

5E MENAGERIE

GRIFFMERAS



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So, here's what happened. Our publisher, Owen K.C. Stephens (maybe in a fevered state?) began posting two-sentence descriptions of "girffimeras" on his social media. These griffon/chimera-like creatures borrowed from different animals, myths, and languages to hint at creatures similar to those of iconic mythology, but also totally new.

And it could have stopped there.

But then, Jacob Blackmon began working on art for his favorite examples, as well as 5e rules for

the beasts. And *then* Margherita Tramontano came along and did a conversion for Pathfantasy, and expanded on the ecology of each.

And so here we are.

So whether it's the crocodilian gem-eyed serpents known as ahemset, the cunning and cruel lykopars with their caustic blood, or the man-faced wolves who can hear their names spoken within 100 miles called ulvargs, you can surprise players and write new legends with these twelve terrifying girffimeras!

AHEMSET

Huge monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 68 (8d12+16)

Speed 30 ft., swim 40 ft.

Str	Dex	Con	Int	Wis	Cha
19 (+4)	14 (+2)	14 (+2)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +2

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages –

Challenge 3 (700 XP)

Razor Scales. At the start of each of its turns, the ahemset deals 13 (3d8) slashing damage to any creature grappling it.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 20 (3d10+4) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8+4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the ahemset can't constrict another target.

Gaze. The ahemset turns its magical gaze towards one creature that it can see within 30 feet of it. That target must make a DC 10 Wisdom saving throw or be charmed by the ahemset until the start of the ahemset's next turn. The ahemset chooses how the charmed target uses its action, reactions, and movement. Unless the target is incapacitated, it can avert its eyes to avoid the gaze and automatically succeed on the save. If the target does do, it can't see the ahemset until the start of his next turn. If the target looks at the ahemset in the meantime, it must immediately make the save.

The ahemset, worshipped as a divine agent by ancient peoples of the desert, reunites the most lethal qualities of all snake and crocodilian species. It is a ruthless predator, often leaving its preys' bodies to age for weeks buried in the mud underwater before eating them. The ahemset has the habit to put aside great amounts of food in these "pantries" for hard times.

Though ahemsets have just animal intelligence, they are believed to be wise creatures and oracles, and some stories tell about them breathing fire. Maybe these legends refer to some unique specimen (possibly a half-dragon) that lived in a long past era. Today, they are mostly searched for their gem-like eyes, that can be sold for 100 gold each, and their hide, that can be shaped into hardy armor retaining its razorlike qualities.

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CERBEARUS

Large celestial, neutral good

Armor Class 15 (natural armor)

Hit Points 168 (16d10+80)

Speed 40 ft., climb 30 ft.

Str	Dex	Con	Int	Wis	Cha
24 (+7)	12 (+1)	20 (+5)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Str +11, Con +9, Wis +7

Skills Perception +7

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhausted, frightened

Senses darkvision 60 ft., passive Perception 17

Languages understands Celestial, Common, Elvish, and Sylvan but can't speak

Challenge 9 (5,000 XP)

Celestial Weapons. The cerbearus' weapon attacks are magical.

Innate Spellcasting. The cerbearus' innate spellcasting ability is Wisdom (spell save DC 15). The cerbearus can innately cast the following spells, requiring no components:

At will: *detect evil and good*, *druidcraft*

1/day each: *dispel evil and good*, *heat metal*, *conjure animals* (bears only)

Keen Hearing and Smell. The cerbearus has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Magic Resistance. The cerbearus has advantage on saving throws against spells and other magical effects.

Multiple Heads. The cerbearus has three heads.

While it has more than one head, the cerbearus has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever a cerbearus takes 56 or more damage in a single turn, one of its heads dies. If all its heads die, the cerbearus dies.

ACTIONS

Multiattack. The cerbearus makes as many bite attacks as it has heads and one with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d8+7) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6+7) piercing damage.

On the Heavenly Hunting grounds, there are fabled realms where good animal souls find their earned happiness in the afterlife. A species of supernatural three-headed bears, the cerbearus, guard the entrance to these places.

