

EXPANDED SAURIANS

HOME BREW

by Soniverse Labs

SAURIANS

Saurians are the most common type of dinosaur representing the herbivorous species of dinosaurs. Saurians take many shapes and sizes from the stubborn skull saurian, to the colorful feathertail and the lumbering titan saurian.

Many saurians reside in colossal herds often consisting of multiple species of both saurian and non-saurian species. Living in large communities provides them protection from predators as well as a safe space to raise their young.

Despite their colossal size, they tend to be peaceful titans, but some species tend to be very territorial if they feel their space has been trespassed. Once angered, they can be just as dangerous as their carnivorous kin.

ARMORED SAURIAN

Armored saurians are easy to identify as they seem to resemble walking masses of natural armor. Their hide is covered with bony protrusions and spike that grants it an uncanny resistance to physical blows. Even the jaws of even the largest venator has a challenge to crack its thick hide. However, its most potent defense is its bone-shattering tailclub which incapacitates any creature foolish enough to try to make a meal out of it.

ARMORED SAURIAN TACTICS

Due to their slow speed, armored saurians are often forced to stand their ground when a predator threatens them. It often waits for its foe to come to it using its tail to knock down its foe. It continues to bludgeon its enemy until that creature is forced to flee. If the foe proves to be too strong, the saurian will attempt

FEATHERCLAW SAURIAN

Do not be fooled by the seeming innocent and adorable appearance of the featherclaw. Despite possessing a fuzzy layer of down feathers that makes it look similar to a baby bird, the featherclaw possess is known for its foul temperament. This dinosaur is extremely territorial exploding into a bellowing rage whenever a creature intrudes on its territory. It possesses a particular hatred of carnivores actively charging these creatures on sight, especially if it sees the actively hunting herbivores. Because of this, they are generally a welcome presence to nearby herbivore as it will actively drive off any carnivore it sees.

Rivaling the size of the tyrant venator, the featherclaw is able to easily defend itself against any predator. Its most lethal weapon are its claws that are the length of spears that it uses to effortlessly eviscerate its foes. To make matters worse, it tempers sends its into a seething fury when very injured causing it to erupt into a furious storm of claws.

FEATHERCLAW TACTICS

Featherclaws are not subtle when they choose to attack a trespasser. It tends to let out a furious bellow as it descends upon its target with its viscous claws. It is not deterred by multiple assailants as its fury provides it heightened awareness to lash out at attacker with its claws. Harming this creature only makes fighting it much harder as it enters into a feral rage bent on slaying its foes.

FEATHERTAIL SAURIAN

The feather tail is the much smaller relative of the featherclaw. In many aspects, it is a polar opposite of its larger kin. The feathertail sports beautiful plumage featuring unique multi-colored patterns which contrasts to the short down feathers of the featherclaw. These feathers are most prominent on its tail which is used for mating rituals as well as to signal danger. Second, it is a very skittish creature constantly on edge for potential threats. When a threat is identified it often alerts others of danger. They are often welcomed near herds of other herbivores due to their alertness to danger.

The feathertail is well adapted to escaping predators thanks to its superior speed unsurpassed by any other land-dwelling creature. However, in the rare chance a creature actually catches a feathertail, it is known for its powerful kick which has been known to be quite lethal to humanoids and smaller predators.

FEATHER TAIL TACTICS

Due to its skittish nature, the feathertail prefers to flee dashing at alarming speed to safety. However, in dire circumstances, such as defending its young or if injured, it will use its kick to incapacitate its foe so that it can escape.

NOMAD SAURIAN

Nomad saurians are one of the largest species of saurian, second only to the titan. These peaceful titans are often found in colossal herds with dozens, and by some accounts, hundreds of members. They are known for their surprising speed and endurance for their size making them prized mounts for trading goods and transportation.

NOMAD SAURIAN TACTICS

Nomad saurians are generally very peaceful giants. In fact, they tend to be more dangerous as they are fleeing from danger. They are very likely to unintentionally trample a smaller creature in their haste. However if their young are threatened, they stand their ground using their size and powerful kicks to drive back predators.

SHIELDHORN SAURIAN

Shieldhorns can be distinguished by their often colorful and sometimes feathered frills and their lance-like horns protruding from their foreheads. Shieldhorns tend to be rather short tempered, rarely tolerating the prolonged presence of humanoids or carnivores. When threatened, shieldhorns tend to stick together and stand their ground shielding the young and frail members of the herd behind a shield of horns. Their Herds are often accompanied by other herbivores who use their presence as a deterrent to predators.

