

### Blue Dragon Wyrmling, *M*

3

NAME

CR

17 AC 52 HP 14 PASSIVE PERCEPTION 30/15b/60f SPEED

STR 3 DEX 0 CON 2 INT 1 WIS 0 CHA 2

**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 DEX 0 CON 1 INT -4 WIS -1 CHA -3

**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*

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NAME

CR

19 AC 142 HP 12 PASSIVE PERCEPTION 40/40f SPEED

STR 4 DEX 3 CON 4 INT 1 WIS 2 CHA 3

**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 DEX 0 CON 1 INT 0 WIS 0 CHA 1

**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 DEX 3 CON 3 INT 3 WIS 3 CHA 3

**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 DEX 0 CON 3 INT -4 WIS 1 CHA -2

**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 DEX 2 CON 1 INT -1 WIS 0 CHA -1

**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*

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NAME

CR

17 AC 94 HP 16 PASSIVE PERCEPTION 40/40b SPEED

STR 4 DEX 0 CON 5 INT -4 WIS 0 CHA -3

**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