

EXPANDED BEASTS

A detailed illustration of a purple and red furry beast with glowing yellow eyes, holding a green vine in a jungle setting. The beast has a white beard and a purple collar. The background is a lush, green jungle with a bright sky.

HOME BREW

by Soniverse Labs

GIANT RACCOON

Raccoons are the second most common of all mammalian pests towards humanoids. Although they make their homes in forests, many have learned to make their homes in urban settlements where there is ample supply of food that they can steal and scavenge from their humanoid neighbors. Although most raccoons tend to be smaller than cats, some variants have grown to the size of dwarves or adolescent humans.

Such raccoons often live in small gang of 5(2d4) wherein they patrol entire blocks of cities as their established territory as they skulk through shadowy allies in search of their food. Thanks to their size, common urban threats such as dogs and cats are not an issue, and even occasionally end up of the menu.

Some raccoons use their size to their advantage by using their size to establish authority over normal raccoons amassing a posse of normal raccoons that go out to find food and trinkets to bring back in exchange for protection. In areas with rampant raccoon activity are often spawned by the presence of a squad of giant raccoons. Eradicating giant raccoons can prove rather difficult for they become very aggressive when their territory is threatened.

Although most normal raccoons will flee in danger, it is important not to underestimate a gang of giant raccoons as they will prefer to stand their ground rather than give up their hard-earned territory. They can prove to be vicious fighters using their agility, crafty tactics, and number to gain an upper hand on an attacker. Interestingly enough, with some clever tactics and a little bit of druidic magic, giant raccoon have been known to negotiate deals with humanoids providing information in exchange for a share of food and shiny trinkets in the vicinity. Others have been trained to be the eyes and ears of thieves guilds using their animalistic charm and stealthy tactics to easily get into secured locations

DIRE RAT

Dire rats are the most common and one of the most dangerous of all urban pests. Unlike their smaller kin, dire rats are vicious omnivores devouring anything they come across. They primarily tend to avoid the sight of humans particularly during the day, preferring to reside in sewers or the darkest of allies. However, it is not uncommon for them to make their homes in the basements and cellars of taverns and homes.

What makes them so dangerous is their insatiable appetite wherein they eat through garbage waster, stores of food and even the very foundations of wooden buildings causing immense structural damage. If their appetite is still not sated they resort to hunting live prey such as pets, children, and even fully grown adults. They rarely attack people in the open street in broad daylight but rather individuals wandering alleys and sewers but at times they are even known to slip into people homes at night eating them as they sleep.

DIRE SQUIRREL

Another common rodent is the dire squirrel which makes its home in woodlands far away from the city. They are relatively peaceful content with harvesting and storing a wide variety of seeds and nuts in numerous lairs scattered throughout its territory.

Unlike its smaller kin, it has a keen memory precisely remember the location and amount of food each lair possesses. In fact, it has a keen sense of locating every object within its hoards. For many centuries, it was unclear how these squirrels could find their lost quarry, as some believed they possessed minor divination powers. However, it seems that each item the squirrel possesses, it seems to mark it with its scent by repeatedly rubbing it on its fur. Thanks to its keen sense of smell, it is able to pinpoint the location of a marked object.

Normally squirrels tend to hoard nuts and seeds in the lairs; however, they have been known to take shiny or rare objects that sparks their interest adding it to their lair. This can be quite problematic for people with missing items since dire squirrels are known to be extremely protective of their lairs fiercely guarding their hoards with a greater fervor than that of a dragon. If a creature intrudes or steals from the squirrel, it erupts into a feral rage fiercely attack the thief or intruder until it can recover its lost treasure or if that creature flees from its lair.

Outside of magical means, there is no place a creature can hide while holding its item. Interestingly enough, this fervor seems to establish a common respect and trust between squirrels as they do not steal from one another. In fact, if another learns that one of their kind has lost an item from its hoard, it will aid that squirrel in its quest to recover its hoard.

This behavior of squirrels has been utilized by many woodland dwelling settlements and druidic tribes which use dire squirrels as guardians to protect valuables and to find thieves.

DIRE BEAVER

The industrious dire beaver is responsible for some of the greatest natural feats of engineering. Whereas normal beaver are known to build dams along rivers stopping up the flow, dire beavers have essentially built entire castles or fortresses along the banks of rivers and lakes that are home to dozens of giant beavers and hundreds of normal beavers. These structure have many waterproof chambers designated for food, storage, nurseries, and even defense.

Dire beaver colonies are somewhat reminiscent of that of an ant colony, wherein the dire beaver protect their smaller kin as well as aid with the larger construction projects requiring their superior strength.

Although beavers do not pose a direct threat to humanoid unless threatened using their sharp teeth and powerful tails to discourage attackers. However, can prove to be quite the nuisance as they have been known to stop and even redirect entire rivers thanks to their waterproof fortresses. Additionally, as they are avid herbivores, they have been known to be quite dangerous to plant-based creatures as herds of dire beavers could occasionally invade their groves attacking these creatures in search for food.



GIANT RACCOON

medium Beast, Unaligned

Armor Class 13 (Natural Armor)

Hit Points 17(3d8+3)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	8 (-1)	15 (+2)	14 (+2)

Skills Acrobatics +5, Stealth +7, Sleight of Hand +7, Deception +6, Persuasion +6, Perception +6

Senses passive Perception 16

Challenge 1(200 xp)

Keen Smell The raccoon has advantage on Wisdom (Perception) checks

Pack Tactics The raccoon has advantage on attack rolls against a creature that it within 5ft. of one of the raccoon's allies that are not incapacitated.

Sneak Attack The raccoon deals an additional 7(2d6) damage against a creature that is surprised or if it has advantage on its attack rolls. It can benefit from this feature once on each of its turns

Nimble The raccoon can move outside a creatures space without provoking opportunity attack. It can Hide behind a Large or smaller creature and can move through the space of a Large creature without expending any extra movement.

