

DUNGEON MASTER'S FIELD GUIDE VOLUME I

NEW VARIATIONS OF THE CHIMERA

Introduction: The chimera is a creature that holds its origins within the mythology of ancient Greece. This creature was a lion with a snake for a tail and a goat's head sprouting from its back, capable of breathing fire. In Dungeons & Dragons, and other fantasy games, the chimera generally has been given three heads. One of these is a red dragon's head, associated with the chimera's ability to breath flame. But, we have created dozens of other dragons, with many types of breaths, so why not add some variety to the chimera? This bestiary holds a number of chimera types using different color bases and themes of extreme weather. From the challenge 1 swamp chimling to the challenge 17 ashstorm chimera, this field guide provides a DM with chimeras for nearly every level of play.

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CHIMERA

Not all chimeras have a red dragon's head and not all of them breath fire. Those with other colored scales exist, and they tend to have breaths that match the dragon head sprouting from between the other two.

That is not where the differences end. Different variations of chimera live in different habitats and the other heads match animals in those habitats. The following represent just some of the variations that may exist among the chimeras. Included are also variants within each type, such as the young chimlings.

DESERT CHIMERA

The desert is full of notoriously tough animals, adapted to the harsh light, heat, and lack of water. The chimeras of those dunned wastes are no exception. This creature consists of a vaguely canine appearance, featuring the head of a jackal. On one side of its head lies the head of a pronghorn, with small but powerful, hooked horns. The other side has a visage feared by denizens of the desert: that of a blue dragon.

Desert chimeras are quick, frightening creatures, dangerous in their unpredictability. The jackal is incredibly defensive and territorial, but the pronghorn is prone to flight from danger. It keeps them acting as scavengers, mostly, but should not be taken lightly, especially if you should stumble upon one. The blue-scaled dragon head tends to push the creature towards a fight, rather than away, in an attempt to prove superiority.

When the desert chimera grows large enough to claim a territory and a mate, they will defend both of these viciously. One of the pair will come out at dawn and dusk, hunting for active creatures and unwary caravans. The most fearsome of these survive through many mating seasons, growing large, agile, and dominant. These individuals are called dune stalkers by desert dwellers, and spell the end of entire trade routes.

DESERT CHIMLING

Small monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 51 (6d10+18)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	2 (-4)	12 (+1)	10 (+0)

Skills perception +5

Senses darkvision 60 ft., passive Perception 15

Languages understands Draconic but can't speak

Challenge 2 (450 XP)

Flyby. The chimling doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its lightning breath is available, it can use the breath in place of its bite or horns.

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

Horns. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

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

Lightning Breath (Recharge 5-6). The dragon head exhales lightning in a 10-foot line that is 5 feet wide. Each creature in the line must make a DC 13 Dexterity saving throw, taking 14 (3d8) lightning damage on a failed save, or half as much damage on a successful one.

ADULT DESERT CHIMERA

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 95 (10d10+40)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Skills perception +8

Senses darkvision 60 ft., passive Perception 18

Languages understands Draconic but can't speak

Challenge 6 (2,300 XP)

Flyby. The chimera doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its lightning breath is available, it can use the breath in place of its bite or horns.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage.

Horns. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Lightning Breath (Recharge 5-6). The dragon head exhales lightning in a 15-foot line that is 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one.

DESERT CHIMERA DUNE STALKER

Large monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 133 (14d10+56)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Skills perception +8

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 18

Languages understands Draconic but can't speak

Challenge 8 (3,900 XP)

Dive. If the chimera is flying and dives at least 30 feet straight toward a target and then hits with a melee weapon attack, the attack deals an extra 11 (2d10) damage to the target.

Flyby. The chimera doesn't provoke an opportunity attack when it flies out of an enemy's reach.

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

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its lightning breath is available, it can use the breath in place of its bite or horns.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage.

Horns. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Lightning Breath (Recharge 5-6). The dragon head exhales lightning in a 20-foot line that is 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 36 (8d8) lightning damage on a failed save, or half as much damage on a successful one.

FOREST CHIMERA

Chimeras that make their homes in the forest are powerful, dangerous creatures. These chimera have a noble and proud look that differs from the wild attitude of the classic chimera. One head is that of an elk stag with large, deadly antlers and another the head of a wolf. Between them sprouts the slender form of a green dragon.