SHIELDHORN TACTICS

Shieldhorns will actively engage a creature that threatens it or its herds. When angered, they are surprisingly agile, quickly charging at their foes, goring them with its horns. What makes an angered triceratops even more dangerous is that they are normally accompanied by other members of the herd, quickly turning the odds in their favor.

SIREN SAURIANS

Siren saurians are probably the most common of all saurians. Their presence is very easy to identify as a herd of sirens can be heard by an ambiance of honks and bellows originating from the crest on their heads. They not only use it to communicate but also as a means to sense their surroundings almost akin to an audible version of echolocation. This allows it to identify the presence of predators that may have been hidden from view. This crest can also amplify its roar, striking fear in any predator causing them to flee.

SIREN SAURIAN TACTICS

Siren saurians are very skittish creatures fleeing at the first sight of danger. Their primary defense against predators is their bellowing crest. However do have a particularly nasty kick to shrug off any predators that still remain undeterred

SPINED SAURIANS

Spined saurian are have quite an intimidating appearance as its body is covered with rows of sharp spines the length of swords. These spines specifically serve the purpose discouraging any predator from attempting to make a meal out of it. However, predators that are still not discouraged often find themselves at the mercy of its tail full of elongated spikes. The spines of this dinosaur are particularly dangerous for they have adapted to cause a creature to experience excessing blood loss. As a result, its tail swipes tend to be quite lethal. If the the target survives the initial blow, it tends to typically die from its wounds.

Its spines not only serve as a deadly defense, but also serves as a method of communication. Their body spines have a bioluminescent property allowing its to glow in the dark. These dinosaur tend to use these spines to illuminate their path at night preventing predators from sneaking up on them. It also serves as a means of communication often signaling for danger, warning intruders, or for attracting a mate.

SPINED SAURIAN TACTICS

Spined saurians rarely ever attack unless threatened. Even when attacked, they tend to let their enemies come to them relying on their spines to keep their attacker at prey. Once a creature enters within range, it uses its tail to severely injure its foe. Under most circumstances, a single tail swipe is more than enough to deter another but it wont hesitate to swing again if its enemy does not flee. However, it will attempt to flee if it begins to become overwhelmed using its tail as a deterrent to keep pursuers of it heels.

SKULL SAURIANS

Skull saurians are oftentimes confused as a smaller species of their carnivorous kin: raptors and venators due to its similar gate and clawed forearms. However, the skull saurian is an herbivore despite sharing the aggressive tendencies of its carnivorous cousins.

Being extremely territorial, it will attempt to drive out any creature trespassing on its territory, particularly carnivores or any creature larger than it. In fact, this creature seems to have an instinctual complex against larger creatures spurring it into an frenzy.

Its primary weapon is its thick skull covered with bony protrusions and spikes that it uses to reckless charge into its foe. It is believed that their thick skull, grants them an uncanny resilience shrugging off the fiercest of wounds that would otherwise incapacitate or kill a creature of its size. Skull saurians also possess surprising strength capable of pushing its opponents much larger than it . It is not uncommon that one can find skull saurians engage with a headbutting contest against its kin for a mate, territory, or simply just cause. There are even reports that these creature have engaged in these matches with multiple opponents at a time, somewhat like a battle royale. They fights can be identified from loud cracks that seem as if it would shatter the skulls of any other creature. Despite their fierce interspecies competition, they are also known to gang up if they see one of their kin harassing a larger creature.

SKULL SAURIAN TACTICS

Despite being very aggressive, skull saurians will give audible warning if a humanoid or large creature is trespassing on its territory. If the creature does not leave, it recklessly charges towards its foe relentless barraging it with a series of headbutts. Once the creature leaves its territory, the skull saurian will no longer pursue it. If a skull saurian sees another one of its kin attacking a creature, it will join its kin to drive out that creature.

TITAN SAURIANS

Titan saurians are the largest of all dinosaurs and are believed to be the largest of all land-dwelling creatures. They typically possess a long neck that surpasses the treetops and a muscular body that weighs around 70 tons. They come in a wide variety of appearances sporting leathery scales to being covered in colorful down that almost resembles fur. They tend to live in small herds grazing lush jungles and swamps to sate their enormous appetite.