Shadow Skulker The raccoon can use its bonus action to Hide. While in darkness, the raccoon is invisible to creatures that rely on darkvision to see it.

Actions

Bite. *Melee Weapon Attack*, +5 to hit , 5ft., one target. *Hit:* 8 (2d4+3) piercing damage.

DIRE RAT

Medium Beast, Unaligned

Armor Class 12 (Natural Armor)

Hit Points 14(3d8)

Speed 40ft., 40ft. climb, swim 40ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	6 (-2)	15 (+2)	14 (+2)

Skills Acrobatics +4, Stealth +6, Perception +6

Damage Resistances Poison

Senses darkvision 60ft., passive Perception 16

Challenge 1/2(100 xp)

Keen Smell The rat has advantage on Wisdom (Perception) checks

Siege Monster The rat deals double damage to buildings and objects

Pack Tactics The rat has advantage on attack rolls against a creature that it within 5ft. of one of the rat's allies that are not incapacitated.

Poison Resilience The rat has advantage on saving throws against being poisoned

Nimble The rat can move outside a creatures space without provoking opportunity attack. It can Hide behind a Large or smaller creature and can move through the space of a Large creature without expending any extra movement.

Actions

Bite. *Melee Weapon Attack*, +4 to hit , 5ft., one target. *Hit:* 7 (2d4+2) piercing damage. Creatures must succeed a DC 10 Constitution saving throw or be poisoned until the end of its next turn



DIRE SQUIRREL

Medium Beast, Unaligned

Armor Class 12 (Natural Armor)

Hit Points 14(3d8)

Speed 40ft., 40ft. climb, swim 40ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	6 (-2)	15 (+0)	14 (+2)

Skills Acrobatics +6, Perception +6

Senses darkvision 60ft., passive Perception 16

Challenge 1/2(100 xp)

Siege Monster The squirrel deals double damage to buildings and objects

Lair Sense The squirrel can pinpoint the location of each of its lair or any items from its hoards as long as it is within 6 miles of it and is on the same plane of existence

Hoard Possession The squirrel can spend one minute marking an object it has in its possession. After the duration, this item is considered part of its hoard.

Hoard Fury When the squirrel makes an attack against a creature that possesses an item of its hoard, starts its turn or first enters within the lair of the squirrel, it has advantage on attack rolls against that creature, can deal a critical hit on an 18-20, and can make an additional bite attack as part of its action. It can use its bonus action to move up to its movement speed towards that creature.

Nimble The squirrel can move outside a creature's space without provoking opportunity attack. It can hide behind a Large or smaller creature and can move through the space of a Large creature without expending any extra movement.

Actions

Bite. *Melee Weapon Attack*, +4 to hit, 5ft., one target. *Hit:* 7 (2d4+2) piercing damage.

DIRE BEAVER

Large Beast, Unaligned

Armor Class 13 (Natural Armor)

Hit Points 34(4d10+12)

Speed 30ft., 30ft. swim

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	6 (-2)	15 (+2)	14 (+2)

Skills Athletics +5, Perception +4

Senses darkvision 60ft., passive Perception 14

Challenge 1(200 xp)

Siege Monster The beaver deals double damage to buildings and objects

Wood Eater When the beaver takes the Attack action against a plant creature, it can make an additional bite attack as part of that action.

Hold Breath The beaver can hold its breath up to 10 minutes

Nimble Swimmer The beaver can swim outside the reach of another creature without provoking opportunity attack

Actions

Bite. *Melee Weapon Attack*, +5 to hit, 5ft., one target. *Hit:* 13 (4d4+3) piercing damage.

Tail Slap *Melee Weapon Attack*, +5 to hit, 5ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage. If the target is a creature, it must succeed a DC 13 Constitution saving throw or be stunned until the end of its next turn.

DIRE OPOSSUM

Despite its appearance, the opossum is not related to the rat. Instead, the dire opossum is a special kind of mammal that is known to carry its young in a pouch after its birth. Opossums have a variety of unique characteristics, as the first is its tail. This tail is highly evolved and can almost function as a 5th limb allowing the opossum to grab and interact with objects and is strong enough for its to hang aloft upside down on a tree branch.

Opossums are largely omnivorous eating anything they can manage to scavenge and rarely pose a threat to fully grown humanoids, but have been known to attack small children. When threatened, the opossum can be quite vicious using its jagged teeth to inflict painful wounds into its attacker. If its foes is too powerful it will pretend to fall dead emitting a pungent aroma that discourages its attacker from attempting to eat it. This facade brings the opossum in a catatonic state nearly indistinguishable from death. Although it is seemingly helpless in this state, its body enters into a regenerative state which prevents it from being killed by all but the deadliest of blows. The opossum can stay in this state for up to one hour which normally is long enough for any danger to pass.

DIRE KOALA

Despite its friendly and relaxed appearance, the koala is quite a temperamental animal. It enjoys spending the majority of its time in tree wherein it simply just eats and sleeps all day. If this routine is interrupted, the koala transformed into a furry ball of fury as it viciously bites and claws any creature that disturbed its solitude. As they tend to be very territorial, they have been known to drop out of trees onto unsuspecting intruders who are making too much noise or disturbing their favorite tree. Once enraged, there is no calming or scaring off the koala. The only way to appease its fury is to leave its territory or tree as it will refuse to leave its home.

The only time koalas have been known to leave their homes are through migrations in search for more food. Depending on the region, certain koala species only eat certain types of plants making their migrations and habitats quite predictable. However, the one thing that all koala's have in common is that they all enjoy the taste of sentient plants and have been known to be the bane of creatures such as blights and vegepygmys as koala's often go searching for these creatures if their normal source of food proves to be scarce

DIRE PLATYPUS

The dire platypus is an creature taking the characteristics of a beaver, otter, and duck. Despite its comical appearance, it is not related to any of those creature but rather closer in relations to the opossum and the koala. Although most specimens are the size of a small cat, the dire platypus has been known to be the size of a large bear and capable of standing on its hind legs. Despite its large size, it is a very peaceful creature content to living near rivers and stream eating aquatic plants and small prey.

