

GOREHEAP

Gargantuan • Undead • Chaotic Evil

Armor Class 15

Initiative -1 (9)

Hit Points 245 (14d20 + 98)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|--------|---------|
| 25 (+7) | 9 (-1) | 24 (+7) | 6 (-2) | 8 (-1) | 14 (+2) |

Skills Athletics +11

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses blindsight 60 ft., passive Perception 9

Languages -

CR 12 (XP 8,400; PB +4)



Endless Hunger. Whenever the goreheap deals piercing damage, it regains hit points equal to half that amount.

Unusual Nature. The goreheap doesn't require air, drink, or sleep.

ACTIONS

Multiattack. The goreheap makes two Slam attacks.

Slam. *Melee Weapon Attack:* +11, reach 10 ft. *Hit:* 33 (4d12 + 7) bludgeoning damage, and the target is grappled (escape DC 19). While grappled this way, a Large or smaller creature is also restrained.

Hungry Tongues (Recharge 6). *Strength Saving Throw:* DC 19, each creature in a 30-foot emanation originating from the goreheap that it can see. *Failure:* Tongue-like tendrils attach to the target's mouth. While affected, the target can't move further away than 30 feet, can't speak, and is pulled with the goreheap whenever it moves. The effect lasts until the goreheap is killed or until the tongue is destroyed (AC 15; HP 20). Additionally, a target takes 10 (4d4) piercing damage at the start of its turns. A creature reduced to 0 by this ability loses its own tongue and can't speak until healed by a *regeneration* spell or similar.

GOREHEAP — WEAKER

Armor Class 14

Initiative -1 (9)

Hit Points 198 (12d20 + 72)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|--------|---------|
| 23 (+6) | 9 (-1) | 22 (+6) | 6 (-2) | 8 (-1) | 12 (+1) |

Skills Athletics +10

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses blindsight 60 ft., passive Perception 8

Languages -

CR 9 (XP 5,000; PB +4)



BONUS ACTIONS

Swallow. *Strength Saving Throw:* DC 19, one Large or smaller creature grappled by the goreheap (it can have up to four creatures swallowed at a time). *Failure:* The target is swallowed by the goreheap, and the grapple ends. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the goreheap, and takes 15 (6d4) piercing damage at the start of each of the goreheap's turns. A creature reduced to 0 hit points by this is killed and ripped to pieces. If the goreheap takes 30 damage or more on a single turn from a creature inside it, the goreheap must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the goreheap and is prone. If the goreheap dies, any swallowed creature is no longer restrained and can escape from the corpse using 20 feet of movement, exiting prone.

REACTIONS

Gnashing Retaliation. *Trigger:* The goreheap takes damage from a creature within 5 feet of it or a creature affected by its Hungry Tongues. *Response:* The target takes 10 (4d4) piercing damage. If affected by the Hungry Tongues, this damage counts as if dealt by it.

Endless Hunger. Whenever the goreheap deals piercing damage, it regains hit points equal to half that amount.

Unusual Nature. The goreheap doesn't require air, drink, or sleep.

ACTIONS

Multiattack. The goreheap makes two Slam attacks.

Slam. *Melee Weapon Attack:* +10, reach 10 ft. *Hit:* 25 (3d12 + 6) bludgeoning damage, and the target is grappled (escape DC 18). While grappled this way, a Large or smaller creature is also restrained.

Hungry Tongues (Recharge 6). *Strength Saving Throw:* DC 18, each creature in a 30-foot emanation originating from the goreheap that it can see. *Failure:* Tongue-like tendrils attach to the target's mouth. While affected, the target can't move further away than 30 feet, can't speak, and is pulled with the goreheap whenever it moves. The effect lasts until the goreheap is killed or until the tongue is destroyed (AC 15; HP 15). Additionally, a target takes 7 (3d4) piercing damage at the start of its turns. A creature reduced to 0 by this ability loses its own tongue and can't speak until healed by a *regeneration* spell or similar.

GOREHEAP — STRONGER

Armor Class 16

Hit Points 296 (16d20 + 128)

Speed 40 ft.

Initiative -1 (9)

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|--------|---------|
| 27 (+8) | 9 (-1) | 26 (+8) | 6 (-2) | 8 (-1) | 16 (+3) |

Skills Athletics +13

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses blindsight 60 ft., passive Perception 10

Languages -

CR 15 (XP 13,000; PB +5)

Endless Hunger. Whenever the goreheap deals piercing damage, it regains hit points equal to half that amount.

Unusual Nature. The goreheap doesn't require air, drink, or sleep.

ACTIONS

Multiattack. The goreheap makes two Slam attacks.

Slam. *Melee Weapon Attack:* +13, reach 10 ft. *Hit:* 41 (5d12 + 9) bludgeoning damage, and the target is grappled (escape DC 21). While grappled this way, a Large or smaller creature is also restrained.

Hungry Tongues (Recharge 6). *Strength Saving Throw:* DC 21, each creature in a 30-foot emanation originating from the goreheap that it can see. *Failure:* Tongue-like tendrils attach to the target's mouth. While affected, the target can't move further away than 30 feet, can't speak, and is pulled with the goreheap whenever it moves. The effect lasts until the goreheap is killed or until the tongue is destroyed (AC 15; HP 25). Additionally, a target takes 12 (5d4) piercing damage at the start of its turns. A creature reduced to 0 by this ability loses its own tongue and can't speak until healed by a *regeneration* spell or similar.

BONUS ACTIONS

Swallow. *Strength Saving Throw:* DC 18, one Large or smaller creature grappled by the goreheap (it can have up to four creatures swallowed at a time). *Failure:* The target is swallowed by the goreheap, and the grapple ends. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the goreheap, and takes 12 (5d4) piercing damage at the start of each of the goreheap's turns. A creature reduced to 0 hit points by this is killed and ripped to pieces. If the goreheap takes 30 damage or more on a single turn from a creature inside it, the goreheap must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the goreheap and is prone. If the goreheap dies, any swallowed creature is no longer restrained and can escape from the corpse using 20 feet of movement, exiting prone.

REACTIONS

Gnashing Retaliation. *Trigger:* The goreheap takes damage from a creature within 5 feet of it or a creature affected by its Hungry Tongues. *Response:* The target takes 7 (3d4) piercing damage. If affected by the Hungry Tongues, this damage counts as if dealt by it.



BONUS ACTIONS

Swallow. *Strength Saving Throw:* DC 21, one Large or smaller creature grappled by the goreheap (it can have up to four creatures swallowed at a time). *Failure:* The target is swallowed by the goreheap, and the grapple ends. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the goreheap, and takes 17 (7d4) piercing damage at the start of each of the goreheap's turns. A creature reduced to 0 hit points by this is killed and ripped to pieces. If the goreheap takes 30 damage or more on a single turn from a creature inside it, the goreheap must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the goreheap and is prone. If the goreheap dies, any swallowed creature is no longer restrained and can escape from the corpse using 20 feet of movement, exiting prone.

REACTIONS

Gnashing Retaliation. *Trigger:* The goreheap takes damage from a creature within 5 feet of it or a creature affected by its Hungry Tongues. *Response:* The target takes 12 (5d4) piercing damage. If affected by the Hungry Tongues, this damage counts as if dealt by it.