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Kraken warlock build

You have made a pact with a kraken that lurks somewhere in the world's oceans. Krakens are ancient and terrifying creatures; incomprehensible alien knowledge is hidden inside their minds. Krakens are known to control rain and storms in the region around them, thus drawing many farmers or sailors to worship krakens in hopes of fair weather. Source: ThinkDM Expanded Spell List The Kraken allows you to choose from an expanded list of spells when learning a warlock spell. The following spells are added to the warlock spells list for you. Understanding the Kraken From the 1st level, you gain the ability to call spectral tentacles that catch your enemies. As an action, choose a point that you can see less than 20 meters from you. A horde of comprehension tendrils appears at this point. Creatures of your choice within 10 feet of this point should make a force-saving launch against your war blockade spell save D.C. Creatures that fail their saving releases are grappled for 1 minute or until you use this skill again. The strength bonus of the spectral tentacle (Athletics) is 2+ its competition bonus and its range is 10 feet. Inky Escape In the 6th level, you gain the ability to call your skipper to escape your enemies. As a reaction when you take the damage, you can throw darkness centered at a point within 5 feet of you. The spell lasts until the end of his next shift, and has no effect on his vision. Once you use this skill, you can't use it again until you complete a short or long break. Scion of the Depths From the 10th level, your patron accepts you to his inner court of servitors. You gain the ability to breathe water and a swimming speed equal to your normal speed. You gain immunity from lightning damage. When your immunity reduces damage from one effect to 0, you can use your reaction to cause creatures of your choice that you can see within 30 feet of you to take lightning damage equal to your charisma modifier + your competition bonus. Unleash the Kraken at level 14, you gain the ability to ask your skipper for help. As an action, open a portal at a point that you can see within 10 meters of you and choose one of the following effects. Transport. You and up to 5 creatures willing your choice that you can see are understood by the tentacles that emerge from the portal. A second portal opens at a point of your choice within 100 miles you've visited in the last 24 hours. A second portal opens, depositing you and your chosen allies there. Fury. Tentacles slam on their enemies. Collect up to 5 creatures you can see at less than 10 feet Portal. These creatures must make saving prowess throws against their war-blocking spell save DC. The creatures that fail their saving launch take 10d6 damage blurred and are held for 1 minute. Those who succeed take half of the damage blurred and are not limited. In turn, a restricted creature can use its action to A DC 15 Strength (Athletics) or Dexterity check to end the restricted condition. Once you use this skill, you can't use it again until you complete a long break. Click here to edit the contents of this page. Click here to change the editing of individual sections of the page (if possible). See the headers of an Edit link when available. Add content without editing the entire source of the page. Check the evolution of this page in the past. If you want to discuss the content of this page – this is the easiest way to do it. View and manage attachments on this page. See the pages to which they link and include this page. Change the name (also URL, possibly the category) of the page. View the wiki source of this page without editing it. View/configure the homepage (used to create breadcrumbs and structured layout). Notify administrators if there is inappropriate content on this page. Something doesn't work as expected? You can know what you can do Wikidot.com. Wikidot.com terms of service – what you can, what you don't have to, etc. Wikidot.com privacy policy. You don't know anything about how intoxicating it is to have so much power... Beings have existed in the depths of the ocean, regardless of the small lives of people living in the land world, since the dawn of time. Their power is overwhelming compared to most beings residing on continents, able to crush even the strongest of dragons with ease, tear down the most robust of nations, and survive the most devastating disasters. Most warlocks only serve these creatures to know that if not they would eventually be left under their powerful tendrils, while others believe they can ascend to levels similar to the creatures themselves. Expanded spellis[edit | edit source] The Aquatic Titan lets you choose from an expanded list of spells when you learn a spell of warlock. The following spells are added to the warlock spells list for you. Spell Level Spells 1st order, thunderwave 2nd shatter, web 3rd call lightning, tidal wave 4th black tentacles, ice storm 5th master person, maelstrom Atlantic Guidance[edit | edit source] From the 1st level, your pattern grants you the ability to enter your domain. You gain a swimming speed equal to your walking speed, and you can breathe underwater indefinitely. Also, you learn the amazing cantrip of understanding, which counts as a war-blocking cantrip for you, but it doesn't count towards your known cantrips, and when you hit a creature with it, you can choose to try to bother it as a bonus. Use your charisma modifier instead of your force modifier for this grapple check. Voice of Kraken[edit | edit source] From the 6th level, you can channel your patron through you, letting his voice terrorize others. As an action, you can make your employer talk through you with thunder audible less than 30 meters. Creatures of your choice who can hear the words of the kraken should succeed in a charisma-saving launch or be afraid for 1 minute. A frightened target can repeat the saving toss at the end of each of its shifts, ending the effect on itself in a success. After using this feature, you should take a short or long break before doing it again. Stormbringer[edit | Edit source] On the 10th level, storms that scare the seas can be controlled by you. You gain resistance to lightning and thunder damage, and when it comes to lightning damage or thunder with a war locking cantrip or spell you can add your charisma modifier to the damage treated (a minimum of +0). Thunderstrike[edit | Edit Source] At Level 14, the world's strong storms defend you from attack. When you are hit by a melee attack, you can use your reaction to deal with thunder damage to the attacker equal to half your war lock level (rounded). The attacker must also make a force-saving throw. In a failed save, the attacker is pushed in a straight line 20 feet away from you. Eldritch Invocations[edit | Edit Source] Prerequisites: The Aquatic Titanic Pattern. Covenant of the Tome function. 6th level His shadow book is covered in tendrils, and feels wet to the touch, whispering in his ear with the voice of his patron. You can use your Kraken Voice feature twice before you need to take a short or long break. Your relative can grapple creatures two sizes larger than it is, and adds your competition bonus to check that it makes you grapple a creature or keep a grapple. In addition, you can command your relative to try to disturb a creature as a bonus action. Trident of Storms[edit | edit source] Prerequisite: The pattern of Titan Aquatic. Covenant of the Characteristic Leaf When creating its covenant weapon as a trident, is formed as a trident made of pure gold and coral, tentacles surrounding it. When this trident is launched, it returns to your hand immediately after it hits or misses its target. When you hit a creature with this trident, you can spend a spell of warlock slot to deal with an additional 1d8 lightning damage to the creature plus another 1d8 lightning damage per slot level. 2016-05-27, 11:34 (ISO 8601) I have been experimenting with a Kraken pattern. Not sure how balanced it is, but do we expect it to be a reasonable start? Warlock Pattern: Kraken blessing of kraken from level 1, you gain a swimming speed equal to your walking speed and you can breathe underwater indefinitely. You learn the tentacle whip cantrip, similar to spine whip cantrip, except that it deals with damage instead of drilling. If you successfully hit the creature, you can To bring the creature closer 10 feet or disturb the target if it is large or smaller in size. You can annoy up to two creatures at a time. If you move further than 10 metres from a grappled target, the grapple ends. Fling At Level 6, as an action, a large or smaller object retained or creature grappled by a Tentacle whip is thrown up to 60 feet in a random direction and hit prone. If a launched target hits a solid surface, the target takes 3 (1d6) blurring damage for every 10 feet it was thrown at. If the target is thrown at another creature, this creature must succeed in a skill-saving launch or take the same damage and be hit prone. You cannot use this feature again until after a short or long break. One with storms you win kraken's legendary immunity to storms on level 10. You're immune to lightning damage now. Ink cloud At level 14, as an action, release an ink cloud covering a 60-foot radius. The cloud extends through the corners and the area is heavily obscured to creatures other than you. Each creature that finishes its turn in the cloud must succeed in a constitution-saving launch or maintain 3d10 acid damage. The cloud disappears at the end of the next turn. You can't use this feature again until after a short or long break. As a bonus action, you can throw tentacle whip at a creature that is not yet grappled by one of its tentacle whips. New mighty hold invocations: you can annoy up to four large or smaller creatures with whip tentacle at once. You can try to disturb a huge creature with whipping tentacle. When you successfully grapple a huge creature, you can't disturb any other creature and you have to release any other creatures that have currently grappled. No escape: When a creature next to you tries to move more than 5 feet away from you, you can use your reaction to throw Tentacle Whip at the creature. Iron grip (level 12): You can add your strength charisma modifier to the damage of your tentacle whip. As a bonus stock, you can tighten your power on all the creatures you have currently grappled with. All these creatures are now restricted. You can do this a number of times equal to your charisma modifier each long break (a minimum of once). Last edited by fattybear; 2016-05-28 at 01:25 PM. 2016-05-27, 11:51 am (ISO 8601) This is disgusting! Disgusting cute! I would be tempted to do iron grip charisma on strength, since strength is not a great warlock statistic (apart from 1 bath wrestler). Is there any reason for only 1 spell in each level of the expanded

