

KRAKEN PRIEST

KRAKEN PRIEST LORE

Arcana DC 10: It is the general consensus among learned mages that kraken worshippers are obvious charlatans, presenting clumsy and debased arcane magics in a divine guise.

Arcana DC 15: Skeptics have observed with great interest that the arcane magics produced by kraken worshippers appear to be neither innate nor learned, leading some to speculate that the power wielded by them may indeed have its source in the kraken.

History DC 15: Certain people throughout history have entered a state of ecstatic fervor where they claim to either speak for or be possessed by the spirit of the kraken. Few lend these claims any credence, however.

Nature DC 15: The magics that kraken cultists wield can produce mutations that increase in severity when under duress, granting them resistance to conventional weaponry and to the fury of the sea.

Religion DC 20: Kraken priests gain their powers, not through clerical devotion, but by harboring a portion of the monster's consciousness that wields it through them.



KRAKEN PRIEST

Medium humanoid (any), any evil alignment

Armor Class 10

Hit Points 90 (12d8 + 36)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	10 (+0)	15 (+2)	14 (+2)

Skills Athletics +5

Damage Resistances Lightning, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Primordial, Telepathy 30 ft.

Challenge 5 (1,800 XP)

Amphibious. The priest can breathe air and water.

Brineward. Aquatic creatures with an Intelligence score of 3 or less are indifferent to the priest.

Kraken Host (Mythic Trait, 1/Day). When the priest is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it gains 90 temporary hit points and explosively sprouts eight bloody tentacles from its back, becoming size Large and gaining a climb speed equal to its movement speed.

Actions

Thunderous Touch (3rd level spell). Melee Spell Attack: +5 to hit, reach 5 ft., one creature. Hit: 27 (5d10) thunder damage and the target is pushed 15 ft. away. A creature pushed into a wood or plaster wall less than a foot thick is pushed through the wall.

Whelm (2nd level spell). A wave of water crashes out from the priest. Each creature in a 30 ft. long, 10 ft. wide line must succeed on a DC 13 Strength saving throw or take 13 (3d8) bludgeoning damage and be knocked prone, or take half as much damage on a success.

Call The Storm (3rd Level Spell, Recharge 5-6). The priest chooses three points within 60 ft. Each creature within 5 ft. of one or more of those points must succeed on a DC 13 Dexterity saving throw or take 11 (2d10) lightning damage, or half as much on a success.

Legendary Actions

The priest can take 1 legendary action, choosing from the options below.

Briny Dissolution. The priest dissolves into a puddle of water, reforming at a location it can see within 20 ft.

Voice of Eons. The priest telepathic utters a thunderous imprecation. One creature within 30 ft. must succeed on a DC 13 Wisdom saving throw or be Frightened until the end of its next turn. A creature that fails this save by 5 or more is knocked prone, additionally.

Mythic Actions

If the priest's mythic trait is active, it may use the options below as legendary actions for one hour after using its kraken host ability.

Tentacle Lash. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage and the target is grappled (escape DC 14).

Fling. One grappled creature is flung up to 30 ft. and knocked prone. If the creature hits a solid surface, it takes 10 (3d6) bludgeoning damage.