

MLIOPGNI

Gargantuan • Aberration • Unaligned

Armor Class 18

Initiative +2 (12)

Hit Points 261 (18d20 + 72)

Speed 40 ft., burrow 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	19 (+4)	4 (-3)	14 (+2)	8 (-1)

Saving Throws Str +12, Con +9

Skills Perception +7

Condition Immunities charmed, frightened (while bloodied)

Senses darkvision 120 ft., tremorsense 300 ft., passive Perception 17

Languages -

CR 13 (XP 10,000; PB +5)



Bloodied - Mindless Hunger. While bloodied, the mliopgni becomes immune to being charmed or frightened, and it makes one additional Claw attack as part of its Multiattack.

Sensitive Feelers. When the mliopgni takes psychic damage, it has disadvantage on its next attack roll.

Spider Climb. The mliopgni can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Tunneler. The mliopgni can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The mliopgni makes two Claw attacks and uses its Stabbing Constrict once.

Claw. *Melee Weapon Attack:* +12, reach 15 feet. *Hit:* 26 (3d12 + 7) slashing damage.

Stabbing Constrict. *Strength Saving Throw:* DC 20, one Huge or smaller creature the mliopgni can see within 5 feet. *Failure:* The target becomes grappled (escape DC 20). While grappled this way, the target is restrained, the mliopgni can't use Stabbing Constrict on another target, and at the start of each of the target's turns, it takes 22 (4d10) piercing damage.

MLIOPGNI — WEAKER

Armor Class 17

Initiative +2 (12)

Hit Points 202 (15d20 + 45)

Speed 40 ft., burrow 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	17 (+3)	4 (-3)	12 (+1)	8 (-1)

Saving Throws Str +10, Con +7

Skills Perception +5

Condition Immunities charmed, frightened (while bloodied)

Senses darkvision 120 ft., tremorsense 300 ft., passive Perception 15

Languages -

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



BONUS ACTIONS

Neural Sludge (2/Day). *Intelligence Saving Throw:* DC 17, each creature in a 10-foot-radius sphere centered on a point within 90 feet. *Failure:* The target becomes poisoned, has disadvantage on saving throws to maintain concentration, and moves in a random direction up to its speed at the start of each of its turns. The effects last for 1 minute. The target can repeat the saving throw at the end of its turn to end the effects.

REACTIONS

Thrashing Charge. *Trigger:* The mliopgni takes damage from a creature it can see that is farther away than 15 feet from the mliopgni. *Response - Strength Saving Throw:* DC 20, each creature in a 5-foot emanation originating from the mliopgni. *Failure:* The target is knocked prone and pushed 5 feet away from the mliopgni. *Failure or Success:* The mliopgni moves up to its speed toward the creature that dealt damage to it.

Bloodied - Mindless Hunger. While bloodied, the mliopgni becomes immune to being charmed or frightened, and it makes one additional Claw attack as part of its Multiattack.

Sensitive Feelers. When the mliopgni takes psychic damage, it has disadvantage on its next attack roll.

Spider Climb. The mliopgni can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Tunneler. The mliopgni can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The mliopgni makes two Claw attacks and uses its Stabbing Constrict once.

Claw. *Melee Weapon Attack:* +10, reach 15 feet. *Hit:* 19 (2d12 + 6) slashing damage.

Stabbing Constrict. *Strength Saving Throw:* DC 18, one Huge or smaller creature the mliopgni can see within 5 feet. *Failure:* The target becomes grappled (escape DC 18). While grappled this way, the target is restrained, the mliopgni can't use Stabbing Constrict on another target. and at the start of each of the target's turns, it takes 16 (3d10) piercing damage.

MLIOPGNI — STRONGER

Armor Class 19

Initiative +2 (12)

Hit Points 325 (21d20 + 105)

Speed 40 ft., burrow 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	21 (+5)	4 (-3)	16 (+3)	8 (-1)

Saving Throws Str +13, Con +10

Skills Perception +8

Condition Immunities charmed, frightened (while bloodied)

Senses darkvision 120 ft., tremorsense 300 ft., passive Perception 18

Languages -

CR 16 (XP 15,000; PB +5)

BONUS ACTIONS

Neural Sludge (1/Day). *Intelligence Saving Throw:* DC 15, each creature in a 10-foot-radius sphere centered on a point within 60 feet. *Failure:* The target becomes poisoned, has disadvantage on saving throws to maintain concentration, and moves in a random direction up to its speed at the start of each of its turns. The effects last for 1 minute. The target can repeat the saving throw at the end of its turn to end the effects.

REACTIONS

Thrashing Charge. *Trigger:* The mliopgni takes damage from a creature it can see that is farther away than 15 feet from the mliopgni. *Response - Strength Saving Throw:* DC 18, each creature in a 5-foot emanation originating from the mliopgni. *Failure:* The target is knocked prone and pushed 5 feet away from the mliopgni. *Failure or Success:* The mliopgni moves up to its speed toward the creature that dealt damage to it.



Bloodied - Mindless Hunger. While bloodied, the mliopgni becomes immune to being charmed or frightened, and it makes one additional Claw attack as part of its Multiattack.

Sensitive Feelers. When the mliopgni takes psychic damage, it has disadvantage on its next attack roll.

Spider Climb. The mliopgni can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Tunneler. The mliopgni can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The mliopgni makes two Claw attacks and uses its Stabbing Constrict once.

Claw. *Melee Weapon Attack:* +13, reach 15 feet. *Hit:* 34 (4d12 + 8) slashing damage.

Stabbing Constrict. *Strength Saving Throw:* DC 21, one Huge or smaller creature the mliopgni can see within 5 feet. *Failure:* The target becomes grappled (escape DC 21). While grappled this way, the target is restrained, the mliopgni can't use Stabbing Constrict on another target. and at the start of each of the target's turns, it takes 27 (5d10) piercing damage.

BONUS ACTIONS

Neural Sludge (2/Day). *Intelligence Saving Throw:* DC 18, each creature in a 10-foot-radius sphere centered on a point within 90 feet. *Failure:* The target becomes poisoned, has disadvantage on saving throws to maintain concentration, and moves in a random direction up to its speed at the start of each of its turns. The effects last for 1 minute. The target can repeat the saving throw at the end of its turn to end the effects.

REACTIONS

Thrashing Charge. *Trigger:* The mliopgni takes damage from a creature it can see that is farther away than 15 feet from the mliopgni. *Response - Strength Saving Throw:* DC 21, each creature in a 5-foot emanation originating from the mliopgni. *Failure:* The target is knocked prone and pushed 5 feet away from the mliopgni. *Failure or Success:* The mliopgni moves up to its speed toward the creature that dealt damage to it.