The largest of their kin dwarfs nearly any building save those such as castles or present in large metropolises. Thanks to their size, they hardly fear any natural predator as few beasts would dare hunt by themselves. In the rare instances they are hunted, it is typically when large groups of predators come together to bring these behemoths down. Their sheer size is their greatest weapon as they quickly crush any creature careless enough to find itself underneath its trunk-like legs. Its mere steps are known to cause localized tremors capable of knocking any nearby creature to the ground. Finally, its tree-like tail can be whipped about with surprising speed and accuracy capable of shattering the bones of its target.

TITAN SAURIAN TACTICS

Titan saurians rarely flee from an attack. Instead, they will use their sheer size and weight to unbalance their foes and then trample them underfoot. However, hunting titan saurians are particularly dangerous because they live in small but close-knit herds. So normally when one titan is attacked, another may come to help its kin. That is why most accounts of slaying a titan saurian typically involve one that was separated from its herd.

SAURIAN HERD

SAURIAN HERD

Abilities

Damage Resistances Bludgeoning, Piercing, and Slashing damage

Condition Immunities Charmed, Exhausted, Frightened, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned

Colossal Herd You can roll for the maximum value of hitpoints for the saurian herd and treat it as one size larger. You also assume its hitpoints as if it were one size larger. For example, an Herd of Armored Saurians would have 192 hitpoints instead of 84(8d12+32) because its new hit dice would be (8d20+32) for increases from Huge to Gargantuan.

Swarm it can occupy another creatures space and vice versa. Creatures within the swarm's space must treat it as difficult terrain. The swarm can move through any space small enough for the size of the individual creature. It cannot regain hitpoints or gain temporary hitpoints.

Swarm Tactics When the swarm takes the attack action, it can make an attack against all creatures within its space rather than attacking only one target.

Rampaging Herd When creatures first enter or start its turns in the herd's space, take damage equal to the herd's melee attack.

Reactive Can make a reaction on every creatures turn

Strength in Numbers Has advantage on Strength saving throws.

Actions

Multiattack: The swarm can make two attacks against creatures within its space. If the swarm has half its hitpoints or fewer, it takes half damage.

Legendary Action (3/turn)

Stampede (1/action) It can move up to its movement speed to a spot that it can see. Any creature within its path must succeed a Strength saving throw equal to 8 + the herd's proficiency bonus + the herd's Strength modifier or be knocked prone.

Trample (1/action) The herd can make a melee attack against all prone creature within the its's space.

Shove (1/action) Creatures within the herd's space must make a Strength saving throw equal to 8 + the herd's proficiency bonus + the herd's Strength modifier or be knocked prone

Saurians are largely social creatures living in large herds which provides protection, especially for their young, from predators. However, when threatened or extremely frightened, the massive herds can turn into a deadly threat. Due to their gargantuan size and superior strength, stampeding saurians are almost an unstoppable force trampling anything in their path as they attempt to make the escape what ever threatens them. Because of this, many adventurers typically find that the best solution for dealing with herds is often to redirect them rather than stopping it directly.

However, the most dangerous type of herd are those consisting of saurians that are more territorial or aggressive. When faced with danger, saurians such as the shieldhorn will rather band together to make a stand against their foe. There have even been accounts where an irate herd pursued poachers or hunters who had stolen young or slain their kin recklessly destroying anything in their wake until the target of the ire was eliminated.

Adding this template allows herds to effectively simulate a stampeding herd of dinosaurs while providing a simplified statblock that is easy to manage. The legendary actions, its reactive trait, and its ability to attack all creatures within its allows then herd to effectively feel like a mass of living creatures while it is *ran* like a single monster. It also emphasizes the dangerous these herds can be when provoked, especially if adventurers find themselves in the midst of a tide of dinosaurs. One final recommendation for running herd is not to treat it as a typical monster upon defeat. This statblock is designed to simulate the overall integrity of herd. When it drops to 0 hitpoints, I treat this as a dispersal of the herd wherein a small but appropriate amount (up to the DM's discretion) of individual dinosaurs that remain to retreat from their assailant.



ARMORED SAURIAN

Huge beast, unaligned

Armor Class 15

Hit Points 84 (8d12+32)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	11 (+0)	19 (+4)	2 (-4)	12 (+1)	5 (-3)

Saving Throws: Strength +7, Constitution +5

Skills Athletics +7, Perception +4

Senses passive Perception 14

Challenge 6(1800 XP)

Armored Hide It can reduce non-magical bludgeoning, piercing, and slashing damage taken by 5.

