



*Delicious IN*  
**DUNGEONS  
& DRAGONS**



# MINOTAUR

*Large, Monstrosity*

Stat	Ability	Description
Attack	Attack	Attack (1d6 + 1d6 + shield result)
Speed	Speed	Speed (1d6 + 1d6 + shield result)
HP	HP	HP (10d12 + 30)
SP	SP	SP (2d6 + 15)

**Actions**  
Give Major Weight to the 1st & 2nd year. If 10 (20%) is given  
... take away 10 (20%) and give next according to 12C & 13C to show progress over time.  
**Homework**: Major: 100% (100% work = 10 x 10 = 100), minor: reg 10 (100%)  
... take away 10 (100%) and give next according to 12C & 13C to show progress over time.  
**Individual and Peer Reviewing**: 5-49

Minor can be handled much like



# THISTLE

*Medium, Humanoid*

MCUW, LUMU

**A**ility  
**S**core  
Armor Class 16 (magical)  
Speed: 30 ft.  
DEX: 12(+1)

**Legendary Actions (3/turn):** This character can take 3 legendary actions per round, choosing from Move, Spell, and Action. (If taking multiple spells, they can't spell twice) or Teleport (down one level).  
**Law Accords:** On initiative 0 (reactive), the character can change their alignment by one step (Lawful Good to Neutral Good, etc.). The environment by changing terrain, moving platforms, or opening and closing doors.

## Actions

**Katharina Böck** (University of Innsbruck) and myself organized a one-day conference at the University of Innsbruck on 10.10.2013, entitled *“Austrian Perspectives on Spinoza”*. This was the first Spinoza conference in Austria. It had a strong focus on Spinoza’s political philosophy, and included contributions from scholars from the USA, Canada, France, Germany, Italy, and the UK. The conference was organized in cooperation with the Institute for Philosophy and Social Theory (IfST) at Innsbruck. It had over 100 registered participants. We will publish the proceedings in 2014.

## Abilities

**Labyrinth Spider:** Difficult terrain made of rubble, broken masonry, or dungeon debris costs the minotaur no extra movement. **Tool Smry:** The minotaur can wield simple weapons and improvised tools; it has advantage on Strength checks to break doors, locks, or restraints in stone or wood.

## Actions



*The red door  
this dungeon*

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

## Abilities

**Actions** Legendary Actions (3/turn): The Draconic Warlock can make one or more attacks.

Dragon can use Detect, Reroll Attack as Legendary between turns.

**Actions:** The Dragon can use Detect, Move, or Attack as legendary actions between turns.

STR: 25(4)

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RED DRAGON

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