

# Kraken

*Gargantuan, Monstrosity (Titan), Chaotic Evil*

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**ARMOR CLASS****18****HIT POINTS****472 (27d20 + 189)****CHALLENGE****23 | 50,000 XP****PROFICIENCY****+7**

**Speed** Swim 60 ft., Walk 20 ft.

**Initiative** +0

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

**Skills** N/A

**Damage Immunities** Lightning; Bludgeoning, Piercing, Slashing from nonmagical attacks

**Condition Immunities** Frightened, Paralyzed

**Senses** Truesight 120 ft.; Passive Perception 14

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**Languages** Understands Abyssal, Celestial, Infernal, and Primordial but cannot speak; telepathy 120 ft.

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

## Traits

**Amphibious.** The kraken can breathe air and water.

**Freedom of Movement.** The kraken ignores difficult terrain, and magical effects cannot reduce its speed or restrain it.

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

## Actions

**Multiattack.** The kraken makes three Tentacle attacks, each of which can be replaced with Fling.

**Bite.** Melee Attack Roll: +17, reach 5 ft. Hit: Piercing damage.

**Tentacle.** Melee Attack Roll: +17, reach 30 ft. Hit: Bludgeoning damage, and the target is Grappled.

**Fling.** One Large or smaller object or creature Grappled by the kraken is thrown.

**Lightning Storm.** Dexterity Saving Throw: up to three targets the kraken can see. Failure: Lightning damage. Success: Half damage.

## Legendary Actions

**Tentacle Attack or Fling.** The kraken makes one Tentacle attack or uses Fling.

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

**Ink Cloud (Costs 3 Actions).** While underwater, the kraken expels an ink cloud that heavily obscures the area and poisons creatures inside it.

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