

# BEHEMOTHS OF THE NEW WORLD

As has been the case throughout recorded history, the drive for exploration drives the races of the world to new and exciting discoveries in lands untouched by civilization, or where civilization has long since faded away. In these primal lands, the conditions are right for highly-evolved beasts charged with primordial energies to grow larger, smarter, and more powerful than common beasts. In a constant battle for survival with one another, with no civilizations encroaching on their homes, these Behemoths represent the pinnacle of evolution, masters in their primordial domains.



## DIRE WYVERNS

Dire Wyverns are massive, winged beasts that dominate the forests and plains of the New World. With a crushing bite, razor-sharp talons, and a spiked tail dripping with deadly poison, these creatures are a force of primal might, and know few natural predators. Bearing some similarities of the wyverns of the old world, these creatures were named 'Dire Wyverns' by the explorers that first encountered them, but this moniker is only partially accurate: No old world wyvern could hope to match a true dragon in combat, yet for these airborne apex predators, an unwary drake is as valid of prey as anything else.

**Mistaken Dragons.** Despite their physical similarities to dragons and wyverns, Dire Wyverns are, in fact, their own distinct species. Though external characteristics are similar, they lack the inherent elemental magics that true dragons bear within their bodies, and do not possess the same magical prowess. Nevertheless, a Dire Wyvern is a threat that gives even dragons pause- and one would be wise to respect such prowess, too.

**Dimorphous.** A rather prominent feature of the Dire Wyverns as a whole is the notable difference between males and females of the same species. The males, smaller and more agile, generally serve as scouts and hunters, while the females, larger, more powerful, and equipped with a unique organ that allow them to spit a chemical substance that ignites upon contact with open air, defend their nests. Mutually complementary to one another, females and males working in concert are dangerous foes, indeed.

Artwork by DM Tuz

**Queen's Realm.** It is the female Dire Wyvern that picks a nesting area, and once one is found, the surrounding miles of terrain become their territory. As these regions often overlap, it isn't rare to see female Dire Wyverns fighting over territory, a confrontation that often ends in the death of the lesser female. This can lead to a single, powerful female taking multiple territories- and males- and becoming a 'Queen' of sorts, commanding power well beyond that of a lesser creature.

## DIRE WYVERN (MALE)

*Huge monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 157 (15d12 + 60)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	18 (+4)	2 (-4)	12 (+1)	6 (-2)

**Proficiency** +4

**Saving Throws** Str +9, Dex +6, Wis +5

**Skills** Perception +5

**Senses** darkvision 60 ft., passive Perception 15

**Challenge** 9 (5,000 XP)

**Dive And Maul.** If the Dire Wyvern flies at least 20 ft. directly towards a target and then hits it with a claw attack on the same turn, the target must succeed on a DC 17 Strength saving throw, or be knocked prone. If the target is prone, the Dire Wyvern can make two claw attacks against it as a bonus action.

**Untameable Spirit.** The Dire Wyvern has advantage on saving throws against being charmed or frightened.

### ACTIONS

**Multiattack.** The Dire Wyvern makes two attacks: one with its bite and one with its tail. While flying it can make two claw attacks instead.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.  
*Hit:* 15 (3d6 + 5) piercing damage.

**Claws.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.  
*Hit:* 18 (3d8 + 5) slashing damage. If this attack hits a target a second time in one turn, it becomes grappled by the Dire Wyvern, escape DC 16. [Strength Based]

**Tail.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.  
*Hit:* 15 (3d6 + 5) piercing damage plus 28 (8d6) poison damage. The target must make a DC 16 Constitution saving throw, taking the poison damage on a failed save, or half as much damage on a successful one. If the creature fails the saving throw by more than 5, it becomes poisoned for one minute. [Constitution Based]

## DIRE WYVERN (FEMALE)

*Huge monstrosity, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 210 (20d12 + 80)

**Speed** 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	18 (+4)	2 (-4)	12 (+1)	6 (-2)

**Proficiency** +5

**Saving Throws** Str +11, Dex +7, Wis +6

**Skills** Perception +6

**Senses** darkvision 60 ft., passive Perception 16

**Challenge** 13 (10,000 XP)

**Dive And Maul.** If the Dire Wyvern flies at least 20 ft. directly towards a target and then hits it with a claw attack on the same turn, the target must succeed on a DC 19 Strength saving throw, or be knocked prone. If the target is prone, the Dire Wyvern can make two claw attacks against it as a bonus action. [Strength Based]

**Untameable Spirit.** The Dire Wyvern has advantage on saving throws against being charmed or frightened.

### ACTIONS

**Multiattack.** The Dire Wyvern makes two attacks: one with its bite and one with its tail. While flying it can make two claw attacks instead.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.  
*Hit:* 16 (3d6 + 6) piercing damage.

