

# RUKARYZYL

Lies and corruption are the birthright of the rukaryzyl, its only joys as it holds endless vigil for the dread masters who have abandoned it. In cunning guise, the rukaryzyl forms cults, foments unrest, and spreads curses, but despite appearances its feverish plots are simple malice without purpose; despite its masterful mimicry of intelligence and forethought, the rukaryzyl is little more than a riderless chariot, impelled to carnage by the echo of a long-forsaken dream.

## RUKARYZYL LORE

**Arcana DC 15:** Cults of the Black Earth seem to crop up wherever creatures live subject to the capricious power of the earth, in deep caverns and settlements poised atop crumbling ravines.

For reasons yet unknown, such cults seem frequently led by shapeshifters (possibly, it has been argued, a single prolific shapeshifter) of incredible power and unlimited caprice, creatures said to possess an incredible talent for the weaving and untangling of curses, though with little inclination toward the latter.

**History DC 20:** Enchanted armaments can be had at rock-bottom rates in the deep places of the earth by those willing to brave a curse or three, particularly in the withering settlements around exhausted mines, where the Cult of the Black Earth is said to hold sway.

**Nature DC 15:** While most demonic creations possess a natural resilience against extreme temperatures, those sculpted for existence outside the Abyss, such as the rukaryzyl, often lack such defenses.

Indeed, the rukaryzyl seems markedly vulnerable to fire while changing its shape, as the fungal strands that form its core are exposed, though once fully reshaped, the rukaryzyl's powers are refreshed, ready to be used anew toward its evil ends.

**Religion DC 15:** Despite their decidedly un-demonic knack for subtlety and patient infiltration, often passing themselves off as kindly clerics or peddlers for years at a time, the shapeshifting creatures known as rukaryzyl are demons to their core, their true form a visage of seething chaos, bulbous tentacled putrescence boiling with mouths and sores and wretched, frothing eyes, their fungoid flesh tinged with pulsing rot.

This revelation comes as a dreadful shock to their customers, congregations, friends and sometimes even families, who frequently simply cannot be convinced that the person they thought they knew for years was a character that existed only as part of some vast and incomprehensible demonic scheme.

**Religion DC 20:** Remnants of an abandoned pact between Zuggtmoy and the evil powers of Elemental Chaos, the foul creatures known as rukaryzyl are said lurk near ruined temples of Ogmoch and in the fetid depths of the Swamp of Oblivion, still compulsively spreading the fruitless corruption of their failed purpose as they await the resurgence of the dread alliance for which they were created.

## RUKARYZYL CURSEWRIGHT TACTICS

In humanoid form, rukaryzyls present themselves as friendly and helpful wherever possible, using their magic to aid and ingratiate themselves to their communities, to cultivate cultic fervor for whichever evil deities seem to have the most local sway, and to assist adventurers traveling down any path they believe doomed to failure.

In combat, they first search for a way to flee without revealing their true form, using *Glowing Bolt* against the most injured pursuer or a nearby bystander, then rushing over to its body to heal themselves with their *Earthblood Reclamation*, if available. If forced to use their legendary resistance, they turn to fight, using their *Biting Touch* and then shifting into their *Rot-Thing* form.

If their true nature is discovered, they use their *Essence Tunnel* at the first opportunity, targeting an area of earth, water, or slime and connecting it to either to the *Para-Elemental Plane of Ooze* or to the *Elemental Plane of Earth*. They then use their action on their following turn to push through the portal.





# RUKARYZYL CURSEWRIGHT

Medium fiend (shapechanger)/plant, chaotic evil

Armor Class 20 (Natural Armor)

Hit Points 209 (22d10 + 88)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	21 (+5)	19 (+4)	18 (+4)	18 (+4)	16 (+3)

**Saving Throws** DEX +9, CON +9, CHA +8

**Skills** Deception +13, Religion +9, Perception +9

**Damage Immunities** Acid

**Senses** Darkvision 60 ft., Passive Perception 8

**Challenge** 14 (11,500 XP)

**Undetectable Nature.** If a spell or ability would reveal the rukaryzyl's creature type or alignment, the rukaryzyl can choose for it to reveal false information.

If the rukaryzyl takes any fire damage, it must use its Shift Form on its following turn.

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

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

**Legendary Resistance (1/Day).** If the rukaryzyl fails a saving throw, it can choose to succeed instead.

## Actions

**Multiattack.** The rukaryzyl makes three attacks with its Glowspore Bolt, one of which it can replace with a use of its Biting Touch or Earthblood Reclamation.

