

# ACTION ORIENTED MONSTER

## GORAG THE FESTERING

Gorag was cursed by Ryuna, the goddess of luck. The curse made the already repugnant creature's smell become a stench so powerful that it was a poison to those nearby.

**Smell Blind.** The smell drove Gorag mad, until finally, after years spent in its presence, Gorag became blind to the smell and so is unaffected by its own smell.

**Solitary Rage.** Gorag was banished by those of its kind. Wandering from place to place, Gorag was constantly chased from communities for its heinous odour and spent years listless and angry. The ogre's already short temper would flare into acts of obscene violence, destroying whole communities. Gorag would then gorge himself on the remains, before moving on, leaving nothing behind but festering scraps of flesh and a vicious stench.

**Putrefying Lair.** Gorag lives alone in a lair that stinks almost as badly as the ogre does and its odour quickly transform a surrounding area, poisoning soil and water and killing plant life. Gorag has learned to make its lair in regions already smell bad, such as swamps or sulphurous plains near to volcanoes, to help mask its sent.

### CREDITS

Artwork: Patrick E Pullen



## GORAG THE FESTERING

*Large giant, chaotic evil*

**Armor Class** 11 (hide armor)

**Hit Points** 59 (7d10 + 21)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Common, Giant

**Challenge** 3 (700 XP)

**Olfactory Blindness.** Gorag hasn't washed itself for years and is immune to its own smell effects.

### Actions

**Greatclub.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

### Villain Actions

Gorag can use one Villain action, choosing from the options below. Only one Villain action option can be used at a time and only at the end of another creature's turn. Once used, these special actions are gone.

**Festering Odour!** Gorag surrounds itself with a 10-foot-radius sphere of yellow, nauseating gas.

Each creature that is completely within the cloud at the start of its turn must make a DC 11 Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

**Tear Gas!** Gorag surrounds itself with a 10-foot-radius sphere of green, eye-waterly pungent gas. Each creature that is completely within the cloud at the start of its turn must make a DC 11 Constitution saving throw against poison. On a failed save, the creature is blinded for its next turn.

