

EXPANDED KRAKENS

HOME BREW

by Sonixverse Labs



KRAKENS

Krakens are one of the most dreaded and powerful creatures on the Material Plane. Krakens are believed to be some of the most ancient creatures that served as weapons of the gods during the dawn of creation. Although some still serve their divine masters, others have freed themselves from their divine servitude to forge a destiny of their own.

THALASSIC KRAKEN

Although there are numerous types of krakens, the thalassic kraken is typically what comes to mind when one thinks of these entities. These entities claim their domain deep within the abyssal reaches of the sea of the Material Plane. However, some extremely ambitious krakens have been known to travel inland to freshwater lakes to claim dominion over terrestrial civilizations.

THALASSIC APPEARANCE

In general, krakens can take many forms sporting a wide variety of characteristics such as a chitinous shell, colossal pincers, jellyfish heads, or shark-like fins. However, a common characteristic that all krakens possess is a seeming endless mass of grasping tentacles capable of sinking entire vessels.

THALASSIC MASTERY

By their very nature, krakens are akin to a primeval force of nature capable of commanding the very power of the sky and seas. On a whim, these entities are capable of toppling entire civilizations through cataclysmic storms and tsunamis. Their immense power is capable of opening portals into the Elemental Plane of Water and binding elementals to its will.

KRAKEN MOTIVES

The presence of a thalassic kraken can prove to be a boon or an omen to local civilizations. Some krakens act on behalf of its patron deity acting as a divine guardians that awakens in great times of need. Others seek to forge their own path acting as the founder or destroyer of many civilizations. Others seek to take the mantle of godhood acquiring numerous of followers, cultists, and minions.

KRAKEN TACTICS

Although the kraken is amphibious in nature, it is at its strongest in the ocean. Due to its immense size, the kraken tends to focus its thalassic powers and spells on the largest, most threatening target (oftentimes of ship) but will use its tentacles to quickly eliminate any nuisances by restraining them in its tentacles to be subsequently swallowed.

BINDING TENDRILS

If outnumbered or surrounded, the kraken will summon its thalassic tendrils to bind its foes and use its ink cloud to disorient its foes while it moves to an ideal position.

ABYSSAL LAIR

Since the kraken is at its strongest in its domain, it will prefer to leads its foes to this location as it will have the advantage. Whenever the kraken chooses to leave its lair and go on the offensive, it often does so with the support of whatever minions it has at its disposal.

THALASSIC ESCAPE

If the kraken is at the verge of defeat, it is not afraid to create a watery portal transporting it to a safe location or to the Elemental Plane of Water where it can recuperate and plot its revenge.

YOUNG KRAKEN

Huge Monstrosity, varies

Armor Class 18 (Natural Armor)

Hit Points 207 (18d12+90)

Speed 20ft., 60ft. swim

STR **DEX** **CON** **INT** **WIS** **CHA**

25 (+7) 16 (+3) 20 (+5) 17 (+3) 13 (+1) 15 (+2)

Saving Throws Str +12, Dex +8, Con +10, Int +8, Wis +6, Cha +7

Skills Athletics+12, Sleight of Hand +8, Perception +6

Damage Immunities Acid, Cold, Lightning

Condition Immunities Paralyzed

Senses truesight 120ft., passive Perception 16

Languages Abyssal, Celestial, Infernal, Primordial, telepathy 120ft

Proficiency Bonus +5

Challenge 15 (13000xp)

Amphibious The kraken can breathe in air and in water

Freedom of Movement The kraken ignores difficult terrain and magical effects cannot reduce its speed or cause it to be restrained. It can spend 5ft. of movement to escape from non-magical restraints or being grappled

Siege Monster The kraken deals double damage to buildings and objects

Actions

Multiattack The kraken can use its Inky Shroud (if available) and make four tentacle attacks on its turn. It can replace any one of its Tentacle attacks for a Fling

Tentacle. *Melee Weapon Attack:* +12 to hit, 30ft., one target. *Hit* 12 (1d8+7) bludgeoning damage and the target is grappled and restrained (escape DC 20). For the duration of this grapple, creatures take 5(1d8) bludgeoning damage at the start of each of its turns.

Fling One Medium 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 20 Dexterity saving throw or take the same damage and be knocked prone.

Thalassic Storm(Recharge 5-6) The kraken can conjure bolts of frigid lightning which strikes all creatures around it. Creatures in a 60ft. radius of the kraken must succeed a DC 18 Dexterity saving throw. On a failed saving throw, creatures take 22 (5d8) cold damage + 22 (5d8) lightning damage and half as much on a successful saving throw. Creatures have disadvantage on its saving throw if it is underwater

Inky Shroud(recharge 5-6) The kraken can conjure a cloud of ink in a 30ft radius that obscures the area. Creatures other than this that first enters or starts its turn in this cloud are blinded and must make a DC 18 Constitution saving throw. On a failed saving throw, it is poisoned until the end of its next turn. Upon using this feature, the kraken can move up to its entire movement speed to a spot that it can see without provoking opportunity attack.

Bonus Actions

Bite *Melee Weapon Attack:* +12 to hit, 5ft., one grappled target. *Hit* 16 (2d8+7) piercing damage. If the target is Large or smaller, it is swallowed and the grapple ends. A swallowed creature is blinded, restrained, cannot speak or breathe, and has total cover against attacks and effects outside the kraken. At the start of each of its turns, it takes 18(5d6) acid +18(5d6) bludgeoning damage. Whenever the kraken takes damage from a swallowed creature, it must succeed a Constitution saving throw with a DC equal to half the damage dealt (minimum 10). On a failed saving throw, the kraken regurgitates all swallowed creatures in a space within 10ft. of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape the corpse by using 10ft. of movement, exiting prone.

THALASSIC KRAKEN

Gargantuan Monstrosity, varies

Armor Class 20 (Natural Armor)

Hit Points 472(27d20+189)

Speed 20ft., 60ft. swim

STR **DEX** **CON** **INT** **WIS** **CHA**

30 (+10) 16 (+3) 25 (+7) 22 (+6) 18 (+4) 20 (+5)

Saving Throws Str +17, Dex +10, Con +14, Int +13, Wis +11, Cha +12

Skills Athletics+17, Sleight of Hand +17, Perception +11

Damage Immunities Acid, Cold, Lightning

Condition Immunities Blinded, Deafened, Paralyzed

Senses truesight 120ft., passive Perception 21

Languages Abyssal, Celestial, Infernal, Primordial, telepathy 120ft

Challenge 23 (50000xp) **Proficiency Bonus** +7

Amphibious The kraken can breathe in air and in water

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

Legendary Resistance (3/day) Upon failing a saving throw, the kraken can choose to succeed. Upon using this feature, it can use its reaction to use Ink Shroud.

Siege Monster The kraken deals double damage to buildings and objects

Thalassic Mastery The kraken's water-based spells deal its choice of acid or cold damage instead of dealing bludgeoning damage.

Spellcasting The kraken's spellcasting ability is Constitution (spell save 23, +15 to hit with spell attacks). The kraken can innately cast the following spells, requiring no material components.

