

KRAKENS

The ocean's depths are an alien and forbidding place, cold and crushing dark inimical to explorers from the sun-touched realms, roamed by titans ancient beyond imagining. Even among these darkened depths, the kraken is a horror, an implacable terror beyond reason or understanding, that all who ply the depths or surface must make their peace with. When the kraken's eye lies upon you, your voyage has come to its end.

KRAKEN LORE

Arcana DC 15: No mere beast, the kraken is a creature of ancient, malign intelligence and powerful magic, able to spread their influence even upon land through their humanoid thralls.

Arcana DC 25: Deep in wildspace, a being known as the astral kraken is said to drift, an intruder from the far realm, or perhaps a limited extrusion of the far realm itself, an alien and hateful presence whose gaze and touch tears mortal minds to ribbons.

History DC 10: The kraken is the greatest terror of the seas, able to tear apart galleons as though they were paper, swallowing wholesale their crew and treasure. Though it can be fended off through extraordinary efforts, none can truly claim to have defeated the kraken.

Nature DC 20: The kraken is said to lair in a cavernous burrow, deep within an abyssal trench. Though it seems no mortal weapons can slay the kraken, even the mighty kraken is humble before the might of nature, and perhaps the earth may be made to seal what magic alone cannot.

POLAR KRAKEN TACTICS

Polar krakens drift in deep, frigid waters, moving very little to conserve energy and stay hidden unless something worth eating is nearby. They typically begin combat with their Razor Lattice, keeping invisible at a distance, then close to grab as many creatures as possible with their Tentacle Lash, fling all but one into the Razor Lattice, and swallow the one remaining on their following turn.

If a creature presents as particularly dangerous, the kraken will use Glacier Shard centered on it, directly after its turn, and uses Shatter Lattice whenever it can hit three or more creatures with it.

KRAKEN (FROM SURFACE) TACTICS

When attacking ships or docks, the kraken first surfaces to knock any loose creatures into the water, then swims beneath and affixes itself beneath its target and begins snaking its tentacles around, cautiously feeling around with its 5 feet of blindsight until it encounters a creature, a mast, or the opposite end of the ship or dock.

It then proceeds to crush and capsize the ship, ripping it apart and allowing its crew to tumble into its waiting maw.

If reduced below half its hit points before successfully grappling a ship, the kraken Submerges and retreats.



POLAR KRAKEN

Gargantuan monstrosity (titan), chaotic evil

Armor Class 18 (Natural Armor)

Hit Points 248 (16d20 + 80)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	19 (+4)	18 (+4)	20 (+5)

Saving Throws STR +11, DEX +5, CON +10, INT +9, WIS +9

Skills Perception +9, Stealth +10

Damage Resistances Attacks made without advantage

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

Condition Immunities Frightened, Paralyzed

Senses Truesight 120 Ft., Passive Perception 19

Languages Understands Abyssal, Celestial, Infernal, And Primordial But Can't Speak, Telepathy 120 Ft.

Challenge 15 (13,000 XP)

Transparent. If the kraken has not eaten in the last week, it is invisible to creatures more than 30 feet away from it, and can attempt to Hide as a Bonus Action.

Freezing Grip. A creature that starts its turn grappled by the kraken loses two unexpended hit dice. If it cannot, it must succeed on a DC 18 Constitution saving throw or be Paralyzed until the beginning of its next turn.

Boneless. The kraken can move through a space as narrow as 10 feet wide without squeezing, and its movement is not hindered by its Razor Lattice.

Implacable. If the kraken fails a saving throw, it can choose to succeed instead. If it does, it loses 25 hit points.

Actions

Multiattack. The kraken makes three attacks with its Tentacle Lash, each of which it can replace a use of its Fling.

Tentacle Lash. Melee Weapon Attack: +11 to hit, reach 30 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage and the target is grappled and restrained (escape DC 18).

Fling. The kraken flings an object or creature grappled by it up to 60 feet. If the creature collides with a creature or surface, it takes 3 (1d6) bludgeoning damage for each 10 feet fewer than 60 that it traveled.

