

I'm not a robot 
reCAPTCHA

Continue

Assassin vine dnd

Size/Type: Large Plants Hit the Dice: 4d8 + 12 (30 hp) Initiative: +0 Speed: 5 ft. (1 square) Armor class: 15 (-1 size, +6 natural), touch 9, flat-footed 15 Base Attack/Grapple: +3/+12 Attack: Slam +7 melee (1d6+7) Full attack: Slam +7 melee (1d6+7) Space/range: 10 ft./10 ft. (20 ft. with vines) Special attacks: Constrict 1d6+7, tangle, better catch Special features: Blindsight 30 ft., camouflage, Electricity Resistance, Plant Properties, Cold Resistance, Fire 10 Saves: Fort +7, Ref +1, Will +2 Capabilities: Page 20, Dex 10, Con 16, Int Ø, Wis 13, Cha 9 Environment: Temperate Forests Organization: Lone or Patch (2-4) Challenge Rating: 3 Treasure: 1/10th Coin; 50 % of the goods; 50% of items Alignment: Always neutral procedure: 5-16 HD (Huge); 17-32 HD (Gargantuan); 33+ HD (Colossal) Level Setting: - Killer Vine is a semi-mobile device that collects its own gruesome fertilizer by grabbing and crushing animals and storing carcasses near their roots. The mature plant consists of a main vine, about 20 feet long. Smaller vines up to a 5ft long branch off the main vine about every 6 inches. These small vines carry clumps of leaves, and at the end of summer produce bundles of small fruits that resemble wild grapes. Fruit is heavy and has a hearty but bitter taste. Assassin vine berries make a shabby wine. Killer vines can move around, although very slowly, but usually remain in place if there is no need to search for prey in a new vicinity. The underground version of killer vines grows near hot springs, volcanic venuches, and other sources of thermal energy. These plants have thin, queer stems and gray leaves shot through with silver, brown and white veins to resemble mineral deposits. Killer vines growing underground usually create enough channel to support a thriving colony of fungi and other fungi that grow around the plant and help conceal it. Fighting killer vines uses simple tactics: It lies still until the prey comes within reach, then attacks. It uses its ability to tangle with how to catch prey and deter counterattacks. Constrict (Ex) Vine Killer deals with 1d6+ 7 damage points with successful match control. Entangle (Su) Killer Vines can animate plants within 30 feet of each other as a free action (Ref DC 13 partial). The effect lasts until the death of the vine or decides to end it (also a free action). Save DC is wisdom-based. The capability is otherwise similar to entanglement (wheel level 4). Better Catch (Ex) To take advantage of this ability, the vine killer must hit with his slam attack. It can then try to start the match as a free action without provoking attacking opportunities. If he wins match control, he sets the hold and can narrow down. Blindsight (Ex) Assassin vines have no visual organs, but can detect all enemies within 30 feet using sound, smell and vibration. Camouflage (Ex) Due to killer vine looks looks A normal plant, when at rest, it takes a DC 20 Spot check to notice it before attacks. Anyone who ranks in Survival or knowledge (nature) can use one of these skills instead of spot noticing things. Dwarfs can use stonecunning to notice the underground version. From dungeons and dragons Wiki of dungeons and dragons Wiki also see: Assassin Vine (5e) Jade Assassin Vine Large Plant (Killer Vine), Neutral Armor Class: 15 (Natural Survival or Knowledge) Hit Points: 30 (4d8 +12) Speed: 5 STR DEX CON INT WIS CHA 20 (+5) 10 (+0) 16 (+3) 3 (-4) 13 (+1) 9 (-1) Skodt Vulnerabilities: Lightning damage resistance: cold, fire damage Immunity : poison Status Immunity: enchanted, frightened, paralyzed, poisoned, prone, stunned Senses: blind 30 feet, passive perception 11 Languages: — Challenge: 2 (450 xp) Low-Vision Light. You can see in a mused light, just like you do in a bright light. Fake look: While the vine remains stationary, it is indistinguishable from the normal vine. Get tangled up: Vines can use bonus shares to animate thorns and vines to germinate from the ground in a 20-foot radius. All the time, this area is difficult terrain. Creation in this field, when the cast of magus must succeed on the forces of saving throw (DC 13), or be restrained. Creature restrained plants can use their actions to control strength (DC 13) to free themselves. Action Better Get It, Melee Gun Attack: +8 hit, reach 10 ft., one target. Hit: 8 (1d6+5) bludgeoning damage and if the goal is medium or smaller, the goal is both wrestled and restrained. Vines can only wrestle with one creature at a time. Narrowing: A creature that is struggling automatically takes 8 (1d6+5) bludgeoning damages. Jade Killer Vine is a semi-mobile plant that supplements its nutrition by killing the creature and placing the remains on its roots. A typical specimen consists of primary vines and vine branching. It has small sheets the size of miniatures, which are milky-white

