



ART BY ANASTASYA

Dawn Kraken

Beneath the waves, buried in lava, the dawn kraken sleeps for untold ages, lying in wait, for the day where its shackles will fall. Races of the deep ignore strange gaps in their histories when their civilizations nearly vanished after the appearance of titan. The Abyss Watchers never forgot.

Titans of Legend

At the beginning of time, dawn krakens served as fierce warriors of the gods. When the divine wars ended, theirs started, seeking revenge against the gods, hunting and chasing down any who stood in their way, they almost managed to wipe the world off celestials.

Only a unified effort from the godly beings managed to put a stop to the onslaught. Casting the creature out of the heavens forever, and banishing it beneath the crust of the earth, buried under the ocean. Unfortunately for mortals, these abyssal depths became their home.

Whole nations quake in fear when the kraken emerges from its dark demesne, and even in the middle of the deepest oceans, its boiling hatred prevails. The dawn kraken is a primeval force that obliterates the greatest achievements of civilization as if they were castles in the sand. Its devastating attacks can destroy oceanic cities, and level entire countries.

Abyssal Rulers

Dawn krakens are close to living gods, with cults and minions spread across the vast maritime expanse. They use these cultists to enforce their will in the abyssal sea. A kraken pleased with its worshipers can bring a bounteous harvest of fish to the faithful. However, the vicious mind of a dawn kraken is twisted and ancient, and is ultimately bent to bring all to ruin, until everything has sunk beneath the waves.

DAWN KRAKEN

Gargantuan monstrosity (titan), chaotic evil

Armor Class 18 (natural armor)

Hit Points 472 (27d20 + 189)

Speed 20 ft., swim 60 ft.

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

Saving Throws Str +17, Dex +7, Con +14, Int +13, Wis +11

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

Condition Immunities frightened, paralyzed

Senses truesight 120 ft., passive Perception 14

Languages All, telepathy 120 ft.

Challenge 23 (50,000 XP)

Amphibious. The kraken can breathe air, water and lava.

Dawn Titan. Being underwater doesn't grant resistance against the fire damage dealt by the kraken.

Fire Body. A creature that touches the kraken or hits it with a melee attack while within 5 ft. of it takes 6 (1d12) fire damage. In addition, a creature grappled by the kraken catches fire; until someone takes an action to douse the fire, the creature takes 6 (1d12) fire damage at the start of each of its turns.

Freedom of Movement. The 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.

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 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 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 kraken, and it takes 42 (12d6) fire damage at the start of each of the kraken's turns. If the kraken takes 50 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kraken. If the 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:* +17 to hit, reach 30 ft., one target. *Hit:* 17 (2d6 + 10) bludgeoning damage and 3 (1d6) fire damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. The kraken has ten tentacles, each of which can grapple one target.

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

Eruption. The kraken magically creates 3 boulders made of magma which it hurls forward, each of which can strike a target the kraken can see within 120 feet of it. A target must make a DC 23 Dexterity saving throw, taking 11 (2d10) fire damage and 11 (2d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Tentacle Attack or Fling. The kraken makes one tentacle attack or uses its Fling.

Eruption (Costs 2 Actions). The kraken uses Eruption.

Ashen Cloud (Costs 3 Actions). While underwater or in lava, the kraken expels an ash cloud in a 60-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the kraken. Each creature other than the kraken that ends its turn there must succeed on a DC 23 Constitution saving throw, taking 16 (3d10) fire damage on a failed save, or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of the kraken's next turn.

LAIR ACTIONS

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

- A strong current moves through the kraken's lair. Each creature within 60 feet of the kraken must succeed on a DC 23 Strength saving throw or be pushed up to 60 feet away from the kraken. On a success, the creature is pushed 10 feet away from the kraken.
- Creatures in the water or lava within 60 feet of the kraken have a movement speed of 0 until initiative count 20 on the next round.
- The water or lava in the kraken's lair heats up. All creatures within 120 feet of the kraken must succeed on a DC 23 Constitution saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Regional Effects

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

- The dawn kraken presence heats up the waters to a boiling temperature in a 6-mile radius centered on its lair. A creature exposed to the heated water must succeed on a Constitution saving throw at the end of each hour or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour.

- Steam elementals appear within 6 miles of the lair. These elementals can't leave the water or lava and have Intelligence and Charisma scores of 1.
- Abyssal creatures within 6 miles of the lair that have an Intelligence score of 3 or lower are charmed by the kraken, gain resistance to fire damage, and are aggressive toward intruders in the area.

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