

EXPANDED PRIMAL BEASTS



HOME BREW

by Soniverse Labs

DIRE BEASTS

Many myths and legends are filled with stories of great beasts far greater than their ordinary kin. Primal or dire beasts are creatures that represent natural perfection through millennia of adaptation and evolution. Given enough time, these creatures have even transformed into some beyond their original forms.

BEHEMMOTH

The lumbering behemoth is easily recognizable due to its powerful build, tree-like trunk, and a intimidating array of tusks protruding from its face. Behemoths are the largest of their kin and are believed to be loosely related to elephants and mammoths taking many different forms whether sporting a thick leathery hide lined with body protrusions or a thick layer of fur capable of enduring the harshest temperatures.

Much like their other kin, they travel in close knit herds grazing in grasslands or tundra. However, they tend to be much more aggressive and territorial than their smaller relatives. Due to their size, they are far more dangerous. Not only are they equipped with a deadly array of tusks, wherein some specimens have been known to sport up to 6 at a time, their trunk is especially strong for their species. They are able to use their trunk as an opposable limb capable of picking up rocks, trees, and even smaller creatures to fling at their foes.

BEHEMMOTH TACTICS

When threatened, the Behemoth stands its ground and then proceeds to charge at its foe. After trampling and goring its enemy, it uses its trunk to fling away smaller predators that attempt to leap on its back. If possible, it makes use of its environment flinging boulders or swinging small trees to keep its foes at bay.

DIRE COCKATRICE

Due to their small size and hyper-aggressive nature, many cockatrices rarely make it to adulthood and those that do normally do not have long lifespans. However, a certain species of cockatrice, whether by natural luck or arcane meddling manage to survive and evolve to an immense size. Just like its smaller kin, it is extremely aggressive and territorial. However, it is much deadlier due to its strength, agility, as well as its sharp beak and claws. Thanks to its instinctual aggression, it possesses unnatural resilience to shrug off fatal blows. However, its most potent weapon is its eyes. From a single look, the cockatrice can cause a creature's muscles to seize up from paralysis quickly incapacitating its victim as it proceeds to rip it to shreds with its beak and claws.

DIRE COCKATRICE TACTICS

The cockatrice is not a subtle hunter as it recklessly charges towards its prey. It relies largely on its paralyzing gaze to incapacitate its foes before charging in to attack its foes. If overwhelmed, it will release a ear-splitting shriek to give it the opportunity to escape unharmed.

GRYPHONS

Gryphons are the larger cousin of griffins and are widely known the kings of the skies. They are easily recognizable by their bird-like head and wings and their lions like body. However, they come in variations similar to owls, parrots, eagles, and hummingbirds while possessing the body of a tiger or a leopard. They live in large prides, typically of 7(2d6) members that they use to hunt prey and raise their young. They prefer to hunt in groups targeting any prey they can grasp in their claws.

GRYPHON TACTICS

Gryphons rely on their superior flying ability to get the drop on their prey. The sheer impact of their dive has been known to kill a creature upon impact. For larger and more difficult prey, Gryphons prefer to simply lift their target from the sky and let gravity do the rest. However as the creature falls, gryphon prides tend to treat it as a sport diving in to slash at the helpless creature as it falls to the ground.

LYCINES

Whereas during the day, the gryphon dominates the sky during the day, the skies are ruled by lycines at night. Lycines appear to be a monstrous hybrid between a dire wolf and a bat. They prefer to hunt on the blackest of nights where their black fur and bat-like wings allows them to effortlessly blend into the disappear into the night sky. The ominous howl at dusk or twilight often hints at an oncoming lycine hunt.

LYCINE TACTICS

Lycines are efficient pack hunters stalking the skies in packs consisting of 9 (2d8) members. They rely heavily on the cover of night and strength in numbers to take down their prey. They use their strength and agility to quickly swoop down on their prey to pin it to the ground. Once pinned, the lycine proceeds to lock their jaws on their foe's neck for a swift kill. If their prey is too strong to kill immediately, they will continually harry the creature barraging it with bites before flying back into the cover of darkness beyond its reach.

