

Bearded Devil, M

3

NAME

CR



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/untill 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



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

4 PROF

ACTIONS

Multiattack: 1 bite, 1 constrict
Bite: 10', +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



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



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



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



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



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



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