A creature hit by the projectile must succeed on a DC 18 Strength saving throw or be pushed 10 feet away and take the same amount of damage.

Cavernous Maw. Melee Weapon Attack: +11 to hit, reach 5 ft., one Huge or smaller target. Hit: 19 (3d8 + 6) piercing plus 9 (2d8) cold damage and the target is swallowed.

While swallowed, the creature's attacks bypass the kraken's damage resistances and it takes 21 (6d6) cold damage at the start of each of the kraken's turns.

If it takes 40 damage or more in a single turn from a creature inside it, the kraken regurgitates all swallowed creatures, which fall prone in an unoccupied space within 10 feet.

Razor Lattice (6th Level Spell, Recharge 5-6). The kraken freezes the water in a 30 foot radius centered on a point it can see into an open lattice of razor-sharp crystals, which last for a minute. The area becomes difficult terrain, and a creature pushed or flung into or through it takes an additional 10 (3d6) slashing damage.

Reactions

Freeze Breath (2nd Level Spell). As a reaction when a creature the kraken can see within 60 feet attempts to cast a spell, Auril forces the creature to make a DC 18 Constitution saving throw.

On a failed save, the creature must use a spell slot of one level higher to cast the spell, or have the spell fail.

Legendary Actions

The kraken can take 3 legendary actions, choosing from the options below.

Tentacle Lash or Fling. The kraken makes an attack with its Tentacle Lash or uses its Fling.

Glacier Shard (4th Level Spell, Costs 2 Actions). The kraken conjures a 10 foot radius shard of ice at a point it can see within 120 feet, which rockets to the surface, moving 15 feet toward the surface at the beginning of each creature's turn.

Whenever it moves, each creature whose space it enters must succeed on a DC 18 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be pushed 15 feet toward the surface, moving to the nearest unoccupied space on a success.

Shatter Lattice (Costs 3 Actions). The kraken shatters the matrix of crystals created by its razor lattice. Each creature in the area must succeed on a DC 18 Dexterity saving throw or take 21 (4d6) slashing plus 18 (4d8) cold damage, or half as much damage on a success.

THE KRAKEN (FROM SURFACE)

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

Skills Perception +11, Stealth +7

Damage Resistances Attacks made without advantage

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

Condition Immunities Frightened, Paralyzed

Senses Truesight 120 Ft., Passive Perception 21

Languages Understands Abyssal, Celestial, Infernal, and Primordial But Can't Speak, Telepathy 120 Ft.

Challenge 23 (50,000 XP)

Tentacles. The kraken has 10 tentacles, each of which behaves as a separate creature that acts on the kraken's initiative and have the following properties:

- **Length.** Each tentacle is 100 feet long.
- **Hit Points.** Each tentacle has AC 18 and 75 hit points. When reduced to 0 hit points, the tentacle drops anything it is grappling and retreats to the kraken's body.
- **Resistances and Immunities.** Each tentacle has Immunity to Lightning damage and Bludgeoning, Piercing, and Slashing From Nonmagical Attacks
- **Movement.** Each tentacle has a speed of 15 feet.
- **Senses.** Each tentacle has blindsight 5 ft. (blind beyond that radius).
- **Grappling.** The tentacle may grapple one creature or object each turn (escape DC 18). A creature may make a DC 18 Dexterity saving throw to avoid this grapple. A tentacle may grapple multiple creatures or objects. If the tentacle crosses the full deck of a ship or encounters a mast, it may grapple the ship.

Implacable. If the kraken fails a saving throw, it can choose to succeed instead. If it does, it loses 25 hit points.

Eternal Titan. When the kraken is reduced to 0 HP, it does not die or fall unconscious. Instead, it cannot take actions other than to dash unless it is in its lair. While at 0 HP and in its lair, it can be killed by collapsing its lair with an Earthquake spell or equivalent magic.

Actions

Surface. The kraken surfaces, creating an enormous tidal wave. Each creature without cover must make a DC 18 Dexterity save or take 11 (2d10) bludgeoning damage and be pushed overboard.

