

WHOMP

Large elemental, neutral evil

Armor Class 17 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	8 (-1)	12 (+1)	8 (-1)

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages Terran

Challenge 6 (2300 XP)

(Almost) Hard as a Rock. The whomp has resistance to all damage received from attacks hitting its front side. However, it is vulnerable to all damage received from attacks hitting its back side.

Actions

Multiattack. The whomp makes two punch attacks.

Punch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) bludgeoning damage.

Topple Over. The whomp throws itself on top of a creature within 5 feet of it. Each creature within 10 feet of the target must make a DC 13 Dexterity saving throw or take 18 (4d8) bludgeoning damage and be knocked prone on a failed save or half as much on a successful one. The whomp is knocked prone after this attack, exposing its back side.



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