

GORGILK

Small • Monstrosity • Unaligned

Armor Class 14

Initiative -1 (9)

Hit Points 13 (3d6 + 3)

Speed 20 ft., climb 20 ft.



STR

DEX

CON

INT

WIS

CHA

6 (-2)

8 (-1)

12 (+1)

1 (-5)

8 (-1)

4 (-3)

Condition Immunities petrified, poisoned

Senses passive Perception 9

Languages -

CR 1/4 (XP 50; PB +2)

Death Burst. The gorgilk explodes when it dies. *Dexterity Saving Throw:* DC 11 (with disadvantage if the target is poisoned by the gorgilk), each creature in a 5-foot emanation originating from the gorgilk. *First Failure:* The target becomes restrained and repeats the save at the end of its next turn if it is still restrained, ending the effect on itself on a success. *Second Failure:* The target becomes petrified instead for 1d4 days.

Familiar. The gorgilk can serve another creature as a familiar.

Standing Leap. The gorgilk's long jump is up to 10 feet, and its high jump is up to 5 feet with or without a running start.

ACTIONS

Spit. *Ranged Weapon Attack:* +3, range 20/40 ft. *Hit:* 5 (2d4) acid damage, and the target's speed is reduced by 10 feet until the end of its next turn.

REACTIONS

Stench Glands. *Trigger:* A creature within 5 feet of the gorgilk that it can see targets it with an attack. *Response - Constitution Saving Throw:* DC 11, the attacker. *Failure:* The target becomes poisoned until the end of its turn.

GORGILK — WEAKER

Armor Class 12

Initiative -1 (9)

Hit Points 3 (1d6)

Speed 20 ft., climb 20 ft.



STR

DEX

CON

INT

WIS

CHA

6 (-2)

8 (-1)

10 (+0)

1 (-5)

8 (-1)

4 (-3)

Condition Immunities petrified, poisoned

Senses passive Perception 9

Languages -

CR 0 (XP 10; PB +2)

Death Burst. The gorgilk explodes when it dies. *Dexterity Saving Throw:* DC 10 (with disadvantage if the target is poisoned by the gorgilk), each creature in a 5-foot emanation originating from the gorgilk. *First Failure:* The target becomes restrained and repeats the save at the end of its next turn if it is still restrained, ending the effect on itself on a success. *Second Failure:* The target becomes petrified instead for 1d4 days. *Success or Effect Ends:* The target becomes immune to this effect for 24 hours.

Familiar. The gorgilk can serve another creature as a familiar.

Standing Leap. The gorgilk's long jump is up to 10 feet, and its high jump is up to 5 feet with or without a running start.

ACTIONS

Spit. *Ranged Weapon Attack:* +2, reach 10/30 ft. *Hit:* 1 acid damage, and the target's speed is reduced by 5 feet until the end of its next turn.

REACTIONS

Stench Glands. *Trigger:* A creature within 5 feet of the gorgilk that it can see targets it with an attack. *Response - Constitution Saving Throw:* DC 11, the attacker. *Failure:* The target becomes poisoned until the end of its turn.

GORGILK — STRONGER

Armor Class 15

Initiative -1 (9)

Hit Points 39 (6d6 + 18)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	8 (-1)	16 (+3)	1 (-5)	8 (-1)	4 (-3)

Condition Immunities petrified, poisoned

Senses passive Perception 9

Languages -

CR 2 (XP 450, PB +2)



Death Burst. The gorgilk explodes when it dies. *Dexterity Saving Throw:* DC 13 (with disadvantage if the target is poisoned by the gorgilk), each creature in a 5-foot emanation originating from the gorgilk. *First Failure:* The target becomes restrained and repeats the save at the end of its next turn if it is still restrained, ending the effect on itself on a success. *Second Failure:* The target becomes petrified instead for 1d4 days.

Familiar. The gorgilk can serve another creature as a familiar.

Standing Leap. The gorgilk's long jump is up to 10 feet, and its high jump is up to 5 feet with or without a running start.

ACTIONS

Multiattack. The gorgilk makes two Spit attacks.

Spit. *Ranged Weapon Attack:* +5, range 20/40 ft. *Hit:* 9 (2d8) acid damage, and the target's speed is reduced by 10 feet until the end of its next turn.

REACTIONS

Stench Glands. *Trigger:* A creature within 5 feet of the gorgilk that it can see targets it with an attack. *Response - Constitution Saving Throw:* DC 13, the attacker. *Failure:* The target becomes poisoned until the end of its turn.