These chimera do not have the inner turmoil of the red chimera, instead drawing confidence in the two animal heads. All three feel a need to protect their domain from outsiders, none willing to back down unless absolutely necessary. The stability also provides a slightly increased intelligence compared to its kin. Needless to say, the adventurer who finds himself in a forest chimera's territory generally ends up dead.

If the confidence and intelligence of these creatures was not bad enough, it is not uncommon for them to form packs. Though this generally only happens in vast forests free from civilized races, smaller packs have been known to move into smaller woods, terrorizing the nearby towns. Among each pack is at least one alpha, larger and stronger than the others, sometimes exceptionally so.

Re-skinning For Even More Variants

For those who don't know, this field guide spawned from an effort on the Notes of a Wandering Alchemist blog to go over the technique of re-skinning. Most veteran DMs have probably done this, one way or another. Newer DMs may have considered it, and I urge you to give it a go.

On the blog I began by simply replacing the heads and breath weapon of the original chimera. As the series went on, we did a bit more. From there I continued to what we have here: a variety of chimeras with some form-matching features and some new capabilities.

If you think some head choices should be changed, or wish to edit them to match animals local or known to you, go for it. You can get a lot of variety out of what is here. Especially with the catastrophe chimeras. For example you could easily re-skin the avalanche chimera to be a mud slide, landslide, or lava-flow chimera. Use your imagination!

FOREST CHIMLING

Small monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 88 (8d8+16)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	2 (-4)	12 (+1)	10 (+0)

Skills perception +5

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages understands Draconic but can't speak

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The chimling makes three attacks: one with its bite, one with its antlers, and one with its claws. When its poison breath is available, it can use the breath in place of its bite or antlers.

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

Antlers. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) bludgeoning damage.

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

Poison Breath (Recharge 5-6). The dragon head exhales poisonous gas in a 10-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

ADULT FOREST CHIMERA

Large monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 133 (14d10+56)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Skills perception +8

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 18

Languages understands Draconic but can't speak

Challenge 7 (2,900 XP)

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

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its antlers, and one with its claws. When its poison breath is available, it can use the breath in place of its bite or antlers.

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

Antlers. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

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

Poison Breath (Recharge 5-6). The dragon head exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 36 (8d8) poison damage on a failed save, or half as much damage on a successful one.

FOREST CHIMERA ALPHA

Large monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 168 (17d10+75)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	4 (-3)	15 (+2)	11 (+0)

Skills perception +10

Condition Immunities poisoned

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 20

Languages understands Draconic but can't speak

Challenge 10 (5,900 XP)

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

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its antlers, and one with its claws. When its poison breath is available, it can use the breath in place of its bite or antlers.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) piercing damage.

Antlers. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+4) bludgeoning damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) slashing damage.

Poison Breath (Recharge 5-6). The dragon head exhales poisonous gas in a 20-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 44 (8d10) poison damage on a failed save, or half as much damage on a successful one.

REEF CHIMERA

Not all chimeras are terrestrial. There are those who make their home below the waves. One such creature is the reef chimera. Unlike most chimeras, these have long serpentine bodies and only two clawed limbs, the rear being fins. The reef chimera does still have wings, but these are smaller and they are not able to fly very quickly compared to their relatives. The heads of a reef chimera include the scaled head of a bronze dragon, the head of an eel, and that of a shark.

As the name suggests, the reef chimera lives in tropical waters where large spans of coral live. They are solitary creatures, making their home within a reef cave and dominating the wildlife there. The best way to tell if a reef chimera has moved in is the lack of other predators in the area. Sharks, octopi, and large fish all tend to stay clear of a reef dominated by the reef chimera.

As a reef chimera gets older, it becomes covered in other forms of life. Coral, anemones, and barnacles all begin to cover portions of its body. The older it gets the thicker the covering. This provides the creature with both protection and camouflage. Called living reefs, these creatures no longer live in caves but move at leisure through the water. When these chimeras die in shallow water they can become the start of whole new reefs.

