

GORTH THE ANCIENT

Large beast (Gargoyle), any alignment

Armor Class 17 Stone Skin

Hit Points 161 (19d10 + 57)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	11 (+0)	10 (+0)	10 (+0)

Condition Immunities petrified

Senses darkvision 100 ft., tremorsense 30 ft., passive Perception 10

Languages Common, Stonekin

Challenge 15 (13,000 XP)

Legendary Resistance (2/day). If Gorth the Ancient fails a saving throw, it can choose to succeed instead.

Heated Body. A creature that touches Gorth the Ancient or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

ACTIONS

Multiattack. Gorth the Ancient makes three attacks. Two Runic Claw attacks and one Runic Bite. Each attack must be on a different target unless no other target is available.

Runic Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Runic Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 23 (2D10 + 5) piercing damage.

LEGENDARY ACTIONS

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

Runic Bite(Costs 1 Action). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 38 (6d10 + 5) piercing damage. Gorth the Ancient heals for all damage dealt this way.

Runic Howl(Costs 2 Actions). Gorth the Ancient lets loose a earsplitting howl causing all allied creatures within 50 feet to feel the effects of the Haste spell cast upon them. Once this has been used it can not be used again during this combat.