When threatened, the platypus's most potent weapons are its venomous barbed claws. Despite its potency, the venom in these barbs are not lethal but can pretty much incapacitate any creature with agonizing pain as the toxin courses through its body. Such a defense is often sufficient for the platypus to make its escape for a predator as well as deter any future encounters. If that is not sufficient, the platypus is able to use its sturdy bill and powerful tail to knock away predators.

KANGAROO

The largest of all marsupials is the kangaroo. Most specimens stand about the height of the average humanoid and is known for its incredible speed and jumpin ability. Its powerful legs not only serve as an excellent means of mobility, but a powerful natural weapon for defense.

A single kick from a kangaroo is capable of knocking attackers off their feet and is even capable of breaking a bones. The kangaroo is also able to make use of its long arms throwing powerful punches as any creature that wanders to close. It is able to maintain a unique form of combat as it can use its tail as a balaance allowing it to kick and punch in rapid success as well as maintain its balance.

If does not convince one that engaging a kangaroo in melee combat is a bad idea, kangaroos are known to live in mobs which come together to assault attackers that threaten them. So typically whenever one gets in a fight with a kangaroo, they will quickly find themselves surrounded by flurry of blows and kicks from angry kangaroos.

DIRE KANGAROO

The dire kangaroo is the largest of all kangaroos standing nearly 20ft. tall. Entire mobs of these creatures are often used as mounts by many nomadic societies thanks to their surprising mobility for their size.

In the wild, dire kangaroos are often accompanied by other herbivores as they are often considered as protector since they regularly drive off predators from their vicinity. Just like their smaller kin, they can be quite brutal fighters thanks to their powerful punches and kicks. Thanks to their increased size, they are able to create localized quakes to knock down their foes when surrounded.



DIRE OPOSSUM

Medium Beast, Unaligned

Armor Class 12 (Natural Armor)

Hit Points 30(4d8+12)

Speed 40ft., 40ft. climb

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

Damage Immunities Poison

Condition Immunities Poisoned

Skills Acrobatics +4, Stealth +6, Perception +6, Deception +6

Senses darkvision 60ft., passive Perception 16

Challenge 1/2(100 xp)

Keen Smell The opossum has advantage on Wisdom (Perception) checks

Prehensile Tail The opossum can use its bonus action to grasp or interact with an object using its tail

Nimble The opossum can move outside a creature's space without provoking opportunity attack. It can Hide behind a Large or smaller creature and can move through the space of a Large creature without expending any extra movement.

Actions

Bite. *Melee Weapon Attack*, +4 to hit, 5ft., one target.
Hit: 9 (2d6+2) piercing damage.

Feign Death(1/long rest) The opossum can enter into a catatonic state indistinguishable from death. For up to 1 hour, the opossum's speed drops to 0, it is incapacitated, and it gains resistance to all damage, and is immune to all conditions.

While in this state, creatures must succeed a DC 13 Wisdom saving throw whenever it targets with an opossum with a weapon or harmful effect that requires a saving throw. On a failed saving throw, it must target another creature or lose the attack or spell. This effect does not apply to area of effect.

If it starts its turn at 0 hitpoints while in this state, it regains 1 hitpoint at the start of its turns. It can still be killed on its turn if it fails all of its death saving throws before the start of its next turn.

This effect lasts up to one hour or until the opossum uses its action to end the effect.



DIRE KOALA

Medium Beast, Unaligned

Armor Class 13 (Natural Armor)

Hit Points 34(4d8+16)

Speed 20ft., 40ft. climb

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	18 (+4)	6 (-2)	10 (+0)	14 (+2)

Skills Acrobatics +6, Perception +6

Senses darkvision 60ft., passive Perception 16

Challenge 1(200 xp)

Aggressive The koala can use its bonus action to move up to its movement speed towards a hostile creature it can see.

Powerful Build The koala counts as one size larger for pushing, carrying, pushing, and grappling.

Plant Eater When the koala takes the Attack action against a plant creature, it can make an additional bite attack as part of that action.

Adamant While the koala is in combat, it is immune to being charmed or frightened.

Actions

Multiattack The koala can make a bite and two claw attacks.

Bite. *Melee Weapon Attack*, +4 to hit, 5ft., one target. *Hit:* 6 (1d4+3) piercing damage.

Claw. *Melee Weapon Attack*, +4 to hit, 5ft., one target. *Hit:* 6 (1d4+3) slashing damage.

DIRE PLATYPUS

Large Beast, Unaligned

Armor Class 13 (Natural Armor)

Hit Points 57(6d10+24)

Speed 30ft., 30ft. swim

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	18 (+4)	6 (-2)	10 (+0)	14 (+2)

Skills Perception +2

Senses blindsense 60ft., passive Perception 16

Challenge 3(700 xp)

Hold Breath The platypus can hold its breath for 10 minutes..

Nimble Swimmer The platypus can swim outside a creature's reach without provoking opportunity attack

Actions

Multiattack The platypus can make a bite, two claw attacks, and one tail attack..

Bite. *Melee Weapon Attack*, +5 to hit, 5ft., one target. *Hit:* 6 (1d4+3) bludgeoning damage.

Claw *Melee Weapon Attack*, +5 to hit, 5ft., one target. *Hit:* 6 (1d4+3) piercing damage. The creature must succeed a DC 14 Constitution saving throw or become poisoned for one hour. While poisoned, creatures are incapacitated and paralyzed for the duration. It can repeat its saving throw at the end of each of its turn. On a successful saving throw, you are immune to being poisoned in this manner for the next 24 hours.

