Grim

Medium-size Shapechanger

HD: 4d8+16 (34 hp)
Init: +4 (Dex)
Speed: 40 ft, (in owl form) fly 90 ft (average)
AC: 24 (+4 Dex, +10 natural)
Attacks: Bite +7 melee, 2 claws +2 melee
Damage: Bite 1d4+4, claw 1d6+2 (cat); Bite +7 melee (dog); 2 claws +7 melee, bite +2 melee (owl)
Face/Reach: 5 ft by 5 ft/5 ft

Launched Form (Su): A grim's natural form is a 5 foot tall shadow-black humanoid with no discernable features. Grim are incorporeal and invisible in their true form, which they use to hide out during daylight hours. They will not attack in this form, and will flee if attacked. They have three alternate forms, and choose one form to appear in each night, which they must remain in for a full night.

In the black cat form, a grim resembles a large lynx. In this form, it receives a +4 to Hide and Move Silently checks and a +8 bonus to Balance checks. In areas of darkness or shadow, the Hide bonus improves to +8. The grim gains the Scent special quality, and also gains the following special attacks:

Pounce (Ex): If a grim in black cat form leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the grim must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A grim that gets a hold can make two rake attacks (+6 melee) with its hind legs for 1d3+1 damage each. If the grim pounces on its opponent, it can also rake.

In the black dog form, a grim resembles a large war dog. In this form, it receives a +4 bonus to Wilderness Lore checks when tracking by scent. The grim gains the Scent special quality, and also gains the following special attack:

Tit (Ex): A grim in dog form that hits with a bite attack can attempt to trip the opponent as a...
free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the grim.

In the **black owl** form, a grim resembles a giant owl. In this form, it receives a +8 bonus to Listen and Spot checks. When in flight, the grim gains a +8 bonus to Move Silently checks. The grim gains the **Superior Low-Light Vision** special quality:

**Superior Low-Light Vision (Ex)**: A grim in owl form can see five times as far as a human can in dim light.

**Turn Undead and Fiends (Su)**: 7 times per day, a grim can turn undead as a cleric of double its number of levels, making a turning (Charisma) check to determine how many HD of undead are affected. Grim also have the power to turn fiends in the same way, turning them as a cleric of quadruple levels.

**Magic Circle Against Evil (Su)**: This ability continuously duplicates the effects of the spell. The grim cannot suppress this ability.

**Detect Evil (Su)**: A grim can detect evil at will as a free action.

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