

RELEASE THE KRAKIN



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TAKE THE PLUNGE AND UNCOVER
NEW OPTIONS FOR 5TH EDITION D&D

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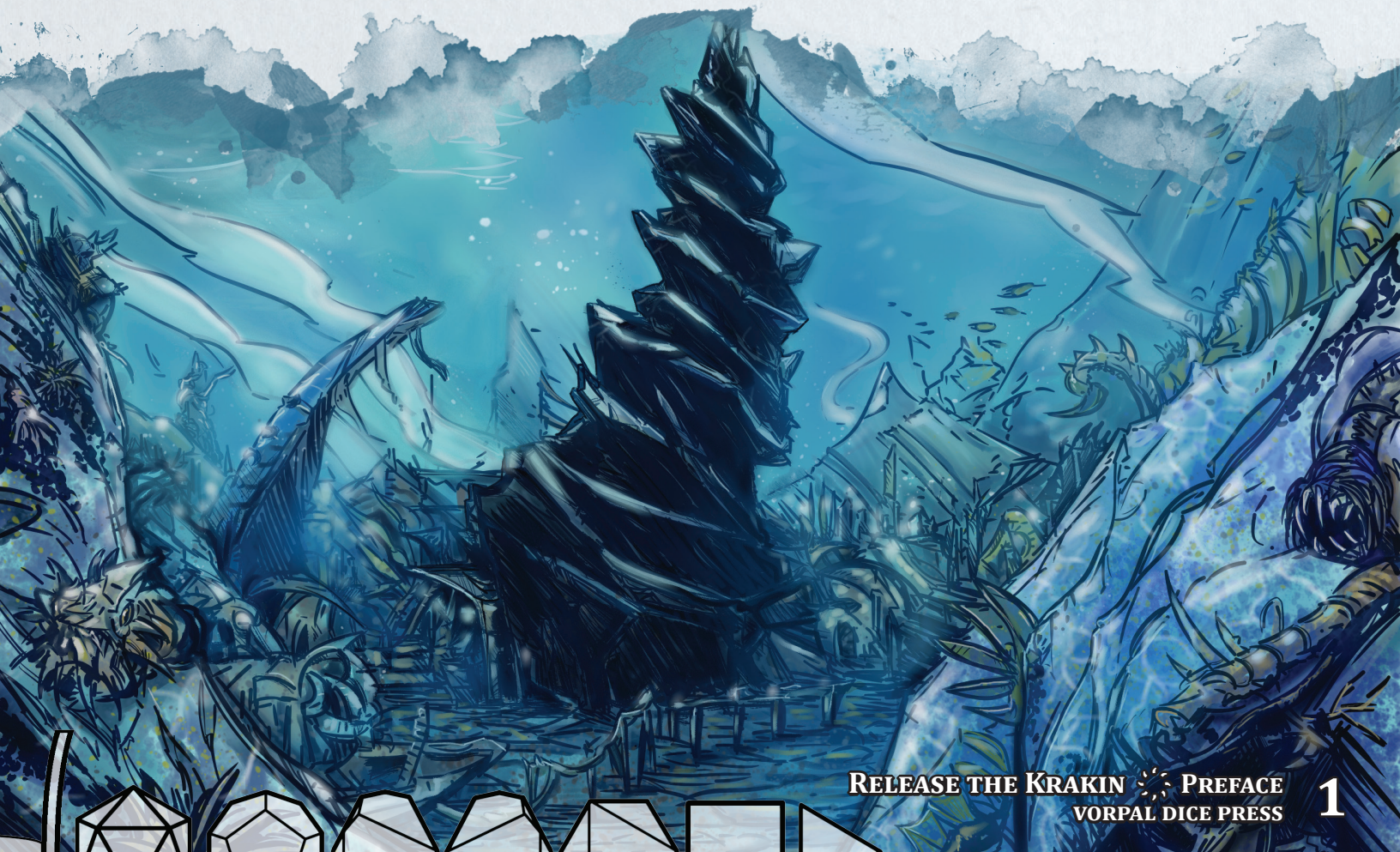
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Krakin

