

GLUURMIHK

Large • Fiend (Demon) • Chaotic Evil

Armor Class 14

Initiative -1 (9)

Hit Points 104 (11d10 + 44)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	18 (+4)	9 (-1)	12 (+1)	9 (-1)

Saving Throws Str +8, Con +8

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal

CR 9 (XP 5,000; PB +4)



ACTIONS

Bite. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 26 (4d10 + 4) piercing damage plus 9 (2d8) poison damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16). While grappled this way, the target is restrained.

Rolling Ram. The gluurmihk moves up to its speed in a straight line and must move at least 5 feet before it reaches the first target. The gluurmihk can move through the spaces of Huge or smaller creatures, stopping early if it impacts against a solid surface, in which case the gluurmihk becomes incapacitated until the end of its next turn. *Dexterity Saving Throw:* DC 16 (with disadvantage if rolling downhill), each creature whose space the gluurmihk enters for the first time during this move. *Failure:* 36 (5d12 + 4) bludgeoning damage, and the target is knocked prone, incapacitated, and the gluurmihk stops its movement. *Success:* The target moves to an unoccupied space within 5 feet of the gluurmihk. If there is no unoccupied space, the target fails the save instead.

BONUS ACTIONS

Swallow. *Strength Saving Throw:* DC 16, one Medium or smaller creature grappled by the gluurmihk (it can have only one creature swallowed at a time). *Failure:* The target is swallowed by the gluurmihk, and the grapple ends. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the gluurmihk, and the gluurmihk halves the damage it takes (round down), and the swallowed target takes the same amount of damage. If the gluurmihk takes 20 damage or more on a single turn from a creature inside it, the gluurmihk must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls in a space within 5 feet of the gluurmihk and is prone. If the gluurmihk dies, a swallowed creature is no longer restrained and can escape from the corpse using 10 feet of movement, exiting prone.

Tongue. *Strength Saving Throw:* DC 16, one creature within 20 feet of the gluurmihk that it can see. *Failure:* The target is pulled up to 20 feet toward the gluurmihk.

GLUURMIHK — WEAKER

Armor Class 13

Initiative -1 (9)

Hit Points 76 (9d10 + 27)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	16 (+3)	9 (-1)	10 (+0)	9 (-1)

Saving Throws Str +6, Con +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal

CR 6 (XP 2,300; PB +3)



ACTIONS

Bite. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 19 (3d10 + 3) piercing damage plus 4 (1d8) poison damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). While grappled this way, the target is restrained.

Rolling Ram. The gluurmihk moves up to its speed in a straight line and must move at least 5 feet before it reaches the first target. The gluurmihk can move through the spaces of Huge or smaller creatures, stopping early if it impacts against a solid surface, in which case the gluurmihk becomes incapacitated until the end of its next turn. *Dexterity Saving Throw:* DC 14 (with disadvantage if rolling downhill), each creature whose space the gluurmihk enters for the first time during this move. *Failure:* 29 (4d12 + 3) bludgeoning damage, and the target is knocked prone, incapacitated, and the gluurmihk stops its movement. *Success:* The target moves to an unoccupied space within 5 feet of the gluurmihk. If there is no unoccupied space, the target fails the save instead.

GLUURMIHK — STRONGER

Armor Class 15

Hit Points 126 (12d10 + 60)

Speed 30 ft.

Initiative -1 (9)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	20 (+5)	9 (-1)	12 (+1)	9 (-1)

Saving Throws Str +8, Con +8

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal

CR 12 (XP 8,400; PB +4)



ACTIONS

Bite. *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 32 (5d10 + 5) piercing damage plus 9 (2d8) poison damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). While grappled this way, the target is restrained.

Rolling Ram. The gluurmihk moves up to its speed in a straight line and must move at least 5 feet before it reaches the first target. The gluurmihk can move through the spaces of Huge or smaller creatures, stopping early if it impacts against a solid surface, in which case the gluurmihk becomes incapacitated until the end of its next turn. *Dexterity Saving Throw:* DC 17 (with disadvantage if rolling downhill), each creature whose space the gluurmihk enters for the first time during this move. *Failure:* 44 (6d12 + 5) bludgeoning damage, and the target is knocked prone, incapacitated, and the gluurmihk stops its movement. *Success:* The target moves to an unoccupied space within 5 feet of the gluurmihk. If there is no unoccupied space, the target fails the save instead.

BONUS ACTIONS

Swallow. *Strength Saving Throw:* DC 14, one Medium or smaller creature grappled by the gluurmihk (it can have only one creature swallowed at a time). *Failure:* The target is swallowed by the gluurmihk, and the grapple ends. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the gluurmihk, and the gluurmihk halves the damage it takes (round down), and the swallowed target takes the same amount of damage.

If the gluurmihk takes 15 damage or more on a single turn from a creature inside it, the gluurmihk must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls in a space within 5 feet of the gluurmihk and is prone. If the gluurmihk dies, a swallowed creature is no longer restrained and can escape from the corpse using 10 feet of movement, exiting prone.

Tongue. *Strength Saving Throw:* DC 14, one creature within 20 feet of the gluurmihk that it can see. *Failure:* The target is pulled up to 20 feet toward the gluurmihk.

BONUS ACTIONS

Swallow. *Strength Saving Throw:* DC 17, one Medium or smaller creature grappled by the gluurmihk (it can have only one creature swallowed at a time). *Failure:* The target is swallowed by the gluurmihk, and the grapple ends. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the gluurmihk, and the gluurmihk halves the damage it takes (round down), and the swallowed target takes the same amount of damage.

If the gluurmihk takes 25 damage or more on a single turn from a creature inside it, the gluurmihk must succeed on a DC 19 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls in a space within 5 feet of the gluurmihk and is prone. If the gluurmihk dies, a swallowed creature is no longer restrained and can escape from the corpse using 10 feet of movement, exiting prone.

Tongue. *Strength Saving Throw:* DC 17, one creature within 20 feet of the gluurmihk that it can see. *Failure:* The target is pulled up to 20 feet toward the gluurmihk.