

JUNGLE BEASTS

Looking for more interesting creatures to add to your Fifth Edition jungle encounters? Check out these beasts:

SWORDBEAK

As the name suggests, swordbeaks are huge birds with 10-foot long razor sharp beaks. These beaks are capable of punching through stone and steel. Voracious carnivores, they often attack large creatures, and even humanoids, in grasslands, hill sides, coasts, and other open areas.

Swordbeak nests are usually littered with gold, gems, and other valuables that humanoid prey were carrying at their time of death. Appreciative of shiny objects, the swordbeaks defend their treasure almost as fiercely as they do a clutch of eggs.

SWORDBEAK

Huge beast, unaligned

Armor Class 14 (natural armor)
Hit Points 93 (11d12 + 22)
Speed 10 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+4)	17 (+3)	15 (+2)	3 (-4)	10 (+0)	7 (-2)

Skills Perception +2
Senses passive Perception 12
Languages —
Challenge 4 (1,100 XP)

Dive Attack. If the swordbeak is flying and dives at least 30 feet straight toward a target and then hits it with its beak attack, the attack deals an extra 7 (2d6) damage to the target.

Keen Sight. The swordbeak has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Beak. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage.

INVISIBOAR

Native to the jungles of Elsath, invisiboars are literally invisible boars. It's believed these strange pigs owe their existence to the wild magic that flows through the jungles of the world. The fact that many are found near sites of permanent or programmed illusions lends further credence to this theory.

Invisiboars are consummate hunters who use their innate invisibility to stalk their prey, then charge it viciously. When pitted against tougher combatants, it utilizes hit and run strategies that allow it to charge the same target over and over again.

When the invisiboar is killed, the magic that conceals it "bursts", blinding creatures who witness the burst.

INVISIBOAR

Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 34 (4d10 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	2 (-4)	10 (+0)	4 (-3)

Skills Stealth +3
Senses passive Perception +2
Languages —
Challenge 2 (450 XP)

Invisibility. The invisiboar is invisible.

Death Flash. When the invisiboar dies, its invisibility ends and it emits a bright flash of light. Each creature within 10 feet of it must make a DC 13 Constitution saving throw or become blinded for 1 minute. A creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

Charge. If the invisiboar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Tusk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.