in color. Jade killer vines can move around, although very slowly, but usually remain put until prey learn to avoid the area. Then it develops small berries that plant in the ground, reproduce smaller vines to take its place when the leaves. By the time the new vine matures enough to catch prey, prey in the area should forget about the original vine killer. Notes [edit] Inspired 3.5 edition of Assassin Vine SRD. This version preceded the official 5 → . [2] Description [edit | edit source] One specimen usually consisted of a 20-foot-long (6 meter) main branch as thick as a human forearm. Smaller vines up to 5 feet (150 centimeters) from the main branch and carried clumps of grapes. The bark was fibrous. The leaves of the vine killer were different in their asymmetrical five-pointed shapes that resembled a hand. [2] Plants were tougher than usual and resistant to burning or frost. The electricity didn't hurt them at all. [2] Assassin's Vine could move on land, but very slowly. [2] Variants [edit | edit source] Related device was also found in Underdark. These varieties had thinner stems and gray leaves with brown, silver or white veins. Since they could not make energy from the sun, they required a source of thermal energy and would usually generate enough beasts to also support the colony's underground fungi in a symbiotic relationship. [2] Ecology [edit | edit source] Assassin vines would absorb nutrients from decaying matter into their roots. Being carnivorous plants, they would lie in wait until they sensed movement and would snap out and tangle the prey, strangling it to death. [2] Vine produces fruit at the end of summer. [2] Habitats [edit | edit source] Ardeep Forest east of Waterdeep contained a population of killer vines. [citation needed] They were also present in large numbers in the flooded forest between Vast and Moonscar. [3] They also potentially grew in a huge swamp[4] and in the counterpart shadow swamp in the plane of shadow. [5] Myconids in the lowerdark town of Fluvenistra kept defending the underground vine killer, among other plant creatures. [6] The use of [edit | edit source] Vine killer fruit was hard and bitter, but it could be turned into a strong wine. [2] Reference [edit | edit source] 1.0 1.1 Christopher Perkins, Will Doyle, Steve Winter (September 19, 2017). Tomb of destruction. Editing by Michele Carter, Scott Fitzgerald Gray, (Wizards of the Coast), p. 213. ISBN 978-0-7869-6610-3. ↑ 2.00 2.02 2.03 2.04 2.05 2.06 2.07 2.08 2.09 2.10 2.11 2.12 2.13 Skip Williams, Jonathan Tweet, Monte Cook (July 2003). Monster Manual v.3.5. (Wizards of the Coast), p. 20. ISBN 0-7869-2893-X. ↑ Ed Greenwood, Sean K. Reynolds, Skip Williams, Rob Heinsoo (June 2001). Forgotten Realms campaign Setting up the third edition. (Wizards of the Coast), p. 159, 297. ISBN 0-7869-1836-5. ↑ Richard Baker, Bruce R. Cordell, David Noonan, Matthew Sernett, James Wyatt (2007). Cormyr: Tearing wead. (Wizards of the Coast), p. 39. ISBN 0-7869-3119-7. ↑ Richard Baker, Bruce R. Cordell, David Noonan, Matthew Sernett, James Wyatt (2007). Cormyr: Tearing wead. (Wizards of the Coast), p. 149. ISBN 0-7869-3053-5. Community content is available under CC-BY-SA, unless otherwise stated. Edit Content Page Thorns (d10 Damage 1 piercing) 15 HP 1 Armor Close, Reach, Messy Features: The plant among the animals there is a clear division 'tween Hunter and hunted. All it takes is a glimpse of know-howling and glowing eyes or claws or poisonous stings—which of the creatures of this world are meant to be killed and which stand to be killed. Such a division, if you have eyes to see, cuts the world of leaves and flowers in twain, as well. Druids in their forest circles know that. Rangers could also spot such a plant before it's too late. Lay folk, though, wander where they wouldn't travel into a deep forest covered in creeping vines and with a snap, these hungry ropes snap tightly, pulling their fleshy prey into the podkelt. Think of your feet, traveler. Instinct: if you want to grow to shoot a new growth attack careless attack Details Description Among the animals there is a clear division 'tween hunter and hunted. All it takes is a glimpse of know-howling and glowing eyes or claws or poisonous stings—which of the creatures of this world are meant to be killed and which stand to be killed. Such a division, if you have eyes to see, cuts the world of leaves and flowers in twain, as well. Druids in their forest circles know that. Rangers could also spot such a plant before it's too late. Lay folk, though, wander where they wouldn't travel into a deep forest covered in creeping vines and with a snap, these hungry ropes