

# Grung

Small, Humanoid (Grung), Lawful Evil

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block. Downloaded from Monster Almanac. Use the online version for linked tools, hunts, fears, and generator prompts.

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**ARMOR CLASS**

13

**HIT POINTS**

11 (2d6 + 4)

**CHALLENGE**

1/4 | 50 XP

**PROFICIENCY**

+2

**Speed** Swim 25 ft., Walk 25 ft., Climb 25 ft.

**Initiative** +2

**Saving Throws** Dex +4

**Skills** Stealth +4, Athletics +2, Perception +2

**Senses** Passive Perception 12

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**Languages** Grung

**STR**7  
-2**DEX**14  
+2**CON**14  
+2**INT**10  
+0**WIS**11  
+0**CHA**10  
+0

## Traits

**Amphibious.** The grung can breathe air and water.

**Poison Skin.** A creature that grapples the grung or hits it with an unarmed strike takes 2 (1d4) Poison damage.

## Actions

**Dagger.** Melee or Ranged Attack Roll: +4, reach 5 ft. or range 20/60 ft. Hit: 4 (1d4 + 2) Piercing damage plus 2 (1d4) Poison damage.

**Shortbow.** Ranged Attack Roll: +4, range 80/320 ft. Hit: 5 (1d6 + 2) Piercing damage plus 2 (1d4) Poison damage.

## Bonus Actions

**Standing Leap.** The grung jumps up to 15 feet horizontally or 10 feet vertically without provoking Opportunity Attacks.

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## CONTENT NOTICE

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Original Monster Almanac compatible game statistics. This entry is designed for 5e-style tabletop play and does not reproduce closed-book stat block text.

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