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Dire Animals from the Tome of Horrors

A 3.5 Update

by Scott Green & Erica Balsley



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Dire Animal

Dire animals are large, feral looking animals. They are not just bigger versions of normal animals, however. On the whole, dire animals are bigger, stronger, faster, and more aggressive than their normal counterparts.

No one is certain what causes a dire animal to be born. Some druids maintain that Nature creates dire animals as a direct response to some environmental threat, or as an adaptation to the magic and monsters that share the world with her creations. Others insist that, rather than an evolutionary step forward, dire animals are a regression to more savage and prehistoric days. The majority of druids are not in the habit of questioning or explaining Nature's motives, however, and simply state that dire animals exist and that is all that need be known.

Dire Bison

Hit Dice:	Huge Animal (Dire) 9d8+54 (94 hp)
Initiative:	+0
Speed:	50 ft. (10 squares)
Armor Class:	17 (-2 size, +9 natural), touch 8, flat-footed 17
Base Attack/ Grapple:	+6/+24
Attack:	Butt +14 melee (2d6+15)
Full Attack:	Butt +14 melee (2d6+15)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Stampede, trample 2d12+15
Special Qualities:	Low-light vision, scent
Saves:	Fort +14, Ref +6, Will +6
Abilities:	Str 30, Dex 10, Con 22, Int 2, Wis 11, Cha 5
Skills:	Listen +8, Spot +8
Feats:	Alertness, Endurance, Great Fortitude, Power Attack
Environment:	Temperate plains
Organization:	Solitary or herd (6-30)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	10-18 HD (Huge); 19-27 HD (Gargantuan)
Level Adjustment:	-

Dire bison resemble their smaller normal-sized relatives. They can grow to a length of 20 feet and weigh up to 6,000 pounds.

Humanoids often hunt dire bison for the value of their pelts as well as the copious



amounts of meat they can provide. A single dire bison can feed a village for weeks.

Combat

Dire bison are herbivores, and run from almost any predator. If cornered, however, individuals in the herd will trample anything that threatens them.

Stampede (Ex): A frightened herd of dire bison flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Huge size or smaller that gets in their way, dealing 2d12 points of damage per each 5 dire bison in the herd (Reflex save DC 24 half). The save DC is Strength based.

Trample (Ex): As a full-round action, a dire bison can move up to twice its speed and literally run over any opponents at least one

size category smaller than itself. The creature merely has to move over opponents in its path; any creature whose space is completely covered by the trampling dire bison is subject to the trample attack. Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt a Reflex save (DC 24) to take half damage. A trampling dire bison can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature. The save DC is Strength based.

Dire Deer

Hit Dice:	Large Animal (Dire) 5d8+20 (42 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+3/+14
Attack:	Gore +9 melee (1d8+7); or hoof +9 melee (1d6+7)
Full Attack:	Gore +9 melee (1d8+7); or 2 hooves +9 melee (1d6+7)
Space/Reach:	10 ft./5 ft.
Special Qualities:	Low-light vision, mobility, scent
Saves:	Fort +8, Ref +6, Will +6
Abilities:	Str 24, Dex 15, Con 18, Int 2, Wis 14, Cha 7
Skills:	Hide +2*, Listen +5, Move Silently +7, Spot +5, Swim +11
Feats:	Alertness, Dodge (b), Mobility, Run (b)
Environment:	Any temperate land
Organization:	Solitary or herd (6-11)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6-10 HD (Large); 11-15 HD (Huge)
Level Adjustment:	-

A dire deer stands 6 feet at the shoulder and weighs 1,000 pounds. It has an impressive rack of antlers up to 8 feet wide.

Dire deer are hunted for their meat as well as their tough hides. A reasonably intact dire deer hide is worth 50 gp.

Combat

Dire deer usually flee combat, but rutting males are highly aggressive. A dire deer attacks with its antlers, or rears onto its hind legs to smack at opponents with its hooves.

Skills: Dire deer receive a +4 racial bonus to Hide, Move Silently, and Swim checks. *In forested areas, the Hide bonus increase to +8.

