

# Daemonomicon: Ugudenk

This is Supplemental Material

## Ugudenk, The Squirming King

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Referred to as the Squirming King, Ugudenk was a worm-like Obyrith that primarily dug through his Writhing Realm. Seemingly immortal, it was speculated he was himself an Abyssal layer, his maw a feeding tendril that sometimes reached across the multiverse to devour at apparent random. His presence brought a fear of that which burrowed, and the crippling thought he could burst from the ground at any time.

Ugudenk had the form of an impossibly large worm-like creature; in fact, no one could claim to have seen the end of its body. Its jaw was a complex structure of multiple jaws and hooked tentacles made of muscle, the whole of which opened like some horrifying carnivorous flower when it hungered.

Ugudenk had no apparent goals or plans, spending most of its time contentedly burrowing through the Writhing Realm. It did have an odd attraction to the neighboring layer of Hollow's Heart, though most considered that to be because a permanent portal existed between the two layers; the Spiral of Ugudenk on the other end was notable for being one of the few immutable parts of that realm. Hollow's Heart's ruling demon lord Fraz-Urb'luu's consistent and consistently failed attempts to remove Ugudenk from his realm led to other demon lords joking about his "infestation problem".

At other times, Ugudenk would burst into other layers of the Abyss and, more rarely, the Material plane, where it devoured things as varied as castles, lakes, artifacts, and titans. Most saw no pattern or schedule to these anomalies, but stories were told of scholars who, after studying the nature of its seemingly random feasts, went insane and took their own lives- always by allowing immense monsters to devour them.

## Ugudenk's Lair

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Ugudenk's realm is the 177th layer of the Abyss, a place called the Writhing Realm. This entire layer is underground, consisting of endless tunnels and caverns left behind by Ugudenk's endless burrowing. It's not uncommon to encounter coils of the obyryth lord blocking caverns and tunnels here, but his ravenous maw only rarely appears in the Writhing Realm itself. Rumors hold that Ugudenk himself is an Abyssal layer, that his "body" is but a single feeding tendril that extends from this unknown realm into the Abyss through an as-yet undiscovered portal deep within the Writhing Realm.

## Lair Actions

On initiative 20 (losing initiative ties), Ugudenk can take a lair action while it is in the Writhing Realm to cause one of the following effects; he can't use the same two rounds in a row:

**Unstable Earth.** All terrain that touches the ground within Ugudenk's lair becomes difficult terrain for other creatures until the next initiative count 20 of the next round. Additionally, all creatures of his choosing within his lair that are on the ground must succeed on a DC 25 Dexterity saving throw or fall Prone.

**Rubble Cloud.** A cloud of stone and sand swirls about in Ugudenk's lair. Each creature in the cloud must succeed on a DC 25 Constitution saving throw or be Blinded for until the end of their next turn.

**Invertebrate Servants.** Ugudenk summons 1 purple worm or 2 remorhaz to aid him. They take their turn immediately after being summoned on initiative 20. The invertebrates obey his telepathic commands, which can reach anywhere in the lair. The invertebrates remain until Ugudenk uses another lair action, at which point they burrow into the ground until they are called by Ugudenk again. If a creature is swallowed by the summoned invertebrates after Ugudenk uses another lair action, it is regurgitated in a space within 10 of the invertebrate landing prone.

## Regional Effects

The region containing Ugudenk's lair is warped by Ugudenk's mere presence, creating one or more of the following effects:

**Undying Invertebrates.** In the Writhing Realm, all invertebrates are granted a lesser version of Ugudenk's Colossal Form feature. When these invertebrates die, one part of their body regains half of its original hit point maximum and the remaining body part(s) are magically pulled elsewhere in the Writhing Realm where they are resurrected as a lesser Obyrith.

**Burrowing Lord.** Within the Writhing Realm, sinkholes open up in random locations without warning every hour, as Ugudenk's body forms tunnels about his realm. Any creature that is in the area of one must make a DC 25 Dexterity Saving Throw or fall into the sinkhole, taking 3d12 Bludgeoning Damage, and falling prone. A sinkhole is 30 feet deep and considered difficult terrain.

**Colossal Tremorsense.** Within the Writhing Realm, Ugudenk can sense the exact location of any creature touching the ground, though he is unlikely to acknowledge their existence.

## Strategy and Tactics

Ugudenk will use his corrosive breath on as many creatures as possible. Then will crush and eat whatever creatures are left standing.

