

PATH OF THE KRAKEN

A BARBARIAN PATH



A terror surfaces from beneath the waves.



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A Dungeon Rollers Product

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INTRODUCTION



PRIMORDIAL FORCE, WORSHIPPED AND feared by any being who has seen one, physically or in warped visions, a Kraken is a creature far beyond that which most mere mortals can even comprehend. For generations, Krakens sleep deep below the surface of the amethyst depths, awaiting malign portents to wrest them from their stolid slumber.

When these great beings awake, they surface amongst the lesser races as though a god has risen from these tempestuous depths. In the face of such a primordial being, whole nations kneel before their new master, whilst a chosen few are blessed by the beast - awakening new powers inside them far beyond than of their kin.

This supplement includes rules for one set of such blessed champions. Those who follow the Pact of the Kraken. This barbarian subclass offers new rules for those who follow their ominous god.

Nestled sleepily amongst the coves North of Rogarsham, sits the fishing village of Hilsbrig. For generations, this small community has shunned the outside world for they hide a terrible secret. For in this quiet place, omens of a terrible fate have surfaced deep in the minds of those who reside here. No inhabitant is spared these baleful visions which drive many of the residents insane, as they witness the end of times and destruction of civilization as they know it, as the world erupts in brimstone and ash.

With each generation of children who are born in this village, two are chosen to be presented as gifts for this almighty power. One child will be drawn into the oceans deep, sacrificed in honor of the deity. The other will be blessed by their primordial master, gaining otherworldly powers and appointing them as a scion of the Kraken, marked for greatness. As this champion fulfills their destiny they are overseen from beneath the tumultuous waves by their master. Always watching, always waiting.



PATH OF THE KRAKEN

FEATURED BELOW YOU WILL DISCOVER a new subclass for Barbarian players, the Path of the Kraken. Barbarians are often the steady rock of a *Dungeons and Dragons* party, their brute force backed up by a powerful self-belief that instills trust and courage in those around them. Though those warriors who follow the Path of the Kraken often replace this feeling of trust with an unease and wisely placed fear.

For these characters are driven by a power granted by a greater will than that possessed by any mere mortal. They are guided by the ages-old will of an unshackled servant who drives for the ruination of all that stands in their path, though the power offered to those who choose to control this strength. The sacrifice may end up more than any can imagine.

PATH OF THE KRAKEN

Barbarians who follow the path of the Kraken often arise from villages or even cults where the worship of these ancient leviathans has gifted bountiful seas and protection for generations. These groups will treat their Kraken overlord as a god, whose whims they oversee at the cost of all others.

Others will have chosen the path after receiving visions from the murky depths, the primeval being having seen greatness within their mortal pawn promising strength beyond compare, in exchange for a lifetime of servitude.

However the barbarian comes to this path, they will find themselves blessed with gifts beyond their wildest dreams as they channel the power of the Kraken through their very actions.

Path of the Kraken Features

Barbarian Level	Feature
3rd	Kraken's Blessing, What Lurks Beneath
6th	Grasp of the Void
10th	Leviathanic Strike
14th	Unleash the Kraken

KRAKEN'S BLESSING

When you choose this path at 3rd level, you are gifted with the blessing of the primordial Kraken you follow, who bestows upon you their favor. You gain the following benefits:

- You have a swimming speed equal to your movement speed
- You become amphibious, you are able to breathe both air and water
- You can understand but not speak Abyssal

WHAT LURKS BENEATH

At level 3, with each of your blows, your target finds themselves weighed down with the depths of the seas themselves, and should they attempt to escape become entrapped by void-formed tentacles launching from deep within your being.

While you're raging, the first creature you hit with a melee attack on your turn has their movement speed halved until the start of your next turn. During this time, when that creature's movement provokes an opportunity attack from you, you can use your reaction to launch spectral tentacles towards the creature, wrapping it in a monstrous assault.

You make a grapple attack against the target, with this being performed by these spectral extensions, grappling the target on a successful attack. Whilst grappled, the spectral tentacles extend from your body, holding the target in place, the grapple ends if you attack another creature, move away from the target, or your rage ends.

GRASP OF THE VOID

Beginning at 6th level, When you rage, you summon spectral tentacles from the void, launching these malevolent appendages across the battlefield aiding you and your allies.

Manifestations. You can use Grasp of the Void to perform manifestations a number of times between long rests equal to your proficiency modifier. When you finish a short or long rest, you regain your expended uses.

Saving Throws. Some of your manifestations require your target to make a saving throw to resist the effect. The saving throw DC is calculated as follows:

Manifestation save DC = 8 + your proficiency modifier + your Strength modifier.

While you're raging, you can wield the spectral appendages surrounding you as weapons. As an attack, you can select an option from the manifestations shown below.

MANIFESTATIONS

The manifestations are presented in alphabetical order:

Bulwark. Target a willing ally who becomes restrained for 1 minute. For this time they gain +5 bonus to their AC, and are resistant to bludgeoning, piercing, and slashing damage. The ally can end the effect at will, and it ends if you use this feature again.

Entrap. Target creature you can see of large size or smaller, up to 40 feet away, must make a Strength saving throw or become grappled in place for 1 minute or until you use this feature again. A creature can repeat the saving throw by using an action to attempt to break free, ending the effect on a success.

Fling. A shadowy tendril lashes out at a creature forcing them away from you. Target a creature within 15 foot who must make a Dexterity saving throw. On a failed save the creature is pushed 20 foot directly away from you. If the target strikes a solid surface as a result of this push, it ends it's movement immediately and takes 1d6 bludgeoning damage for every 10 feet it was pushed.

Spectral Grasp. You grab a creature, pulling them violently through the air towards you. Target creature you can see of large size or smaller, up to 40 feet away, must make a Strength saving throw or be pulled 20 foot directly towards you, ending the movement in an open space. Any creature or terrain the target creature collides with stops their movement immediately. A target with an ally within 5 foot may use their reaction to gain advantage on the save.

LEVIATHANIC STRIKE

At 10th level, you gain the ability to channel your tentacles into a destructive strike. Whilst raging you can use an action to expend all remaining charges of

Tentacles to strike out at the enemies around.

You make a number of melee attacks with a range of 30-foot. For each charge of tentacles expended you summon a tentacle that targets a creature of your choice within range, and you can direct them to hit one creature or several. Each attack deals magical bludgeoning damage equal to 1d12 + your strength modifier, and if the d20 roll for an attack is a 20 the creature is knocked prone.

UNLEASH THE KRAKEN

At level 14 you become the very essence of the storm when you rage, darkening the air around you and filling it with an electric charge.

When you enter a rage, all creatures within 15 foot must make a Dexterity saving throw, with a DC equal to your manifestation save DC. Each creature suffers 3d10 lightning damage, or half as much on a successful save.

Each creature that fails the save by 5 or more becomes blinded for 1 minute. A blinded creature can attempt this saving throw again at the beginning of each of its turns, ending the effect on a success.

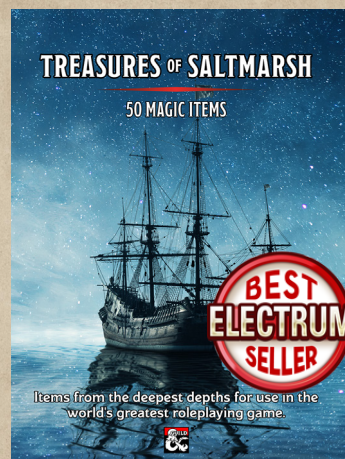


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