

MANDRAKE

Small, Plant



Lore

Upset: If provoked, even unsuccessfully, the mandrake cannot make any actions, or move any distance.

Actions

Actions	Upset: If provoked, even unsuccessfully, the mandrake cannot make any actions, or move any distance.
Upset	Upset. If provoked, even unsuccessfully, the mandrake cannot make any actions, or move any distance.

Actions	Tearing Root (Raging, 5d6): A torn root within 10 ft. of the mandrake can be used to cast a curse. The curse can last up to 1 hour, and can affect up to three creatures. If removed, the curse is removed.
Tearing Root (Raging, 5d6)	A torn root within 10 ft. of the mandrake can be used to cast a curse. The curse can last up to 1 hour, and can affect up to three creatures. If removed, the curse is removed.

SLIME

Small, Ooze



Lore

Slime is a basic Ooze that is the result of water and earth merging. It grows and spreads, feeding on meat and bone.

Actions

Actions	Slime (1d6): Slime that has been torn or sliced.
Slime (1d6)	Slime (1d6): Slime that has been torn or sliced.

Abilities

Abilities	Slime (1d6): Slime that has been torn or sliced.
Slime (1d6)	Slime (1d6): Slime that has been torn or sliced.

WALKING M...

Medium, Plant



Lore

Mushrooms are often harvested for their flavor, and some are also used for medicine and poisons. Due to the nature of their bodies, they have a strong and potent effect on those who eat them.

Abilities

Abilities	Slime (1d6): Slime that has been torn or sliced.
Slime (1d6)	Slime (1d6): Slime that has been torn or sliced.

Culinary Use

Culinary Use	Slime (1d6): Slime that has been torn or sliced.
Slime (1d6)	Slime (1d6): Slime that has been torn or sliced.

KELPIE

Large, Monstrosity



Abilities

Amphibious: The kelpie can breathe water and air. While it is swimming, it can move three times as fast as it can on land.

Actions

Actions	Amphibious: The kelpie can breathe water and air. While it is swimming, it can move three times as fast as it can on land.
Amphibious	Amphibious: The kelpie can breathe water and air. While it is swimming, it can move three times as fast as it can on land.

Culinary Use

Culinary Use	The meat of a kelpie is said to have taste and formality, a delicate delicacy if it can be obtained.

HARPY

Medium, Monstrosity



Lore

Harpies are winged humanoids that are often seen as enemies of heroes. They are known for their sharp claws and beaks, and their ability to fly.

Actions

Actions	Harpy (1d6): Harpy claws and talons.
Harpy (1d6)	Harpy (1d6): Harpy claws and talons.

Abilities

Abilities	Harpy (1d6): Harpy claws and talons.
Harpy (1d6)	Harpy (1d6): Harpy claws and talons.

IVING ARM...

Medium, Construct



Lore

Living arms are made of metal and bone, and are often used as weapons. They are often created by alchemists, and are used to attack enemies.

Actions

Actions	Living Arm (1d6): Living arm attacks.
Living Arm (1d6)	Living Arm (1d6): Living arm attacks.

Abilities

Abilities	Living Arm (1d6): Living arm attacks.
Living Arm (1d6)	Living Arm (1d6): Living arm attacks.

Culinary Use

Culinary Use	Living Arm (1d6): Living arm attacks.

DRYAD

Medium, Plant



Lore

A plant monster that resembles the body of a beautiful young humanoid, deeply attuned to the forest and dungeon flora around it.

Actions

Actions	Dryad (1d6): Dryad attacks.
Dryad (1d6)	Dryad (1d6): Dryad attacks.

Abilities

Abilities	Dryad (1d6): Dryad attacks.
Dryad (1d6)	Dryad (1d6): Dryad attacks.

MERMAID

Medium, Humanoid



Lore

Mermaids are often found in the ocean, and are known for their beauty and grace. They are often used as guides for sailors, and are known for their love of music and song.

Actions

Actions	Mermaid (1d6): Mermaid attacks.
Mermaid (1d6)	Mermaid (1d6): Mermaid attacks.

Abilities

Abilities	Mermaid (1d6): Mermaid attacks.
Mermaid (1d6)	Mermaid (1d6): Mermaid attacks.