Dire Dog

Hit Dice:	Medium Animal (Dire) 3d8+12 (25 hp)
Initiative:	+3
Speed:	50 ft. (10 squares)
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13 or 19 (+3 Dex, +3 natural, +3 studded leather), touch 13, flat-footed 16
Base Attack/Grapple:	+2/+6
Attack:	Bite +7 melee (1d6+6)
Full Attack:	Bite +7 melee (1d6+6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	-
Special Qualities:	Low-light vision, scent
Saves:	Fort +7, Ref +6, Will +4
Abilities:	Str 19, Dex 17, Con 19, Int 2, Wis 12, Cha 6
Skills:	Jump +14 (+13 in armor), Listen +5, Spot +5, Survival +1 (+5 tracking by scent)
Feats:	Alertness, Track (b), Weapon Focus (bite)
Environment:	Temperate plains
Organization:	Solitary or pack (5-12)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4-9 HD (Large)
Level Adjustment:	-

Dire dogs are the domestic equivalent of dire wolves.

They are large, vicious canines highly prized for their ability to track and kill opponents much larger than themselves. Domesticated dire dogs are often trained and outfitted for war

in spiked, studded leather armor. Orcs often use trained dire dogs in warfare.

Combat

Dire dogs attack in a manner similar to normal dogs, biting ferociously with their powerful jaws.

Skills: Dire dogs have a +4 racial bonus on Jump checks. *Dire dogs have a +4 racial bonus on Survival checks when tracking by scent.

Dire Elephant

Gargantuan Animal (Dire)

Hit Dice:	24d8+198 (306 hp)
Initiative:	+0
Speed:	50 ft. (10 squares)
Armor Class:	19 (-4 size, +13 natural), touch 6, flat-footed 19
Base Attack/Grapple:	+18/+46
Attack:	Gore +30 melee (3d8+16, crit 19-20)
Full Attack:	Slam +30 melee (3d6+16, crit 19-20) and 2 stamps +25 melee (3d6+8); or Gore +30 melee (3d8+16)
Space/Reach:	20 ft./15 ft.
Special Attacks:	Trample 3d8+24
Special Qualities:	Low-light vision, scent
Saves:	Fort +22, Ref +14, Will +17
Abilities:	Str 42, Dex 10, Con 27, Int 2, Wis 13, Cha 11
Skills:	Listen +20, Spot +16
Feats:	Alertness, Endurance, Improved Critical (gore), Iron Will, Power Attack, Skill Focus (Listen), Snatch (with trunk, see details below), Toughness (x2)
Environment:	Warm plains
Organization:	Solitary or herd (6-30)
Challenge Rating:	14
Treasure:	None
Alignment:	Always neutral
Advancement:	25-48 HD (Gargantuan); 48-72 HD (Colossal)
Level Adjustment:	-

A dire elephant is a truly tremendous animal, as large as some dinosaurs. It stands 20 feet

high at the shoulder, and weighs many tons. Its trunk is thicker than a human's body and is 20 feet long.

A dire elephants is as intelligent as a normal elephant and can be trained to carry a howdah almost as big as a house. Trained and outfitted for war, a dire elephant is a nearly unstoppable dreadnaught from which warriors can launch swarms of arrows. Some dire elephants are trained as mobile siege engines, even to the point of having catapults and ballistae mounted on their backs. War engineers have for centuries pondered how to use dire elephants to pull down entire castles, but have been frustrated by the prospects of inventing ropes strong enough for the task.

Combat

A dire elephant usually charges and tramples its opponent, but it can be trained to batter buildings or slam with its trunk.

Snatch (Ex [Feat]): A dire elephant can choose to start a grapple when it its with a slam attack, as though it had the improved grab special attack. If the dire elephant gets a hold on a creature three or more sizes smaller, it squeezes each round for 3d6+24 damage. A snatched opponent is held in the dire elephant's trunk.

The dire elephant can drop a creature it has snatched as a free action (the dropped creature takes 2d6 points of damage from the fall) or use a standard action to fling it aside. A flung creature travels 1d6×10 feet, and takes 1d6 points of damage per 10 feet it traveled.

Trample (Ex): As a full-round action, a dire elephant can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over opponents in its path; any creature whose space is completely covered by the trampling dire elephant is subject to the trample attack. Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt a Reflex save (DC 38) to take half damage. A trampling dire elephant can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature. The save DC is Strength-based.

Carrying Capacity: A light load for a dire elephant is 33,200 pounds; a medium load, 33,201-66,402 pounds; and a heavy load, 66,402-99,600 pounds. A dire elephant can drag 498,000 pounds (249 tons).