REEF CHIMLING

Small monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 114 (12d10+48)

Speed 10 ft., fly 15 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	15 (+2)	2 (-4)	10 (+0)	10 (+0)

Skills perception +4, stealth +7

Senses darkvision 60 ft., passive Perception 14

Languages understands Draconic but can't speak

Challenge 4 (1,100 XP)

Amphibious. The chimling can breath air and water.

Blood Frenzy. The chimera has advantage on melee attack rolls against any creature that doesn't have all its hit points.

ACTIONS

Multiattack. The chimling makes three attacks: two with its bite and one with its claws. When its acid breath is available, it can use the breath in place of one of its bites or its claws.

Bite (Eel). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage and 4 (1d6) electric damage.

Bite (Shark). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+2) slashing damage.

Lightning Breath (Recharge 5-6). The dragon head exhales lightning in a 10-foot line that is 5 feet wide. Each creature in the line must make a DC 12 Dexterity saving throw, taking 22 (5d8) lightning damage on a failed save, or half as much damage on a successful one.

ADULT REEF CHIMERA

Large monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 114 (12d10+48)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	19 (+4)	3 (-4)	10 (+0)	10 (+0)

Skills perception +6, stealth +9

Senses darkvision 60 ft., passive Perception 16

Languages understands Draconic but can't speak

Challenge 7 (2,900 XP)

Amphibious. The chimera can breath air and water.

Blood Frenzy. The chimera has advantage on melee attack rolls against any creature that doesn't have all its hit points.

ACTIONS

Multiattack. The chimera makes three attacks: two with its bite and one with its claws. When its acid breath is available, it can use the breath in place of one of its bites or its claws.

Bite (Eel). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage and 5 (1d8) electric damage.

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

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) slashing damage.

Lightning Breath (Recharge 5-6). The dragon head exhales lightning in a 15-foot line that is 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 31 (7d8) lightning damage on a failed save, or half as much damage on a successful one.

REEF CHIMERA LIVING REEF

Huge monstrosity, chaotic evil

Armor Class 19 (natural armor)

Hit Points 190 (20d10+80)

Speed 20 ft., fly 20 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	19 (+4)	3 (-4)	12 (+1)	10 (+0)

Skills perception +9, stealth +6

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 19

Languages understands Draconic but can't speak

Challenge 11 (7,200 XP)

Amphibious. The chimera can breath air and water.

Blood Frenzy. The chimera has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Ocean Floor Camouflage. The chimera has advantage on Dexterity (stealth) checks made to hide near the ocean's bottom.

ACTIONS

Multiattack. The chimera makes three attacks: two with its bite and one with its claws. When its acid breath is available, it can use the breath in place of one of its bites or its claws.

Bite (Eel). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage and 9 (2d8) electric damage.

Bite (Shark). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Lightning Breath (Recharge 5-6). The dragon head exhales lightning in a 20-foot line that is 5 feet wide. Each creature in the line must make a DC 16 Dexterity saving throw, taking 46 (7d12) lightning damage on a failed save, or half as much damage on a successful one.

SWAMP CHIMERA

Deep within humid marshes, where land and water mingle, lie many strange creatures. None are so fierce as the chimera that make their homes amid the muck and grime. Swamp chimeras are not as strong as the classic chimera, but make up for it in a combination of stealthy ambush and blind rage. The middle head of a swamp chimera is that of a black dragon. Flanking it are that of a crocodile and wild boar.

The swamp chimera is an ambush predator, laying in wait for prey to pass by so that it can grab a meal. It is equally adept, and willing, to hide in water or mud, given the crocodilian and boar heads. Sometimes a passer-by will not even notice it is a creature with more than one head, simply keeping one exposed to continue breathing until the time is right. When it does finally attack, these chimeras do so with a ferocity befitting its heritage and an unwillingness to quit until its belly is full or it is dead itself. Sometimes both.

Occasionally, a chimera of the swamp grows to be very old. Sometimes lizard folk feed the creature, revering and protecting it even as it protects them. Other times there simply isn't enough competition within the swamp, or the competition is too small. When this happens the swamp chimera grows exceptionally large, gorging on every living thing within range until it can spew forth not just acid, but poisonous, rotten gas.

