Grendel

In the early days of the kingdom of Denmark, King Hrothgar built a glorious mead-hall named Heorot. There, he and his warriors would drink, sing, and celebrate when the hurly-burly of the day was done. Everyone loved Heorot – except Grendel.

Grendel was descended of Cain, or so it was said, and was a monstrous thing. He hated men and their happiness, and resolved to end their revels at Heorot. Every night, when the warriors of the hall had passed out from drink, or fallen asleep from weariness, he would sneak in, and carry off one of the warriors, and devour them. This happened for many long nights, and soon Heorot lay abandoned, and King Hrothgar despaired.

Stories of the monster soon reached Beowulf the Geat, who immediately set forth for Denmark with his own men. He met Hrothgar at Heorot, and declared he would slay Grendel. They feasted and sang and enjoyed the night, and then lay down as if to sleep.

Sure enough, the enraged Grendel stole into the hall. But the Geat and his men were not asleep, Their blades and spears did nothing to the beast, but eventually Beowulf managed to grapple him, and tore off Grendel's arm. The monster ran back to the moors, and was said by Beowulf to have died from his injuries.

But... what if he didn't?

Grendel

Huge Giant, Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 150 (13d12 + 65)
Speed 40ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	21 (+5)	8 (–1)	9 (–1)	6 (–2)

Damage Resistances piercing and slashing damage from nonmagical attacks
Skills Perception + 3, Stealth + 6
Senses passive Perception 13
Languages Giant, Common
Challenge 7 (2,900 XP)

Regeneration. Grendel has a more limited version of a Troll's regeneration. He regains 10 hp at the start of his turn, as long as he has more than 80 hp left. If he takes acid damage during his turn, this trait doesn't function on his next turn. Unlike other trolls, fire does not hamper his regeneration due to his fiendish bloodline.

Actions

Multiattack. Grendel makes two melee attacks, one with each arm.

Massive Right Arm. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Clawed Left Arm. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Fiendish Blood.
Where the legendary version of Grendel was one of the descendants of Cain, and bore his mark, the version in a more typical fantasy world has fiendish blood, which gives him some resistance to edged and piercing weapons, as well as allowing him to regenerate even after being exposed to fire damage.

Hybrid Vigour.
In addition to his fiendish descent some generations ago, Grendel is a hybrid of troll and some form of giant, possibly a Hill Giant or Mountain Giant. This has made him tremendously strong for his size, though it has weakened his regeneration. When only lightly injured, he regenerates as normal, but when he is badly hurt, it begins to fail. In addition he is not subject to the rules on Loathsome Limbs. While he can regrow a lost limb, it takes considerably longer than normal, on the order of weeks instead of after a short or long rest.

Unnaturally Stealthy.
Despite his size (he would be 17 feet tall if he could uncurl his spine), Grendel is highly adept at sneaking around. In addition to his basic Stealth score, he takes advantage of every possible situational bonus he can, including striking while his foes are asleep. While sneaking, he hugs close to the ground, with the top of his hump barely more than six feet off the ground, though he does not count as prone. Once combat starts, he straightens up as tall as he can, roars his fury, and tries to keep his foes off-guard as he slashes and smashes through them.

Adventure Hooks.
Grendel is a fearsome, wicked foe. Besides re-enacting the Heorot scenario, almost any form of encroaching civilization could draw his rage.

Scenario One: A large city or city-state has decided to enlarge the farms used to feed them. As the nearby woods are cleared, Grendel wakes from a years-long slumber. Enraged, he begins making stealthy attacks on the lumber camp. Occasionally he deliberately leaves large claw marks on trees, not TOO far off the ground, to throw his enemies off, and have them looking for a totally different monster.

Scenario Two: With the rise in trade between two formerly rival kingdoms, more and more traffic begins to travel down what once was just a hunting trail, but is developing into a full Royal Road. He starts his campaign of terror by knocking down trees to block the road, then snatching up and running off with the workmen or soldiers tasked with clearing it.

When this fails, he begins to lay a nightly siege to an otherwise quite busy inn along the road. The innkeeper has made a deal with Grendel, and once a week, will put "special guests" into a certain second-floor room. The wall is rigged to open out onto the open air (DC:15 to detect), allowing the giant to simply open the room, grab his victim, close it, and run off. To date, nobody has seen him do this, thanks to his stealth, so how these victims are disappearing is a mystery.