

# SHIFTING BEHEMOTH

Gargantuan • Monstrosity • Chaotic Evil

**Armor Class** 17

**Initiative** +12 (22)

**Hit Points** 294 (19d20 + 95)

**Speed** 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	23 (+6)	20 (+5)	14 (+2)	17 (+3)	17 (+3)

**Saving Throws** Str +12, Dex +12

**Skills** Athletics +12, Acrobatics +12, Perception +9

**Condition Immunities** charmed, exhaustion, frightened, petrified, poisoned

**Senses** darkvision 120 ft., passive Perception 19

**Languages** understands the languages of its creator but can't speak

**CR** 20 (XP 25,000 or 33,000 in lair; PB +6)



**Amorphous.** The behemoth can move through a space as narrow as 5 feet wide without squeezing.

**Erratic Movement.** The behemoth doesn't provoke opportunity attacks when it leaves an enemy's reach.

**Immutable Anchored Form.** The behemoth is immune to any spell or effect that would alter its form, as well as any effect that would teleport or planeshift it.

**Legendary Resistance (3/Day, 4/Day in Lair).** If the behemoth fails a saving throw, it can choose to succeed instead.

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

**Pack Tactics.** The behemoth has advantage on an attack roll against a creature if at least one of the behemoth's allies is within 5 feet of the creature and the ally isn't incapacitated.

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

**Split and Merge.** At the start of each of the behemoth's turns, all of its bodies merge into a single Gargantuan body in the space of one of those bodies (the behemoth's choice). When this occurs, it ends all conditions affecting it, regains 20 hit points, and other creatures and unsecured objects in that space are pushed to the nearest unoccupied spaces. After merging, the behemoth rolls a d4 and its form reshapes as determined by the result. If the behemoth splits, each new body appears in an unoccupied space as close as possible to the behemoth's original space. Each body is a separate creature with its own turn. All bodies share the same initiative count and hit point pool, and each body uses the behemoth's statistics, regardless of its size.

1. The behemoth doesn't change its body.
2. The behemoth splits into two Huge-sized bodies.
3. The behemoth splits into four Large-sized bodies.
4. The behemoth splits into eight Medium-sized bodies.

## ACTIONS

**Slam (Gargantuan Only).** *Melee Weapon Attack:* +12, reach 20 ft. *Hit:* 64 (9d12 + 6) bludgeoning damage.

**Slam (Huge Only).** *Melee Weapon Attack:* +12, reach 15 ft. *Hit:* 33 (5d10 + 6) bludgeoning damage.

**Slam (Large Only).** *Melee Weapon Attack:* +12, reach 10 ft. *Hit:* 16 (3d6 + 6) bludgeoning damage.

**Slam (Medium Only).** *Melee Weapon Attack:* +12, reach 5 ft. *Hit:* 8 (1d4 + 6) bludgeoning damage.

## LEGENDARY ACTIONS

**Legendary Action Uses:** 3 (4 in Lair). *Immediately after another creature's turn, the behemoth can expend a use to take one of the following actions. The behemoth regains all expended uses at the start of each of its turns.*

**Merge.** The behemoth merges two bodies equally sized bodies into one a size category bigger. *Strength Saving Throw:* DC 20, one creature within 5 feet of that new body. *Failure:* The target is knocked prone and grappled (escape DC 20).

**Split.** The behemoth splits a Large or larger body into two bodies one a size category smaller. One of those bodies can immediately use its reaction to move up to their speed without provoking opportunity attacks and make a Slam attack.

**Rampage.** *Dexterity Saving Throw:* DC 20 (with disadvantage if the creature is within the aura of multiple bodies), each creature in a 5-foot emanation originating from any of the behemoth's bodies. *Failure:* 22 (4d10) bludgeoning damage. *Success:* Half damage. *Failure or Success:* The behemoth can't take this action again until the start of its next turn.

# SHIFTING BEHEMOTH — WEAKER

**Armor Class** 16

**Initiative** +11 (21)

**Hit Points** 246 (17d20 + 68)

**Speed** 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	21 (+5)	18 (+4)	12 (+1)	15 (+2)	15 (+2)

**Saving Throws** Str +11, Dex +11

**Skills** Athletics +11, Acrobatics +11, Perception +8

**Condition Immunities** charmed, exhaustion, frightened, petrified, poisoned

**Senses** darkvision 120 ft., passive Perception 18

**Languages** understands the languages of its creator but can't speak

**CR** 17 (XP 18,000 or 20,000 in lair, PB +6)



**Amorphous.** The behemoth can move through a space as narrow as 5 feet wide without squeezing.

**Erratic Movement.** The behemoth doesn't provoke opportunity attacks when it leaves an enemy's reach.

**Immutable Anchored Form.** The behemoth is immune to any spell or effect that would alter its form, as well as any effect that would teleport or planeshift it.

**Legendary Resistance (2/Day, 3/Day in Lair).** If the behemoth fails a saving throw, it can choose to succeed instead.

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

**Pack Tactics.** The behemoth has advantage on an attack roll against a creature if at least one of the behemoth's allies is within 5 feet of the creature and the ally isn't incapacitated.

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

**Split and Merge.** At the start of each of the behemoth's turns, all of its bodies merge into a single Gargantuan body in the space of one of those bodies (the behemoth's choice). When this occurs, it ends all conditions affecting it, regains 15 hit points, and other creatures and unsecured objects in that space are pushed to the nearest unoccupied spaces. After merging, the behemoth rolls a d4 and its form reshapes as determined by the result. If the behemoth splits, each new body appears in an unoccupied space as close as possible to the behemoth's original space. Each body is a separate creature with its own turn. All bodies share the same initiative count and hit point pool, and each body uses the behemoth's statistics, regardless of its size.

