

ZUUHGE

Large • Aberration • Chaotic Evil

Armor Class 14

Initiative +0 (10)

Hit Points 102 (12d10 + 36)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 19 (+4) | 11 (+0) | 17 (+3) | 7 (-2) | 12 (+1) | 10 (+0) |

Saving Throws Str +7, Con +6

Skills Athletics +7

Damage Resistances acid, cold, fire, poison

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech

CR 6 (XP 2,300; PB +3)



Spider Climb. The zuuhge can climb difficult surfaces, including along ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The zuuhge makes two Claw attacks and one Engulfing Bite attack.

Claw. *Melee Weapon Attack:* +7, reach 5 feet. *Hit:* 11 (2d6 + 4) slashing damage.

Engulfing Bite. *Melee Weapon Attack:* +7, reach 5 feet. *Hit:* 17 (3d8 + 4) piercing damage. If the target is a Medium or smaller creature, it becomes grappled (escape DC 15). While grappled this way, the target is restrained and can't speak or form verbal components.

Acidic Spittle (Recharge 5-6). *Constitution Saving Throw:* DC 14, each creature in a 10-foot-radius sphere centered on a point within 30 feet. *Failure:* 22 (5d8) acid damage. *Success:* Half damage.

BONUS ACTIONS

Gulp. *Strength Saving Throw:* DC 14, one Medium or smaller creature grappled by the zuuhge. *Failure:* The target drops one item it is carrying of the zuuhge's choice, and the zuuhge swallows it into its gullet (it can have up to five items in its gullet at a time).

Flesh-Wrapped Objects. The zuuhge spits out all items in its gullet to randomly determined spaces in a 30-foot cone. Each object animates, wrapped into organic material that serves as legs, and becomes a Construct (Small, AC 10, HP 10, +4 to hit, dealing 1d6 bludgeoning damage on a hit) for 10 minutes under the zuuhge's control. The effect also ends if the zuuhge dies. In combat, objects take their turn immediately after the zuuhge. When such a Construct is reduced to 0 hit points, any non-magical object it is made of is destroyed.

ZUUHGE — WEAKER

Armor Class 13

Initiative +0 (10)

Hit Points 67 (9d10 + 18)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 17 (+3) | 10 (+0) | 15 (+2) | 7 (-2) | 12 (+1) | 10 (+0) |

Saving Throws Str +5, Con +4

Skills Athletics +5

Damage Resistances acid, cold, fire, poison

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech

CR 3 (XP 700; PB +2)



Spider Climb. The zuuhge can climb difficult surfaces, including along ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The zuuhge makes two Claw attacks and one Engulfing Bite attack.

Claw. *Melee Weapon Attack:* +5, reach 5 feet. *Hit:* 6 (1d6 + 3) slashing damage.

Engulfing Bite. *Melee Weapon Attack:* +5, reach 5 feet. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a Medium or smaller creature, it becomes grappled (escape DC 13). While grappled this way, the target is restrained and can't speak or form verbal components.

Acidic Spittle (Recharge 6). *Constitution Saving Throw:* DC 12, each creature in a 5-foot-radius sphere centered on a point within 30 feet. *Failure:* 22 (5d8) acid damage. *Success:* Half damage.

ZUUHGE — STRONGER

Armor Class 15

Hit Points 144 (17d10 + 51)

Speed 30 ft.

Initiative +1 (11)



STR

21 (+5)

DEX

13 (+1)

CON

19 (+4)

INT

7 (-2)

WIS

12 (+1)

CHA

10 (+0)

Saving Throws Str +9, Con +8

Skills Athletics +9

Damage Resistances acid, cold, fire, poison

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech

CR 9 (XP 5,000; PB +4)

Spider Climb. The zuuhge can climb difficult surfaces, including along ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The zuuhge makes two Claw attacks and one Engulfing Bite attack.

Claw. *Melee Weapon Attack:* +9, reach 5 feet. *Hit:* 15 (3d6 + 5) slashing damage.

Engulfing Bite. *Melee Weapon Attack:* +9, reach 5 feet. *Hit:* 27 (4d10 + 5) piercing damage. If the target is a Medium or smaller creature, it becomes grappled (escape DC 17). While grappled this way, the target is restrained and can't speak or form verbal components.

Acidic Spittle (Recharge 5-6). *Constitution Saving Throw:* DC 16, each creature in a 10-foot-radius sphere centered on a point within 30 feet. *Failure:* 22 (5d8) acid damage. *Success:* Half damage.

BONUS ACTIONS

Gulp. *Strength Saving Throw:* DC 12, one Medium or smaller creature grappled by the zuuhge. *Failure:* The target drops one item it is carrying of the zuuhge's choice, and the zuuhge swallows it into its gullet (it can have up to four items in its gullet at a time).

Flesh-Wrapped Objects. The zuuhge spits out all items in its gullet to randomly determined spaces in a 30-foot cone. Each object animates, wrapped into organic material that serves as legs, and becomes a Construct (Small, AC 10, HP 5, +3 to hit, dealing 1d4 bludgeoning damage on a hit) for 10 minutes under the zuuhge's control. The effect also ends if the zuuhge dies. In combat, objects take their turn immediately after the zuuhge. When such a Construct is reduced to 0 hit points, any non-magical object it is made of is destroyed.

BONUS ACTIONS

Gulp. *Strength Saving Throw:* DC 16, one Medium or smaller creature grappled by the zuuhge. *Failure:* The target drops one item it is carrying of the zuuhge's choice, and the zuuhge swallows it into its gullet (it can have up to six items in its gullet at a time).

Flesh-Wrapped Objects. The zuuhge spits out all items in its gullet to randomly determined spaces in a 30-foot cone. Each object animates, wrapped into organic material that serves as legs, and becomes a Construct (Small, AC 10, HP 15, +5 to hit, dealing 1d8 bludgeoning damage on a hit) for 10 minutes under the zuuhge's control. The effect also ends if the zuuhge dies. In combat, objects take their turn immediately after the zuuhge. When such a Construct is reduced to 0 hit points, any non-magical object it is made of is destroyed.