

BEAST LORD TEMPLATE

These powerful individuals act as the guardians of beasts, watching over their flock and ensuring that outsiders don't harm their charges. Some people may mistake these individuals as gods, but in actuality they are not. They can not grant powers to a cleric, though many have supernatural-like abilities and blessings they can bestow on others.

Prerequisite. The beast lord must be a beast.

Creature Size. Change the beast lord size to Medium.

Creature Type. Change the beast lord type to humanoid (any, shapechanger).

Alignment. Change the beast lord alignment to Neutral.

Armor Class. The beast lord's AC increases to 15 + its Proficiency Bonus (Natural Armor) or remains the same if higher.

Hit Dice. The beast lord's hit die change to d8.

Hit Points. The beast lord gains 10 hit dice.

Speed. The beast lord's walking speed increases to 30 feet while in humanoid form, or retains the same speed as it's beast form if it is higher.

Ability Scores, Physical. Two of the beast lord's Strength, Dexterity, or Constitution score increases by 4, the other score increase by 2.

Ability Score, Mental. The beast lord's Intelligence, Wisdom, or Charisma score changes. The DM assigns 16, 18, and 20; assign each number once.

Saving Throws. The beast lord gains proficiency in Dexterity, Wisdom, and Charisma saving throws.

Skills. The beast lord gains proficiency with a number of skills equal to its proficiency bonus from the following options: Acrobatics, Athletics, Insight, Intimidation, Perception, Stealth, Sleight of Hand.

Damage Resistances. The beast lord gains resistance to Bludgeoning, Piercing, and Slashing damage from Non-Magical Attacks.

Languages. The beast lord can speak Common and two other languages of its choice.

Challenge Rating. To determine CR, add up five attacks that a beast lord can make in a single round and reference the chart below. This is typically the maximum number of attacks a beast lord can make using their strongest available attacks as often as possible.

Legendary Resistance (3/Day). If the beast lord fails a saving throw, it can choose to succeed instead.

Magic Resistance. The beast lord has advantage on saving throws against spells and other magical effects.

Shapechanger. The beast lord can use its action to polymorph into it's original beast form or into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying is transformed with it. It reverts to its true form if it dies.

Other Traits. The beast lord retains it's abilities it gains from being a beast, but if it is part of an attack, like Pounce or Charge, it can only use those features while it is a beast.

Multiattack. The beast lord can make two attacks. If it's beast form has multiattack, the beast lord can use that instead while in it's beast form.

Attacks. The beast lord in its humanoid form can make any attack it's beast form can that is not a bite attack. It can also wield a weapon while in its humanoid form. Certain attacks, like a tail attack, may not be available to a beast lord while it is in humanoid form but could be replaced as a Slam attack, per the DM's discretion.

Summon Ally (Recharge 5-6). The beast lord magically summons two beasts of its kind. The summoned creatures appear in an unoccupied space within 60 feet of the beast lord and acts as an ally. It remains for 1 minute, until it or the beast lord dies, or until the beast lord dismisses it as an action.

Legendary Actions. The beast lord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The beast lord regains spent legendary actions at the start of their turn.

Attack. The beast lord makes one attack (not it's bite).

Command Ally. The beast lord commands an ally within 30 feet to use their reaction and make one melee attack with advantage.

CHALLENGE RATING

Damage/Round	Beast Lord CR		
		15	93-98
1	9-14	16	99-104
2	15-20	17	105-110
3	21-26	18	111-116
4	27-32	19	117-122
5	33-38	20	123-140
6	39-44	21	141-158
7	45-50	22	159-176
8	51-56	23	177-194
9	57-62	24	195-212
10	63-68	25	213-230
11	69-74	26	231-248
12	75-80	27	249-266
13	81-86	28	267-284
14	87-92	29	285-302
		30	303-320

The above chart is from the *Dungeon Master's Guide (2014)* in the Creating a Monster section in Chapter 9. Determining Challenge Rating can often be decided by how much damage a creature deals, but is also reliant on it's hit points. Most creatures in the *Monster Manual (2014)* have less than half the number of hit points the original chart calls for and so it is not reproduced here as it is misleading and can make far stronger monsters than intended. If you are unsure if a beast lord has too many or too few hit points, you can freely adjust it until it better matches monsters of similar CR or until you feel that it is a good fit for your adventuring party.

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BROWN BEAR LORD

Medium humanoid (any, shapeshifter), neutral

Armor Class 19 (Natural Armor)

Hit Points 119 (14d8 + 56)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	18 (+4)	20 (+5)	16 (+3)

Saving Throws Dex +6, Wis +9, Cha +7

Skills Athletics +10, Intimidation +7, Perception +5

Damage Resistance Bludgeoning, Piercing, and Slashing from Non-Magical Attacks

Senses passive Perception 15

Languages Common plus any two languages

Challenge 10 (5,900 XP)

Keen Smell. The bear lord has advantage on Wisdom (Perception) checks that rely on smell.

Legendary Resistance (3/Day). If the bear lord fails a saving throw, it can choose to succeed instead.

Magic Resistance. The bear lord has advantage on saving throws against spells and other magical effects.

Shapeshifter. The bear lord can use its action to polymorph into a brown bear or into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying is transformed with it. It reverts to its true form if it dies.

Actions

Multiattack. The bear lord makes two attacks.

