

# MIREBRUTE

Large • Ooze • Unaligned

**Armor Class** 13

**Initiative** +0 (10)

**Hit Points** 123 (13d10 + 52)

**Speed** 30 ft., swim 30 ft.



| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 20 (+5) | 10 (+0) | 19 (+4) | 4 (-3) | 9 (-1) | 4 (-3) |

**Damage Resistances** acid, cold, fire

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, restrained

**Senses** blindsight 60 ft., passive Perception 9

**Languages** -

**CR** 8 (XP 3,900; PB +3)

**Amorphous.** The mirebrute can move through a Tiny space without squeezing.

**Mud Glide.** The mirebrute can move through mud and is unaffected by difficult terrain caused by mud. While doing so, the mirebrute doesn't disturb the material it moves through.

**Unusual Nature.** The mirebrute doesn't require air or sleep.

## ACTIONS

**Multiattack.** The mirebrute makes two attacks, using Sludge Caw and Grappling Slam in any combination.

**Sludge Claw.** *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 14 (2d8 + 5) slashing damage plus 10 (3d6) acid damage.

**Grappling Slam.** *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 15 (3d6 + 5) bludgeoning damage, and the target is grappled (escape DC 16). While grappled this way, the target is restrained.

## BONUS ACTIONS

**Absorb Mud (1/Day).** The mirebrute regains 3 (1d6) hit points for each 5-foot space in a 10-foot emanation of it that contains mud, mire, or similar swamp. A creature standing in such a space is knocked prone.

# MIREBRUTE — WEAKER

**Armor Class** 12

**Initiative** +0 (10)

**Hit Points** 93 (11d10 + 33)

**Speed** 30 ft., swim 30 ft.



| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 18 (+4) | 10 (+0) | 17 (+3) | 4 (-3) | 9 (-1) | 4 (-3) |

**Damage Resistances** acid, cold, fire

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, restrained

**Senses** blindsight 60 ft., passive Perception 9

**Languages** -

**CR** 5 (XP 1,800; PB +3)

**Amorphous.** The mirebrute can move through a Tiny space without squeezing.

**Mud Glide.** The mirebrute can move through mud and is unaffected by difficult terrain caused by mud. While doing so, the mirebrute doesn't disturb the material it moves through.

**Unusual Nature.** The mirebrute doesn't require air or sleep.

## ACTIONS

**Multiattack.** The mirebrute makes two attacks, using Sludge Caw and Grappling Slam in any combination.

**Sludge Claw.** *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 8 (1d8 + 4) slashing damage plus 10 (3d6) acid damage.

**Grappling Slam.** *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 15). While grappled this way, the target is restrained.

## BONUS ACTIONS

**Absorb Mud (1/Day).** The mirebrute regains 3 (1d6) hit points for each 5-foot space in a 5-foot emanation of it that contains mud, mire, or similar swamp. A creature standing in such a space is knocked prone.

# MIREBRUTE — STRONGER

**Armor Class** 14

**Initiative** +0 (10)

**Hit Points** 178 (17d10 + 85)

**Speed** 30 ft., swim 30 ft.



| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 22 (+6) | 10 (+0) | 21 (+5) | 4 (-3) | 9 (-1) | 4 (-3) |

**Damage Resistances** acid, cold, fire

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, restrained

**Senses** blindsight 60 ft., passive Perception 9

**Languages** -

**CR** 11 (XP 7,200; PB +4)

**Amorphous.** The mirebrute can move through a Tiny space without squeezing.

**Mud Glide.** The mirebrute can move through mud and is unaffected by difficult terrain caused by mud. While doing so, the mirebrute doesn't disturb the material it moves through.

**Unusual Nature.** The mirebrute doesn't require air or sleep.

## ACTIONS

**Multiattack.** The mirebrute makes two attacks, using Sludge Claw and Grappling Slam in any combination.

**Sludge Claw.** *Melee Weapon Attack:* +10, reach 5 ft. *Hit:* 24 (4d8 + 6) slashing damage plus 14 (4d6) acid damage.

**Grappling Slam.** *Melee Weapon Attack:* +10, reach 5 ft. *Hit:* 27 (5d6 + 6) bludgeoning damage, and the target is grappled (escape DC 18). While grappled this way, the target is restrained.

## BONUS ACTIONS

**Absorb Mud (1/Day).** The mirebrute regains 7 (2d6) hit points for each 5-foot space in a 10-foot emanation of it that contains mud, mire, or similar swamp. A creature standing in such a space is knocked prone.