Cerbearus are said to be formed from the souls of noble animals (not necessarily bears) who sacrificed their life for the ones they loved. They usually keep away sentient beings (except awakened animals), but a cerbearus could grant passage to an affectionate master in search of his pet to hug one last time, a gentle druid protector of wild beasts who is on a quest, or an innocent child. Even an honorable hunter can be allowed passage to make peace with her prey. Evil people, or those who despised and tortured animals for pleasure, are never admitted and immediately attacked.



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CRIOCORE

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 75 (10d10+20)

Speed 40 ft., climb 40 ft., fly 60 ft.

Str	Dex	Con	Int	Wis	Cha
17 (+3)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3

Damage Immunities acid

Senses darkvision 60 ft., passive Perception 13

Languages –

Challenge 3 (700 XP)

Acid Webs. At the beginning of their turn, any creature touching or restrained by a criocore's web takes 7 (2d6) acid damage.

Charge. If the criocore moves at least 20 feet straight towards a target and then hits it with a ram attack on the same turn, the target takes and extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Spider Climb. A criocore can climb difficult surfaces, including upside down on ceilings, without needed to make an ability check.

Web Sense. While in contact with a web, the criocore knows the exact location of any other creature in contact with the same web.

Web Walker. The criocore ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The criocore makes two attacks: one with its ram and one with its claws.

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

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) bludgeoning damage.

Web (Recharge 5-6). *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 13 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to acid, bludgeoning, poison, and psychic damage).

No one is sure what prompted the creation of this horror, other than the sheer malice of the dread Lamashtu. Criocores are relentless predators and guardians, and though not evil, they can easily be employed by evil character to dispose of their enemies or guard ancient, haunted ruins. Criocores are nocturnal creatures, dislike daylight, and search isolated places to make their den. They most often wait for prey near their webs, but can wander around hunting for food if very hungry.

A pair of criocores separates just after mating. The female lays her eggs in the charred remains of creatures trapped and corroded by its webs. Mercifully most hosts will be already dead at this point. Newborn criocores go off to fend for themselves as soon as they finish to devour their host's corpse. Among the webs of a killed criocore adventurers may find the belongings of former victims that were not corroded by acid.

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DRACOPOTAMUS

Huge monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 85 (9d12+27)

Speed 30 ft., fly 40 ft., swim 50 ft.

Str	Dex	Con	Int	Wis	Cha
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 10

Languages –

Challenge 5 (1,800 XP)

Hold Breath. The dracopotamus can hold its breath for 30 minutes.

Trampling Charge. If the dracopotamus moves at least 20 feet straight toward a creature and then hits with a slam attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the dracopotamus can make one additional slam attack against it as a bonus action.

Vortex. The dracopotamus can create a whirlpool around itself as an action, as long as it is in water that is at least 50 feet deep. The whirlpool ends if it loses Concentration or after the dracopotamus makes a bite attack. The whirlpool's diameter at the water's surface is half its depth, to a maximum diameter of 50 feet if the water is 100 feet deep or greater. A creature that enters the whirlpool or starts its turn there must make a DC 16 Strength saving throw. On a failure, the creature is caught up in the whirlpool and suffers 17 (5d6) bludgeoning damage, its speed becomes 0 until the beginning of its next turn, and it automatically moves along with the whirlpool, which follows the dracopotamus' movement. A ship that enters the whirlpool or starts its turn there must have its captain or helmsman succeed on a DC 16 Strength (water vehicles) or Wisdom (water vehicles) check. On a failure, the ship takes 17 (5d6) bludgeoning damage, its speed becomes 0 until the beginning of its next turn, and it automatically moves along with the whirlpool.

ACTIONS

Multiattack. The dracopotamus makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10+5) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much on a successful one, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the dracopotamus can't bite another target.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target not grappled by the dracopotamus. *Hit:* 14 (2d8+5) bludgeoning damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target not grappled by the dracopotamus. *Hit:* 14 (2d8+5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Steam Breath (Recharge 5-6). The dracopotamus exhales scalding steam in a 40-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

The most feared of riverborn monsters, a dracopotamus is half beast, half black dragon and a whole terror. It has a poisonous bite, a powerful tail slap, and the ability to create whirlpools with its massive maw. A dracopotamus' wings allow it to fly rather heavily, but are more useful to enhance its stability and speed when swimming.

