



## TERROR OF UNDERMOUNTAIN

A grotesque creature of Halaster Blackcloak's own creation, this legendary monstrosity was abandoned shortly after being unleashed within Undermountain. Now long forgotten and left to wander the great dungeon, it is driven only by its instinct to destroy.

**Infectious Hunter.** The Terror of Undermountain has cultivated a diseased bite from years of consuming carcasses and offal. Whenever it comes across a potent threat, it satisfies itself with biting that creature once, then falling back and waiting for it to die.

### TERROR OF UNDERMOUNTAIN

*Large monstrosity, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 94 (9d10 + 45)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	20 (+5)	4 (-3)	12 (+1)	10 (+0)

**Saving Throws** Str +8, Con +8

**Damage Resistances** cold, fire

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** understands Common but can't speak

**Challenge** 6 (2,300 XP)

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

**Stench.** Any creature that starts its turn within 10 feet of the Terror of Undermountain must succeed on a DC 16 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the Terror of Undermountain's stench for 24 hours.

#### ACTIONS

**Multiattack.** The Terror of Undermountain makes three attacks: two with its claws and one with its bite.

**Bite. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 16 (2d10 + 5) piercing damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or become diseased. While diseased, the target can't regain hit points. After every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 7 (2d6) on a failure. This reduction to the target's hit point maximum lasts until the disease is cured. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0.

**Claws. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 12 (2d6 + 5) slashing damage.