Tail *Melee Weapon Attack*, +5 to hit, 5ft., one target. *Hit:* 6 (1d4+3) bludgeoning damage. If the target is a creature, it must succeed a DC 13 Constitution saving throw or be stunned until the end of its next turn.

KANGAROO

Medium Beast, Unaligned

Armor Class 12 (Natural Armor)

Hit Points 22(4d8+3)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	6(-2)	10 (+0)	14 (+2)

Skills Athletics +6, Acrobatics +6, Perception +2

Senses passive Perception 12

Challenge 1(200 xp)

Bounding Leap If the kangaroo expends at least 10ft. of its movement speed, it can long jump to 30ft.

Jump Kick If the kangaroo moves at least 20ft. and makes a kick attack on the same turn against a creature, it deals an additional 5(2d4) damage to the target.

Tail Balance When forced to make a saving throw against being pushed or knocked prone, the kangaroo has advantage.

Actions

Multiattack The kangaroo can make two claw attacks and one kick.

Punch *Melee Weapon Attack*, +4 to hit, 5ft., one target. *Hit:* 5 (1d4+2) bludgeoning damage.

Kick *Melee Weapon Attack*, +4 to hit, 5ft., one target. *Hit:* 7 (2d4+2) bludgeoning damage. Creatures must succeed a DC 12 Strength saving throw or be pushed back 10ft. and fall prone.

DIRE KANGAROO

Huge Beast, Unaligned

Armor Class 16 (Natural Armor)

Hit Points 84(8d12+32)

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	6(-2)	10 (+0)	9 (-1)

Skills Athletics +6, Acrobatics +6, Perception +2

Senses passive Perception 12

Challenge 4(1100 xp)

Bounding Leap If the kangaroo expends at least 10ft. of its movement speed, it can long jump to 30ft.

Jump Kick If the kangaroo moves at least 30ft. and makes a kick attack on the same turn against a creature, it deals an additional 17(3d10) damage to the target.

Tail Balance When forced to make a saving throw against being pushed or knocked prone, the kangaroo has advantage.

Actions

Multiattack The kangaroo can make two claw attacks and one kick.

Punch *Melee Weapon Attack*, +6 to hit, 5ft., one target. *Hit:* 9 (2d4+4) bludgeoning damage.

Kick *Melee Weapon Attack*, +6 to hit, 5ft., one target. *Hit:* 15 (2d10+4) bludgeoning damage. Creatures must succeed a DC 14 Strength saving throw or be pushed back 10ft. and fall prone.

Stomping Tantrum Creatures within a 10ft. radius of the kangaroo must succeed a DC 14 Strength saving throw or be knocked prone.



DIRE ANTEATER

Huge Beast, Unaligned

Armor Class 13 (Natural Armor)
Hit Points 105 (10d12+40)
Speed 30ft., 30ft. burrow

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	6 (-2)	15 (+2)	4 (-3)

Condition Immunities Poisoned
Skills Athletics +7, Perception +8
Senses passive Perception 18
Challenge 5 (1800 xp)

Keen Senses The anteater has advantage on Wisdom (Perception) checks relying on smell

Siege Monster The anteater deals double damage to buildings and objects

Formic Fury Whenever the anteater takes acid or poison damage, it takes no damage instead. Until the end of its next turn, the Dire Anteater has advantage on attack rolls, resistance to bludgeoning, piercing, and slashing damage, and can make an additional claw attack when it takes the Attack action on its turn.

Actions

Multiattack The anteater can make a tongue attack and two claw attacks

Tongue Melee Weapon Attack, +7 to hit, 20ft., one target. Creatures must succeed a DC 16 Constitution saving throw or become paralyzed for one minute. It can repeat its saving throw at the end of each of its turns ending it on a success. Upon a hit, the Medium and smaller creatures are pulled 20ft. towards the anteater regardless of its saving throw

Claw Melee Weapon Attack, +7 to hit, 10ft., one target. Hit: 15 (2d10+4) slashing damage.

DIRE PANGOLIN

Large Beast, Unaligned

Armor Class 16 (Natural Armor)
Hit Points 51 (6d10+18)
Speed 30ft., 30ft. burrow

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	6 (-2)	15 (+2)	4 (-3)

Damage Immunities Acid, Poison
Condition Immunities Poisoned
Skills Athletics +5, Perception +6
Senses passive Perception 16
Challenge 3 (700 xp)

Keen Senses The pangolin has advantage on Wisdom (Perception) checks relying on smell

Spined Body Creatures that grapple or hit the pangolin with a melee attack while within 5ft. of it takes 5 (1d8) piercing damage. If in its scaled defense, it takes 9 (2d8) piercing damage

Scaled Defense When targeted with an attack or forced to make a saving throw, the pangolin can use its reaction to gain a +2 bonus to its AC and saving throws until the start of its next turn. Upon succeeding a saving throw, it takes no damage. This reaction can take place before the attack hits or the saving throw is made.

Actions

Multiattack The pangolin can make two claw attacks

Claw Melee Weapon Attack, +5 to hit, 10ft., one target. Hit: 8 (1d8+3) slashing damage.

Spine Shot Melee Weapon Attack, +5 to hit, 20/80ft., one target. Hit: 12 (2d8+3) piercing damage.

Clamorous Scales Creatures other than other pangolins within a 30ft. radius that can hear the pangolin must succeed a DC 13 Constitution saving throw or become deafened for one minute. While deafened in this manner, creatures have disadvantage on attack rolls and ability checks. Upon a successful saving throw, creatures are immune to this effect for 24 hours.

DIRE ANTEATER

The anteater, also known as the ant bear, is a large mammal whose appetite largely consists of insects or similar creatures. The dire anteater is the largest of its kin easily rivaling the size of other large herbivores such as elephants and smaller dinosaurs.