**Glowspore Bolt (3rd Level Spell).** Ranged Spell Attack: +9 to hit, range 60 ft., one target. Hit: 10 (3d6) poison plus 10 (3d6) radiant damage.

On a hit or miss, glowing spores linger in the air around the target in a 10 foot radius, shedding dim light in the area for the next minute.

Creatures in the area cannot benefit from Invisibility.

**Biting Touch (5th Level Spell).** The rukaryzyl drives two of its fingers into a wound of creature within 5 feet that does not have all of its hit points, sending scouring tendrils whipping through its veins.

The target must succeed on a DC 17 Constitution saving throw or take 45 (10d8) slashing damage and be Poisoned until the end of its next turn, or take half as much damage on a success.

**Earthblood Reclamation (Recharges when the rukaryzyl uses its Shift Form, 6th Level Spell).** The rukaryzyl touches a creature and sucks the life from the earth in a 5 foot radius around it, parching the ground and desiccating any corpses in the area.

The target regains 40 (9d8) hit points, or twice as many if a creature was reduced to 0 hit points in the affected area since the end of the rukaryzyl's last turn.

**Essence Tunnel (Recharges when the rukaryzyl uses its Shift Form, 6th Level Spell, Concentration).** The rukaryzyl creates a Large, rippling portal within a surface it can see within 30 feet, connecting it to a random point on an elemental, paraelemental, or quasi-elemental plane that it shares an affinity with.

For the next minute, a creature can use its action to push through the portal, taking 33 (6d10) damage of a type associated with the connected plane.

## Bonus Actions

**Gallseal (3rd Level Spell).** The rukaryzyl touches a creature and suspends a condition affecting it, condensing the target's infirmity into a hardened knot of concentrated poison within its flesh that lasts for 24 hours before being regurgitated harmlessly.

If the creature takes 15 or more damage from a single source in that time, the knot bursts and the creature takes 21 (6d6) poison damage.

**Skittering Leap.** The rukaryzyl jumps up to 30 feet. Opportunity attacks provoked by this movement have disadvantage.

**Shift Form.** The rukaryzyl's flesh rends and boils as it begins to transform, gaining vulnerability to fire damage until the beginning of its next turn.

At the beginning of its next turn, it transforms into **Rukaryzyl Rot-Thing**, retaining its current hit points and regaining an expended legendary resistance.

## Reactions

**Uncanny Lunge.** When the rukaryzyl makes a saving throw against an effect that targets an area, it can move up to its speed.

If it ends this movement outside the affected area, the rukaryzyl is unaffected.

**Split Flesh.** When the rukaryzyl takes any slashing damage, it can use its Shift Form.

# RUKARYZYL ROT-THING

*Large fiend (shapechanger)/ooze, chaotic evil*

**Armor Class** 20 (Natural Armor)

**Hit Points** 209 (22d10 + 88)

**Speed** 70 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	23 (+6)	19 (+4)	18 (+4)	18 (+4)	16 (+3)

**Saving Throws** DEX +11, CON +9, CHA +8

**Skills** Deception +13, Religion +9, Perception +9

**Damage Resistances** Bludgeoning, Piercing, and Slashing

**Damage Immunities** Acid

**Condition Immunities** Exhaustion, Prone

**Senses** Darkvision 60 ft., Passive Perception 14

**Challenge** 14 (11,500 XP)

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

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

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

**Legendary Resistance (1/Day).** If the rukaryzyl fails a saving throw, it can choose to succeed instead.

## Actions

**Multiattack.** The rukaryzyl makes four attacks, one of which can be with its Gurgling Maw.

**Gurgling Maw.** Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 16 (3d6 + 6) piercing damage plus one additional effect of the rukaryzyl's choice:

- **Acrid Froth.** The target takes 9 (2d8) additional acid damage.
- **Infesting Nest.** Blue fungal tendrils burrow into the wound, forcing the target to succeed on a DC 17 Constitution saving throw or be infected with **Threadnest Bluerot**.

**Scalehook Tendril.** Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 16 (3d6 + 6) slashing damage.

**Ooze Ejection (Recharges when the rukaryzyl uses its Shift Form).** Ranged Weapon Attack: +11 to hit, range 30 ft., one target. Hit 18 (4d8) bludgeoning plus 9 (2d8) acid damage.

On a hit or miss, a **Gray Ooze Crevasse Crawler** that acts on the rukaryzyl's initiative and dies after 1 minute appears in the nearest unoccupied space to the target.

## Bonus Actions

**Skittering Leap.** The rukaryzyl jumps up to 30 feet. Opportunity attacks provoked by this movement have disadvantage.

**Shift Form.** The rukaryzyl's flesh rends and boils as it begins to transform, gaining vulnerability to fire damage until the beginning of its next turn.

