

MANDRAKE

Small, Plant



Lore

Uprooted: If uprooted, even unsuccessfully, the mandrake cannot make any actions, or move any distance.

Abilities

Uprooted: If uprooted, even unsuccessfully, the mandrake cannot make any actions, or move any distance.

Actions

Uprooted: If uprooted, even unsuccessfully, the mandrake cannot make any actions, or move any distance.

Culinary Use

Mandrake root (by weight)

SLIME

Small, Ooze



Lore

Slime is a slimy ooze that can be used to trap or poison enemies.

Abilities

Slime is a slimy ooze that can be used to trap or poison enemies.

Actions

Slime is a slimy ooze that can be used to trap or poison enemies.

Culinary Use

Slime (1/2 lb.) (1-2 portions). If cooked with citrus and dried properly, this becomes a flavorful, light-yellow flavoring ingredient.

WALKING MUSHROOM

Medium, Plant



Lore

Walking mushrooms are often found in damp, shaded areas. They are often used as a food source by the gnomes of the forest, and their stems are often used to identify the "true" gnomes.

Abilities

Spore Cloud (Recharge 5-6): Hit Points: 20 (10d10 + 4)

Actions

Spore Cloud (Recharge 5-6): Hit Points: 20 (10d10 + 4)

Culinary Use

Mushroom stalk (by weight)

KELPIE

Large, Monstrosity



Lore

Alone: The kelpie can occupy another creature's space and vice versa. Trapped: Even when the kelpie is in a trap, it does not succeed on Perception checks to notice it or to notice that it has been triggered.

Abilities

Alone: The kelpie can occupy another creature's space and vice versa. Trapped: Even when the kelpie is in a trap, it does not succeed on Perception checks to notice it or to notice that it has been triggered.

Actions

Alone: The kelpie can occupy another creature's space and vice versa. Trapped: Even when the kelpie is in a trap, it does not succeed on Perception checks to notice it or to notice that it has been triggered.

Culinary Use

The meat is much like mutton, however, it is extremely fatty if it can be obtained.

HARRY

Medium, Monstrosity



Lore

Harry is a large, winged monstrosity.

Abilities

Harry is a large, winged monstrosity.

Actions

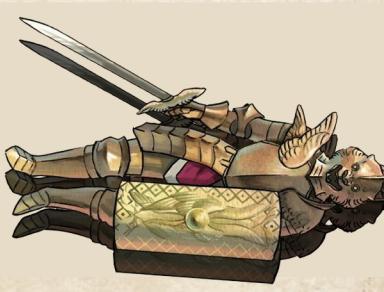
Harry is a large, winged monstrosity.

Culinary Use

Draugr (gutted and skinned)

FLYING ARMOR

Medium, Constrict



Lore

Flying armor is a rare and powerful item.

Abilities

Steered Armor: If fine is in contact with the armor, the molluscs inside will cook the flesh and instantly be defeated (and edible).

Actions

Steered Armor: If fine is in contact with the armor, the molluscs inside will cook the flesh and instantly be defeated (and edible).

Culinary Use

Living flesh (as meat or mucus)

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.

Abilities

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

Actions

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

Culinary Use

Raw leaf: Medium, Plant

COCKATRICE

Medium, Monstrosity



Lore

These monsters resemble hawks, but they're covered in more dangerous feathers and have sharp talons.

Abilities

These monsters resemble hawks, but they're covered in more dangerous feathers and have sharp talons.

Actions

These monsters resemble hawks, but they're covered in more dangerous feathers and have sharp talons.

Culinary Use

Raw flesh: Small, Plant

MERMAID

Medium, Humanoid



Lore

Mermaids are often found in deep, dark waters, where they can be seen swimming gracefully.

Abilities

Siren's Grace: The mermaid can breathe air and water (Aerobiosis) checks and attack rolls while in water.

Actions

Siren's Grace: The mermaid can breathe air and water (Aerobiosis) checks and attack rolls while in water.

Culinary Use

A Mermaid's scales (as mucus)

Delicious IN
**DUNGEONS
& DRAGONS**

RED DRAGON

Huge, Dragon



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

Lore

Actions

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

Abilities

Medium, Humanoid

Ability	Description
Attack	Hit Points: 10 (10d10 + 10) Speed: 30 ft. Damage: 1d10 + 5 (1d10 + 5) per bite Bite: 1d10 + 5 (1d10 + 5) plus damage Wing: 1d10 + 5 (1d10 + 5) plus damage Wing: 1d10 + 5 (1d10 + 5) plus damage



THISTLE

Medium, Humanoid

Lore

Medium, Humanoid

Abilities

Ability	Description
Attack	Hit Points: 10 (10d10 + 10) Speed: 30 ft. Damage: 1d10 + 5 (1d10 + 5) per bite Bite: 1d10 + 5 (1d10 + 5) plus damage Wing: 1d10 + 5 (1d10 + 5) plus damage Wing: 1d10 + 5 (1d10 + 5) plus damage

Actions

Medium, Humanoid

Abilities

Ability	Description
Attack	Hit Points: 10 (10d10 + 10) Speed: 30 ft. Damage: 1d10 + 5 (1d10 + 5) per bite Bite: 1d10 + 5 (1d10 + 5) plus damage Wing: 1d10 + 5 (1d10 + 5) plus damage Wing: 1d10 + 5 (1d10 + 5) plus damage

MINOTAUR

Large, Monstrosity

Lore

Large, Monstrosity

Abilities

Ability	Description
Attack	Hit Points: 10 (10d10 + 10) Speed: 30 ft. Damage: 1d10 + 5 (1d10 + 5) per bite Bite: 1d10 + 5 (1d10 + 5) plus damage Wing: 1d10 + 5 (1d10 + 5) plus damage Wing: 1d10 + 5 (1d10 + 5) plus damage

Actions

Large, Monstrosity

Abilities

Ability	Description
Attack	Hit Points: 10 (10d10 + 10) Speed: 30 ft. Damage: 1d10 + 5 (1d10 + 5) per bite Bite: 1d10 + 5 (1d10 + 5) plus damage Wing: 1d10 + 5 (1d10 + 5) plus damage Wing: 1d10 + 5 (1d10 + 5) plus damage



CULINARY USE

Minotaur is considered a delicacy.

Delicious IN
**DUNGEONS
& DRAGONS**

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