snap tightly, pulling their fleshy prey into the podkelt. Think of your feet, traveler. Tags Lonely, Stealthy, Amorphous Weapon Tags Page 2 Edit Content Page Bite (d10+3 Skoda 1 Piercing) 16 HP 2 Armor Close, Reach Special Features: Amphibious Dragon-Turtle Nurse is a mighty snake queen. Ten meters of weight and muscle, they say, they wake up with hunger when the sun disappears from the sky. She is attracted by bright light in the dark and like any snake, Bakunawa is sneaky. She will try to first beguile and mislead and will only strike with violence when no other option is available. When that happens, though, her jaws are strong enough to crack the hull of any swamp-boat and certainly enough to slice through a steel plate or two. Give the greedy snake its treasures and she might just leave it alone. Instinct: Devour the lure of prey with lies and illusions Lash out at the light devour attack Details Description Dragon-Turtle sister is a powerful snake queen. Ten meters of weight and muscle, they say, they wake up with hunger when the sun disappears from the sky. She is attracted by bright light in the dark and like any snake, Bakunawa is sneaky. She will try to first beguile and mislead and will only strike with violence when no other option is available. When that happens, though, her jaws are strong enough to crack the hull of any swamp-boat and certainly enough to slice through a steel plate or two. Give the greedy snake its treasures and she could only be alone. Special Features Tags Lonely, Large, Smart, Messy, Forceful Page 3 Edit Page Content Dirk (d6 Damage) 3 HP 1 Armor Close Desperation is a password banditry. When times are tough, what else is there to do, but clean up the gun and occupy with a clan of ugly men and women? Highway robbery, poaching, fraud and cons and murder the most foul, but we all have to eat so who can blame? Then again, there's evil in the hearts of some and who's to say that despair doesn't need to sate your baser lust? Anyway—it's this, or starving, sometimes. Instinct: if you want to rob something Demand tribute Description Despair is the password banditry. When times are tough, what else is there to do, but clean up the gun and occupy with a clan of ugly men and women? Highway robbery, poaching, fraud and cons and murder the most foul, but we all have to eat so who can blame? Then again, there's evil in the hearts of some and who's to say that despair doesn't need to sate your baser lust? Anyway—it's this, or starving, sometimes. Tags Horde, Smart, Organized Party 4 Edit Content Page Faithful Knife (2d10kh1 Skoda) 12 HP 1 Armor Close Better to reign in hell than to serve in heaven. Instinct: To lead the Demand Extort overthrow power Description Better to rule hell than to serve in heaven. Tags Lonely, Intelligent, Organized Page 5 Edit Content Site Scream (d10 Skoda) 16 HP 0 Armor Near special features: Irrelevant Walk away from meeting one of these vindictive ghosts just deaf and count your luck for the rest of your quiet, quiet days. Often mistaken at first glance for a ghost or wandering spirit, the banshee reveals a much more deadly talent for sound attack when angered. And her anger is simple. The victim of betrayal of the (often beloved) banshee makes known her dissatisfaction with the roar or scream that can putrefy the body and hear the senses. If you can help her get her revenge, they say she could provide a reward. Whether the affection of the instigated spirit is the thing you'd like, well, that's another question. Instinct: If you want revenge to drown out all the other sound with a constant cry Unleash skull-splitting noise disappears into the mist Description Come from meeting one of these vindictive spirits just deaf and count your luck for the rest of your quiet, quiet days. Often mistaken at first glance for a ghost or wandering spirit, the banshee reveals a much more deadly talent for sound attack when angered. And her anger is simple. The victim of betrayal of the (often beloved) banshee makes known her dissatisfaction with the roar or scream that can putrefy the body and hear the senses. If you can help her get her revenge, they say she could provide a reward. Whether affection is the instigated spirit is the thing you'd like, well, that's another thing. Special Features Tags Lonely, Magical, Smart Page 6 Edit Page Contents Thorns (d10+3 Skoda 3 Piercing) 16 HP 3 Armor Close, Reach, Messy Special Features: Thorns There are a thousand forms of devil, maybe more. Some common and some unique. Every time the inquisitors discover a new one, they write into the Tormentors Codex and knowledge is shared among the abbey in the hope that atrocities of this particular kind will not find their way into the world again. The barbed devil has long been