

LOCKMAW AXOLOTL

Medium • Beast • Unaligned

Armor Class 12

Initiative +0 (10)

Hit Points 13 (2d8 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	3 (-4)	10 (+0)	6 (-2)

Saving Throws Con +4

Senses passive Perception 10

Languages -

CR 1/4 (XP 50; PB +2)



Hold Breath. The axolotl can hold its breath for 30 minutes.

Lockmaw. Checks made to escape a grapple of the axolotl automatically fail. Creatures can't escape a grapple except through magical means. This trait doesn't function if the axolotl is incapacitated or dead.

Regeneration. The axolotl regains 5 hit points at the start of its turn if it has at least 1 hit point.

Water Breathing. The axolotl can only breathe underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) piercing damage, and the target is grappled. Until this grapple ends, the axolotl can't attack, and at the start of the target's turn, the target loses 5 (2d4) hit points. Additionally, the target must succeed on a DC 12 Constitution saving throw or contract the lockmaw disease. 2d10 hours after contracting the disease, the jaw muscles of the diseased creature stiffen so that it can't open or close its mouth, preventing it from speaking or forming verbal spell components.

LOCKMAW AXOLOTL — WEAKER

Armor Class 11

Initiative +0 (10)

Hit Points 9 (2d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	11 (+0)	3 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages -

CR 1/8 (XP 25; PB +2)



Hold Breath. The axolotl can hold its breath for 30 minutes.

Lockmaw. Checks made to escape a grapple of the axolotl automatically fail. Creatures can't escape a grapple except through magical means. This trait doesn't function if the axolotl is incapacitated or dead.

Regeneration. The axolotl regains 5 hit points at the start of its turn if it has at least 1 hit point.

Water Breathing. The axolotl can only breathe underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) piercing damage, and the target is grappled. Until this grapple ends, the axolotl can't attack, and at the start of the target's turn, the target loses 3 (1d6) hit points. Additionally, the target must succeed on a DC 10 Constitution saving throw or contract the lockmaw disease. 2d10 hours after contracting the disease, the jaw muscles of the diseased creature stiffen so that it can't open or close its mouth, preventing it from speaking or forming verbal spell components.

LOCKMAW AXOLOTL — STRONGER

Armor Class 13

Initiative +0 (10)

Hit Points 22 (3d8 + 9)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

Saving Throws Str +4, Con +5

Senses passive Perception 10

Languages -

CR 1/2 (XP 100; PB +2)



Hold Breath. The axolotl can hold its breath for 30 minutes.

Lockmaw. Checks made to escape a grapple of the axolotl automatically fail. Creatures can't escape a grapple except through magical means. This trait doesn't function if the axolotl is incapacitated or dead.

Regeneration. The axolotl regains 5 hit points at the start of its turn if it has at least 1 hit point.

Water Breathing. The axolotl can only breathe underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) piercing damage, and the target is grappled. Until this grapple ends, the axolotl can't attack, and at the start of the target's turn, the target loses 7 (3d4) hit points. Additionally, the target must succeed on a DC 13 Constitution saving throw or contract the lockmaw disease. 2d10 hours after contracting the disease, the jaw muscles of the diseased creature stiffen so that it can't open or close its mouth, preventing it from speaking or forming verbal spell components.