

MANDRAKE

<i>Small, Plant</i>
Stats
AC: 13
HP: 22 (3d10 + 6) DEX: 8 (-1)
Speed: 0 ft.
(rooted) CON: 14 (+2) Immunities: passive Perception
INT: 12 (+1) Poison 11



Abilities

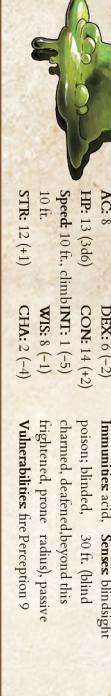
Uprooted: If uprooted, even unsuccessfully, the mandrake cannot take actions or move.

Actions

Terrifying Scream (Recharge 5–6): Each creature within 30 ft. of the mandrake that can hear it must make a DC 13 Wis save. On a failure, the creature is frightened for 1 minute and can repeat the save at the end of each of its turns, ending the effect on a success. Once a creature succeeds on the save or the effect ends for it, it is immune to this mandrake's scream for 24 hours.

Root Lash: Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Hit: 6 (2d4 + 2) bludgeoning damage, and the target is grappled (escape DC 12).

SLIME



Small, Ooze

Stats
AC: 8
HP: 13 (3d6) CON: 14 (+2)
Speed: 10 ft., climb: 10 ft. (-1)
STR: 10 ft. WIS: 8 (-1)
CHA: 2 (-4) DEX: 6 (-2)
Senses: blindsight 30 ft. (blind)
Immunities: acid, poison, blinded, charmed, deafened, beyond this frightened, prone, radius; passive Vulnerabilities fire, Perception 9

Abilities

Anomalous: The ooze can move through a space as narrow as 4 inches wide without squeezing. **Celling-Under:** If the slime spends at least 1 minute mattocking on a ceiling or high surface, it looks like wet stone or moss, and creatures passing directly beneath must succeed on a DC 13 Wisdom (Perception) check to notice it.

Fine-Step: If the slime takes any short rest within 30 feet by its calculations, even if the creature is invisible or obscured, unless it is holding a breath, it can step as if it had a full rest.

Core-Save: When a creature scores a critical hit on the slime with a piercing or blushing weapon, the blow ignites a vital organ. The slime takes an extra 5 (2d4) acid damage.

Actions

Pseudopod: Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) bludgeoning damage plus 3 (1d6) acid damage.

acid damage.

Clinging Attack (Recharge 5–6): If the slime is clinging to a ceiling or higher surface and a creature moves directly beneath it, the slime can drop as a special attack. The target must make a DC 13 Dex save; on a failure, the slime latches on the target's head or upper body, attaches, deals 5 (1d10) acid damage, and the target begins suffocating as the slime seals over its face. On a success, the target takes 3 (1d6) acid damage and the slime latches in an adjacent space.

Abilities

Uprooted: If uprooted, even unsuccessfully, the mandrake cannot take actions or move.

Actions

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Root Lash: Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Hit: 6 (2d4 + 2) bludgeoning damage, and the target is grappled (escape DC 12).

Abilities

Amorphous: The ooze can occupy another creature's space and vice versa.

Actions

Transparent: Even in plain sight, an unmoving ooze requires a successful Wisdom (Perception) check to spot; a creature that enters its space while unaware of it is surprised.

Abilities

Amorphous: The ooze can occupy another creature's space and vice versa.

Actions

Multistrike: The Kelpie makes one bite attack and one nail attack.

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

Nail: Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained. The Kelpie can have up to two creatures grappled at once, and when it moves, grappled creatures move with it.

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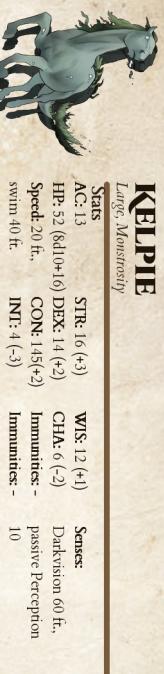
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KELPIE

<i>Large, Monstrosity</i>
Stats
AC: 13
HP: 52 (8d10+16) DEX: 14 (+2)
Speed: 20 ft., CON: 14 (+2)
INT: 4 (-3) Immunities: -
swim 40 ft. 10



HARPY



Medium, Monstrosity

Stats
AC: 13 (feathers and tough skin)
HP: 22 (4d8+4) DEX: 15 (-2)
Speed: 20 ft., fly: 50 INT: 5 (-2) Dex: +4
WIS: 10 (+0) SENSES: Perception +2

Abilities

Flock Tactics: While at least one conscious harpy ally is within 5 ft. of its target, the harpy has advantage on melee attacks against that target.

Swooping Harrier: If the harpy moved at least 20 ft. in a straight line on its turn, it does not provoke opportunity attacks when it flies out of a creature's reach.

Actions

Multistrike: The harpy makes two attacks: one with its talons and one with its beak.

Talon: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) slashing damage.

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

Raking Dive (Recharge 5–6): While flying, the harpy dives at a creature within 30 ft. of its flight path. The target must make a DC 13 Dex save or take 10 (3d6) slashing damage and be pushed up to 5 ft. in a direction of the harpy's choice (potentially off ledges as normal). On a success, the target takes half damage and is not pushed.

Abilities

Heat Sense: The Cockatrice senses the body heat of creatures within 60 ft. as if it had truesight.