A creature that is not surprised may use its reaction to clutch onto something sturdy and gain advantage on this saving throw.

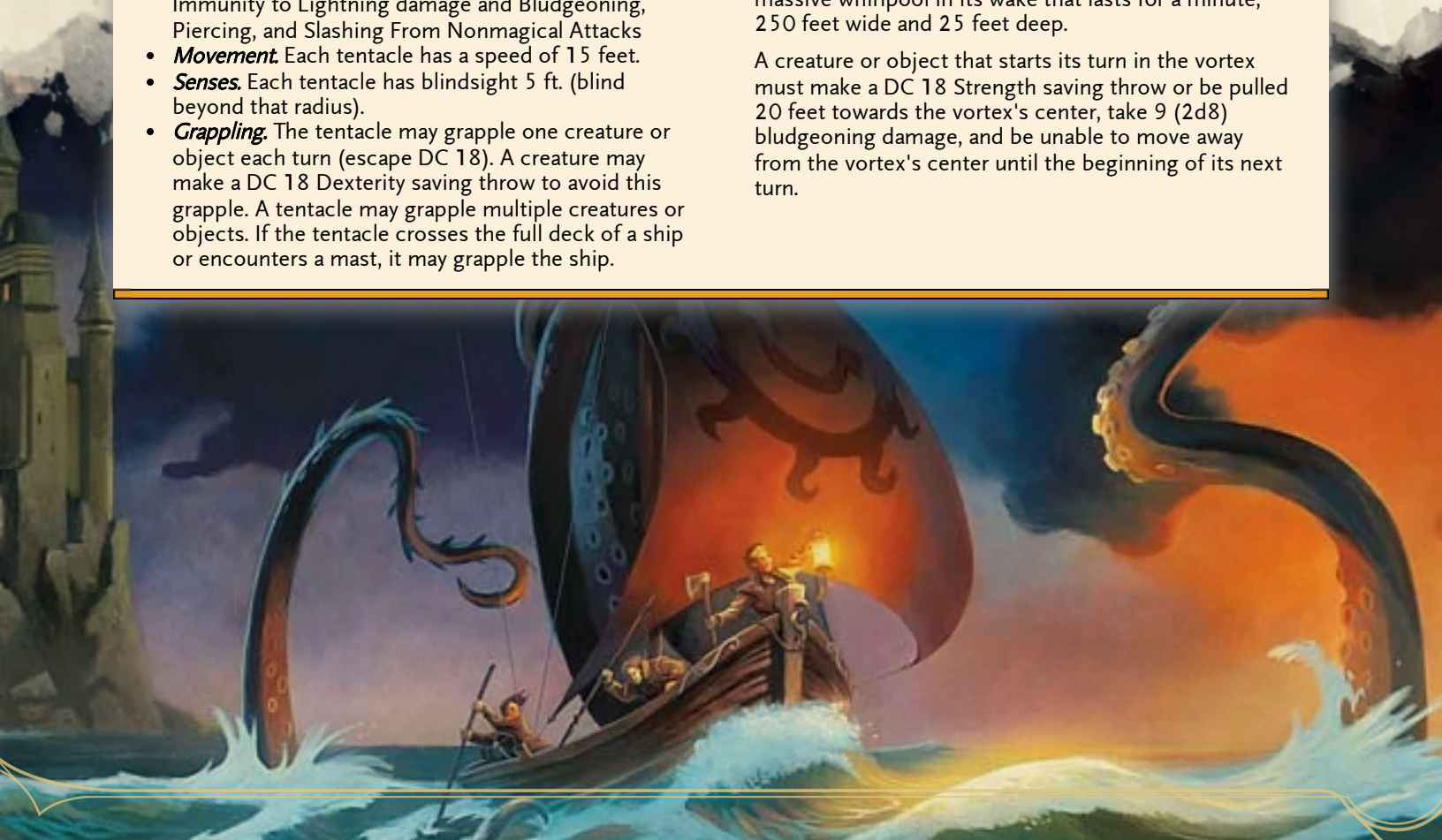
Clutch. The kraken grips a ship, reducing its movement to 0. While it has a ship clutched in this way, it is has full cover from creatures on the ship.

