

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, Insight +5, Investigation +3, Perception +5

Damage Resistances psychic

Condition Immunities blinded

Senses blindsight 30 ft., darkvision 60 ft., truesight 30 ft., passive Perception 15

Languages Common

Challenge 1/2 (100 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, it is reduced to 1 hit point instead.

Shielded Mind. Grunk is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

ACTIONS

Alter Attribute. Grunk uses a magic action to touch one non-organic object that can fit within a 3 foot cube. Grunk can alter the object's damage type to one of its choice OR it 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 it has been destroyed.

Alter Shape. Grunk uses a magic action to touch one non-organic object that can fit within a 3 foot cube. Grunk can alter the object's shape as if it was clay. The object retains its properties. Changes persist for 10 minutes or until dispelled by a player. After that the object is returned to its prior state unless it 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. The new roll must be used.