

# BEHEMOTHS

They are enormous creatures, the first titans banished by the gods to the Demiplane of Exile to prevent them from dominating the multiverse. There, they waited for eons in the dark, cold emptiness, until they finally found a way to break free and roam the cosmos once more.

**Huge and Terrifying.** Behemoths are colossal in size, dwarfing even the largest creatures of the Material Plane. Their forms are often shrouded in darkness, and they emit an aura of primal energy that can drive lesser beings mad with fear.

**Ancient and Powerful.** Behemoths have lived for eons in exile, cut off from the rest of the multiverse. They have had ample time to develop their already impressive abilities, and are often masters of magic, psionics, or some other form of cosmic power.

**Banished by the Gods.** The gods feared the power of the Behemoths and banished them to the Demiplane of Exile, a realm of darkness and emptiness where they could not harm other lifeforms. However, the behemoths are not content to remain there forever and are always seeking a way to break free.

**Magical Seal.** A visible magic seal is present on all Behemoths, placed there by the gods during their banishment to the Demiplane of Exile. The sigil serves to seal away a portion of their immense power and prevents them from becoming the most powerful creatures in all of the Material Plane. Breaking the seal would unleash the full extent of their power and bring about catastrophic consequences.

**The Demiplane of Exile.** Also known as the Voidrealm, is a realm of darkness and emptiness, where no lifeforms can survive for long. The behemoths were banished here by the gods, and it is said that the Demiplane is home to countless other monsters and horrors, lurking in the darkness and waiting for a chance to escape.

**Behemoth Varieties.** There are many different types of behemoths, each with their own unique abilities and traits. Some are masters of psionics, while others wield powerful magic or possess incredible physical strength. However, all behemoths are terrifying creatures that should be avoided at all costs, for they are a force to be reckoned with.



art: mljourney

# PHASMODO BEHEMOTH

*Gargantuan aberration (titan), chaotic evil*

- **Armor Class** 22 (natural armor)
- **Hit Points** 66 (4d20 + 24)
- **Speed** 0 ft., fly 60 ft. (hover), swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	22 (+6)	22 (+6)	14 (+2)	12 (+1)

- **Saving Throws** Int +9
- **Skills** Perception +8
- **Damage Resistances** all
- **Damage Immunity** cold
- **Condition Immunity** exhaustion, frightened, grappled, petrified, prone, unconscious
- **Senses** truesight 60 ft., passive Perception 18
- **Languages** Primordial, telepathy 120 ft.
- **Challenge** 8 (3,900 XP)

**Gravitational Pull.** The behemoth's immense mass and gravity make it difficult for creatures to move or attack within 30 feet of it, imposing disadvantage on attacks and halving movement speed.

**Interdimensional Shifting.** The behemoth's existence in multiple dimensions at once causes it to occasionally flicker in and out of reality, granting it resistance to all damage types and making it difficult to hit.

**Psionic Perception.** The behemoth is constantly aware of the thoughts and emotions of all creatures within 30 feet of it.

**Sealed Power.** The behemoth's full power is sealed by a magical sigil that is visible on its body. The damage and hit points stated in its stat block are already halved due to the sealed power. Breaking the sigil unleashes the Behemoth's full power, doubling its maximum hit points and doubling all dice rolls for its damage output features.

**Unusual Nature.** It doesn't require air or sleep.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 5) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 13 Dexterity saving throw or be swallowed by the behemoth. A swallowed creature has total cover against attacks and other effects outside the behemoth, and it takes 3 (1d6) acid damage at the start of each of the behemoth's turns. If the behemoth takes 30 damage or more on a single turn from a creature inside it, the behemoth must succeed on a DC 16 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 behemoth. If

the behemoth dies, a swallowed creature can escape from the corpse by using 20 feet of movement, exiting prone.

**Frozen Tomb (3/Day).** The behemoth conjures a block of ice around a creature within 60 feet, trapping them inside. The target must make a DC 16 Strength saving throw or be restrained until the ice is destroyed. The ice has 30 hit points and is vulnerable to fire damage.

