

Girallon

Large, Monstrosity, Unaligned

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ARMOR CLASS

15

HIT POINTS

119 (14d10 + 42)

CHALLENGE

4 | 1,100 XP

PROFICIENCY

+3

Speed Walk 40 ft., Climb 40 ft.

Initiative +3

Saving Throws Str +8

Skills Athletics +8, Perception +5

Senses Darkvision 60 ft.; Passive Perception 15

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Languages None

STR20
+5**DEX**16
+3**CON**16
+3**INT**5
-3**WIS**14
+2**CHA**8
-1

Traits

Four-Armed Climber. The girallon has Advantage on Strength checks made to climb, grapple, or shove.

Frenzied Display. When the girallon bloody a creature, hostile creatures within 10 feet have Disadvantage on their next Wisdom saving throw before the end of the round.

Actions

Multiattack. The girallon makes four Claw attacks and one Bite attack.

Claw. Melee Attack Roll: +8, reach 5 ft. Hit: 9 (1d8 + 5) Slashing damage.

Bite. Melee Attack Roll: +8, reach 5 ft. Hit: 12 (2d6 + 5) Piercing damage.

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