LUPINES

The origins of lupine are unclear. Some accounts believe they are the result of a cross between worgs or dire wolves while others believe they are the common ancestor between both creatures. Regardless of their origin, they are definitively more dangerous than their smaller relatives. Lupine are massive in their own right easily rivaling that of a gryphon allowing them to single handedly bring down most prey. However, like all wolves, they are notorious pack hunters using their sheer number to bring down nearly any foe. It is also believed that the superstitious connection between wolves and the moon originated from encountering lupines. Although lupines are known to hunt during the day, they prefer to hunt at night, particularly during a full moon. At night, lupine are so much more dangerous as they seem to hunt with an even greater ferocity.

LUPINE TACTICS

Lupines tend to hunt in large packs of 9(2d8) members. When they set their sights on their prey, they are rarely deterred from slaying their quarry. They weaken their foes targeting the weakest members first and separating it from the group using its surprising strength to pull it into the overgrowth where the rest of the pack can safe rip into their quarry.

SABERTOOTH

The sabertooth is the ultimate feline predator. What separates the sabertooth from its relatives is its powerful, bear-like build. Lined with many layers of rippling muscle, the sabertooth is able to knock down the strongest of prey to sink its deadly fangs in for a killing blow. Its most distinguishable feature is its sword-like teeth capable of puncturing the thickest of hides preventing prey for escaping its grasp.

SABERTOOTH TACTICS

Despite its immense size, strength, and speed, the sabertooth is an elusive hunter relying on stealth to get the upper hand on its opponent. It prefers to use the element of surprise to quickly kill its prey. However, if its prey proves to put up a fight, it is more than capable of finishing the job.

SKYLORD

Few people have seen the majestic skylord for it is more rare than its cousin the roc. The skylord can be identified by a set of four to 6 wings each with a wingspan of at least 100ft. when fully grown. However, because this creature is so rare, some believe specimens that had been discovered were only adolescents and had not even reached its full size yet. They are surprisingly swift and nimble for their size, capable of swiftly diving to swoop up their prey in a matter of seconds before escaping to the skies. However their most potent weapon is their ability to use their wings to conjure a windstorm capable of leveling any creature or structure unfortunate enough to find itself in proximity.

SKYLORD TACTICS

Thankfully the skylord does not prefer to eat prey much smaller than it unless there are no other options available for it would be a waste of energy. When hunting, it uses its keen vision to spot distant targets before slowly circling to perform a killer skydive to swoop onto its prey. If the target survives its kill dive, it simply flies hundreds of feet into the sky dropping the creature. Assuming it's prey still lives, it performs one last skydive to finish off its prey. When threatened by another creature such as a dragon, another skylord, or large flocks of griffins or wyverns, they use their colossal wings to whip up a windstorm knocking their attackers from the skies.

STRIX

The strix is a peculiar variant of the notorious owlbear. This subspecies is not as bulky as its other kin, but makes up for its size with its agility and short ranged flight. Despite its immense size, it is a surprisingly quiet hunter as its soft feather masks any sounds from its movement. Its powerful claws allow it to easily climb trees that it uses to perch while waiting for prey. It also is known for its ear-piercing shriek that it uses to incapacitate its prey or any rivals.

STRIX TACTICS

The strix has been notoriously called the "drop bear" due to its tactic to drop from the treetops onto unsuspecting prey. The only warning prey gets is an piercing shriek that incapacitate its target. Their mottled feathers allow it to blend into the foliage while its owl-like head allows it rotate its vision at unnatural angles to see targets below. Because strix tend to mate for life, when one strix attacks, another is usually close by. They are powerful melee fighters thanks to their powerful forearms and uncanny endurance. However, they are especially agile for their size capable of leading into the treetops in single bound.



BEHEMMOTH

large monstrosity, unaligned

Armor Class 14 (Natural Armor)

Hit Points 124(8d20+40)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
24(+7)	9 (-1)	21(+5)	3(-4)	11 (+0)	6 (-2)

Saving Throws Strength +10, Constitution +8

Skills Athletics +10, Perception +3

Senses darkvision 60ft., passive Perception 13

Challenge 8(2900 XP)

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

Siege Monster Can deal double damage to buildings and structures

Trampling Charge If the behemoth 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

Multiattack The behemoth can make two attacks on its turn: One with its gore and one with its trunk.

