

GARGANTUAS OF KARA-TUR

New 5E Monsters from Kara-Tur

BY MICHAEL FREEMAN
ART BY WIZARDS OF THE COAST

GARGANTUAS OF KARA-TUR ARE A CONVERSION OF THE 2ND EDITION MONSTERS
FROM THE MONSTROUS COMPENDIUM.



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GARGANTUAS OF KARA-TUR

Gargantua are truly monstrous species, both in size and ferocity. Whether they are throwbacks to another age, aberrations of natural processes, or results of crazed magical experiments is unknown. Gargantua appear in many different forms, but most resemble gigantic humanoid, insects, and reptiles. Of these three types, the most common is also the largest and most dangerous: the reptilian gargantua.

REPTILIAN GARGANTUA

The reptilian gargantua is so immense that it dwarfs virtually all of the world's creatures. Some reptilian gargantua move on all fours. Most, however, are bipedal, supported by two massive legs rivaling the width of the largest tree trunks. The creature's body is thick and bulky. Rocky scales—usually dark green with black accents—cover it from head to toe. Its smooth belly is a lighter shade of green. Certain rare types have mottled scales in shades of brown, gray, and yellow. Its hands are almost human, though each of its four, long fingers ends in a hooked claw. Its feet are flat and broad, with webbed toes. The toes also end in hooked claws, but they're shorter and thicker than those on its fingers. A bony ridge stretches from the base of its neck, down along its spine, and extending the length of its immense tail. The head of the reptilian gargantua is somewhat small in proportion to its body. It has two glaring eyes, usually gold or bright red. The reptilian gargantua cannot speak, but it emits deafening roars that sound like the trumpeting of a bull elephant amplified a thousandfold. It can breathe both air and water. **Rampaging Gargantua.** A rampaging reptilian gargantua is all but oblivious to its surroundings, crushing everything—and everyone—in its path. The ground trembles under its weight when it walks. Since quaking earth always foreshadows its appearance, it never can surprise its prey. Its every action make it virtually impossible to ignore.

Mental Bonds. Adult gargantua have remarkable mental bonds with their young, enabling them to locate their young with pinpoint accuracy at an unlimited range. In spite of their reputation as mindless destroyers, reptilian gargantua actually possess a simple empathy that enables them to sense the emotions and desires of others, albeit on a primitive level. They seem to instinctively know which creatures bear them ill will, and direct their attacks accordingly.

Lairs in Kara-Tur. A few reptilian gargantua make their home on the floors of subtropical oceans. Most, however, live on remote tropical islands, far from civilized lands. Such islands are scattered throughout the oceans of Kara-Tur, with most of them uncharted. The most notable exception is the Isle of Gargantua, one Gargantua of the Outer Isles off the southwestern tip of Wa. This island is inhabited entirely by gargantua of various types. Explorers in the arctic regions of Kara-Tur once found a maturing reptilian gargantua frozen in a block of ice. The explorers built a massive sled to haul their discovery back to civilization. The ice began to thaw en route, reviving the creature. The gargantua shattered the melting ice block, crushed his captors, and lumbered into the mountains. Any grotto or cave that provides shelter, privacy, and sufficient room to house a reptilian gargantua can serve as its lair. Fiercely territorial, a reptilian gargantua and its family usually claim an area of several square miles as their personal property, defending it against any and all intruders. Reptilian gargantua do not collect treasure or any other items.

The Magic of Gargantuas. Reptilian gargantua have two properties useful to humanoids: The petal of any flower that grows in the footprint of a reptiliangargantua can serve as a component for a potion of growth or the pedal can be eaten directly for the same effect. Such a flower must grow naturally in the footprint; it cannot have been planted there by a human or other intelligent being, when a reptilian gargantua is born a magical thunderstorm occurs. If a dead creature of any kind is struck by a lightning bolt from such a storm, the bolt acts as a resurrection spell.

