

Grick Alpha

Large, Monstrosity, Neutral

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ARMOR CLASS

16

HIT POINTS

115 (14d10 + 42)

CHALLENGE

7 | 2,900 XP

PROFICIENCY

+3

Speed Walk 30 ft., Climb 30 ft.

Initiative +2

Saving Throws N/A

Skills Stealth +5, Perception +5

Damage Resistances Bludgeoning, Piercing, Slashing from nonmagical attacks

Senses Darkvision 60 ft.; Passive Perception 15

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Languages None

STR19
+4**DEX**14
+2**CON**16
+3**INT**4
-3**WIS**14
+2**CHA**9
-1

Traits

Stone-Hide Ambush. The grick has Advantage on Dexterity (Stealth) checks made to hide among stone, rubble, or cavern walls.

Pack-Tunnel Instinct. A smaller grick or allied cave predator within 10 feet of the alpha can use the alpha as half cover.

Rubbery Hide. The alpha reduces nonmagical Bludgeoning damage it takes by 3.

Actions

Multiattack. The alpha makes three Tendril attacks and one Beak attack.

Tendril. Melee Attack Roll: +7, reach 10 ft. Hit: 11 (2d6 + 4) Slashing damage.

Beak. Melee Attack Roll: +7, reach 5 ft. Hit: 13 (2d8 + 4) Piercing damage.

Cavern Thrash (Recharge 5-6). Strength Saving Throw: creatures of the alpha choice within 10 feet. Failure: 17 (3d8 + 4) Bludgeoning damage and the target falls Prone. Success: Half damage.

Reactions

Sudden Coil. When a creature the alpha can see moves within 10 feet, the alpha makes one Tendril attack against it.

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