

# Gorgon

March 8, 2023



Large monstrosity, unaligned

**Armor Class** 19 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 20 (+5) | 11 (+0) | 18 (+4) | 2 (-4) | 12 (+1) | 7 (-2) |

**Saving Throws**

**Skills** Perception +4

**Damage Resistances**

**Damage Immunities**

**Condition Immunities** petrified

**Senses** darkvision 60 ft., passive Perception 14

**Languages** --

**Challenge** 5 (1800 XP)

**Trampling Charge.** If the gorgon moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the gorgon can make one attack with its hooves against it as a bonus

action.

## Actions

**Gore.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (2d12 + 5) piercing damage.

**Hooves.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage.

**Petrifying Breath (Recharge 5–6).** The gorgon exhales petrifying gas in a 30-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the “” spell or other magic.