

Gray Render

Large, Monstrosity, Chaotic Neutral

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ARMOR CLASS

17

HIT POINTS

212 (17d10 + 119)

CHALLENGE

12 | 8,400 XP

PROFICIENCY

+4

Speed Walk 40 ft.

Initiative +1

Saving Throws Con +11, Str +11

Skills Perception +5

Senses Darkvision 60 ft.; Passive Perception 15

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Languages None

STR24
+7**DEX**12
+1**CON**24
+7**INT**3
-4**WIS**12
+1**CHA**8
-1

Traits

Bonded Rampage. When a creature the render is bonded to takes damage within 60 feet, the render has Advantage on its next attack roll before the end of its next turn.

Siege Muscle. The render deals double damage to objects and structures.

Actions

Multiattack. The render makes three attacks: Bite and two Claws.

Bite. Melee Attack Roll: +11, reach 5 ft. Hit: 24 (3d10 + 8) Piercing damage.

Claw. Melee Attack Roll: +11, reach 10 ft. Hit: 21 (3d8 + 8) Slashing damage.

Protective Roar (Recharge 5-6). Strength Saving Throw: creatures of the render choice within 20 feet. Failure: 63 (14d8) Thunder damage and the target falls Prone. Success: Half damage.

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