Gore. +10 to hit; 10ft., one target. *Hit* 33(4d12+7) piercing damage.

Trunk +10 to hit; 15ft., one target. *Hit* 14(2d6+7) bludgeoning damage and if target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the behemoth can't use its trunk on another target. It can grapple one in this manner at a time.

Stomp +10 to hit; 5ft., one target. *Hit* 25(3d10+7) bludgeoning damage.

Fling One medium or smaller object or creature grappled by the Behemoth is thrown up to 60ft as a bonus action.. in a direction of its choice and knocked prone. If a throw target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10ft. thrown. If the target is thrown at a creature, that creature must succeed a DC 17 Dexterity saving throw or take the same damage and be knocked prone.



DIRE COCKATRICE

large monstrosity, unaligned

Armor Class 16

Hit Points 51(6d10+12)

Speed 40ft., 40ft. fly

STR	DEX	CON	INT	WIS	CHA
16(+3)	17 (+3)	17 (+3)	2(-4)	13 (+1)	15 (+2)

Skills Acrobatics +6, Athletics +6, Perception +4, Intimidation +8, Performance +8

Senses darkvision 60ft., passive Perception 14

Challenge 4(1100 XP)

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

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

Paralyzing Gaze If a creature starts its turn within 30ft. of the Dire Cockatrice and the two of them can see each other, the Dire Cockatrice can force the creature to make a DC 13 Constitution save if the Dire Cockatrice is not incapacitated. On a failed save, the creature is paralyzed for a minute on a failure. The creature can repeat its save at the end of each of its turns to end the effect. On a success, creatures are unaffected. The Dire Cockatrice is immune to being paralyzed in this manner.

Relentless If the Dire Cockatrice 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

Multiattack The cockatrice can make four attacks on its turn: One with its beak, two with its claws, and one with its tail.

Beak +6 to hit; 5ft., one target. *Hit* 10(2d6+3) piercing damage.

Claws +6 to hit; 5ft., one target. *Hit* 8(1d8+3) piercing damage.

Tail +6 to hit; 10ft., one target. *Hit* 6(1d6+3) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Wing Attack +6 to hit; 10ft., all creatures in range. *Hit* 6(2d6+3) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed back 10ft. and knocked prone. The Dire Cockatrice can fly up to half its movement speed as part of this action.



GYPHON

large monstrosity, unaligned

Armor Class 15

Hit Points 68(8d10+24)

Speed 40ft., 80ft. fly

STR	DEX	CON	INT	WIS	CHA
18(+4)	15 (+2)	16 (+3)	8(-1)	18 (+4)	8 (-1)

Skills Athletics +6, Perception +8

Senses passive Perception 18

Challenge 4(1100 XP)

Skydive If the griffin is flying and dives at least 40ft towards a target and then hits it with a bite attack, the attack deals an extra 18 (4d8) damage to the target.

Keen Senses Has advantage on Wisdom (Perception) checks relying on sight

Pack Tactics Has advantage on attack rolls against a creature if at least one of the gryphon's allies are within 5ft. of the creature and the ally isn't incapacitated

Flyby The gryphon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Multiattack The gryphon can make three attacks on its turn: One with its beak, two with its claws.

Beak +6 to hit; 5ft., one target. Hit 9(1d8+4) piercing damage.

Claws +6 to hit; 5ft., one target. Hit 7(1d6+3) piercing damage.

Wing Attack +6 to hit; 10ft., all creatures in range. Hit 12(2d8+3) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed back 10ft. and knocked prone. The Gryphon can fly up to half its movement speed as part of this action.

Sonic Boom (Recharge 5-6) Creatures in a 20ft. cone must succeed a DC 14 Strength saving throw or take 18 (4d8) thunder damage and be pushed back 20ft. and fall prone on a failed save. On a success, creatures take half damage.



