

MONSTROUS MENAGERIE

CHIMERAS

CHIMERAS ARE MYTHICAL hybrid creatures with the traits and body parts of more than one animal—classically these are combinations of lions, goats, and dragons, but they are not unique in that regard. Centaurs, owlbear, pegasii, and more exist as well yet chimeras are distinguished by always

being made from a trio of different beasts, possessing the ability to breathe a lethal substance, and most importantly they are always the result of some aberrant influence that has warped their various parts into a twisted abomination mocking the natural world.



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GOATRILLA

LARGE MONSTROSITY, CHAOTIC EVIL

Armor Class 12 (natural armor)

Hit Points 102 (12d10+36)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	17 (+3)	3 (–4)	12 (+1)	10 (+0)

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages —

Challenge 5 (1,800 XP)

Trampling Charge. If the goatrilla moves at least 20 feet in a straight line, it can move through the space of any creature that is Medium or smaller. If one of these creatures is prone, the goatrilla can make one hooves attack against it as a bonus action. The goatrilla can only attack with its hooves once per round.

ACTIONS

Multiattack. The goatrilla attacks once with its horns, once with its bite, and once with its fists or hooves. Alternatively, the goatrilla can use its roar in place of its horns or bite. It cannot attack the same target with both its horns and bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Fists. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.

Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) bludgeoning damage.

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Roar (Recharge 6). The goatrilla unleashes a powerful roar in a 15-foot cone. Creatures in the area must make a DC 13 Constitution saving throw or take 9 (2d8) thunder damage and become stunned for one round. On a successful save, a creature takes half as much damage and isn’t stunned.

Goatrilla have the front body of a gorilla, the rear legs of a goat, and three heads: gorilla, goat, and wolf. Unlike many chimera they don’t have the ability to fly, but they are adept climbers. They dwell within jungle settings where their climbing speed allows them to reach anywhere in their realm and they are not subject to the dangers of flying enemies. Goatrilla are fiercely territorial and often won’t even cooperate with each other. Also unlike other chimeras, the goatrilla has no cunning instincts—it is pure stubbornness and ferocity, unafraid to declare its territory and defend it to the death even when outnumbered or overwhelmed.



MANTA LOBSTSHARK

LARGE MONSTROSITY, CHAOTIC EVIL

Armor Class 16 (natural armor)

Hit Points 136 (16d10+48)

Speed 20 ft., fly 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	16 (+3)	2 (–4)	12 (+1)	9 (–1)

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages —

Challenge 9 (5,000 XP)

Hold Breath. While out of water, the manta lobstshark can hold its breath for 30 minutes.

Water Breathing. The manta lobstshark can breathe only underwater.

ACTIONS

Multiattack. The manta lobstshark attacks twice with its claws, once with its bite, and once with its tail. Alternatively, it can use its breath weapon in place of its bite.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10+6) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained and the manta lobstshark can't bite another target.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d4+6) slashing damage, and the target is grappled (escape DC 17). The manta lobstshark has two claws, each of which can grapple one target.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage plus 4 (1d8) lightning damage, and the target can't take reactions until the start of its next turn.

Breath Weapon (Recharge 6). The manta lobstshark exhales lightning in a 60-foot line that is 5-feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 18 (4d8) lightning damage on a failed save, or half as much on a successful one.

Manta lobstshark have the body of a large manta ray but are covered with chitinous armor like an arthropod, moving about with the legs and claws of a lobster. They have a central manta ray head surrounded by a shark's head and a lobster head. These are water dwelling creatures, but they are able to fly above the surface for short ranges with their manta ray fins. Manta lobstshark often dwell in shallow seas where they rule from the seafloor to the surface and beyond. Any ships that ply their waters best be wary for it is likely the intrusion is greeted with a bolt of lightning when they come to the surface to defend their realm.



OCTOBEARFLY

LARGE MONSTROSITY, CHAOTIC EVIL

Armor Class 14 (natural armor)

Hit Points 75 (10d10+20)

Speed 20 ft., climb 20 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +5, Stealth +2

Damage Resistances cold

Senses darkvision 120 ft., passive Perception 20

Languages —

Challenge 3 (700 XP)

All Around Vision. The octobearfly can't be surprised as long as it is not sleeping.

Amphibious. The octobearfly can breathe water (with its octopus head) and air (with its bear and fly heads).

Flyby. The octobearfly does not provoke an opportunity attack when it flies out of an enemies reach.

Nip. The octobearfly may make a fly bite attack as a bonus action against any creature that it has grappled. The octobearfly can only attack with its fly bite attack once per round.