SWAMP CHIMLING

Small monstrosity, chaotic evil

Armor Class 12 (natural armor)

Hit Points 70 (8d12+18)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	2 (-4)	12 (+1)	10 (+0)

Skills perception +5, stealth +5

Senses darkvision 60 ft., passive Perception 15

Languages understands Draconic but can't speak

Challenge 1 (200 XP)

Hold Breath. The chimera can hold its breath for 15 minutes.

Relentless (Recharges after a Short or Long Rest). If the chimera takes 8 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its tusks, and one with its claws. When its acid breath is available, it can use the breath in place of its bite or tusks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Tusks. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+2) slashing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage.

Acid Breath (Recharge 5-6). The dragon head exhales acid in a 10-foot line that is 5 feet wide. Each creature in the line must make a DC 12 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

ADULT SWAMP CHIMERA

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 114 (12d12+36)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	17 (+3)	3 (-4)	14 (+2)	10 (+0)

Skills perception +8, stealth +6

Senses darkvision 60 ft., passive Perception 18

Languages understands Draconic but can't speak

Challenge 5 (1,800 XP)

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

Relentless (Recharges after a Short or Long Rest). If the chimera takes 16 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its tusks, and one with its claws. When its acid breath is available, it can use the breath in place of its bite or tusks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage.

Tusks. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+3) slashing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) slashing damage.

Acid Breath (Recharge 5-6). The dragon head exhales acid in a 15-foot line that is 5 feet wide. Each creature in the line must make a DC 14 Dexterity saving throw, taking 23 (5d8) acid damage on a failed save, or half as much damage on a successful one.

SWAMP CHIMERA GLUTTON

Huge monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 184 (16d12+80)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	20 (+5)	3 (-4)	14 (+2)	10 (+0)

Skills perception +8, stealth +5

Damage Resistances acid

Senses darkvision 60 ft., passive Perception 18

Languages understands Draconic but can't speak

Challenge 8 (3,900 XP)

Hold Breath. The chimera can hold its breath for 60 minutes.

Relentless (Recharges after a Rest). If the chimera takes 21 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Swamp Camouflage. The chimera has advantage on Dexterity (stealth) checks made to hide in swampy terrain.

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its tusks, and one with its claws. When its acid breath is available, it can use the breath in place of its bite or tusks.

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

Tusks. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+4) slashing damage.

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

Breath Weapons (Recharge 5-6). The dragon head can use one of the following breath weapons.

Acid Breath. The dragon head exhales acid in a 20-foot line that is 5 feet wide. Each creature in the line must make a DC 16 Dexterity saving throw, taking 27 (5d10) acid damage on a failed save, or half as much damage on a success.

Rotting Breath. The dragon head exhales putrid gas in a 20-foot cone. Each creature in that area must make a DC 16 Constitution saving throw or become poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CHIMERA, CATASTROPHE

Throughout the world nature has a tendency to ravage lands in various ways. Erupting volcanoes, terrible monsoons, unending blizzards. Such natural disasters are not always natural though. Some are caused by great wizards, and some are created by powerful creatures.

The following are just such creatures. These chimeras are associated with certain natural disasters in mind and are closely tied to elemental and natural forces. It is even possible that they could cause such disasters, one way or another. Either way they create additional fear and worry to those who live in the dangerous areas of the world.

AVALANCHE CHIMERA

The avalanche chimera lives in the highest, most snow covered mountains of the world. With scales so translucent white they appear almost blue, they are creatures of ice and snow. The dragon head attached to this creature is similar in appearance to that of a white dragon, bestial and fierce. It's other heads are those of arctic, mountain mammals: a snow leopard and a yak.

In general avalanche chimeras are not known to purposefully cause avalanches. These tend to be the side effects of mating rituals and fights with giants, but the surrounding towns do prepare themselves when one moves into the area. The biggest danger of an avalanche chimera is the taking of livestock, a precious commodity in such harsh environments.

There are some avalanche chimeras that do regularly cause avalanches, however. What is lucky about them is they actually tend to be less dangerous than younger ones. Provided you can discover their sleeping patterns. Simply called glaciers, these lie dormant under mountain snow for months, years, and sometimes decades. When they wake to eat or mate, all the built up snow falls in an avalanche allowing the creature to eat its fill over many days as it both hunts and picks out snacks from the disaster.