LYCINE

large beast, unaligned

Armor Class 14
Hit Points 45 (8d10+12)
Speed 40ft., 80ft. fly

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	2 (-4)	16 (+3)	7 (-2)

Skills Athletics +6, Perception +8
Senses darkvision 120ft., passive Perception 17
Challenge 4 (1100 XP)

Night Stalker The lycine has advantage on Dexterity (Stealth and Initiative) checks it makes at night or while in dim light or darkness. While either or these conditions are met, it can make an additional bite attack when it takes the Attack action.

Shadow Wings While in darkness, the lycine is invisible to any creature that relies on darkvision to see it in that darkness.

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

Strength of the Pack Has advantage on saving throws against being charmed or frightened as long as there is an ally that it can see or hear that within 30ft. of it and is not incapacitated.

Pack Tactics Has advantage on attack rolls against a creature if at least one of the lycine's allies are within 5ft. of the creature and the ally isn't incapacitated

Flyby The lycinen doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Bite. +6 to hit; 5ft., one target. Hit 12(2d8+3) piercing damage. +5 to hit; 5ft., one target. Hit 12(2d8+3) piercing damage. Creatures hit by this attack must make a Strength save of 13 or be knocked prone. If the target is prone, it can make another bite attack against the target as a bonus action.



LUPINE

large beast, unaligned

Armor Class 14
Hit Points 45 (6d10+12)
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	15 (+2)	15 (+2)	3(-4)	16 (+3)	7 (-2)

Skills Athletics +5, Perception +7
Senses darkvision 120ft., passive Perception 17
Challenge 3(700 XP)

Keen Hearing and Smell Has advantage on Wisdom (Perception) checks that rely on hearing or smell

Night Stalker The lupine has advantage on Dexterity (Stealth and Initiative) checks it makes at night or while in dim light or darkness. While either or these conditions are met, it can make an additional bite attack when it takes the Attack action.

Pack Tactics Has advantage on attack rolls against a creature if at least one of the lupine's allies are within 5ft. of the creature and the ally isn't incapacitated

Strength of the Pack Has advantage on saving throws against being charmed or frightened as long as there is an ally that it can see or hear that within 30ft. of it and is not incapacitated.

Actions

Bite. +5 to hit; 5ft., , one target. *Hit* 12(2d8+3) piercing damage. Creatures hit by this attack must make a Strength save of 13 or be knocked prone. If the target is prone, it can make another bite attack against the target as a bonus action.



SABERTOOTH

Large Beast, unaligned

Armor Class 14 (Natural Armor)
Hit Points 60(8d10+16)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	14 (+2)	14 (+2)	3(-4)	17 (+3)	8 (-1)

Saving Throws Strength +7, Constitution +4
Skills Athletics +6, Stealth +5, Perception 17
Senses darkvision 60ft., passive Perception 17
Challenge 5(1800 XP)

Keen Smell Has advantage on Wisdom (Perception) checks that rely on smell

Sneak Attack The sabertooth can deal an additional 3d10 piercing damage when it attacks a surprised creature with its bite attack.

Ambusher In the first round of a combat, the sabertooth has advantage on attack rolls against any creature it has surprised.

Forest Hunter The sabertooth has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life. While these conditions are met, it can use its bonus action to Hide.

Pounce If the sabertooth moves at least 20 ft. straight toward a creature and then hits it with a bite on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the sabertooth can make one bite Attack against it as a bonus action.

Actions

Multiattack The Sabertooth can make three attacks on its turn: One with its bite, two with its claws.

Bite. +7 to hit:, 5ft. , one target. *Hit* 15(2d10+4) piercing damage.

Claws +7 to hit:, 5ft. , one target. *Hit* 9(1d8+4) slashing damage.



SKYLORD

Gargantuan monstrosity, unaligned

Armor Class 15 (Natural Armor)

Hit Points 202 (13d20+65)

Speed 20ft., 120ft. fly

STR	DEX	CON	INT	WIS	CHA
23(+6)	10(+0)	20(+5)	8(-1)	15(+2)	9(-1)

Saving Throws Dexterity +4, Constitution +9

Skills Athletics +13, Acrobatics +4, Perception +10

Senses passive Perception 20

Challenge 13 (10000 XP)

Skydive If the Sky Lord is flying and dives at least 60ft towards a target and then hits it with a bite attack, the attack deals an extra 27 (6d8) damage to the target.