Dire Goat

Hit Dice:	Medium Animal (Dire) 3d8+9 (22 hp)
Initiative:	+1
Speed:	50 ft. (10 squares)
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/ Grapple:	+2/+6
Attack:	Head butt +6 melee (1d6+6)
Full Attack:	Head butt +6 melee (1d6+6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Trample 1d6+4
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +4, Will +4
Abilities:	Str 18, Dex 12, Con 16, Int 2, Wis 12, Cha 6
Skills:	Listen +6, Spot +5
Feats:	Alertness, Great Fortitude

Environment:	Any temperate land
Organization:	Solitary, pack (2-5), or herd (6-11)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 HD (Medium); 7-9 HD (Large)
Level Adjustment:	-

Dire goats stand 3 feet tall at the shoulder and resemble their smaller cousins.

Although they are normally wild, domesticated dire goats are not unheard of. They are domesticated their meat as well as the amounts of milk they can produce.

Combat

Dire goats are non-aggressive unless threatened or provoked. A dire goat rams opponents with its head, or tries to run them over.

Trample (Ex): As a full-round action, a dire goat can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over opponents in its path; any creature whose space is completely covered by the trampling dire goat is subject to the trample attack. Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt a Reflex save (DC 15) to take half damage. A trampling dire goat can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature. The save DC is Strength-based.



Dire Hippopotamus (Behemoth)

Hit Dice:	Huge Animal (Dire) 13d8+81 (139 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	18 (-2 size, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple:	+9/+27
Attack:	Bite +18 melee (3d6+15)
Full Attack:	Bite +18 melee (3d6+15)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Capsize, trample 2d6+15
Special Qualities:	Hold breath, scent
Saves:	Fort +16, Ref +8, Will +9
Abilities:	Str 31, Dex 10, Con 22, Int 2, Wis 12, Cha 6
Skills:	Listen +11, Spot +11
Feats:	Alertness, Endurance, Great Fortitude, Toughness, Weapon Focus (bite)
Environment:	Warm plains and aquatic
Organization:	Solitary or herd (2-5)
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement:	14-26 HD (Huge); 27-39 HD (Gargantuan)
Level Adjustment:	-

Dire hippos resemble their smaller cousins and grow up to 20 feet long and can weigh up to 10,000 pounds.

Dire hippos gave rise to the legends of the behemoth, a massive beast that can drink entire rivers, and make the earth tremble when it walks. Although they can't quite drink it all, dire hippos are the undisputed masters of the river in which they reside. All predators give them a wide berth.

Combat

A dire hippo fights with its bite, and can sink ships much larger than itself.

Trample (Ex): As a full-round action, a dire hippo can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over opponents in its path; any creature whose space is completely covered by

the trampling dire hippo is subject to the trample attack. Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt a Reflex save (DC 24) to take half damage. A trampling dire hippo can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature. The save DC is Strength-based.

Capsize (Ex): A submerged dire hippo that surfaces under a boat or ship less than 20 feet long capsizes the vessel 95% of the time. It has a 50% chance to capsize a vessel from 20-60 feet long and a 20% chance to capsize a vessel over 60 feet long.

Hold Breath (Ex): A dire hippo can hold its breath for a number of rounds equal to 5 × its Constitution score before it risks drowning.

Dire Moose

Hit Dice:	Huge Animal (Dire) 9d8+54 (94 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	18 (-2 size, +1 Dex, +9 natural), touch 9, flat-footed 17
Base Attack/Grapple:	+6/+29
Attack:	Head butt +15 melee (2d6+10, crit 19-20); or hoof +14 melee (1d8+5)
Full Attack:	Head butt +15 melee (2d6+10, crit 19-20), 2 hooves +9 melee (1d8+5)
Space/Reach:	15 ft./10 ft.
Special Qualities:	Low-light vision, scent
Saves:	Fort +14, Ref +7, Will +7
Abilities:	Str 30, Dex 12, Con 22, Int 2, Wis 12, Cha 12
Skills:	Hide -3*, Listen +6, Move Silently +6, Spot +4, Swim +22
Feats:	Alertness, Great Fortitude, Improved Critical (head butt), Weapon Focus (head butt)
Environment:	Temperate, warm, and cold forest, plains, and hills
Organization:	Solitary or pack (2-5)
Challenge Rating:	6

Treasure: None
Alignment: Always neutral
Advancement: 10-18 HD (Huge); 19-27 HD (Gargantuan)
Level Adjustment: -

A dire moose is over 20 feet long from nose to tail. Its rack of antlers is 18 feet across.

