

MANDRAKE

Small, Plant



Lore
Highly venomous, the mandrake's root is said to have the power of attraction and "draws" men to it. Any person who touches or smells the root must make a DC 10 Wisdom saving throw or be charmed by the plant for 1 hour.

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Delicious IN
**DUNGEONS
& DRAGONS**

RED DRAGON

Huge, Dragon

Lore

The red dragon is a towering engine of fire and malice, in this dungeon ecosystem it is the apex predator.



Stats

HP: 10000
STR: 100
DEX: 100
CON: 300

Abilities

Legendary Actions (Turn): The Dragon can use Detect, Move, or Attack as legendary actions between turns.

Actions

Detect: The dragon makes three checks, one for each of his three heads. If he is hit, he gains a +1 bonus to his attack rolls for the rest of the turn.

Move: The dragon walks 10 feet in a straight line in any direction he chooses.

Attack: The dragon makes a multi-target attack. He is able to target multiple enemies at once. He can target up to 10 enemies. He has 12 attacks total. Each attack deals 1d8+5 bludgeoning damage.

For more details see [Red Dragon Stats](#)

THISTLE

Medium, Humanoid

Lore

Thistle is a powerful and unstable archmage who serves as the dungeon's final master. His magic warps the battlefield and toys with the minds of intruders, turning the entire lair into a shifting deathtrap.

Stats

ARMOR CLASS: 11 (magical robes)
Speed: 30 ft.
DEX: 12 (+0)
INT: 18 (+4)

Hit Points: 13 (2d8 + 4)

VEHICLE: 0 (+0)

SENSE: 11 (+2)

WEAKNESSES: 10 (+0)

Abilities

Legendary Action (Burn): Thistle can make a 10-foot radius of smoke or a cloud of dust, choosing from Move, Spell, or Teleport.

Move: Thistle can make a 10-foot radius of smoke or a cloud of dust, choosing from Move, Spell, or Teleport (direction does not matter).

Spell: Thistle can make a 10-foot radius of smoke or a cloud of dust, choosing from Move, Spell, or Teleport (direction does not matter).

Teleport: Thistle can make a 10-foot radius of smoke or a cloud of dust, choosing from Move, Spell, or Teleport (direction does not matter).

Reactions: On initiative count 20 (using next). Thistle can summon direzon creatures or animal allies to the environment by reciting certain incantations, or opening and closing doors.

Actions

Move: Thistle can make a 10-foot radius of smoke or a cloud of dust, choosing from Move, Spell, or Teleport (direction does not matter).

Spell: Thistle can make a 10-foot radius of smoke or a cloud of dust, choosing from Move, Spell, or Teleport (direction does not matter).

Teleport: Thistle can make a 10-foot radius of smoke or a cloud of dust, choosing from Move, Spell, or Teleport (direction does not matter).

Reactions: On initiative count 20 (using next). Thistle can summon direzon creatures or animal allies to the environment by reciting certain incantations, or opening and closing doors.

For more details see [Thistle Stats](#)

MINOTAUR

Large, Monstrosity

Lore

Large, powerful, horned and as gentle as the day is long. They will sacrifice an arm, leg, and even their life to live alone in the mountains or in any wasteland they are currently occupying, just as long as there is no one else around.

Stats

ARMOR CLASS: 11 (black mail, leather mail)
Speed: 30 ft.
DEX: 10 (-2)
INT: 8 (-3)

Hit Points: 85 (10d10 + 5)

VEHICLE: 0 (+0)

SENSE: 11 (+2)

WEAKNESSES: 10 (+0)

Abilities

Large Size: Minotaurs have the size of adults, but their anatomy is dragon-like because the minotaur is extremely muscular.

Low Light Vision: Minotaurs can see in dim light as if it were bright light. This grants them advantage on Wisdom (Perception) checks made to detect noise or movement in dark areas.

Actions

Constitution: When a Minotaur is hit in combat, it can only roll one of its Constitution dice to determine if it is hit. If it fails, it must make another Constitution check to see if it is hit again. If it fails both, it is considered to be dead.

Reactions: Minotaurs can only react to one attack at a time. If it is hit by one attack, it can only react to the next one attack. If it is hit by two attacks, it can only react to the second one.

Culinary Use

Minotaurs are not particularly fond of food, but if you can find a way to make it taste like meat, they will eat it.

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