

THE WHALE

CREATURE 3

UNIQUE

NE

LARGE

ABERRATION

GIANT

AMPHIBIOUS

conversion by VaranSL

Perception +5; darkvision

Languages Aquan

Skills Athletics +12, Stealth +6, Survival +5

Str +4, **Dex** +1, **Con** +4, **Int** -1, **Wis** +0, **Cha** -1

AC 16; **Fort** +11, **Ref** +6, **Will** +5

HP 54

Attack of Opportunity 🔄 The Whale gains 1 extra reaction at the start of each of his turns that he can use only to make an Attack of Opportunity with a tentacle. The Whale can't use more than one Attack of Opportunity triggered by the same choice.

Speed 10 feet, swim 25 feet

Melee 🎲 bite +12 [+7/+2] (finesse), **Damage** 1d10+5 piercing plus Grab

Melee 🎲 tentacle +12 [+8/+4] (agile, finesse, trip), **Damage** 1d8+5 bludgeoning plus Grab

Clinging Suckers When a grindylow Grabs a creature larger than itself, it attaches to that creature. The grabbed creature is not immobilized, but if it moves, the grindylow moves with it. If the creature is Huge or smaller, it takes a -5-foot status penalty to its Speeds while the grindylow is attached. The grindylow is flat-footed while it is attached to a creature.

Jet 🎲🎲 (move) The Whale moves up to 60 feet in a straight line through the water without triggering reactions.

Swallow Whole 🎲 (attack) Medium, 1d8+5 bludgeoning, Rupture 7

The beloved son of the Brinebrood Queen, the Whale is an obscene, bloated monstrosity of a grindylow.