Dire moose are hunted only by the brave, as their sheer size and strength makes them nearly unbeatable foes. A hunter that can mount a pair of dire moose antlers is sure to receive the praise and admiration of his fellows.

Combat

A dire moose charges with its antlers, but it can rear onto its hind legs and batter opponents with its hooves.

Skills: Dire moose receive a +2 racial bonus to Hide and Move Silently checks, and a +4 racial bonus on Swim checks. *In forested areas, the Hide bonus increases to +4.

Attack: 1d6 quills +4 melee (1d3+2); or bite +3 melee (1d3+2)
Full Attack: 1d6 quills +4 melee (1d3+2), bite -2 melee (1d3+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Quills
Special Qualities: Low-light vision, scent
Saves: Fort +4, Ref +2, Will +3
Abilities: Str 14, Dex 10, Con 14, Int 2, Wis 12, Cha 11
Skills: Hide +6, Listen +6
Feats: Weapon Focus (quills)
Environment: Temperate, warm, and cold forest, plains, and hills
Organization: Solitary or pack (2-5)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 1-3 HD (Medium)
Level Adjustment: -

Dire Porcupine

Hit Dice: Small Animal (Dire) 1d8+2 (6 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 14 (+1 size, +3 natural), touch 11, flat-footed 14
Base Attack/Grapple: +0/-2



The dire porcupine ranges in size from 3 to 4 feet in height and can weigh up to 80 pounds. When the porcupine is relaxed, the hair and quills lie flat and point toward the rear of its body. When threatened, it draws up the skin of the back to expose quills facing all directions.

Combat

Dire porcupines are passive until threatened. When faced with possible combat, the dire porcupine raises the quills on its body and spins around, smashing an opponent with its quill-covered tail. If it bites an opponent, 1d4 quills break off from its body and lodge in the opponent.

Quills (Ex): When the dire porcupine strikes with its tail, it dislodges 1d6 quills that automatically break off and lodge in the opponent's flesh. A lodged quill imposes a -1 circumstance penalty to attacks, saves, and checks. Each 1 minute thereafter, the quill moves deeper into the opponent's flesh, dealing 1d2 additional points of damage. Removing the quill takes 1 full round and deals 1d4 additional points of damage. If the quill has been embedded for more than 10 rounds, a Strength check at DC 10 is needed to remove the quill. For every minute after that, the DC to remove a lodged quill increases by +1. An unarmed or melee touch attack against a dire porcupine causes 1d4 quills to break off and lodge in the attacker.

Skills: Dire porcupines receive a +4 racial bonus to Listen checks.

Dire Ram

Hit Dice: 5d8+20 (42 hp)
Initiative: +1
Speed: 50 ft. (10 squares)
Armor Class: 16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 16

Base Attack/Grapple: +3/+14
Attack: Butt +9 melee (1d8+10)
Full Attack: Butt +9 melee (1d8+10)
Space/Reach: 10 ft./5 ft.
Special Attacks: Ferocity
Special Qualities: Low-light vision, scent
Saves: Fort +8, Ref +5, Will +4
Abilities: Str 24, Dex 13, Con 18, Int 2, Wis 11, Cha 5

Skills: Listen +5, Spot +6
Feats: Alertness, Diehard (b), Endurance
Environment: Temperate mountains, hills, and plains
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 6-9 HD (Large); 10-15 HD (Huge)
Level Adjustment: -

Dire rams are larger, meaner cousins of normal rams. They can grow to a length of 10 feet and weigh as much as 1,000 pounds.

Dire rams are the majestic lords of their domain, and tolerate not incursion by predators.

Combat

A dire ram charges its opponents, trying to butt with its horns.

Ferocity (Ex): A dire ram is such a tenacious combatant that it continues to fight without penalty even when disabled or dying.



Dire Skunk

Hit Dice:	Small Animal (Dire) 1d8+1 (5 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+0/-4
Attack:	Bite +1 melee (1d4)
Full Attack:	Bite +1 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Musk
Special Qualities:	Low-light vision, scent
Saves:	Fort +3, Ref +3, Will +3
Abilities:	Str 10, Dex 13, Con 12, Int 2, Wis 12, Cha 11
Skills:	Hide +6, Listen +6, Move Silently +2, Spot +0
Feats:	Ability Focus (musk)
Environment:	Temperate forests
Organization:	Solitary, pack (2-5), or family (4-7)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	2 HD (Small); 3 HD (Medium)
Level Adjustment:	-

A dire skunk is 3 feet long, with a tail that rises 2 feet into the air.

