

Bearded Devil, M

3

NAME						CR
13 AC	52 HP	10 PASSIVE PERCEPTION	30 SPEED			
STR	DEX	CON	INT	WIS	CHA	
3	2	2	-1	0	0	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS

Darkvision 120', resist: cold, bps
nonmagic/nonsilver, immune: fire, poison
Devil's Sight: Can see in magical darkness
Magic Resistance: Adv vs magic
Steadfast: If ally in 30', immune fright

2
PROF

ACTIONS

Multiattack: 1 beard, 1 glaive
Beard: +5, 1d8+2p, DC 12 Con save or poison
1min/until save
Glaive: 10', +5, 1d10+3s, DC 12 Con save or lose
cumulative 1d10 HP ongoing (DC 12
Medicine/magic healing ends)

Behir, H

11

NAME						CR
70 AC	168 HP	16 PASSIVE PERCEPTION	50/40c SPEED			
STR	DEX	CON	INT	WIS	CHA	
6 BONUS	3 BONUS	4 BONUS	-2 BONUS	2 BONUS	1 BONUS	

SKILLS / TRAITS

Darkvision 90', Perception +6, Stealth +7,
immune: lightning

4
PROF

ACTIONS

Multiattack: 1 bite, 1 constrict
Bite: LV, +10, 3d10+6p
Constrict: <H, +10, 2d10+6s & 2d10+6s, grappled & restrained
escape DC 16
Lightning Breath (5-6): 20'x5', DC 16 Dex save, 12d10 lightning,
save half
Swallow: <L, grappled target, if bite hits, blinded & restrained, 6d6
acid ongoing, 1 creature. If target deals 30+ damage 1 turn, behir
DC 14 Con save or exit

Berserker, M

2

NAME				CR	
13 AC	67 HP	10 PASSIVE PERCEPTION	30 SPEED		
STR	DEX	CON	INT	WIS	CHA
3 BONUS	1 BONUS	3 BONUS	-1 BONUS	0 BONUS	-1 BONUS

SKILLS / TRAITS

Reckless: Can have adv on melee attacks,
grants adv to others' attacks that target
berserker until start of its next turn

2
PROF

ACTIONS

Greataxe: +5, 1d13+3s

Black Dragon Wyrmling, M

2

NAME						CR
17 AC	33 HP	14 PASSIVE PERCEPTION	30/60f 30s SPEED			
STR	DEX	CON	INT ☐	WIS ☐	CHA ☐	
2 BONUS	2 BONUS	1 BONUS	0 BONUS	0 BONUS	1 BONUS	

SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception
+4, Stealth +4, immune: acid

Amphibious: Breathe air & water

2
PROF

ACTIONS

Bite: +4, 1d10+2p & 1d4 acid
Acid Breath (5-6): 15'x5' line, DC 11
Dex save, 5d8 acid, save half

Black Pudding, L

4

NAME						CR
7 AC	85 HP	8 PASSIVE PERCEPTION	20/20c SPEED			
STR	DEX	CON	INT	WIS	CHA	
3 BONUS	-3 BONUS	3 BONUS	-5 BONUS	-2 BONUS	-5 BONUS	

SKILLS / TRAITS

Blindsight 60', immune: blind, acid, charm, cold, deaf,
exhaust, fright, lightning, prone, slashing
Amorphous: >1" no squeezing
Corrosive Form: Touch/hit 1d8 acid,
nonmagic weapon cumulative -1 damage (-5
destroys)
Spider Climb: Climb difficult surfaces no check

2
PROF

ACTIONS

Pseudopod: +5, 1d6+3b & 4d8 acid,
nonmagic armor cumulative -1 AC (AC 10
destroys)
Split (react): If >S pudding dealt lightning
or slashing & has 10 HP, split into 2 smaller

Black Bear, M

1/2

NAME						CR
11 AC	19 HP	13 PASSIVE PERCEPTION	40/30c SPEED			
STR	DEX	CON	INT ☐	WIS ☐	CHA ☐	
2 BONUS	0 BONUS	2 BONUS	-4 BONUS	1 BONUS	-2 BONUS	

SKILLS / TRAITS

Perception +3

Keen Smell: Adv on Perception for smell

2
PROF

ACTIONS

Multiattack: 1 bite, 1 claws
Bite: +3, 1d5+2p
Claws: +3, 2d4+2s

Blink Dog, M

1/4

NAME						CR
13 AC	22 HP	13 PASSIVE PERCEPTION	40 SPEED			
STR	DEX	CON	INT	WIS	CHA	
1 BONUS	3 BONUS	1 BONUS	0 BONUS	1 BONUS	0 BONUS	

SKILLS / TRAITS

Perception +3, Stealth +5

Keen Hearing & Smell: Adv on Perception
for hearing & smell

2
PROF

ACTIONS

Bite: +3, 1d6+1p
Teleport (4-6): 1 bite, teleport 40'

Blood Hawk, S

1/8

NAME						CR
12 AC	7 HP	14 PASSIVE PERCEPTION	10/60 SPEED			
STR	DEX	CON	INT	WIS	CHA	
-2 BONUS	2 BONUS	0 BONUS	-4 BONUS	2 BONUS	-3 BONUS	

SKILLS / TRAITS

Perception +4

Keen Sight: Adv on Perception for sight
Pack Tactics: Adv on attack if ally
within 5' of target

2
PROF

ACTIONS

Beak: +4, 1d4+2p