AVALANCHE CHIMLING

Small monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 78 (6d10+12)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	2 (-4)	14 (+2)	10 (+0)

Skills perception +6, stealth +3

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 16

Languages understands Draconic but can't speak

Challenge 2 (450 XP)

Snow Camouflage. The chimera has advantage on Dexterity (stealth) checks made to hide in snowy or icy terrains.

Innate Spellcasting. The chimera's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

1/day each: *Snilloc's snowball swarm**

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its cold breath is available, it can use the breath in place of its bite or horns.

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

Horns. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage.

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

Cold Breath (Recharge 5-6). The dragon head exhales ice and snow in a 10-foot cone. Each creature in the area must make a DC 12 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one. In addition, on a failed save the creature is stunned until the end of the chimera's next turn.

*Found in *Elemental Evil Player's Companion*

ADULT AVALANCHE CHIMERA

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 114 (12d10+48)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Skills perception +8, stealth +3

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 18

Languages understands Draconic but can't speak

Challenge 6 (2,300 XP)

Snow Camouflage. The chimera has advantage on Dexterity (stealth) checks made to hide in snowy or icy terrains.

Innate Spellcasting. The chimera's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

3/day each: *Snilloc's snowball swarm**

1/day each: *ice storm*

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its cold breath is available, it can use the breath in place of its bite or horns.

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

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

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

Cold Breath (Recharge 5-6). The dragon head exhales ice and snow in a 15-foot cone. Each creature in the area must make a DC 15 Constitution saving throw, taking 31 (7d8) cold damage on a failed save, or half as much damage on a successful one. In addition, on a failed save the creature is stunned until the end of the chimera's next turn.

AVALANCHE CHIMERA GLACIER

Huge monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 138 (12d12+60)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	20 (+5)	3 (-4)	14 (+2)	10 (+0)

Skills perception +10, stealth +8

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 20

Languages understands Draconic but can't speak

Challenge 10 (5,900 XP)

Snow Camouflage. The chimera has advantage on Dexterity (stealth) checks made to hide in snowy or icy terrains.

Innate Spellcasting. The chimera's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

5/day each: *Snilloc's snowball swarm**

3/day each: *ice storm*

1/day each: *control weather*

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its cold breath is available, it can use the breath in place of its bite or horns.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) piercing damage.

Horns. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d12+5) slashing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

Cold Breath (Recharge 5-6). The dragon head exhales ice and snow in a 20-foot cone. Each creature in the area must make a DC 15 Constitution saving throw, taking 38 (7d10) cold damage on a failed save, or half as much damage on a successful one. In addition, on a failed save the creature is stunned until the end of the chimera's next turn.

*Found in *Elemental Evil Player's Companion*

EARTHQUAKE CHIMERA

There are some disasters that can happen almost anywhere. Earthquakes happen, to some degree, all over the world. Certain places are more prone to them than others, of course. At least until an earthquake chimera has decided to make your area its new home. With a bulette head and horned gargoyle head along side the dragon's, this beast is one of the more fearsome of chimeras.

Earthquake chimeras are strange creatures, capable not just of flight, but also able to move through the ground as if it were water. It makes these monsters incredibly dangerous as they switch from one advantage over a hunting party to another. The earthquake chimera also has the ability to match its surrounding, changing the color and texture of its skin to match the surrounding stonework.

Though earthquake chimeras can live pretty much anywhere, they tend towards the rocky regions around fault lines. The common occurrence of earthquakes in these areas provide as much camouflage to the presence of a chimera as their adaptive skin does. Here an adult can survive a long time before being discovered, and these individuals gain a connection to the terrain others don't have.

Primordial Monstrosities

Catastrophe chimeras are creatures designed to provide not just new versions of the creature, but also something that can be part of an adventure arc. All of them, the advanced ones especially, have capabilities beyond even the other advanced chimera of this field guide.

To truly make them dangerous creatures consider adding to their capabilities by having their presence indirectly affect the weather nearby. An avalanche chimera can create an ice storm and an earthquake chimera creates tremors as it tunnels, but what if more happened?

Consider an increase in the activity of blizzards, longer winters, and colder temperatures near the mountain home of the avalanche chimera. Daily tremors may occur near the home of an earthquake chimera or ash could constantly pour from a once quiet caldera where a volcano chimera now lives. Perhaps even the tides themselves are changed where a tsunami chimera makes its home.