Flyby The Sky Lord doesn't provoke opportunity attack when flying outside an enemies reach

Siege Monster The Sky Lord deals double damage to objects and structures.

Keen Senses Has advantage on Wisdom (Perception) checks relying on sight

Actions

Multiattack The Sky Lord can make three attacks on its turn: One with its beak, two with its claws.

Beak. +10 to hit; 10ft. , one target. *Hit* 24(4d8+6) piercing damage.

Talons. +10 to hit; 5ft. , one target. *Hit* 17(2d10+6) slashing damage and the target is a Huge or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the Sky Lord can't use its talons on another target. It can grapple two creatures in this manner at a time.

Wing Attack +10 to hit: 20ft., all creatures in range. *Hit* 32(4d12+6) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be pushed back 10ft. and knocked prone. The Sky Lord can fly up to half its movement speed as part of this action.

Hurricane(Recharge 5-6) The Sky Lord begins to whip its wings furious. Creatures within 30ft. of the Sky Lord must succeed a DC 18 Strength saving throw or take 52 (8d12) thunder damage and be pushed back 30ft. and knocked prone.



STRIX

Large monstrosity, unaligned

Armor Class 14 (Natural Armor)

Hit Points 68(8d10+24)

Speed 40ft., 40ft. climb

STR	DEX	CON	INT	WIS	CHA
20(+5)	12 (+1)	17 (+3)	3(-4)	17 (+3)	7 (-2)

Saving Throws Dexterity +4, Constitution +9

Skills Athletics +7, Stealth +5, Perception 17

Senses darkvision 120ft., passive Perception 17

Challenge 5(1800 XP)

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.

Tempermental Has advantage on saves against being charmed or frightened.

Nocturnal The Strix has advantage on Dexterity (Stealth and Initiative) checks it makes at night or while in dim light or darkness.

Relentless If the Strix 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.

False Flight The Strix can expend all its movement on its turn to jump up to 120 feet vertically or horizontally, provided that its speed is at least 30 feet.

Glide When the Strix falls and is not incapacitated, the Strix can subtract up to 100 feet from its fall when calculating fall damage and can move horizontally 2 feet for every 1 foot it falls.

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

Actions

Multiattack The Strix can make three attacks on its turn: One with its beak, two with its claws.

Beak +7 to hit; 5ft. , one target. *Hit* 12(2d6+5) piercing damage.

Claws +7 to hit; 5ft. , one target. *Hit* 11(1d10+5) slashing damage. If the target is a creature that is Medium or smaller, it must succeed a DC 15 Strength saving throw or be knocked prone.

Stunning Shriek (Recharge 5-6) Creatures in a 30ft. radius must succeed a DC 13 Constitution saving throw or become stunned and deafened for one minute on a failed save. The creature can repeat its save at the end of each of its turns to end the effect.

CHIMERA

Chimera are horrendous abominations resulting from magical practices used to distort and pervert nature. There is no definitive form that a chimera can take for it is an amalgamation of traits from different creatures. However, many chimera share the same baseline traits consisting of three heads, a winged four legged body as well as a weaponized tail. Due to their magical origin, they can possess the ability to emit magical attacks from their breath and disrupt their enemies with the sheer power of their essence.

CHIMERA TACTICS

Because chimera are not natural creatures but rather the result of a magical creation, they tend to be found as guardians of cultists headquarter, mage towers, corrupted druid sanctuaries, and similar institutions where such magics can be practiced without interruptions. Their unique nature also makes them prize mounts of war, or beasts held by crime lords or gladiator arenas. If introduced to the wild, these creatures can be quite devastating to the local ecosystem thanks to their destructive tendencies. Because of their unique form, it is nearly impossible to provide any insight to their tactics. The best advice for engaging these creatures is to be ready for anything.

CHIMERA CUSTOMIZATION

To build your chimera, you can refer to the following tables either rolling for your results or choosing whichever traits you wish. To build a typical chimera, you can select three head options and one option for each subsequent category: body, chimeric aura, mobility, and tail.