Siege Monster Deals double damage to objects and structures

Sturdy Body It has advantage on saving throws against being knocked prone.

Spiked Body A creature that grapples the armored saurian or hits it with a melee attack while within 5ft. of it takes 2d6 piercing damage.

Thick Plating Has advantage on saves against be stunned.

Actions

Tail. *+7 to hit*, 15ft., , one target. *Hit* 31(6d8+4) bludgeoning damage. Creatures hit by this attack must make a Constitution save of 14 or be knocked prone and stunned until the end of its next turn.

Stomp *+7 to hit*, 15ft., , one target. *Hit* 15(2d10+4) bludgeoning damage. It can make this attack as a bonus action against a prone target.



NOMAD SAURIAN

Huge beast, unaligned

Armor Class 14
Hit Points 84 (8d12+32)
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	10 (+0)

Saving Throws: Strength +8, Constitution +6
Skills Perception +4
Senses passive Perception 14
Challenge 4(3900 XP)

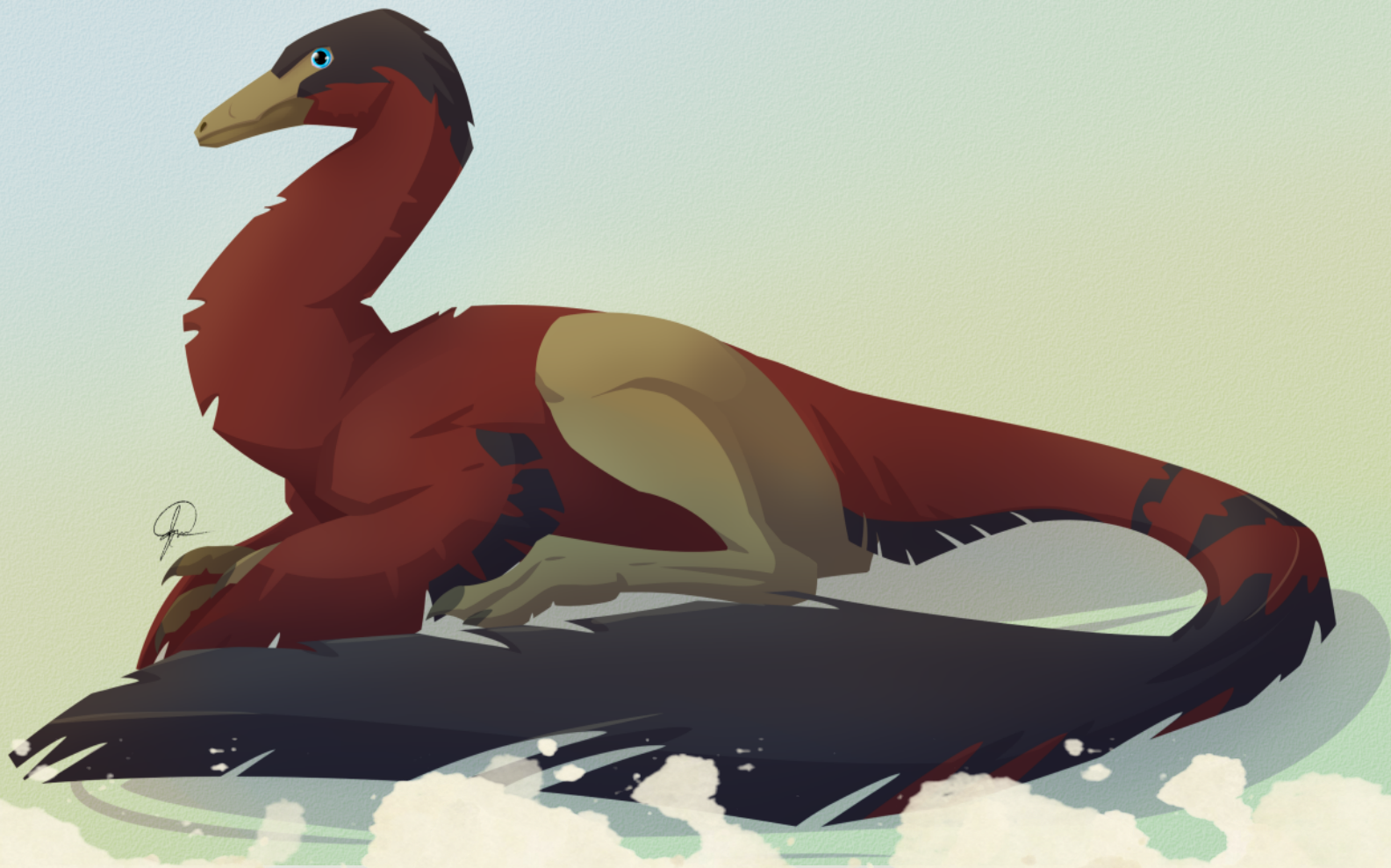
Siege Monster Deals double damage to objects and structures

Beast of Burden Its size counts as gargantuan for the purpose of carrying and pulling.

