



Image © Frog God Games

[“It is very dark. You are likely to be eaten by a grue.” The grues were one of the first memorable monsters in video gaming, from the *Zork* franchise, so it’s no wonder that the retro-minded Frog God Games made sure to have a grue in *Monstrosities*. There are two, actually, both similar in their giant teeth and fondness for darkness. I like this sluggy one better than the other, which is just floating fangs. Neither is terrible game accurate: in later installments of *Zork*, grues are said to have [fur, claws, and fish-like heads](#). I gave my version some earth and stone abilities, in reference to the [elemental grues](#) of D&D.]

## **Grue**

### **CR 12 CE Aberration**

*This creature looks like a fat leathery slug, its body mottled and multicolored. Its head is dominated by a huge fanged maw, and beady, disturbingly human, eyes glare out over it.*

Creatures of darkness and earth, grues lurk in the deepest, darkest caverns. They despise light, and are rarely if ever found on the surface. Their skin gives them a snake-like appearance from the outside, but they have no bones or even distinct organs, just a viscous, acidic gel comprising their form. Their most solid structures are their teeth, and they can squeeze through seemingly impossible

gaps.

A grue uses its mastery over stone to sculpt its lair into a maze of twisty little passages, all alike. It stalks prey through these tunnels, waiting for their light sources to need refreshing in order to strike. Magical lights are quashed with a *dust of twilight* spell. The grue's tactics are simple once combat is joined: eat as many foes as possible. If creatures have access to light based spells or weapons that can get through the grue's defenses, they retreat, sealing off pursuit with a *wall of stone* or slipping through a tiny crevice in order to make their escape.

## **Grue CR 12**

**XP 19,200**

CE Large aberration (earth)

**Init** +5; **Senses** darkvision 120 ft., Perception +17, see in darkness, tremorsense 30 ft.

Defense

**AC** 26, touch 10, flat-footed 25 (-1 size, +1 Dex, +16 natural)

**hp** 172 (15d8+105)

**Fort** +12, **Ref** +6, **Will** +11

**DR** 10/adamantine and slashing; **Resist** acid 10, electricity 10, sonic 10

**Defensive Abilities** amorphous; **Weakness** vulnerable to light

Offense

**Speed** 20 ft.

**Melee** bite +19 (2d8+13/19-20 plus grab)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** swallow whole (AC 18, 17 hp, 2d6+13 bludgeoning and 2d6 acid)

**Spell-like Abilities** CL 12<sup>th</sup>, concentration +15

3/day—quicken *dust of twilight* (DC 15), *stone shape*

1/day—*deeper darkness*, *passwall*, *wall of stone*

Statistics

**Str** 29, **Dex** 12, **Con** 24, **Int** 11, **Wis** 15, **Cha** 16

**Base Atk** +11; **CMB** +21 (+25 grapple); **CMD** 32 (36 vs. bull rush on earthen surfaces, cannot be tripped)

**Feats** Cleave, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Power Attack, Quicken SLA (*dust of twilight*), Skill Focus (stealth), Vital Strike

**Skills** Climb +24, Knowledge (dungeoneering) +15, Perception +17, Stealth +20, Swim +24; **Racial**

**Modifiers** +8 Stealth

**Languages** Aklo, Terran

**SQ** compression, rooted movement

Ecology

**Environment** underground

**Organization** solitary or pod (2-5)

**Treasure** standard

Special Abilities

**Rooted Movement (Su)** A grue fuses slightly with earth or stone surfaces as it moves along them. It ignores difficult terrain caused by mundane rocks, mud or earth, and gains a +4 competence bonus on its CMD against any forced movement while on a earthen or stone surface. It also can make Climb checks to move at its full speed along earth or stone surfaces.

**Vulnerable to Light (Ex)** A grue is sickened in bright light. This is increased to nauseated in full sunlight (not just a *daylight* spell).