known to the brothers and sisters of the Inquisition. It only appears at the site of a great deal of violence, or when it is called by a cowardly summons. Covered in sharp quills, this particular demon indulges in the spillage of blood, preferably by bumping the victim piece by piece or entirely on his spines and letting them die there. Cruel, but not particularly effective after defeat. Low inquisitorial priority. Instinct: To rebuild the body and spill blood Impale kill someone inconsciously Attack Details Description There are a thousand forms of the devil, maybe more. Some common and some unique. Every time the inquisitors discover a new one, they write into the Tormentors Codex and knowledge is shared among the abbey in the hope that atrocities of this particular kind will not find their way into the world again. The barbed devil has long been known to the brothers and sisters of the Inquisition. It only appears at the site of a great deal of violence, or when it is called by a cowardly summons. Covered in sharp quills, this particular demon indulges in the spillage of blood, preferably by bumping the victim piece by piece or entirely on his spines and letting them die there. Cruel, but not particularly effective after defeat. Low inquisitorial priority. Instinct To Rend Flesh and Spill Blood Tags Lonely, Large, Planar, Scary Weapon Tags Page 7 Edit Page Content Bite (d10 Damage) 12 HP 2 Armor Close Few saw basilisk and lived to tell the story. Will you get it? Have you seen the basilica? A little basilisk humor there. I'm sorry, I know you're looking for something useful, gentlemen. Serious stuff, I understand. Basilisk, even without its ability to turn its body on stone with a glance, is a dangerous creature. A bit like a frog, exuberant eyes and six muscular legs built for jumping. A bit like an alligator, with cracking jaws and cutting teeth. Covered with scaly scaly scales and very difficult to kill. Best avoided if possible. Instinct: To create a new statue turn meat into stone with the view Retreat into a maze of stone Description Few saw basilisk and lived to tell the story. Will you get it? Have you seen the basilica? A little basilisk humor there. I'm sorry, I know you're looking for something useful, gentlemen. Serious stuff, I understand. Basilisk, even without its ability to turn its body on stone with a glance, is a dangerous creature. A bit like a frog, exuberant eyes and six muscular legs built for jumping. A bit like an alligator, with cracking jaws and cutting teeth. Covered with scaly scaly scales and very difficult to kill. Best avoided if possible. Instinct Page 8 Edit Page Content Corrosive Touch (d10 Damage Ignores Armor) 15 HP 1 Armor Close Special Features: Amphibious How do you kill a pile of goo? A big, small pile of goo that also happens to want to dissolve you and slurp you? That's a good question I don't have an answer to. Let us know when you find out. Instinct: To dissolve eating away metal, meat, or wood slime into a disturbing place: Food, Armor, Stomach Attack Details Attack Name Description How do you kill a pile of goo? A big, small pile of goo that also happens to want to dissolve you and slurp you? That's a good question I don't have an answer to. Let us know when you find out. Special Features Page 9 Edit Page Content Bite (d8 Damage) 6 HP 4 Armor Close Special Features: Illusion Now you see it, now you don't have it. Dogs once owned by a sorcerer's master and penetrated with a kind of illusory cloak, they fled into the woods around his den and began to multiply with wolves and wild forest dogs. You can spot them if you're lucky, shimmering silver from their coats and their strange, ululating howls. They have a remarkable talent for not quite where they seem to be, and use it to make prey much stronger than themselves. If you find yourself facing a pack of blink dogs you can also close your eyes and fight. You will have an easier time when your natural gaze is not betrayed. Such sorcerers are the natural places of the world polluted by unnatural things. Special Features Tags Group, Small, Magical, Organized Page 10 Edit Page Content Bite (d10+5 Skoda 3 Piercing) 20 HP 3 Armor Close, Forceful Special Features: Raking seasoned caravan guard learns to listen to scout calls or patrols with keen ear. A few seconds after the alarm goes up, it can mean life or death. Different screams mean different reactions, too-calling orcs! Means Your sword and stable for blood, but call the bandits! says you might be able to negotiate. One alarm from scouts that always, always means it's time to pack up, whip a horse and run up the hills? LAND SHARK! Instinct: Devour drag prey into rugged tunnels burst from the ground to swallow the entire attack Details Description seasoned