

GRUNK

Medium Orc (Alchemist/Wizard), Cosmic

Armor Class 14 (crystal mage armour)
Hit Points 24 (3d8 + 6)
Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	9 (-1)	14 (+2)	13 (+1)	17 (+3)	11 (+0)

Saving Throws Int +3, Wis +5
Skills Arcana +5, Investigation +3, Perception +5
Damage Resistances psychic
Condition Immunities blinded
Senses blindsight 30 ft., darkvision 60 ft., truesight 10 ft., passive Perception 15
Languages Common
Challenge 2 (450 XP)

Crystal Mage Armour. Grunk has resistance to magical damage when wearing this armour and while the shield is equipped.

Ethereal Sight. Grunk can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

Relentless (Recharges after a Short or Long Rest). If Grunk takes damage that would reduce it to 0 hit points, they are reduced to 1 hit point instead.

Shielded Mind. Grunk is immune to scrying and to any effect that would sense emotions/read thoughts.

ACTIONS

Alter Damage. Grunk uses a magic action to touch one one weapon that can fit within a 3 foot cube. Grunk can alter the weapon's damage type to one of it's choice. Changes revert after 10 minutes or until dispelled, unless it has been destroyed.

Alter Attribute. Grunk uses a magic action to touch one one non-organic object that can fit within a 3 foot cube. Grunk can set the object from visible to invisible and vice versa OR it can change the state of a uniform object from solid<->liquid<->gas (they can not change a solid to a gas or vice versa). Changes revert after 10 minutes or until dispelled, unless the object has been destroyed.

Shortsword. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) piercing damage.

BONUS ACTIONS

Arcane Sight. Grunk uses a bonus action to gain advanced truesight. Grunk can sense all magical items, systems and creatures within a 60 foot radius (even if they are out of sight). Grunk's eyes cast a bright glow within this range. If the area is dark it becomes dimly lit. Grunk has advantage on saving throws from magical effects, perception, investigation and arcana checks while this ability is active. Grunk has disadvantage on saving throws related to non-magical effects and attacks while this spell is active.

REACTIONS

Multiversatility. Once per round Grunk can use a reaction to force a re-roll for a creature of its choice after a d20 attack roll or save. The new roll must be used.