

Grell

Medium, Aberration, Neutral Evil

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ARMOR CLASS

12

HIT POINTS

55 (10d8 + 10)

CHALLENGE

3 | 700 XP

PROFICIENCY

+2

Speed Fly 30 ft. (hover), Walk 10 ft.

Initiative +2

Saving Throws N/A

Skills Stealth +6, Perception +4

Damage Immunities Lightning

Condition Immunities Blinded, Prone

Senses Blindsight 60 ft.; Passive Perception 14

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Languages Grell

STR

15
+2

DEX

14
+2

CON

13
+1

INT

12
+1

WIS

11
+0

CHA

9
-1

Actions

Multiattack. The grell makes one Tentacles attack and one Beak attack.

Tentacles. Melee Attack Roll: +4, reach 10 ft. Hit: Piercing plus Poison damage, and the target may have the Paralyzed and Grappled conditions.

Beak. Melee Attack Roll: +4, reach 5 ft. Hit: Piercing damage.

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