

# HURRIKING, THE MONSTER SOVEREIGN

**R**ising from the sea eons ago to ravage the land of Yamatai, the colossal reptilian Hurriking remains a mysterious enigma to all. Its rampages are legendary, and the sight of its jagged dorsal fins rising from the water signals certain destruction for whatever land it surfaces on. Hurriking holds no allegiances and its only goal seems to be destruction, tales of Hurriking's horrific rampages serve as a fitting reminder that even the strongest civilizations are not immortal.

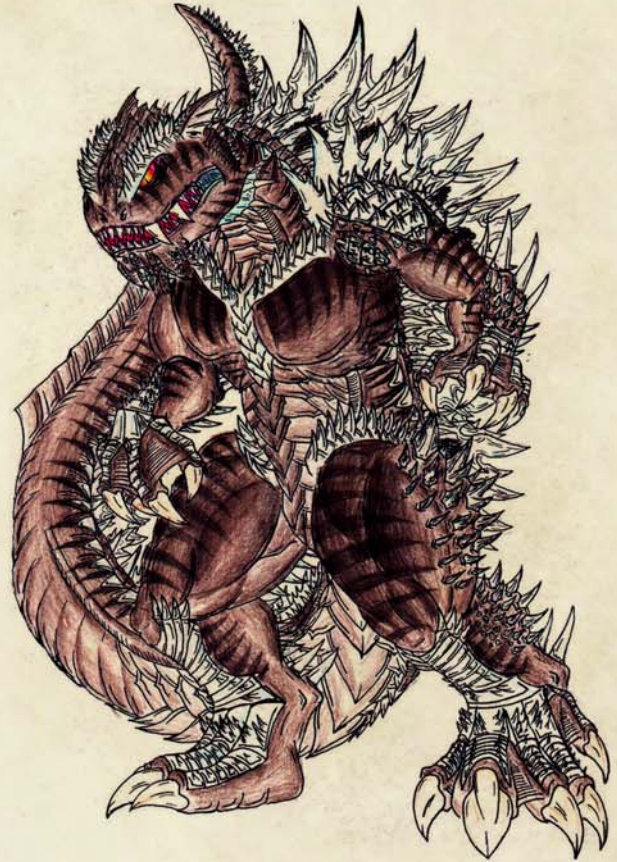
**Earthshaker.** Hurriking stands over three hundred feet tall. Though it can be seen approaching from far away, the shaking ground will herald its arrival before it is sighted.

**Colossal Enigma.** Little is known of Hurriking's origin, since it is rare for most beings to survive an encounter with it. Some posit that Hurriking is of draconic origin, while others have theorized that it is a dinosaur mutated into this hideous form by irresponsible arcane experimentation.

**Force of Nature.** Hurriking's incredible defenses and regenerative ability make it unaffected by most attacks and magic. The most effective means of repelling this foe are other kaiju, but few will risk a fight with it.

**Withering Presence.** An invisible aura of decay emanates from Hurriking's body. Unfortunate souls who survive Hurriking's attacks upon cities may soon find themselves fatally sickened instead.

**A King's Malice.** Discerning Hurriking's motives for when and why it attacks often proves to be an impossible task. It rises, destroys, and either disappears or is driven off. It has, however, proven itself to be quite territorial towards other kaiju and will divert from its course when it senses another nearby.



## VARIANT: BURNING HURRIKING

It is possible for Hurriking's heart to experience symptoms of internal disarray, and its body begins to exude incredible heat in place of its decaying aura. Replace the necrotic damage of Hurriking's Aura of Decay, Necrotic Surge, and Decay Pulse attacks with fire damage. The three attacks are renamed Burning Aura, Hellfire Surge, and Infernal Pulse, respectively.



# HURRIKING, THE MONSTER SOVEREIGN

*Colossal monstrosity (kaiju), chaotic neutral*

**Armor Class** 25 (natural armor)

**Hit Points** 780 (40d20+330)

**Speed** 150 ft., Swim 150 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	30 (+10)	10 (+0)	11 (+0)	12 (+1)

**Saving Throws** Wis +9

**Damage Resistances** acid, radiant, fire, thunder, lightning, bludgeoning, piercing, and slashing from non-kaiju attacks

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 200 ft., passive Perception 10

**Challenge** 30 (155,000 XP)

**Aura of Decay.** At the start of each of Hurriking's turns, each non-kaiju creature within 100 feet of it must make a DC 8 Constitution saving throw, taking 10 (2d10) necrotic damage on a failed save, or half as much damage on a success. In either case, the DC of this trait permanently increases by 1 for affected creatures.

**Kaiju Hide.** Any time Hurriking is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, Hurriking is unaffected. Additionally, Hurriking is immune to spells of 6th level or lower. It has advantage on saving throws against all other spells and magical effects.

**Legendary Resistance (3/Day).** If Hurriking fails a saving throw, it can choose to succeed instead.

**Rage (3/day).** As a bonus action, Hurriking can enter a rage at the start of its turn. The rage lasts for 1 minute or until the giant is incapacitated. While raging, the giant gains the following benefits:

- Hurriking has advantage on Strength Checks and Strength saving throws.
- Hurriking gains an extra 11 (2d10) damage when it hits with a melee attack (included in the attack).

**Regeneration.** Hurriking regains 50 hit points at the start of its turn if it has at least 1 hit point.

**Siege Monster.** Hurriking deals double damage to objects and structures.

**Titanic.** Because Hurriking is so massive, all forms of difficult terrain, except for mountains, don't hinder its movement. Huge or smaller creatures can move through any squares occupied by Hurriking, or vice-versa. Creatures that are Large or smaller can't provoke opportunity attacks from Hurriking. It is possible for a Huge or smaller creature to climb Hurriking—this requires a successful DC 20 Strength check, and the creature must roll its saving throw at disadvantage if Hurriking targets it with the Frightful Presence action.

## Actions

**Multiattack.** Hurriking can use its Frightful Presence. It then makes four attacks: one with its bite, two with its claws, and one with its tail.

**Bite. Melee Weapon Attack:** +19 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage plus 11 (2d10) piercing damage if Hurriking is raging. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and Hurriking can't bite another target.

**Claw. Melee Weapon Attack:** +19 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage plus 11 (2d10) slashing damage if Hurriking is raging.

**Tail. Melee Weapon Attack:** +19 to hit, reach 20 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage plus 11 (2d10) bludgeoning damage if Hurriking is raging. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

**Stomp. Melee Weapon Attack:** +14 to hit, reach 5 ft., one target. *Hit:* 51 (8d10 + 7) bludgeoning damage plus 11 (2d10) bludgeoning damage if Hurriking is raging.

**Frightful Presence.** Each creature of Hurriking's choice within 120 feet of it and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Hurriking is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Hurriking's Frightful Presence for the next 24 hours. Kaiju creatures are unaffected.

**Necrotic Surge (Recharge 5-6).** Hurriking exhales a high-intensity blast of necrotic energy in a 500-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 72 (18d8) force damage and 72 (18d8) necrotic damage on a failed save, or half as much damage on a successful one. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

## Legendary Actions

Hurriking can take 3 Legendary Actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of its turn.

**Stomp Attack.** Hurriking makes a stomp attack.

**Tail Attack.** Hurriking makes a tail attack.

**Necrotic Pulse (Costs 2 Actions).** Hurriking's Decay Aura intensifies and spreads outward. Each creature within 120 feet of Hurriking must make a DC 24 Constitution saving throw, taking 72 (18d8) necrotic damage on a failed save, or half as much damage on a successful one.