

# MUTATED MONSTERS

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DICE DUNGEONS



## AMALGAM CHIMERA

*This chimera is a nightmare creature cobbled together by a madman. It has three heads like a normal chimera, but the lion's head has four eyes, and the snake head protrudes from where its tail should be. The goat head seems to have expired during the creation process; it is completely skinless, with only some strange arcane force keeping it in an undead state. Two large eyestalks protrude from the chimera's back, dried and withered as if from a sea dwelling creature. The eyes blink with an eerie red and white light respectively. Though the creature does not have any wings its powerful musculature implies this creature can jump great distances and climb very fast.*

**A Mortal Creator.** This abomination is spliced together from many different creatures. The mad alchemist Amarak raised the lion himself from a cub, injecting it continuously with mutagens and growth enhancers to make it incredibly strong, dexterous, and adaptable. The creature is fiercely loyal to the Alchemist by design; its continued existence is dependent on a special alchemical substance that Amarak feeds it daily. The alchemist implanted strange eyestalks he harvested from a deep sea creature on the chimera's back, which the creature miraculously has learned to control. The beast lives in the alchemist's great castle, and the screams of its undead goat head can be heard by villagers late at night. The monster has no sentience beyond its dedication to its master, it is an amalgam with no consciousness or remorse.

**Local Legend.** Occasionally Amarak allows the chimera to hunt in the woods. When it is hunting, it will stalk and kill anything in its path. The presence of the chimera in the woods around the alchemist's castle has earned the woods a legend of being haunted by a malevolent spirit. As a result, only the most bullish merchants dare make their way to the castle. Most never return, and those who do refuse to speak of what they saw inside.

## Combat Tactics

The chimera will protect its home and master savagely. The chimera will use its speed to maintain distance from those enemies it perceives as the greatest threat. It will use its eyestalks to try and blind or incapacitate the most threatening enemies, then leap and attack them. If it fails to affect an enemy with its eyestalks it will spit poison instead. The chimera will try to maintain the high ground. If a creature uses magic against the chimera, it will rage and focus all its attacks and efforts against that creature in its next turn.

## Special Loot

**The Chimera's Claw.** The claw from the chimera can be harvested, and turned into a +2 dagger, with the following effect: this item has 2 charges. When you hit with an attack using this dagger, you may expend a charge. The creature must make a DC 19 constitution saving throw or be incapacitated until the beginning of your next turn. If you expend all charges roll 1d20: on a 1 the dagger is destroyed. The dagger regains 1 charge daily at dawn.

## Amalgam Chimera

*Large monstrosity, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 50 ft., climb 45 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

**Skills** Perception +8

**Damage Resistances** acid

**Senses** passive Perception 13

**Languages** understands Draconic but can't speak

**Challenge** 8 (3,900 XP)

**Blinding Eye Stalk.** This eye glows with a bright luminescence. At the beginning of the Chimera's turn, the eye turns towards an enemy creature (GM's choice). That creature must make a DC 14 Dexterity saving throw or be blinded until the start of the Chimera's next turn. If the creature choose to avert their gaze from the the Blinding Eye Stalk, they must make all attacks at disadvantage on their turn.

**Abominable Eye Stalk.** This eye darts back and forth menacingly above the dead goat's head. At the beginning of the Chimera's turn, the Abominable eye turns towards an enemy creature (GM's choice). That creature must make a DC 14 charisma saving throw or be Incapacitated until the start of the Chimera's next turn.

## Actions

**Multiattack.** The chimera makes two attacks: one with its bite, and one with its claws. It can use poison spit in place of its bite.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.  
*Hit:* 11 (2d6 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.  
*Hit:* 11 (2d6 + 4) slashing damage. If the chimera jumps from 25 feet high or less when it makes a claw attack against a creature, it suffers no falling damage.

**Poison Spit.** The snake head exhales a gout of bile poison in a 30-foot line. Each creature in that area must make a DC 12 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one. If a creature fails the save by more than 5, they are also poisoned for 1 hour.

# CHITINOUS WOLF

*Standing proud and tall before you is a wolf of extraordinary size. Slate gray fur covers the bottom half of its body, but its back, head, and tail are covered in a heavy chitinous armor that grows directly from the creature's spine. Some of the armor bears deep scars, like the wolf has been hit by the claws of a bear. It snarls, seemingly unafraid of you despite your armaments.*

Chitinous wolves are from the harsh frozen areas of the world. In a place where traditional game is scarce, these wolves have evolved to hunt new prey: bears. The armor plating on their back protects them from the bites and claws of the great bears. Although the great armor plates on their back makes them much less stealthy, these creatures rely on their wits and the strength of their armor to attack big prey. Typically, the largest alpha male will appear alone, snarling and confronting an opponent. When the opponent or opponents are distracted by this display, the rest of the pack charges in, attacking with abandon - trusting their armor to help keep them safe.

**Fierce Protectors** Juvenile armored wolves look much like regular wolves, with only tiny protrusions of bone armor sticking out of their backs which is mostly concealed by fur. If a pup is taken from one of the armored wolf dens the pack will hunt down the burglar mercilessly. In the deadly inhospitable environment of their cold habitat, life, especially new life, is extremely precious.

**Wild at Heart** Armored wolves cannot be tamed, kept as pets, or domesticized. The unforgiving nature of their existence means that only the most hardened and vicious animals live to become a pack leader or an adult.

## Combat Tactics:

Chitinous wolves use their armor to their advantage, using their charge bite and shoulder check combination whenever possible to control their enemy's movement on the battlefield. An enemy that can't move is highly susceptible to pack tactics.