In addition to its sheer size and strength, it has a number of tools at its disposal to easily acquire its insectoid prey. Its powerful claws allow it to tear through pack clay and earth that forms the foundations of many insect colonies and are strong enough to pierce the shells of the largest of insects. Because of these claws, these creatures can inadvertently cause tremendous structural damage to buildings that may contain insect colonies beneath its foundation.

In addition to its claws its wiry tongue coated in a paralytic saliva that immobilizes its prey and drags it from the deepest of tunnels. However, its greatest feature is its innate immunity to poison and acid. Its blood has specifically adapted to give it a supernatural adrenaline boost when exposed to acid and poison, which are common defenses of insects, giving its superior endurance and power for a short period of time allowing it to make short work of its prey.

DIRE PANGOLIN

The dire pangolin is the smaller but much more heavily armored cousin to the anteater. Thanks to its unique physiology among mammals, the pangolin is covered in layers of thick scales that protect it from predators. Just like the giant anteater, it is immune to the stings of its insectoid prey.

Although it doesn't share acquire the adrenaline boost when exposed to poison, it makes up for it with its spiny scales. When threatened, it can clatter its scales together to create a dissonant cacophony of noise that disorients predators. If this fails to deter predators, it can shoot its spiny scales its enemy. If an attacker proceeds to engage the pangolin in close quarters, it simply begins to curl up into prickly ball of scales discourage further attacks from predators.

GIANT MOLE

The giant mole is a peculiar beast that lives primarily underground forging massive networks of tunnels as it searches for subterranean prey such as worms and grubs.

Giant moles and their colossal cousins the bedrock mole are often seen as a benevolent presence as they are able to control the population of subterranean worms as they primarily young worms tend to make up the majority of their diet. However, once the worms reach adulthood, mole no longer pose a threat to these creatures but rather turn into their prey. Despite this, typically around 15 -20% of giant worms actually reach adulthood keeping their numbers in somewhat manageable numbers.

Because of this, many subterranean races such as dwarves and drow often tame creatures to craft subterranean tunnels as well as maintain the local worm population. However, large populations of moles can prove to be rather problematic as their tunneling may cause sinkholes or damage subterranean structures.



GIANT MOLE

medium Beast, Unaligned

Armor Class 12 (Natural Armor)

Hit Points 34(4d8+16)

Speed 20ft., 20ft. burrow

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	18 (+4)	2 (-4)	15 (+2)	4 (-3)

Condition Immunities Blinded

Skills Athletics +6, Perception +6

Senses tremorsense 60ft., passive Perception 16

Challenge 1(200 xp)

Tunneler The giant mole can use its bonus action to burrow through unworked earth or stone. It must use its bonus action to resurface as well.

Underground Breathing The mole can breathe while underground

Siege Monster The mole deals double damage to buildings and objects

Stench Creatures other than the mole that first enters or start its turn within 10ft. of the mole must succeed a DC 14 Constitution saving throw or become poisoned until the end of its next turn. On a successful saving throw, creatures are immune to being poisoned in this way for the next 24 hours.

Actions

Multiattack The mole can make a bite and two claw attacks on its turn.

Bite *Melee Weapon Attack*, +6 to hit, 10ft., one target. Hit: 7 (1d4+4) piercing damage.

Claw *Melee Weapon Attack*, +6 to hit, 10ft., one target. Hit: 9 (1d8+4) slashing damage.

BEDROCK MOLE

Huge Beast, Unaligned

Armor Class 17 (Natural Armor)

Hit Points 100(8d12+48)

Speed 30ft., 30ft. burrow

STR	DEX	CON	INT	WIS	CHA
23 (+6)	6 (-2)	23 (+6)	2 (-4)	15 (+2)	4 (-3)

Saving Throws Strength +9, Constitution +9

Condition Immunities Blinded

Skills Athletics +9, Perception +8

Senses tremorsense 120ft., passive Perception 18

Challenge 6(2300 xp)

Tunneler The mole can use its bonus action to burrow through unworked stone. It must use its bonus action to resurface as well.

Underground Breathing The mole can breathe while underground

Siege Monster The mole deals double damage to buildings and objects

Stench Creatures other than the mole that first enters or start its turn within 10ft. of the mole must succeed a DC 17 Constitution saving throw or become poisoned until the end of its next turn. On a successful saving throw, creatures are immune to being poisoned in this way for the next 24 hours.

Actions

Multiattack The mole can make a bite and two claw attacks on its turn.

Bite *Melee Weapon Attack*, +9 to hit, 5ft., one target. Hit: 11 (2d4+6) piercing damage.

Claw *Melee Weapon Attack*, +9 to hit, 5ft., one target. Hit: 21 (3d8+6) slashing damage.

MONKEY

Primates are one of the most intelligent of all bestial mammals and are believed to be closely related to many species of humanoids. The smallest of their kind are monkeys. To make up for their small size, they possess surprising strength and have a versatile tail which can act as an additional limb. Monkeys are known for their superior intelligence amongst beasts using their agility, numbers, and their wit to steal food and frustrating predators by throwing poop.

Because of their intelligence and quick hands, they make popular pets and familiars for druids and many spellcasters, assuming the owner is willing to put up with its shenanigans.

IMP

Because of its small appearance and ability to fly, imp monkeys are often confused with their fiendish counterpart. They are one of the few species of monkeys capable of flight possessing a pair of bat-like wings.

These little critters definitely use their flight to their fullest extent and earn their impish reputation. They love to flock together flying down to steal anything that sparks their interest while nimbly escaping with their prize in a game of chase as its victim pursues it. They often end up tossing it among other members of its troop to utterly confuse their pursuers.

Other times, they will fly about in flocks and toss poop at unsuspecting bystanders simply out of boredom.