At the beginning of its next turn, it transforms into **Rukaryzyl Cursewright**, retaining its current hit points and regaining an expended legendary resistance.

## Reactions

**Thrashing Spasm.** When the rukaryzyl makes an Intelligence, Wisdom, or Charisma saving throw, it can move up to half its speed in a random direction, moving through the space of any Medium or smaller creature.

Each creature it moves within 10 feet of in this way must succeed on a DC 19 Dexterity saving throw or take 10 (3d6) slashing damage.

**Spattering Chorus (1/Day).** When the rukaryzyl is reduced below 105 hit points, it can let out a chorus of wet screams from its many mouths.

Each creature within 10 feet takes 9 (2d8) acid damage, then must succeed on a DC 17 Wisdom saving throw or be Frightened until the end of its next turn.

## RUKARYZYL ROT-THING TACTICS

Rot-Things stay mobile, using their Skittering Leap to escape melee each turn, often retreating to walls or roofs to attack with their Ooze Ejection, if available, before moving to corner the most isolated of their enemies.

With their Gurgling Maw, they initially use their Infesting Nest to try to infect enemies, switching to their Acid Froth once a target is infected or has resisted the disease twice.

If reduced below 50 hit points, they dash away to escape line of sight and begin transforming, with their Shift Form, hoping to take on an unassuming guise before pursuers can catch up to them, then healing themselves with their Earthblood Reclamation as they continue to flee.

**Threadnest Bluerot.** The infected creature's veins bulge and darken as delicate, fungal threads spread through its bloodstream, eventually turning the sclera of its eyes a vivid blue.

If the creature takes any poison or necrotic damage, some of the threads break loose, forcing the creature to succeed on a DC 15 Constitution saving throw or fall prone and be Paralyzed until the beginning of its next turn.

A creature that fails this saving throw by 10 or more drops to 0 hit points and the disease ends for it.



## RUKARYZYL-CURSED ITEMS

For reasons obtuse to even the most insightful of demonologists, rukaryzyls seem to delight in the collection, creation and distribution of cursed magic items. They make little effort to deny accusations regarding these curses, only hinting ominously at what curses the objects might carry, occasionally even charging a premium for magic items bearing curses they are particularly proud of.

### BACKDRAFT BOW

*Weapon (longbow) uncommon (cursed, requires attunement)*

When you score a critical hit with this weapon, the target bursts into flames, taking 1d10 fire damage at the beginning of each of its turns until a creature extinguishes the flames as an action.

**Curse.** When you score a critical hit while attuned to this weapon, you burst into flame, taking 1d10 fire damage at the beginning of each of your turns until a creature extinguishes the flames as an action.

While you are burning in this way, attacks you make with this weapon deal an additional 1d10 fire damage on a hit.

### TATTOO OF THE CURSEBEARER

*Wondrous Item (tattoo) rare (cursed, requires attunement by a creature afflicted by a curse)*

Dark shapes seem to slither and writhe within the deepest blacks of this tattoo.

While you are attuned to this magic tattoo, you have an additional three attunement slots, with which you can only attune to cursed magic items.

Whenever you complete a long rest, you gain 5 temporary hit points for each Curse you are afflicted by.

**Curse.** Whenever you make a saving throw, you subtract 1 from your result for each curse you are afflicted by.

### DIAPHANOUS CLOAK

*Wondrous Item (shoulders) rare (cursed, requires attunement)*

Whenever you take bludgeoning damage, you can use your reaction to reduce that damage by half and be pushed 15 feet away from its source.

**Curse.** You have disadvantage on Strength-based skill checks and saving throws, and can't add your Strength modifier to the damage of your attacks.

### INSPECTOR'S TONGUECHARM

*Wondrous Item, uncommon (cursed, requires attunement)*

When you succeed on a saving throw against being Poisoned by a creature, you learn the creature's type and gain +1 to attack rolls made against that target for the next minute.

**Curse.** When you hit an uninjured creature with an attack, your mouth fills with the target's taste, and you must succeed on a DC 10 Constitution saving throw or be Poisoned until the end of your next turn.

### LEADEN GREAVES

*Wondrous Item (legs) uncommon (cursed, requires attunement)*

You can make an Unarmed Attack against a prone target as a Bonus Action on each of your turns, and Unarmed Attacks you make against prone targets deal an additional 1d4 bludgeoning damage on a hit.

**Curse.** Your speed is reduced by 10 feet and you have disadvantage on Dexterity (Stealth) checks.

### LODESTONE HELM

*Wondrous Item (helm) rare (requires attunement)*

Filings of curled metal cling to this pitted iron helm, scarred with the marks of many blades.