EARTHQUAKE CHIMLING

Small monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 105 (10d12+40)

Speed 20 ft., fly 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	17 (+3)	2 (-4)	14 (+2)	10 (+0)

Skills perception +6

Senses darkvision 60 ft., passive Perception 16

Languages understands Draconic but can't speak

Challenge 4 (1,100 XP)

Earthen Camouflage. The chimling has advantage on Dexterity (Stealth) check in any earthen terrains, such as rocky or sandy terrains.

Innate Spellcasting. The chimling's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

1/day each: *earth tremor**

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its rubble breath is available, it can use the breath in place of its bite or horns.

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

Horns. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) slashing damage.

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

Rubble Breath (Recharge 5-6). The dragon head exhales stone, sand, and earth in a 10-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 17 (5d6) bludgeoning damage and becoming knocked prone on a failed save, or half as much damage on a successful one. Each creature in the area must also make a DC 13 Constitution saving throw or be blinded until the end of the chimera's next turn.

The area of chimera's breath weapon becomes difficult terrain until the sand and rocks are cleared in some manner.

*Found in *Elemental Evil Player's Companion*

ADULT EARTHQUAKE CHIMERA

Large monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 159 (17d12+68)

Speed 30 ft., fly 60 ft., burrow 60 ft.

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

Skills perception +8

Senses darkvision 60 ft., passive Perception 18

Languages understands Draconic but can't speak

Challenge 7 (2,900 XP)

Earthen Camouflage. The chimera has advantage on Dexterity (Stealth) check in any earthen terrains, such as rocky or sandy terrains.

Innate Spellcasting. The chimera's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

3/day each: *earth tremor**

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its rubble breath is available, it can use the breath in place of its bite or horns.

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

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

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

Rubble Breath (Recharge 5-6). The dragon head exhales stone, sand, and earth in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 23 (5d8) bludgeoning damage and becoming knocked prone on a failed save, or half as much damage on a successful one. Each creature in the area must also make a DC 15 Constitution saving throw or be blinded until the end of the chimera's next turn.

The area of chimera's breath weapon becomes difficult terrain until the sand and rocks are cleared in some manner.

*Found in *Elemental Evil Player's Companion*

EARTHQUAKE CHIMERA AFTERSHOCK

Large monstrosity, chaotic evil

Armor Class 19 (natural armor)

Hit Points 230 (20d12+100)

Speed 30 ft., fly 60 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	3 (-4)	14 (+2)	10 (+0)

Skills perception +10

Senses darkvision 60 ft., passive Perception 20

Languages understands Draconic but can't speak

Challenge 12 (8,400 XP)

Earthen Camouflage. The chimera has advantage on Dexterity (Stealth) check in any earthen terrains, such as rocky or sandy terrains.

Innate Spellcasting. The chimera's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

3/day each: *earth tremor**, *erupting earth**

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its rubble breath is available, it can use the breath in place of its bite or horns.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) piercing damage.

Horns. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) slashing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage.

Rubble Breath (Recharge 5-6). The dragon head exhales stone, sand, and earth in a 20-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 36 (8d8) bludgeoning damage and becoming knocked prone on a failed save, or half as much damage on a successful one. Each creature in the area must also make a DC 15 Constitution saving throw or be blinded until the end of the chimera's next turn.

The area of chimera's breath weapon becomes difficult terrain until the sand and rocks are cleared in some manner.

Targeted Aftershock. When a creature enters a space threatened by the chimera, it can use one of its innate spells as a reaction,

TSUNAMI CHIMERA

The tsunami chimera is, probably, the most dangerous of all the catastrophe chimera, if not the most powerful. It is capable of destroying villages, towns, and entire sea-side cities. A tsunami chimera cannot fly, but swims at incredible speeds with its serpentine body. The draconic head of such a creature is a deep ocean blue and the others are of a great turtle and that of an orca.

Wild and mad, these chimera will send great waves in the direction of anything that bothers it. This may be another predator, a dragon fighting for territory, or fishing ships. It does not matter what it is, the tsunami chimera attacks quickly and with power. Nearby settlements are lucky if the destruction is the result of a losing battle and the chimera leaves or dies. At least then they should not have to worry about more.