Crush. Each creature and object the kraken's tentacles have grappled takes 20 (3d6 + 10) bludgeoning damage. A ship grappled by two or more tentacles must succeed on a DC 18 Constitution saving throw (a typical sailing ship has +3 to this roll) or begin to split.

Capsize. The kraken capsizes a ship that has begun to split. Each creature on board or grappled by the tentacles must succeed on a DC 18 Dexterity saving throw or fall into the kraken's mouth and be swallowed as the ship is ripped apart.

Submerge. The kraken descends up to 60 feet, leaving a massive whirlpool in its wake that lasts for a minute, 250 feet wide and 25 feet deep.

A creature or object that starts its turn in the vortex must make a DC 18 Strength saving throw or be pulled 20 feet towards the vortex's center, take 9 (2d8) bludgeoning damage, and be unable to move away from the vortex's center until the beginning of its next turn.



THE KRAKEN (UNDERWATER)

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

Skills Perception +11, Stealth +7

Damage Resistances Attacks made without advantage

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

Condition Immunities Frightened, Paralyzed

Senses Truesight 120 Ft., Passive Perception 21

Languages Understands Abyssal, Celestial, Infernal, and Primordial But Can't Speak, Telepathy 120 Ft.

Challenge 23 (50,000 XP)

Camouflage. While the kraken remains motionless, it is indistinguishable from natural terrain to observers more than 30 feet away.

Boneless. The kraken can move through a space as narrow as 10 feet wide without squeezing.

Implacable. If the kraken fails a saving throw, it can choose to succeed instead. If it does, it loses 25 hit points.

Eternal Titan. When the kraken is reduced to 0 hit points, it does not die or fall unconscious. Instead, it cannot take actions other than to dash unless it is in its lair.

While at 0 hit points and in its lair, it can be killed by collapsing its lair with an Earthquake spell or equivalent magic.

Actions

Multiattack. The kraken makes three attacks with its Tentacle Lash, each of which it can replace a use of its Fling, and attacks once with its Cavernous Maw.

Tentacle Lash. Melee Weapon Attack: +17 to hit, reach 30 ft., one target. Hit: 20 (3d6 + 10) bludgeoning damage and the target is grappled and restrained (escape DC 25).

Fling. The kraken flings an object or creature grappled by it up to 60 feet. If the creature collides with a creature or surface, it takes 3 (1d6) bludgeoning damage for each 10 feet fewer than 60 that it traveled.

A creature hit by the projectile must succeed on a DC 18 Strength saving throw or be pushed 10 feet away and take the same amount of damage.

Cavernous Maw. Melee Weapon Attack: +17 to hit, reach 5 ft., one Huge or smaller target. Hit: 23 (3d8 + 10) piercing damage and the target is swallowed.

While swallowed, the creature is Blinded, its attacks bypass the kraken's damage resistances, and it takes 21 (6d6) bludgeoning damage at the start of each of the kraken's turns.

If it takes 50 damage or more in a single turn from a creature inside it, the kraken regurgitates all swallowed creatures, which fall prone in an unoccupied space within 10 feet.

Tentacle Whirlwind (Recharge 5-6). Each creature in a 30-foot radius around the kraken must succeed on a DC 25 Dexterity Saving Throw or take 91 (26d6) bludgeoning damage and be shoved 20 feet away, or take half as much damage on a success.

