

# Goristro CR 17



## GORISTRO

*Huge fiend (demon), chaotic evil*

**Armor Class** 19 (natural armor)  
**Hit Points** 310 (23d12 + 161)  
**Speed** 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 25 (+7) | 11 (+0) | 25 (+7) | 6 (-2) | 13 (+1) | 14 (+2) |

**Saving Throws** Str +13, Dex +6, Con +13, Wis +7  
**Skills** Perception +7  
**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons  
**Damage Immunities** poison  
**Condition Immunities** poisoned  
**Senses** darkvision 120 ft., passive Perception 17  
**Languages** Abyssal  
**Challenge** 17 (18,000 XP)

**Charge.** If the goristro moves at least 15 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 38 (7d10) piercing damage. If the target is

a creature, it must succeed on a DC 21 Strength saving throw or be pushed up to 20 feet away and knocked prone.

**Labyrinthine Recall.** The goristro can perfectly recall any path it has traveled.

**Magic Resistance.** The goristro has advantage on saving throws against spells and other magical effects.

**Siege Monster.** The goristro deals double damage to objects and structures.

### ACTIONS

**Multiattack.** The goristro makes three attacks: two with its fists and one with its hoof.

**Fist.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target.  
*Hit:* 20 (3d8 + 7) bludgeoning damage.

**Hoof.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target.  
*Hit:* 23 (3d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

**Gore.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target.  
*Hit:* 45 (7d10 + 7) piercing damage.

DEMONS

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