Dracopotami are not evil, but can be very dangerous for the unwary traveler. Unlike hippopotami, they are carnivores and can eat twice their weight in a day. A dracopotamus' venom is innocuous when ingested, so the creature can devour the victims of its bite without suffering ill consequences.

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GRUNTHUMPLEMA

Huge monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 153 (18d12+36)

Speed 20 ft., swim 60 ft.

Str	Dex	Con	Int	Wis	Cha
19 (+4)	10 (+0)	14 (+2)	3 (-4)	12 (+1)	(-1)

Skills Perception +4

Damage Immunities cold

Senses blindsight 120 ft., darkvision 60 ft., passive Perception 14

Languages –

Challenge 8 (3,900 XP)

Echolocation. The grunthumplema can't use its blindsight while deafened.

Freezing Blood. The blood of a grunthumplema freezes anything it touches. If a creature damages the grunthumplema with a melee piercing or slashing weapon, the creature must make a DC 13 Constitution saving throw or take 18 (4d8) cold damage, and be restrained (half damage and not restrained on a successful save). The restrained creature takes 18 (4d8) cold damage at the beginning of its turn and may attempt a saving throw to remove the condition at the end of its turn. If the restrained creature is in frigid water or another environment with extreme cold, they have disadvantage on the saving throw. If the creature fails the saving throw by 5 or more, they are instantly petrified, as their body turns to ice. A restrained creature reduced to 0 hit points from cold damage is instantly petrified.

Hold Breath. The grunthumplema can hold its breath for 30 minutes.

Ice Swim. The grunthumplema can swim through nonmagical ice and snow. While doing so, the grunthumplema doesn't disturb the material it moves through.

Keen Hearing and Smell. The grunthumplema has advantage on Wisdom (Perception) checks that rely on hearing and smell.

ACTIONS

Multiattack. The grunthumplema makes four attacks: Two with its bite, one with its tusk, and one with its claw. The grunthumplema can make an attack with its tail slap instead of a claw.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6+4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 19 (2d8+4) slashing damage.

Tail Slap. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) bludgeoning damage.

Tusk. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 19 (2d8+4) slashing damage.

Grunthumplema are an arctic marine variant of chimera. Ferocious but not evil, they hunt for food and to protect their underwater dens. Grunthumplema are omnivorous but prefer to eat meat from great beasts. If needed, though, it can adapt to nearly any kind of diet.

Both settled and roaming schools of these creatures exist, and don't usually interfere with each other. The young are raised in common by all the school's member.

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GULDAMI

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 45 (6d10+12)

Speed 50 ft.

Str	Dex	Con	Int	Wis	Cha
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3 Stealth +4

Senses darkvision 60 ft., passive Perception 13

Damage Resistances poison

Condition Immunities poisoned

Languages –

Challenge 3 (700 XP)

Keen Hearing and Smell. The guldami has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The guldami has advantage on an attack roll against a creature if at least one of the guldami's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The guldami makes two attacks: one with its bite and one with its sting.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10+3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Guldami are found in various environments: deserts, temperate, and arctic. Their fur and chitin coloration varies based on their native habitat. They are viviparous and poned pairs and packs lovingly raise their cubs.

These great predators have a vital cycle and a lifestyle similar to wolves, and can share a territory with packs of wolves, even joining in combined packs with dire wolves. They attack in group, supporting other pack members. Crossbreeding is unusual but not unheard of; a guldami can occasionally be born in a litter of dire wolves or even dogs.

Sometimes guldami are trained as mounts or guardians to treasures hidden in ancient ruins.

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KARNNOLOUP

Medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 33 (6d8+6)

Speed 40 ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	14 (+2)	13 (+1)	10 (+0)	12 (+1)	14 (+2)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Worg

Challenge 3 (700 XP)

Charge (Wolf Form Only). If the karnnoloup moves at least 20 feet straight towards a target and then hits it with a ram attack on the same turn, the target takes an extra 3 (1d6) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Keen Hearing and Smell. The karnnoloup has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The karnnoloup has advantage on an attack roll against a creature if at least one of the karnnoloup's allies is within 5 feet of the creature and the ally isn't incapacitated.

