

Zuggtmoy

Large, Fiend (Demon), Chaotic Evil

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ARMOR CLASS

19

HIT POINTS

325 (31d10 + 155)

CHALLENGE

23 | 50,000 XP

PROFICIENCY

+7

Speed	Walk 30 ft.
Initiative	+2
Saving Throws	Cha +14, Con +12, Wis +14
Skills	Perception +14
Damage Resistances	Cold, Fire, Lightning; Bludgeoning, Piercing, Slashing from nonmagical attacks
Damage Immunities	Poison
Condition Immunities	Charmed, Frightened, Poisoned
Senses	Truesight 120 ft.; Passive Perception 24
Passive Perception	24
Languages	Abyssal, telepathy 120 ft.

STR22
+6**DEX**14
+2**CON**20
+5**INT**20
+5**WIS**24
+7**CHA**24
+7

Traits

Lady of Rot. Plant and fungus allies within 60 feet have Advantage on attack rolls against Poisoned creatures.

Spore Veil. A creature that starts its turn within 10 feet must succeed on a Constitution saving throw or take 10 (3d6) Poison damage.

Actions

Multiattack. Zuggtmoy makes three Rot Tendril attacks.

Rot Tendril. Melee Spell Attack: +14, reach 15 ft. Hit: 34 (6d8 + 7) Poison or Necrotic damage, Zuggtmoy's choice.

Wedding of Spores (Recharge 5-6). Constitution Saving Throw: creatures of Zuggtmoy's choice within 60 feet. Failure: 108 (24d8) Poison damage and the target is Charmed until the end of its next turn. Success: Half damage.

Bonus Actions

Fungal Step. Zuggtmoy teleports up to 60 feet to an unoccupied space adjacent to fungus, rot, or plant growth she can see.

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