



BENEOS TOKENS

GORGELEAPER



D&D HOME BREW



A Beneos Tokens homebrew creature statblock for the world's greatest roleplaying game

GORGELEAPERS

Gorgeleapers are arboreal hunters, leaping through maze-like treetops of the sky-scraping southern rainforests. They are expert climbers and navigate the treacherous terrain of their homes with terrifying ease, effortlessly stalking their prey before ambushing it. Gorgeleapers do not kill their prey immediately but swallow it instead, carrying the creature in their gullet to hidden birthing pools in the rainfilled calyxes of the aptly named Nursery Chalice, a carnivorous pitcher plant existing in symbiosis with the Gorgeleapers.

BENEOS TOKENS

This creature was released on [Patreon](#) and is part of weekly Animated Tokens to impress your players. Each creature comes with different animations and Top Down and Isometric perspectives.

GORGELEAPER

Large monstrosity, unaligned

Armor Class 14 (Natural armor)

Hit Points 47 (6d10 + 12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	2 (-4)	10 (+0)	4 (-3)

Saving Throws DEX +6

Skills Acrobatics +6, Stealth +6

Senses darkvision 30 ft., passive Perception 10

Challenge

Leaper Killer. With a running start of 10 ft. the Gorgeleaper can leap a distance up to 30 ft. and jump as high as 15 ft. If it attacks a creature after jumping into melee range on the same turn, its Gorging Maw attack deals an additional 6 (1d10) damage.

Ceaseless Hunger. When there is currently no creature swallowed by the Gorgeleaper, it makes attack rolls with advantage.

Treetop Hunter. The Gorgeleaper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

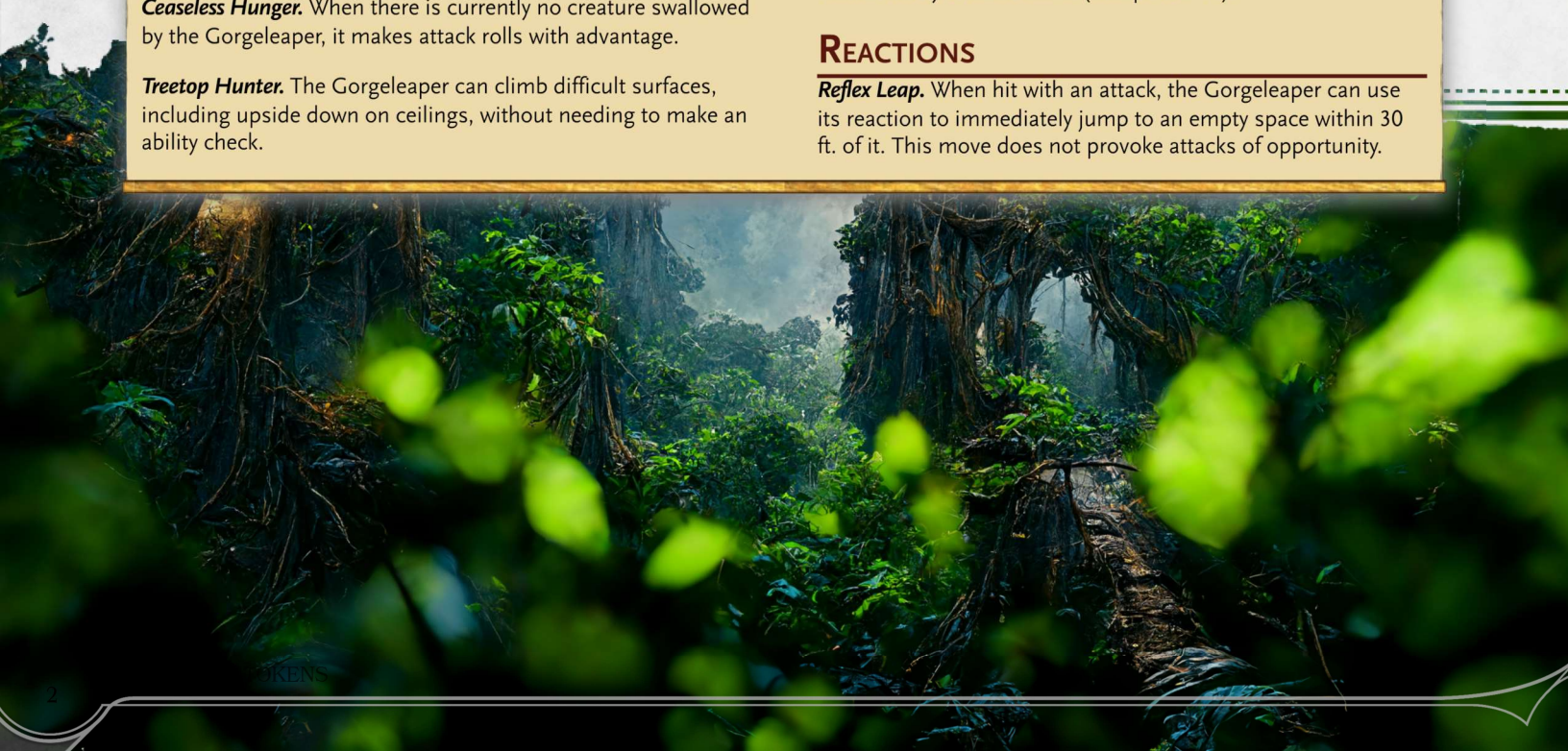
Multiattack. The Gorgeleaper makes one Gorging Maw and uses Slime GleeK once.