Shapechanger. During the three months of winter, the karnnoloup can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Spellcasting. The karnnoloup is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It requires material components to cast its spells. The karnnoloup has the following sorcerer spells prepared:

Cantrips (at will): *blade ward, chill touch, mage hand, prestidigitation, ray of frost*

1st level (4 slots): *fog cloud, shield, sleep*

2nd level (3 slots): *misty step, scorching ray*

3rd level (3 slots): *counterspell, sleet storm*

ACTIONS

Bite (Wolf Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Ram (Wolf Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

The karnnoloup is a cunning wolf-like creature with antlers and sorcerous powers, that can take human form in the winter. Packs of these creatures live in the woods of cold lands during the warm season, but they most often transform into humanoids and seek shelter in towns and villages during the winter.

A karnnoloup usually hoards pelts and valuables from its preys to exchange for food and money when coming to city; it tends to choose the same place every year, posing as a hunter or a herder and making stable seasonal friendships and bargains.



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LYKOPARD

Medium monstrosity, chaotic evil

Armor Class 12

Hit Points 27 (6d8)

Speed 50 ft., climb 40 ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	15 (+2)	11 (+0)	9 (-1)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +4

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Gnoll

Challenge 1/4 (50 XP)

Caustic Blood. Any non-magical piercing or slashing weapon made of metal that hits the lykopard corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Non magical piercing ammunition made of metal that hits the lykopard is destroyed after dealing damage.

Keen Smell. The lykopard has advantage on Wisdom (Perception) checks that rely on smell.

Mimicry. The lykopard can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 12 Wisdom (Insight) check.

Pack Tactics. The lykopard has advantage on an attack roll against a creature if at least one of the lykopard's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If the lykopard moves at least 20 feet straight towards a creature and then hits with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the lykopard can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

Cunning and cruel, lykopards hunt in roaming packs that can pick a countryside or town clean. A lykopard can imitate the sounds of frightened or wounded children and puppies to lure in prey, and its blood rusts steel.

Lykopards are intelligent and evil. Often a pack can ally with a gnoll tribe, but these beasts offer loyalty to no one and can riot against their own pack mates and family when driven by hunger or greed.

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LYNGBAKR

Gargantuan monstrosity, unaligned

Armor Class 19 (natural armor)

Hit Points 348 (24d20+96)

Speed 50 ft., swim 120 ft.

Str	Dex	Con	Int	Wis	Cha
24 (+7)	10 (+0)	18 (+4)	5 (-3)	14 (+2)	7 (-2)

Skills Perception +8

Senses blindsight 120 ft., passive Perception 18

Languages –

Challenge 19 (22,000 XP)

Echolocation. The lyngbokr can't use its blindsight while deafened.

Hold Breath. The lyngbokr can hold its breath for 90 minutes.

Keen Hearing. The lyngbokr has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Multiattack. The lyngbokr makes three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 42 (10d6+7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 40 (6d10+7) bludgeoning damage, and the target is grappled (escape DC 16). The lyngbokr has two claws, each of which can grapple one target.

Lyngbokr are just another fabled danger for Oceanic sailors, treasure hunters and island dwellers. They don't usually attack sentient beings unless feeling threatened or very hungry.

Their crab legs allow lyngboks to move onto land at surprising speed though the creatures must be careful not to venture too far from deep water, otherwise they are at risk of death for dehydration.

Lyngbokr are said to sing wonderfully in the mating season, using the percussive sound of their pincers clacking to accompany their calls. Their eggs hatch in great nests on the beaches of desert islands, and the young are helped by their parents to reach water.

A famous variant of this creature is the hermit lyngbokr, living in the discarded shells of gigantic molluscs. Native people follow casts of hermit lyngboks in groups, taking their abandoned shells as houses or precious material for armor and jewels.

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SEKTAf

Tiny monstrosity, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 40 ft.

Str	Dex	Con	Int	Wis	Cha
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages –

Challenge 0 (10 XP)

Keen Smell. The sektaf has advantage on Wisdom (Perception) checks that rely on smell.

Spider Climb. A sektaf can climb difficult surfaces, including upside down on ceilings, without needed to make an ability check.

Web Sense. While in contact with a web, the sektaf knows the exact location of any other creature in contact with the same web.

