

# Gug

*Huge aberration, chaotic evil*

**Armor Class** 20 (natural armor)

**Hit Points** 262 (21d12 + 126)

**Speed** 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	20 (+5)	22 (+6)	14 (+2)	20 (+5)	14 (+2)

**Saving Throws** Dex +11, Int +8, Wis +11, Cha +12

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned, prone

**Skills** Perception +11, Stealth +11, Survival +11

**Senses** darkvision 120 ft. passive perception 21

**Languages** Deep Speech, telepathy 120 ft.

**Challenge** 19 (22,000 XP)

**Amorphous.** The gug can move through a space as narrow as 1 inch wide without squeezing.

**Fall Damage Immunity.** The gug can fall any distance and does not take fall damage.

**Horrifying Visage.** Creatures who start their turns within 30 feet of the gug and can see the creature must succeed on a DC 16 Wisdom saving throw or become frightened of the gug 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 gug's Horrifying Visage for the next 24 hours.

**Magic Resistance.** The gug has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The gug's weapon attacks are magical.

**Spider Climb.** The gug can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

## Actions

**Multiattack.** The gug can make five attacks: four with its claws, and one attack with its bite or swallow.

**Bite.** *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the gug can't bite another target.

**Claw.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

**Swallow.** The gug makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed and the grapple ends. The swallowed target is blinded and restrained, it has total

cover against attacks and other effects outside the gug. A swallowed creature takes 35 (10d6) acid damage at the start of its turns. If a swallowed creature dies as a result of taking acid damage from this ability, the gug regains 50 hit points.

If the gug takes 50 damage or more on a single turn from a creature inside it, the gug must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the gug. If the gug dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.