GRINDLE

Medium • Undead • Neutral Evil

Armor Class 13
Initiative +3 (13)
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	8 (-1)	12 (+1)	6 (-2)

Senses darkvision 120 ft., passive Perception 11
Languages Understands Common but can't speak
CR 3 (XP 700; PB +2)



Amorphous. The grindle can move through a space as narrow as 1 inch wide without squeezing.

Petrifying End. The grindle turns to stone when it dies. *Dexterity Saving Throw:* DC 13, one creature within 5 feet that the grindle can see. *Failure:* The target becomes restrained until the stone is destroyed (AC 15; HP 15; immunity to poison and psychic damage).

ACTIONS

Multiattack. The grindle makes two Shadow Slash attacks.

Shadow Slash. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) necrotic damage.

BONUS ACTIONS

Ethereal Jaunt. The grindle teleports from the Material Plane to the Ethereal Plane or vice versa.

REACTIONS

Morph. *Trigger:* The grindle misses with an attack roll. *Response:* The grindle gains advantage on the next attack roll this turn.

GRINDLE — WEAKER

Armor Class 12
Initiative +2 (12)
Hit Points 18 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	6 (-2)	10 (+0)	4 (-3)

Senses darkvision 120 ft., passive Perception 10
Languages Understands Common but can't speak
CR 1/2 (XP 100; PB +2)



Amorphous. The grindle can move through a space as narrow as 1 inch wide without squeezing.

Petrifying End. The grindle turns to stone when it dies. *Dexterity Saving Throw:* DC 12, one creature within 5 feet that the grindle can see. *Failure:* The target becomes restrained until the stone is destroyed (AC 15; HP 10; immunity to poison and psychic damage).

ACTIONS

Multiattack. The grindle makes two Shadow Slash attacks.

Shadow Slash. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) necrotic damage.

BONUS ACTIONS

Ethereal Jaunt. The grindle teleports from the Material Plane to the Ethereal Plane or vice versa.

REACTIONS

Morph. *Trigger:* The grindle misses with an attack roll. *Response:* The grindle gains advantage on the next attack roll this turn.

GRINDLE — STRONGER

Armor Class 14
Initiative +4 (14)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	10 (+0)	14 (+2)	8 (-1)

Senses darkvision 120 ft., passive Perception 12
Languages Understands Common but can't speak
CR 6 (XP 2,300; PB +3)



Amorphous. The grindle can move through a space as narrow as 1 inch wide without squeezing.

Petrifying End. The grindle turns to stone when it dies. *Dexterity Saving Throw:* DC 15, one creature within 5 feet that the grindle can see. *Failure:* The target becomes restrained until the stone is destroyed (AC 15; HP 20; immunity to poison and psychic damage).

ACTIONS

Multiattack. The grindle makes two Shadow Slash attacks.

Shadow Slash. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 20 (3d10 + 4) necrotic damage.

BONUS ACTIONS

Ethereal Jaunt. The grindle teleports from the Material Plane to the Ethereal Plane or vice versa.

REACTIONS

Morph. *Trigger:* The grindle misses with an attack roll. *Response:* The grindle gains advantage on the next attack roll this turn.