

CHIMERA

Massive flexing claws. Lashing draconic tail. Nimble leathery wings. And not one, but three menacing heads: a snarling lion, a helix-horned ram, and a dragon with fire sparking in their throat. Many see the chimera as an aggressor—but few know this creature's origins as a divine guardian.

The First Chimera

The first chimera was a gift. A deity gave a devout queen this young guardian—one with a dragon's cunning, a lion's bravery, and a ram's tenacity. The queen raised the chimera to be a strong protector not just for herself but also her people, who loved the chimera and their ruler. But neighboring lands feared the beast. As a conquering force swept into the land, slaughtering the chimera was their fell goal.

The queen's resulting fury was said to be felt by the gods. As she screamed, a nearby volcano erupted, spewing basalt and chimeras over the land. With fiery might, the chimeras destroyed the opposing army, then dispersed. Each found a new territory and claimed the role of divine protector over that place, its inhabitants, and its treasures.

Tactical Warriors

Chimeras have many ways to keep themselves and their charges from being cornered. The lion head snaps up enemies in massive jaws and hurls them away, the ram head pummels them to the ground, and the dragon head bathes them in fire. The three heads crying out together can shake even the most stalwart warriors.

One Being, Three Heads

Unlike some other multiheaded creatures, a chimera possesses a single unified mind. Their heads work together, never snapping at one another over food, favors, or personality conflicts. The heads often express the chimera's emotions in unison, braying together in times of battle or purring all at once to show affection.

Chimera Malice

Malice Features

At the start of a chimera's turn, you can spend Malice to activate one of the following features.

★ Defensive Snapping

3 Malice

The chimera takes up a defensive stance. Until the start of their next turn, the chimera can make a free strike against each enemy who comes within 2 squares of them.

💀 Solo Action

5 Malice

The chimera takes an additional main action on their turn. They can use this feature even if they are dazed.

■ Unstable Terrain

5 Malice

The chimera shakes the ground, causing an eruption of loose rocks and debris that creates three size 2 stone objects anywhere on the encounter map. Each creature adjacent to one or more objects when they appear who has **A<2** takes 5 damage.

◎ Ashen Clouds

7 Malice

Until the start of the chimera's next turn, all areas of the encounter map are shrouded in a thick cloud of ash. All creatures and objects on the map have concealment that the chimera ignores. Additionally, each enemy in the cloud who has **I<1** has line of effect only within 3 squares. The potency of this feature increases by 1 each time it's used.



Chimera

Beast, Chimera

Level 3 Solo
EV 60

2 Size 10 Speed 300 Stamina 1 Stability 6 Free Strike

Immunity: Fire 6
Movement: Fly

Might +3 **Agility +2** **Reason -2** **Intuition +1** **Presence 0**

Solo Monster

End Effect: At the end of each of their turns, the chimera can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Solo Turns: The chimera can take two turns each round. They can't take turns consecutively.

★ Volant

When the chimera makes a creature winded or reduces them to 0 Stamina, they can move their speed toward an enemy.

Bite 2d10 + 3
Melee, Strike, Weapon
Melee 2

≤11 9 damage
12-16 13 damage
17+ 16 damage

Effect: This strike deals an extra 3 damage if it gains an edge or has a double edge.

Signature Ability

Main action

◎ Two creatures or objects

Dragon's Eruption 2d10 + 3
Area, Magic, Ranged
Melee 3 cube within 10

≤11 3 fire damage; A<1 3 fire damage
12-16 5 fire damage; A<2 5 fire damage
17+ 7 fire damage; A<3 7 fire damage

5 Malice

Main action

◎ Each enemy in the area

Roar 2d10 + 3
Area, Magic
Melee 5 burst

≤11 4 psychic damage
12-16 8 psychic damage; I<2 frightened (save ends)
17+ 10 psychic damage; I<3 frightened (save ends)

5 Malice

Main action

◎ Each enemy in the area

Lion's Toss 2d10 + 3
Melee, Weapon
Melee 2

≤11 Vertical push 2
12-16 Vertical push 3
17+ Vertical push 5

Maneuver

◎ One creature or object

Ram's Defiance

2d10 + 3
Melee, Strike, Weapon

Melee 2

Triggered action
◎ The triggering creature

Trigger: A creature makes a strike against the chimera and obtains a tier 1 outcome.

Effect: The chimera shifts up to 5 squares. If they end this shift within distance of the target, make a power roll.

≤11 6 damage; M<1 slowed (save ends)

12-16 8 damage; prone; M<2 slowed (save ends)

17+ 10 damage; prone; M<3 slowed (save ends)

Overture of Destruction

Villain Action 1

Area

Melee 1 burst

◎ Each enemy in the area

Effect: The chimera can use Bite and Lion's Toss against each target.

Fire Solo

Villain Action 2

Self

◎ Self

Effect: The chimera uses Dragon's Eruption and Roar without spending Malice.

Chorus of Destruction

Villain Action 3

Self

◎ Self

Effect: The chimera uses Roar, then shifts up to their speed and can make a free strike against each enemy who comes adjacent to them during the shift. When the chimera ends this shift, they use Dragon's Eruption. The use of these abilities as part of this villain action costs no Malice.