

Ogrémoch

Huge, Elemental, Neutral Evil

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ARMOR CLASS

21

HIT POINTS

370 (20d12 + 240)

CHALLENGE

20 | 25,000 XP

PROFICIENCY

+6

Speed Walk 40 ft., Burrow 40 ft.

Initiative +1

Saving Throws Cha +12, Con +17, Str +17, Wis +12

Skills Perception +12

Damage Resistances Acid, Fire; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities Poison

Condition Immunities Exhaustion, Paralyzed, Petrified, Poisoned, Prone

Senses Darkvision 120 ft., Tremorsense 120 ft.; Passive Perception 22

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Languages Terran, Primordial, telepathy 120 ft.

STR30
+10**DEX**12
+1**CON**30
+10**INT**18
+4**WIS**20
+5**CHA**20
+5

Traits

Mountain Tyrant. Ogrémoch can burrow through earth and stone and ignores difficult terrain caused by rock, rubble, and broken ground.

Crushing Gravity. Creatures within 10 feet have Disadvantage on Dexterity saving throws while standing on earth or stone.

Actions

Multiattack. Ogrémoch makes three Stone Fist attacks.

Stone Fist. Melee Attack Roll: +17, reach 20 ft. Hit: 36 (4d12 + 10) Bludgeoning damage plus 22 (5d8) Force damage.

World-Crack Stomp (Recharge 5-6). Strength Saving Throw: creatures of Ogrémoch's choice within 60 feet. Failure: 117 (26d8) Bludgeoning damage and the target falls Prone. Success: Half damage.

Reactions

Stone Aegis. When hit by an attack, Ogrémoch adds 6 to its AC against that attack, potentially causing it to miss.

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