

# GORGER

Large • Fiend (Demon) • Chaotic Evil

**Armor Class** 12

**Initiative** +0 (10)

**Hit Points** 60 (8d10 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	8 (-1)	8 (-1)	10 (+0)

**Saving Throws** Con +4

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Abyssal

**CR** 3 (XP 700; PB +2)



## ACTIONS

**Bite.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 13 (3d6 + 3) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13). While grappled this way, the target is restrained. While the gorgor grapples a target this way or has a creature swallowed, it can't use its Bite attack.

**Rend.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) piercing damage.

**Spit Out.** *Dexterity Saving Throw:* DC 13, one creature within 20 feet of the gorgor. *Failure:* The target and the swallowed creature take 14 (3d8) bludgeoning damage. *Success:* Only the swallowed creature takes the damage. *Success or Failure:* The swallowed creature is no longer swallowed and lands in a space adjacent to the target.

## BONUS ACTIONS

**Swallow.** *Strength Saving Throw:* DC 13, one Medium or smaller creature grappled by the gorgor (it can have only one creature swallowed at a time). *Failure:* The target is swallowed by the gorgor, and the grapple ends. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the gorgor, and takes 10 (3d6) necrotic damage at the start of each of the gorgor's turns. If the gorgor takes 15 damage or more on a single turn from a creature inside it, the gorgor must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls in a space within 5 feet of the gorgor and is prone. If the gorgor dies, a swallowed creature is no longer restrained and can escape from the corpse using 10 feet of movement, exiting prone.

## REACTIONS

**Spasmic Attack.** *Trigger:* A creature swallowed by the gorgor deals damage to it. *Response:* The gorgor makes one Rend attack with disadvantage against a creature within 5 feet of it, other than the swallowed target.

## GORGER — WEAKER

**Armor Class** 11

**Initiative** +0 (10)

**Hit Points** 26 (4d10 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	8 (-1)	8 (-1)	10 (+0)

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Abyssal

**CR** 1/2 (XP 100; PB +2)



## ACTIONS

**Bite.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13). While grappled this way, the target is restrained. While the gorger grapples a target this way or has a creature swallowed, it can't use its Bite attack.

**Rend.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 4 (1d4 + 2) piercing damage.

**Spit Out.** *Dexterity Saving Throw:* DC 12, one creature within 15 feet of the gorger. *Failure:* The target and the swallowed creature take 5 (2d4) bludgeoning damage. *Success:* Only the swallowed creature takes the damage. *Success or Failure:* The swallowed creature is no longer swallowed and lands in a space adjacent to the target.

## GORGER — STRONGER

**Armor Class** 14

**Hit Points** 102 (12d10 + 36)

**Speed** 30 ft.

**Initiative** +0 (10)

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

**Saving Throws** Con +6

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 9

**Languages** Abyssal

**CR** 6 (XP 2,300; PB +3)



## ACTIONS

**Bite.** *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 26 (4d10 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13). While grappled this way, the target is restrained. While the gorger grapples a target this way or has a creature swallowed, it can't use its Bite attack.

**Rend.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 17 (3d8 + 4) piercing damage.

**Spit Out.** *Dexterity Saving Throw:* DC 15, one creature within 30 feet of the gorger. *Failure:* The target and the swallowed creature take 22 (4d10) bludgeoning damage. *Success:* Only the swallowed creature takes the damage. *Success or Failure:* The swallowed creature is no longer swallowed and lands in a space adjacent to the target.

## BONUS ACTIONS

**Swallow.** *Strength Saving Throw:* DC 15, one Medium or smaller creature grappled by the gorger (it can have only one creature swallowed at a time). *Failure:* The target is swallowed by the gorger, and the grapple ends. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the gorger, and takes 18 (4d8) necrotic damage at the start of each of the gorger's turns. If the gorger takes 20 damage or more on a single turn from a creature inside it, the gorger must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls in a space within 5 feet of the gorger and is prone. If the gorger dies, a swallowed creature is no longer restrained and can escape from the corpse using 10 feet of movement, exiting prone.

## REACTIONS

**Spasmic Attack.** *Trigger:* A creature swallowed by the gorger deals damage to it. *Response:* The gorger makes one Rend attack with disadvantage against a creature within 5 feet of it, other than the swallowed target.