DUALINK

Kog'Maw

Monster



Runeterra Edition

Kog'Maw

Large aberration, chaotic neutral

Armor Class: 17 (chitinous hide)
Hit Points: 285 (30d10 + 120)
Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	6 (-2)	12 (+1)	8 (-1)

Saving Throws: Con +10, Dex +8
Damage Resistances: acid, poison
Condition Immunities: poisoned
Senses: blindsight 30 ft., darkvision 120 ft.
Challenge: 17 (18,000 XP)

Bio-Arcane Corrosion. Kog'Maw applies Corrosion stacks (maximum 6).

When Kog'Maw deals damage with an ability, the target gains 1 stack.

At the end of each affected creature's turn they take 1d6 acid damage per stack.

Stack thresholds:

- 2 stacks: -2 AC
- 4 stacks: speed halved
- 6 stacks: the creature becomes vulnerable to acid damage until all stacks are removed

Stacks are removed if:

- the creature uses an action to purge them (DC 18 Constitution saving throw)
- the creature goes 2 rounds without gaining a stack

Living Artillery. If Kog'Maw has not moved during its turn:

- the range of its abilities increases by 30 feet
- its damage rolls gain +1d8 acid damage

If Kog'Maw moves during its turn it

gains +2 AC until the start of its next turn

Icathian Battery. At the start of each of Kog'Maw's turns, it gains 1 Charge (maximum 5).
Kog'Maw can spend Charges to enhance its abilities.
If Kog'Maw takes 30 or more damage in a single turn, it loses 2 Charges.

Caustic Demise. When Kog'Maw is reduced to 0 hit points, it dies but detonates at the end of its next turn. Each creature within 30 feet must make a DC 18 Dexterity saving throw:

- **Failure:** 45 (10d8) acid damage.
- **Success:** Half damage.

Creatures with 4 or more Corrosion stacks automatically fail this saving throw.

Actions

Multiattack. Kog'Maw makes two Void Spittle attacks, or one Void Spittle and one other ability.

Void Spittle. *Ranged Weapon Attack:* +10 to hit, range 120 ft., one target. *Hit:* 18 (3d8 + 4) acid damage.
The target gains 1 Corrosion stack. If the target has 4 or more stacks, the attack deals an additional 2d8 acid damage.

Caustic Pool (Recharge 5–6). Kog'Maw spits corrosive matter in a 20-foot line.
Creatures in the area must make a DC 18 Dexterity saving throw:

- **Failure:** 18 (4d8) acid damage and gain 1 Corrosion stack.
- **Success:** Half damage, no stack.

The area becomes hazardous terrain for 2 rounds. A creature entering or starting its turn there takes 2d8 acid damage and gains 1 stack

Void Barrage. Kog'Maw launches a long-range projectile. Costs 1–3 Charges.

Range: 200 feet (increased by Living Artillery if stationary). Each time Kog'Maw uses this ability in the same round, the Charge cost increases by 1.

Each target within a 10 foot radius must make a DC 18 Dexterity saving throw:

- **1 Charge:** 4d10 acid damage
- **2 Charges:** 6d10 acid damage and the creature cannot take reactions until the end of its next turn
- **3 Charges:** 8d10 acid damage, knocked prone, and gains 2 Corrosion stacks

If the target is below half its hit point maximum, the damage dice are maximized.

Bonus Actions

Hyper-Regurgitation. Kog'Maw expends all Charges.

- it regains 10 hit points per Charge spent
- each creature within 10 feet gains 1 Corrosion stack

Reactions

Acid Reflex. When Kog'Maw is hit by a melee attack:

- the attacker takes 13 (3d8) acid damage
- the attacker gains 1 Corrosion stack

Legendary Actions

Kog'Maw can take 3 legendary actions, choosing from the options below.

Only one legendary action option can be used at a time and only at the end of another creature's turn.

Kog'Maw regains spent legendary actions at the start of its turn.

Spit (1 Action). Kog'Maw makes one Void Spittle attack.

Shift (1 Action). Kog'Maw moves up to 10 feet.

Rupture (2 Actions). One creature with Corrosion stacks immediately takes its end-of-turn Corrosion damage.

Overload (3 Actions). Kog'Maw uses Living Artillery (1 Charge).