1. The behemoth doesn't change its body.
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3. The behemoth splits into four Large-sized bodies.
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## ACTIONS

**Slam (Gargantuan Only).** *Melee Weapon Attack:* +11, reach 20 ft. *Hit:* 57 (8d12 + 5) bludgeoning damage.

**Slam (Huge Only).** *Melee Weapon Attack:* +11, reach 15 ft. *Hit:* 27 (4d10 + 5) bludgeoning damage.

**Slam (Large Only).** *Melee Weapon Attack:* +11, reach 10 ft. *Hit:* 12 (2d6 + 5) bludgeoning damage.

**Slam (Medium Only).** *Melee Weapon Attack:* +11, reach 5 ft. *Hit:* 5 bludgeoning damage.

## LEGENDARY ACTIONS

**Legendary Action Uses:** 3 (4 in Lair). *Immediately after another creature's turn, the behemoth can expend a use to take one of the following actions. The behemoth regains all expended uses at the start of each of its turns.*

**Merge.** The behemoth merges two bodies equally sized bodies into one a size category bigger. *Strength Saving Throw:* DC 20, one creature within 5 feet of that new body. *Failure:* The target is knocked prone and grappled (escape DC 20).

**Split.** The behemoth splits a Large or larger body into two bodies one a size category smaller. One of those bodies can immediately use its reaction to move up to their speed without provoking opportunity attacks and make a Slam attack.

**Rampage.** *Dexterity Saving Throw:* DC 20 (with disadvantage if the creature is within the aura of multiple bodies), each creature in a 5-foot emanation originating from any of the behemoth's bodies. *Failure:* 16 (3d10) bludgeoning damage. *Success:* Half damage. *Failure or Success:* The behemoth can't take this action again until the start of its next turn.

# SHIFTING BEHEMOTH — STRONGER

**Armor Class** 18

**Initiative** +14 (24)

**Hit Points** 346 (21d20 + 126)

**Speed** 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	25 (+7)	22 (+6)	16 (+3)	19 (+4)	19 (+4)

**Saving Throws** Str +12, Dex +12

**Skills** Athletics +14, Acrobatics +14, Perception +11

**Condition Immunities** charmed, exhaustion, frightened, petrified, poisoned

**Senses** darkvision 120 ft., passive Perception 21

**Languages** understands the languages of its creator but can't speak

**CR** 23 (XP 50,000 or 62,000 in lair, PB +7)



**Amorphous.** The behemoth can move through a space as narrow as 5 feet wide without squeezing.

**Erratic Movement.** The behemoth doesn't provoke opportunity attacks when it leaves an enemy's reach.

**Immutable Anchored Form.** The behemoth is immune to any spell or effect that would alter its form, as well as any effect that would teleport or planeshift it.

**Legendary Resistance (4/Day, 5/Day in Lair).** If the behemoth fails a saving throw, it can choose to succeed instead.

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

**Pack Tactics.** The behemoth has advantage on an attack roll against a creature if at least one of the behemoth's allies is within 5 feet of the creature and the ally isn't incapacitated.

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

**Split and Merge.** At the start of each of the behemoth's turns, all of its bodies merge into a single Gargantuan body in the space of one of those bodies (the behemoth's choice). When this occurs, it ends all conditions affecting it, regains 25 hit points, and other creatures and unsecured objects in that space are pushed to the nearest unoccupied spaces. After merging, the behemoth rolls a d4 and its form reshapes as determined by the result. If the behemoth splits, each new body appears in an unoccupied space as close as possible to the behemoth's original space. Each body is a separate creature with its own turn. All bodies share the same initiative count and hit point pool, and each body uses the behemoth's statistics, regardless of its size.

1. The behemoth doesn't change its body.
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4. The behemoth splits into eight Medium-sized bodies.

## ACTIONS

**Slam (Gargantuan Only).** *Melee Weapon Attack:* +12, reach 20 ft. *Hit:* 91 (13d12 + 7) bludgeoning damage.

**Slam (Huge Only).** *Melee Weapon Attack:* +12, reach 15 ft. *Hit:* 45 (7d10 + 7) bludgeoning damage.

**Slam (Large Only).** *Melee Weapon Attack:* +12, reach 10 ft. *Hit:* 21 (4d6 + 7) bludgeoning damage.

**Slam (Medium Only).** *Melee Weapon Attack:* +12, reach 5 ft. *Hit:* 12 (2d4 + 7) bludgeoning damage.

## LEGENDARY ACTIONS

*Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the behemoth can expend a use to take one of the following actions. The behemoth regains all expended uses at the start of each of its turns.*

**Merge.** The behemoth merges two bodies equally sized bodies into one a size category bigger. *Strength Saving Throw:* DC 20, one creature within 5 feet of that new body. *Failure:* The target is knocked prone and grappled (escape DC 20).

**Split.** The behemoth splits a Large or larger body into two bodies one a size category smaller. One of those bodies can immediately use its reaction to move up to their speed without provoking opportunity attacks and make a Slam attack.

**Rampage.** *Dexterity Saving Throw:* DC 20 (with disadvantage if the creature is within the aura of multiple bodies), each creature in a 5-foot emanation originating from any of the behemoth's bodies. *Failure:* 32 (5d12) bludgeoning damage. *Success:* Half damage. *Failure or Success:* The behemoth can't take this action again until the start of its next turn.