

CHIMERA, EQUESTRIAN

Equestrian chimeras are solitary omnivores, typically living near animal herds or small communities where they can prey upon those who venture into the wilderness. They are sadistic creatures, fond of toying with their prey, even engaging it in conversation before attacking if it's intelligent. Each head has its own personality, and they frequently chat with each other even while in combat. Some function well as a team, while others bicker amongst themselves constantly. They tend to collect jewelry and other valuables from their victims, keeping them in a tree stump, cave, or other hidden location.

Large monstrosity, chaotic evil

Armor Class: 15 (natural armor)

Hit Points: 114 (12d10+48)

Speed: 50 ft.

Str	Dex	Con	Int	Wis	Cha
19 (+4)	11 (+0)	19 (+4)	10 (+0)	14 (+2)	14 (+2)

Skills: Perception +8

Senses: Darkvision 60 ft., passive Perception 18

Languages: Equestrian, Sylvan

Challenge: 6 (2,300 XP)

TRAITS:

Keen Smell and Vision: The chimera has advantage on Wisdom (Perception) checks that rely on smell or vision.

Multiple Heads: The chimera has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. In addition, it can take up to two reactions per round.

Pounce: If the chimera moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the chimera can then make one feline bite and one bovid gore attack against it as a bonus action.

Running Leap: With a 10-foot running start, the chimera can long jump up to 30 feet, and can jump over size Medium or smaller creatures in its path.

ACTIONS:

Multiattack: The chimera makes three attacks: one feline bite, one bovid gore, and one serpentine fang attack.

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

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



DESIGN NOTES: The chimera appears in the season 4 episode *Somepony To Watch Over Me*. It had Applebloom cornered and was about to eat her, but was thwarted at the last second by the timely arrival of Applejack. It is based on the stock D&D 5th Edition chimera statistics, with its flight and dragon's breath abilities replaced by the snake head and its poisonous bite, and its *multiple heads* trait.

Bovid Gore: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) bludgeoning damage and the target must make a DC 14 Strength saving throw or be knocked prone.

Serpentine Fang: *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8+4) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful save. Any creature that is reduced to 15 or fewer HP by this poison is affected by the poisoned condition until it regains at least half its maximum HP.