AS OUR SHIP ROUNDED THE PENINSULA AND ENTERED THE BAY, I remember noticing the tiny huts made of coral and stone dotting the coast and thinking nothing of it. On reflection, the lack of fishing boats should have been a dead giveaway. We attempted to set anchor, but the anchor was thrown back aboard the ship by a slick, leathery tentacle. Suddenly, the water churned and the ship was locked in place. Dozens of vaguely fish-like creatures rose up from the water and boarded our ship, sending my crew into the depths and forcing them to flee to the shore.

At first, I surrendered to my outrage and vowed revenge on these malignant creatures. As I laid in wait and observed them, looking for an opportunity to strike, I was given a glimpse into their life. They were a tribe of people, not creatures. Mothers, fathers, children, and friends. We had encroached upon their land, and they sought only to protect their livelihood. As I reflect on that fateful day, I remember that not one drop of blood was shed by our crew. Boards were broken and masts were felled, but that was simply wood, nails, and rope.

– Knaught Alus, first mate

Even seafaring civilizations regard the Krakin in awe and distrust. Their pale and washed out features betray their drowned heritage and inspire fear in those who set sights on them. A Krakin is well aware of the rumors others hold on their lineage—a pact made between a particularly industrious kraken and a human slave, granting them supernatural powers at the cost of their bloodline becoming cursed. Whether a Krakin sets out on a path of redemption or to prove their fears founded, they will always exist on the fringes of society.

Deep Heritage

Krakin can always trace their lineage back to a human, and as such share much of their form. However, the influence of a great evil has forever tainted their appearance. Krakin have pale white-blue skin and hair that resembles sea plants such as kelp and ranges from blue to greenish-yellow. Their faces often have small tentacles that drip from their jawline like slime. The skin on the back of their arms, shoulders, and buttocks are covered in fish-like scales and are slick to the touch. Small spikes, not unlike fins, protrude from their elbows and shoulders as well. Their eyes are yellow with menacing irises. The lids close both horizontally and vertically which can shock onlookers when they blink.

Tribal Outcasts

As outcasts in most landlocked cities, Krakin tend to form small collectives that function like tribes, dotting the coasts of rivers, lakes, and oceans. If a Krakin strikes out for life in a big city, they will inevitably find themselves in bustling ports and island nations. Krakin society is welcoming to other waterborne races such as merfolk, merrow, sea elves, and tritons. As a result, the collectives that become large very commonly have a mixed population.

Krakin Personality

The cursed blood that courses through a Krakin often leads them to a life of reclusion and malevolent action. However, within their own collective, and with those they choose to treat as ally, their personality flourishes. You can select, roll, or adapt a krakin-specific quirk from the **Krakin Quirks** table. Use the quirk to inform how you portray your character.

Krakin Quirks

d6	Quirks
1	You carry a flask or container of water from your homeland with you everywhere you go, which you protect dearly.
2	You will only consume seafood, and the thought of land-borne food disgusts you.
3	You lace Aquan phrases and idioms into any language you speak, especially Common.
4	You have a deep resentment towards Tritons, Water Genasi, and Sea Elves for their ease of integrating with others.
5	You have a strong aversion to the deepest parts of the sea, for fear of meeting your ancient patron.
6	You assume that everyone treats you as an evil creature, even if your intentions clearly aren't.

Krakin Names

The name a Krakin is given is unlikely to be anything based on a language other than aquan, as it is their native tongue. As such, Krakin who adventure outside their collectives will often take a 'common' name, keeping their birth name close to their heart.

Male Krakin Names. Agulhas, Alborán, Aleutian, Balearic, Comoro, Gascoyne, Herodotus, Makarov, Nares, Natal, Perth, Sardinia, Tasman, Weddell

Female Krakin Names. Adriatic, Boreas, Cascadia, Demerara, Euxine, Hellenic, Madeira, Mariana, Mascarene, Penrhyn, Sicilia, Silver

Krakin Traits

Your krakin character has an assortment of abilities, ingrained in their physiology and culture.