# Ugudenk

*Gargantuan fiend (Demon, Obyrith), Chaotic Evil*

**Armor Class** 19 (natural armor)

**Hit Points** 396 (24d20 + 144)

**Speed** 60 ft., burrow 60 ft.

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STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	22 (+6)	16 (+3)	16 (+3)	16 (+3)

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

**Skills** Athletics +23, Perception +19

**Damage Resistances** Cold, Fire, Lightning

**Damage Immunities** Acid, Poison; Bludgeoning, Piercing, and Slashing from nonmagical attacks.

**Condition Immunities** Charmed, Disease, Exhaustion, Frightened, Petrified, Prone, Restrained, Poisoned, Unconscious

**Senses** truesight 60 ft., tremorsense 300 ft, passive Perception 29

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 24 (62,000 XP)

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**Colossal Form (Mythic Trait; Recharges after a Short or Long Rest).** If Ugudenk is reduced to 0 hit points, he doesn't die or fall unconscious. Instead, his lifeless head falls to the ground & he regains 200 hit points and regains 1 Legendary Resistance as he regrows a new one. In addition, Ugudenk's head grows into a Ugudenk Spawn (use the Purple Worm stat block). If he drops to 0 hit points and he doesn't have a Colossal Form charge, he simply pulls the rest of its body back into the Writhing Realm, where it eventually regenerates the missing body part. It is impossible to kill Ugudenk so long as the Writhing Realm exists.

**Form of Madness.** Any creature within 120 feet that observes Ugudenk must attempt a DC 18 Wisdom saving throw. On a failed save the creature realizes Ugudenk could erupt from any earthly surface at any time. As long as the victim is in contact with the ground or any structure attached to the ground, they have disadvantage on all attack rolls, skill checks, and saving throws. On the first round of combat against a creature with a burrow speed, the character must make a DC 18 Wisdom save or be paralyzed with horror for 1d4 rounds. This is a mind-affecting fear effect that does not affect evil creatures. Even creatures that are normally immune to fear can be affected by Ugudenk's form of madness, although they suffer its effects for only 1 hour if they fail their saving throw for all other creatures the effect is permanent. A *Greater Restoration* spell or similar magic can cure the effects if the caster succeeds on a DC 18 spellcasting check. Wish automatically cures the condition. A creature that makes this save is immune to Ugudenk's form of madness for 24 hours.

**Innate Spellcasting.** Ugudenk casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks):

At will: Erupting Earth, Fear

3/day each: Move Earth, Transmute Rock, Wall of Stone

1/day each: Earthquake, Imprisonment

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

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

**Magic Weapons.** Ugudenk weapon attacks are magical.

**Obyrith Regeneration.** Ugudenk regains 30 hit points at the start of each of its turns if he starts with at least 1 hit point.

**Telepathic Shroud.** Dagon is immune to any effect that would sense its emotions or read its thoughts, as well as all divination spells.

**Tunneler.** Ugudenk can burrow through solid rock with his full burrow speed and leaves a 30-foot-diameter tunnel in its wake when doing so.

## Actions

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**Multiattack.** Ugudenk makes three attacks: one Bite attack and two Crush attacks.

**Bite.** Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 22 (3d8 + 9) Piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 24 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and Restrained, it has total cover against attacks and other effects outside the worm, and it takes 6d12 Acid damage at the start of each of the Ugudenk's turns. If a creature starts its turn inside Ugudenk's stomach, they must succeed on a DC 21 Constitution save or be Poisoned by Ugudenk's digestive juices, until the start of their next turn. A swallowed creature can cut its way out by using a slashing weapon after dealing 60 points of damage to the stomach (AC 18). The time Ugudenk's Obyrith Regeneration activates, the hole closes.

**Crush.** Melee Weapon Attack: +17 to hit, reach 20 ft., one creature. Hit: 4d12 + 9 Bludgeoning damage.

**Corrosive Breath (Recharge 4-6).** Ugudenk exhales Acid in a 240-foot line that is 20 feet wide. Each creature in that line must make DC 21 Dexterity saving throw, taking 88 (16d10) Acid damage and all nonmagical armor, weapons, and equipment are destroyed on a failed save, or half as much damage on a successful one and armor, weapons, and equipment aren't destroyed.

## Legendary Actions

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Ugudenk 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. Ugudenk regains legendary actions at the start of their turn.

**Crush Attack.** Ugudenk makes one Crush attack.

**Spellcasting (Costs 2 Actions).** Ugudenk cast any of his at-will spells.

**Corrosive Breath (Costs 3 Actions).** Ugudenk uses his Corrosive Breath attack.