At will: Shape Water, Create and Destroy Water, Control Water, Lightning Bolt, Tidal Wave,

3/day each Cone of Cold, Maelstrom, Watery Sphere

2/day each Maelstrom, Chain Lightning

1/day each Control Weather, Tsunami

Actions

Multiattack The kraken can cast one spell and make four tentacle attacks on its turn. It can replace any one of its Tentacle attacks for a Fling

Tentacle. *Melee Weapon Attack:* +17 to hit, 30ft., one target. *Hit* 19 (2d8+10) bludgeoning damage + 9(2d8) cold damage, and the target is grappled and restrained (escape DC 25). For the duration of this grapple, creatures take 9(2d8) bludgeoning damage at the start of each of its turns.

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 25 Dexterity saving throw or take the same damage and be knocked prone.

THALASSIC POWERS

The kraken has a number of thalassic powers that it can use on its turn (if available). Instead of casting a spell on its turn, it can choose one of the following effects
Thalassic Tendrils(Recharge 5-6) The kraken can conjure 3(1d4) Thalassic Tentacles in a spot within 120ft. of the kraken that it can see. These tentacles act on initiative count 20 (losing all ties) and count as allies to the kraken.

Thalassic Storm(Recharge 5-6) The kraken can conjure bolts of frigid lightning which strikes all creatures around it. Creatures in a 60ft. radius of the kraken must succeed a DC 23 Dexterity saving throw. On a failed saving throw, creatures take 31 (7d8) cold damage + 31 (7d8) lightning damage and half as much on a successful saving throw. Creatures have disadvantage on its saving throw if it is underwater

Thalassic Escape(1/day) The kraken can teleport and then reappear to another location in a body of water that it has been. Alternatively, it can choose to teleport to the Elemental Plane of Water. It can use this feature to return to the Material Plane

Bonus Actions

Bite *Melee Weapon Attack:* +17 to hit, 30ft., one grappled target. *Hit* 28 (4d8+10) piercing damage. If the target is Large or smaller, it is swallowed and the grapple ends. A swallowed creature is blinded, restrained, cannot speak or breathe, and has total cover against attacks and effects outside the kraken. At the start of each of its turns, it takes 25(7d6) acid +25(7d6) bludgeoning damage. Whenever the kraken takes damage from a swallowed creature, it must succeed a Constitution saving throw with a DC equal to half the damage dealt (minimum 10). On a failed saving throw, the kraken regurgitates all swallowed creatures in a space within 10ft. of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape the corpse by using 15ft. of movement, exiting prone.

Legendary Actions (3/turn)

Ancient Recovery(1 action) The kraken end one condition or spell effects on itself

Fling(1 action) The kraken can fling a grappled creature of its choice.

Ink Shroud(2 actions) The kraken can conjure a cloud of ink in a 30ft radius that obscures the area. Creatures other than this that first enters or starts its turn in this cloud are blinded and must make a DC 23 Constitution saving throw. On a failed saving throw, it is poisoned until the end of its next turn. Upon using this feature, the kraken can move up to its entire movement speed to a spot that it can see without provoking opportunity attack.

LAIR ACTIONS

On initiative count 20 (losing all initiative ties), the kraken takes a lair action to cause one of the following effects

Typhon's Current A strong current moves through the kraken's lair. Each creature within 60ft. of the kraken must succeed a DC 23 Strength saving throw or be pushed up to 60ft. from the kraken and knocked prone.

Fathom's Grasp The kraken conjures water tendrils to bind its foes. Creatures of the kraken's choice within 60ft. of it that it can see must succeed a DC 23 Strength saving throw or become grappled and restrained until initiative count 20 on the next round.

Storm Tide Creatures in the water within a 60ft. radius around the kraken must succeed a DC 23 Constitution saving throw or suffer vulnerability to lightning damage until initiative count 20 on the next round.

REGIONAL EFFECTS

The region containing a kraken's lair is warped by the creature's presence creating the following magical effects:

- The kraken can alter the weather at will in a 6 mile radius of its lair. The effect is identical to the *Control Weather* spell
- Water elementals and aquatic creatures with an intelligence score of 2 or lower are charmed by the kraken and aggressive toward intruders.
- Underwater portals to the Elemental Plane of Water form within 1 mile of its lair allowing creatures from that realm to freely pass through
- Underwater current push unwanted visitors within 6 miles of its lair. Swimming in this area counts as difficult terrain.
- The waters within 6 miles of the krakens are shrouded in inky blackness that obscures the vision of creatures that rely on sight up to 10ft. Additionally, any non-magical sources of light are automatically extinguished.

THALASSIC TENTACLE

Huge Monstrosity, unaligned

Armor Class 13 (Natural Armor)

Hit Points 92 (8d12 +40)

Speed 30ft., 30ft. swim

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16(+3)	20(+5)	1 (-5)	10 (+0)	3 (-4)

Skills Athletics +7, Sleight of Hand +7, Perception +2

Damage Immunities Acid, Cold, Lightning

Condition Immunities Blinded, Charmed, Deafened, Frightened, Poisoned

Senses blindsight 30ft., passive Perception 12

Proficiency Bonus +2

Challenge 4 (1100 xp)

Amphibious The tentacle can breathe in air and in water

Lightning Reflexes The tentacle can take a reaction at the end of each creature's turn.

Siege Monster The tentacle deals double damage to buildings and objects

Reactive When the tentacle takes damage, it can use its reaction to make a slam or fling attack against its attacker.

Actions

Slam *Melee Weapon Attack:* +7 to hit, 30ft., one target. *Hit* 12 (2d6+5) bludgeoning damage + 7(2d6) cold damage, and the target is grappled and restrained (escape DC 15). For the duration of this grapple, creatures take 7(2d6) bludgeoning damage at the start of each of its turns. The tentacle only can grapple one creature at a time in this manner

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 15 Dexterity saving throw or take the same damage and be knocked prone.



ELDRITCH KRAKEN

In their search for knowledge or power, some krakens came into contact with artifacts or entities from the Far Realm. Despite their incredible power, the alien nature of this reality began to warp and twist the mind of these entities transforming them into something unfathomable and terrifying.

AWAKENED MIND

The alien influence of the Far Realm has awakened the kraken's mind unlocking unimaginable potential. The sheer power of the kraken's mind overloads all but the sturdiest of minds slowly destroying the individual's sanity with repeated exposure. The aberrant and cryptic nature of the kraken's mind makes it extremely resilient from all manner of mental effects and is capable of reflecting them back to nearby enemies.

ENTHRALLING INSANITY

Repeated contact or exposure to the eldritch kraken is able to quickly erode the mental defenses of most mortals. Given enough time, the kraken is able to completely break the will or shatter the sanity of the individual turning them into a mindless thrall under the kraken's full command.

ALIEN HARBINGER

The presence of an eldritch kraken is typically heralded by strange appearances and behavior of large groups of people at a time. Typically, an eldritch kraken prefers to send its thralls or cultists to do its bidding to gather more subjects before fully revealing itself. By the time it is discovered, it typically has an entire community under its full control.