caravan guards will learn to listen to scout calls or patrols with a keen ear. A few seconds after the alarm goes up, it can mean life or death. Different screams mean different reactions, too-calling orcs! Means Your sword and stable for blood, but call the bandits! says you might be able to negotiate. One alarm from scouts that always, always means it's time to pack up, whip a horse and run up the hills? LAND SHARK! Origin Special Features Tags Lonely, Huge, Construct Weapon Tags Page 11 Edit Content Page Gnaw (d6 Skoda 1 Piercing) 7 HP 1 Armor Close, Messy Who Hasn't Seen a Rat Before? It's so, but ugly and big, and he's not afraid of you anymore. Maybe it was the cousin of the one you trapped, or the one you killed with a knife in that dirty pub in Darrow. Maybe he's looking for a little raty revenge. Instinct: Devour a Swarm Rip Something (or Someone) Apart Attack Details Description Who Hasn't Seen a Rat Before? It's so, but ugly and big, and he's not afraid of you anymore. Maybe it was the cousin of the one you trapped, or the one you killed with a knife in that dirty pub in Darrow. Maybe he's looking for a little raty revenge. Instinct: Devour a Swarm Rip Something (or Someone) Apart Attack Details Description Who Hasn't Seen a Rat Before? It's so, but ugly and big, and he's not afraid of you anymore. Maybe it was the cousin of the one you trapped, or the one you killed with a knife in that dirty pub in Darrow. Instinct Page 12 Edit Bow Page Content (d6+2 Damage 1 piercing) 11 HP 1 Armor Close, Reach, Near Special Qualities: Half-horse, Half-man It will be a gathering of clans invisible at this age. Call Stormhoof and Brightsppear. Summon Whitemane and Ironflanks. Sound the horn and we begin our meeting—we will speak the words and tie our people together. For too long, men have cut down ancient trees for their boats. Elves are weak and cowardly, a friend of these manish slime. It's going to be a cleansing fire from the darkest forests. Raise the red banner of war! Today we strike back against these apes and recap what is ours! Instinct: To rage overrull is to fire the perfect bulseye to move with the relentless speed of attack Details Description It will be a gathering of clans invisible at this age. Call Stormhoof and Brightsppear. Summon Whitemane and Ironflanks. Sound the horn and we begin our meeting—we will speak the words and tie our people together. For too long, men have cut down ancient trees for their boats. Elves are weak and cowardly, a friend of these manish slime. It's going to be a cleansing fire from the darkest forests. Raise the red banner of war! Today we strike back against these apes and recap what is ours! Special Features Tags Horde, Large, Organized, Smart Tags Page 13 Edit Content Page Crush (d10 Damage Ignores Armor) 12 HP 3 Armor Close, Reach Do you think the phrase drag it to hell means nothing? This is unfortunately literal, in the case of the chain of the devil. It seems that, like any victim, this called creature has but only one purpose: to wrap its victim in a coil and take her away to a place of torment. Sometimes it comes as man-shaped mass rusting iron, hooks and coil mismatch references. Other times, rolling tangle of rope or algae or twisted bloody bedcoat. The results are always the same. Instinct: To capture a captured return to where it came from torture with joy Attack Details Description Do you think the phrase to drag him to hell means nothing? This is unfortunately literal, in the case of the chain of the devil. It seems that, like any victim, this called creature has but only one purpose: to wrap its victim in a coil and take her away to a place of torment. Sometimes it comes as man-shaped mass rusting iron, hooks and coil mismatch references. Other times, rolling tangle of rope or algae or twisted bloody bedcoat. The results are always the same. Instinct Page 14 Edit contents page Warping touch (d10 Damage ignores armor) 23 HP 1 Armor Close special features: Slime, fragments of other aircraft inserted into it barrier between Dungeon World and elementary planes is not, as you might hope, a wall of stone. It's much more porous. Places where civilian races don't often tread can sometimes, as they put it, spring escape. It's as if the dam has cleared. Bits of chaos are pouring out. Sometimes they converge like an egg in a pan – that's where we get material for many magic guild noches. Useful, isn't it? Sometimes, though, it twists and squishes around a little bit and stays that way, warping everything that touches into some other, strange form. Chaos provides chaos, and grows. Instinct: To change cause a change in appearance or substance Briefly oversay aircraft Attack Details Attack Name Description The barrier between Dungeon World and