**Void Blast.** *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 18 (4d8) psychic damage. On a hit, the target must make a DC 16 Wisdom saving throw or take an additional 18 (4d8) cold damage and become stunned until the end of the target's next turn. On a successful save, the target takes half the cold damage and isn't stunned.



# NIGHTMAW BEHEMOTH

*Gargantuan aberration (titan), chaotic evil*

- **Armor Class** 18 (natural armor)
- **Hit Points** 148 (9d20 + 54)
- **Speed** 0 ft., fly 60 ft. (hover), swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	23 (+6)	18 (+4)	15 (+2)	13 (+1)

- **Saving Throws** Int +8
- **Skills** Perception +10, Stealth +10
- **Damage Immunity** cold
- **Condition Immunity** exhaustion, frightened, grappled, petrified, prone, unconscious
- **Senses** truesight 60 ft., passive Perception 20
- **Languages** Primordial, telepathy 120 ft.
- **Challenge** 10 (5,900 XP)

**Frozen Body.** The behemoth's body is so cold that it can freeze its surroundings, leaving a trail of ice behind it. Any creature that starts its turn within 5 feet of the behemoth must make a DC 16 Constitution saving throw or take 13 (3d8) cold damage.

**Gravitational Pull.** The behemoth's immense mass and gravity make it difficult for creatures to move or attack within 30 feet of it, imposing disadvantage on attacks and halving movement speed.

**Psionic Perception.** The behemoth is constantly aware of the thoughts and emotions of all creatures within 30 feet of it.

**Sealed Power.** The behemoth's full power is sealed by a magical sigil that is visible on its body. The damage and hit points stated in its stat block are already halved due to the sealed power. Breaking the sigil unleashes the Behemoth's full power, doubling its maximum hit points and doubling all dice rolls for its damage output features.

**Silent Movement.** The behemoth's movement is completely silent, allowing it to move without making noise.

**Unusual Nature.** It doesn't require air or sleep.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 6) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 14 Dexterity saving throw or be swallowed by the behemoth. A swallowed creature has total cover against attacks and other effects outside the behemoth, and it takes 3 (1d6) acid damage at the start of each of the behemoth's turns. If the behemoth takes 30 damage or more on a single turn from a creature inside it, the behemoth must succeed on a

DC 16 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 behemoth. If the behemoth dies, a swallowed creature can escape from the corpse by using 20 feet of movement, exiting prone.

**Cosmic Vortex (Recharge 4-6).** The behemoth unleashes a powerful vortex of cosmic energy in a 60-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw or take 27 (6d8) force damage and be pushed 20 feet away from the behemoth. On a successful save, the creature takes half damage and is not pushed.

**Primordial Nightmare** The behemoth uses its psionic abilities on a sleeping humanoid within 120 feet of it. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 27 (5d10) and become inflicted with an indefinite madness effect (See the Expanded Afflictions chapter). If this effect reduces the target's hit point maximum to 0, the target dies. The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.



# COILWYRM BEHEMOTH

*Gargantuan aberration (titan), chaotic evil*

- **Armor Class** 20 (natural armor)
- **Hit Points** 203 (14d20 + 56)
- **Speed** 0 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	19 (+4)	14 (+2)	15 (+2)	8 (-1)

- **Saving Throws** Int +6
- **Skills** Perception +6
- **Damage Resistances** poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunity** cold, lightning
- **Condition Immunity** deafened, exhaustion, frightened, petrified, poisoned, prone, unconscious
- **Senses** truesight 60 ft., passive Perception 16
- **Languages** —
- **Challenge** 12 (8,400 XP)

**Cold Shock.** When the behemoth successfully hits a creature with a melee attack, the target must make a DC 16 Constitution saving throw or be stunned until the end of its next turn, as the cold shock paralyzes its muscles.

**Gravitational Pull.** The behemoth's immense mass and gravity make it difficult for creatures to move or attack within 30 feet of it, imposing disadvantage on attacks and halving movement speed.

