

# GORTHOK THE THUNDER BOAR

## GORTHOK LORE

**Nature DC 15:** Those who attempt to influence the weather in any but the most minor of ways risk incurring the wrath of mighty Talos, and the wise typically accompany such magical endeavors by smashing a precious heirloom or keepsake as an offering of respect.

Those who forgo such placations must ever fear that the storms they attempt to subvert or wield will turn upon them, casting down crackling doom and that which rides upon it.

**Religion DC 10:** Among worshippers of the Stormlord, tales are told of a primal spirit known as Gorthok, a being that embodies the raw violence of lightning in bestial form, whose crackling lungs tear at the earth and shake the foundations of all that mortals hope in their vanity to preserve.

**Religion DC 15:** Gorthok appears not to followers of Talos in greatest need, but to those who have conquered any fear of their own destruction, who revel in it as they do in all blessings of the Stormlord, who call down his wrath upon themselves and their enemies without distinction.

## GORTHOK TACTICS

If encountered at the Woodland Manse in Neverwinter Wood, Gorthok focuses on destroying the building with his Rooting Rush and Tear Down the World until attacked, after which he attacks the creature that most recently dealt damage to him if he can reach it, or the creature (friend or foe) nearest to him otherwise.

He uses his Stark-Light Charge at every opportunity unless already within 5 feet of the last creature to damage him, and prefers his Thunder Hoof Trample over his Crackling Tusks if he has a prone target available.

He flees when reduced below half hit points without using his Squall-Call Squeal, using his Stormlord's Fury in conjunction with his Stark-Light Charge to speed his escape.

If encountered at the Circle of Thunder, Gorthok instead fights to the death, replacing one of his attacks with Stormlord's Fury each turn if he can hit two creatures with it after using his Squall-Call Squeal.

He uses Rooting Rush whenever available if he can hit three or more creatures with it. He uses On Howling Winds primarily when a creature that he cannot safely teleport to attacks him at range, otherwise using his Tear Down the World to hit as many creatures as possible.



# GORTHOK THE THUNDER BOAR

*Huge monstrosity, chaotic evil*

**Armor Class** 15 (Natural Armor)

**Hit Points** 126 (12d12 + 48)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	6 (-2)	10 (+0)	14 (+2)

**Skills** Perception +3, Survival +6

**Damage Resistances** Bludgeoning and Slashing from Attacks Made Without Advantage

**Damage Immunities** Lightning, Thunder

**Condition Immunities** Frightened

**Senses** Darkvision 60 ft., Passive Perception 13

**Challenge** 6 (2,300 XP)

**Sky Scenting.** Gorthok has advantage on Wisdom (Perception) checks that rely on smell, and can sense the type, number, and direction of flying creatures within 1 mile.

**Giant Stature.** A creature adjacent to Gorthok may spend half of its movement to attempt a DC 16 Strength (Athletics) check, climbing onto Gorthok on a success. While climbing on Gorthok, a creature has advantage on melee attacks against Gorthok and Gorthok has disadvantage on melee attacks against it.

**Stark-Light Charge.** Whenever a creature within 500 feet of Gorthok takes any lightning damage, Gorthok can teleport to an unoccupied space within 5 feet of it.

If Gorthok teleported at least 20 feet in this way, the creature must succeed on a DC 16 Strength saving throw or be knocked prone.

**Vengeance of the Tempest.** When Gorthok is killed, each creature within 30 feet must succeed on a DC 15 Charisma saving throw or be Cursed until Gorthok is returned to life.

Whenever a creature Cursed in this way takes any lightning damage, it takes an additional 4 (1d8) thunder damage.

A creature that magically removes this curse takes 27 (6d8) lightning damage, then must succeed on a DC 15 Charisma saving throw or suffer the same curse.

**Legendary Resistance (1/Day).** If Gorthok fails a saving throw, he can choose to succeed instead.

## Actions

**Multiattack.** Gorthok makes two melee attacks, one of which he can replace with a use of his Stormlord's Fury.

**Crackling Tusks.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) slashing plus 7 (2d6) lightning damage and the target is pushed up to 10 feet away.

