

GRINMAUCH

Large • Fiend (Demon) • Chaotic Evil

Armor Class 16

Initiative +3 (13)

Hit Points 123 (13d10 + 52)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	13 (+1)	16 (+3)	16 (+3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal; telepathy 120 ft.

CR 9 (XP 2,300; PB +4)



Adaptive Resilience. When the grinmauch takes damage of a type other than psychic or radiant, it gains resistance to that damage type until the start of its next turn. Further, any critical hit from those attacks becomes a normal hit.

Predatory Instincts. The grinmauch has advantage on attack rolls against creatures that are bloodied.

Regeneration. The grinmauch regains 10 hit points at the start of each of its turns. If the grinmauch takes psychic or radiant damage, this trait doesn't function on the grinmauch's next turn.

ACTIONS

Multiattack. The grinmauch makes three Rend attacks.

GRINMAUCH — WEAKER

Armor Class 15

Initiative +2 (12)

Hit Points 85 (10d10 + 30)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal; telepathy 120 ft.

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



Adaptive Resilience. When the grinmauch takes damage of a type other than psychic or radiant, it gains resistance to that damage type until the start of its next turn. Further, any critical hit from those attacks becomes a normal hit.

Predatory Instincts. The grinmauch has advantage on attack rolls against creatures that are bloodied.

Regeneration. The grinmauch regains 10 hit points at the start of each of its turns. If the grinmauch takes psychic or radiant damage, this trait doesn't function on the grinmauch's next turn.

ACTIONS

Multiattack. The grinmauch makes three Rend attacks.

Rend. Melee Weapon Attack: +8, reach 10 ft. *Hit:* 17 (3d8 + 4) slashing damage.

Reshaping Barrage. Dexterity Saving Throw: DC 16, each creature in a 15-foot emanation originating from the grinmauch. *Failure:* 31 (6d8 + 4) slashing damage. *Success:* Half damage. *Failure or Success:* Attack rolls against the grinmauch have advantage until the start of its next turn.

REACTIONS

Impale. Trigger: A creature that the grinmauch can see moves within 10 feet of it. *Response - Dexterity Saving Throw:* DC 16. *Failure:* 13 (3d8) piercing damage, and the target's speed is reduced to 0 until the end of its turn.

Rend. Melee Weapon Attack: +6, reach 10 ft. *Hit:* 12 (2d8 + 3) slashing damage.

Reshaping Barrage. Dexterity Saving Throw: DC 14, each creature in a 10-foot emanation originating from the grinmauch. *Failure:* 25 (5d8 + 3) slashing damage. *Success:* Half damage. *Failure or Success:* Attack rolls against the grinmauch have advantage until the start of its next turn.

REACTIONS

Impale. Trigger: A creature that the grinmauch can see moves within 10 feet of it. *Response - Dexterity Saving Throw:* DC 14. *Failure:* 9 (2d8) piercing damage, and the target's speed is reduced to 0 until the end of its turn.

GRINMAUCH — STRONGER

Armor Class 17

Initiative +4 (14)

Hit Points 189 (18d10 + 90)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	20 (+5)	13 (+1)	18 (+4)	18 (+4)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal; telepathy 120 ft.

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



Adaptive Resilience. When the grinmauch takes damage of a type other than psychic or radiant, it gains resistance to that damage type until the start of its next turn. Further, any critical hit from those attacks becomes a normal hit.

Predatory Instincts. The grinmauch has advantage on attack rolls against creatures that are bloodied.

Regeneration. The grinmauch regains 10 hit points at the start of each of its turns. If the grinmauch takes psychic or radiant damage, this trait doesn't function on the grinmauch's next turn.

ACTIONS

Multiattack. The grinmauch makes three Rend attacks.

Rend. Melee Weapon Attack: +9, reach 10 ft. *Hit:* 23 (4d8 + 5) slashing damage.

Reshaping Barrage. Dexterity Saving Throw: DC 17, each creature in a 15-foot emanation originating from the grinmauch. *Failure:* 36 (7d8 + 5) slashing damage. *Success:* Half damage. *Failure or Success:* Attack rolls against the grinmauch have advantage until the start of its next turn.

REACTIONS

Impale. Trigger: A creature that the grinmauch can see moves within 10 feet of it. *Response - Dexterity Saving Throw:* DC 17. *Failure:* 18 (4d8) piercing damage, and the target's speed is reduced to 0 until the end of its turn.