Trampling Dash If it takes the Dash action, creatures within its path must make a DC 16 Strength saving throw or be knocked prone on a failure. It can use its bonus action to make a stomp attack against a prone creature.

Actions

Stomp. +8 to hit, 5ft., one target. Hit 22(3d10+5) bludgeoning damage.



FEATHERTAIL SAURIAN

large beast, unaligned

Armor Class 14
Hit Points 26 (4d10+4)
Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	2 (-4)	15 (+2)	15 (+2)

Skills Acrobatics +5, Perception +6, Intimidation +4, Performance +4

Senses passive Perception 16

Challenge 2(450XP)

Skittish Has advantage on initiative checks. When it rolls for initiative and is not surprised or incapacitated, it can move up to half its movement to a spot that it can see. This movement does not provoke opportunity attack.

Sprinter Can use its bonus action to Dash on its turn

False Flight The distance the Feathertail Saurian long jumps is tripled; every foot of its walking speed that it spends on the jump allows it to move three feet.

Siege Monster Deals double damage to objects and structures

Actions

Kick +5 to hit; 5ft., one target. *Hit* 16(2d10+5) bludgeoning damage.



FEATHERCLAW SAURIAN

Huge beast, unaligned

Armor Class 14

Hit Points 124 (13d12+39)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	17 (+3)	2 (-4)	15 (+2)	15 (+2)

Saving Throws: Strength +8, Constitution +6

Skills Athletics +8, Perception +5

Senses passive Perception 15

Challenge 8(3900 XP)

Siege Monster Deals double damage to objects and structures

Aggressive Can move up to its movement speed toward a hostile creature that it can see as a bonus action

Reckless Has advantage on attack rolls but attacks against it have advantage.

Wounded Fury If it makes the Attack action while below half its hitpoint maximum, it can make an additional claw attack as part of that action.

Furious Claws When a creature that hits it a melee attack while within 10ft., it can use its reaction to make a claw attack against that creature

Reactive Can make one reaction on every creatures turn.

Tempermental Has advantage on saves against being charmed or frightened.

Actions

Multiattack. The featherclaw Saurian can make two attacks with its claws.

Razor Claw +8 to hit; 10ft., , one target. Hit 22 (3d10+5) slashing damage



SPINED SAURIAN

Huge beast, unaligned

Armor Class 16 (Natural Armor)

Hit Points 76 (8d12+24)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Saving Throws: Strength +8, Constitution +6

Skills Athletics +6, Perception +4

Senses passive Perception 14

Challenge 5 (1800 XP)

Siege Monster Deals double damage to objects and structures

Illuminated Plates As a bonus action, it can give off bright light in a 10ft. radius around it and dim light an additional 10ft. It can dismiss this light as will using a bonus action.

Spiked Body As a reaction, the spined saurian can gore a creature within 5ft. that hits it with a melee attack with one of its body spines. That creature takes 7 13(2d12) piercing damage and must make a Constitution save of 16 or starts to bleed profusely for one minute on a failed save. At the start of each of its turns, creatures take 7 (1d12) damage which cannot be reduced in any way. At the end of each of its turns, creatures can repeat the save to end the effect. Alternatively, it can use its action to stop the bleeding with a DC 10 Wisdom (Medicine) check provided it has as medicine kit.

Actions

Piercing Tail +8 to hit; 15ft., one target. **Hit** 31(4d12+5) piercing damage. The target must succeed a Constitution save of 16 or starts to bleed profusely for one minute on a failed save. At the start of each of its turns, creatures take 7 (1d12) damage which cannot be reduced in any way. At the end of each of its turns, creatures can repeat the save to end the effect. Alternatively, it can use its action to stop the bleeding with a DC 10 Wisdom (Medicine) check provided it has as medicine kit.