Ability Score Increase. Your Constitution score increases by 2, and your Wisdom score increases by 1.

Age. Krakin mature at the same rate as humans, but live just a few years less.

Alignment. Krakin tend toward an evil nature, as their perception of the judgment against them from other races leads them to an opposed lifestyle. However, they tend to be lawful within their own laws.

Size. Krakin are roughly the same size and build as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet, and you have a swimming speed of 30 feet.

Amphibious. You can breathe air and water.

Darkvision. Your underwater adaptations grant you superior vision in dark and dim light conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Denizen of the Depths. Adapted to even the most extreme ocean depths, you have resistance to cold damage, and you ignore any of the drawbacks caused by a deep, underwater environment.

Underwater Predator. Your ability to detect motion while in water provides you a unique way to become aware of danger. Your movement while swimming does not provoke opportunity attacks. Additionally, you always treat visibility underwater as if it is clear water and bright light, and the range at which you detect encounters becomes 120 feet, instead of 60 feet as described in Chapter 5 of the *Dungeon Master's Guide*.

Monstrous Magic. You know the *frostbite* cantrip. Starting at 3rd level, you can cast the *tendrils of the depths* spell (sidebar); you must finish a long rest in order to cast the spell again using this trait. Starting at 5th level, you can also cast the *darkness* spell; you must finish a long rest in order to cast the spell again using this trait. Wisdom is your spellcasting modifier for these spells.

Languages. You can speak, read, and write Common and Aquan.

Spell: Tendrils of the Depths

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of black ink)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Wizard, Warlock (depths patron)

A swirling mass of 5-foot-deep water appears in a 10-foot radius centered on a point you can see within range. The point must be on ground or in a body of water. The first time a creature that is not grappled by this spell enters the affected area on its turn, or starts their turn there, they must make a Strength saving throw. On a failed save, a fleshy tendril erupts from the ground and grapples them. Any creature grappled by this spell at the start of their turn takes 1d8 bludgeoning damage. The creature can repeat the saving throw at the end of their turn, ending the grapple on a successful save. The grapple ends immediately if the creature leaves the affected area. If the chosen point is within a body of water, such as a river or ocean, creatures damaged by this spell take an additional 1d8 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the bludgeoning damage increases by 1d8 for each slot level above 1st.

Waterborn Racial Feat

Fish In and Out of Water

Prerequisite: A swim speed granted by your race

The aquatic adaptations of your form allow for enhanced ability when adventuring in watery environments.

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- While swimming, you can take the Dash action as a bonus action and have advantage on Dexterity saving throws.
- As long as you are not unconscious or incapacitated, you ignore the first 100 feet you fall when diving into water, for the purpose of determining falling damage.

Sea Spawn, Locathah, and You

The Krakin race is a new addition to the DUNGEONS & DRAGONS mythos. It's spawned from a natural understanding that not just fiends create pacts or curse bloodlines. In the Forgotten Realms, there are two other races that occupy many of the same thematics as the Krakin race. Below I detail why I didn't use these races, but how you might adapt the Krakin as one of these instead.

Sea Spawn

These fairly monstrous creatures are a byproduct of a human creating a pact with mythical sea creatures, including but not limited to the Kraken. Most importantly however, it is a transformation not unlike Lycanthropy or Lichdom that occurs to a humanoid later in life. For this reason, I felt it was inappropriate as a PC Race option. That being said, a Sea Spawn who could procreate might be an early progenitor of the Krakin race! Alternatively, if you or one of your players wishes to be a Sea Spawn, swap your **Ability Score Increase** and **Monstrous Magic** features with the following:

Age. A sea spawn is transformed from another creature, typically a human. As such, their age is impossible to determine.

Alignment. A sea spawn's alignment comes directly from their patron creature, and their actions are guided rigidly by the wishes of their patron.

Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Piscine Anatomy. You have one of the following attack options, which reflects your twisted anatomy.

- o **Bite.** Your form includes a functional fanged maw, which is a natural weapon you can use to make unarmed strikes. You can use Dexterity instead of Strength for the attack and damage rolls with this bite. If you hit with it, you deal 1d6 piercing damage, instead of the bludgeoning damage normal for an unarmed strike.
- o **Poison Quills.** Barbs of bone appear on portions of your body. When you successfully grapple or shove a creature these barbs deal 1d4 poison damage to the target.
- o **Tentacle.** You have a fleshy tentacle as an appendage, which is a natural weapon. If you hit with it, you deal bludgeoning damage equal to your Strength modifier and if the target is Medium or smaller, it becomes grappled by you. While a creature is grappled this way, you can't use your tentacle to make an attack.

Locathah

The Locathah are an interesting race. They are exceptionally monstrous, and have a history deeply entrenched in slavery; particularly by the Kuo-toa and Ixitxachitl located in the Sea of Fallen Stars. Currently, whatever slavery of their race exists is minimal, but that baggage is not something I felt was appropriate for a player race. Also, they have a strict code of etiquette that results in them either fleeing, or attacking anyone who approaches them with a weapon drawn. This creates a unique challenge for a player to roleplay the race appropriately and could cause conflict with the party's goals, disrupting play.

The reason I mention them here is that their historical slavery induced a culture of tight-knit communities and nomadic behavior dotted along the coasts and shallow waters of Serôs. This is quite similar to the collectives of the Krakin, which makes it a good candidate for reskinning. I wanted to provide the option for groups who are alright with introducing this dynamic to the table.

If you or one of your players wishes to be a Locathah, swap your **Ability Score Increase** and **Monstrous Magic** features with the following:

Age. Locathah have a short pre-adulthood stage where they are quite vulnerable and much more fish-like. They reach adulthood, and a more humanoid appearance, around 10 years of age, and typically live about 125 years.

Alignment. Locathah are an extremely close knit community, and have very rigid ideas of what needs to be done. They are most often lawful, and almost always neutral.

Ability Score Increase. Your Constitution, Strength, and Wisdom scores each increase by 1.

Locathan Defense. Locathah have an innate distrust of creatures outside their community, and have developed a sort of preternatural sense towards threats. You can't be surprised while you are conscious. In addition, immediately after a hostile creature moves to within 5 feet of you, you can use your reaction to either make a single weapon attack against that creature, or move up to half your movement. This movement does not provoke opportunity attacks. Once you use this trait, you can't use it again until you finish a short or long rest.

Sea Domain

The divine domain of the sea is a realm held by Umberlee alone. Clerics of the sea are tasked by their god to consume the world around them, drowning the land and returning its bounties to the original provider. Additionally, they collect tribute from those who seek to traverse the sea and enact the wrath of Umberlee on those who do not provide it.

At each indicated cleric level, you add the listed spells to your spells prepared.

Sea Domain Spells

Cleric Level	Spells
1st	<i>fog cloud, wrathful smite</i>
3rd	<i>misty step, warding wind</i>
5th	<i>call lightning, tidal wave</i>
7th	<i>control water, storm sphere</i>
9th	<i>control winds, maelstrom</i>

Bonus Proficiency

At 1st level, you gain proficiency with the shortsword, trident, all types of crossbows, and the net.

In addition, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with a net.

Unrelenting Tide

Also at 1st level, your divine power is especially effective against creatures whom you have censured. Whenever a creature fails a saving throw against a cleric spell you cast of 1st-level or higher or Channel Divinity powers, your first attack against that creature within the next minute is made with advantage.

Channel Divinity: Sea Surge

Starting at 2nd level, you can use your Channel Divinity to wield the power of the tide and waves.