elementary aircraft is not, as you might hope, a wall made of stone. It's much more porous. Places where civilian races don't often tread can sometimes, as they put it, spring escape. It's as if the dam has cleared. Bits of chaos are pouring out. Sometimes they converge like an egg in a pan – that's where we get material for many magic guild noches. Useful, isn't it? Sometimes, though, it twists and squishes around a little bit and stays that way, warping everything that touches into some other, strange form. Instinct: To wrap its victim in a coil and take her away to a place of torment. Sometimes it comes as man-shaped mass rusting iron, hooks and coil mismatch references. Other times, rolling tangle of rope or algae or twisted bloody bedcoat. The results are always the same. Instinct: To capture a captured return to where it came from torture with joy Attack Details Description Do you think the phrase to drag him to hell means nothing? This is unfortunately literal, in the case of the chain of the devil. It seems that, like any victim, this called creature has but only one purpose: to wrap its victim in a coil and take her away to a place of torment. Sometimes it comes as man-shaped mass rusting iron, hooks and coil mismatch references. Other times, rolling tangle of rope or algae or twisted bloody bedcoat. The results are always the same. Instinct Page 15 Edit Page Contents Messy Touch (d10 Damage) 19 HP 1 Armor Close, Reach Special Features: Farm Driven from the city, the sectarian finds refuge in towns and villages. Discovered there, he flees to the hills and scrapes his devotion to the walls of the cave. Again he is found to be haunted by a knife and torch into the depths, crawling deeper and deeper until, in the deepest places, he loses his way. First, he forgets his name. Then he forgets his shape. His gods of chaos, the most beloved, bless him new. Instinct: To disrupt the established order to rewrite the reality of Unleash chaos from the isolation of Attack Name Description Driven out of the city, the sectarian finds refuge in towns and villages. Discovered there, he flees to the hills and scrapes his devotion to the walls of the cave. Again he is found to be haunted by a knife and torch into the depths, crawling deeper and deeper until, in the deepest places, he loses his way. First, he forgets his name. Then he forgets his shape. His gods of chaos, the most beloved, bless him new. Instinct To undermine the established order of Special Features Page 16 Edit Content Page Bite (d10 +1 Damage) 16 HP 1 Armor Reach Well-known and categorized, Chimera is an improved creature. From the codices of the Mage's Guild to the famous pages of Cullain's creation Compendium, there is no confusion as to what chimera means. Two parts lioness, one part snake, the head of the she-goat, and all the vicious charm can be enjoyed. The actual ritual can vary, as can detail or two-more creative wizards to switch flame breath for acid, perhaps. Used as a guardian, killer or just a tool of unchained chaos, little matters. Chimera is the worst kind of abomination: a deliberate insult to all natural life. Instinct: To do what commanded Belch there flame to run them through the poison is a description of a well-known and categorized, chimera is an improved creature. From codices of the Mage's Guild to cullain's famous Creature Compendium sites, there is no confusion about what a chimera means. Two parts lioness, one part snake, the head of the she-goat, and all the vicious charm can be enjoyed. The actual ritual can vary, as can detail or two-more creative wizards to switch flame breath for acid, perhaps. Used as a guardian, killer or just a tool of unchained chaos, little matters. Chimera is the worst kind of abomination: a deliberate insult to all natural life. Instinct: To do what commanded Belch there flame to run them through the poison is a description of a well-known and categorized, chimera is an improved creature. From codices of the Mage's Guild to cullain's famous Creature Compendium sites, there is no confusion about what a chimera means. Two parts lioness, one part snake, the head of the she-goat, and all the vicious charm can be enjoyed. The actual ritual can vary, as can detail or two-more creative wizards to switch flame breath for acid, perhaps. Used as a guardian, killer or just a tool of unchained chaos, little matters. Chimera is the worst kind of abomination: a deliberate insult to all natural life. Instinct: To do what commanded Belch there flame to run them through the poison is a description of a well-known and categorized, chimera is an improved creature. From codices of the Mage's Guild to cullain's famous Creature Compendium sites, there is no confusion about what a chimera means. Two parts