Unfortunately, the presence of an eldritch kraken is typically a side effect of a much larger threat. Only the most powerful of creatures are capable of corrupting a kraken in this manner, and the appearance of a kraken enthralled in this manner hints at an oncoming incursion from the Far Realm.

ELDRITCH KRAKEN TACTICS

The eldritch kraken prefers to fight defensively primarily from its lair sending its thralls to do its bidding. In combat, the kraken prefers to enthrall its opponents over killing them, especially if they prove to be quite powerful. It will attempt to incapacitate or immobilize its victims while breaking its will using its maddening presence.

However, the kraken will not take chances with any creature that could halt its plans, such as clerics who can free its thralls. Such creatures, it will show no mercy quickly destroying them as they are too dangerous to keep alive, even as thralls.

Just like all other krakens, it is willing to make a hasty retreat to the Far Realm wherein it can recover from its wounds. However, it is still able to command its minions to do its bidding from another plane.

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ELDRITCH KRAKEN

Gargantuan Monstrosity, Alignment

Armor Class 20 (Natural Armor)

Hit Points 472 (27d20+189)

Speed 20ft., 60ft. swim, 60ft. fly (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	25 (+7)	22 (+6)	18 (+4)	20 (+5)

Saving Throws Str +17, Dex +10, Con +14, Int +13, Wis +11, Cha +12

Skills Athletics +17, Sleight of Hand +17, Perception +11

Condition Immunities Prone

Damage Resistances Non-magical bludgeoning, piercing, and slashing damage

Senses truesight 120ft., passive Perception 21

Languages Abyssal, Celestial, Infernal, Primordial, telepathy 120ft

Proficiency Bonus +7

Challenge 23 (50000 xp)

Alien Nature The eldritch kraken does not require to eat, sleep, or breathe

Eldritch Mind The kraken can concentrate on two spells simultaneously. In addition, the kraken's thoughts and location can't be discerned by any means.

If a creature attempts to discern its thoughts or location, it must succeed a DC 22 Intelligence saving throw. On a failed saving throw, its Intelligence score is reduced by 7(2d6) and it is stunned for one minute. A creature can repeat the saving throw at the end of each of its turns to end the effect. A creature's Intelligence score can be recovered after a long rest or unless *Greater Restoration* or a greater effect is used.

Enthralling Madness If a creature's Intelligence score is reduced to 0 by the kraken, it is charmed by the kraken obeying its every command. An charmed creature acts on its own initiative as an ally of the kraken. This effect ends once it regains at least 1 Intelligence.

This effect can be ended by using *Greater Restoration* or greater magic.

Freedom of Movement The kraken ignores difficult terrain and magical effects cannot reduce its speed or cause it to be restrained. It can spend 5ft. of movement to escape from non-magical restraints or being grappled

Maddening Reflection If the kraken is charmed, frightened, or takes psychic damage, it is completely immune to the effect. Instead, creatures within 30ft. of it suffer from the respective damage or effects.

Legendary Resistance (3/day) Upon failing a saving throw, the kraken can choose to succeed. Upon using this feature, it can use its reaction to use its Maddening Shroud

Siege Monster The kraken deals double damage to buildings and objects

Unfathomable Presence Creatures within 120ft. of the Kraken must succeed a DC 22 Intelligence saving throw. On a failed saving throw, creatures has its Intelligence score reduced by 3 (1d4). Upon succeeding this saving throw, creatures are immune to this effect for the next 24 hours. A creature's Intelligence score can be recovered after a long rest or unless *Greater Restoration* or a greater effect is used.

Spellcasting The kraken's spellcasting ability is Intelligence (spell save 22, +14 to hit on spell attacks). The kraken can innately cast the following spells, requiring no verbal or material components.

At will: Sending, Scrying, Telekinesis, Phantasmal Killer

3/day each Dominate Person, Synaptic Static, Wall of Force

2/day each Geas, Feeblemind, Dominate Monster,

1/day each Weird, Power Word Stun

Actions

Multiattack The kraken can cast one spell and make four tentacle attacks on its turn.

Maddening Tentacle *Melee Weapon Attack:* +17 to hit, 30ft., one target. *Hit* 29 (2d8+10) bludgeoning damage + 9 (2d8) psychic damage. Creatures must succeed a DC 22 saving throw or become stunned until the end of its next turn

ELDRITCH POWERS

The kraken has a number of eldritch powers that it can use on its turn (if available). Instead of casting a spell on its turn, it can choose one of the following effects

Eldritch Tentacles(Recharge 5-6) The kraken can conjure 3(1d4) Eldritch Tentacles in a spot within 120ft. of the kraken that it can see. These tentacles act on initiative count 20 (losing all ties) and count as allies to the kraken.

Wave of Madness(Recharge 5-6) The kraken unleashes a wave of psychic energy which strikes all creatures around it. Creatures in a 60ft. radius of the kraken must succeed a DC 22 Intelligence saving throw. On a failed saving throw, creatures take 63 (14d8) psychic damage and its Intelligence score is reduced by 4(1d6). On a successful saving throw, it takes half as much damage and is unaffected

Legendary Actions (3/turn)

Ancient Recovery(1 action) The kraken end one condition or spell effects on itself

Spell(2 action) The kraken can use cast a spell

Maddening Shroud(2 actions) The kraken can unleash a psychic wave that stuns its foes. Creatures within a 10ft. range must succeed a DC 22 Wisdom saving throw or become stunned until the end of its next turn.

Upon using this feature, the kraken can move up to its movement to a spot that it can see within range without provoking opportunity attack

LAIR ACTIONS

On initiative count 20 (losing all initiative ties), the kraken takes a lair action to cause one of the following effects

Psychic Projection The kraken intrudes the mind of a creature in range of its telepathy. The creature must succeed a DC 22 Wisdom saving throw or be charmed by the kraken until initiative count 20 on the next round. A charmed creature obeys the kraken's command to the best of its ability as long as the command is not directly harmful to the creature.

Break Will All creatures within 60ft. of the kraken must succeed a DC 22 Charisma saving throw. On a failed save, the target is overwhelmed with despair until initiative count 20 on the next round. During this time, it can't attack or target any creature with harmful abilities, spells, or other magical effects.

Insanity Pulse All creatures within 60ft. of the kraken must succeed a DC 22 Intelligence saving throw. On a failed save, the target is driven insane until initiative count 20 on the next round. An insane creature can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. The DM controls its movement, which is erratic.

REGIONAL EFFECTS

The region containing a kraken's lair is warped by the creature's presence creating the following magical effects:

- The kraken can sense the presence of any creature that is not a construct or undead within 6 miles of it. These creatures have a perpetual sense of being watched
- Creatures that spend more than 1 mile within the kraken's lair must succeed a DC 22 Wisdom saving throw. On a failed saving throw, it suffers an effect of long term madness.
- Creatures that take a long rest within 6 mile of the kraken's lair must succeed a DC 22 Wisdom saving throw. On a failed saving throw, it cannot benefit from a long rest and its creature's Intelligence score is reduced by 3(1d4). A creature's Intelligence score can be recovered after a long rest or unless *Greater Restoration* or a greater effect is used.

