

# Grick

March 8, 2023



Medium monstrosity, neutral

**Armor Class** 14 (natural armor)

**Hit Points** 27 (6d8)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	11 (+0)	3 (-4)	14 (+2)	5 (-3)

**Saving Throws**

**Skills**

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities**

**Condition Immunities**

**Senses** darkvision 60 ft., passive Perception 12

**Languages** --

**Challenge** 2 (450 XP)

**Stone Camouflage.** The grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

## Actions

**Multiattack.** The grick makes one attack with its tentacles. If that attack hits, the grick can make one beak attack against the same target.

**Tentacles.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

**Beak.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.