

# GITROG

*Huge monstrosity, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 149 (13d12 + 65)

**Speed** 30 ft., 40 ft. swim

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	20 (+5)	4 (-3)	10 (0)	16 (+3)

**Saving Throws** Str +7, Con +8, Cha +6

**Skills** Perception +3

**Senses** Darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 7 (2,900 XP)

**Amphibious.** The Gitrog can breathe air and water

**Standing Leap.** The Gitrog's long jump is up to 25 ft. and its high jump is up to 15 ft., with or without a running start.

**Legendary Resistance (2/day).** If the Gitrog fails a saving through, it can choose to succeed instead. The Gitrog gains one additional usage of this ability while in water.

## ACTIONS

**Multiattack.** The Gitrog makes two Tongue Lash attacks, two Bite attacks, or a Tongue Lash and a Bite attack

**Tongue Lash.** Ranged Weapon Attack: +7 to hit, reach 15 ft., one target.

**Hit:** 11 (2d6+4) bludgeoning damage plus 4 (1d8) poison damage. If this attack hits, the target must make a DC 15 Strength saving throw or be pulled 15 ft. towards the Gitrog.

**Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

**Hit:** 15 (2d10+4) piercing damage plus 4 (1d8) poison damage, and the target is

grappled (escape DC 15). Until this grapple ends, the target is considered restrained, and the toad can't bite another target or use its Tongue Lash attack.

**Swallow.** The Gitrog makes one bite attack against a Large 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 of the Gitrog, and takes 10 (3d6) acid damage at the start of each of the Gitrog's turns. The Gitrog can only have one Large or Medium target swallowed at a time.

If the Gitrog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 ft. of movement, exiting prone. Additionally, if the Gitrog takes damage from swallowed creatures, it must make a Constitution saving throw with a DC equal to the damage taken. On a failure, each swallowed creature is regurgitated to a point within 5 ft. of the Gitrog.

**Roaring Croak.** Each creature within 60 ft. that can hear the Gitrog must succeed on a DC 14 Wisdom saving throw or become frightened 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 Gitrog's Roaring Croak for the next 24 hours.

**Hypnotic Gaze. (Recharge 5-6)** The Gitrog targets one humanoid it can see within 30 feet of it. If the target can see the Gitrog, the target must succeed on a DC 14 Charisma saving throw or be charmed by the Gitrog.

A charmed creature feels compelled to feed the nearest humanoid creature to the Gitrog as a sacrifice. Each time the target takes damage, or hears the Gitrog's Roaring Croak, the target may repeat the saving throw, ending the effect on a success. Otherwise, the effect lasts 24 hours or until the Gitrog is killed, or is away from the Gitrog for more than 24 hours.

When this effect ends, the target must make a DC 10 wisdom saving throw. If the target fails, it gains a long-term madness from the table on page 260 of the DMG. This madness lasts for 1d10x10 hours, or until cured via a *lesser restoration* spell. Otherwise, the effects can be suppressed via the *calm emotions* spell.

### Legendary Actions:

The Gitrog has 2 Legendary Actions per round

- Move (x1 action)
- Attack (x1 action)
- Swallow (x2 actions)
- Hypnotic Gaze (x2 actions)
- The Gitrog belches out a 10 ft. pool of acid to a point within range. Each creature within that area must make a DC 10 Dexterity saving throw, or take 1d8 acid damage and be caught in the bile. The bile is sticky and viscous, and the 10 ft. pool is considered difficult terrain.

### The Gitrog's Lair:

The Gitrog makes its home in a burrow under Lake Zarovich, on the northern end of the Barovian Valley. The lair itself is entirely made of densely packed mud. The cavernous burrow is at the end of U-shaped tunnel filled with water from Lake Zarovich. To access, you must swim down the 30 ft. to the bottom of the lake, and then another 20 ft. to traverse through the U-bend in the tunnel before reaching the damp air-filled burrow. The walls, floors and ceiling of the burrow are densely packed but still soaked through with moisture, and not entirely structurally sound

### Lair Actions:

These lair actions take place on initiative count 20, and persist for an entire round. Roll 1d4 to determine

1	Large clumps of mud begin to slop off of the ceiling, each hostile creature make a DC 13 dexterity saving throw or take 1d8 bludgeoning damage and be knocked prone
2	A small leak forms on the outer wall of the burrow, for the next round the ground becomes slick with mud and water – the burrow is considered difficult terrain during this time. At the end of the round, the mud on the wall as slumped down enough to plug the hole, and the water is absorbed into the mud floor.
3	Sinkholes appear in the burrow, when creatures other than the Gitrog attempt to move this round, they must make a DC 13 perception check, or they become trapped in waist-high viscous mud. They must make a DC 13 athletics or acrobatics check at the start of each of their turns to escape, or they are considered restrained.
4	Nothing happens; the previous lair effect still disappears.