

MAWTHID

Medium • Aberration • Chaotic Evil

Armor Class 16

Initiative +3 (13)

Hit Points 117 (18d8 + 36)

Speed 0 ft., fly 30 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 17 (+3) | 14 (+2) | 11 (+0) | 16 (+3) | 12 (+1) |

Skills Insight +6, Perception +9

Condition Immunities exhaustion, prone

Senses blindsight 10 ft., darkvision 150 ft., passive Perception 19

Languages understands Deep Speech but can't speak; telepathy 120 ft.

CR 7 (XP 2,900; PB +3)



Unusual Nature. The mawthid doesn't require air, food, drink, or sleep.

Void-Tethered. The mawthid cannot be banished or teleported unless it chooses to be.

Unraveling Gaze. By looking at a creature within 30 feet of it, the mawthid gains the exact information of its Intelligence, Wisdom, and Charisma score, as well as if the target has any saving throw proficiency in those attributes, but it can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

ACTIONS

Multiattack. The mawthid makes one Eye Bite attack and uses its Paradox Pulse once. It can replace one of these attacks with Ego Distortion if available.

Eye Bite. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 17 (3d8 + 3) piercing damage, and the target can't take reactions until the end of its next turn. On its next turn, the target can't move, and it uses its action to make one Melee or Ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on that turn.

MAWTHID — WEAKER

Armor Class 15

Initiative +2 (12)

Hit Points 66 (12d8 + 12)

Speed 0 ft., fly 30 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 15 (+2) | 12 (+1) | 11 (+0) | 14 (+2) | 10 (+0) |

Skills Insight +4, Perception +6

Condition Immunities exhaustion, prone

Senses blindsight 10 ft., darkvision 150 ft., passive Perception 16

Languages understands Deep Speech but can't speak; telepathy 120 ft.

CR 4 (XP 1,100; PB +2)



Paradox Pulse. *Intelligence Saving Throw:* DC 14, one creature within 60 feet that the mawthid can see. *Failure:* 33 (6d10) force damage. *Success:* Half damage.

Ego Distortion (Recharge 5-6). *Charisma Saving Throw:* DC 14, one Large or smaller creature within 30 feet of the mawthid that it can see. *Failure:* The target becomes paralyzed and gains resistance to all damage. The effect lasts until the mawthid becomes blinded, loses sight of the target, or loses its concentration (as if concentrating on a spell).

BONUS ACTIONS

Peekaboo. The mawthid becomes blinded and invisible until it uses an action, bonus action, or reaction.

REACTIONS

Blink (2/Day). *Trigger:* A creature within 30 feet of the mawthid makes a melee attack. *Response - Wisdom Saving Throw:* DC 14, the attacker. *Failure:* The target is teleported to a space within 10 feet of its current location (mawthid's choice), and a new creature that is within 5 feet of the destination space becomes the target of the attack. If there is no such creature, the attack is wasted.

Unusual Nature. The mawthid doesn't require air, food, drink, or sleep.

Void-Tethered. The mawthid cannot be banished or teleported unless it chooses to be.

Unraveling Gaze. By looking at a creature within 30 feet of it, the mawthid gains the exact information of its Intelligence, Wisdom, and Charisma score, as well as if the target has any saving throw proficiency in those attributes, but it can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

ACTIONS

Multiattack. The mawthid makes one Eye Bite attack and uses its Paradox Pulse once. It can replace one of these attacks with Ego Distortion if available.

Eye Bite. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 11 (2d8 + 2) piercing damage, and the target can't take reactions until the end of its next turn. On its next turn, the target can't move, and it uses its action to make one Melee or Ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on that turn.

MAWTHID — STRONGER

Armor Class 17

Hit Points 150 (20d8 + 60)

Speed 0 ft., fly 30 ft. (hover)

Initiative +4 (14)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 19 (+4) | 16 (+3) | 13 (+1) | 18 (+4) | 14 (+2) |

Skills Insight +8, Perception +12

Condition Immunities exhaustion, prone

Senses blindsight 10 ft., darkvision 150 ft., passive Perception 22

Languages understands Deep Speech but can't speak; telepathy 120 ft.

CR 10 (XP 5,900; PB +4)

Unusual Nature. The mawthid doesn't require air, food, drink, or sleep.

Void-Tethered. The mawthid cannot be banished or teleported unless it chooses to be.

Unraveling Gaze. By looking at a creature within 30 feet of it, the mawthid gains the exact information of its Intelligence, Wisdom, and Charisma score, as well as if the target has any saving throw proficiency in those attributes, but it can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

ACTIONS

Multiattack. The mawthid makes one Eye Bite attack and uses its Paradox Pulse once. It can replace one of these attacks with Ego Distortion if available.

Eye Bite. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 27 (4d10 + 5) piercing damage, and the target can't take reactions until the end of its next turn. On its next turn, the target can't move, and it uses its action to make one Melee or Ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on that turn.

Paradox Pulse. *Intelligence Saving Throw:* DC 12, one creature within 60 feet that the mawthid can see. *Failure:* 16 (3d10) force damage. *Success:* Half damage.

Ego Distortion (Recharge 6). *Charisma Saving Throw:* DC 12, one Large or smaller creature within 30 feet of the mawthid that it can see. *Failure:* The target becomes paralyzed and gains resistance to all damage. The effect lasts until the mawthid becomes blinded, loses sight of the target, or loses its concentration (as if concentrating on a spell).

BONUS ACTIONS

Peekaboo. The mawthid becomes blinded and invisible until it uses an action, bonus action, or reaction.

REACTIONS

Blink (1/Day). *Trigger:* A creature within 30 feet of the mawthid makes a melee attack. *Response - Wisdom Saving Throw:* DC 12, the attacker. *Failure:* The target is teleported to a space within 10 feet of its current location (mawthid's choice), and a new creature that is within 5 feet of the destination space becomes the target of the attack. If there is no such creature, the attack is wasted.



Paradox Pulse. *Intelligence Saving Throw:* DC 16, one creature within 60 feet that the mawthid can see. *Failure:* 39 (6d12) force damage. *Success:* Half damage.

Ego Distortion (Recharge 5-6). *Charisma Saving Throw:* DC 16, one Large or smaller creature within 30 feet of the mawthid that it can see. *Failure:* The target becomes paralyzed and gains resistance to all damage. The effect lasts until the mawthid becomes blinded, loses sight of the target, or loses its concentration (as if concentrating on a spell).

BONUS ACTIONS

Peekaboo. The mawthid becomes blinded and invisible until it uses an action, bonus action, or reaction.

REACTIONS

Blink (2/Day). *Trigger:* A creature within 30 feet of the mawthid makes a melee attack. *Response - Wisdom Saving Throw:* DC 16, the attacker. *Failure:* The target is teleported to a space within 10 feet of its current location (mawthid's choice), and a new creature that is within 5 feet of the destination space becomes the target of the attack. If there is no such creature, the attack is wasted.