**Claws.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.  
*Hit:* 19 (3d8 + 6) slashing damage. If this attack hits a target a second time in one turn, it becomes grappled by the Dire Wyvern, escape DC 19. [Strength Based]

**Tail.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.  
*Hit:* 16 (3d6 + 6) piercing damage plus 35 (10d6) poison damage. The target must make a DC 17 Constitution saving throw, taking the poison damage on a failed save, or half as much damage on a successful one. If the creature fails the saving throw by more than 5, it becomes poisoned for one minute. [Constitution Based]

**Explosive Breath (1/short Rest).** The Dire Wyvern can spew a fluid that explodes the moment it comes in contact with air. Each creature in a 15-foot cube originating from the Dire Wyvern must make a DC 17 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save and half as much on a successful one. [Constitution Based]



Artwork by DM Tuz

## ***THUNDERSCALE SCREECHER***

The Thunderscale Screecher is a gargantuan, snakelike Behemoth native to the thick jungles and foothills of the New World. Armed with a deadly beak and a cluster of mighty scales that crowd its tail, the Screecher is a creature best known for its vocalizations and the sound it makes in motion, the rattling of its scales a clear warning to anything that would dare challenge it. Though the sound may be odd to an unwary traveler, any veteran of the New World knows what it indicates: imminent, terrible danger.

**Thunderscales.** Thanks to their unique acoustic properties, the scales on a Screecher's back and tail are able to return and amplify sound. Nicknamed 'Thunderscales' and providing the namesake of the beast they crown- these can be fired from the Behemoth's hide with surprising accuracy.

**Shattering Ambush.** The Screecher's true terror, however, comes from how its scales are utilized for hunting and ambush. Setting up scales in a chosen location, it waits for its victim to wander into the trap. Once there, the Screecher- true to its name- lets out an ear-ringing screech that is amplified and refracted by the scales until they detonate in a sonic blast, the force of which is enough to outright kill a lesser man on the spot.

**Protector of the Serene.** Yet despite its sonically-charged nature, the Thunderscale Screecher seems drawn to quiet places. Quiet lakes deep in the jungles, abandoned caves, anywhere where quiet and isolation abound is where the Thunderscale chooses to make its home. Though this sounds almost meditative, the conduct of the Behemoth when its home is disturbed is anything but- they fight fiercely for these places, often until they- or the intruders- are dead.

## Unbound Monsters: Behemoths of the New World

### THUNDERSCALE SCREECHER

Huge monstrosity, unaligned

**Armor Class** 17 (natural armor)

**Hit Points** 170 (10d20 +80)

**Speed** 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	21 (+5)	2 (-4)	15 (+2)	6 (-2)

**Proficiency** +4

**Saving Throws** Str +10, Dex +6, Con +9

**Skills** Perception +6

**Damage Immunities** thunder

**Condition Immunities** deafened

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 16

**Challenge** 11 (7,200 XP)

**Scale Ammunition.** A Thunderscale Screecher has 12 thunderscales that can be used as ammunition for its Thunderscale Volley. One used scale regrows when the Screecher finishes a long rest.

**Siege Monster.** The Thunderscale Screecher deals double damage to objects and structures.

**Untameable Spirit.** The Thunderscale Screecher has advantage on saving throws against being charmed, frightened or paralyzed.

#### ACTIONS

**Multiattack.** The Thunderscale Screecher makes 3 attacks: two with its slam and 1 with its bite. The Thunderscale Screecher can make one constrict attack in place of 2 slam attacks.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

**Constrict.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. The target is grappled, escape DC 18. Until this grapple ends, the creature is restrained, and the Screecher can't constrict another target. [Strength Based]

**Thunderscale Volley.** The Thunderscale Screecher flicks its tail and fires up to 3 thunderscales. It fires each scale towards a point, or points within 120 feet of itself. Once a scale impacts against a solid surface, each creature within 5 feet of the point of impact must succeed on a DC 18 Dexterity saving throw, or take 9 (2d8) bludgeoning damage. [Strength Based]

**Destructive Screech (Recharge 5-6).** The Thunderscale Screecher unleashes an explosive and ear piercing screech. Each Thunderscale within 120 feet of the Thunderscale Screecher reverberates and amplifies its screech. Each creature within 20 feet of the Screecher, as well as within 10 feet of a Thunderscale, must make a DC 17 Constitution saving throw. On a failed save a creature takes 54 (12d8) thunder damage and is deafened for 1 minute. On a successful save a creature takes half as much damage and is not deafened. A creature that fails the saving throw by 5 or more is deafened indefinitely [Constitution Based]

### SPARKBEAST BEHEMOTH

The Sparkbeast Behemoth calls the mountains and grasslands of the New World its home. Clad in armored scales and the great claws and fangs of any true predator, it is a creature that seems to have been bred for battle against foe and rival alike. Able to capture and release lightning itself as a form of... shockingly powerful amplification, the Sparkbeast can push itself far beyond the physical limits of a lesser creature in the blink of an eye.