When aroused, it stamps its forefeet and hisses.

Combat

A dire skunk gives its opponents every opportunity to back down and leave the area. If it is not left alone, a dire skunk rises onto its forelegs and sprays its musk. A dire skunk bites an opponent not driven away by the odor.

Musk (Ex): Once per round and no more than three times per day, a dire skunk can emit a line of yellowish sulfuric liquid to a range of 10 feet. A creature in the area must make a successful Reflex save (DC 15) or be blinded and nauseated for 1d4 rounds. The save DC is Constitution-based and includes a +2 racial bonus and a +2 bonus from its Ability Focus feat. A delay poison or neutralize poison spell removes the effects from a nauseated creature. Creatures with immunity to poison are unaffected by the nauseating effects of skunk musk but are still blinded if they fail their save.

Additionally, the target suffers a -10 circumstance penalty to Hide checks while wearing clothes or armor contaminated with skunk musk. The creature also suffers a -4 circumstance penalty to all Charisma-based skill checks while wearing contaminated clothes or carrying contaminated gear.

Flesh, leather goods, metal goods (weapons, armor, and the like) must be washed in a concentrated mixture of vinegar over a period of three days in order to fully remove the stench of skunk musk. The prestidigitation spell cannot clean items stained by skunk musk.

Skills: Dire skunks are short-sighted and suffer a -2 racial penalty to Spot checks. They have excellent hearing and gain a +4 racial bonus to Listen checks.



Dire Sloth

Hit Dice:	3d8+6 (19 hp)
Initiative:	+0
Speed:	10 ft., climb 40 ft.
Armor Class:	12 (+2 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+2/+6
Attacks:	Claw +6 melee (1d4+4)
Full Attacks:	2 claws +6 melee (1d4+4), bite +1 melee (1d6+2)
Space/Reach:	5 ft. /5 ft.
Special Attacks:	Rend 1d4+6
Special Qualities:	Low-light vision, scent, single action only
Saves:	Fort +7, Ref +3, Will +4
Abilities:	Str 18, Dex 10, Con 14, Int 2, Wis 12, Cha 10
Skills:	Climb +12, Hide +7*, Swim +11
Feats:	Great Fortitude, Power Attack
Environment:	Warm forest
Organization:	Solitary or pair
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 HD (Medium); 7-9 HD (Large)
Level Adjustment:	-

Dire sloths grow up to be 7 feet long and weigh up to 250 pounds. The fur of a dire sloth is stained green by algae.

