

Hull Buster Kraken

As Katalox corrupts the very land of the Wyrnwood, so too do cursed tendrils creep into the sea. Southwest of the Wyrnwood is a deep, dark bay, in which dwells a number of Kraken. Exactly how many dwell therein are unknown, but the beasts are the former cephalopod population of the bay, grotesquely warped by the curse that felled Katalox. What is known is that ships attempting to enter and leave the Wyrnwood do so at grave peril.

Dark Undertow. Even the shores are not completely safe, given the long tentacles of the giant beast. Those craftspeople of exceptional skill and daring brave the coastal woodlands bordering the bay, the source of Black Palm and Wenge, mysterious and powerful materials. Yet most steer well clear of the water since the curse of Katalox warped the innocuous population within it.

Twisted minds. These creatures seek pleasure only in destruction, and find joy only in the sound of snapping timber. Those who encounter them and escape may recall the pops and cracks of a once-proud ship being torn asunder for the rest of their waking days. But the screams, as splinters fall like raindrops, swallowed by the sea, will forever echo in their dreams.

Deadly spines. In addition to greatly enlarging the creatures, the curse afflicted them with spines, sprouting from their tentacles and heads. These spines come free after piercing a victim, and small barbs make them difficult and extremely risky to remove. Those pierced by spines find themselves slowed, and wracked with pain when attempting all but the simplest tasks.



HULL BUSTER KRAKEN

Huge Beast, chaotic evil

Armor Class 17 (Natural Armor)

Hit Points 124 (12d12 + 60)

Speed 20 ft., 60 ft. swimming

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	20 (+5)	14 (+2)	14 (+2)	17 (+3)

Saving Throws STR +12, DEX +5, CON +10, INT +9, WIS +7

Skills Athletics +9, Perception +6

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities Frightened, Paralyzed

Senses True Sight 60 ft. passive Perception 16

Languages Common, Abyssal, Primordial, Celestial, Telepathically 60 ft. but cannot speak

Challenge 14 (11,500 XP)

Legendary Resistance (3/Day). If the hull buster kraken fails a saving throw, it can choose to succeed instead.

Amphibious. The hull buster kraken can breathe air and water

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

Spined body A creature that touches the hull buster kraken or hits it with a melee attack while within 5 feet of it takes 10 (2d8) piercing damage.

ACTIONS

Multiattack. The hull buster kraken makes three attacks: one with its bite and two with its Tentacles.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (3d8 + 7) piercing damage.

Tentacle. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage, The target must succeed on a DC 15 constitution saving throw or be injected with a **septic spine**. Any creature pierced by a septic spine has its speed reduced by 10 ft. and whenever the target makes an attack roll, saving throw, or skill check, the target must roll a d4 and subtract the number rolled from the attack roll, saving throw, or skill check as long as the spine remains embedded. A creature can use its action to remove the spine.

Red Tide. (Recharge 5-6) The hull buster kraken shakes violently. The water within a 20-foot radius sphere centered on the hull buster kraken fill with septic spines until the start of its next turn. The area becomes difficult terrain, even for creatures with a swims peed, for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

LEGENDARY ACTIONS

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

Kraken Smash. The hull buster kraken uses its Tentacle attack.

Water Rush. The hull buster kraken move up to half its swim speed without provoking an attack of opportunity. The hull buster kraken must be at least half submerged to use this.

Let's get chummy (2 Actions). The hull buster kraken spins at incredible speed, creating a whirlpool with its spiked tentacles at the center. All creatures within 10 ft. of hull buster kraken must make a DC 15 Dexterity check. On a failed save the creature takes 3d12+7 piercing damage and half as much on a successful one.