

Gaping Maw, Young

Large aberration, unaligned

Armor Class 13 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	19 (+4)	2 (-4)	10 (+0)	5 (-3)

Senses blindsight 60 ft., tremorsense 120 ft., passive Perception 10

Languages -

Challenge 5 (1,800 XP)

Grappler. The gaping maw has advantage on attack rolls against a creature grappled by it.

Regeneration. At the start of each of its turns, the gaping maw regains 5 hit points. If the gaping maw takes damage from a creature it has swallowed, this trait doesn't function on the gaping maw's next turn. This trait ceases to function while the gaping maw has 0 hit points.

Tentacle Pull. The gaping maw can use its move to pull any number of creatures it is grappling adjacent to it.

Actions

Multiattack. A gaping maw may make two tentacle attacks or one tentacle attack and one bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5ft., one creature. *Hit:* 20 (3d10 + 5) piercing damage.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 15ft., one creature. *Hit:* 14 (2d8 + 5) bludgeoning damage and the target is grappled (escape DC 16). Until the grapple ends the target is restrained. The gaping maw has four tentacles and so it can only grapple four creatures in this way.

Crush. All creatures swallowed by the gaping maw must make a DC 15 Strength saving throw, taking 16 (3d10) bludgeoning damage on a failed saving throw and half as much on a successful one.

Swallow. The gaping maw makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the gaping maw.

Swallowed creatures must succeed on a DC 15 Constitution saving throw or become paralyzed for 24 hours. At the end of this period if the creature is still swallowed by the gaping maw they save again or remained paralyzed for another 24 hours. If the creature does save but remains swallowed it is subject to another saving throw 24 hours after the successful one. A swallowed creature's maximum hit points are reduced by 1 for every day it is swallowed. When it's hit point maximum is reduced to 0 the creature is completely digested by the gaping maw and dies. The creature's hit point maximum returns to normal when it is outside the gaping maw's stomach for 24 hours.

Gaping Maw, Adult

Huge aberration, unaligned

Armor Class 14 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	2 (-4)	11 (+0)	5 (-3)

Senses blindsight 60 ft., tremorsense 120 ft., passive Perception 10

Languages -

Challenge 10 (5,900 XP)

Grappler. The gaping maw has advantage on attack rolls against a creature grappled by it.

Regeneration. At the start of each of its turns, the gaping maw regains 10 hit points. If the gaping maw takes damage from a creature it has swallowed, this trait doesn't function on the gaping maw's next turn. This trait ceases to function while the gaping maw has 0 hit points.

Tentacle Pull. The gaping maw can use its move to pull any number of creatures it is grappling adjacent to it.

Actions

Multiattack. A gaping maw may make three tentacle attacks or two tentacle attacks and one bite attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10ft., one creature. *Hit:* 25 (3d12 + 6) piercing damage.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 20ft., one creature. *Hit:* 19 (3d8 + 6) bludgeoning damage and the target is grappled (escape DC 18). Until the grapple ends the target is restrained. The gaping maw has four tentacles and so it can only grapple four creatures in this way.

Crush. All creatures swallowed by the gaping maw must make a DC 17 Strength saving throw, taking 22 (4d10) bludgeoning damage on a failed saving throw and half as much on a successful one.

Swallow. The gaping maw makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is swallowed and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the gaping maw.

Swallowed creatures must succeed on a DC 17 Constitution saving throw or become paralyzed for 24 hours. At the end of this period if the creature is still swallowed by the gaping maw they save again or remained paralyzed for another 24 hours. If the creature does save but remains swallowed it is subject to another saving throw 24 hours after the successful one. A swallowed creature's maximum hit points are reduced by 1 for every day it is swallowed. When it's hit point maximum is reduced to 0 the creature is completely digested by the gaping maw and dies. The creature's hit point maximum returns to normal when it is outside the gaping maw's stomach for 24 hours.

Gaping Maw, Ancient

Gargantuan aberration, unaligned

Armor Class 16 (natural armor)

Hit Points 402 (23d20 + 161)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	24 (+7)	2 (-4)	12 (+1)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses blindsight 60 ft., tremorsense 120 ft., passive Perception 11

Languages -

Challenge 20 (25,000 XP)

Grappler. The gaping maw has advantage on attack rolls against a creature grappled by it.

Magic Resistance. The gaping maw has advantage on saving throws against spells and other magical effects.

Regeneration. At the start of each of its turns, the gaping maw regains 20 hit points. If the gaping maw takes damage from a creature it has swallowed, this trait doesn't function on the gaping maw's next turn. This trait ceases to function while the gaping maw has 0 hit points.

Tentacle Pull. The gaping maw can use its move to pull any number of creatures it is grappling adjacent to it.

Actions

Multiattack. A gaping maw may make four tentacle attacks or three tentacle attacks and one bite attack.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10ft., one creature. *Hit:* 30 (4d10 + 8) piercing damage.

Tentacle. *Melee Weapon Attack:* +14 to hit, reach 30ft., one creature. *Hit:* 26 (4d8 + 8) bludgeoning damage and the target is grappled (escape DC 22). Until the grapple ends the target is restrained. The gaping maw has four tentacles and so it can only grapple four creatures in this way.

Crush. All creatures swallowed by the gaping maw must make a DC 21 Strength saving throw, taking 33 (6d10) bludgeoning damage on a failed saving throw and half as much on a successful one.

Swallow. The gaping maw makes one bite attack against a Huge or smaller target it is grappling. If the attack hits, the target is swallowed and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the gaping maw.

Swallowed creatures must succeed on a DC 21 Constitution saving throw or become paralyzed for 24 hours. At the end of this period if the creature is still swallowed by the gaping maw they save again or remained paralyzed for another 24 hours. If the creature does save but remains swallowed it is subject to another saving throw 24 hours after the successful one. A swallowed creature's maximum hit points are reduced by 1 for every day it is swallowed. When its hit point maximum is reduced to 0 the creature is completely digested by the gaping maw and dies. The creature's hit point maximum returns to normal when it is outside the gaping maw's stomach for 24 hours.