

# HEART OF TURAGLAS

*Huge organ, chaotic evil*

**Armor Class** 18  
**Hit Points** 160  
**Speed** 0ft.

**Resistances:** Fire, Cold, Lightning, Bludgeoning  
**Immunities:** Poison  
**Condition Immunities:** All  
**Senses:** Pain  
**Languages:** All  
**Challenge** 10 (4141 XP)

**Poisoned Blood.** When the heart of Turaglas is damaged with slashing or piercing damage it excretes black blood. The blood releases a toxic gas that expands outward 5ft every round. A creature who starts its turn in the gas must succeed on a DC 16 or take 5d8 poison damage.

**Pounding Beat.** When a creature starts its turn within 30' of the heart of Turaglas it must succeed on a DC 12 WIS Save or be incapacitated for 1 round.

**Magic Resistance.** The Heart of Turaglas has advantage on all spell saving throws.

## Actions

**Multiattack.** Turaglas may take 1 extra action for each adrenaline the Heart of Turaglas has.

**Mind Spike.** *Ranged Spell Attack:* DC 15 WIS Save, one target. *Hit* 5d6 Psychic damage and is confused for 1 action. On a success Half damage and no confusion.

**Devour.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 1d12 + 4 the heart of Turaglas heals for the amount of damage done and the target is restrained. DC 12 to escape.

**Immune Response.** Turglas summons two swarms of demonic defenders.

## Bonus Actions

**Bloody Revenge.** *Ranged Weapon Attack:* +7 to hit, reach 30ft. one creature. *Hit* 1d4 poison damage. DC 16 STR Save on a fail the creature is poisoned and loses strength insted of hitpoints. Turaglas automatically loses 5 HP.

## Reactions

**Adrenaline.** When the Heart of Turaglas takes damage and his HP drops below 120, 80, 40 for the first time he immediately takes an action against the attacker.

## VILLAIN ACTIONS

### Round Villain Action

- 1 Immune Response: The Heart of Turaglas summons 2d4 Swarms of Demonic Defenders
- 2 Fever: The temperature inside Turaglas rises dramatically. Each creature takes 1d4 fire damage at the beginning of each of its turns.
- 3 Swarm: The Demonic Defenders move toward the creature closest to the Heart of Turaglas
- 4 Retch: DEX Save DC 16 on a fail fall prone.
- 5 Destroy: All Demonic Defenders attack an adjacent enemy once.