

THE RATTLEMAW



The Rattlemaw is no common creature of the Underdark. It is a brutal, cave-dwelling apex predator, lurking deep within the geological chaos of the old mines. Its grotesque form appears to be a twisted fusion of beast and mineral, with thick, shale-like skin laced with glowing, magma-like fissures. It rules over lesser creatures, such as the goblins, forcing them to excavate new tunnels for its growing subterranean domain.

Lore suggests The Rattlemaw was created by ancient, chaotic magic hidden deep within the Dreadcall Mine. Its bellowing grind of sharp teeth and bony jaws—hence its name—announces its unstoppable approach. Defeating it requires not just brute force, but careful exploitation of the narrow, cluttered mine shafts where its massive body struggles to maneuver.

THE RATTLEMAW IN COMBAT

The Rattlemaw is a pure **Bruiser** and **Area Denial** monster. It will attempt to corner the Player Characters and use its *Fearful Roar* to isolate them. It leverages its actions and massive size to dominate the narrow mine corridors.

- **Tactic 1: Area Lockdown.** It immediately uses its **Fearful Roar** to spread the Frightened condition, isolating characters and forcing ranged attackers to stay back.
- **Tactic 2: Siege Breaker.** It targets environmental elements (support beams, unstable walls) with its **Siege Monster** trait to create rubble and further restrict player movement.
- **Tactic 3: Focus Fire.** It targets the character with the lowest AC or the one attempting to rally the **goblins** or use the environment against it, seeing them as the biggest immediate threat to its dominance.

THE RATTLEMAW

Large Monstrosity, Chaotic Evil

Armor Class 15 (Natural Armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Saving Throws Str +6, Con +5

Skills Perception +3

Damage Resistances Nonmagical Bludgeoning

Senses Darkvision 60 ft., Tremorsense 30 ft., passive Perception 13

Languages Understands Undercommon but cannot speak

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Siege Monster. The Rattlemaw deals double damage to objects and structures.

Crush of the Deep. While underground, the Rattlemaw has advantage on saving throws against effects that would move it or knock it prone.

Rattling Jaws. When the Rattlemaw critically hits with its Bite attack, the target is **Frightened** until the end of its next turn.

ACTIONS

Multiattack. The Rattlemaw makes two attacks: one with its Bite and one with its Claw.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 11 (2d6 + 4) Piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 4) Slashing damage.

Fearful Roar (Recharge 5–6). The Rattlemaw lets out a terrifying roar. Each creature within 30 feet of it that can hear it must succeed on a **DC 13 Wisdom saving throw** or be **Frightened** for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



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