

CAVE KRAKEN

Armor Class 15 (Natural)

Hit Points 190 (20d12 + 60)

Speed 20 ft., climb 10 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	16 (+3)	8 (-1)	17 (+3)	5 (-3)

Saving Throws STR +9, CON +7

Skills Perception +7

Condition Immunities Blinded, Charmed, Frightened, Grappled, Poisoned, Prone, Restrained

Senses Darkvision 90 ft., Tremorsense 60 ft., passive Perception 17

Languages —

Challenge 13 (10,000 XP)

False Appearance. While the cave kraken remains motionless, it is indistinguishable from a normal cave formation, such as a large boulder.

Outer Tentacles. The cave kraken has five outer tentacles. Whenever the kraken takes 20 damage or more on a single turn, one of its tentacles dies. If even one tentacle remains, the cave kraken regrows all dead ones within 1d4 days.

Spider Climb. The cave kraken can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Tunneler. The cave kraken can burrow through solid rock at half its burrowing speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The cave kraken makes as many Outer Tentacle attacks as it has outer tentacles, and makes one attack with its maw. It can also use its Confounding Mist, or Swallow.

Maw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 26 (6d6 + 5) piercing damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the cave kraken can't bite another target.

Huge monstrosity, neutral

Outer Tentacle. *Melee Weapon Attack:* +9 to hit, reach 50 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage, and the target is grappled (escape DC 17). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the cave kraken can't use the same tentacle on another target.

Swallow. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one Medium or smaller creature the cave kraken is grappling. *Hit:* 26 (6d6 + 5) piercing damage, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the cave kraken, and it takes 10 (3d6) acid damage at the start of each of the kraken's turns. The cave kraken can have up to two targets swallowed at a time.

If the cave kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Confounding Mist (Recharges on a Short or Long Rest). The Cave Kraken emits a fine mist in a 30-foot radius centered around the maw. The mist fills the area and spreads around corners. While the mist lingers, the area is heavily obscured and each creature who starts their turn in the affected area must succeed on a DC 15 Constitution saving throw. On a failed save, the creature is subjected to the *confusion* spell for 1 minute (no concentration required by the cave kraken). Affected creatures can make a new saving throw at the end of each turn. If a creature succeeds their saving throw, they are immune to this effect for 24 hours.

Legendary Actions

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

Detect. The cave kraken makes a Wisdom (Perception) check.

Reel. The cave kraken pulls each creature grappled by it up to 25 feet straight toward it.

Roar (Uses 2 Actions). The cave kraken emits a deafening roar. Each creature within 500 feet of the kraken must succeed on a DC 15 Wisdom saving throw. On a failed save, each creature is deafened and frightened for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success

