

DIRE BEAST TEMPLATE

Certain creatures have grown far larger than they should, and this template is applied to those who have grown to huge proportions as well as grown in their deadliness. A dire beast is a creature of fury and power.

Prerequisite. The creature must be a beast of CR 1 or lower.

Creature Size. The creature's size is increased to huge.

Armor Class. If the creature has Natural Armor, it increases by 2.

Hit Points. The creature's hit die change to 1d12 and it gains three times the number it had before, to a minimum of 10.

Ability Score, Strength. The creature's Strength score increases by 6, to a minimum of 17.

Ability Score, Constitution. The creature's Constitution score increases by 4.

Challenge Rating. The creature's Challenge Rating is increased per the chart below.

Multiattack. If the creature doesn't already have it, it gains the Multiattack trait and can make two melee attacks with its lowest damaging attack. If it already has this action, its Multiattack is unchanged.

Reach. The creature's reach increases by 5 feet.

Melee Damage Dice. The creature's damage dice for melee attacks are increased to 3 dice per attack and its damage dice are increased by two steps, to a maximum of d12 per the chart below.

Ranged Attacks. If the creature has a ranged attack, like throwing a rock, it can make a single attack with it. For damage, it rolls a number of d6s equal to its Strength modifier plus 1. It then adds its Strength modifier to the attack.

MELEE DAMAGE DICE		CHALLENGE RATING	
Initial Damage Dice	Dire Damage Dice	Starting CR	Dire CR
0	d6	0	4
d4	d8	1/8	5
d6	d10	1/4 - 1/2	6
d8	d12	1	7
d10	d12		
d12	d12		

Credits / Created by [Dump Stat](#), support us on [Patreon](#).

DIRE BROWN BEAR

Huge beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +4

Senses passive Perception 14

Languages --

Challenge 7 (2,900 XP)

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

Actions

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage.

DIRE DEER

Huge beast, unaligned

Armor Class 13

Hit Points 85 (10d12 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	2 (-4)	14 (+2)	5 (-3)

Senses passive Perception 12

Languages --

Challenge 4 (1,100 XP)

Actions

Multiattack. The deer makes two attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 19 (3d10 + 3) piercing damage.

DIRE EAGLE

Huge beast, unaligned

Armor Class 12
Hit Points 85 (10d12 + 20)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	2 (-4)	14 (+2)	7 (-2)

Skills Perception +4
Senses passive Perception 14
Languages --
Challenge 4 (1,100 XP)

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The eagle makes two attacks.

Talons. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 16 (3d8 + 3) slashing damage.

DIRE CAMEL

Huge beast, unaligned

Armor Class 9
Hit Points 105 (10d12 + 40)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	18 (+4)	2 (-4)	8 (-1)	5 (-3)

Senses passive Perception 9
Languages --
Challenge 5 (1,800 XP)

Actions

Multiattack. The camel makes two attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

DIRE AXE BEAK

Huge beast, unaligned

Armor Class 11
Hit Points 95 (10d12 + 30)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10
Languages --
Challenge 6 (2,300 XP)

Actions

Multiattack. The axe beak makes two attacks.

Beak. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 24 (3d12 + 5) slashing damage.

DIRE REEF SHARK

Huge beast, unaligned

Armor Class 14 (Natural Armor)
Hit Points 114 (12d12 + 36)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	17 (+3)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +3
Senses Blindsight 30 ft., passive Perception 13
Languages --
Challenge 6 (2,300 XP)

Pack Tactics. The shark has advantage on an attack roll against a creature if at least one of the shark's allies is within 5 feet of the creature and the ally isn't incapacitated.

Water Breathing. The shark can breathe only underwater.

Actions

Multiattack. The shark makes two attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 24 (3d12 + 5) piercing damage.