



“Earth Elemental Gorgon” by Christopher Ginn @ www.TheDungeonGeek.net
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GORGON, EARTH ELEMENTAL

Large monstrosity (elemental), neutral

Armor Class 18 (natural armor)

Hit Points 138(12d10 + 72)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	22 (+6)	3 (-4)	9 (-1)	6 (-2)

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Understands Primordial (Terran) but cannot speak

Challenge 6 (2300 XP) **Proficiency Bonus** +3

Earth Glide. The Gorgon, Earth Elemental can burrow through nonmagical, unworked earth and stone. While doing so, the Gorgon, Earth Elemental doesn't disturb the material it moves through.

Siege Monster. The Gorgon, Earth Elemental deals double damage to objects and structures.

Trampling Charge. If the Gorgon, Earth Elemental 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, Earth Elemental can make one slam attack against it as a bonus action.

ACTIONS

Multiattack. The Gorgon, Earth Elemental makes two slam attacks

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

Slam. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage

Petrifying Miasma. (Recharge 5–6). The Gorgon, Earth Elemental shakes off a cloud of petrifying dust in a 15-foot radius. 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 greater restoration spell or other magic.



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