Despite their antics, imp monkeys are rarely malevolent or are hardly dangerous to humanoids, even though they do have a particularly painful bite if they truly feel cornered or threatened.

GOBLIN

Goblin monkeys are the smartest, most vicious, and most conniving of all their kin. They tend to live in small gangs with up to 11(2d10) members. These little gremlins have learned to forge makeshift weapons made out of sharp sticks, stones, and even glass.

Whereas as most monkeys tend to harass humanoids or other creatures to steal valuables; goblin monkeys are content to not only steal the valuables but kill the individual as well using its as a source of food. They have even been known to use carcasses as a lure to draw out predators to their death to eliminate any possible threats to the safety of their gang.

Goblin monkeys have also been known to bully other animals into doing their bidding. The largest and most powerful of gangs have bullied other monkeys into joining their gang and has been reported to have up to nearly 100 members of various species of monkeys. Some accounts have described them luring large predators to the camps of poachers. One account seemed to even claim that they were responsible for the stampede of dinosaurs that destroyed a small town, although the veracity of such as claim is still yet to be determined.

SPIDER

The spider monkey is a rather strange species of monkey, that possesses an additional pair of limbs. However, its most unique property is its ability to climb walls and even traverse spider webs with no difficulty. It is believed that these monkeys acquired these adaptations from living in regions where giant spiders were extremely prolific predators.

These adaptations allowed these monkeys to take completely reverse their role on the food chain easily escaping from webs and developing a natural immunity to spider poison. Instead, these monkeys have developed a symbiotic relationship with spiders.

Since spider monkeys are often too small to acquire large prey on their own, they resort to harassing creatures in mobs of 9(2d8) members into pursuing them by posing as helpless prey, flinging poo, or stealing their items. As these creatures give chase, the monkey's lure them into a webs of giant spiders. Once ensnared and the spider closes in, the spider monkey attempt to aid by biting the captured creature or at least prevent it from fighting back by stealing weapons or objects.

Since spiders only consume the body fluids of its prey, the monkeys are able to give feast on the leftovers once the spider has its fill. Because of this, most spiders tend to tolerate the presence of spider monkeys in their webs, since they are too much of a nuisance to try to chase down and kill since spider poison doesn't seem to effect it. Such a dynamic is quite interesting as these monkeys are quite loyal to their resident spider often engaging in turf wars with other spiders and monkey gangs whenever spiders fight over webs. Upon a defeat, the survivors often end up joining the side of the winning spider. However, it is not uncommon for a spider to still snap at a monkey who constantly intrudes on the spider's space or pesters it for too long.

SNOWFIRE

One of the rarest of all monkeys are the snowfire monkeys. These monkeys tend to be quite elusive largely because of their unique fur that enables them to easily blend into their snowy surroundings. The reason for their rarity is that they tend to only reside near geothermal springs and geysers that may exist in such regions. It has even been reported that such monkeys are present in elemental hotspots where extreme heat and cold is ever present. This behavior is also the reason they acquire their names.

In such destinations, these monkeys live in large groups often consisting of 50 - 100 members which lounge and relaxing in such sanctuaries. It is somewhat unclear why these monkeys are attracted to such environments but they do make for curious companions whenever they do encounter newcomers to their home.

Living in such environment has enabled them to developed quite creative ways to defend themselves. When threatened, they are known to infuse ice or hot coals in their poo whenever they throw it at a predator.



MONKEY TEMPLATE

Tiny Beast, Unaligned

Armor Class 13 (Natural Armor)

Hit Points 5 (2d4)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	11 (+0)	8 (-1)	12 (+1)	11 (+0)

Saving Throws Strength +1, Dexterity +5

Skills Athletics +3, Acrobatics +7, Perception +3, Sleight of Hand +5

Senses passive Perception 13

Challenge 1/8 (25 xp)

Quick-fingered The monkey can use its bonus action to interact with an object or make a sleight of hand check as a bonus action to steal an object

Agile Climber The monkey has advantage on ability checks to climb difficult surfaces.

Prehensile Tail The monkey can use its tail to hold or interact with an additional object

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

Nimble The monkey can move outside a creature's space without provoking opportunity attack. It can Hide behind a Small or smaller creature and can move through the space of a small creature without expending any extra movement.

Apeish Fury When below half its hitpoint maximum, the monkey can make an additional bite or fling poo attack on its turn.

Actions

Bite *Melee Weapon Attack*, +5 to hit, 5ft., one target. Hit: 7 (1d4+3) piercing damage.

Fling Poo *Melee Weapon Attack*, +5 to hit, 15/30ft., one target. Upon a hit, creatures must succeed a DC 10 saving throw or become poisoned until the end of its next turn.

FLYING MONKEY

- **Movement Speed** 30ft. fly

Flyby The monkey can fly outside a creature's reach without provoking opportunity attack

Glide When the monkey takes fall damage, it can make a DC 10 Dexterity saving throw. On a successful saving throw, the monkey takes no damage; on a failed saving throw it takes half damage. The DC for this save increases by 1 for every 10ft. the monkey falls over 60ft.

GOBLIN MONKEY

- **Skills** Stealth +7
- **Challenge Rating** 1/4 (50xp)

Ambusher The goblin monkey has advantage on attack rolls against surprised creatures.

Sneak Attack The monkey can deal an additional 7(2d6) damage against a creature that is surprised or if it has advantage against that creature. It can use this feature once on each of its turns.

Vanish The goblin monkey can use its bonus action to take the Hide action.

SPIDER MONKEY

- **Senses** Darkvision 60ft.
- **Damage Immunities** Poison
- **Condition Immunities** Poisoned
- **Skills** Stealth +5
- **Challenge Rating** 1/4 (50xp)

Spider Climb The monkey can climb difficult surfaces, including upside down on ceilings without needing an ability check.

