Dire Beast Template

Whether by natural or magical means, sometimes a creature grows larger than typical, becoming a new class of monsters called Dire. However, these creatures are more than just a larger version of their mundane counterparts; they're smarter, faster, and should provide more challenge besides just soaking up more damage. They have skills and traits that aren't typically seen in their kind, and are more resistant than usual.

Use the following steps to create a Dire beast from an existing monster of the Beast type:

Creature Size. Creatures sized Huge and smaller increase by one size category.

Armor Class. If the creature has Natural Armor, its base AC increases by 2. Otherwise, it gains Natural Armor and has an AC of 12 plus its Dexterity score modifier.

Hit Points. The creature's hit die changes to match its Size category, and it gains 4 additional hit die.

Speed. Creatures sized Large or larger gain an additional 10 feet to each base speed.

Ability Scores. The creature's Strength score increases by 5, Constitution score increases by 2, and Intelligence score increases by 2.

Challenge Rating. The creature's Challenge Rating increases as per the rules provided in the DMG.

Additional Traits. The creature gains one or both of the following traits;

- **Pack Tactics.** The creature has advantage on an attack roll against a creature if at least one of the creature's allies is within 5 feet of the creature and the ally isn't incapacitated.
- **Toughness.** If the creature is subjected to an effect that allows it to make a saving throw to only take half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it fails.

Multiattack. The creature gains the Multiattack trait and can make two natural attacks. If it already has the multiattack trait, it gains one additional attack.

Reach. Creatures sized Large or larger increase their melee attack reach by 5 feet.

Damage Dice. The creature gains an additional damage die for each natural attack, and the die increment by 1 step higher.

Dire Vulture
Large beast, unaligned

Armor Class 12 (Natural Armor)
Hit Points 37 (5d10 + 10)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	15 (+2)	4 (-3)	12 (+1)	4 (-3)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 1 (200 XP) **Proficiency Bonus:** +2

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

Toughness. If the vulture is subjected to an effect that allows it to make a saving throw to only take half damage, it instead takes no damage if it succeeds on the saving throw, and only hallf damage if it fails.

Actions

Multiattack. The vulture makes two Beak attacks.

Beak. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target. *Hit:* 7 (2d6) piercing damage.