DUALINK

Cho'Gath

BBEG



Runeterra Edition

Cho'Gath

Huge aberration, chaotic evil

Armor Class 19 (natural armor)
Hit Points 285 (30d12 + 90) plus Feast of the Void
Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	24 (+7)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +14, Con +13, Wis +8
Skills Athletics +14, Perception +8, Intimidation +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities frightened
Senses darkvision 120 ft., tremorsense 30 ft., passive Perception 18
Languages Deep Speech, understands Common
Challenge 18 (20,000 XP)

Feast of the Void. Cho'Gath begins combat with 2d4 Feast stacks.

He gains 1 Feast stack when:

- He reduces a creature to 0 hit points with Feast
- A Medium or larger creature dies within 10 feet of him (reaction, once per round)
- He uses Feast on a restrained, stunned, or incapacitated creature

Cho'Gath has no maximum number of Feast stacks.

Effects of Feast Stacks. Each Feast stack grants:

- +10 maximum hit points, and Cho'Gath gains the same amount

of current hit points
- Feast deals +1d6 force damage per Feast stack

Threshold effects:
- 6+ stacks: advantage on Strength saving throws; cannot be knocked prone by Large or smaller creatures
- 10+ stacks: size becomes Huge; melee reach +5 ft.; ignores difficult terrain from rubble, corpses, or creatures
- 15+ stacks: reduces nonmagical weapon damage by 5; Large or smaller creatures have disadvantage on saves against Cho'Gath's abilities

Legendary Resistance (3/Day). If Cho'Gath fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Cho'Gath makes three attacks of his choice, subject to the following restrictions:
- He can use no more than two special attacks (Rupture, Feral Scream, or Vorpal Spikes)
- He cannot use the same special attack more than once as part of this multiattack

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target *Hit:* 21 (3d8 + 8) slashing damage.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target *Hit:* 29 (4d10 + 8) piercing damage.

Feast (Recharge 5–6). *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature *Hit:* 33 (6d10) piercing damage plus 1d6 force

damage per Feast stack. If this attack reduces the target to 0 hit points:

- Cho'Gath gains 1 Feast stack
- Cho'Gath regains hit points equal to 10 × his current Feast stacks

This attack has advantage against restrained, stunned, or incapacitated creatures.

Rupture (Recharge 5–6). Cho'Gath targets a point on the ground he can see within 60 feet. Each creature in a 15-foot-radius, 20-foot-high cylinder must make a DC 21 Dexterity saving throw.

- Fail: 45 (10d8) bludgeoning damage, knocked prone, and stunned until the end of its next turn
- Success: Half damage, no stun

Feral Scream (Recharge 6). Cho'Gath emits a roar in a 30-foot cone. Creatures in the area must make a DC 19 Constitution saving throw.

- Fail: 36 (8d8) psychic damage and silenced (as silence) until the end of their next turn
- Success: Half damage, no silence

Vorpal Spikes. Cho'Gath fires void spikes in a 60-foot line, 5 feet wide. Each creature in the line must make a DC 21 Dexterity saving throw, taking 27 (6d8) piercing damage on a failed save, or half as much on a success.

Legendary Actions

Cho'Gath can take 3 legendary actions, choosing from the options below.

Move. Move up to half speed.

Void Slam. Make one Claw attack.

Prepare Feast. Gain advantage on the next Feast before the end of his next turn.

Devouring Lunge. Move up to speed and make one Bite attack.

Special Weakness

Overfed Instability

Discovery Mechanism. A creature that observes Cho'Gath for at least 1 round can use an action to make a DC 17 Wisdom (Insight) or Intelligence (Arcana) check. On a success, the creature learns that rapid feeding destabilizes Cho'Gath's defenses. Until discovered, this weakness has no effect.

Overfed Instability. If Cho'Gath gains 3 or more Feast stacks in a single round, he suffers the following effects until the end of his next turn:

- Armor Class reduced by 2
- Disadvantage on Dexterity saving throws
- Opportunity attacks against him have advantage

This weakness can trigger multiple times per encounter.