

MULTI-APPENDAGE BOSSES

A multi-appendage boss is an encounter with a boss creature that has several components that make up a single entity. These individual components are all linked to the boss, but have their own pool of hit points, take their turn at different points in the initiative, and make their own attacks. In addition, many appendages can be revived by the main creature spending an action, a legendary action, or some other effect to revive any defeated appendages.

When running a multi-appendaged boss, the following guidelines are important to remember.

Appendages. An appendage is an extension of the boss, a boss could have only a single appendage, or multiple, like a kraken has multiple tentacles. It is both, a separate creature and a part of the boss. It can be targeted and defeated by itself.

Boss. This is the main opponent in an encounter and controls the appendages, typically a living creature but could be a large device or some other large entity.

Hit Points. An appendage has its own set of hit points, typically 10% of the boss's health. Any damage an appendage takes is only dealt to the appendage and does not carry over to the boss.

Statistics. An appendage uses all the same statistics of the boss, but does not have any mental ability and can not think for itself. However, if the boss is incapacitated, like if it is paralyzed or stunned, the appendage can still take its turn in the initiative. Only very rarely, like if the boss is petrified or similar circumstances, is the appendage also defeated.

Immunities. An appendage is immune to all mental effects, including the Charmed condition, psychic damage, or being frightened. It can still be stunned, incapacitated, or take damage, but only it is affected, not the boss it is connected to. An appendage's immunities are up to the Game Master's discretion based on how spells and effects may effect the appendage and its boss.

Space. An appendage occupies its own space in the battlefield, though typically it can also occupy the space of the boss that controls it.

Permanently Severed. An appendage may be permanently severed from the boss. If it is possible, it will be explained in its stat block.

Attack & Damage. An appendage has the same attack bonus as the boss. The damage it deals is counted against the boss's damage for a fight.

Challenge Rating. A boss's challenge rating, if adapting a creature, like a kraken, should be increased by one. This includes the challenge of fighting the boss and the appendages it controls.

Boss's Multiattack. If you are using an already created stat block and the boss has a multiattack that would use the appendage, remove the appendage attacks from the boss's multiattack.

Speed. An appendage doesn't have a speed, but is rather attached to the boss unless under special circumstances. When the boss moves, the appendages move along with it, remaining in their position relative to the boss. If this would put them in an occupied space, the appendage immediately moves to the closest empty space.

Senses. Appendages do not have any senses, instead relying on the boss's senses. If the boss is blinded or unable to see creatures, it would affect the appendages as well.

Languages. Appendages do not talk except in rare circumstances.

KRAKEN TENTACLE (10)

Appendage

Armor Class 18 (natural armor)

Hit Points 47

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	25 (+7)	-	-	-

Saving Throws Str +17, Dex +7, Con +14

Damage Immunities Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Frightened, Paralyzed; Appendage Immunities

Appendage. The kraken tentacle are an appendage connected to a kraken. It does not have a mind of its own, when it and the kraken are the target of an area of effect, both roll its own saving throw and take separate damage. Damage dealt to a kraken tentacle only deals damage to the kraken tentacle, not to the kraken it is connected to. A kraken tentacle can move up to 30 feet from its connected kraken, reducing its reach by the distance it is away from the kraken.

Severed. A kraken tentacle can be permanently severed from the kraken it is connected to by a creature dealing an extra 20 slashing damage to a defeated tentacle at 0 hit points.

Actions

Tentacle. *Melee Weapon Attack:* +17 to hit, reach 30 ft., one target. *Hit:* 17 (2d6 + 10) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. The kraken has ten tentacles, each of which can grapple one target.

Fling. One Large or smaller object held or creature grappled by the kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, 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 18 Dexterity saving throw or take the same damage and be knocked prone.

KRAKEN, MULTI-APPENDAGE BOSS

KRAKEN

Gargantuan Monstrosity (Titan), Chaotic Evil

Armor Class 18 (natural armor)

Hit Points 472 (27d20+189)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	25 (+7)	22 (+6)	18 (+4)	20 (+5)

Saving Throws Str +17, Dex +7, Con +14, Int +13, Wis +11

Damage Immunities Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Frightened, Paralyzed

Senses Truesight 120 ft., Passive Perception 14

Languages Abyssal, Celestial, Infernal, Primordial, Telepathy 120 ft. but can't speak

Challenge 23 (50,000 XP) **Proficiency Bonus** +7

Amphibious. The kraken can breathe air and water.