A creature that hits you with a metal weapon has that weapon stick to you. Until you move or it uses an action or bonus action to pry the weapon free with a successful DC 10 Strength (Athletics) check, it can't make attacks with that weapon. If you move, each weapon sticking to you is freed.

**Curse.** Attacks with metal weapons that target you have advantage.

### MINDLINK PRISM

*Wondrous Item, uncommon (requires attunement)*

Whenever you hit a target with a spell attack, you forge a psychic link with it that lasts for a minute.

While you are linked, whenever you make an Intelligence or Wisdom saving throw, you can use your reaction to force each linked creature to make a saving throw against the same effect.

A creature cannot be forced to make multiple saving throws against the same effect with this item.

**Curse.** Whenever a creature you are linked into this way makes an Intelligence or Wisdom saving throw, it can use its reaction to force you to make a saving throw against the same effect.

### MUFFLER'S RING

*Wondrous Item (ring) uncommon (cursed, requires attunement)*

Sounds made by creatures grappled by you cannot be heard by creatures more than 15 feet away.

**Curse.** You have disadvantage on Wisdom (Perception) checks that rely on hearing.

### PAINLESS BRACERS

*Wondrous Item (arms) uncommon (cursed, requires attunement)*

This item has a single charge, which it regains whenever you receive magical healing. When you are reduced to 0 hit points but not killed outright, you can spend this charge to drop to 1 hit point instead.

**Curse.** If you would regain any number of hit points from healing magic, you regain 1 hit point instead.



## RUKARYZYL SPELLS

### BITING TOUCH

*5th-level conjuration*

**Casting Time:** 1 action

**Range:** touch

**Components:** V, M

**Duration:** instantaneous

You drive two fingers into the wound of a creature within 5 feet that does not have all of its hit points and scouring tendrils burst from beneath your nails, whipping briefly through the target's veins.

The target must succeed on a Constitution saving throw or take 10d8 slashing damage and be Poisoned until the end of its next turn, or take half as much damage on a success.

**Spell Lists.** Druid, Ranger, Warlock

### GALLSEAL

*3rd-level conjuration*

**Casting Time:** 1 bonus action

**Range:** touch

**Components:** V, M (a sealed oak gall)

**Duration:** instantaneous

You touch a creature and suspend one disease or condition affecting it, condensing the target's infirmity into a hardened knot of concentrated poison within its flesh that remains for 24 hours before being regurgitated harmlessly.

The condition can be Blinded, Charmed, Choking, Deafened, Paralyzed, Poisoned, or Stunned.

If the creature takes 15 or more damage from a single source in that time, the knot bursts and the creature takes 6d6 poison damage.

**Spell Lists.** Druid, Ranger

### GLOWSPORE BOLT

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 60 ft.

**Components:** V, S, M (a dram of fungus gnat mucous worth 2 gp)

**Duration:** instantaneous

You grow a dense ball of luminescent spores between your hands and send it flying at a target in range. Make a ranged spell attack. On a hit, the target takes 3d6 poison damage plus 3d6 radiant damage.

On a hit or miss, glowing spores linger in the air around the target in a 15 foot radius, shedding dim light in the area for the next minute.

Creatures in the area cannot benefit from Invisibility.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the poison damage increases by 2d6 and the radius of light increases by 5 feet for each slot level above 4th.

**Spell Lists.** Druid, Ranger, Warlock

### EARTHBLOOD RECLAMATION

*6th-level necromancy*

**Casting Time:** 1 action

**Range:** touch (10 ft. radius)

**Components:** V, S

**Duration:** 1 minute, concentration

You touch a creature and drain the life from the earth in a 5 foot radius around it, parching the ground and desiccating any corpses in the area.

The target regains 9d8 hit points, or regains twice as many hit points if a creature was reduced to 0 hit points in the affected area since the end of your last turn.

**At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, the healing increases by 1d8 for each slot level above 6th.

**Spell Lists.** Druid

### ESSENCE TUNNEL

*6th-level conjuration*

**Casting Time:** 1 action

**Range:** 30 ft.

**Components:** V, M (a surface with a planar alignment)

**Duration:** 1 minute, concentration

You target a surface you can see that is at least 10 feet by 10 feet and the surface ripples and liquefies, becoming a Large, unstable portal connected to a random point on an elemental, paraelemental, or quasi-elemental plane of your choice that the surface shares an affinity with.

For the next minute, a creature can use its action to push through the portal, taking 33 (6d10) damage of a type associated with the connected plane.

**Spell Lists.** Druid, Sorcerer, Wizard



