

Ammut

Large, Monstrosity, Lawful Evil

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ARMOR CLASS

18

HIT POINTS

178 (17d10 + 85)

CHALLENGE

9 | 5,000 XP

PROFICIENCY

+4

Speed Swim 30 ft., Walk 40 ft.

Initiative +2

Saving Throws Con +9, Str +10, Wis +7

Skills Insight +7, Perception +7

Damage Resistances Necrotic, Psychic

Damage Immunities Frightened

Condition Immunities Frightened

Senses Darkvision 90 ft.; Passive Perception 17

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Languages Celestial, Infernal

STR

23
+6

DEX

14
+2

CON

20
+5

INT

12
+1

WIS

16
+3

CHA

16
+3

Traits

Devourer of the Unworthy. The ammut deals an extra 9 (2d8) Necrotic damage to creatures that are Frightened, Charmed, or below half their Hit Points.

Judgment Scent. The ammut has Advantage on Wisdom (Insight) checks and can sense living creatures within 30 feet that are not behind total cover.

Actions

Multiattack. The ammut makes three attacks: Bite, Claw, and Tail.

Bite. Melee Attack Roll: +10, reach 5 ft. Hit: 19 (2d12 + 6) Piercing damage plus 9 (2d8) Necrotic damage.

Claw. Melee Attack Roll: +10, reach 10 ft. Hit: 15 (2d8 + 6) Slashing damage.

Tail. Melee Attack Roll: +10, reach 10 ft. Hit: 13 (2d6 + 6) Bludgeoning damage, and the target must succeed on a Strength saving throw or fall Prone.

Heart-Weighing Roar (Recharge 5-6). Wisdom Saving Throw: creatures of the ammut choice within 30 feet. Failure: 45 (10d8) Psychic damage and the target has the Frightened condition until the end of its next turn. Success: Half damage.

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