

# ELDER BULETTE

*Huge monstrosity, lawful evil*

**Armour Class** 18 (Natural Armour)

**Hit Points** 172 (15d12+75)

**Speed** 40 ft., burrow 40 ft.

Str	Dex	Con	Int	Wis	Cha
21 (+5)	11 (+0)	21 (+5)	3 (-4)	9 (-1)	5 (-3)

**Skills** Perception +5

**Senses** darkvision 60 ft., Tremorsense 60 ft., passive Perception 15

**Challenge** 7 (2,900 XP)

**Standing Leap.** The bulette's long jump is up to 30 ft. and its high jump is up to 15 ft., with or without a running start.

## Actions

**Multiattack.** The elder bulette makes a bite attack and a bodyslam attack. The bulette can't make both attacks against the same target.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 37 (5d12 + 5) piercing damage.

**Bodyslam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage and the target must succeed on a DC 17 Strength saving throw or be knocked prone..

**Deadly Leap.** If the bulette jumps at least 15 ft. as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 17 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 27 (4d10 + 5) bludgeoning damage plus 32 (6d8 + 5) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 ft. out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.