



## MEGAMOO

Often found in the Summer Land among mundane cattle, Megamoos are giant cows. Sometimes, megamoos are referred to as "dire cows." The term is erroneous, as megamoos are only violent if provoked.

### MEGAMOO

*Huge beast, unaligned*

**Armor Class** 10  
**Hit Points** 105 (10d12 + 40)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	2 (-4)	12 (+1)	5 (+3)

**Senses** passive Perception 11  
**Languages** —  
**Challenge** 3 (700 XP)

**Charge.** If the megamoo moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 14 (4d6) piercing damage.

### Actions

**Gore.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

**Moo (1/Day).** The megamoo lets out a massive moo sound. Each creature of the megamoo's choice within 100 feet that can hear it can use its reaction to take the Dash action. The megamoo can then use its bonus action to take the Dash action.

### VARIANT: STAMPEDE

Whenever a cow in a herd of 8 or more cattle is attacked, the cow must make a DC 10 Wisdom saving throw. On a failed saving throw, the cow and all cattle within 20 feet of it stampede.

Treat stampeding cattle as one gargantuan creature. While stampeding, the cattle can only take the Dash action on their turn. Stampeding cattle can enter Large or smaller creature's spaces. Whenever the stampeding cattle enters a creature's space, the creature must make DC 14 Strength or Dexterity saving throw (the target's choice).

On a failed saving throw, a creature takes 11 (2d6 + 4) piercing damage plus 11 (2d6 + 4) bludgeoning damage and is knocked prone.

On a successful saving throw, a creature takes half as much damage and isn't knocked prone.

On the stampeding cattle's next initiative count, have one of the cows make a DC 10 Wisdom saving throw. On a successful saving throw, the cattle stop stampeding and can once again take regular actions on their own. Otherwise, the cattle continue to stampede.