ELDRITCH TENTACLE

Huge Monstrosity, unaligned

Armor Class 13 (Natural Armor)

Hit Points 92 (8d12 +40)

Speed 30ft., 30ft. swim

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16(+3)	20(+5)	1 (-5)	10 (+0)	3 (-4)

Skills Athletics +7, Sleight of Hand +7, Perception +2

Condition Immunities Poisoned

Senses blindsight 30ft., passive Perception 12

Proficiency Bonus +2

Challenge 4 (1100 xp)

Alien Nature The tentacle does not require to eat, sleep, or breathe

Lightning Reflexes The tentacle can take a reaction at the end of each creatures turn.

Maddening Reflection If the tentacle is charmed, frightened, or takes psychic damage, it is completely immune to the effect. Instead, creatures within 30ft. of it suffer from the respective damage or effects.

Siege Monster The tentacle deals double damage to buildings and objects

Reactive When the tentacle takes damage, it can use its reaction to make a slam attack against its attacker.

Actions

Maddening Slam *Melee Weapon Attack:* +7 to hit, 30ft., one target. *Hit* 12 (2d6+5) bludgeoning damage + 7 (2d6) psychic damage. Creatures must succeed a DC 15 saving throw or become stunned until the end of its next turn



KRAKEN LICH

As a gift for their divine service, some krakens have been rewarded with immortality from their patron through lichdom. Others, in their quest from godhood or immortality, have discovered the lost secrets and rituals of lichdom granting them life beyond the grave. Kraken liches are arguably the most powerful of all their kind as they are able to command the sky and seas as well as control the power of life and death.

THALASSIC GRAVEYARD

Kraken liches tend to be extremely powerful as the ocean is one of the most ideal environments to create an undead army. The seafloor is a necromantic playground due to the sheer supply of dead lying on the seabed. Additionally, since undead do not need to breathe, they are able to be summoned in relatively secrecy at the bottom of the sea.

As a result, they are able to quickly summon colossal necromantic hordes from the watery depths to lay waste to coastal civilizations.

ABYSSAL PHYLACTERY

The ocean also provides the kraken lich an ideal location to hide and defend its phylactery. Most of the time, krakens hide their phylactery in the deepest trenches of the ocean or the most inaccessible depths of the Elemental Plane of Water.

KRAKEN LICH TACTICS

Kraken liches are the most cunning and dangerous of their kind. Their undead essence makes them resilient against most forms of attack and their physical form is nearly impossible to permanently destroy.

CLEVER STRATEGIST

In combat, it is a careful planner rarely engaging the enemy except of its own turns sending waves of undead and other minions to harrass its foes. It prefers to maintain its distance using a barrage of necromantic spells and will focus the bulk of its strength against the weakest opponent to quickly transform it into an undead thrall.

However, it is clever enough to recognize opponents dedicated to countering the undead. If possible, the kraken will seek to eliminate this foe as quick as possible seeking to slay it and raise it as a mockery of the very thing its foes was tasked to destroy.

NEGROMANTIC TENDRILS

Although its tentacles have withered away in its undead state, the kraken is able to conjure tendrils made of freezing necromantic energy at will. A single touch from these deathly tendrils is enough to freeze the limbs of all but the hardiest of mortals.

PHYLACTERY ESCAPE

When facing defeat, the kraken will escape to its phylactery or another stronghold where it can recover and plan for the next step of its revenge.

KRAKEN LICH

Gargantuan Undead, Alignment

Armor Class 18 (Natural Armor)

Hit Points 418(27d20+135)

Speed 20ft., 60ft. swim

STR **DEX** **CON** **INT** **WIS** **CHA**

30 (+10) 16 (+3) 20 (+5) 22 (+6) 18 (+4) 25 (+7)

Saving Throws Str +17, Dex +10, Con +14, Int +13, Wis +11, Cha +12

Skills Athletics+17, Sleight of Hand +17, Perception +11

Damage Resistances Bludgeoning, piercing, and slashing damage

Damage Immunities Acid, Cold, Lightning, Necrotic, Poison

Condition Immunities Blinded, Charmed, Deafened, Exhausted, Frightened, Paralyzed, Poisoned,

Senses truesight 120ft., passive Perception 21

Languages Abyssal, Celestial, Infernal, Primordial, telepathy 120ft

Challenge 24 (62000 xp)

Freedom of Movement The kraken ignores difficult terrain and magical effects cannot reduce its speed or cause it to be restrained. It can spend 5ft. of movement to escape from non-magical restraints or being grappled

Life Sense The kraken can pinpoint the location of living creatures or undead within 1 mile of it. This feature does not apply to constructs

Legendary Resistance (3/day) Upon failing a saving throw, the kraken can choose to succeed. Upon using this feature, it can use its reaction to use its Necrotic Shroud

Rejuvenation If the kraken lich has a phylactery, a destroyed kraken lich gains a new body in 1d10 days regaining all its hitpoints and becoming active again. The new body appears within 5ft. of the phylactery.

Siege Monster The kraken lich deals double damage to buildings and objects

Turn Resistance The kraken lich has advantage on saving throw against effects that would turn undead

Undead Fortitude Upon dropping to 0 hitpoints, the kraken lich can make a Constitution saving throw with a DC equal to half the damage dealt from the killing blow(minimum 10). On a successful saving throw, the kraken drops to 1 hitpoint instead. It cannot use this feature if the killing blow dealt radiant damage.

Undead Nature The kraken lich does not require to eat, sleep, or breathe

Spellcasting The kraken's spellcasting ability is Intelligence (spell save 22, +14 to hit on spell attacks). The kraken can innately cast the following spells, requiring no material components.

At will: Animate Dead, Blight, Create and Destroy Water, Shape Water, Speak with Dead, Tidal Wave

3/day each Circle of Death, Create Undead, Reincarnate, Wall of Water

2/day each Maelstrom, Chain Lightning, Harm, Finger of Death

1/day each Power Word Kill, Control Weather, Tsunami, Time Ravage, Clone

Actions

Multiattack The kraken can cast one spell and make four Necrotic Tentacle attacks on its turn.

Necrotic Tentacle. *Melee Weapon Attack:* +17 to hit, 30ft., one target. *Hit* 19 (2d8+10) necrotic damage + 9(2d8) cold damage. Creatures must succeed a DC 22 Constitution saving throw or become paralyzed until the end of its next turn.

NEGROMANTIC POWERS

The kraken has a number of necromantic powers that it can use on its turn (if available). Instead of casting a spell on its turn, it can choose one of the following effects

Necrotic Tendrils(Recharge 5-6) The kraken can conjure 3(1d4) Necrotic Tentacles in a spot within 120ft. of the kraken that it can see. These tentacles act on initiative count 20 (losing all ties) and count as allies to the kraken.

