

RU'GARUUL, THE VORACIOUS DOOM

Gargantuan dragon (ancient black dragon), chaotic evil

Armor Class 19 (chain mail, shield)

Hit Points 600

Speed 40ft.

Swim 60ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 27 (+8) | 14 (+2) | 25 (+7) | 16 (+3) | 15 (+2) | 22 (+6) |

Saving Throws Dex +9, Con +14, Wis +9, Cha +15

Skills Perception +16, Stealth +9

Damage Resistances Bludgeoning, Piercing, And Slashing From Nonmagical Weapons

Damage Immunities Acid

Condition Immunities Charmed

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 21 (33,000 XP)

Amphibious. Ru'Garuul can breathe air and water.

Legendary Resistance (3/Day). If Ru'Garuul fails a saving throw, he can choose to succeed instead.***

Innate Spellcasting. Ru'Garuul's innate spellcasting ability is Charisma (spell save DC 19). He can innately cast the following spells, requiring no components:

At Will: Eldritch Blast (4d10), Vicious Mockery (4d4)

3/Day: Bestow Curse (8 hours), Blight, Witch Bolt (5d12), Polymorph, Hex, Major Image

ACTIONS

Multiattack. Ru'Garuul can use his Frightful Presence. He then makes three attacks: one with his bite or tongue, and two with his claws.

Tongue. Ranged Weapon Attack: +11 to hit, reach 30 ft., one target. Hit: 17 (2d10 + 6) slashing damage plus 4 (1d8) acid damage. On hit, the target creature must make a DC 17 constitution saving throw or be poisoned until the end of its next turn.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage, and the target is grappled if it is large or smaller. If the target is already grappled, the target is swallowed if it is medium or

smaller. The swallowed creature is blinded and restrained, has total cover against attacks and other effects outside Ru'Garuul, and takes 4d6 acid damage at the start of each of Ru'Garuul's turns. Ru'Garuul's gullet can hold one creature at a time. If Ru'Garuul takes 20 damage or more from any creature inside, it must succeed on a DC 20 Constitution saving throw made at disadvantage or regurgitate the swallowed creature prone within 10 feet of Ru'Garuul.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, (10d8) acid damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Abysal Voyage. Ru'Garuul dives into the swampy bog and swims up to his swimming speed without provoking opportunity attacks. Any creature whose space he moves through must succeed a DC 17 Dexterity saving throw or take 6d6 bludgeoning damage on a failed save, or half as much on a successful one. This attack splits the soil along the line and pushes it as far as needed for Ru'Garuul to fit through it.

LEGENDARY ACTIONS

Ru'Garuul 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. Ru'Garuul regains spent legendary actions at the start of his turn.

Tongue.

Cantrip.

3/Day Spell (Costs 2).

Deep Desire. Ru'Garuul casts an illusion of a pile of gold, delicious meal, bottle of alcohol, or a beautiful person onto a 5ft square within 60 feet. One creature within 60 feet of the treasure that can see it must make a DC 17 Wis Saving Throw. On a failure, the creature must use its reaction to move its speed toward the illusion, which vanishes at the end of the target's turn.

Sinner's Mark. Ru'Garuul targets a creature within 60 ft with a voodoo curse. The creature must succeed a DC 17 Cha Saving Throw or be marked for 1 minute. Garou and his minions have advantage against marked targets, and marked targets have disadvantage on saving throws against effects caused by Ru'Garuul and his minions.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Ru'Garuul takes a lair action to cause one of the following effects; Ru'Garuul can't use the same effect two rounds in a row:

Shoo, Fly! A cloud of swarming insects fills a 20 foot radius sphere centered on a point Ru'Garuul can see within 120 feet of him for 1 minute. The cloud spreads around corners and remains until the dragon dismisses it as an action, uses this lair action again, or dies. The cloud is lightly obscured. Any creature in the cloud when it appears must make a DC 15 Constitution saving through, taking 3d6 piercing damage on a failed or half as much on a successful one. A creature that ends its turn in the cloud takes 3d6 piercing damage. The cloud fades after the duration ends, Ru'Garuul dies, or when he uses this lair action again.

The Remains of the Day. Zombified bullywug hands burst from a point on the ground that Ru'Garuul can see within 120 feet. Each creature that enters or starts its turn within a 20 foot radius circle centered on that point must succeed on a DC 15 Strength Saving Throw or take 1d10 necrotic damage and be restrained. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. The hands are destroyed when Ru'Garuul dies or when he uses this lair action again.

Friends on the Other Side. Ru'Garuul calls upon the aid of voodoo spirits to animate 6 masked swamp shamblers out of the muck. They act immediately and take their turn on subsequent initiative round 20.

MASKED SWAMP SHAMBLER

Medium elemental (minion), chaotic evil

Armor Class 15 (natural armor)

Hit Points 1

Speed 30ft.

Swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 16 (+3) | 10 (+0) | 16 (+3) | 8 (-1) | 10 (+0) | 12 (+1) |

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 10

Languages –

ACTIONS

Multiattack. The masked swamp shambler makes two voodoo vicegrip attacks. If both attacks hit a Medium or smaller target, the target is grappled and restrained (escape DC 14).

Voodoo Vicegrip. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 4) bludgeoning damage. The target must succeed a DC 14 Charisma saving throw or be cursed for 1 minute. Until the duration ends or the masked swamp shambler dies, the target takes an additional 1d6 necrotic damage whenever it is hit by an attack. Also, Ru'Garuul may choose one ability when this effect is applied. The target has disadvantage on ability checks made with the chosen ability.

RU'GARUUL BATTLE MAP
BLUE LINES = SPLITTABLE WATER LINES