SHIELDHORN SAURIAN

Huge beast, unaligned

Armor Class 12

Hit Points 95 (10d12+30)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Strength +9, Constitution +6

Skills Athletics +9, Perception +4

Senses passive Perception 14

Challenge 6(200 XP)

Aggressive Can move up to its movement speed toward a hostile creature that it can see as a bonus action

Defiant Has advantage on saving throws against being frightened

Siege Monster Deals double damage to objects and structures

Trampling Charge If the triceratops moves at least 20ft. in a straight line toward a creature and then hits it with a gore attack on the same turn, the target takes an additional 13(2d12) piercing damage and must succeed on a DC 17 saving throw or be knocked prone. If the target is prone, it can make a stomp attack against it as a bonus action.

Actions

Gore. +9 to hit; 5ft., , one target. *Hit* 26(3d12+6) piercing damage.

Stomp. +9 to hit; 5ft., , one target. *Hit* 23(3d10+6) bludgeoning damage.



SIREN SAURIAN

Huge beast, unaligned

Armor Class 14
Hit Points 34 (4d12+8)
Speed 50ft.

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

Skills Perception +7, Intimidation +7, Performance +7
Senses passive Perception 17, blindsight 120ft.
Challenge 1(200 XP)

Siege Monster Deals double damage to objects and structures

Keen Senses Has advantage on Wisdom(Perception) checks relying on hearing.

Skittish Has advantage on initiative checks. When it rolls for initiative and is not surprised or incapacitated, it can move up to half its movement to a spot that it can see. This movement does not provoke opportunity attack.

Actions

Kick +5 to hit; 5ft., one target. Hit 14(2d10+3) bludgeoning damage.

Siren Horn (Recharge 5-6): Creatures within a 60ft. that can hear the siren saurian must make a DC 13 saving throw or become frightened by the siren saurian for one minute. While frightened in this manner, the creature must spend its turn trying to move as far away from it as it can and cannot move willingly to a space within 30ft. of it. For its action, it can only use the Dash action or try to escape an effect that prevents its from moving. if there is nowhere to move, the creatures uses its dodge action. At the end of each of its turns, the creature can repeat its saving throw to end the effect on a success. Upon succeeding, creatures are immune to being frightened in this manner by that Siren Saurian for 24 hours.



TITAN SAURIAN

Gargantuan beast, unaligned

Armor Class 15 (Natural Armor)
Hit Points 225 (13d20+52)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	22 (+6)	2 (-4)	10 (+0)	7 (-2)

Saving Throws: Strength +11, Constitution +9
Skills Athletics +11, Perception +3
Senses passive Perception 13
Challenge 11(7200 XP)

Sheer Size Whenever it hits a target with a stomp attack, it deals an additional 17(3d10) bludgeoning damage.

Siege Monster Deals double damage to objects and structures

Titan Has advantage on Constitution and Strength saving throws

Actions

Tail. +11 to hit; 20ft., , one target. *Hit* 34(4d12+8) bludgeoning damage. If the target is a creature, it must succeed a Strength saving throw of 19 or be knocked prone.

Stomp. +11 to hit; 5ft., , one target. *Hit* 30(4d10+8) bludgeoning damage. Can hit as a bonus action against a prone creature.

Earth Tremor (Recharge 5-6) Huge or smaller creatures within a 30ft. range must succeed a Strength saving throw of 19 or be knocked prone.



SKULL SAURIAN

medium beast, unaligned

Armor Class 14
Hit Points 45 (6d8+18)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Saving Throws: Strength +6
Skills Athletics +6, Perception +3
Senses passive Perception 13
Challenge 3 (700 XP)

Siege Monster Deals double damage to objects and structures

Aggressive As a bonus action, the skull saurian can move up to its speed toward a hostile creature it can see.

Titan Fury If it makes an attack against a creature one size larger than it, it can make an additional headbutt attack against that creature as part of its action.

Charge If the skull saurian moves at least 20ft. straight toward a target and then hits it with a headbutt attack, the target takes an extra 2d10 bludgeoning damage. If the target is a creature, it must succeed a DC 14 Strength saving throw or be pushed back 10ft. and knocked prone on a failure..

Tempermental Has advantage on saving throws against being charmed or frightened.

Thick Skull Has advantage on saves against being stunned.

Relentless If the skull saurian is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw. If it succeeds, it drops to 1 hitpoint instead. Each time it uses this feature after the first, the DC increases by 5. The DC resets to 10 after a short or long rest.

Actions

Headbutt +6 to hit; 5ft., , one target. Hit 15 (2d10+4) bludgeoning damage.

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