

Ngobou

Huge, Monstrosity, Unaligned

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ARMOR CLASS

17

HIT POINTS

189 (18d12 + 72)

CHALLENGE

8 | 3,900 XP

PROFICIENCY

+3

Speed	Walk 40 ft.
Initiative	+0
Saving Throws	Con +7, Str +10
Skills	Perception +4
Senses	Passive Perception 14
Passive Perception	14
Languages	None

STR24
+7**DEX**10
+0**CON**18
+4**INT**3
-4**WIS**12
+1**CHA**7
-2

Traits

Massive Herbivore Rage. When bloodied, the ngobou has Advantage on Strength checks and Strength saving throws.

Thunderous Bulk. The ngobou deals double damage to objects and structures.

Actions

Multiattack. The ngobou makes two attacks: Gore and Stomp.

Gore. Melee Attack Roll: +10, reach 10 ft. Hit: 24 (3d10 + 7) Piercing damage.

Stomp. Melee Attack Roll: +10, reach 5 ft. Hit: 20 (3d8 + 7) Bludgeoning damage.

Crushing Charge (Recharge 5-6). The ngobou moves up to 40 feet in a straight line. Dexterity Saving Throw: creatures in its path. Failure: 45 (10d8) Bludgeoning damage and the target falls Prone. Success: Half damage.

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