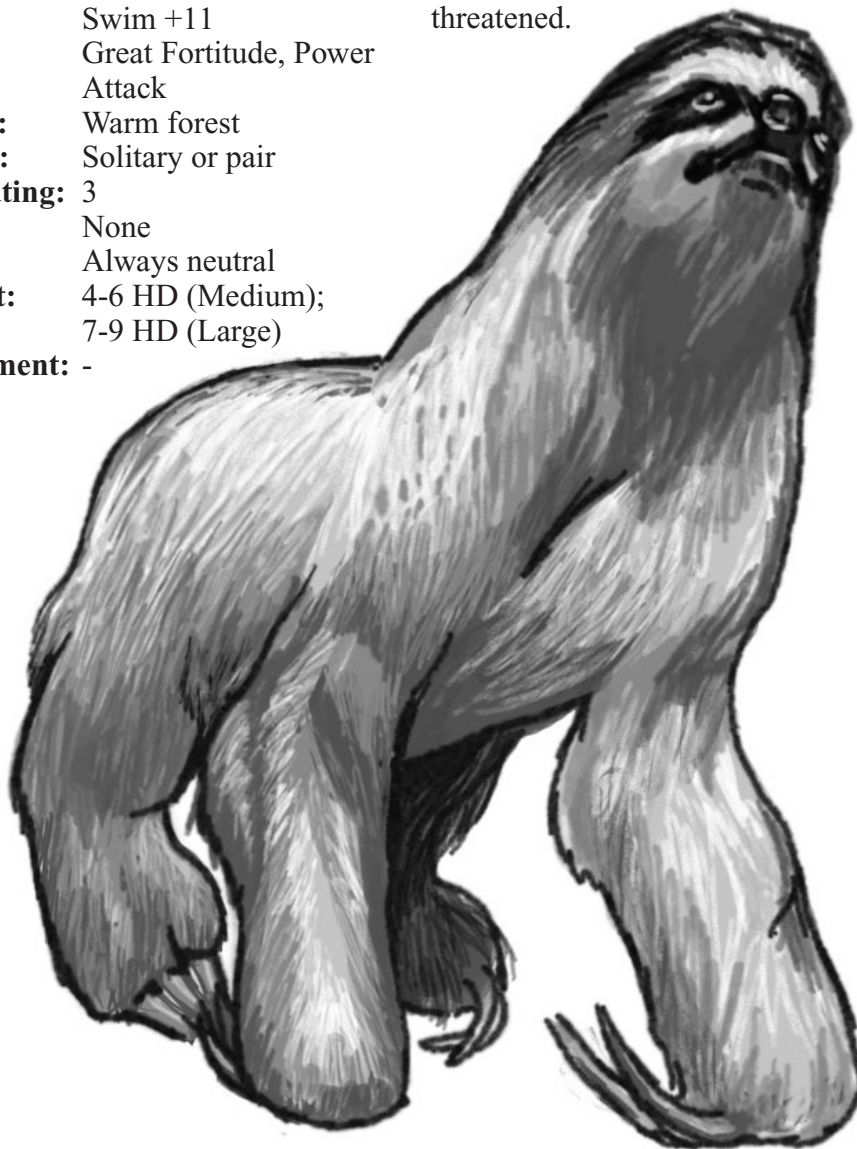
Combat

A dire sloth attacks by biting and rending its opponent with its claws.

Rend (Ex): A dire sloth that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 1d4+6 points of damage.

Single Action Only (Ex): A dire sloth has poor reflexes and can perform only a single move action or attack action each round. A dire sloth can move up to its speed and attack in the same round, but only if it attempts a charge.

Skills: Dire sloths receive a +4 racial bonus to Hide and Swim checks. *In areas of dense undergrowth, the dire sloth receives a +4 racial bonus to Hide checks. A dire sloth has a +8 racial bonus on Climb and can always choose to take 10 on a Climb check, even if rushed or threatened.



Creating a Dire Animal

“Dire” is an inherited template that can be added to any animal that is not already Dire (referred to hereafter as the “base animal”). The animal’s type does not change, and it gains Dire subtype. It uses all the base animal’s statistics and abilities except as noted here.

Size: If the base animal is Tiny or smaller increase its size to Small. Otherwise, increase its size by one size category. The dire animal gains all the benefits and detriments that arise from increased size (see the *MM*).

Type: A dire animal has the Dire subtype, which provides the ability score and saving throw benefits of this template. Rangers can choose Animal (Dire) specifically as a favored enemy.

Hit Dice: If the dire animal is Small, it has 1 HD or the HD of the base animal +1, whichever is greater.

If the dire animal is Medium or larger, its HD is equal to the minimum listed value for its size category in the base animal’s advancement +2.

If a Small or larger base animal has no advancement or its size normally does not increase with advancement, the dire animal’s HD is equal to the maximum HD given for the base animal +2.

Speed: Same as the base animal +10 ft.

Armor Class: Natural armor increases by +2. If the base animal has no natural armor bonus, it gains a natural armor bonus of +2. This bonus stacks with the bonus gained from the increase in size.

Special Attacks: A dire animal retains all the base animal’s special attacks. The damage of its special attacks is adjusted upwards for the increased size and ability scores, where applicable.

Special Qualities: A dire animal retains all the base animal’s special qualities. These special qualities are adjusted upwards for the increased size and ability scores, where applicable.

Saves: All saves are good for a dire animal. The base value for each save is equal to $(1/2 \text{ HD}) + 2$.

Abilities: Dire animals gain the following ability score increases: Str +4, Dex +2, and Con +2. These bonuses stack with any bonuses or penalties gained from a size increase (see the *MM*).

Skills: A dire animal receives skill points equal to $(2 + \text{Intelligence bonus [minimum 1]}) \times \text{HD} + 3$. Any skill given in the statistics block of the base animal is a class skill for the dire animal.

Feats: Same as base animal, with additional feats gained through the usual means from the increase in HD. If the base animal has Weapon Finesse and the feat would become useless after its increase in HD and Strength, then it may trade Weapon Finesse for Weapon Focus with one of its natural attacks.

Challenge Rating: Follow the CR adjustment rules for an increase in a creature’s size in the *MM*, and add +1 to the result.

Advancement: Dire animals can advance to three times their new HD.

Level Adjustment: —

Legal Appendix

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