Some sages believe that the tsunami chimera is like this due to some madness associated with their creation. This madness, they claim, only gets worse as the chimera gets older. If uncontested in territory, the tsunami chimera will begin to regularly send out waves of destruction for no reason. In these cases whole country-sides can be destroyed and flooded.

TSUNAMI CHIMLING

Small monstrosity, chaotic evil

Armor Class 14

Hit Points 75 (10d10+20)

Speed 5 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	15 (+2)	2 (-4)	14 (+2)	10 (+0)

Skills perception +6, stealth +8

Senses darkvision 60 ft., passive Perception 16

Languages understands Draconic but can't speak

Challenge 4 (1,100 XP)

Innate Spellcasting. The chimera's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

1/day each: *tidal wave**

ACTIONS

Multiattack. The chimera makes three attacks: one with each of its bites and one with its tail. When its cold breath is available, it can use the breath in place of one of its bites.

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

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+2) slashing damage.

Crushing Breath (Recharge 5-6). The dragon head exhales a high-speed wave in a 10-foot cone. Each creature in the area must make a DC 15 Strength saving throw, taking 24 (7d6) force damage on a failed save, or half as much damage on a successful one. In addition, on a failed save the creature is pushed 15 feet away from the chimera.

*Found in *Elemental Evil Player's Companion*

ADULT TSUNAMI CHIMERA

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 133 (14d10+56)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Skills perception +8, stealth +9

Senses darkvision 60 ft., passive Perception 18

Languages understands Draconic but can't speak

Challenge 8 (3,900 XP)

Innate Spellcasting. The chimera's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

3/day each: *tidal wave**

ACTIONS

Multiattack. The chimera makes three attacks: one with each of its bites and one with its tail. When its cold breath is available, it can use the breath in place of one of its bites.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) slashing damage.

Crushing Breath (Recharge 5-6). The dragon head exhales a high-speed wave in a 15-foot cone. Each creature in the area must make a DC 15 Strength saving throw, taking 31 (7d8) force damage on a failed save, or half as much damage on a successful one. In addition, on a failed save the creature is pushed 30 feet away from the chimera.

TSUNAMI CHIMERA ROGUE WAVE

Large monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 277 (24d12+120)

Speed 10 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	21 (+5)	3 (-4)	10 (+0)	10 (+0)

Skills perception +10, stealth +14

Senses darkvision 60 ft., passive Perception 20

Languages understands Draconic but can't speak

Challenge 14 (11,500 XP)

Innate Spellcasting. The chimera's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

3/day each: *tidal wave**

1/day each: *tsunami*

ACTIONS

Multiattack. The chimera makes three attacks: one with each of its bites and one with its tail. When its cold breath is available, it can use the breath in place of one of its bites.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) piercing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) slashing damage.

Crushing Breath (Recharge 5-6). The dragon head exhales a high-speed wave in a 15-foot cone. Each creature in the area must make a DC 18 Strength saving throw, taking 38 (7d10) force damage on a failed save, or half as much damage on a successful one. In addition, on a failed save the creature is pushed 30 feet away from the chimera.

Tidal Force. The chimera uses an action to exert control over the flow of water in a 100 foot radius around it, changing its direction and speed. The flow of water can range from 0 to 30 feet per round, forcing any creature within the area to make a DC 18 Strength saving throw or be forced a distance, equal to the tide's force, in the direction of movement. Creatures in the area of the *tidal force* must repeat this save at the beginning of each of their turns.

The chimera can change the speed and direction of *tidal force* on its turn, as a bonus action.

*Found in *Elemental Evil Player's Companion*

VOLCANO CHIMERA

The greatest nightmare of a people living in the fertile land at the base of a dormant volcano is that it will come to life and destroy everything. Little do these folk know that there is an even worse potential fate. The volcano chimera. When one of these creatures makes its home within a dormant caldera it wrecks havoc upon the farming communities nearby.

With the heads of a mountain goat and cave bear, and dragon's head like cooling lava, this is the most powerful of catastrophe chimeras. In many ways it closely resembles the classic chimera, but in all ways it is far more dangerous. The gruff mountain goat's head is stubborn, strong, and sports gigantic horns. The bear is a fierce and territorial personality. And the dragon? It is greedy and temperamental.