CHIMERA

Large monstrosity, unaligned

Armor Class 17 (Natural Armor)
Hit Points 171(18d10+72)
Speed 40ft., 60ft. fly

STR	DEX	CON	INT	WIS	CHA
19(+4)	11 (+0)	19 (+4)	8(-1)	19 (+4)	15 (+2)

Saving Throws Strength +7, Constitution +7, Wisdom +7

Skills Athletics +7, Stealth +5, Perception +8
Senses darkvision 60ft., passive Perception 18
Challenge 13(10000 XP)

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

Reactive Can make an attack on every creatures turn that can only be used for opportunity attacks

Multi-Headed Has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious

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

Actions

Multiattack The Strix can make six attacks on its turn: three with its bite, two with its claws, and one with its tail.

Bite. +7 to hit:, 5ft. , one target. *Hit* 12(1d10+4) piercing damage.

Claws +7 to hit:, 5ft. , one target. *Hit* 11(1d8+4) slashing damage.

Tail +7 to hit:, 10ft. , one target. *Hit* 11(2d6+4) bludgeoning damage.

Legendary Actions(3/turn)

Wing Attack(1 action) +7 to hit: 10ft., all creatures in range. *Hit* 12(2d8+3) bludgeoning damage. If the target is a creature, it is pushed back 10ft. and knocked prone. The Chimera can fly up to half its movement speed as part of this action.

Resilience(1 action) It can end one status or spell effect on itself

Burning Fury (2 action) If it's breath attack has not recharged, it can attempt to roll again to regain its breath attack.

HEAD OPTIONS

D6	Bite Option	Effects
1	Frenzied	When the Chimera makes a bite attack with this head against a creature below half its hitpoint maximum, it can make another Frenzied bite attack against that creature
2	Horned	If the Chimera moves at least 20ft. towards a creature that it can see and then hits the creature with a Horned bite attack, the target takes an additional 11(2d10) damage and is knocked prone.
3	Magical	Upon a hit, the target takes an additional 6(1d10) damage from your choice of cold, fire, lightning, radiant, or necrotic. This attack counts as magical for the purpose of overcoming resistance.
4	Poisonous Fangs	Upon a hit, the target must succeed a DC 15 saving throw or take 3d8 poison damage on a failed save. On a success, the creature takes half damage.
5	Sabertooth	Upon a hit, if the target is Medium or smaller, it is grappled (escape DC 15). If this grapple ends, the target is restrained and the Chimera cannot make another Sabertooth bite attack against another target.
6	Vampiric	Upon a hit, the Chimera deals an additional 1d8 necrotic damage and regains hitpoints equal to half the damage dealt by the Vampiric bite attack

TAIL OPTIONS

D6	Tail Option	Effects
1	Clubbed	Upon a hit, the target must succeed a DC 15 Strength saving throw or be knocked prone.
2	Elongated	This attack's reach increases by 5ft and upon the hit, if target must succeed a DC 15 Strength saving throw or be pushed back 10 ft.
3	Fanged	The Chimera has an additional head where its tail should be. It loses its tail attack and makes one additional head attack when it takes its Multiattack
4	Serpentine	Upon a hit, the target must succeed a DC 15 saving throw or become poisoned until the end of its next turn on a failed save. On a success, the creature takes half damage.
5	Spiked	Upon a hit, the creature must succeed a DC 15 Constitution saving throw or take an additional 2d6 damage at the start of its next turn. The damage type for this attack is piercing.
6	Stinger	Upon a hit, the creature takes piercing damage instead of bludgeoning and must succeed a DC 15 Constitution saving throw or become poisoned for one minute on a failed save. Creatures can repeat its save at the end of each of its turns to end the effect