Necrostorm(Recharge 5-6) The kraken can conjure bolts of necrotic lightning which strikes all creatures around it. Creatures in a 60ft. radius of the kraken must succeed a DC 22 Constitution saving throw. On a failed saving throw, creatures take 31 (7d8) lightning damage + 31 (7d8) necrotic damage and half as much on a successful saving throw. On a failed saving throw, creatures cannot regain hitpoints until the end of its next turn.

If this attack reduces a creature to 0 hitpoints, it instantly dies and returns to life as a zombie at the end of the kraken's turn. This creature acts on initiative count 20 (losing all ties) and is considered an ally of the kraken.

Thalassic Escape(1/day) The kraken lich can teleport and then reappear to another location in a body of water that it has been. Alternatively, it can choose to teleport to the Elemental Plane of Water. It can use this feature to return to the Material Plane

Legendary Actions (3/turn)

Ancient Recovery(1 action) The kraken end one condition or spell effects on itself

Spell(2 actions) The kraken can cast a spell

Necrotic Shroud(2 actions) The kraken can conjure a cloud of ink in a 30ft radius that obscures the area. Creatures other than this that first enters or starts its turn in this cloud are blinded and must make a DC 22 Constitution saving throw. On a failed saving throw, it cannot recover hitpoints until the end of its next turn. > Upon using this feature, the kraken can move up to its entire movement speed to a spot that it can see without provoking opportunity attack.

LAIR ACTIONS

On initiative count 20 (losing all initiative ties), the kraken takes a lair action to cause one of the following effects

Necromantic Maelstrom The kraken releases a storm of undeath that corrupts life around it. Creatures within 60ft. of the kraken must succeed a DC 21 Constitution saving throw. On a failed saving throw, creatures cannot regain hitpoints until initiative count 20 on the next round. If a creature receives any form of healing for the duration of this effect, it takes necrotic damage instead equal to the amount of hitpoints recovered.

Gravetide All creatures with 0 hitpoints within 60ft. of the kraken must succeed a DC 21 Charisma saving throw. On a failed saving throw, creatures are instantly killed and return to life as a zombie. The zombie acts on initiative count 20 (losing all ties) and is considered an ally of the kraken.

Rot Tide Creatures in the water within a 60ft. radius around the kraken must succeed a DC 21 Constitution saving throw or suffer vulnerability to necrotic damage until initiative count 20 on the next round.

REGIONAL EFFECTS

The region containing a kraken's lair is warped by the creature's presence creating the following magical effects:

- Creatures that are killed while within 6 miles of the kraken's lair return to life as a zombie after 1 hour.
- Creatures that first enter within its lair must succeed a DC 21 Constitution saving throw. On a failed saving throw, creatures take 25 (7d6) necrotic damage and have their hitpoint maximum reduced by this amount. On a successful saving throw, creatures take half damage and their hitpoint maximum is not reduced.
- Creatures that finish a short or long rest within 6 miles of the kraken's lair cannot regain hitpoints. However, they can regain other features associated with a rest.
- Undead creatures have advantage on all saving throws and against features that turn undead.

NECROTIC TENTACLE

Huge Undead, unaligned

Armor Class 13 (Natural Armor)

Hit Points 92 (8d12 +40)

Speed 30ft., 30ft. swim

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16(+3)	20(+5)	1 (-5)	10 (+0)	3 (-4)

Skills Athletics +8, Sleight of Hand +9, Perception +3

Damage Resistances Bludgeoning, piercing, and slashing damage

Damage Immunities Acid, Cold, Lightning, Necrotic, Poison

Condition Immunities Blinded, Charmed, Deafened, Frightened, Paralyzed, Poisoned

Senses blindsight 30ft., passive Perception 13

Proficiency Bonus +3

Challenge 5 (1800 xp)

Life Sense The tentacle can pinpoint the location of living creatures or undead within 60ft. of it. This feature does not apply to constructs

Lightning Reflexes The tentacle can take a reaction at the end of each creature's turn.

Siege Monster The tentacle deals double damage to buildings and objects

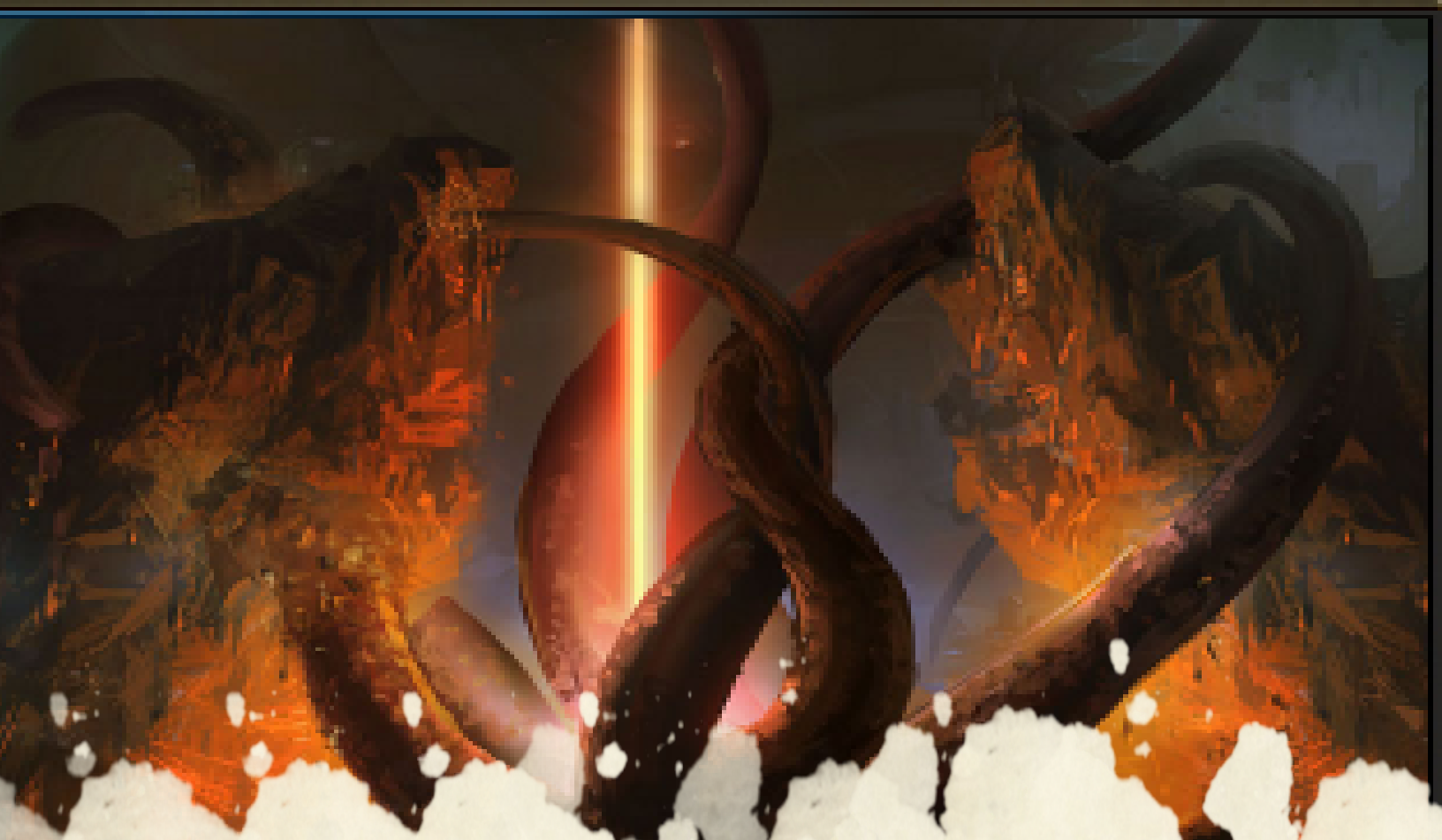
Reactive When the tentacle takes damage, it can use its reaction to make a Necrotic Slam attack against its attacker.

