SKY WHALE

Gargantuan • Monstrosity • Unaligned



Armor Class 14 **Initiative** -1 (9)
Hit Points 263 (17d20 + 85)
Speed 0 ft., fly 40 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	20 (+5)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +5
Senses blindsight 120 ft., passive Perception 15
Languages -
CR 11 (XP 7,200; PB +4)

Echolocation. The whale can't use its blindsight while deafened.

Hold Breath. The whale can hold its breath for 90 minutes.

ACTIONS

Multiattack. The whale makes one Bite attack and one Tail attack. It can replace its Bite attack with a Cyclone Breath, if available, and its Tail attack with a Tail Gust.

Bite. *Melee Weapon Attack:* +12, reach 5 ft. *Hit:* 30 (4d10 + 8) piercing damage. If the target is a Large or smaller creature, it is swallowed by the whale (it can have up to four creatures swallowed at a time). A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the whale, and takes 14 (4d6) acid damage at the start of each of the whale's turns.

If the whale takes 30 damage or more on a single turn from a creature inside it, the whale must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the whale and is prone. If the whale dies, any swallowed creature is no longer restrained and can escape from the corpse using 20 feet of movement, exiting prone.

Tail. *Melee Weapon Attack:* +12, reach 15 ft. *Hit:* 26 (4d8 + 8) bludgeoning damage.

Tail Gust. *Ranged Weapon Attack:* +10, reach 150 ft. *Hit:* 18 (3d6 + 8) bludgeoning damage and the target is knocked prone.

Cyclone Breath (Recharge 5-6). *Strength Saving Throw:* DC 17, each creature in a 90-foot cone. *Failure:* 14 (4d6) bludgeoning damage, and the target is pulled or pushed up to 30 feet (the whale's choice). *Success:* Half damage.

SKY WHALE — WEAKER



Armor Class 13 **Initiative** -1 (9)
Hit Points 188 (13d20 + 52)
Speed 0 ft., fly 40 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

Skills Perception +3
Senses blindsight 120 ft., passive Perception 13
Languages -
CR 8 (XP 3,900; PB +3)

Echolocation. The whale can't use its blindsight while deafened.

Hold Breath. The whale can hold its breath for 90 minutes.

ACTIONS

Multiattack. The whale makes one Bite attack and one Tail attack. It can replace its Bite attack with a Cyclone Breath, if available, and its Tail attack with a Tail Gust.

Bite. *Melee Weapon Attack:* +10, reach 5 ft. *Hit:* 23 (3d10 + 7) piercing damage. If the target is a Large or smaller creature, it is swallowed by the whale (it can have up to four creatures swallowed at a time). A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the whale, and takes 10 (3d6) acid damage at the start of each of the whale's turns.

If the whale takes 30 damage or more on a single turn from a creature inside it, the whale must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the whale and is prone. If the whale dies, any swallowed creature is no longer restrained and can escape from the corpse using 20 feet of movement, exiting prone.

Tail. *Melee Weapon Attack:* +10, reach 15 ft. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Tail Gust. *Ranged Weapon Attack:* +8, reach 150 ft. *Hit:* 14 (2d6 + 7) bludgeoning damage and the target is knocked prone.

Cyclone Breath (Recharge 5-6). *Strength Saving Throw:* DC 15, each creature in a 90-foot cone. *Failure:* 9 (2d8) bludgeoning damage, and the target is pulled or pushed up to 30 feet (the whale's choice). *Success:* Half damage.

SKY WHALE — STRONGER



Armor Class 15 **Initiative** -1 (9)
Hit Points 330 (20d20 + 120)
Speed 0 ft., fly 40 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	8 (-1)	22 (+6)	3 (-4)	14 (+2)	6 (-2)

Skills Perception +7
Senses blindsight 120 ft., passive Perception 17
Languages -
CR 14 (XP 11,500; PB +5)

Echolocation. The whale can't use its blindsight while deafened.

Hold Breath. The whale can hold its breath for 90 minutes.

ACTIONS

Multiattack. The whale makes one Bite attack and one Tail attack. It can replace its Bite attack with a Cyclone Breath, if available, and its Tail attack with a Tail Gust.

Bite. *Melee Weapon Attack:* +14, reach 5 ft. *Hit:* 41 (5d12 + 9) piercing damage. If the target is a Large or smaller creature, it is swallowed by the whale (it can have up to four creatures swallowed at a time). A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the whale, and takes 17 (5d6) acid damage at the start of each of the whale’s turns.

If the whale takes 30 damage or more on a single turn from a creature inside it, the whale must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the whale and is prone. If the whale dies, any swallowed creature is no longer restrained and can escape from the corpse using 20 feet of movement, exiting prone.

Tail. *Melee Weapon Attack:* +14, reach 15 ft. *Hit:* 35 (5d10 + 9) bludgeoning damage.

Tail Gust. *Ranged Weapon Attack:* +12, reach 150 ft. *Hit:* 25 (4d8 + 9) bludgeoning damage and the target is knocked prone.

Cyclone Breath (Recharge 5-6). *Strength Saving Throw:* DC 19, each creature in a 90-foot cone. *Failure:* 21 (6d6) bludgeoning damage, and the target is pulled or pushed up to 30 feet (the whale's choice). *Success:* Half damage.