

# Kraken, Sand

Gargantuan monstrosity (titan), lawful evil

**Armor Class** 18 (natural armor)

**Hit Points** 472 (27d20 + 189)

**Speed** 20 ft., burrow 60 ft.

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

**Saving Throws** Str +18, Dex +8, Con +15, Int +14, Wis +12

**Damage Immunities** fire; bludgeoning, piercing, and slashing damage from nonmagical weapons

**Condition Immunities** frightened, paralyzed

**Senses** truesight 120 ft., blindsight 120 ft., tremorsense 120 ft. passive perception 14

**Languages** understands Abyssal, Celestial, Infernal, and Primordial but can't speak, telepathy 120 ft.

**Challenge** 23 (50,000 XP)

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

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

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

## Actions

**Multiattack.** The sand kraken makes three tentacle attacks, each of which it can replace with one use of Fling.

**Bite.** *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage. If the target is a Large or smaller creature grappled by the sand kraken, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the sand kraken, and it takes 42 (12d6) acid damage at the start of each of the sand kraken's turns.

If the sand kraken takes 50 damage or more on a single turn from a creature inside it, the sand kraken must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all the swallowed creatures, which fall prone in a space within 10 feet of the sand kraken. If the sand kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

**Tentacle.** *Melee Weapon Attack:* +18 to hit, reach 30 ft., one target. *Hit:* 20 (3d6 + 10) bludgeoning damage, and the target is grappled (escape DC 18). Until the grapple ends, the target is restrained. The sand kraken has ten tentacles, each of which can grapple on target.

**Fling.** One Large or smaller object held or creature grappled by the sand 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 18 Dexterity saving throw or take the same damage and be knocked prone.

**Fire Storm.** Fire erupts from the sand kraken. Every creature within 60 feet of the sand kraken must make a DC 23 Dexterity saving throw,

taking 19 (3d12) fire damage on a failed saving throw, or half as much damage on a successful one.

## Legendary Actions

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

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

**Fire Storm (Costs 2 Actions).** The sand kraken uses Fire Storm.

**Dominate Person (Costs 2 Actions).** The sand kraken casts *dominate person* (DC 21).

## A Sand Kraken's Lair

A sand kraken lives in deep desert caves filled with deep sand. Buried within these sandy caves is the sand kraken's vast hoard of magic items and the bones of its former meals.

## Lair Actions

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

- A 60-foot radius sand storm appears centered on the kraken and lasts until initiative count 20 on the next round. That area is lightly obscured and difficult terrain to creatures other than the sand kraken.
- Hands made of solid sand grasp enemies of the sand kraken. Creatures must succeed at a DC 23 Strength saving throw or become grappled and restrained. The hands last until initiative count 20 on the next round.
- Shards of bone erupt from the sand. All creatures within 120 feet of the sand kraken must succeed on a DC 23 Dexterity saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one.

## Regional Effects

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

- The sand kraken can create massive sand storms within a 6-mile radius of its lair. These storms lightly obscure the area, cause disadvantage on Wisdom (Survival) checks, and create difficult terrain. This sand storm does not affect the sand kraken.
- Earth elementals coalesce within a 6 miles of the lair. These elementals have Intelligence and Charisma scores of 1 (-5).
- Insect, arachnid, and reptilian creatures within 6 miles of the lair that have an Intelligence score of 2 or lower are charmed by the sand kraken and aggressive toward intruders in the area.

When the sand kraken dies, all of these regional effects fade immediately.