DUALINK

Laboon, the Island Whale

Monster



One Piece Edition

Laboon, the Island Whale

Gargantuan beast, unaligned

Armor Class: 16 (thick hide)
Hit Points: 260 (20d20 + 140)
Speed: 0 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
28	10	24	2	14	10
(+9)	(+0)	(+7)	(-4)	(+2)	(+0)

Saving Throws: Str +14, Con +12
Skills: Perception +8, Athletics +14
Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: prone (too massive to knock over)
Senses: Passive Perception 18
Languages: -
Challenge: 12 (8,400 XP)

Titanic Bulk. Laboon counts as difficult terrain for creatures climbing on him. Any creature starting its turn on Laboon's body must succeed on a DC 17 Strength (Athletics) check or be forced 10 feet in a random direction.

Colossal Presence. When a ship collides with Laboon, it stops moving and automatically takes 6d10 bludgeoning damage.

Maw of the Deep. When Laboon hits with a Bite attack, he automatically attempts to swallow the target. A creature of Large size or smaller must succeed on a DC 18 Dexterity saving throw or be swallowed.

- *A Swallowed Creature is* blinded and restrained, has total cover, and takes 21 (6d6) acid damage at the start of each of Laboon's

turns.

- *A Swallowed Object* takes 5d10 bludgeoning damage each round until destroyed.
- If Laboon takes 50 or more damage in a single turn from inside, he regurgitates all swallowed targets at the end of that turn.

Bound by Promise. When a creature speaks sincerely of promises or "returning someday," Laboon has disadvantage on attack rolls against them until the end of his next turn.

Actions

Multiattack. Laboon makes two Slam attacks or one Slam and one Bite.

Slam. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 25 (3d10 + 9) bludgeoning damage. Ships take double damage.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 9) piercing damage. Target must succeed on a DC 18 Dexterity saving throw or be swallowed (Maw of the Deep).

Echoing Wail (Recharge 5–6). All creatures within 300 feet must make a DC 17 Constitution saving throw, taking 22 (4d10) thunder damage and becoming deafened for 1 minute on a failure (half damage and no deafness on success). Ships within range must make a DC 17 Strength saving throw or have crew checks at disadvantage until the end of their next turn.

Skull Bash (Recharge 6). Laboon rams forward in a 100 ft. line. Each

creature or ship in his path must make a DC 18 Strength saving throw, taking 45 (10d8) bludgeoning damage and being knocked prone (ships are shoved 60 ft. and take double damage). On success, half damage and no shove.

Bonus Actions

Thrash. All creatures within 30 ft. of Laboon in the water must succeed on a DC 18 Strength saving throw or be pushed 20 ft. and submerged. Ships must succeed on a DC 18 Strength check or be pushed 30 ft. off course.

Blowhole Spray (Recharge 5–6). Laboon expels a geyser of water. All creatures within 20 ft. above him must make a DC 17 Dexterity saving throw or be launched 30 ft. into the air (fall damage if landing on a hard surface). Extinguishes nonmagical flames within 100 ft.

Legendary Actions

Laboon can take 2 legendary actions, only at the end of another creature's turn.

Titanic Slam. Laboon slams his massive tail or head. All creatures within 20 ft. must make a DC 18 Strength saving throw or take 18 (4d8) bludgeoning damage and be submerged. Ships instead take 30 (6d10) damage.

Deafening Wail (2 Actions). Laboon unleashes a focused cry. All creatures within 120 ft. must make a DC 17 Constitution saving throw or take 22 (4d10) thunder damage and be deafened until the end of their next turn. Ships suffer crew

disruption.

Special Weaknesses

Tender Heart

Discovery Mechanism. DC 15 Wisdom (Insight) or Wisdom (Animal Handling). Characters realize Laboon can be soothed by music or kindness.

Triggering Mechanism. A creature uses an action to play music, sing, or otherwise comfort him.

Consequence. Laboon must succeed on a DC 18 Wisdom saving throw or skip his next attack, distracted by sorrow.

Barnacle Burden

Discovery Mechanism. DC 15 Wisdom (Perception) or Intelligence (Nature). Observers notice clusters of old barnacles cracking along Laboon's back, raw and sensitive. Observers notice thick barnacles and cracked scars across Laboon's back, hardened over time, yet raw beneath the surface.

Triggering Mechanism. A creature attacks, pries, or burns a barnacle (AC 12, 15 HP) or lights a flare or fire atop his hide.

Consequence. Laboon must succeed on a DC 18 Wisdom saving throw or roar in pain, thrashing uncontrollably toward the source of the disturbance on his next turn. During this frenzy, he has disadvantage on attack rolls against other creatures. On a successful save, he endures the pain and gains resistance to nonmagical bludgeoning damage until the end of his next turn.