

VERDANTHRAL MAW

Gargantuan • Plant • Unaligned

Armor Class 16

Initiative +3 (13)

Hit Points 280 (17d20 + 102)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	22 (+6)	6 (-2)	13 (+1)	9 (-1)

Saving Throws Str +11, Con +11

Skills Athletics +11, Perception +6

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned

Senses blindsight 30 ft., tremorsense 150 ft., passive Perception 16

Languages understands Sylvan but can't speak

CR 14 (XP 11,500; PB +5)



Bloodied - Clogging Sap. While bloodied, the maw gains 10 temporary hit points at the start of each of its turns.

Rooted Resilience. The maw has advantage on checks and saving throws against being moved or knocked prone.

Shifting Body. The maw can be in the same space as Large or smaller objects and it can move through a space as narrow as 10 feet wide without squeezing. Further, it ignores difficult terrain created by mundane plants or plant-based spells and effects, such as its Alter Terrain ability.

Spider Climb. The maw can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Unusual Nature. The maw doesn't require air or sleep.

ACTIONS

Multiattack. The maw makes two Slam and one Bite attack. It can replace one attack with a use of Vine Cluster.

Slam. *Melee Weapon Attack:* +11, reach 15 ft. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Bite. *Melee Weapon Attack:* +11, reach 10 ft. *Hit:* 25 (3d12 + 6) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 19), and it is restrained until the grapple ends.

Vine Cluster. *Dexterity Saving Throw:* DC 19, one creature within 150 feet that the maw can see. *Failure:* 16 (3d6 + 6) bludgeoning damage and the target is knocked prone and restrained until the vines are destroyed (AC 13; HP 20; vulnerability to slashing damage; immunity to poison and psychic damage).

BONUS ACTIONS

Alter Terrain (1/Day). *Constitution Saving Throw:* DC 19, each creature in a 100-foot emanation originating from the maw.

Failure: The target is knocked prone and loses its concentration.

Failure or Success: The area becomes difficult terrain, and 1d6 fissures open in the effect's area. The maw chooses the fissures' locations. Each fissure is 1d10 × 10 feet deep and 10 feet wide, extending from the maw to the edge of the effect. A creature in the same space as a fissure falls in.

Swallow. *Strength Saving Throw:* DC 19, one Large or smaller creature grappled by the maw (it can have up to three creatures swallowed at a time). *Failure:* The target is swallowed by the maw, and the grapple ends. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the maw, and takes 17 (5d6) acid damage at the start of each of the maw's turns.

If the maw takes 30 damage or more on a single turn from a creature inside it, the maw must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the maw and is prone. If the maw dies, any swallowed creature is no longer restrained and can escape from the corpse using 20 feet of movement, exiting prone.

VERDANTHRAL MAW — WEAKER

Armor Class 15

Initiative +2 (12)

Hit Points 232 (15d20 + 75)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	20 (+5)	6 (-2)	13 (+1)	9 (-1)

Saving Throws Str +9, Con +9

Skills Athletics +9, Perception +5

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned

Senses blindsight 30 ft., tremorsense 150 ft., passive Perception 15

Languages understands Sylvan but can't speak

CR 11 (XP 7,200; PB +4)



Bloodied - Clogging Sap. While bloodied, the maw gains 10 temporary hit points at the start of each of its turns.

Rooted Resilience. The maw has advantage on checks and saving throws against being moved or knocked prone.

Shifting Body. The maw can be in the same space as Large or smaller objects and it can move through a space as narrow as 10 feet wide without squeezing. Further, it ignores difficult terrain created by mundane plants or plant-based spells and effects, such as its Alter Terrain ability.

Spider Climb. The maw can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Unusual Nature. The maw doesn't require air or sleep.

ACTIONS

Multiattack. The maw makes two Slam and one Bite attack. It can replace one attack with a use of Vine Cluster.

Slam. *Melee Weapon Attack:* +9, reach 15 ft. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Bite. *Melee Weapon Attack:* +9, reach 10 ft. *Hit:* 18 (2d12 + 5) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 17), and it is restrained until the grapple ends.