BREATH OPTIONS

D6	Tail Option	Effects
1	Fire Breath	Creatures in a 30ft. cone must succeed a DC 15 Dexterity saving throw taking 33(6d10) fire damage and are set ablaze + on a failed save. Creatures set ablaze take 11 (2d10) fire damage at the start of each of its turns unless it uses an action to put out the flames. Creatures only take half damage on a successful save
2	Frost Breath	Creatures in a 30ft. cone must succeed a DC 15 Constitution saving throw or take 6d10 cold damage and become restrained. The creature must repeat the saving throw on at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.
3	Hypnotic Array	Each creature within 20ft. of it that can see it must succeed a DC 15 Wisdom saving throw become stunned for one minute. While stunned in this manner, creatures take 17(3d10) psychic damage at the start of each of its turns. A creature can repeat its save at the end of each of its turns to end it on a success. On a successful save, creatures are immune to this effect for 24 hours.
4	Poison Breath	Creatures in a 30ft. cone must succeed a DC 15 Constitution saving throw or become poisoned for one minute on a failed save. Creatures poisoned in this manner take 17(3d10) poison damage + 17(3d10) acid damage at the start of each of its turns. It can repeat its save at the end of each of its turn to end this effect.
5	Sonic Screech	Creatures in a 30ft. cone must succeed a DC 15 Strength saving throw or take 6d10 thunder damage and be pushed back 30ft. and knocked prone. On a success, creatures only take half damage..
6	Withering Breath	Creatures in a 30ft. cone must succeed a DC 15 Constitution saving throw taking 33(6d10) necrotic damage and its body begins to wither for one minute. While in this state, the creature take necrotic damage instead of regaining hitpoints when healed.

BODY OPTIONS

D6	Body	Effects
1	Armored Hide	Its armor class increases by 3.
2	Bioluminescent	It has advantage on magical saving throws. As a bonus action, it can emit bright light in a 10ft. radius and dim light an additional 10ft. feet. This light can be dismissed as a bonus action.
3	Chameleon	The Chimera can turn invisible until its concentration ends (as if concentrating on a spell).
4	Deadly Hide	When a creature hits it with a melee attack while within 5ft. of it, that creature take 11(2d10) damage of your choice(acid, cold, fire, piercing, lightning, or slashing damage).
5	Regeneration	At the start of each of its turns, it regains 10 hitpoints as long as it has at least 1 hitpoint.
6	Resilience	The Chimera has resistance to three damage types of your choice..

MOBILITY OPTIONS

D6	Mobility	Effects
1	Aggressive	As a bonus action, the Chimera can move up to its movement speed towards a hostile creature that it can see.
2	Aquatic	The Chimera can breath on air and in water. It also gains a swimming speed of 40ft.
3	Burrower	The Chimera gains a burrowing speed of 40ft. It can burrow through non-magical, unworked earth and stone at its full burrowing speed. It can burrow through solid rock at half its burrow speed.
4	Climber	The Chimera gains a climbing speed of 40ft. It can also climb on difficult surfaces including upside down on ceilings without needing to make ability checks.
5	Flyby	The Chimera does not provoke opportunity attack when it flies outside of a creature's reach
6	Shadow Skulker	When in dim light or darkness, it is invisible to creatures that rely on darkvision to see it. When these conditions are met, it can use its bonus action to Hide..

CHIMERIC AURA

D6	Aura	Effects
1	Antimagic Gaze	The Chimera's gaze creates a zone of antimagic in a 60ft. cone. At the start of its turn, the Chimera decides which way the cone faces and whether it is active or not
2	Frightful Presence	Each creature of the Chimera's choice that is within 60ft. of the Chimera must succeed a DC 15 Wisdom saving throw or become frightened for one minute. A creature can repeat the saving throw if it ends its turn 60ft. away from the Chimera, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Chimera's frightful presence for the next 24 hours.
3	Hypnotic Presence	Each creature of the Chimera's choice that is within 60ft. of the Chimera must succeed a DC 15 Wisdom saving throw or become charmed for one minute on a failed save. While charmed in this manner, the creature is incapacitated and its speed is 0. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Chimera's Hypnotic Presence for the next 24 hours.
4	Petrifying Gaze	If a creature starts its turn within 30ft. of the chimera and the two of them can see each other, the chimera can force that creature to make a DC 15 Constitution saving throw if the chimera is not incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or greater magic.
5	Stench	Any creature other than the Chimera that starts its turn within 10ft. of the Chimera must succeed a DC 15 saving throw or become poisoned until the end of that creature's next turn. While poisoned in this manner, the creature spends its action retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed this saving throw.
6	Withering Aura	Creatures that first enter or start its turn within 30ft. of the Chimera cannot regain hitpoints.

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