**Thunder-Hoof Trample.** Melee Weapon Attack: +8 to hit, reach 5 ft., one prone creature. Hit: 14 (2d8 + 5) bludgeoning plus 7 (2d6) thunder damage.

**Stormlord's Fury.** Gorthok rears up, calling down a bolt of lightning from the heavens toward a creature he can see within 120 feet.

The target must succeed on a DC 15 Dexterity saving throw or take 14 (4d6) lightning damage, or half as much on a success.

If Gorthok has fewer than 64 hit points, this ability can target a second creature within 15 feet of the first target.

**Rooting Rush (Recharge 5-6).** Gorthok moves up to half his speed, dragging his tusks through the ground, then flings them forward, spraying debris in a 15 foot cone.

Each creature in the area must succeed on a DC 16 Strength saving throw or take 21 (6d6) bludgeoning damage and be knocked prone, or take half as much damage on a success.

The ground that Gorthok passes over with this movement becomes difficult terrain.

## Reactions

**Squall-Call Squeal (1/Day).** When Gorthok is reduced below 64 hit points, he hurls a deafening squeal skyward, immediately calling down a heavy deluge in a 1 mile radius.

For the next hour, each creature in the area subtracts 1d4 from any saving throws it makes against effects that deal lightning damage.

**Foaming Defiance.** When he would be reduced to 0 hit points, Gorthok can make a DC 10 Constitution saving throw. On a success, he is instead reduced to 1 hit point.

If triggered by piercing damage or a critical hit, this saving throw is made at disadvantage.

## Legendary Actions

Gorthok can take 1 legendary action, choosing from the options below.

**On Howling Winds.** One creature Gorthok can see within 60 feet must succeed on a DC 15 Strength saving throw or be pushed up to 20 feet in a direction of Gorthok's choice.

If the creature ends this movement in the air, it does not fall until the end of its next turn, or until it takes any damage.

**Tear Down the World.** Gorthok leaps up to 20 feet, crashing into an unoccupied space and sending out a thunderous pulse in a 15 foot radius.

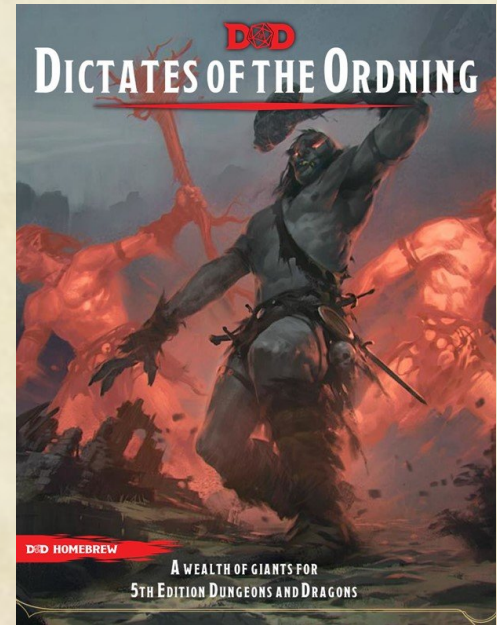
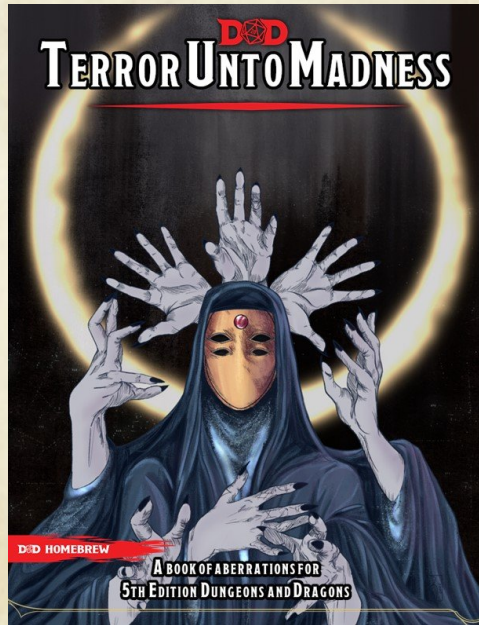
Each nonmagical wall in the area is destroyed, and each creature in the area must succeed on a DC 15 Constitution saving throw or take 4 (1d8) thunder damage and be pushed up to 10 feet away.



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