

LIMITLESS
ADVENTURES



&

EC3D DESIGN



PRESENT



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Gormaw

"The creature bearing down on your party resembles a skinless ape the size of a cottage, though where its head should be is a massive mouth ringed with savage-looking teeth."

Creature(s)

Gormaw

Huge Aberration, Chaotic Evil

Armor Class: 17 (natural armor)

Hit Points: 153 (18d12+36)

Speed 40 ft., climb 40 ft.

Challenge 10 (5,900 XP)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	15 (+2)	11 (+0)	15 (+2)	9 (-1)

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Saving Throws Con +6, Str +10

Skills Perception +6

Senses Blindsight 120 ft., passive Perception 16

Languages telepathy 120 ft.

Stable Footing Any attempts to knock the gormaw prone are made with disadvantage, and any saving throw or skill check made by the gormaw to prevent being knocked prone are made with advantage.

Actions

Multiattack The gormaw makes two slam attacks.

Bite *Melee Weapon Attack* +10 to hit, reach 5 ft., Hit: 22 (3d10+6) piercing damage and 10 (4d4) acid damage and the target is grappled (escape DC 16).

Slam *Melee Weapon Attack* +10 to hit, reach 5 ft., Hit: 22 (3d10+6) bludgeoning damage.

Swallow The gormaw makes one bite attack against a medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the gormaw, and it takes 22 (6d4) acid damage at the start of each of the gormaw's turns. The gormaw can have only one target swallowed at a time. If the gormaw dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.



Lore

Arcane:

DC 15: The gormaw is an aberration that swallows its prey whole.

DC 20: Sages are divided on the origins of the gormaw, some say they originate from a world in the farthest realm. Others believe they were wished into existence by the depraved imaginations of a cult of madness called, The Backers.

Tactics

A gormaw tends to charge directly into battle and attempt to swallow a spellcaster, typically an unarmored wizard or sorcerer. After securing a victim in its gullet, it will focus its slam attacks on any divine spellcaster.

Harvest

The gallbladder of the gormaw can reduce the cost of brewing a **potion of resistance** by half.

Treasure

In the gullet of the gormaw is a nearly digested leather sack containing 36 pp, a black pearl (500gp), and a **mace of smiting**.

Further Adventure™

A gormaw guards the wreckage of a crashed airship covered with strange runes...

A cult attempting to contact a power from the farthest realm inadvertently summoned a gormaw...

A strange chanting sculptor begins carving a gormaw statue from a boulder near town, promising revenge...

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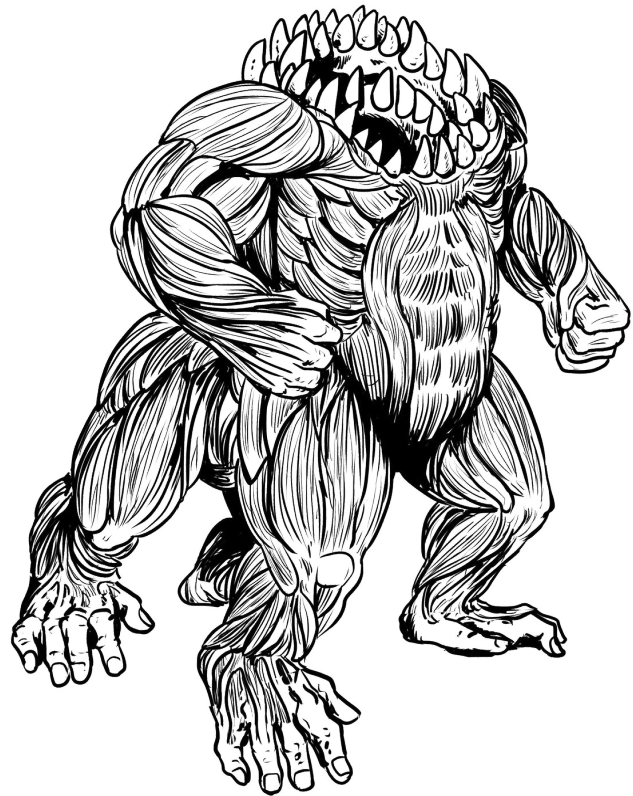
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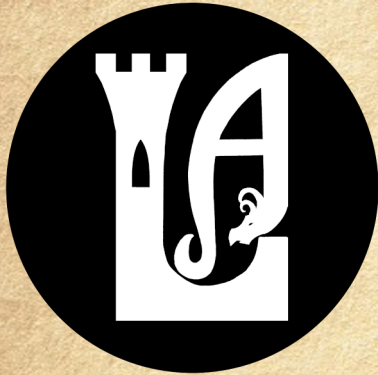
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Limitless-Adventures creates 5th Edition random encounters, locations, and side quests ready to drop into any setting! Each includes Further Adventure™ hooks to inspire your campaign.

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EC3D Design creates tabletop gaming products, comic books, board games, dungeon mats, and scalable 3D designs/prints suitable for a variety of 3D printers.

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