

Blue Dragon Wyrmling, M

3

NAME

CR

17 AC	52 HP	14 PASSIVE PERCEPTION	30/15b/ 60f SPEED
STR 3 BONUS	DEX 0 BONUS	CON 2 BONUS	INT 1 BONUS
WIS 0 BONUS	CHA 2 BONUS		

SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception +4, Stealth +2, immune: lightning

2

PROF

ACTIONS

Bite: +5, 1d10+3p & 1d6 lightning
Lightning Breath (5-6): 30'x5' line, DC 12 Dex save, 4d10 lightning, save half

Boar, M

1/4

NAME

CR

11 AC	11 HP	9 PASSIVE PERCEPTION	40 SPEED
STR 1 BONUS	DEX 0 BONUS	CON 1 BONUS	INT -4 BONUS
WIS -1 BONUS	CHA -3 BONUS		

SKILLS / TRAITS

Charge: If 20' toward target and hit, +1d6s & DC 11 Str save or prone
Relentless (R short/long rest): If <8 damage reduces to 0 HP, reduce to 1 HP instead

2

PROF

ACTIONS

Tusk: +3, 1d6+1s

Bone Devil, L

9

NAME

CR

19 AC	142 HP	12 PASSIVE PERCEPTION	40/40f SPEED
STR 4 BONUS	DEX 3 BONUS	CON 4 BONUS	INT 1 BONUS
WIS 2 BONUS	CHA 3 BONUS		

SKILLS / TRAITS

Darkvision 120', Deception +7, Insight +6, resist: cold, bps nonmagic/nonsilver, immune: fire, poison
Devil's Sight: See in magical darkness
Magic Resistance: Adv on saves vs magic

4

PROF

ACTIONS

Multitattack: 2 claw, 1 sting

Claw: 10', +8, 1d8+4s
Sting: 10', +8, 2d8+4p & 5d6 poison, DC 14 Con save or poisoned 1min/until save

Brass Dragon Wyrmling, M

1

NAME

CR

16 AC	16 HP	14 PASSIVE PERCEPTION	30/15b/ 60f SPEED
STR 2 BONUS	DEX 0 BONUS	CON 1 BONUS	INT 0 BONUS
WIS 0 BONUS	CHA 1 BONUS		

SKILLS / TRAITS

Darkvision 120', blindsight 10', Perception +4, Stealth +2, immune: fire

2

PROF

ACTIONS

Bite: +4, 1d10+2p
Fire Breath (5-6): 20'x5' line, DC 11 Dex save, 4d6 fire, save half
Sleep Breath (5-6): 15' cone, DC 11 Con save or unconscious 1min

Bronze Dragon Wyrmling, M

2

NAME

CR

17 AC	32 HP	14 PASSIVE PERCEPTION	30/60f/ 30s SPEED
STR 3 BONUS	DEX 3 BONUS	CON 3 BONUS	INT 3 BONUS
WIS 3 BONUS	CHA 3 BONUS		

SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception +4, Stealth +2, immune: lightning

Amphibious: Breathe air & water

2

PROF

ACTIONS

Bite: +5, 1d10+3p
Lightning Breath (5-6): 40'x5' line, DC 12 Dex save, 3d10 lightning, save half
Repulsion Breath (5-6): 30' cone, DC 12 Str save or pushed 30'

Brown Bear, L

1

NAME

CR

11 AC	34 HP	13 PASSIVE PERCEPTION	40/30c SPEED
STR 4 BONUS	DEX 0 BONUS	CON 3 BONUS	INT -4 BONUS
WIS 1 BONUS	CHA -2 BONUS		

SKILLS / TRAITS

Perception +3

Keen Smell: Adv on Perception for smell

2

PROF

ACTIONS

Multitattack: 1 bite, 1 claws

Bite: +5, 1d8+4p
Claws: +5, 2d6+4s

Bugbear, M

1

NAME

CR

16 AC	27 HP	10 PASSIVE PERCEPTION	30 SPEED
STR 2 BONUS	DEX 2 BONUS	CON 1 BONUS	INT -1 BONUS
WIS 0 BONUS	CHA -1 BONUS		

SKILLS / TRAITS

Darkvision 60', Stealth +6, Survival +2

Brute: Extra die of melee damage (included)
Surprise Attack: If surprises and hits, +2d6 damage

2

PROF

ACTIONS

Morningstar: +4, 2d8+2p
Javelin: 30/120, +4, 2d6+2p/1d6+2p R

Bulette, L

5

NAME

CR

17 AC	94 HP	16 PASSIVE PERCEPTION	40/40b SPEED
STR 4 BONUS	DEX 0 BONUS	CON 5 BONUS	INT -4 BONUS
WIS 0 BONUS	CHA -3 BONUS		

SKILLS / TRAITS

Darkvision 60', tremorsense 60', Perception +6

Standing Leap: 30' long jump, 15' high jump

3

PROF

ACTIONS

Bite: +7, 4d12+4p
Deadly Leap: If jump at least 15', land in space of creatures. DC 16 Str/Dex save or prone & 3d6+4b & 3d6+4s. Save half & no prone, pushed 5' away