Web Walker The monkey ignores movement restrictions caused by webbing

Web Sense While in contact with a web, the monkey knows the exact Location of any other creature in contact with the same web.

Four Limbed The spider monkey has advantage on ability checks to grapple or escape a grapple. This extra pair of arms acts in the same capacity as its normal arms. It can use its bonus action to make another fling poo attack.

SNOWFIRE MONKEY

- **Movement Speed** 30ft. swim
- **Damage Resistance** Fire, Cold
- **Skills** Stealth +5
- **Challenge Rating** 1/4 (50xp)

Ice Walk The monkey can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Snow Camouflage The monkey has advantage on Dexterity (Stealth) checks while in icy or snowy terrain or when obscured by ash, fog, or snowfall. While these conditions are met, the monkey can use its bonus action to Hide

Snow Sight The monkey's sight is not hindered by ash, fog, or snowfall.

Insulated Fur If the monkey succeeds a saving throw against taking fire or cold damage, it takes no damage upon a success.

Actions

Fling Ice-laced Poo *Melee Weapon Attack*, +5 to hit, 15/60ft., one target. *Hit* 6 (1d4+3) cold damage. Upon a hit, creatures must succeed a DC 10 saving throw or become are poisoned until the end of its next turn. It only gains this attack when in icy or snow terrain.

Fling Combustible Poo *Melee Weapon Attack*, +5 to hit, 15/60ft., one target. *Hit* 6 (1d4+3) fire damage. Upon a hit, creatures must succeed a DC 10 saving throw or become are poisoned until the end of its next turn. It only gains this attack when in volcanic terrain or if its surroundings have sufficient embers, ash, or similar debris.

CHIMP

Chimps are next largest of primates, where the largest of their kin stand nearly as tall as a humanoid. Although they share many traits with monkeys, many chimps do not possess the prehensile tail and are not as agile as their smaller kin.

However, they make up for their bulkier build with their immense strength for their size and versatile limbs allowing them to wield most objects that humanoids can. Chimps by nature are peaceful and very curious creatures. However, in times of danger, they all come together to face a threat using numbers and clever tactics to defeat their foe.

GORILLA

The gorilla is one of the largest of all primates wherein the largest of their kind can stand nearly 10ft. tall. Just like their smaller relatives, their colossal strength rivals that of some of the greatest humanoid champions.

Because of their sheer strength and size, they have few natural predators. However, when threatened, they can enter into a reckless fury of fists and teeth rending their foe limb from limb.

DIRE APE

The dire ape is the absolute apex of its kind. Some believe that such apes are a natural species of apes while others believe such creatures are the result of magical experimentation, druidic magic, or a divine gift.

Such creatures tend to be largely reclusive and surprising evasive despite their incredible size. Many woodland settlements see these creatures as benevolent protectors to those who live within its realm. In fact, many settlements see these beasts as their patrons or aspects of the divine and often present numerous offerings to their lairs. Others have learned to tame these creatures as powerful war beasts capable of tearing down the sturdiest of walls and barricades.

BABOON

The baboon is probably the most recognizable of all apes and gorillas thanks to its magnificent and colorful manes. It is also infamous for being the most territorial of all primates. Thankfully, such aggression is only targeted towards creatures that attack their communities or trespass upon their territory. For those unfortunate creatures, they are prone to being mobbed by furious primates fueled by rage-induced adrenaline.

CAVE

The cave ape or gorilla is one of the largest and most peculiar of its kin. Its origin in the Underdark has granted it a unique physiology which includes an additional pair of powerful limbs. Despite its similarity to the spider monkey, its large size and strength never required it to develop the adaptations of its smaller relative.

Instead, it evolved to thrive in such environments by developing the ability to see in magical darkness as well as seemingly vanishing into the shadows. However, its subterranean life has impaired it as it is quite sensitive to sunlight. Because of this, these apes rarely come to the surface and if they do, they only come out at night.

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As their name suggests, these primates are often confused with their yeti counterparts. Some scholars believe that these primates actually are one of the ancestors to these beings but such claims require more research to be entirely certain.

Unlike their namesakes, yeti apes are quite peaceful creatures living in nomadic communities of 11(2d10) members. They have learned to fashion primitive tools to help them catch fish beneath the ice and find vegetation buried beneath snowbanks.

Their thick fur is able to shield them from the extreme cold as well as grants them ample camouflage against the snowy landscape.

Despite their frightening appearance, they are a welcome presence to humanoids as they have been known to aid lost travelers to areas of safety from the cold. There are even accounts where these apes had rescued those stranded in blizzards carrying them from the storm.

SAVAGE

The most dangerous of all primates are the savage apes. These apes are easily distinguishable from their kin thanks to their elongated teeth and claws as well as their horned body and spinal ridges.

Although most apes are omnivorous, savage apes tend to lean towards the carnivorous end of the spectrum, actively hunting in groups of 5(2d4). They have developed a keen sense of smell enabling them to easily track their prey.

They employ brutal tactics while hunting their prey, aiming to cripple it rather than killing it outright. Upon killing their prey, they have been known to fashion very primitive weapons out of the bones of their prey and even have been rumored to collect teeth and other bodily ornaments as trophies and keepsakes.



CHIMP TEMPLATE

Medium Beast, Unaligned

Armor Class 12 (Natural Armor)

Hit Points 26(4d8+8)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Strength +5

Skills Athletics +7, Acrobatics +4, Perception +3, Sleight of Hand +4

Senses passive Perception 13

Challenge 1(200 xp)

Powerful Build The chimp counts as one size larger when determining your carrying capacity and the weight it can push, drag, lift, or grapple.

Agile Climber The chimp has advantage on ability checks to climb difficult surfaces.

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

Ape Fury When below half its hitpoint maximum, the chimp can make an additional bite or rock attack on its turn.