REPTILIAN GARGANTUA

Gargantuan, Chaotic neutral

Armor Class 19

Hit Points 525 (50d20)

Speed 40ft. Swim 50ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	11 (+0)	29 (+9)	7 (-3)	16 (+3)	13 (+2)

Saving Throws Str +15, Int +4, Wis +10, Cha +9

Skills Perception +10, Survival +11

Damage Immunities Poison, bludgeoning, piercing, and slashing from nonmagical weapons

Senses passive Perception 20

Languages -

Challenge 23

Sunlight Sensitivity While in sunlight, the Reptilian Gargantua has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Legendary Resistance (3/day) If the Reptilian Gargantua fails a saving throw, it can choose to succeed instead.

Seige Monster The Reptilian Gargantua deals double damage to objects and structures.

Amphibious. The Reptilian Gargantua can breathe air and water.

Actions

Multiattack. The Reptilian Gargantua makes four attacks: one with its bite, two with its claws and one with its tail.

Bite. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 33 (4d12 + 8) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the Reptilian Gargantua can't bite another target.

Claw. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 26 (4d8+8) bludgeoning damage.

Tail. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 20 (3d8+8) bludgeoning damage.

Spellfire Breath (Recharge 5–6). The Reptilian Gargantua exhales Spellfire in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 44 (8d10) lightning damage and 44 (8d10) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The Reptilian Gargantua can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Reptilian Gargantua regains spent legendary actions at the start of its turn.

Attack. The Reptilian Gargantua makes one attack from either Claw or Tail.

Move. The Reptilian Gargantua moves up to half its speed.

Foot Strike (Costs 2 Actions) The Reptilian Gargantua strikes the ground with its foot, triggering an earth tremor. All other creatures on the ground within 60 feet of the Reptilian Gargantua must succeed on a DC 25 Strength saving throw or take 20 (3d8+8) bludgeoning damage and be knocked prone.

HUMANIOD GARGANTUA

Humanoid gargantua are the least intelligent type. They resemble gigantic humans, somewhat anthropoid facially, with stooped shoulders, long arms, and jutting jaws. Long, greasy hair dangles about their shoulders, though a few humanoid gargantua are completely bald. They stand 80 to 100 feet tall and are sometimes covered with black, brown, or golden fur. Their skin color ranges from pale pink to dull yellow to deep black. They have blunt noses, huge ears, and bright eyes, which are usually brown or red. Single-eyed humanoid gargantua also are rumored to exist. Humanoid gargantua have no language of their own, but because of their strong empathy with humans, they are able to comprehend short phrases of human languages some of the time. The movements and other actions of humanoid gargantua are typically accompanied by thunderous bellowing and grunting. It seldom uses weapons or tools, since its blunt fingers manipulate these objects with difficulty. However, reports exist of humanoid gargantua wielding trees like clubs.

Mental Bonds. Adult gargantua have remarkable mental bonds with their young, enabling them to locate their young with pinpoint accuracy at an unlimited range. humanoid gargantua possess a simple empathy that enables them to sense the basic emotions and desires of others. Unless hungry, they tend to avoid creatures who intend them no harm, while actively seeking out and pursuing those with hostile intentions.

Lairs in Kara-Tur. A Humanoid gargantua live in valleys, in suitably sized caves in remote, jagged mountains, or on their own islands, far from civilized regions. They collect no treasure, spending most of their time eating and sleeping. They live for several centuries, and mate for life. Once every hundred years or so, a female humanoid gargantua gives birth to 1-2 offspring. These monsters peacefully coexist with other creatures in their environment, but humanoid gargantua compete fiercely with rival gargantua, and violent conflicts often result. Many such conflicts continue until one of the gargantua is dead. Humanoid gargantua eat all types of game and vegetation, preferring deer, bears, horses, and similar game.

The Magic of Gargantuas. Humaniod gargantuas have magical properties useful to humaniods: A single drop of blood can be used to create a Potion of Invulnerability. It is also said if one can capture the sent of a Humaniod gargantua it could be used to create a love potion.

HUMANIOD GARGANTUA

Gargantuan, Chaotic neutral

Armor Class 19

Hit Points 368(35d20)

Speed 60ft. Climb 60ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	30 (+10)	7 (-3)	16 (+3)	13 (+2)

Saving Throws Str +16, Int +4, Wis +10, Cha +9

Skills Athletics+14 Perception +11, Survival +11

Damage Immunities Posion, bludgeoning, peircing, and slashing from nonmagical weapons

Senses passive Perception 21

Languages -

Challenge 20

Legendary Resistance (3/day) If the Humaniod Gargantua fails a saving throw, it can choose to succeed instead.

