

SAND KRAKEN

CREATURE 9

UNCOMMON

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LARGE

ANIMAL

Converted by VaranSL

Perception +16; tremorsense 60 feet

Skills Athletics +19, Stealth +15 (+17 to Hide in sand)

Str +6, **Dex** +0, **Con** +5, **Int** -4, **Wis** +3, **Cha** -1

Grasping Tentacles The kraken has 10 tentacles. A creature can sever a tentacle with a successful Strike against AC 24 that deals at least 15 slashing damage. This deals no damage to the kraken but prevents it from using one of its tentacles to Strike until it regrows its tentacle, which takes 1d4 days.

AC 25; **Fort** +20, **Ref** +15, **Will** +16

HP 180

Speed 5 feet, burrow 15 feet

Melee ♦ tentacle +21 [+17/+13] (agile, reach 20 feet), **Damage** 2d10+12 bludgeoning plus Grab

Melee ♦ jaws +19 [+14/+9] (reach 10 feet), **Damage** 2d12+14 piercing

Constrict ♦ 1d10+12 bludgeoning, DC 27

Tentacle Flurry ♦♦ The kraken makes up to four tentacle Strikes, each against a different target. These attacks count toward the kraken's multiple attack penalty, but the multiple attack penalty doesn't increase until after the kraken makes all these attacks. The kraken can then spend a single action to Grab all targets it successfully hit.