**Sealed Power.** The behemoth's full power is sealed by a magical sigil that is visible on its body. The damage and hit points stated in its stat block are already halved due to the sealed power. Breaking the sigil unleashes the Behemoth's full power, doubling its maximum hit points and doubling all dice rolls for its damage output features.

**Unusual Nature.** It doesn't require air or sleep.

## ACTIONS

**Multiattack.** The behemoth makes two attacks: one with its bite and one with its tail.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage plus an additional 4 (1d8) lightning damage. If the target is a Large or smaller creature, it must succeed on a DC 16 Dexterity saving throw or be swallowed by the behemoth. A swallowed creature has total cover against attacks and other effects outside the behemoth, and it takes 3 (1d6) acid damage at the start of each of the behemoth's turns. If the behemoth takes 30 damage or more on a single turn from a

creature inside it, the behemoth must succeed on a DC 16 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 behemoth. If the behemoth dies, a swallowed creature can escape from the corpse by using 20 feet of movement, exiting prone.

**Tail.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage, or 35 (6d6 + 14) bludgeoning damage if the target is an object.



# DARKTIDE BEHEMOTH

*Gargantuan aberration (titan), chaotic evil*

- **Armor Class** 18 (natural armor)
- **Hit Points** 231 (14d20 + 84)
- **Speed** 0 ft., fly 60 ft. (hover), swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	22 (+6)	16 (+3)	16 (+3)	11 (+0)

- **Saving Throws** Int +8
- **Skills** Perception +8
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunity** cold
- **Condition Immunity** exhaustion, frightened, grappled, petrified, prone, unconscious
- **Senses** truesight 60 ft., passive Perception 18
- **Languages** Primordial, telepathy 120 ft.
- **Challenge** 14 (11,500 XP)

**Frozen Body.** The behemoth's body is so cold that it can freeze its surroundings, leaving a trail of ice behind it. Any creature that starts its turn within 5 feet of the behemoth must make a DC 18 Constitution saving throw or take 13 (3d8) cold damage.

**Gravitational Pull.** The behemoth's immense mass and gravity make it difficult for creatures to move or attack within 30 feet of it, imposing disadvantage on attacks and halving movement speed.

**Psionic Perception.** The behemoth is constantly aware of the thoughts and emotions of all creatures within 30 feet of it.

**Sealed Power.** The behemoth's full power is sealed by a magical sigil that is visible on its body. The damage and hit points stated in its stat block are already halved due to the sealed power. Breaking the sigil unleashes the Behemoth's full power, doubling its maximum hit points and doubling all dice rolls for its damage output features.

**Unusual Nature.** It doesn't require air or sleep.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 21 (3d8 + 7) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 15 Dexterity saving throw or be swallowed by the behemoth. A swallowed creature has total cover against attacks and other effects outside the behemoth, and it takes 3 (1d6) acid damage at the start of each of the behemoth's turns. If the behemoth takes 30 damage or more on a single turn from a creature inside it, the behemoth must succeed on a DC 18 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 behemoth. If the behemoth dies, a swallowed creature can escape from the corpse by using 20 feet of movement, exiting prone.

**Frozen Tsunami (Recharge 4-6).** The behemoth creates a massive wave of freezing water that crashes down on a 30-foot long, 10-foot wide, and 10-foot tall area. Each creature in that area must make a 18 Strength saving throw. On a failed save, a creature takes 27 (8d6) cold damage and is restrained, becoming trapped in a block of ice until the ice is destroyed. On a successful save, a creature takes half as much damage and isn't restrained. The ice has 30 hit points and is vulnerable to fire damage.



# KAIJUWYRMS

Kaijuwyrms are massive, ancient creatures, once thought to be extinct, but were recently awakened from their long slumber deep beneath the earth's surface when the Behemoths from the plane of exile arrived on the material plane.

**Towering Titans.** Kaijuwyrms are massive, towering over most creatures and buildings with ease. Their thick, scaly hides make them incredibly resilient, and their powerful jaws and claws can rend even the strongest materials.

