

# KRAKEN. UNLEASHED

D&D5e Compatible, Suggested Lvl 13-15

## Terrain

Pit descends 200ft. Flora is a 5ft elevation. Map baseline is 50ft below the waterline.

## Setup

Fishers speak of vast disturbances in the wake and a merchant ship has gone missing, boards washing up on the shore. The investors offer a 10,000gp reward for anyone who can definitively remove whatever caused the problem, or 500gp for information about it.

## Thula'mu: The Kraken, Awoken

This ancient sea life, the **Kraken** known as **Thula'mu**, was buried beneath a continental shelf's collapse nesting deep by a thermal vent. Over millennia it has slumbered while a new passage to the waters above was slowly eked out. With the entrance solidified centuries ago, all that awaited was this creature to regain its strength and emerge. It is extremely hungry and seeks to consume, but it is unfamiliar with the new shape of the ocean's floor it is slowly emerging into. Attacks against its tentacles may never deliver a killing blow against Thula'mu, but if they would it drops to OHP and has Disadvantage on all tentacle attacks for the rest of the fight. It must be finished via an attack to the head.

## Arriving at the Site

There are a few ways to hunt a Kraken.

- The nearby fishing village holds superstitions about revealing the secrets of the sea, but a DC 20 **Persuasion** will get them to share the site where the ship was "swallowed."
- A hermetic oracle living on the coast promises to find what you seek for a mere 50gp, providing a reading of the stars and winds. A DC 18 **Arcana** or **Religion** check on the results she provides may divine that a kraken is certainly involved; on their own, they just indicate the site.
- There are unusual patterns in the migration of sea life all local fishers and sailors complain of. With this information, a DC 15 **Nature** or **Survival** can point to the epicenter of the problem, normally appearing at night.

## Phase 1: Too Quiet

There's nothing swimming here.

- DC 15 **Nature** indicates the nearby hole is very deep and bored by thermal vents below.

- DC 15 **Investigate** indicates tentacle marks on the ocean floor.
- DC 18 **Arcana** indicates this is a magickally suffused place of unearthed ancient ocean stones, and the plant life here has special effects due to this.
- When the party comes within 30ft of the hole or a minute has passed in the area, phase proceeds to 2.

## Phase 2-4: Creeping

It begins.

- Bubbles and rumbling come from the southern hole as tentacles rise.
- The tentacles seek to strike at anything they can indiscriminately, but **Thula'mu** may not yet use his
- Phase proceeds +1 at the end of each initiative round.

## Phase 5: Emergence

The Kraken rises.

- **Thula'mu** prioritizes consuming the nearest creature.
- **Thula'mu** can only be finished off by an attack to its head.

## Nuzzling the Kraken: Thula'mu's Space

Apart from all other action economy or condition effects, Thula'mu makes one tentacle attack against every creature within 5ft of its tentacles at the start of each of its turns.

## Map Zones of the Magic Ocean

Player characters ending their turn in any of these spaces within 5ft of the ocean floor grants the relevant effect until the end of their next turn

- *Orange/Clinging Northern Pit Foliage*: +2d4 on next weapon attack.
- *Gold/Mid Central Fuzzy*: +15ft of swimspeed.
- *Blue/North Central Ruffle*: +3 AC.
- *Southern West/East Edge Beige Fuzz*: Advantage on all checks and saves related to grappling.

This encounter is created for **Underwater Kraken Battle Map**, it can be downloaded here:

[patreon.com/posts/underwater-map-80596564](https://patreon.com/posts/underwater-map-80596564)

This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>.