Reactive Strikes:

Whenever a non-ally within 5 ft. moves away from it, the Cockatrice can make a talon attack against that creature as a reaction.

Legendary Resistance (1/day):

If the Cockatrice fails a saving throw, it can choose to succeed instead.

Actions

Multistrike: The Cockatrice makes one front attack and one back attack.

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

Constitution Save: If the Cockatrice has been reduced to 0 hit points, it can make a Constitution save or begin to turn to stone and is restored. The creature must repeat the save at the start of its next turn, becoming petrified on a failure or ending the effect on a success.

Talon: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 2) slashing damage, and the target is grappled (escape DC 12). If the target is a Medium or smaller creature, it is also restrained until the grapple ends.

Venomous Spit (Recharge 5–6): Ranged Weapon Attack: +4 to hit, range 30 ft., one target. Hit: 11 (2d10) poison damage, and the target must make a DC 14 Con save or begin to turn to stone as with the bite.

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Abilities

Amphibious: The mermaid can breathe air and water.

Siren's Grace:

The mermaid has advantage on Dexterity (Acrobatics) checks and attack rolls while in water.

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RED DRAGON

Huge, Dragon

AC: 17	CON: 21 (+5)	+4, CON +9, WIS +5; Immunities: Fire, Seals
HP: 110 (10d20 + 10)	INT: 16 (+3)	CHA +9; Skills: Insight +5, Paralysis, Sleep
Speed: 40 ft., Fly: 80 ft.	WIS: 13 (+1)	Senses: Truesight 120 ft., passive Perception 10
STR: 25 (+7)	CHA: 21 (+5)	Perception +0
DEX: 10 (+0)	DEX: 10 (+0)	Saving Throws: DEX Resistances: Fire 10

Abilities

Legendary Actions (3/turn): The Dragon can use Detect, Move, or Attack as legendary actions between turns.

Actions

Multistrike

The Dragon makes three attacks: one bite and two claw attacks.

Bite: Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 5) piercing damage.

Claw: Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 5) slashing damage.

Tail: Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 16 (2d8 + 5) bludgeoning damage.

Fire Breath (Recharge 5-0): The dragon exhales fire in a 60-ft. cone. Each creature in that area must make a DC 17 Dex save, taking 54 (12d8) fire damage on a failure, or half as much on a success.



THISTLE

Medium, Humanoid

Stats	CON: 14 (+2)	Skills: Arcana +7, Insight +6, Deception +4, lightning (within the robes)
AC: 16 (magical robes)	INT: 18 (+4)	Skills: Arcana +7, Deception +4, lightning (within the robes)
HP: 30 (2d8 + 40)	WIS: 16 (+3)	Senses: True sight 120 ft., passive Perception 10
Speed: 30 ft.	CHA: 17 (+3)	Immunities: fire, passive Perception 10
STR: 10 (+0)	Saving Throws: INT +0	Resistances: Chilled, Exhaustion 13
DEX: 12 (+1)	WIS: 16 (+0)	

Abilities

Legendary Actions (3/turn): Thistle can take 3 legendary actions per round, choosing Move, Spell (spending points equal to spell level), or Teleport (dimension door).

Lair Actions: On initiative count 20 (losing ties), Thistle can summon dungeon creatures or reshape the environment by moving terrain, platforms, or doors.

Actions

Multistrike: Thistle uses Spell-casting and may use Legendary Actions.

Acane Bolt: Melee Spell Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) psychic damage.

Spells: 3rd (3)—counter spell, fireball, summon undeath, 4th (3)—dimension door, polymorph, greater invisibility, 5th (1)—telekinesis, misty legerdemain, prestidigitation, message, 1st (4)—shield, magic missile, sleep, misdirection, 2nd (3)—scorching ray, mirror image, misty step, 3rd (3)—counter spell, fireball, summon undeath, 4th (3)—dimension door, polymorph, greater invisibility.

Psychological Attack (Recharge 5-0): Each creature Thistle can see within 60 ft. must make a DC 15 Wis save or have disadvantage on attack rolls and saves until the start of its next turn.



MINOTAUR

Large, Monstrosity

Stats	CON: 15 (+2)	Skills: Athletics +3, Perception +3
AC: 15 (thick hide, Speed: 40 ft.)	INT: 6 (-2)	
hardened muscle	STR: 20 (+5)	Senses: Darkvision 60 ft., passive Perception 10
HP: 95 (10d12 + 30)	DEX: 12 (+1)	
	CHA: 8 (-1)	
	COM: 16 (+3)	Skills: Athletics +8, Perception 13

Abilities

Labyrinth Strider: Difficult terrain made of rubble, broken masonry, or dungeon debris costs the minotaur no extra movement.

Tool Savvy: The minotaur can wield simple weapons and improvised tools and has advantage on Strength checks to break doors, chests, or restraints using whatever it can grab.

Actions

Gore/Mete: Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) piercing damage. If the minotaur moved at least 20 ft. straight toward the target this turn, the target takes an extra 7 (2d6) damage, and must make a DC 15 Str save or be knocked prone.

Hammerfist: Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) bludgeoning damage, and the target cannot take reactions until the start of its next turn as the blow rattles bone and armor.

Rend and Roar (Recharge 5-0): The minotaur makes one Gore and one Hammerfist attack against different targets it can see. Each creature hit must make a DC 13 Wis save or be frightened of the minotaur until the end of its next turn.

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