



WEEKLY CRITTER CRATE

You realize with horror that the color-shifting water is actually an enormous sea creature. Many tentacles radiate out from a bullet shaped central mass. They rise out of the water—each nearly as wide as a dwarf—and flush crimson before your eyes. You see the underside of each tentacle is covered with pale, quivering circles dripping sea water, like thousands of straining mouths that seem to scream with the rising wind. In the centre of each sucker is an amber claw inches long. Through the growing waves an alien, unsympathetic white eye as big as the moon focuses on you.

KRAKEN

Gargantuan Natural Magical Beast

LEVEL 28 ELITE CONTROLLER

XP 26,000

Initiative +19 **Senses** Perception +32; low-light vision

Hurricane aura 30; ranged attacks made within or passing through the aura suffer a -10 penalty; large or smaller flying creatures are grounded; all unsecured medium or smaller creatures are slid one square in the same, random direction.

HP 508; **Bloodied** 254

AC: 41; **Fortitude** 38, **Reflex** 39, **Will** 43

Immune Charm; **Resist** 25 lightning; 5 all damage

Speed 2; Swim 8

Saving Throws +2

⚔ **Tentacle Sweep** (standard; at-will)

A tentacle flushed crimson and as wide as your body sweeps forward, suckers and rasps straining.

Reach 4; +33 vs. Reflex; 5d10+9 damage and target is grabbed (until escape) and held 2 squares aloft. The kraken can only have grabbed as many creatures as it has tentacles (8). Tentacles grabbing a creature can be attacked and have the same defenses as the kraken. Damage dealt to tentacles apply to the kraken's total HP. A tentacle is destroyed and becomes useless in combat if it is dealt 40 points of damage in a single round.

⚔ **Double Attack** (standard; at-will)

The kraken makes two tentacle sweep attacks.

Crush (free action at the beginning of the giant squid's turn)

Targets creatures and objects held by the kraken; +31 vs. Fortitude; 5d10+9 damage.

⚔ **Fling** (minor; at-will; large or smaller held creature only)

Target is thrown (slid through the air) 10 squares, dealt 3d6+8 damage if a solid object is struck, and knocked prone.

Threatening Reach

The kraken can make opportunity attacks against all enemies within its reach (4 squares).

⚡ **Call Lightning Storm** (standard; recharge ⏳) ⚡ **Lightning**

Area burst 1 within 20; 3 targets; +30 vs. Reflex; 3d10+5 lightning damage and targets are dazed (save ends).

Alignment Neutral

Languages Deep Speech, telepathy 10

Skills Stealth +26

Str 35 (+31)

Dex 21 (+19)

Wis 28 (+28)

Con 30 (+29)

Int 30 (+29)

Cha 25 (+27)



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KRAKEN TACTICS

A kraken grabs as many creatures as it can by using its action point to make two double attacks in a row. Once all its tentacles are holding prey it crushes them to death. Creatures it can't reach are targeted by its lightning storm. Highly intelligent, a kraken will gladly dive with prey from the surface, attempting to drown them.

KRAKEN LORE

A character knows the following information with a successful Nature check.

DC 27: Adult krakens are enormous, intelligent squid that are blessedly as rare as they are dangerous.

DC 32: A Kraken's rubbery flesh resists most attack forms, and its alien mind is immune to charm effects. Krakens hunt almost entirely by sight, and just being within range of their tentacles is an invitation to be grabbed, crushed, or flung aside.

DC 37: Krakens can control the local weather and draw great storms down upon surface vessels and coastal communities before attacking. As they are able to cause lightning to strike, they are well protected from lightning damage.

ENCOUNTER GROUPS

Kraken are usually encountered alone, but are occasionally worshipped by lesser creatures, and sometimes convince them to help.

Level 26 Encounter (XP 44,000)

- ◆ 1 kraken (level 28 elite controller)
- ◆ 8 Lich Vestiges (Sea Weirds) [swim 6; not undead; resembling beautiful, glowing-eyed, green-skinned women] (level 26 minion)