**Ageless Ancients.** Kaijuwyrms are among the oldest creatures in existence, having slumbered deep beneath the earth's surface for eons. As a result, they possess a vast array of arcane knowledge and power.

**Behemoth Connection.** The arrival of the Behemoths on the material plane was the catalyst for the awakening of the Kaijuwyrms. Some believe that these ancient creatures were once servants of the Behemoths, while others believe that they are the natural enemies of these interdimensional invaders.

**Titanic Battles.** When two Kaijuwyrms meet in battle, the resulting conflict is nothing short of apocalyptic. Entire cities can be destroyed in the wake of their titanic clashes.

**Elemental Energies.** Kaijuwyrms possess the ability to harness the raw elemental energies of the earth, using them to devastating effect in battle. Some can even breathe molten rock or spew forth massive gusts of wind.

**Unstoppable Forces.** Once a Kaijuwurm sets its sights on a target, it is nearly unstoppable. Only the most powerful magic or weaponry can hope to slow or stop these ancient monsters.

**Guardians of the Earth.** Some believe that Kaijuwyrms were once guardians of the earth, charged with protecting the planet from planeshifting threats. Now that they have been awakened, many fear that they may turn their wrath against all who threaten the earth.

**Primordial Protectors.** Kaijuwyrms are among the most powerful creatures in existence, possessing vast reserves of strength, intelligence, and magical power. As such, they are often sought out by those who would seek to harness their power for their own purposes.

**Vulnerabilities.** Kaijuwyrms have a vulnerability to bludgeoning, piercing, and slashing damage due to their thick, scaly hides. While this armor provides excellent protection against most forms of attack, it also makes them more susceptible to attacks that focus on impacting or penetrating their armor. This vulnerability can be exploited by skilled fighters who are able to target the Kaijuwyrms' weak points and

strike with precision. Despite this vulnerability, Kaijuwyrms remain formidable opponents, and only the most skilled and powerful warriors can hope to defeat them in battle.



# KAIJUWYRM

*Gargantuan monstrosity (titan), chaotic neutral*

- **Armor Class** 19 (natural armor)
- **Hit Points** 546 (28d20 + 252)
- **Speed** 80 ft., burrow 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	28 (+9)	20 (+5)	17 (+3)	8 (-1)

- **Saving Throws** Str +17, Con +16
- **Damage Vulnerabilities** bludgeoning, piercing, and slashing from magical attacks
- **Damage Resistances** acid, cold, fire, lightning, thunder
- **Condition Immunities** frightened, grappled, incapacitated, restrained
- **Senses** darkvision 120 ft., tremorsense 30 ft., passive Perception 13
- **Languages** –
- **Challenge** 23 (50,000 XP)

**Legendary Resistance (3/Day).** If the kaijuwurm fails a saving throw, it can choose to succeed instead.

**Elemental Fury.** One of the creature's attacks is infused with elemental energy, dealing additional damage of a chosen type: acid, cold, fire, lightning, or thunder. The type of damage can be chosen by the DM each time the attack is resolved.

**Immutable Form.** The kaijuwurm is immune to any spell or effect that would alter its form.

**Innate Spellcasting.** The kaijuwurm's innate spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The kaijuwurm can cast the following spells, requiring no material components:

At will: *control winds, earthquake, fire storm, gust of wind*

1/day: *meteor swarm*

**Magic Resistance.** The kaijuwurm has advantage on saving throws against spells and other magical effects.

**Siege Monster.** The kaijuwurm deals double damage to objects and structures.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage plus 22 (4d10) elemental damage. If the target is a Large or smaller creature, it must succeed on a DC 20 Dexterity saving throw or be swallowed by the kaijuwurm. A swallowed creature has total cover against attacks and other effects outside the kaijuwurm, and it takes 28 (8d6) acid damage at the start of each of the kaijuwurm's turns. If the kaijuwurm takes 50 damage or more on a single turn from a creature inside it, the kaijuwurm must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 20 feet of the kaijuwurm. If the kaijuwurm dies, a swallowed creature can escape from the corpse by using 30 feet of movement, exiting prone.

