



"Mahi-Mahemoth" by Christopher Ginn @ www.TheDungeonGeek.net
Adobe Photoshop, Generative Prompting, Adobe Lightroom, + ProCreate

MAHI-MAHEMOTH

Gargantuan monstrosity, Chaotic Neutral

Armor Class 16 (natural armor)

Hit Points 259 (14d20 + 112)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	26 (+8)	3 (-4)	10 (+0)	9 (-1)

Skills Perception +4

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 10 (5,900 XP)

Charge. If the Mahi-Mahemoth moves at least 30 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 42 (12d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Siege Monster. The Mahi-Mahemoth deals double damage to objects and structures.

Water Breathing. The Mahi-Mahemoth can breathe only underwater.

ACTIONS

Ram. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 45 (11d6 + 7) bludgeoning damage.

Swallowing Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 28 (6d6+7) piercing damage. If the target is a Huge or smaller creature, it must succeed on a DC 15 Dexterity saving throw or be swallowed by the Mahi-Mahemoth. The Mahi-Mahemoth can have one huge creature or two large creatures or four medium creatures swallowed at a time.

Swallowed creatures are blinded and restrained, have total cover against attacks and other effects outside the Mahi-Mahemoth, and takes 27 (6d8) acid damage at the start of each of the Mahi-Mahemoth turns.

If the Mahi-Mahemoth takes 15 damage or more on a single turn from a creature inside it, the Mahi-Mahemoth must succeed on a DC 22 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which enters prone in a space within 10 feet of the Mahi-Mahemoth. If the Mahi-Mahemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.



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