Oonga

Huge Beast

Hit Dice: 36d10+180 (378 hp)
Initiative: +1 (Dex)
Speed: 50 ft, climb 20 ft
AC: 19 (-2 size, +1 Dex, +10 natural)
Attacks: 2 slams +37 melee, bite +32 melee
Damage: Slam 1d8+12, bite 2d6+6
Face/Reach: 10 ft by 10 ft/15 ft
Special Attacks: Rend 2d8+18, trample
Special Qualities: Fast healing 1, resistances, immunities
Saves: Fort +25, Ref +21, Will +13
Abilities: Str 34, Dex 13, Con 20, Int 8, Wis 12, Cha 10
Skills: Climb +44, Spot +25

Climate/Terrain: Warm forest
Organization: Solitary or troupe (Oonga plus 2-4 enhanced dire apes)
Challenge Rating: 18
Treasure: None
Alignment: Always neutral
Advancement: —

Oonga is the monarch of the Isle of the Ape. He dwells alone. Those creatures too stupid to stay away from his lair are torn to pieces and devoured. The savage Kawibusa tribe that dwells on the island offers him sacrifices and worship him as a god.

Oonga appears as a 30-foot tall ape with brownish-black fur and yellow eyes.

COMBAT

Oonga begins combat by charging and attempting to overrun his foes. In melee, he attacks with his fists and bite.

Rend (Ex): If Oonga hits an opponent with both slam attacks, he latches onto its body and tears the flesh. This attack automatically deals an additional 2d8+18 points of damage.

Trample (Ex): Oonga can trample Medium-size or smaller creatures for 2d6+18 points of damage. Opponents that do not make attacks of opportunity against Oonga can attempt a Reflex save (DC 36) to halve the damage.

Resistances (Ex): Oonga has a minor resistance to fire-, electricity-, and cold-based effects. All damage dealt from such an attack is lessened by –1 point per die of damage.

Immunities (Ex): Oonga is immune to all mind-influencing effects.

Oonga first appeared in module WG6 (Gary Gygax, 1985).