Seige Monster The Humaniod Garantua deals double damage to objects and structures.

Actions

Multiattack. The Humaniod Gargantua makes four attacks with it's fists.

Fists. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. Hit: 42 (8d8+10)bludgeoning damage.

Rock. Ranged Weapon Attack: +14 to hit, range 60/240 ft., one target. Hit: 35 (4d12 + 10) bludgeoning damage.

Roar (Recharge 5–6). The humaniod Gargantua emits a magical roar. Each creature within 500 feet of the humaniod gargantua and is able to hear the roar must make a saving throw. Each creature that fails a DC 19 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

INSECTOID GARGANTUA

Adult insectoid gargantua resemble immense moths. Their bodies are covered with fine fur, usually gray or black, and their wings bear colorful patterns in brilliant blue, red, yellow, and green. Their movements and other actions are accompanied by a piercing screech that sounds like a warning siren. The insectoid gargantua begins life as a gigantic egg, which hatches to reveal a gigantic larva.

Mental Bonds. Adult gargantua have remarkable mental bonds with their young, enabling them to locate their young with pinpoint accuracy at an unlimited range. Insectoid gargantua possess a simple empathy that enables them to sense the basic emotions and desires of others. Unless hungry, they tend to avoid creatures who intend them no harm, while actively seeking out and pursuing those with hostile intentions.

Lairs in Kara-Tur. Insectoid gargantua establish lairs in the valleys and caverns of warm, mountainous regions. They live for several hundred years. Females lay a single egg every decade, but there is only a small chance that any given egg is fertile. These mothlike creatures eat all types of game and vegetation. They prefer mulberry trees, and in just a few hours, a hungry insectoid gargantua can consume an entire grove of them.

The Magic of Gargantuas. Insectoid gargantuas have magical properties useful to humanoids: The silk of insectoid gargantua larvae can be woven into cloth from which magical robes are created.

INSECTOID GARGANTUA

Gargantuan, Chaotic neutral

Armor Class 19

Hit Points 315 (30d20)

Speed 30ft. Fly 120ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	30 (+10)	7 (-3)	16 (+3)	13 (+2)

Saving Throws Str +16, Int +4, Wis +10, Cha +9

Skills Athletics +14 Perception +11, Survival +11

Damage Immunities Poison, bludgeoning, piercing, and slashing from nonmagical weapons

Senses passive Perception 21

Languages -

Challenge 17

Legendary Resistance (3/day) If the Insectoid Gargantua fails a saving throw, it can choose to succeed instead.

Seige Monster The Insectoid Gargantua deals double damage to objects and structures.

Actions

Web. Ranged Weapon Attack: +12 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 18 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 20; hp 30; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Flapping Wing Whirlwind (Recharge 4–6). Each creature within 60 feet of The Insectoid Gargantua must make a DC 18 Strength saving throw. On a failure, a target takes 52 (15d6) bludgeoning damage and is flung up 20 feet away from The Insectoid Gargantua in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

KRAKENTUA

Among the most fearsome creatures in all of Kara-Tur, the krakentua is a powerful demon spirit with an insatiable appetite for destruction and an obsessive desire to enslave those it considers inferior. The krakentua has the body of a human and the head of a kraken. It stands 80-100 feet tall, and wears luxuriant silken robes in rich colors, usually violet or red. Its leathery, dark green skin is as cool to the touch as a serpent's scales. Seven tentacles extend from its head, each nearly 20 feet long. The tentacles are as agile as human hands, capable of wielding weapons and tools with ease. The krakentua has huge red eyes with black pupils, and a chitinous beak hidden beneath its tentacles. Red mist continually oozes from the pores of its body. As a result, many observers to mistakenly believe the creature hovers atop a crimson cloud. The beast can breathe both water and air.