Vine Cluster. *Dexterity Saving Throw:* DC 17, one creature within 150 feet that the maw can see. *Failure:* 12 (2d6 + 5) bludgeoning damage and the target is knocked prone and restrained until the vines are destroyed (AC 13; HP 15; vulnerability to slashing damage; immunity to poison and psychic damage).

VERDANTHRAL MAW — STRONGER

Armor Class 17

Initiative +3 (13)

Hit Points 315 (18d20 + 126)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	17 (+3)	24 (+7)	6 (-2)	14 (+2)	9 (-1)

Saving Throws Str +13, Con +13

Skills Athletics +13, Perception +8

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned

Senses blindsight 60 ft., tremorsense 150 ft., passive Perception 18

Languages understands Sylvan but can't speak

CR 17 (XP 18,000; PB +6)



BONUS ACTIONS

Alter Terrain (1/Day). *Constitution Saving Throw:* DC 17, each creature in a 100-foot emanation originating from the maw.

Failure: The target is knocked prone and loses its concentration.

Failure or Success: The area becomes difficult terrain, and 1d6 fissures open in the effect's area. The maw chooses the fissures' locations. Each fissure is 1d10 × 10 feet deep and 10 feet wide, extending from the maw to the edge of the effect. A creature in the same space as a fissure falls in.

Swallow. *Strength Saving Throw:* DC 17, one Large or smaller creature grappled by the maw (it can have up to three creatures swallowed at a time). *Failure:* The target is swallowed by the maw, and the grapple ends. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the maw, and takes 14 (4d6) acid damage at the start of each of the maw's turns.

If the maw takes 30 damage or more on a single turn from a creature inside it, the maw must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the maw and is prone. If the maw dies, any swallowed creature is no longer restrained and can escape from the corpse using 20 feet of movement, exiting prone.

Bloodied - Clogging Sap. While bloodied, the maw gains 20 temporary hit points at the start of each of its turns.

Rooted Resilience. The maw has advantage on checks and saving throws against being moved or knocked prone.

Shifting Body. The maw can be in the same space as Large or smaller objects and it can move through a space as narrow as 10 feet wide without squeezing. Further, it ignores difficult terrain created by mundane plants or plant-based spells and effects, such as its Alter Terrain ability.

Spider Climb. The maw can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Unusual Nature. The maw doesn't require air or sleep.

ACTIONS

Multiattack. The maw makes two Slam and one Bite attack. It can replace one attack with a use of Vine Cluster.

Slam. *Melee Weapon Attack:* +13, reach 15 ft. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Bite. *Melee Weapon Attack:* +13, reach 10 ft. *Hit:* 33 (4d12 + 7) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 21), and it is restrained until the grapple ends.

Vine Cluster. *Dexterity Saving Throw:* DC 21, one creature within 150 feet that the maw can see. *Failure:* 23 (4d6 + 7) bludgeoning damage and the target is knocked prone and restrained until the vines are destroyed (AC 13; HP 30; vulnerability to slashing damage; immunity to poison and psychic damage).

BONUS ACTIONS

Alter Terrain (1/Day). *Constitution Saving Throw:* DC 21, each creature in a 150-foot emanation originating from the maw.

Failure: The target is knocked prone and loses its concentration.

Failure or Success: The area becomes difficult terrain, and 1d6 fissures open in the effect's area. The maw chooses the fissures' locations. Each fissure is 1d10 × 10 feet deep and 10 feet wide, extending from the maw to the edge of the effect. A creature in the same space as a fissure falls in.

Swallow. *Strength Saving Throw:* DC 21, one Large or smaller creature grappled by the maw (it can have up to three creatures swallowed at a time). *Failure:* The target is swallowed by the maw, and the grapple ends. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the maw, and takes 21 (6d6) acid damage at the start of each of the maw's turns.

If the maw takes 40 damage or more on a single turn from a creature inside it, the maw must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the maw and is prone. If the maw dies, any swallowed creature is no longer restrained and can escape from the corpse using 20 feet of movement, exiting prone.