

# KRAKEN ATTACK

## Danger on the Water

The party has taken passage aboard a ship which unbeknownst to them has a cursed captain with a checkered past, **Myzent** (as **Bandit Captain**). They and their crew (6 **Commoners**) are about to be ambushed due to a curse upon **Myzent**.

- the boat's deck is about 10ft over the water, the aftcastle is about 5ft above the deck
- spells and abilities which detect magic directed at Myzent will give a faint air of **Conjuration**, as if of a spell yet unwoven but beginning to be put into place, until Phase 2

## Fighting the Kraken

The Kraken is a very large enemy with vast reach, keep this in mind while running it:

- the curse on Myzent summons a Kraken once his ship leaves sight of shore; it will try to kill them, then leave one round after they died
- the Kraken measures attack range from the edge of the boat, and any limb may be targeted to attack its hp
- any attack dealing at least 25% of the Kraken's maximum health severs the struck limb, and the Kraken is considered Poisoned until the end of its next turn

## Phase 1 : Breakers on the Bow

Large waves begin to rock the boat and a terrible deep blue aura hangs around **Myzent**. The crew and Captain **Myzent** rush to their posts.

## Phase 2 : Tentacles Emerges

Initiative begins as the Kraken's tentacles emerge, and the map proceeds one phase each round at Initiative 0.

## Phase 3 : Heavy Swing

The tentacle swings over the boat, and it becomes clear it'll crush the vessel.

- if the Kraken becomes Stunned, Paralyzed, or it loses a limb the map remains on Phase 3 another round

## Phase 4 : Crush

The strike descends

- all creatures in the area make a DC 15 Strength save; on failure they take 3d8 bludgeoning damage and get thrown into the water below, on success half damage and are knocked prone 5ft away on deck.
- All other creatures on the ship make a DC 12 Strength save, falling prone on a failure

## Phase 5 : Breaking Apart

The ship is fully ripping apart

- If Captain **Myzent** yet lives they will order all hands to abandon ship.

## Phase 6 : Wrecked

The ship is destroyed.

- Planks can be stood on with a successful Acrobatics DC 12 check.

## Kraken's Legendary Actions

- *Rigging Rip*: a Kraken tentacle rips the sails and ropes around the ship, causing them to clatter and fall. This creates a 15ft square area of falling debris; creatures under it make a DC 14 Dexterity saving throw or become restrained, requiring a DC 12 Dexterity check or melee attack against AC 12 to escape.
- *Buffeting Wave*: all creatures on the main deck make a DC 14 Strength saving throw or become knocked prone by a sudden rush of seawater
- *Electrify*: a 30ft area of water within reach of a Kraken tentacle dances with electricity; creatures touching it make a DC 15 Constitution save. On a failure they take 3d6 Lightning damage; on a success damage is halved.