Opposable Limbs The chimp can wield and interact with objects with little difficulty and has proficiency with simple weapons

Actions

Multiattack The chimp can make a bite and two fist attacks. **Bite** *Melee Weapon Attack*, +5 to hit, 5ft., one target. Hit: 6 (1d4+3) piercing damage.

Fist *Melee Weapon Attack*, +5 to hit, 5ft., one target. Hit: 6 (1d4+3) bludgeoning damage.

Rock *Melee Weapon Attack*, +5 to hit, 30/60ft., one target. Hit: 8 (2d4+3) bludgeoning damage.

GORILLA TEMPLATE

Large Beast, Unaligned

Armor Class 12 (Natural Armor)

Hit Points 57(6d10+24)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
21(+5)	14 (+2)	19 (+4)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Strength +7

Skills Athletics +9, Acrobatics +4, Perception +3, Sleight of Hand +4

Senses passive Perception 13

Challenge 2(450 xp)

Powerful Build The gorilla counts as one size larger when determining your carrying capacity and the weight it can push, drag, lift, or grapple.

Agile Climber The gorilla has advantage on ability checks to climb difficult surfaces.

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

Ape Fury When below half its hitpoint maximum, the gorilla can make an additional bite or rock attack on its turn.

Opposable Limbs The gorilla can wield and interact with objects with little difficulty and has proficiency with simple weapons

Actions

Multiattack The gorilla can make a bite and two fist attacks.

Bite *Melee Weapon Attack*, +5 to hit, 5ft., one target. Hit: 10 (1d8+4) piercing damage.

Fist *Melee Weapon Attack*, +5 to hit, 5ft., one target. Hit: 10 (2d4+5) bludgeoning damage.

Rock *Melee Weapon Attack*, +5 to hit, 30/60ft., one target. Hit: 16 (2d10+5) bludgeoning damage.



DIRE APE TEMPLATE

Huge Beast, Unaligned

Armor Class 12 (Natural Armor)

Hit Points 135 (10d12+70)

Speed 40ft., 40ft. climb

STR	DEX	CON	INT	WIS	CHA
26(+8)	14 (+2)	24 (+7)	8(-1)	12 (+1)	12 (+1)

Saving Throws Strength +11, Constitution +10

Skills Athletics +11, Acrobatics +5, Perception +4,
Sleight of Hand +5

Senses passive Perception 13

Challenge 8(3900 xp)

Powerful Build The ape counts as one size larger when determining your carrying capacity and the weight it can push, drag, lift, or grapple.

Agile Climber The dire ape has advantage on ability checks to climb difficult surfaces.

Ape Fury When below half its hitpoint maximum, the ape can make an additional bite or rock attack on its turn.

Opposable Limbs The dire ape can wield and interact with objects with little difficulty and has proficiency with simple weapons

Actions

Multiattack The ape can make a bite and two fist attacks. It can substitute a fist attack for a rock attack

Bite *Melee Weapon Attack*, +11 to hit, 5ft., one target.
Hit: 18 (4d6+4) piercing damage.

Fist *Melee Weapon Attack*, +11 to hit, 10ft., one target.
Hit: 19 (3d6+8) bludgeoning damage.

Rock *Melee Weapon Attack*, +11 to hit, 60/120ft., one target. Hit: 28 (3d12+8) bludgeoning damage.

BABOON

- **Challenge Rating** Increases by 1

Aggressive The baboon can use its bonus action to move up to its movement speed towards a hostile creature as a bonus action

Reckless At the start of its turn, the baboon can choose to have advantage on attack rolls until the start of its next turn. However, attacks against it has advantage.

Relentless If the baboon 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

Horrific Screech Creatures other than a baboon with 30ft. that can hear it must succeed a DC 12 Wisdom saving throw or be frightened for one minute. Frightened creature can repeat its saving throw at the end of each of its turns to end the effect. Upon a success, that creature is immune to being frightened by that baboon for the next 24 hours. If the creature is a gorilla, it is a DC 14 Wisdom saving throw instead

CAVE

- **Skills** Stealth +6
- **Senses** magical darkvision 60ft.
- **Challenge Rating** Increases by 1

Sunlight Sensitivity The gorilla has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when it are the target of the attack, or whatever you are trying to perceive is in direct sunlight.

Four-limbed The cave gorilla has advantage on ability checks to grapple or escape a grapple. This extra pair of arms acts in the same capacity as its normal arms. It can use its bonus action to grapple a creature, make an additional fist, or stone attack.

Long-limbed The cave gorilla's melee attacks has an increased reach of 5ft.

Shadow Fur While in darkness, the gorilla is invisible to creatures that rely on vision to see it. When in dim light or darkness, it can use bonus action to Hide.

YETI

- **Skills** Stealth +4
- **Damage Resistances** Cold
- **Challenge Rating** Increases by 1

Ice Walk The gorilla can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Snow Camouflage The gorilla has advantage on Dexterity (Stealth) checks while in icy or snowy terrain or when obscured by snowfall. While these conditions are met, the monkey can use its bonus action to Hide

Insulated Fur Upon succeeding a saving throw against an effect that deals cold damage, it takes no damage instead.

Snow Sight the gorilla's sight is not hindered by fog or snowfall.

SAVAGE

- **Skills** Stealth +6, Perception +5

Predator Instinct The gorilla has advantage on initiative checks. If it makes an attack against a creature that hasn't acted yet in combat, it has advantage on attack rolls against that creature.

Brutal Savagry The gorilla can deal a critical hit on an 18-20.

Keen Senses The gorilla has advantage on Wisdom (Perception) checks relying on hearing, sight, and smell.

Opportunistic If a creature within 5ft. of it suffers fone of the following status conditions: blinded, deafened, exhausted, grappled, paralyzed, poisoned, restrained, stunned, or unconscious, the gorilla can use its reaction to make an additional attack against that creature with advantage.

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