These chimeras plague a countryside, reveling in the screams and panic they induce in locals. As travelers pass by on trade routes, this beast will steal animals and anything made of metal. While the dragon's head has an innate desire for precious metals, it will also take iron and steal, turning them into a bed of slag. The most powerful of these creatures come not just with fire and lava, but a cloud of choking ash.

VOLCANO CHIMLING

Small monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 127 (15d10+45)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	17 (+3)	5 (-3)	14 (+2)	10 (+0)

Skills perception +8

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 18

Languages understands Draconic but can't speak

Challenge 5 (1,800 XP)

Innate Spellcasting. The chimera's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

1/day each: *fire bolt*

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its lava breath is available, it can use the breath in place of its bite or horns.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage.

Horns. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) bludgeoning damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Lava Breath (Recharge 5-6). The dragon head exhales lava in a 15-foot cone. Each creature in the line must make a DC 14 Dexterity saving throw, taking 28 (8d6) fire damage, or half as much damage on a successful one. Each creature in the area that fails its save is also restrained by the hardening lava.

Restrained creatures may make a DC 14 Strength saving throw at the end of each of its, ending the effect on a success.

ADULT VOLCANO CHIMERA

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 190 (20d10+80)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	5 (-3)	14 (+2)	10 (+0)

Skills perception +10

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 20

Languages understands Draconic but can't speak

Challenge 10 (5,900 XP)

Innate Spellcasting. The chimera's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

3/day each: *fire bolt*

1/day each: *fireball*

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its lava breath is available, it can use the breath in place of its bite or horns.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage.

Horns. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d10+4) bludgeoning damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

Lava Breath (Recharge 5-6). The dragon head exhales lava in a 15-foot cone. Each creature in the line must make a DC 17 Dexterity saving throw, taking 36 (8d8) fire damage, or half as much damage on a successful one. Each creature in the area that fails its save is also restrained by the hardening lava.

Restrained creatures may make a DC 17 Strength saving throw at the end of each of its, ending the effect on a success.

VOLCANO CHIMERA ASHSTORM

Huge monstrosity, chaotic evil

Armor Class 19 (natural armor)

Hit Points 299 (26d12+130)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	21 (+5)	8 (-1)	14 (+2)	12 (+1)

Skills perception +14

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 24

Languages Draconic

Challenge 17 (18,000 XP)

Heated Body. A creature that begins its turn within 10 feet of the chimera takes 10 (3d6) fire damage.

Innate Spellcasting. The chimera's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

5/day each: *fire bolt*

3/day each: *fireball*

1/day each: *fire storm* (takes form of burning ash)

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its lava breath is available, it can use the breath in place of its bite or horns.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) piercing damage and 4 (1d6) fire damage.

Horns. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d10+6) bludgeoning damage and 4 (1d6) fire damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) slashing damage and 4 (1d6) fire damage.

Lava Breath (Recharge 5-6). The dragon head exhales lava in a 20-foot cone. Each creature in the line must make a DC 19 Dexterity saving throw, taking 52 (8d12) fire damage, or half as much damage on a successful one. Each creature in the area that fails its save is also restrained by the hardening lava.

Restrained creatures may make a DC 19 Strength saving throw at the end of each of its, ending the effect on a success.

MONSTERS BY CHALLENGE

Challenge 1

Swamp Chimling

Challenge 2

Avalanche Chimling
Desert Chimling

Challenge 3

Forest Chimling

Challenge 4

Earthquake Chimling
Reef Chimera
Tsunami Chimling

Challenge 5

Adult Swamp Chimera
Volcano Chimling

Challenge 6

Adult Avalanche Chimera
Adult Desert Chimera

Challenge 7

Adult Earthquake Chimera
Adult Forest Chimera
Adult Reef Chimera

Challenge 8

Adult Tsunami Chimera
Desert Chimera Dunestalker
Swamp Chimera Glutton

Challenge 10

Adult Volcano Chimera
Avalanche Chimera Glacier
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Challenge 11

Reef Chimera Living Reef

Challenge 12

Earthquake Chimera Aftershock

Challenge 14

Tsunami Chimera Rogue Wave

Challenge 17

Volcano Chimera Ashstorm



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