DUALINK

Urgot

BBEG



Runeterra Edition

Urgot

Large humanoid (augmented), lawful evil

Armor Class: 18 (chem-plate armor)
Hit Points: 187 (22d10 + 66)
Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	12 (+1)	14 (+2)	16 (+3)

Saving Throws: Str +10, Con +10, Wis +6
Damage Resistances: poison, necrotic
Condition Immunities: frightened
Senses: darkvision 60 ft., passive Perception 12
Languages: Common, Zaunite
Challenge: 11 (7,200 XP)

Dreadnought Frame. Urgot cannot be knocked prone. If an effect would push or pull Urgot, the distance is reduced by 10 feet.

Relentless Advance. Creatures provoke opportunity attacks from Urgot even if they take the Disengage action while within 10 feet of him. Opportunity attacks against Urgot are made at disadvantage.

Shotgun Legs. Urgot's mechanical legs automatically fire explosive blasts at nearby enemies. Urgot threatens a **10-foot radius** around himself. This area is divided into **six zones**, each representing one leg. Each leg can fire **once per round**.

Leg Blast. When a creature enters a zone within 10 feet of Urgot, leaves a zone within 10 feet of Urgot, or starts its turn within 10 feet of

Urgot, the corresponding leg fires. The creature triggering the leg must make a **DC 16 Dexterity saving throw**. On a failed save: 7 (2d6) thunder damage. On a successful save: half damage. A creature can only trigger each leg once per round. Moving around Urgot may trigger multiple legs. Multiple creatures can trigger different legs in the same round.

Actions

Multiattack. Urgot makes two **Chem-Piercer** attacks and may use **Disdain**.

Chem-Piercer. *Ranged Weapon Attack:* +10 to hit, range 30/120 ft., one target *Hit:* 14 (2d8 + 5) piercing damage. If the target is within 15 feet, it also takes 5 (1d10) poison damage.

Disdain. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target *Hit:* 11 (1d10 + 6) bludgeoning damage. The target must succeed on a **DC 16 Strength saving throw** or be pushed 10 feet and fall prone. Urgot may immediately move up to 10 feet toward the target. If the target collides with a wall, object, or creature, the target takes 5 (1d10) additional bludgeoning damage and is restrained until the end of its next turn.

Corrosive Charge (Recharge 5–6). Urgot launches a chem explosive in a **20-foot line** that is **5 feet wide** within 60 feet. Creatures in the line must make a **DC 16 Dexterity saving throw**. On a failed save: 21 (6d6) acid damage and speed reduced by 10 feet until the end of

the creature's next turn. On a successful save: half damage, no speed reduction. The affected area becomes difficult terrain until the end of Urgot's next turn.

Fear Beyond Death (Recharge 10 - 1d10). *Ranged Weapon Attack:* +10 to hit, range 30 ft., one target *Hit:* 13 (3d8) piercing damage. The target is harpooned for 1 minute. While harpooned, its speed is reduced by 10 feet and it cannot willingly move further away from Urgot. At the start of each of Urgot's turns, if the target has **30 hit points or fewer**, it must succeed on a **DC 16 Constitution saving throw** or be reduced to 0 hit points. Creatures of Urgot's choice within 20 feet of the executed creature must succeed on a **DC 16 Wisdom saving throw** or become frightened until the end of their next turn. The harpoon ends if Urgot is incapacitated.

Legendary Actions

Urgot can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Urgot regains spent legendary actions at the start of his turn.

Advance. Urgot moves up to 10 feet.

Fire Leg. One leg that has not fired this round fires.

Drag Prey (Costs 2 Actions). Urgot pulls a harpooned creature up to 15 feet toward him.