ACTIONS

Multiattack. The octobearfly attacks once with its bear bite or fly bite, once with its claws, and once with its tentacles. Alternatively, it can use its breath weapon in place of its bite.

Bear Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Fly Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned until the disease is cured.

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

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage and the target is grappled (escape DC 13). Until the grapple ends, the creature is restrained. The octobearfly may use its tentacles to grapple a Large creature, 2 Medium creatures, 4 Small creatures, or 8 Tiny creatures. If the octobearfly is grappling at least one Medium or two Small creatures, it has disadvantage on tentacle attacks.

Breath Weapon (Recharge 5–6). The octopus head exhales a cloud of inky blackness in a 15-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw or take 9 (2d8) necrotic damage. Additionally, the area is heavily obscured for 1 minute. The inky blackness breath is effective both on land and in the water. After using its breath weapon, the octobearfly can use the Dash or Disengage action as a bonus action.

Octobearflies have octopus bodies and heads as well as bear and fly heads. Their craniums are arranged on their body so that one of the heads is constantly looking in each direction. They can buzz around on fly-like wings that sprout from between their heads, climb slippery surfaces with their suckered tentacles, or propel themselves through the water with a jet from internal siphons. These eight snaking appendages are flanked by two shorter, bear-like claws.

Octobearflies are the embodiment of the chimeric tendency to dominate large swathes of an area. They may decide on a domain that includes air, land, or sea, or some combination of each. In any case they are often attracted to regions where there is a lot of filth, dominating other creatures such as vermin who are similarly attracted to filth. Their regions are often smaller than other chimera territories and ‘ruled’ in a slightly different way—octobearflies are cautious and cunning, unlikely to stubbornly attack an intruder that outmatches them. They allow a trespasser to become comfortable in their region before sneaking up for the kill. They are not above fleeing for their lives if a conflict gets too dangerous, returning after forming a group in order to infest a region that a single octobearfly would never be able to dominate by itself.

TYRAZODACTYLSAURUS

HUGE MONSTROSITY, CHAOTIC EVIL

Armor Class 15 (natural armor)

Hit Points 189 (18d12+72)

Speed 50 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	18 (+4)	2 (–4)	12 (+1)	9 (–1)

Skills Perception +9

Senses darkvision 60 ft., passive Perception 19

Languages —

Challenge 12 (8,400 XP)

Nibble. While grappling a creature with its tyrannosaurus rex bite, the tyrazodactylsaurus can use a bonus action to make a pteranodon bite attack and therizinosaurus bite against that creature.

ACTIONS

Multiattack. The tyrazodactylsaurus attacks twice with its claws and once with its pteranodon bite, therizinosaurus bite, or tyrannosaurus rex bite. Alternatively, it can use its breath weapon in place of a bite.

Pteranodon Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d6+7) piercing damage.

Therizinosaurus Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d6+7) piercing damage.

Tyrannosaurus Rex Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 33 (4d12+7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the tyrazodactylsaurus can’t bite another target with its tyrannosaurus rex bite.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 14 (2d6+7) piercing damage. It may target a creature with this attack even if that creature is up to 5 feet below the surface.

Wing Buffet. The tyrazodactylsaurus beats its wings. Each creature within 10 feet of it must succeed on a DC 19 Dexterity saving throw or take 12 (2d4+7) bludgeoning damage and be knocked prone. The tyrazodactylsaurus can then take the disengage action as a bonus action when it uses this attack.

Breath Weapon (Recharge 6). The therizinosaurus head breathes out a termite swarm.

The tyrzodactylsaurus has the body of a tyrannosaurus rex, the large claws of a therizinosaurus, and the massive wings of a pterodactyl. This massive and terrible three-headed creature reigned throughout

whatever prehistoric lands it dwelled in—whether in the air, on land, or even beneath the soil the tyrzodactylsaurus was supreme.

TERMITE SWARM

MEDIUM SWARM OF TINY BEASTS, UNALIGNED

Armor Class 11

Hit Points 22 (5d8)

Speed 20 ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
3 (−4)	13 (+1)	10 (+0)	1 (−5)	7 (−2)	1 (−5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Devour Wooden Weapon. Any non-magical item made of wood that touches the termite swarm is partially eaten. After dealing damage, a weapon takes a permanent and cumulative −1 penalty to damage rolls. If its penalty drops to −5, the weapon is destroyed. Nonmagical wooden ammunition that hits the termite swarm is destroyed after dealing damage.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer. Instead of dealing damage, the termite swarm may instead damage a wooden object carried by the target.

If the object touched is either wooden armor or a wooden shield being worn or carried, it takes a permanent and cumulative −1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held wooden weapon, it rusts as described in the Devour Wooden Weapon trait. 🐜

