

Kraken Priest

Medium, Monstrosity, Neutral Evil

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ARMOR CLASS

15

HIT POINTS

104 (16d8 + 32)

CHALLENGE

5 | 1,800 XP

PROFICIENCY

+3

Speed Swim 30 ft., Walk 30 ft.

Initiative +2

Saving Throws Cha +6, Wis +7

Skills Religion +4, Perception +7

Damage Resistances Cold, Lightning

Senses Darkvision 60 ft.; Passive Perception 17

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Languages Abyssal, Common, Primordial

STR14
+2**DEX**14
+2**CON**14
+2**INT**12
+1**WIS**18
+4**CHA**16
+3

Traits

Storm Prophet. The priest ignores difficult terrain caused by rain, surf, storm debris, and shallow water.

Deep Master's Voice. Aquatic allies within 30 feet deal 4 extra Lightning damage on their first hit each round.

Actions

Storm Staff. Melee Spell Attack: +7, reach 5 ft. Hit: 18 (4d8) Lightning damage.

Tentacle Prayer (Recharge 5-6). Strength Saving Throw: creatures in a 20-foot-radius sphere within 90 feet. Failure: 31 (7d8) Bludgeoning damage and the target is pulled 15 feet. Success: Half damage.

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