

MAWLOR

Large • Fiend (Demon) • Chaotic Evil

Armor Class 16

Initiative +0 (10)

Hit Points 123 (13d10 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	7 (−2)	8 (−1)	10 (+0)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., passive Perception 9

Languages Abyssal, telepathy 60 ft.

CR 9 (XP 5,000; PB +4)



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

Ravenous Killer. *Constitution Saving Throw:* DC 16, a creature reduced to 0 hit points by the mawlor. *Failure:* The creature dies and loses one random body part.

ACTIONS

Multiattack. The mawlor makes two Rend attacks.

Rend. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 22 (4d8 + 4) slashing damage, and the target is grappled (escape DC 16).

MAWLOR — WEAKER

Armor Class 15

Initiative +0 (10)

Hit Points 93 (11d10 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	17 (+3)	7 (−2)	8 (−1)	10 (+0)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., passive Perception 9

Languages Abyssal, telepathy 60 ft.

CR 6 (XP 2,300; PB +3)



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

Ravenous Killer. *Constitution Saving Throw:* DC 14, a creature reduced to 0 hit points by the mawlor. *Failure:* The creature dies and loses one random body part.

ACTIONS

Multiattack. The mawlor makes two Rend attacks.

Rend. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 13 (3d6 + 3) slashing damage, and the target is grappled (escape DC 14).

Bile. *Ranged Weapon Attack:* +9, range 30 ft. *Hit:* 32 (5d12) acid damage.

BONUS ACTIONS

Hunger Rush. The mawlor uses the Dash action to move towards a hostile creature.

Many Maws. *Constitution Saving Throw:* DC 16, each creature grappled by the mawlor. *Failure:* 17 (5d6) piercing damage. *Success:* Half damage.

Bile. *Ranged Weapon Attack:* +7, range 30 ft. *Hit:* 26 (4d12) acid damage.

BONUS ACTIONS

Hunger Rush. The mawlor uses the Dash action to move towards a hostile creature.

Many Maws. *Constitution Saving Throw:* DC 14, each creature grappled by the mawlor. *Failure:* 13 (3d8) piercing damage. *Success:* Half damage.

MAWLOOR — STRONGER

Armor Class 17

Initiative +0 (10)

Hit Points 189 (18d10 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	21 (+5)	7 (-2)	8 (-1)	10 (+0)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., passive Perception 9

Languages Abyssal, telepathy 60 ft.

CR 12 (XP 8,400; PB +4)



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

Ravenous Killer. *Constitution Saving Throw:* DC 17, a creature reduced to 0 hit points by the mawlor. *Failure:* The creature dies and loses one random body part.

ACTIONS

Multiattack. The mawlor makes two Rend attacks.

Rend. *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 27 (5d8 + 5) slashing damage, and the target is grappled (escape DC 17).

Bile. *Ranged Weapon Attack:* +10, range 30 ft. *Hit:* 39 (6d12) acid damage.

BONUS ACTIONS

Hunger Rush. The mawlor uses the Dash action to move towards a hostile creature.

Many Maws. *Constitution Saving Throw:* DC 17, each creature grappled by the mawlor. *Failure:* 21 (6d6) piercing damage. *Success:* Half damage.