

Chimera

Large, Monstrosity, Chaotic Evil

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ARMOR CLASS

14

HIT POINTS

114 (12d10 + 48)

CHALLENGE

6 | 2,300 XP

PROFICIENCY

+3

Speed Fly 60 ft., Walk 30 ft.

Initiative +0

Saving Throws N/A

Skills Perception +8

Senses Darkvision 60 ft.; Passive Perception 18

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Languages Understands Draconic but cannot speak

STR

19
+4

DEX

11
+0

CON

19
+4

INT

3
-4

WIS

14
+2

CHA

10
+0

Actions

Multiattack. The chimera makes three attacks: Bite, Horns, and Claws. When available, it may replace one attack with Fire Breath.

Bite. Melee Attack Roll: +7, reach 5 ft. Hit: Piercing damage.

Horns. Melee Attack Roll: +7, reach 5 ft. Hit: Bludgeoning damage.

Claws. Melee Attack Roll: +7, reach 5 ft. Hit: Slashing damage.

Fire Breath (Recharge 5-6). Dexterity Saving Throw: creatures in a 15-foot Cone. Failure: Fire damage. Success: Half damage.

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