

**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, **+1d6** & 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    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

**Multiattack:** 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

**Multiattack:** 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****5**

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