Undead Fortitude Upon dropping to 0 hitpoints, the kraken lich can make a Constitution saving throw with a DC equal to half the damage dealt from the killing blow (minimum 10). On a successful saving throw, the kraken drops to 1 hitpoint instead. It cannot use this feature if the killing blow dealt radiant damage.

Undead Nature The tentacle does not require to eat, sleep, or breathe

Actions

Necrotic Slam *Melee Weapon Attack:* +8 to hit, 30ft., one target. *Hit* 12 (2d6+5) necrotic damage + 7 (2d6) cold damage. Creatures must succeed a DC 16 saving throw or become paralyzed until the end of its next turn



PRIMORDIAL KRAKEN

The primordial kraken is closely related to the Thalassic Kraken. However, the primary difference between these entities is their elemental connection. Where as the Thalassic Kraken has mastery of the skies, ocean, and Elemental Plane of Water, the Primordial kraken commands fire, earth, and the Elemental Plane of Fire.

VOLCANIC APPEARANCE

Primordial krakens make their homes deep within volcanoes, subterranean magma pools, and the elemental plane of fire. They resemble their other kin except that their body resembles that of molten magma or obsidian.

PYROCLASTIC HARBINGER

Whereas thalassic krakens embody the destructive power of the seas; primordial krakens are avatar's of terrestrial cataclysm. Their immense power grants them the ability to erupt volcanoes, generate earthquakes, and even call fire from the sky burying entire civilizations under magma and rubble.

Typically their arrival is heralded by a bubbling mass of magma and ash that erupts from the ground enveloping anything its its wake.

PRIMORDIAL KRAKEN MOTIVES

Just like their aquatic kin, primordial krakens can serve as divine protectors or independent entities seeking to define their own fate. Some krakens can serve as protective rulers or cruel tyrants of subterranean cities in the Underdark while others demand allegiance and appeasement from local civilations lest they face the wrath of a dormant volcano.

PRIMORDIAL KRAKEN TACTICS

Primordial krakens tend to be the most elusive of all their kin thanks to their ability to appear virtually anywhere on land. Their bodies radiate an incredible heat capable of reducing stone and metal to molten slag in a matter of seconds

VOLATILE COMBATANT

The primordial kraken is the most aggressive of its kin as it is not afraid to directly confront and pursue its foes. It prefers to fight in close combat, utilizing its burning body to melt its foes while saving its spells to incapacitate ranged opponents. It reserves its pycroclastic fumes for whenever it is outnumbered and is not afraid to blast itself with its most powerful abilities (such a Meteor Swarm) if it means destroying its enemies in one fell swoop.

TERRESTRIAL ESCAPE

Fully defeating a primordial kraken is extremely difficult due to its ability to teleport to any location on land. If desperate enough, it will simply disappear to the inhospitable plane of Fire, wherein only the hardest and most capable of adventurers could ever dream. of pursuing

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PRIMORDIAL KRAKEN

Gargantuan Monstrosity, Alignment

Armor Class 20 (Natural Armor)

Hit Points 472 (27d20+189)

Speed 20ft., burrow 60ft., climb 60ft., swim 60ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

30 (+10) 16 (+3) 25 (+7) 22 (+6) 18 (+4) 20 (+5)

Saving Throws Str +17, Dex +10, Con +14, Int +13, Wis +11, Cha +12

Skills Athletics+17, Sleight of Hand +17, Perception +11

Damage Resistances non-magical Bludgeoning, Piercing, and Slashing damage

Damage Immunities Fire, Poison

Condition Immunities BLinded, Deafened, Paralyzed, Poisoned

Senses truesight 120ft., passive Perception 21

Languages Abyssal, Celestial, Infernal, Primordial, telepathy 120ft

Challenge 24 (62000 xp)

Burning Presence Creatures that first enter or starts its turn within 30ft. of the primordial kraken takes 11(2d10) fire damage

Heated Body Creatures that grapples or hits the kraken with a melee attack while within 5ft. of it takes 11(2d10) fire damage.

Freedom of Movement The kraken ignores difficult terrain and magical effects cannot reduce its speed or cause it to be restrained. It can spend 5ft. of movement to escape from non-magical restraints or being grappled

Legendary Resistance (3/day) Upon failing a saving throw, the kraken can choose to succeed. Upon using this feature, it can use its reaction to use its Ash Shroud

Siege Monster The kraken deals double damage to buildings and objects

Spider Climb The kraken can climb difficult surfaces without needing to make an ability check

Spellcasting The kraken's spellcasting ability is Constitution (spell save 22, +14 to hit for spell attacks). The kraken can innately cast the following spells, requiring no material components.

At will: Produce Flame, Control Flames, Fireball, Mold Earth, Passwall, Stinking Cloud

3/day each Cloudkill, Conjure Elemental, Flesh to Stone, Stinking Cloud, Wall of Fire

2/day each Bones of Earth, Firestorm, Wall of Stone

1/day each Earthquake, Meteor Swarm

Actions

Multiattack The kraken can cast one spell and make four tentacle attacks on its turn. It can replace any one of its Tentacle attacks for a Fling

Magma Tendril Melee Weapon Attack: +17 to hit, 30ft., one target. *Hit* 19 (2d8+10) bludgeoning damage + 9(2d8) fire damage, and the target is grappled and restrained (escape DC 25). For the duration of this grapple, creatures take 9(2d8) fire damage at the start of each of its turns.

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 25 Dexterity saving throw or take the same damage and be knocked prone.

PRIMORDIAL POWERS

The kraken has a number of primordial powers that it can use on its turn (if available). Instead of casting a spell on its turn, it can choose one of the following effects

Magma Tendrils(Recharge 5-6) The kraken can conjure 3(1d4) Magma Tentacles in a spot within 120ft. of the kraken that it can see. These tentacles act on initiative count 20 (losing all ties) and count as allies to the kraken.

Pyroclastic Fumes(Recharge 5-6) Creatures in a 60ft. radius of the kraken must succeed a DC 22 Constitution saving throw. On a failed saving throw, creatures take 31 (7d8) fire damage + 31(7d8) poison damage and begins to turn to stone and is restrained.