Web Walker. The sektaf ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful save.

Web (Recharge 5-6). *Ranged Weapon Attack:* +4 to hit, range 10/20 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 10 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to

fire damage; immunity to acid, bludgeoning, poison, and psychic damage).

Sektaf are most probably the result of strange Sarcane experiments. Despite their half-spider, half-cat appearance, they are surprisingly cute, especially when young, and certain cultures love to keep them as pets.

A sektaf's personality resembles that of a normal cat. It allows pettings when so it pleases; but at other times may bite even when not anger or afraid. A domestic sektaf may withhold its venom when biting its master or a person it knows; on the other hand, it may not. Some masters have their sektaf's venom glands removed for safety, but the beast doesn't appreciate this violation and may never trust again the culprit. However, intact venom glands can be sold for 50 gp.

Sektaf eat mostly insects and other diminutive vermin; they keep their master's homes free from vermin. A mated couple raises one clutch of 1-4 hatchlings in a year, then splits until the next mating season.

A spellcaster of at least 3rd level with the Improved Familiar feat may select a sektaf as a familiar.

SEKTAf FAMILIARs

Some sektafs are willing to serve spellcasters as a familiar. Such sektaf have the following trait:

Familiar: The sektaf can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the sektaf senses as long as they are within 1 mile of each other. While the sektaf is within 10 feet of its companion, the companion shares the sektaf's Web Sense trait. At any time and for any reason, the sektaf can end its service as a familiar, ending the telepathic bond.

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5E MENAGERIE

SERPOHIPPI

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 39 (6d10+6)

Speed 60 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages –

Challenge 3 (700 XP)

Trampling Charge. If the serpohipp moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the serpohipp can make another attack with its hooves against it as a bonus action.

ACTIONS

Multiattack. The serpohipp makes two attacks: one bite attack and one hoof attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful save.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.

Serpohipps are horselike creatures with the neck and head of a venomous serpent, most often a cobra. However, viper-headed and asp-headed serpohipps also exist, and seem to be the same species as the more common cobra-headed varieties. Their horselike body generally sees less variation, though there are tales of massive heavy drafthorse serpohipps with boa heads.

Serpohipps are not vicious creatures, though they can be territorial. They generally attack only for food, self-defense, or to protect their clutch of eggs. Serpohipps mate for life and are good parents, raising their offspring till adulthood.

Serpohipps are usually secretive and try to stay inconspicuous. Most next in caves if possible, or in rough terrain with heavy grasses. A few have been captured and trained as monstrous mounts, but the task is much easier by stealing an egg and training the foal from birth.

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5E MENAGERIE

ULVARG

Large monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 75 (10d10+20)

Speed 50 ft.

Str	Dex	Con	Int	Wis	Cha
17 (+3)	15 (+2)	15 (+2)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Worg

Challenge 2 (450 XP)

Hear Name. The ulvarg hears the word "ulvarg" or the name of any specific ulvarg whenever it is spoken, within 100 miles. If a creature speaks the name of a specific ulvarg, all ulvargs within 100 miles automatically know that creature's precise location.

Invisibility. As an action, the ulvarg can turn invisible, as the *invisibility* spell. While invisible, the ulvarg is also affected by a *pass without trace* spell effect; gaining a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. While invisible, the ulvarg leaves no tracks or other traces of its passage, except in flour meal or sawdust.

Keen Hearing and Smell. The ulvarg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The ulvarg has advantage on an attack roll against a creature if at least one of the ulvarg's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Man-faced dire wolves who can become invisible, ulvargs have been created by some ancient curse, maybe from the souls and bodies of humans too evil even to go to the lower planes after death. They do not leave tracks in dirt or snow, but do in things like flour meal or sawdust.

As intelligent creatures, ulvargs may kill both with cunning and viciousness, often out of spite and malevolence more than hunger. They are said to hate more than anything the sound of their name, that remembers them of what they once were and what they have become. Ulvargs know if anyone in 100 miles has said the name of their species, or that of a sole ulvarg, and seek to punish such acts.

GRIFMERAS



5E MENAGERIE

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5E MENAGERIE

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JACOB E. BLACKMON