Freedom of Movement. The kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Siege Monster. The kraken deals double damage to objects and structures.

Actions

Bite. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage. If the target is a Large or smaller creature grappled by the kraken, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 42 (12d6) acid damage at the start of each of the kraken's turns.

If the kraken takes 50 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Lightning Storm. The kraken magically creates three bolts of lightning, each of which can strike a target the kraken can see within 120 feet of it. A target must make a DC 23 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The kraken 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 kraken regains spent legendary actions at the start of its turn.

Revive Tentacle. The kraken revives a defeated tentacle that has not been severed.

Lightning Storm (Costs 2 Actions). The kraken uses Lightning Storm.

Ink Cloud (Costs 3 Actions). While underwater, the kraken expels an ink cloud in a 60-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the kraken. Each creature other than the kraken that ends its turn there must succeed on a DC 23 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of the kraken's next turn.

LAVA PIRANHA, MULTI-APPENDAGE BOSS

Lava Piranha is a large, sentient piranha plant that resides solely in lava, shooting its roots throughout the lava flumes in a volcano. It is vulgar and cruel, laughing and insulting creatures that burn within the lava it makes its home in.

LAVA BUD (2)

Appendage

Armor Class 13 (Natural Armor)

Hit Points 15

STR	DEX	CON	INT	WIS	CHA
18 (+4)	5 (-3)	22 (+6)	6 (-2)	14 (+2)	12 (+1)

Saving Throws Con +11, Wis +7

Skills Athletics +9

Damage Vulnerabilities Cold

Damage Immunities Fire

Condition Immunities Paralyzed, Prone

Appendage. The lava bud are an appendage connected to Lava Piranha. It does not have a mind of its own, when it and Lava Piranha are the target of an area of effect, both roll its own saving throw and take separate damage. Damage dealt to a lava bud only deals damage to the lava bud, not to Lava Piranha it is connected to. A lava bud can move up to 15 feet from Lava Piranha, reducing its reach by the distance it is away from Lava Piranha.

Severed. A lava pud can be permanently severed from Lava Piranha that it is connected to by a creature dealing an extra 15 slashing damage to a defeated lava bud at 0 hit points.

Actions

Fire Seed. *Ranged Weapon Attack:* +11 to hit, range 60 ft., one creature. *Hit:* 15 (2d8 + 6) fire damage.

Slam. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Petit Piranha (Reborn only). The lava bud creates a tiny fire spirit in an adjacent space within 5 feet of it. The petit piranha has the same statistics as Lava Piranha but only has 1 hit point and a 30 foot fly (hover) speed. The petit piranha rolls initiative. On its turn, it moves up to its speed, if it ends its turn on a creature's space, it explodes. The target must make a DC 19 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful save.

LAVA PIRANHA

Large Plant, Neutral Evil

Armor Class 13 (Natural Armor)

Hit Points 150 (11d10 + 90)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	5 (-3)	22 (+6)	6 (-2)	14 (+2)	12 (+1)

Saving Throws Con +11, Wis +7

Skills Athletics +9

Damage Vulnerabilities Cold

Damage Immunities Fire

Condition Immunities Paralyzed, Prone

Senses Blindsight 60 ft., passive Perception 12

Languages Common, Druidic, Sylvan

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Reborn in Lava (Recharges after a Short or Long Rest.)

If the Lava Piranha would be reduced to 0 hit points, its current hit point total instead resets to 150 hit points and it becomes wreathed in flames, gaining the Fire Body ability. Additionally, the Lava Buds gain access to the Petit Piranha action.

Fire Body (Reborn only). The Lava Piranha is wreathed in fire, a creature that touches the Lava Piranha or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage. This ability is temporarily suppressed for 1 round if the Lava Piranha fails a saving throw against a spell or effect that deals cold damage.

Actions

Fiery Belch. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 19 (2d12 + 6) fire damage.

Fire Breath (Recharge 5-6). The Lava Piranha exhales fire in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Lava Piranha 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. Lava Piranha regains spent legendary actions at the start of its turn.

Belch. Lava Piranha makes a Fiery Belch attack.

Revive Buds. Lava Piranha revives all defeated lava buds that have not been severed.

Knock It Off (Costs 2 Actions). Lava Piranha repeats a saving throw against an ongoing effect or spell, potentially ending it early.