

Giant Rat, Diseased, S

1/8

NAME

CR



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



SKILLS / TRAITS

Blindsight 60'

2
PROF

ACTIONS

Multiattack: 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



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



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



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



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



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

Multiattack: 1 beak, 1 talons

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

Giant Wasp, M

1/2

NAME

CR



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