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# Custom Chimera

*Size Medium Alignment Chaotic Evil*

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- **Armor Class** 14 (natural armor)
  - **Hit Points** 114 (15d8 + 48)
  - **Speed** 30 ft., climb 30 ft.
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**STR DEX CON INT WIS CHA**  
19 (+4) 11 (+0) 19 (+4) 3 (-3) 14 (+2) 10 (+0)

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- **Senses** darkvision 30ft., passive Perception 18
  - **Languages** ---
  - **Challenge** 6 (2,300)
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- **Hold Breath:** The crocodile can hold its breath for 15 minutes.
- **Keen Smell:** The bear has advantage on Wisdom (Perception) checks that rely on smell.
- **Spider Climb:** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- **Web Walker:** The spider ignores movement restrictions caused by webbing.

## Actions

**Multiattack.** The chimera can make three attacks: one bite with each of its heads, or two bites and one claw attack. It may make only bite and hold attack per round.

**Bite:** *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:* 11 (2d6 + 4) slashing damage.

**Bite and hold:** *Melee Weapon Attack:* +7 to hit, reach 5ft, one target. *Hit:* 11 (2d6 + 4) piercing damage and the target is Grappled (escape DC 15). Until this grapple ends, the target is restrained. As long as a creature is restrained by this attack the chimera can only make two attacks per round.