## Chitinous Wolf

*Medium beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 16 (3d8 + 3)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	6 (-2)

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** -

**Challenge** 1/2 (100 XP)

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

**Armored Rush.** If the wolf moves at least 15 feet towards a creature and hits it with a bite attack on the same turn, it may make an additional Shoulder Check attack.

## Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 6 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

**Shoulder Check.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage. If the target is prone, its speed is reduced by half until the beginning of the wolf's next turn.



# NIGHTSTALKER DIRE RAT

*The thing that steps out of the shadows seems to be a wolf at first, but as the smooth head stretches towards you, razor sharp mandibles bared, it becomes clear that this is a massive rat, maybe the biggest rat you've ever seen. Something is wrong with this creature: its eyes glow deep red and the body is encased in a glistening shell, like some sort of armored insect. Wherever the shadows touch its form, the creature seems to dissolve slightly, as if becoming one with the shadow.*

**Skulking Predators.** Unlike the wretched, parasitic, filthy creatures of the city, Nightstalker rats are predators in their home environment and a beast to be feared. A wise traveler's worst fear is to hear the eerie, bone chilling cry of a Nightstalker rat from outside the light of the campfire. Once they surround you, the Nightstalker rats do not easily let prey escape. It is suspected that the Nightstalker rats came from another plane, as no similar creatures exist in the fossil record.

**Dangerously Social.** Nightstalker rats prey on creatures of medium size and smaller, working in packs to bring down larger prey. As many as 10 rats can be found in a single nest: these larger nests are known to prey on caravans or farmers carrying food.

**One With Shadow.** When prowling at night or in dim areas, the creatures seem to become almost one with shadows, and move incredibly fast in the darkness. The wise adventurer carries extra torches when venturing into their territory.

## Nightstalker Dire Rat

*Medium aberration, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 22 (5d8)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	2 (-4)	10 (+0)	6 (-2)

**Skills** Stealth +5

**Senses** darkvision 30 ft., passive Perception 10

**Languages** -

**Challenge** 1 (200 XP)

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

**Shadow Runner.** While in dim light or darkness, the Nightstalker rat's speed is doubled, and it can take the disengage action as a bonus action.

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d6+1) piercing damage.

### Combat Tactics

Dire rats use the shadows to move quickly towards the weakest creature. They enjoy when their prey uses magic to try and escape, using their incredible speed to confuse and disorient other creatures. The rats in a group will focus on a single target, and if they successfully knock their target unconscious, they will move to the next, working as a team. The rats will scatter if a light producing spell such as daylight or moonbeam is used, but will continue to skulk nearby and track their prey, only giving up if killed or if sunrise comes.





MUTATED  
MONSTER

# TUNNEL BOAR

*Shaking off the dust and stone from its powerful shoulders, a tough looking boar stands up from the debris. Thick, claw-like protrusions on its forelimbs move through the stone as if it were butter. Rock encrusted tusks flank a cylindrical snout filled with a spiral of diamond hard teeth.*

**Magical Bores.** Tunnel boars create massive honeycomb hives underground, burrowing through sandstone and limestone to make their colonies. For many years scientists could not figure out where all of the excavated earth went when a boar tunneled. It was only by a stroke of luck that, while studying an active boar hive, a zoologist was swallowed whole by a particularly giant boar and found themselves in a pocket dimension that was rapidly filling with sand.

**Dangerous Ground.** Boars are highly territorial and consider the ground on top of their hive to be theirs as well as the hive itself. Entering an active boar hive is extremely risky, and you are almost guaranteed to be attacked. The only safe hives are abandoned ones: abandoned boar hives are often taken over by goblins, kobolds, or other small creatures as they make excellent strongholds (once you air it out a bit).

## Combat Tactics

Tunnel Boars will not attack unless threatened, preferring instead to escape into one of their pre-dug tunnels. However, if a boar sees another creature attempting to enter their hive they will attack viciously to protect it.

Boars will open a fight with a tunnel charge: if they attack successfully and manage to grapple a creature they will drag the creature back into a tunnel as they retreat, so no one besides the grappled creature can be base to base with them. If they fail the charge attack, it will try to burrow on its next turn to try and escape, and any who follow must fight in a confined space (the 5 foot tunnel). If a boar can reach a tunnel that it has already burrowed, it will do so instead of burrowing.

## Loot:

Tunnel Boar stomachs contain particularly fine and polished forms of amethyst that are highly prized. A DC13 survival check on a dead boar will reveal 1d4 pieces.



## Tunnel Boar

*Medium beast, unaligned*

**Armor Class** 11 (natural armor)

**Hit Points** 37 (5d8 + 15)

**Speed** 40 ft., burrow 20ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	2 (-4)	10 (+0)	5 (-3)

**Senses** tremorsense 30 ft., passive Perception 10

**Languages** –

**Challenge** 2 (450 XP)

**Relentless (Recharges after a Short or Long Rest).** If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

**Tunneler.** The boar can burrow through solid rock at half its burrow speed and leaves a 5-foot-diameter tunnel in its wake.

**Tunnel Charge.** If the boar moves at least 20 ft. straight toward a target from a tunnel it has created, and then hits it with a bite attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a contested Strength saving throw or be knocked prone and grappled.

**Drag Below.** When the boar hits a creature with a bite attack, it must make a DC 10 strength saving throw, or be grappled. If the boar grapples a creature of medium size or smaller, it may move up to 15 feet into a tunnel it has created, dragging the creature with it.

## Actions

**Multiattack.** The boar makes two attacks: one with its bite, and one with its tusks.

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

**Tusk.** Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 2) slashing damage.



## Legendary Creatures to Keep Adventurers Awake at Night

### Mutated Monsters: Evolve your 5th edition campaign

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