**Storm Seeker.** Perhaps unsurprisingly, the Sparkbeast is known to seek out large lightning storms, using its horn as a natural lightning rod. Able to channel and store electricity in its body through some unknown biological means, the Behemoth can unleash this natural battery in combat, the electrical forces lingering on its body like a cowl of storms.

**Prideful Beast.** Despite its bestial nature, the Sparkbeast Behemoth seems to possess some rudimentary concept of fair play. In combat, it doesn't ambush an opponent, but loudly announces its presence, and has been observed to purposefully enter the territory of larger, more dangerous creatures, as though seeking out a 'challenge' in confronting them. Undoubtedly, this serves to provide experience to the Behemoth, and older, larger Sparkbeasts fight with the strength and savvy of veteran combatants.

**Thunderlord.** As long as they can continue to expand their territory and capture thunder, Sparkbeasts continue to grow throughout their lives. Signified by the size of their horn, a Sparkbeast can grow to truly extraordinary proportions with age, and truly phenomenal individuals seem to hold such a mastery over storms that they can, as if by magic, summon them into being. These 'Thunderlords' are rare, but are truly a force to be respected.

#### THUNDERLORD VARIANT:

A Thunderlord Variant of the Sparkbeast Behemoth has a Wisdom of 18, which increases its Wisdom saving throw to +9, and its Perception to +9.

Additionally, the Thunderlord variant of the Sparkbeast Behemoth can cast each of the following Spells, requiring no material components:

- **At Will:** Call Lightning (Casting time 1 bonus action, can use a bonus action to call down lightning again)
- **1/day:** Control Weather (Requiring no Concentration, can't change Temperature)

For casting these Spells, the Thunderlord uses Wisdom as its Spellcasting Ability. The Thunderlord's spell save DC is 17, and the spell Attack bonus is +9 for these Spells.

The Thunderlord Variant is a Challenge 16 creature.



Artwork by DM Tuz

## SPARKBEAST BEHEMOTH

*Huge monstrosity, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 230 (20d12 +100)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	20 (+5)	2 (-4)	15 (+2)	8 (-1)

**Proficiency** +5

**Saving Throws** Str +11, Dex +9, Con +10, Wis +7

**Skills** Perception +7

**Damage Resistances** lightning

**Senses** darkvision 60 ft., passive Perception 17

**Challenge** 15 (13,000 XP)

**Battle Howl.** When the Sparkbeast Behemoth rolls initiative, it can use its reaction to unleash a powerful howl. Each hostile creature within 60 ft. of the Sparkbeast Behemoth that can hear it must succeed on a DC 18 Wisdom saving throw or becomes frightened until the end of its first turn of combat.

[Constitution Based]

**Charge Up.** When the Sparkbeast Behemoth rolls initiative, it cannot use its Spark Charge until after its first turn. Outside of combat, the Sparkbeast Behemoth can use its Spark Charge by charging its inner lightning for six seconds (or one entire round).

**Spark Charge (Recharge 4-6).** During its turn, the Sparkbeast Behemoth can use a bonus action to channel its inner lightning and amplify its strength. Until the beginning of the Sparkbeast Behemoth's next turn its attacks change and its movement speed is doubled. Additionally it immediately makes a check to escape any grapple or restraint (such as the *Web* spell) that currently holds it, as well as remove any reduction

of its movement speed, or effect that limits its actions (such as the *Slow* spell).

**Untameable Spirit.** The Sparkbeast Behemoth has advantage on saving throws against being charmed, frightened or paralyzed.

### ACTIONS

**Multiattack.** The Sparkbeast Behemoth makes 3 attacks with its claws.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) slashing damage.

**Claw (Spark Charge).** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) slashing damage plus 7 (2d6) lightning damage.

**Tail Slam.** With a powerful summersault, the Sparkbeast Behemoth slams its tail down in a 10-foot cube originating from the Behemoth. Each creature in that area must succeed on a DC 17 Strength saving throw, or take 45 (10d8) bludgeoning damage and is knocked prone.

[Constitution Based]

**Tail Slam (Spark Charge).** With a powerful summersault, the Sparkbeast Behemoth slams its tail down and unleashes a powerful lightning explosion in a 20-foot cube originating from the Behemoth. Each creature in that area must make a DC 17 Dexterity saving throw. On a failed save a creature takes 45 (10d8) bludgeoning and 18 (4d8) lightning damage and is knocked prone. On a successful save a creature takes half as much damage and is not knocked prone. [Constitution Based]