list? Spoiler: Homebrew Common Courtesy Show on homebrew criticism please respect everyone else's time for; Indicating which edition. Telling us what you're trying to accomplish. Updating OP. Non-essential content reference. Make the format reader friendly. Give a direct link to your content. Thank you. 2016-05-27, 05:01 PM (ISO 8601) yes I waved between STR and CHA for a while. I wasn't sure if CHA would be too good as it would be (3d6+5)x2 = 31 more grappling damage. This damage is the same as the agonizing explosion of the eldritch explosion: (d10 +5)x3 = 31.5 damages. Eb granted has better range plus 10 foot drive back so it's actually probably fine with CHA. He imagined it was safer to play weaker and revise upwards than vice versa. I only chose 1 spell for each slot as they have a special boon pact and additional invocation options. They also have an additional option for the mystical archanum L8. Originally published by Final Hyena This is disgusting! Disgusting cute! I would be tempted to do iron grip charisma on strength, since strength is not a great warlock statistic (apart from 1 bath wrestler). Is there any reason for only 1 spell in each level of the expanded list? 2016-05-27, 05:15 PM (ISO 8601) I only chose 1 spell for each slot as they get a special boon pact and additional invocation options. Everyone receives a pact and invocations for this pact. They also have an additional option for the mystical archanum L8. When I read that I thought you'd been forced to take it. Spoiler: Homebrew Common Courtesy Show When asking for homebrew criticism please respect everyone else's time for; Indicating which edition. Telling us what you're trying to accomplish. Updating OP. Non-essential content reference. Make the format reader friendly. Give a direct link to your content. Thank you. 2016-05-30, 07:11 PM (ISO 8601) The tentacle whipping stuff is absolutely beautiful. :) Does this replace the eldritch explosion? 2016-05-30, 10:45 PM (ISO 8601) No, the explosion of eldritch is still on the table as an option, as well as all its usual invocations (agonizing explosion, etc). Originally Published by Wranglyph The tentacle whipping stuff is absolutely beautiful. :) Does this replace the eldritch explosion? Blast?

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