

# DIRE BEASTS

Dire beasts are monstrous versions of normal beasts, which have become common due to the influence of the demons. They are not evil, but are extremely aggressive and will attack without provocation or fear. They are also much smarter than normal animals and can speak sylvan (they can understand, but not speak, common). They are smart enough not to attack large armed groups when outnumbered, but might track such a group to see if someone foolishly strays too far.

Dire beasts can be found almost anywhere, from frozen wastes, to jungles, to mountains, to unground caves and dungeons.

While it is very difficult, it is possible to tame a dire beast. Some hunters and druids have tamed dire beasts as companions. Doing this should require a lot of role-playing, and the beast must be half the tamer's rank or less. Such a beast always counts as a "magical companion" (which means it counts as one of the limited number of magic items a character can have).

It is possible for other classes to have dire beast companions, but they would have to learn sylvan and the animal handling skill to have a chance at doing so (or a Warlock could bind one with an infernal ritual).

## DIRE RAT

STR	DEX	INT	PRE	FOR	REF
D4	D8	D3	D4	D4	D6
MOVE	ATT	DEF	AP	MP	HP
RUN	D4	D3	3	0	2

### ATTACKS AND ABILITIES

CLAWS/BITE: D4, Poisoned

DARKSIGHT, POISON RESISTANCE, SYLVAN

## DIRE PANTHER (2<sup>ND</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D8	D10	D6	D8	D8	D8
MOVE	ATT	DEF	AP	MP	HP
RUN	D8	D6	3	1	6

### ATTACKS AND ABILITIES

CLAWS/BITE: D8, Shredding

DARKSIGHT, HUNTER, AMBUSH, EVASION, SYLVAN

## DIRE BAT

STR	DEX	INT	PRE	FOR	REF
D3	D10	D3	D6	D3	D6
MOVE	ATT	DEF	AP	MP	HP
FLY	D6	D2	3	0	2

### ATTACKS AND ABILITIES

BITE: D6, Poisoned

DARKSIGHT, POISON RESISTANCE, SYLVAN

## DIRE BOAR (2<sup>ND</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D10	D4	D4	D8	D12	D4
MOVE	ATT	DEF	AP	MP	HP
RUN	D8	D10	2	1	9

### ATTACKS AND ABILITIES

GORE: D8

DARKSIGHT, CHARGE, SYLVAN

## DIRE WOLF (1<sup>ST</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D8	D6	D4	D6	D8	D6
MOVE	ATT	DEF	AP	MP	HP
RUN	D6	D6	2	0	4

### ATTACKS AND ABILITIES

CLAWS/BITE: D6

DARKSIGHT, HUNTER, SYLVAN

## DIRE BEAR (3<sup>RD</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D12	D4	D6	D10	D12	D6
MOVE	ATT	DEF	AP	MP	HP
RUN	D10	D10	2	3	12

### ATTACKS AND ABILITIES

CLAWS/BITE: D10, Shredding

DARKSIGHT, HUNTER, CHARGE, SYLVAN

## DIRE CROCODILE (1<sup>ST</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D10	D4	D3	D6	D10	D4
MOVE	ATT	DEF	AP	MP	HP
RUN	D8	D8	2	0	5

### ATTACKS AND ABILITIES

CLAWS/BITE: D8, Grinding

DARKSIGHT, AMPHIBIOUS, AMBUSH, SYLVAN

## DIRE SHARK (3<sup>RD</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D10	D8	D4	D10	D12	D6
MOVE	ATT	DEF	AP	MP	HP
SWIM	D8	D10	3	2	12

### ATTACKS AND ABILITIES

BITE: D8, Grinding

DARKSIGHT, CHARGE, AMBUSH, SYLVAN