

MANDRAKE

Small, Plant



Lore

Small, Plant
Mandrakes are powerful plants that can be grown in pots or in the ground. They are often used as medicine, but are also used as ingredients in potions and other concoctions.

Lore

Large, Monstrosity
The kelpie is a large, misshapen, eel-like creature that can grow up to 10 feet long. It has a dark, scaly body and a long, thin neck ending in a horse's head. Its eyes are red and glowing, and it has sharp, serrated teeth.



Lore

Medium, Monstrosity
These numbers resemble goliaths, but they're several times more dangerous. Their heads are pitifully small, and their bodies are twice as wide. They have elaborate, multi-layered armor made of animal bones and skin, and their heads are covered in spikes, located by sensing temperature. Once its poison is in your system, you'll turn to stone.



Lore

Medium, Monstrosity
The cockatrice makes its home in forests and swamps. It has a scaly, multi-layered body and a head that looks like a rooster's. Its feathers are bright red and yellow, and its beak is sharp and curved. It has a long, spiky tail that it uses to defend itself.

SLIME

Small, Ooze



Lore

Small, Ooze
Slime is a slimy, oozy substance that grows on trees and rocks. It is often found in damp, shaded areas.

Lore

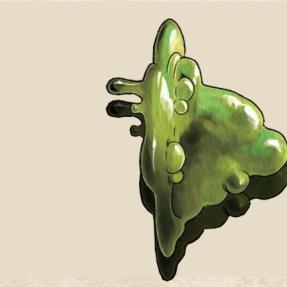
Medium, Monstrosity
The harpy is a large, winged, bird-like creature with a human head and torso. It has long, sharp talons and a beak filled with sharp, serrated teeth.

Lore

Medium, Monstrosity
The dryad is a forest spirit that resembles a young woman with a human head and torso. She has long, flowing hair and is often seen in the woods.

DRYAD

Medium, Plant



Lore

Medium, Plant
Dryads are forest spirits that are often found in the woods. They are known for their beauty and grace, and are often seen in the woods.

WALKING MUSHROOM

Medium, Plant



FLYING ARMOR

Medium, Constrict



Lore

Medium, Constrict
The harpy is a large, winged, bird-like creature with a human head and torso. It has long, sharp talons and a beak filled with sharp, serrated teeth.

Abilities

Stew'd Armor: If this is in contact with the armor, the molluscs inside will cook through and instantly be defeated (and edible).

CULINARY USE

Molluscs add flavor to soups.

Abilities

Stew'd Armor: If this is in contact with the armor, the molluscs inside will cook through and instantly be defeated (and edible).

CULINARY USE

Dried claws are added to soups.

MERMAID

Medium, Humanoid



Medium, Humanoid
Mermaids are often seen near the ocean, and are known for their beauty and grace. They are often seen swimming in the water, and are often seen interacting with other sea creatures.

Abilities

Ampibious: The mermaid can breathe air and water.

CULINARY USE

A Mermaid's breath can be added to soups, and their scales can be used to flavor soups.

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

Hit Points: 10 [hp(10 * 1)]
Speed: 40 ft, 8 ft, 8 ft
HP: 100 [hp(10 * 10)]
STR: 21 (+5)
CON: 21 (+5)

Abilities

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

Actions

Attack: The Dragon makes three attacks on each turn.
Bite: +10 to Hit. Weapon Attack: +11 to Hit. 1d10 + 5 damage. If successful, the target takes 1d10 fire damage.
Breath: +10 to Hit. Breath Attack: +11 to Hit. 1d10 + 5 damage. If successful, the target takes 1d10 fire damage.

THISTLE

Medium, Humanoid

Lore

Thistle is a powerful and untameable dragon who serves as the dungeon's final master. His magic hails from the battlefield and corrupts the minds of enemies, turning the entire lair into a shifting landscape.

Stats

Strength: 14 (+2) [hp(10 * 1)]
Dexterity: 16 (+3) [hp(10 * 1)]
Intelligence: 18 (+3) [hp(10 * 1)]
Wisdom: 12 (+1) [hp(10 * 1)]
Charisma: 20 (+5) [hp(10 * 1)]

Abilities

Legendary Actions (3/turn): Thistle can make a Legendary Action per round, choosing from Move, Spell, or Attack.

Move: Thistle can move up to his speed of 30 feet.

Attack: Thistle can make one attack on his turn.

Actions

Attack: Thistle can make one attack on his turn.

Spells: Thistle can cast one spell of his choice on his turn.

Skills: Thistle has proficiency in all skills.

Proficiency Bonus: +5

Proficiency Modifiers: +5

MINOTAUR

Large, Monstrosity

Lore

Minotaurs are powerful, horned, and as gentle as the Minotaur. They will sacrifice their strength and power to live among us, though our many misdeeds may overcompensate for their good nature.

Stats
Strength: 18 (+4) [hp(10 * 10)]
Dexterity: 10 (+0) [hp(10 * 1)]
Intelligence: 6 (-2) [hp(10 * 1)]
Wisdom: 8 (+1) [hp(10 * 1)]
Charisma: 12 (+2) [hp(10 * 1)]

Abilities

Tool Proficiency: The minotaur is well-versed in the use of Axes, battle axes, battle maces, and battle axes. He also has proficiency in Axes, battle axes, battle maces, and battle axes. He also has proficiency in Strength due to his horned form.

Skills: The minotaur is well-versed in the use of Axes, battle axes, battle maces, and battle axes. He also has proficiency in Strength due to his horned form.

Proficiency Bonus: +5



Culinary Use

Minotaur meat is delicious and delectable.

Delicious IN
**DUNGEONS
& DRAGONS**

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