As an action, you present your holy symbol and invoke a swell of mystical water in a 60-foot cube centered on you. Choose any number of creatures you can see within this area, including yourself. The water begins to roil on one edge of your choice and a wave crashes across to the opposite side. Creatures in this area must make a Strength saving throw to attempt to endure the wave. Creatures with a swim speed make this saving throw with advantage, and friendly creatures can choose to move with the tide and fail the save without rolling. Creatures that fail this save are pushed 30 feet in the direction of the wave.

Channel Divinity: Rebuke of the Depths

At 6th level, when a hostile creature that is Large or smaller willingly moves into a space within 5 feet of you or an ally you can see within 60 feet, you can use your reaction and expend a use of your Channel Divinity to have that creature make a Strength saving throw. On a failed save, they are pushed 30 feet directly backwards, or half as much on a successful one.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 cold damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Umberlee's Chosen

At 17th level, you gain immunity to cold and resistance to lightning damage. Whenever you push or pull a creature with a cleric spell or Channel Divinity, you can choose to knock the creature prone.



The Denizen of the Depths

You have made a pact with one of the mythical creatures from the deepest crevices of the world. These creatures often create warlock pacts to gain the insight of land dwelling agents, to carry out their many machinations or spread the reach of the sea and swallow the land whole. Such patrons might include the Leviathan, any of the many ancient Kraken, Iakhovas, or possibly Umberlee herself, to name a few of these ancient and legendary creatures.

Expanded Spell List

The Denizen of the Depths lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Denizen of the Depths Expanded Spells

Spell Level	Spells
1st	<i>create or destroy water, tendrils of the depths *</i>
2nd	<i>detect thoughts, pass without trace</i>
3rd	<i>lightning bolt, tidal wave</i>
4th	<i>confusion, watery sphere</i>
5th	<i>cone of cold, maelstrom</i>

** denotes a spell located in this document*

Grasp from Below

Starting at 1st level, you can conjure the might of your patron to engulf your foes. This could take the form of a swirling pool of water drawing them in, a hideous fish-like maw erupting from below, or a mass of barbed tentacles. As a bonus action on your turn, choose a creature you can see within 60 feet that is Large or smaller. The target must succeed on a Strength saving throw against your warlock spell save DC or take 2d6 cold damage and become restrained until the end of their next turn.

You can use this feature a number of times equal to your Charisma modifier (minimum of 1). You regain all expended uses when you finish a long rest.

Boons of the Deep

Also at 1st level, your patron has granted you a series of boons that aid your ability to traverse the realms they call home. You become amphibious, able to breath freely in both air and water. In addition, you gain a swim speed equal to your speed.

Torrential Ebb and Flow

At 6th level, the impact of your spells mimic that of tidal forces. When you cast a spell with a warlock spell slot that targets a single creature that is Large or smaller, you can choose to move that creature 10 feet directly toward or away from you. If the spell you cast targets you, you can push yourself 10 feet in any direction.



Improved Boons of the Deep

When you reach 10th level, you gain additional boons from your patron to define your role as an apex combatant in your home territory.

- o You can take the Dash action as a bonus action while swimming.
- o While fully immersed in water, you are heavily obscured from any creatures that do not have a swim speed.
- o You gain resistance to cold damage.

In addition, when you take lightning damage, you can use your reaction to harness that energy, storing it within you for your next melee attack. You gain immunity to lightning damage until the start of your next turn. Also, the first time you hit with an attack on your next turn, the target takes an extra 2d6 lightning damage. You cannot use this ability again until you finish a long rest.

Sea Fury

At 14th level, you gain the ability to invoke the fury of the seas. As an action, you create a storm cloud in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see within 100 feet directly above you. The cloud wraps around corners and other obstacles and surfaces.

When you summon this cloud, and on each turn afterward while the cloud remains as a bonus action, you can call down three bolts of lightning, each of which can strike a different target you can see directly below or inside the cloud. A target must make a Dexterity saving throw against your spell save DC, taking 3d10 lightning damage on a failed save, or half as much on a successful one.

The cloud lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell).

You cannot use this feature again until you finish a long rest.



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