5, restrained, DC 12 Str check escape or burn/cut web*

Giant Toad, L

1

NAME CR

AC 11 HP 39 PASSIVE PERCEPTION 10 SPEED 20/40s

STR DEX CON INT WIS CHA

BONUS 2 1 1 -4 0 -4

SKILLS / TRAITS

Darkvision 30'

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

2 PROF

ACTIONS

Bite: +4, 1d10+2p & 1d10 poison, grappled & restrained, escape DC 13, can't bite another target
Swallow: <L, if bite hits, blinded & restrained, 3d6 acid on toad's turn, 1 creature

Giant Vulture, L

1

NAME CR

AC 10 HP 22 PASSIVE PERCEPTION 13 SPEED 10/60f

STR DEX CON INT WIS CHA

BONUS 2 0 2 -2 1 -2

SKILLS / TRAITS

Perception +3
Keen Sight & Smell: Adv on Perception checks for sight & smell
Pack Tactics: Adv on attacks if ally within 5' of target

2 PROF

ACTIONS

Multitask: 1 beak, 1 talons

Beak: +4, 2d4+2p
Talons: +4, 2d6+2s

Giant Wasp, M

1/2

NAME CR

AC 12 HP 13 PASSIVE PERCEPTION 10 SPEED 10/50f

STR DEX CON INT WIS CHA

BONUS 0 2 0 -5 0 -4

SKILLS / TRAITS

2 PROF

ACTIONS

Sting: +4, 1d6+2p, DC 11 Con save, 3d6 poison, save half. If 0 HP from poison, stable, paralyzed, poisoned 1 hour