lioness, one part snake, the head of the she-goat, and all the vicious charm can be enjoyed. The actual ritual can vary, as can detail or two-more creative wizards to switch flame breath for acid, perhaps. Used as a guardian, killer or just a tool of unchained chaos, little matters. Chimera is the worst kind of abomination: a deliberate insult to all natural life. Instinct: To do what commanded Belch there flame to run them through the poison is a description of a well-known and categorized, chimera is an improved creature. From codices of the Mage's Guild to cullain's famous Creature Compendium sites, there is no confusion about what a chimera means. Two parts lioness, one part snake, the head of the she-goat, and all the vicious charm can be enjoyed. The actual ritual can vary, as can detail or two-more creative wizards to switch flame breath for acid, perhaps. Used as a guardian, killer or just a tool of unchained chaos, little matters. Chimera is the worst kind of abomination: a deliberate insult to all natural life. Instinct: To do what commanded Belch there flame to run them through the poison is a description of a well-known and categorized, chimera is an improved creature. From codices of the Mage's Guild to cullain's famous Creature Compendium sites, there is no confusion about what a chimera means. Two parts lioness, one part snake, the head of the she-goat, and all the vicious charm can be enjoyed. The actual ritual can vary, as can detail or two-more creative wizards to switch flame breath for acid, perhaps. Used as a guardian, killer or just a tool of unchained chaos, little matters. Chimera is the worst kind of abomination: a deliberate insult to all natural life. Instinct: To do what commanded Belch there flame to run them through the poison is a description of a well-known and categorized, chimera is an improved creature. From codices of the Mage's Guild to cullain's famous Creature Compendium sites, there is no confusion about what a chimera means. Two parts lioness, one part snake, the head of the she-goat, and all the vicious charm can be enjoyed. The actual ritual can vary, as can detail or two-more creative wizards to switch flame breath for acid, perhaps. Used as a guardian, killer or just a tool of unchained chaos, little matters. Chimera is the worst kind of abomination: a deliberate insult to all natural life. Instinct: To do what commanded Belch there flame to run them through the poison is a description of a well-known and categorized, chimera is an improved creature. From codices of the Mage's Guild to cullain's famous Creature Compendium sites, there is no confusion about what a chimera means. Two parts lioness, one part snake, the head of the she-goat, and all the vicious charm can be enjoyed. The actual ritual can vary, as can detail or two-more creative wizards to switch flame breath for acid, perhaps. Used as a guardian, killer or just a tool of unchained chaos, little matters. Chimera is the worst kind of abomination: a deliberate insult to all natural life. Instinct: To do what commanded Belch there flame to run them through the poison is a description of a well-known and categorized, chimera is an improved creature. From codices of the Mage's Guild to cullain's famous Creature Compendium sites, there is no confusion about what a chimera means. Two parts lioness, one part snake, the head of the she-goat, and all the vicious charm can be enjoyed. The actual ritual can vary, as can detail or two-more creative wizards to switch flame breath for acid, perhaps. Used as a guardian, killer or just a tool of unchained chaos, little matters. Chimera is the worst kind of abomination: a deliberate insult to all natural life. Instinct: To do what commanded Belch there flame to run them through the poison is a description of a well-known and categorized, chimera is an improved creature. From codices of the Mage's Guild to cullain's famous Creature Compendium sites, there is no confusion about what a chimera means. Two parts lioness, one part snake, the head of the she-goat, and all the vicious charm can be enjoyed. The actual ritual can vary, as can detail or two-more creative wizards to switch flame breath for acid, perhaps. Used as a guardian, killer or just a tool of unchained chaos, little matters. Chimera is the worst kind of abomination: a deliberate insult to all natural life. Instinct: To do what commanded Belch there flame to run them through the poison is a description of a well-known and categorized, chimera is an improved creature. From codices of the Mage's Guild to cullain's famous Creature Compendium sites, there is no confusion about what a chimera means. Two parts lioness, one part snake, the head of the she-goat, and all the vicious charm can be enjoyed. The