MENTAL IMPRINT TRACKING

In intelligent victims, a female Krakentua can induce dreams so lifelike that they are indistinguishable from reality. While her victims dream, the krakentua can imprint their mental aura, which allows her to track them later. The more energy the victims expend in their dreams (e.g., by fighting for their lives in the dreamworld), the stronger the imprint. The stronger the imprint, the greater the krakentua's ability to find them later. Creating the dreams is extremely stressful for the krakentua. She cannot create dreams for more than an hour a month, and she can never create more than three dreams in immediate succession.

Female Krakentua are slightly more powerful than male Krakentua. Unlike males, female krakentua have a limited ability to fly, hovering through the air as if levitating. The female can fly for up to 10 hours before she must immerse herself in sea water for a full day. When flying, she sheds a mysterious "trail" of dead octopi. The octopi seldom exceed 3 feet in diameter. It is thought that the krakentua gates in octopi from the ocean, and absorbs their lifeforce to power her flight. Krakentua can be found in any remote sea area of Kara-Tur. They prefer uninhabited islands or the warm ocean depths, but occasionally they dwell off-shore near civilized coasts.

Krakentua reproduce asexually. The female has an eighth tentacle that functions solely as a reproductive organ. When the female reaches full maturity (about 1,000 years old), the eighth tentacle breaks off and sinks to the bottom of the ocean. One to four buds form on the tentacle. Each bud swells into a pod, 30 feet in diameter, then hatches a new krakentua. Krakentua have no affinity for treasure. However, they are obsessed with maintaining a congregation of slaves, who must worship and honor them. Human slaves are preferred.

KRAKENTUA

Gargantuan titan, Chaotic evil

Armor Class 19

Hit Points 525 (50d20)

Speed 50ft. Fly 50ft. (females Only) Swim 50ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	21 (+5)	30 (+10)	17 (+3)	18 (+4)	18 (+4)

Saving Throws Str +17, Int +10, Wis +11, Cha +11

Skills Perception +11, Survival +11

Damage Immunities Poison, bludgeoning, piercing, and slashing from nonmagical weapons

Senses passive Perception 14

Languages all

Challenge 23

Alternate Statistics A female Krakentua has several different Statistics. Wisdom 22 (+6) Charisma 27 (+8). This changes the saving throws to Wis+13, Cha +15

Legendary Resistance (3/day) If the Krakentua fails a saving throw, it can choose to succeed instead.

Innate Spellcasting (Females Only). The female Krakentua's ability is Charisma (spell save DC 23,+15 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *Detect Thoughts, detect evil and good.*

Seige Monster The Krakentua deals double damage to objects and structures

Amphibious. The Krakentua can breathe air and water.

Actions

Multiattack. The Krakentua can make seven Tentacle attacks, or six tentacle attacks and one sword attack.

Tentacles. *Melee Weapon Attack:* +17 to hit, reach 20ft., one target. *Hit:* 20 (3d6+10) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. has seven tentacles, each of which can grapple one target.

Sword. *Melee Weapon Attack:* +17 to hit, reach 10ft., one target. *Hit:* 31 (6d6+10) slashing damage.

Stream of cherry milk (recharge 5-6). The Krakentua exhales a line of liquid that is 100 feet long and 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 66(12d10) poison damage and be blinded on a failed save, or half as much damage on a successful one and be blinded until their next turn.

Belch (recharge 5-6).. The Krakentua belches up a cloud of foul red mist. Each creature in a 50 foot diameter must make a DC 22 Constitution saving throw, taking 77(22d6) poison damage and be poisoned on a failed save, or half as much damage on a successful.

Legendary Actions

The Krakentua can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Krakentua regains spent legendary actions at the start of its turn.

Attack. The Krakentua makes one attack.

Bolster. The Krakentua bolsters all nonhostile creatures within 120 feet of it until the end of its next turn. Bolstered creatures can't be charmed or frightened, and they gain advantage on ability checks and saving throws until the end of the Krakentua's next turn.

Foot Strike (Costs 2 Actions) The Krakentua strikes the ground with its foot, triggering an earth tremor. All other creatures on the ground within 60 feet of the Krakentua must succeed on a DC 25 Strength saving throw or be knocked prone.