Legendary Actions

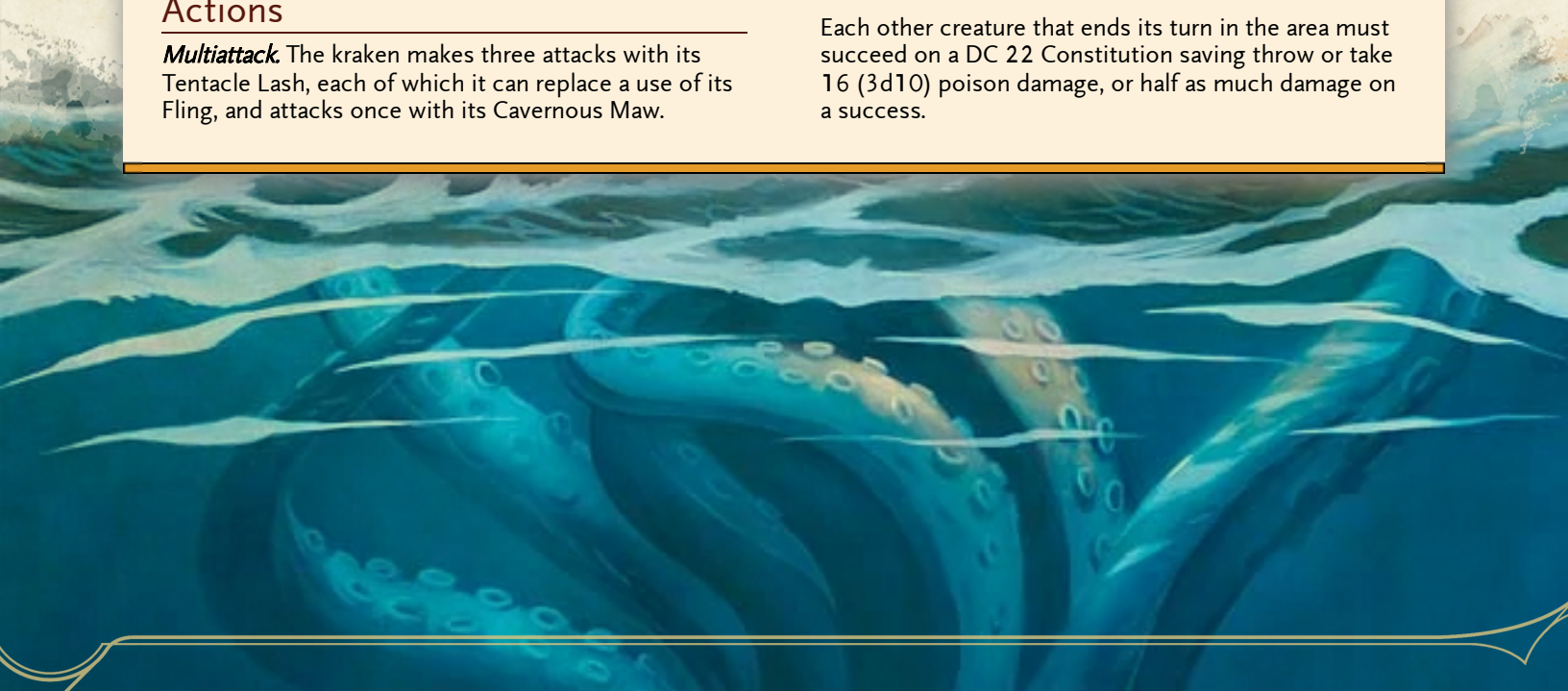
The kraken can take 3 legendary actions, choosing from the options below.

Tentacle Lash or Fling. The kraken makes an attack with its Tentacle Lash or uses its Fling.

Blanket. Each creature within 50 feet of the kraken must make a DC 18 Dexterity saving throw or be grappled by one of its tentacles.

Ink Cloud (Costs 3 Actions). The kraken expels a cloud of toxic ink, heavily obscuring the area in a 60-foot radius centered on itself until the end of its next turn.

Each other creature that ends its turn in the area must succeed on a DC 22 Constitution saving throw or take 16 (3d10) poison damage, or half as much damage on a success.