actual ritual can vary, as can detail or two-more creative wizards to switch flame breath for acid, perhaps. Used as a guardian, killer or just a tool of unchained chaos, little matters. Chimera is the worst kind of abomination: a deliberate insult to all natural life. Instinct: To do what commanded Belch there flame to run them through the poison is a description of a well-known and categorized, chimera is an improved creature. From codices of the Mage's Guild to cullain's famous Creature Compendium sites, there is no confusion about what a chimera means. Two parts lioness, one part snake, the head of the she-goat, and all the vicious charm can be enjoyed. The actual ritual can vary, as can detail or two-more creative wizards to switch flame breath for acid, perhaps. Used as a guardian, killer or just a tool of unchained chaos, little matters. Chimera is the worst kind of abomination: a deliberate insult to all natural life. Instinct: To do what commanded Belch there flame to run them through the poison is a description of a well-known and categorized, chimera is an improved creature. From codices of the Mage's Guild to cullain's famous Creature Compendium sites, there is no confusion about what a chimera means. Two parts lioness, one part snake, the head of the she-goat, and all the vicious charm can be enjoyed. The actual ritual can vary, as can detail or two-more creative wizards to switch flame breath for acid, perhaps. Used as a guardian, killer or just a tool of unchained chaos, little matters. Chimera is the worst kind of abomination: a deliberate insult to all natural life. Instinct: To do what commanded Belch there flame to run them through the poison is a description of a well-known and categorized, chimera is an improved creature. From codices of the Mage's Guild to cullain's famous Creature Compendium sites, there is no confusion about what a chimera means. Two parts lioness, one part snake, the head of the she-goat, and all the vicious charm can be enjoyed. The actual ritual can vary, as can detail or two-more creative wizards to switch flame breath for acid, perhaps. Used as a guardian, killer or just a tool of unchained chaos, little matters. Chimera is the worst kind of abomination: a deliberate insult to all natural life. Instinct: To do what commanded Belch there flame to run them through the poison is a description of a well-known and categorized, chimera is an improved creature. From codices of the Mage's Guild to cullain's famous Creature Compendium sites, there is no confusion about what a chimera means. Two parts lioness, one part snake, the head of the she-goat, and all the vicious charm can be enjoyed. The actual ritual can vary, as can detail or two-more creative wizards to switch flame breath for acid, perhaps. Used as a guardian, killer or just a tool of unchained chaos, little matters. Chimera is the worst kind of abomination: a deliberate insult to all natural life. Instinct: To do what commanded Belch there flame to run them through the poison is a description of a well-known and categorized, chimera is an improved creature. From codices of the Mage's Guild to cullain's famous Creature Compendium sites, there is no confusion about what a chimera means. Two parts lioness, one part snake, the head of the she-goat, and all the vicious charm can be enjoyed. The actual ritual can vary, as can detail or two-more creative wizards to switch flame breath for acid, perhaps. Used as a guardian, killer or just a tool of unchained chaos, little matters. Chimera is the worst kind of abomination: a deliberate insult to all natural life. Instinct: To do what commanded Belch there flame to run them through the poison is a description of a well-known and categorized, chimera is an improved creature. From codices of the Mage's Guild to cullain's famous Creature Compendium sites, there is no confusion about what a chimera means. Two parts lioness, one part snake, the head of the she-goat, and all the vicious charm can be enjoyed. The actual ritual can vary, as can detail or two-more creative wizards to switch flame breath for acid, perhaps. Used as a guardian, killer or just a tool of unchained chaos, little matters. Chimera is the worst kind of abomination: a deliberate insult to all natural life. Instinct: To do what commanded Belch there flame to run them through the poison is a description of a well-known and categorized, chimera is an improved creature. From codices of the Mage's Guild to cullain's famous Creature Compendium sites, there is no confusion about what a chimera means. Two parts lioness, one part snake, the head of the she-goat, and all the vicious charm can be enjoyed. The actual ritual can vary, as can detail or two-more creative wizards to switch flame breath for