The restrained creature must repeat the saving throw at the end of its next turn, becoming Petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *Greater Restoration* spell or other magic. On a successful saving throw, creatures take half as much on a successful saving throw and are not restrained.

Creatures reduced to 0 hitpoints by this spell are killed and are transformed to stone.

Volcanic Escape(1/day) The kraken can teleport to spot that it has been to on land or underground. Alternatively, the kraken can teleport to the Elemental Plane of Fire. It can use this feature to return to the Material Plane

Legendary Actions (3/turn)

Ancient Recovery(1 action) The kraken end one condition or spell effects on itself

Fling(1 action) The kraken can fling a grappled creature of its choice.

Ash Shroud(2 actions) The kraken can conjure a cloud of ashy ink in a 30ft radius that obscures the area. Creatures other than this that first enters or starts its turn in this cloud are blinded and must make a DC 22 Constitution saving throw. On a failed saving throw, creatures takes 14 (4d6) fire damage and half as much on a success. Upon using this feature, the kraken can move up to its entire movement speed to a spot that it can see without provoking opportunity attack.

LAIR ACTIONS

On initiative count 20 (losing all initiative ties), the kraken takes a lair action to cause one of the following effects

Lava Floor The kraken transforms the earth around it in a 60ft. radius into molten rock until initiative count 20 on the next round. Creatures that first enter or starts its turn in this area takes 14(4d6) fire damage. This area counts difficult terrain to all creatures except the kraken.

Earth Shaker The kraken unleashes a seismic shockwave in a 60ft. radius around it. Creatures within range must succeed a DC 22 Strength saving throw or be knocked prone. The affected area counts as difficult terrain to all creatures except the kraken until the end of its next turn.

Ash Plume Creatures in the 30ft. radius around a spot that the kraken can see within 120ft. of it must succeed a DC 22 Constitution saving throw. Creatures that fail this saving throw are poisoned until the end of its next turn. Creatures poisoned in this way are considered incapacitated.

REGIONAL EFFECTS

The region containing a kraken's lair is warped by the creature's presence creating the following magical effects:

- Water sources are supernaturally warm and tainted by toxic fumes and sulfur
- Fire elementals within 6 miles of the lair are charmed by the kraken and aggressive toward intruders.
- Volcanic fissures form portals to the Elemental Plane of Fire from within 1 mile of its lair allowing creatures from that realm to freely pass through
- Small earthquakes are common within 6 miles of the kraken's lair.
- The kraken defaces the surrounding landscape causing it to count as difficult terrain
- The kraken taints the atmosphere with toxic fumes. For each hour a creature spends within 1 mile of the kraken, it must succeed a DC 22 Constitution saving throw or suffer 1 level of exhaustion.
- The kraken's lair causes the surrounding area to become an inhospitable inferno reaching temperatures of over 100 degrees Fahrenheit.

PRIMORDIAL TENTACLE

Huge Monstrosity, unaligned

Armor Class 13 (Natural Armor)

Hit Points 92 (8d12 +40)

Speed 30ft., 30ft. swim, 30ft. climb, 30ft. burrow

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16(+3)	20(+5)	1 (-5)	10 (+0)	3 (-4)

Skills Athletics +8, Sleight of Hand +9, Perception +3

Damage Resistances Non-magical bludgeoning, piercing, and slashing damage

Damage Immunities Fire, Poison

Condition Immunities Charmed, Frightened, Poisoned

Senses blindsight 30ft., passive Perception 1e

Proficiency Bonus +3

Challenge 5 (1800 xp)

Heated Body Creatures that grapples or hits the kraken with a melee attack while within 5ft. of it takes 7(2d6) fire damage.

Primordial Nature The tentacle does not need to breathe, eat, or sleep.

Lightning Reflexes The tentacle can take a reaction at the end of each creature's turn.

Siege Monster The tentacle deals double damage to buildings and objects

Spider Climb The tentacle can climb difficult surfaces without needing to make an ability check

Reactive When the tentacle takes damage, it can use its reaction to make a slam or fling attack against its attacker.

Actions

Primordial Slam *Melee Weapon Attack:* +8 to hit, 30ft., one target. *Hit* 12 (2d6+5) bludgeoning damage + 7(2d6) fire damage, and the target is grappled and restrained (escape DC 16). For the duration of this grapple, creatures take 7(2d6) fire damage at the start of each of its turns. The tentacle only can grapple one creature at a time in this manner

Fling One Large or smaller object held or creature grappled by the tentacle 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 16 Dexterity saving throw or take the same damage and be knocked prone.



VOID KRAKENS

Some krakens in their quest for dominion or godhood are not completely satisfied with their respective domains on the Material Plane. Instead, they have projected their gaze to the multiverse itself and have sought out the ability to travel the Astral Plane and beyond at will.

VOID KRAKEN APPEARANCE

Their time traversing the Astral Plane has greatly altered their physiology granting them immunity to the numerous dangers of this starlit realm. Not only do they have the ability to slip between the planes, they have learned to command the very power of the cosmos itself displaying absolute mastery of gravity, starlight, and dimensional distortion. Due to their immense power, their form appears as a void that draws in any light or sound. As a result, it is near impossible to see a void kraken's true form as it is shrouded in a nebulous cloud of darkness from which an endless swarm of tentacles can emerge.

MULTIVERSAL TRAVELERS

Thanks to their time traversing the various planes of existence, void krakens are bound to have many allies. These entities have often forged alliances of many races native to the Astral Plane such as gith or even tames powerful creatures such as Astral Dreadnaught to stage invasions of entire realms.

VOID KRAKEN GOALS

Of all of their kin, the void kraken's motives vary the most due to the scope of its power. Some void krakens seek to find return to their home as they were banished or trapped on the Astral Plane. Others have used their ability to travel through the planes claiming the Astral Sea as a new domain to conquer and rule. Some have more lofty goals wherein their mastery of the void brings them one step closer to discovering the domain of their divine creator to take their title of godhood.

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VOID KRAKEN TACTICS

Void krakens are probably one of the most difficult of their kin to fight, not due to their sheer strength or durability, but rather their ability to distort reality. Creatures in a close vicinity to the kraken are at an immense disadvantage as they can easily become ensnared within the event horizon that surrounds its body.

VOID MASTERY

The kraken has a wide array of abilities that makes it extremely unpredictable in battle. In an instant, it can fracture reality to create through small wormholes to scatter opponents, crush anything in its wake under intense gravity, or even completely annihilate anything around it in a burst of starlight akin to that of a dying star.

Thanks to its immunity to many astral hazards, the kraken will use this to its advantage by immobilizing as many creatures as possible at once before continually barraging them with its astral spells and abilities.

DIMENSIONAL SUMMONING

If the kraken feels that it is at a disadvantage or overwhelmed, it is able to create interplanar gateways to call forth its armies from across the planes to come to its aid. Similarly enough, it can use these abilities to transport any troublesome nuisances to an unpleasant plane such as the Plane of Fire or Pandemonium.

