



THE KRAKEN'S JAW

5TH EDITION ADVENTURE

FIND THE TREASURES AND HORRORS HIDDEN DEEP IN THE OCEAN

MONKEYDM

THE KRAKEN'S JAW

THE KRAKEN'S JAW IS A SEAFARING ADVENTURE DESIGNED FOR 3-6 LEVEL 19 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.



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PLOT HOOK

Ever in need of aid and adventurers, the powerful and rich archeologist extraordinaire Lord Wolfstein Almendrud has requested your immediate aid and presence within the port of Olin, a large port town.

CHAPTER 1. ASSIGNMENT AT OLIN

In which the adventurers head out to sea.

1.1. MEETING UP

Read this:

'Whether your lot has been together for ages or you were brought together by the sheer force that an envelope containing the promise of 15,000 gold has, you are all powerful and capable adventurers. As such, you drew the attention of one Lord Wolfstein Almendrud. The powerful orcish gentleman, leader of the Almendrud Academy of Archeology, sent you a telegram sealed with his usual wax mark, inside which you found instructions and enough coin to get you to the port town of Olin, wherefrom he advised you to search for the Golden Serpent, the academy's private ship. Although the letter did not wish to get into too much detail, it did say that the possible riches Almendrud believes can be found underneath the waters are staggering. And he is in desperate need of capable adventurers to clean up the area of any possible... annoyances. And so, you find yourself within Olin's significant port, with plenty of ships around. You are, to put it mildly, a little lost. But then, out of the corner of your eye, you spot an extravagant ship with golden adornments. And so, all of you arrive there, envelope in hand.'

If this is a one-shot and not part of a campaign, give the players a few moments to introduce themselves. Have they come together? Have they all been summoned from different parts of the world? After everyone has been introduced and spoke a little, proceed.

Read this:

'You hear as, from the deck of the ship, a scraggly voice shouts "One minute! I still haven't figured this one out!" In a few short moments, a plank drops down for you to walk on, leading you to the deck of the ship, where you see two figures. One is an orc in a gentleman's attire, the other one is a human-looking man wearing a stereotypical pirate outfit and a machine with numberless arms on his back. The man is the first to introduce himself, and he says his name is Daniel "Handy" Harding. The second figure then introduces itself as Lord Wolfstein Almendrud.



DANIEL "HANDY" HARDING

Information: Daniel is not a pirate, nor is he good with traditional ships, but he's trying. If asked about the pirate outfit, he does admit it is a rental. He does also say he is quite seasick and that this ship is not his, so he doesn't entirely know how to pilot it, but he's trying.



LORD WOLFSTEIN ALMENDRUD

Information: A traditional orc gentleman, with a pipe in his mouth. By this point, he looks very old, probably late 60s, which is a lot for an orc. He walks with a cane and he seems quite disinterested in the adventurers.

The two will begin speaking with the party, with Almendrud taking the lead in conversation. He will explain that a sailor had given him a tip about an underwater treasure trove and he wished to find it, however, ever since a harpy incident, he has chosen to never go on expeditions himself. If the party wishes to bargain for money, they must make a **DC 15 (Charisma) Persuasion or Intimidation check**, to which he'll easily agree for an increase, but mentions that they'll only receive pay upon completion. Then, he'll ask Daniel to get his ship in order, to which Daniel will say it is not his ship.

After they've agreed on price and chatted with the two, you may proceed to the next chapter.

1.2. OUT AT SEA

Read this:

'With not one more word, after you've made your deal, Almendrud departs, leaving you alone on a ship that looks to have no one else but Daniel. He smirks, before pulling on a lever that is where the rudder should be. You quickly notice the ship begins to move on its own, as if powered by something. Daniel shouts over the light sound of waves. "It may not be my ship, but it's my engine. Sit back and relax, it's all good from here on out!" And so, you set out at sea.'

Describe how the first leg of the journey continues with simplicity and without issue, then ask your players to roll a **DC 16 (Wisdom) Perception check**. If successful, they notice flying creatures approaching full speed from forward towards them. With a **DC 17 (Intelligence) Nature check**, they can identify they are harpies. When they begin discussing about the harpies, Daniel hears them.