Gorging Maw. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. **Hit:** 10 (1d10 + 4) piercing damage and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained and has total cover against attacks and other effects outside the Gorgeleaper. The Gorgeleaper can hold up to 1 Medium or 2 smaller creatures in its gullet. If the Gorgeleaper takes 10 damage or more during a single turn from a creature inside it, the Gorgeleaper must succeed on a DC 15 Constitution saving throw at the end of its turn or disgorge all swallowed creatures, each of which falls prone within 5 feet of the Gorgeleaper. If the Gorgeleaper dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Slime GleeK. Ranged Weapon Attack: +6 to hit, reach 30 ft., two targets. **Hit:** A target hit by the Gorgeleaper's secretion is restrained by viscous slime (escape DC 14).

REACTIONS

Reflex Leap. When hit with an attack, the Gorgeleaper can use its reaction to immediately jump to an empty space within 30 ft. of it. This move does not provoke attacks of opportunity.



HOW TO RUN A GORGELEAPER

1. OFFENSIVELY.

- Leap into combat (preferably from stealth for maximum effect), swallow the next best creature (you have advantage on the attack roll due to **Ceaseless Hunger** and deal an additional 1d10 damage due to **Leaper Killer**) and use the remaining movement to set up your escape.
- If you have swallowed a creature, use **Slime Gleek** to restrain the next target, keeping the advantage.

2. DEFENSIVELY.

- Running away with your prey is your best defense. Gobble up a creature and get out of dodge, using **Reflex Leap** after getting hit to get some additional movement in. While running, use **Slime Gleek** to restrain enemies and make it harder for them to chase you.

3. GENERAL NOTES

- This monster works best when you use it for a chase sequence, rather than stationary combat. Get a pack of three Gorgeleapers, attack by leaping into the action or running down a vertical surface, swallow as many party members as possible during the surprise round and then just run away! Hilarity ensues as the Leapers run and jump through the terrain, as your party has to keep track of them due to the swallowed party members and get some damage in on the run. Utilize difficult or special terrain like a maze like branch-structure high up towering rain forest trees or a flooded area best crossed via enormous lily pads or mangrove growths.

MAGIC ITEM

GORGELEAPER SKIN CAPE

Adventuring gear, Rare (requires attunement), Slot: Shoulders

A cape crafted from the smooth and elastic skin of a Gorgeleaper, shimmering in a tropical verdant green. It has undergone arcane transmutation processes to draw out the creature's essence and replicate its innate abilities as a magical effect. This process is however unrefined and burdens the wearer with unwanted aspects of the creature's being.

You can use your Dexterity ability score instead of your Strength ability score to determine your Long and High Jump distances. You also gain a bonus of +5 to both distances.

If you use a High or Long Jump to get into melee range with a creature and attack it in the same turn, your first melee weapon attack it against it deals 1d10 extra damage, as long as it's on the same turn.

As an unwanted side effect, you require twice the regular amount of food per day to not suffer from exhaustion.