Bite (Beast Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Greataxe (Humanoid Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (1d12 + 6) slashing damage.

Summon Ally (Recharge 5-6). The bear lord magically summons two brown bears. The summoned creatures appear in an unoccupied space within 60 feet of the bear lord and acts as an ally. It remains for 1 minute, until it or the bear lord dies, or until the bear lord dismisses it as an action.

Legendary Actions

The bear lord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The bear lord regains spent legendary actions at the start of their turn.

Attack. The bear lord makes one attack (not its bite).

Command Ally. The bear lord commands an ally within 30 feet to use their reaction and make one melee attack with advantage.

CROCODILE LORD

Medium humanoid (any, shapechanger), neutral

Armor Class 18 (Natural Armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	18 (+4)	20 (+5)

Saving Throws Dex +4, Wis +7, Cha +8

Skills Intimidation +8, Perception +7, Stealth +4

Damage Resistances Bludgeoning, Piercing, and Slashing from Non-Magical Attacks

Senses passive Perception 17

Languages Common plus any two languages

Challenge 6 (2,900 XP)

Hold Breath. The crocodile lord can hold its breath for 15 minutes.

Legendary Resistance (3/Day). If the crocodile lord fails a saving throw, it can choose to succeed instead.

Magic Resistance. The crocodile lord has advantage on saving throws against spells and other magical effects.

Shapechanger. The crocodile lord can use its action to polymorph into a crocodile or into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying is transformed with it. It reverts to its true form if it dies.

Actions

Multiattack. The crocodile lord makes two attacks.

Bite (Beast Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) piercing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the crocodile lord can't bite another target.

Glave (Humanoid Form Only). *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Summon Ally (Recharge 5-6). The crocodile lord magically summons two crocodiles. The summoned creatures appear in an unoccupied space within 60 feet of the beast lord and acts as an ally. It remains for 1 minute, until it or the beast lord dies, or until the beast lord dismisses it as an action.

Legendary Actions

The crocodile lord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The crocodile lord regains spent legendary actions at the start of their turn.

Attack. The crocodile lord makes one attack (not its bite).

Command Ally. The crocodile lord commands an ally within 30 feet to use their reaction and make one melee attack with advantage.

BOAR LORD

Medium humanoid (any, shapechanger), neutral

Armor Class 18 (Natural Armor)

Hit Points 90 (12d8 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	16 (+3)	20 (+5)	18 (+4)

Saving Throws Dex +4, Wis +8, Cha +7

Skills Athletics +6, Intimidation +7, Stealth +4

Damage Resistances Bludgeoning, Piercing, and Slashing from Non-Magical Attacks

Senses passive Perception 9

Languages Common plus any two languages

Challenge 6 (2,900 XP)

Charge. If the boar lord moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Legendary Resistance (3/Day). If the boar lord fails a saving throw, it can choose to succeed instead.

Magic Resistance. The boar lord has advantage on saving throws against spells and other magical effects.

Relentless (Recharges after a Short or Long Rest). If the boar lord takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Shapechanger. The boar lord can use its action to polymorph into a boar or into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying is transformed with it. It reverts to its true form if it dies.

Actions

Multiattack. The boar lord makes two attacks.

Maul (Humanoid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Tusk. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Summon Ally (Recharge 5-6). The boar lord magically summons two boars. The summoned creatures appear in an unoccupied space within 60 feet of the boar lord and acts as an ally. It remains for 1 minute, until it or the boar lord dies, or until the boar lord dismisses it as an action.

Legendary Actions

The boar lord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The boar lord regains spent legendary actions at the start of their turn.

Attack. The boar lord makes one attack.

Command Ally. The boar lord commands an ally within 30 feet to use their reaction and make one melee attack with advantage.

TYRANNOSAURUS REX LORD

Medium humanoid (any, shapechanger), neutral

Armor Class 21 (Natural Armor)

Hit Points 287 (23d12 + 138)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	12 (+1)	23 (+6)	16 (+4)	18 (+4)	20 (+5)

Saving Throws Dex +7, Wis +10, Cha +11

Skills Athletics +15, Acrobatics +7, Intimidation +11, Perception +10, Stealth +7

Damage Resistances Bludgeoning, Piercing, and Slashing damage from Non-Magical Attacks

Senses passive Perception 20

Languages Common plus any two languages

Challenge 20 (25,000 XP)

Legendary Resistance (3/Day). If the beast lord fails a saving throw, it can choose to succeed instead.

Magic Resistance. The beast lord has advantage on saving throws against spells and other magical effects.

Shapechanger. The beast lord can use its action to polymorph into a tyrannosaurus rex or into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying is transformed with it. It reverts to its true form if it dies.

Actions

Multiattack. The beast lord makes two attacks.

Bite (Beast Form Only). *Melee Weapon Attack:* +15 to hit, 10 ft., one target. *Hit:* 35 (4d12 + 9) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 23). Until this grapple ends, the target is restrained, and the beast lord can't bite another target.

Tail. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage.

Maul (Humanoid Form Only). *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) bludgeoning damage.

Legendary Actions

The beast lord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The beast lord regains spent legendary actions at the start of their turn.

Attack. The beast lord makes one attack (not its bite).

Command Ally. The beast lord commands an ally within 30 feet to use their reaction and make one melee attack with advantage.