

DEVOURING MAW

Huge monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 150 (12d12 + 72)

Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

Saving Throws Con +9

Skills Stealth +7

Damage Resistances fire

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9

Languages —

Challenge 7 (2,900 XP)

Devouring Trap. During its first turn, the devouring maw has advantage on attack rolls against creatures that are surprised. Any hit the devouring maw scores against a surprised creature is a critical hit, and the creature automatically fails its first Dexterity saving throw that turn.

Sand Camouflage. The devouring maw has advantage on Dexterity (Stealth) checks made to hide in sandy or rocky terrain.

Tunneler. The devouring maw can burrow through solid rock at half its burrow speed and leaves a 5-foot-diameter tunnel in its wake.

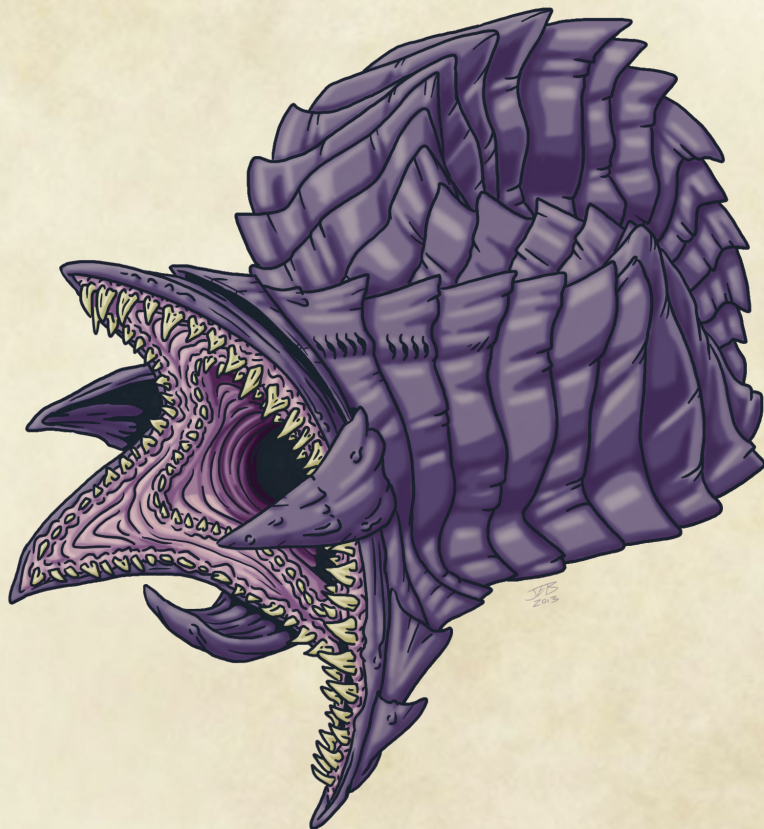
Actions

Multiattack. The worm makes two attacks: one with its bite and one with its tail blade.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Dexterity saving throw or be swallowed by the devouring maw. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the devouring maw, and it takes 10 (3d6) acid damage at the start of each of the devouring maw's turns.

If the devouring maw takes 20 damage or more on a single turn from a creature inside it, the devouring maw must succeed on a DC 19 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the devouring maw. If the devouring maw dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Tail Blade. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage.



PERFECT AMBUSER

The devouring maw thrives in the deserts of Runehalt. It hides in the burning sand in ambush. Only its toothy maw emerges from the ground, the rest of its body buried beneath.

As soon as an unfortunate prey walks too close to the creature, it emerges, devouring the creature whole, before digging itself deeper in the earth, to digest its latest meal.

These monsters are the bane of travelers, and forced the invention of flying vehicles to bypass them.

Art by Jacob e. Blackmon.