



GARGANTUAN HAMSTER

Gargantuan hamsters are 50-foot-long beasts that eat anything they can find, preferring meat. Often, they eat livestock, decimating entire herds of cattle, sheep, and goats before they're chased off by adventurers.

GARGANTUAN HAMSTER

Gargantuan beast, unaligned

Armor Class 13 (natural armor)
Hit Points 124 (8d20 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	22 (+6)	2 (-4)	10 (+0)	6 (-2)

Senses darkvision 120 ft., passive Perception 10
Languages —
Challenge 4 (1,100 XP)

Keen Smell. The gargantuan hamster has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

GARGANTUAN SQUID

True terrors of the sea, gargantuan squids—often erroneously referred to as "krakens" by sailors who've never met or seen an actual kraken—can bring entire galleons down with their powerful tentacles.

Fortunately, not many of these beasts exist. Once, Qhekish cephalomancers attempted to capture and enslave one of these creatures. However, the beast ended up devouring its captors and escaping, taking out an entire coral fort as it went. The Qhekish still speak of that squid—Sellag, they named it.

GARGANTUAN SQUID

Gargantuan beast, unaligned

Armor Class 13 (natural armor)
Hit Points 145 (10d20 + 40)
Speed 10 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	18 (+4)	4 (-3)	14 (+2)	4 (-3)

Skills Perception +5, Stealth +4
Senses darkvision 120 ft., passive Perception 15
Languages —
Challenge 5 (1,800 XP)

Hold Breath. While out of water, the squid can hold its breath for 1 hour.

Siege Monster. The squid deals double damage to objects and structures.

Water Breathing. the squid can breathe only underwater.

Actions

Tentacles. *Melee Weapon Attack:* +9 to hit, reach 25 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage. If the target is a creature, it is grappled (escape DC 22). Until this grapple ends, the target is restrained. The squid can grapple up to four Large or smaller creatures at a time, or one Huge or larger creature.

Ink Cloud (Recharges after a Short or Long Rest). A 100-foot-radius cloud of ink extends all around the squid if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the squid can use the Dash action as a bonus action.