Cassius Gore - Trollblood

Cassius Gore is a trollblood that once wandered the barren stretch of lands known as the Empire's Reach. Like all trollbloods, Cassius Gore drifted from different locations—engorging himself on the meat and flesh of all living creatures—before arriving at Kinhallow Farm and devouring the farm's livestock as well as the keeper of this land.

The trollblood is a common threat in Asmodia—mortal races who have been cursed by the blood of lower ranking fiends, transforming them into giant abominations that roam the lands. They feast upon the flesh of anything they can find, and they gluttonize themselves fully until completely engorged. A ghastly curse placed upon those unfortunate.

When Cassius Gore is encountered - it wields the corpse of a half eaten cow. This encounter took place on Into the Shadow's Breach Session 1 with a party of five Level 4 adventurers.

Trollblood
Artist : Burdrehnar

Cassius Gore

Large Fiend, Chaotic Evil

Armor Class 14
Hit Points 123 (16d10+32)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	12(+1)	15(+2)	6(-2)	8(-1)	6(-2)

Skills Athletics +7
Senses Darkvision 60ft
Languages Umbral, poor Common

Challenge 4 (1,100 XP)   **Proficiency Bonus** +2

Aggressive. As a bonus action, the creature can move up to its speed toward a hostile creature it can see.

Actions

Multiattack. Cassius Gore makes two attacks with his corpse slam. He can replace any corpse slam with a slam or debris toss.

Corpse Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit*: 9 (2d6+3) bludgeoning damage.

Slam. Melee Weapon Attack : +5 to hit, reach 5ft., one target. *Hit*: 7 (1d8+3) bludgeoning damage.

Debris Toss. Ranged Weapon Attack : +5 to hit, range 60/120ft., one target. *Hit*: 8 (1d10+3) bludgeoning damage.

Reactions

Debris Toss. Trigger : A creature moves closer to Cassius Gore. Cassius Gore performs a **Debris Toss** action.

Bloodied Corpse Toss. Trigger: When Cassius Gore is first below 61 hit points and he has the corpse of a large creature in his hand. Cassius Gore can perform this reaction even if he's already used his reaction this round. Cassius Gore tosses the corpse of the cow he is holding in a 60ft line. Make a melee attack roll against each creature in the area. On hit, this attack deals 4d6 bludgeoning damage, and the creature must succeed at a Strength saving throw (DC 13) or be knocked prone. Cassius Gore then goes into a rage, their Strength score becomes 21 and any damage Cassius Gore inflicts with Slam is maximized. Cassius Gore can no longer use the corpse slam attack in any of their actions.

Legendary Actions

Cassius Gore can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Cassius Gore regains spent legendary actions at the start of their turn.

Attack. Cassius Gore makes one slam attack or one corpse slam attack.

Ranged Attack. Cassius Gore makes one debris toss attack.

Shadow Surge. Cassius Gore gains 4d4 Temporary *Hit* Points.

Aggressive Attack (2 Actions). Cassius Gore moves up to half their movement speed and makes one slam attack or one corpse slam attack at advantage.

Treasure

Here is a list of treasure you can either find from, or craft from Cassius Gore. The GM will determine how you would obtain such items. In Into the Shadow's Breach - the players chose from one of the following items.

Bloodied Tattoo

When your health is below half, whenever you roll damage, you can choose to maximize the roll. You can use this feature a number of times equal to your Proficiency bonus. You regain any expended uses when you finish a long rest.

Cow Corpse Bludgeon

Melee Weapon, STR, 2d8 Bludgeoning Damage. Thrown (20/60), Heavy (-1 to hit, +2 to damage), Two Handed.

Debris Launcher Pack

On use, you cast the spell "Catapult" with a DC of 13 as an action using the giant debris strapped to your back. You can use this feature a number of times equal to your Proficiency bonus. You regain any expended uses when you finish a long rest.