Culinary Use

Culinary Use	Mermaid (1d6): Mermaid attacks.

COCKATRICE

Medium, Monstrosity



Abilities

These monsters resemble basilisks, but they're several times more dangerous.

Temperature: Once its poison is in your system, you'll turn to stone.

Actions

Actions	Attack: The cockatrice can use its body as a shield and its tail as a weapon. It can also use its wings to fly.
Attack	Attack: The cockatrice can use its body as a shield and its tail as a weapon. It can also use its wings to fly.

Culinary Use

Culinary Use	The meat of a cockatrice is said to be extremely potent, and can be used to cook food.

Delicious IN
**DUNGEONS
& DRAGONS**

RED DRAGO...

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: 1000
AC: 10
Speed: 30
STR: 10
DEX: 10
CON: 10

Hit Points: 1000 (+100 * 10)
STR: 10 (+5)
CON: 10 (+5)

Abilities

Legendary Actions [Molurn]: The Dragon can use Detect, Move, or Attack as legendary actions between turns.

Actions

Detect: The Dragon makes three strikes on the next few streaks.
Move: Move. A 10 ft. in the air to the next stack of fire, one range. Hit: 10 (2d10 + 5) fire damage.
Attack: Multi-Weapon Attack (-1) to hit in each stack of fire, one range. Hit: 10 (2d10 + 5) bludgeoning damage.
Call: Add 10 to Weapon Attack (-1) to hit in each stack of fire, one range. Hit: 10 (2d10 + 5) bludgeoning damage.

Fire Breath [Red-Horned]: A 30 ft. cone.



THISTLE

Medium, Humanoid

Lore

Thistle is a powerful and insatiable archimage who serves as the dungeon's foul master. His magic reshapes the battlefield and toys with the minds of numbers, turning the entire lair into a shifting deathtrap.

Abilities

Legendary Action (Bump): Thistle can make 3 legends of success for his next action or a new weapon in his hand.
Lair Actions: On initiative count 20 (repeating every 5 ft. of movement), Thistle can use DC 15 Intimidate skill check. If successful, he can summon dungeon creatures or manipulate the environment by reshaping terrain, moving platforms, or opening and closing doors.

Actions

Attack: Multi-attack (1d6 + 5) to hit in each stack of fire, one range. Hit: 10 (2d10 + 5) fire damage.
Spell: Telekinesis (DC 15). Telekinetic telekinesis: Telekinesis is used to pull objects. As will, using both hand and fingers, to move them. Telekinetic telekinesis: Telekinesis is used to pull objects. As will, using both hands, commanding them to do what you want them to do.
Hex: Hex (DC 15). Telekinetic hex: Telekinetic hex is used to curse others, commanding them to do what you want them to do.

Psychic Attack [Pain-Infused Sobs]

MINOTAUR

Large, Monstrosity

Lore

Large, powerful, feral humanoids and as such on this surface. They pull, scratch, tear, bite, and claw their way to live and through their very strength, they are considered. Very few are found in their lair.

Stats

HP: 100
AC: 10
Speed: 30
STR: 10 (+5)
DEX: 10 (+5)

Hit Points: 80 (10d10 + 8)

STR: 10 (+5)

DEX: 10 (+5)

Abilities

Labyrinth Walker (-10ft): At certain points of combat, broken doorway, or dangerous debris, the minotaur can turn around to turn movement back into movement, which is useful when trying to get away.

Actions

Great Mace: Warms attack (-1) to hit in each stack of fire, one range. Hit: 15 (3d10 + 5) bludgeoning damage. If the minotaur rounds off his 3rd strike, he can add another 5ft. to his range. Hit: 15 (3d10 + 5) bludgeoning damage. On hit, the enemy takes 1d6 bludgeoning damage to their AC.

Hand-to-Hand: Warms attack (-1) to hit in each stack of fire, one range. Hit: 15 (3d10 + 5) bludgeoning damage. On hit, the enemy takes 1d6 bludgeoning damage to their AC.

Culinary Use

Minotaur meat is extremely tough, but, if you cook it over a campfire, it becomes delicious.

Delicious IN
**DUNGEONS
& DRAGONS**

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