ASTRAL KRAKEN

Gargantuan monstrosity (titan), chaotic evil

Armor Class 19 (Natural Armor)

Hit Points 779 (38d20 + 380)

Speed 20 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	30 (+10)	23 (+6)	18 (+4)	22 (+6)

Saving Throws STR +18, CON +19, CHA +15

Skills Perception +22, Stealth +13

Damage Immunities Psychic; Attacks made without advantage

Condition Immunities Frightened, Paralyzed

Senses Truesight 120 Ft., Passive Perception 32

Languages Deep Speech, Telepathy (can communicate with any creature on the same plane of existence)

Challenge 30 (155,000 XP)

Tentacles from Beyond. Each creature that the kraken can see is treated as within its reach as space stretches and warps before its attacks.

Incomprehensible Horror. A creature that can see the kraken and is not afflicted with any sort of madness or reduction to its Wisdom score is Frightened.

Implacable. If the kraken fails a saving throw, it can choose to succeed instead. If it does, it loses 25 hit points.

Madness Titan. When the kraken is reduced to 0 hit points, it does not die or fall unconscious. Instead, the kraken chews a hole through reality and teleports to the far realm at the beginning of its following turn.

A creature that starts its turn within 500 feet of this screaming wound in space must succeed on a DC 23 Wisdom saving throw or use its reaction to make a melee attack against itself or its ship.

Actions

Multiattack. The kraken makes three attacks with its Tentacle Lash and uses its Absorb Psyche.

Tentacle Lash. Melee Weapon Attack: +18 to hit, reach 30 ft., one target. Hit: 20 (3d6 + 10) bludgeoning plus 22 (4d10) psychic damage, and if the kraken is within 30 feet of the target, the target is grappled and restrained (escape DC 26).

Absorb Psyche. Each creature grappled by the kraken must succeed on a DC 23 Charisma saving throw or have its Wisdom score reduced by 5 (2d4), to a minimum of 1, until it completes a Long Rest.

A creature reduced to 1 Wisdom in this way is Charmed by the kraken and hostile to all other creatures, though it endeavors to conceal this fact if possible.

Blot Out the Stars (Concentration, Recharge 5-6). The kraken warps space, twisting until the kraken entirely envelops a 100 foot radius sphere centered on a point it can see within 50 feet, surrounding it in a blanket of black eyes and roiling flesh.

A creature in the sphere cannot leave by any means short of a Wish, its attacks bypass the kraken's damage resistances, and it takes 33 (6d10) psychic damage at the start of each of the kraken's turns.

A creature reduced to 0 hit points by this damage must succeed on a DC 23 Charisma saving throw or have its mind lost to the Far Realm until restored by a Wish or equivalent magic.

Legendary Actions

The kraken can take 3 legendary actions, choosing from the options below.

Tentacle Lash. The kraken makes an attack with its Tentacle Lash.

Whelming Pulse. The kraken sends a wave of pure force out in each direction. Each creature within 60 feet takes 16 (3d10) force damage and must succeed on a DC 23 Strength saving throw or be pushed 10 feet away.

Unbearable Lucidity. One creature the kraken can see within 100 feet has any reduction to its Wisdom score end, and takes 5 psychic damage for each point of Wisdom restored to it in this way.

Black Gaze of Madness (Costs 2 Actions). Each creature the kraken can see within 100 feet that has a reduction to its Wisdom score must use its reaction to make a melee attack against itself.

KRAKEN (UNDERWATER) TACTICS

Once its foes are in the water, the kraken gets in the midst of them and scatters them with Tentacle Whirlwind whenever available, otherwise alternating between flinging opponents into solid surfaces if available and gobbling them up with its Cavernous Maw otherwise. If forced to regurgitate a meal, the kraken will usually use its Ink Cloud and retreat to the ocean bottom, using its Boneless and Camouflage traits to stage an ambush for any pursuers.

ASTRAL KRAKEN TACTICS

The astral kraken begins attacking at a distance with its Tentacles From Beyond, rushing toward any ship or creature that returns fire and grappling as many creatures as possible before using Absorb Psyche, then using Black Gaze of Madness each turn if it can affect at least three foes. It follows up with Blot out the Stars on the second turn, and while it is active uses Whelming Pulse repeatedly to force melee attackers back to the sphere's center, but if it loses concentration within two rounds does not try again.