PLANAR ESCAPE

However, if the kraken is facing imminent defeat, it is able to transport itself to a location on any plane it has been to. Because of this ability, they are incredible hard to track and defeat unless one has the means to quickly travel through the planes to pursue it.

VOID KRAKEN

Gargantuan Monstrosity, Alignment

Armor Class 20 (Natural Armor)

Hit Points 472 (27d20+189)

Speed 20ft., 60ft. swim, 60ft. fly (hover)

STR **DEX** **CON** **INT** **WIS** **CHA**

30 (+10) 16 (+3) 25 (+7) 22 (+6) 18 (+4) 20 (+5)

Saving Throws Str +17, Dex +10, Con +14, Int +13, Wis +11, Cha +12

Skills Athletics +17, Sleight of Hand +17, Perception +11

Damage Immunities Cold, Fire, Force, Radiant

Condition Immunities Prone

Senses truesight 120ft., passive Perception 21

Languages Abyssal, Celestial, Infernal, Primordial, telepathy 120ft

Challenge 24 (62000 xp) **Proficiency Bonus** +7

Alien Nature The void kraken does not require to eat, sleep, or breathe

Event Horizon Creatures that first enter or starts its turn within 30ft. of the void kraken must succeed a DC 23 Strength saving throw or become restrained. On a successful saving throw, creatures must treat this area as difficult terrain. This area is shrouded in magical darkness and creatures that start its turn or first enters within this area are blinded, deafened, and cannot speak.

Freedom of Movement The kraken ignores difficult terrain and magical effects cannot reduce its speed or cause it to be restrained. It can spend 5ft. of movement to escape from non-magical restraints or being grappled

Legendary Resistance (3/day) Upon failing a saving throw, the kraken can choose to succeed. Upon using this feature, it can use its reaction to use its void shroud

Siege Monster The kraken deals double damage to buildings and objects

Spellcasting The kraken's spellcasting ability is Constitution (spell save 23, +15 to hit on spell attacks). The kraken can innately cast the following spells, requiring no verbal or material components.

At will: Dancing Lights, Banishment, Dimension Door, Hunger of Hadar, Gravity Sinkhole, Misty Step

3/day each Plane Shift, Crown of Stars, Reverse Gravity

2/day each Darkstar, Sunburst, Reality Break,

1/day each Gate, Ravenous Void

Actions

Multiattack The kraken can cast one spell and make four tentacle attacks on its turn. It can replace any one of its Tentacle attacks for a Fling

Tentacle Melee Weapon Attack: +17 to hit, 30ft., one target. *Hit* 29 (4d8+10) bludgeoning damage and the target is grappled and restrained (escape DC 25).

For the duration of this grapple, creatures take 9(2d8) bludgeoning damage at the start of each of its turns.

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 25 Dexterity saving throw or take the same damage and be knocked prone.

VOID POWERS

The kraken has a number of void powers that it can use on its turn (if available). Instead of casting a spell on its turn, it can choose one of the following effects

Cosmic Disruption(Recharge 5-6) Upon using this feature, the kraken can choose any one of the following effects

Cosmic Banishment All creatures within range succeed a DC 23 Charisma saving throw or take 77(14d10) force damage and be teleported 60ft. to a location of the kraken's choice

Nebulous Void A creature must succeed a DC 23 Constitution saving throw or take 77(14d10) cold damage. The affected area becomes shrouded in magical darkness and muffles any sound until the end of the kraken's next turn. Creatures that first enters or starts its turn in this area are blinded, deafened, and cannot breathe or speak for the duration.

Singularity Lock A creature must succeed a DC 23 Strength saving throw or take 77(14d10) force damage and be restrained for one minute. It can repeat its saving throw at the end of each of its turns to end it upon a successful saving throw. On a successful saving throw it takes half damage and are not restrained.

Supernova A creature must succeed a DC 23 Constitution saving throw or take 77(14d10) radiant damage and be blinded for one minute. It can repeat its saving throw at the end of each of its turns to end it upon a successful saving throw. On a successful saving throw it takes half damage and is not blinded. Creatures reduced to 0 hitpoints by this attack are disintegrated and reduced to 0 hitpoints.

Legendary Actions (3/turn)

Ancient Recovery(1 action) The kraken end one condition or spell effects on itself

Fling(1 action) The kraken can fling a grappled creature of its choice.

Void Blink(2 actions) The kraken can conjure a cloud of ink in a 30ft radius that obscures the area in magical darkness until the end of the Kraken's next turn. Creatures other than this that first enters or starts its turn in this cloud are blinded, deafened, and cannot speak or breathe. Upon using this feature, the kraken can teleport up to 60ft. to a spot that it can see within range.

LAIR ACTIONS

On initiative count 20 (losing all initiative ties), the kraken takes a lair action to cause one of the following effects

Dimensional Projection The kraken can exist in two spaces at once simultaneously until initiative count 20. Whenever it moves or takes an action, it chooses which version of itself is moving or acting. If an effect or attack can target both of the kraken's spaces at the same time, the kraken is only affected once.

Gravity Shift The kraken can alter gravity in a 60ft. radius around it until initiative count 20 of the next round. Creatures that start their turn or enter within this space must succeed at a DC 23 Strength saving throw. On a failed saving throw, creatures fall upward 30ft. If a creature impacts a surface, it takes fall damage as normal. When this feature ends, affected creatures and objects fall back down.

Until initiative count 20, creatures that first enter or start their turn within this area have their movement speed halved, and suffer disadvantage on Strength and Dexterity ability checks and saving throws.

Starstorm The kraken barrages creatures in a 60ft. radius with a storm of starry motes. Creatures within range must succeed at a DC 23 Dexterity saving throw. On a failed saving throw, creatures become enveloped in a cluster of starry orbs.

Until initiative count 20 of the next round, attacks against enveloped creatures have advantage and the creature gives off bright light in a 10ft. radius and dim light an additional 10ft. and cannot benefit from being hidden or being invisible.

REGIONAL EFFECTS

The region containing a kraken's lair is warped by the creature's presence, creating the following magical effects:

- Numerous two-way portals to various planes appear within 6 miles of the kraken's lair
- Pockets of antigravity appear in various locations within 6 miles of the kraken's lair
- Pockets of shadow randomly appear within 6 miles of the kraken's lair. In these regions, any form of light or sound is immediately extinguished.
- The sky is a perpetual starlit void shrouding the area in perpetual darkness, occasionally illuminated by an alien moon
- Unwanted means of planar travel such as teleportation or plane shift automatically fail. Upon a failure, creatures must roll a 1d100. Upon rolling a 50 or lower, the effect fails and is wasted. Upon rolling a 51 or higher, creatures are transported to a random plane (determined by the DM).

ART CREDITS

Cover Art: [Sveltin Velinov](#)

Thalassic Kraken: [Vincent Poce](#)

Eldritch Kraken: [Jaime Jones](#)

Kraken Lich: [Chris Cold](#)

Primordial Kraken: [Wan Bao](#)

Void Krakens: [Joseph Meehan](#)

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Valken

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