When he does, Read this:

'You notice Daniel turns his head towards you and away from his levers and confidence overtakes him. "Harpies, you said? Oh, I've waited for this moment for years. Payback's coming." He quickly pulls one of the levers and you see some large force guns shoot out towards the harpies, instantly frying them up. "THAT'S WHAT YOU GET!", he screams. "STAY AWAY FROM MY SHIP!" Then, he returns to his scraggly self. "Just harpies, you all. Worry not!" Right as he says that, you feel something hit the lower half of the ship. The deck shakes and Daniel's expression turns to fear. "It appears we have bigger fish to fight... Help!'

The adventures now enter an encounter with the mythic fish (**dragon turtle**) that is hitting their ship from below. If they wish, they lean over the side of the ship and make a **DC 19 (Intelligence) Investigation check** to spot the fish. It looks unlike anything they've seen before, almost leviathan-esque, but fish-like nevertheless. They may also make a **DC 14 (Wisdom) Perception check** to notice the deck is outfitted with large harpoon-like creations, which the adventurers can learn how to operate by using a turn to make a **DC 16 Intelligence Check**.

Every turn, the fish will strike the hull of the ship, which has an AC of 15 and 250 HP and resistance to fire damage. As it strikes the ship, all players must make a **DC 15 Strength saving throw** or fall prone and take 4d6 bludgeoning damage. This effect triggers for each successful attack. No matter what the players do to it, the turtle will not attack them, but focus on the ship. On the first turn, Daniel will say that he can attempt something if they manage to shoot it successfully with two of the harpoons. Otherwise, it is only a matter of time until it breaks the ship down.

Once they've learned how to use the harpoons, they will understand it takes an action to shoot one (+7 to hit) and another action to reload it, so it requires working together. Once it hits the fish, it does 8d10 damage and spikes itself into its side. Once the fish is hit twice, Daniel will pull the lever and electrocuting shocks will fly through the harpoon.

Once that happens, read this:

'You see the beast at the end of the harpoons get shocked with a strong electrical force, before it gets pulled to the front of the ship and you notice you begin to speed up. Daniel pumps his fist into the air with happiness. "I didn't fully know it would work, but man does it feel nice to know it does!" With that said, what was to be a lengthy journey into the great unknown quickly becomes a swift stroll, guided and aided in speed by this beast of legend.

1.3. LAST PREPARATIONS NEEDED

With everything going swimmingly, Daniel asks one of the players to take care of the rudder and make sure they are only going forward, while he goes to fetch some things they might need. In a short time, he returns with 1d4 *potions of water breathing*, 1 *bag of holding* and 1 *cloak of the manta ray*. Both of which he offers up to the party, saying he'll be waiting for them above sea, until they fetch as much treasure as possible. He also says that Almendrud said he needs them to find a large white, shining pearl known as the Sea's Sorrow. Once they find it, they can return. But not before that!

Once the party finally reaches the destination, he also hands them a clock of sorts, with a timer that seems to allow for 30 minutes. He looks very worried, but the players are unaware as to why. They may make a **DC 16 (Wisdom) Insight check**. If they succeed, Daniel will admit Almendrud also heard there is a large beast hiding within the waters below the ruins, so they should move quickly, before it gets to them. He'll wait for them up here.

Once all has been said and done, proceed to the next chapter.

CHAPTER 2. BELOW THE WATERS

In which players try to get as much treasure as possible from the water.

2.1. DROP DOWN

The players must first drop down into the waters without the chained fish noticing them. All players must make a **DC 18 (Dexterity) Stealth check** to avoid detection, doing so at disadvantage if they do not have a swimming speed or are affected by a *freedom of movement* spell. On a failure, that player is struck by the fish's tail, taking 4d8 bludgeoning damage.

To introduce them to their new location, read this:

'You descend into the deep waters, dragging yourself as best as you can, yet movement is sluggish and the light is hard to catch. But within a short while, you swim deep as can be to the bottom of the ocean. From a distance, those of you with a particularly adequate sight can see a town of sorts, a marina, which you would have guessed could have been the home of a society of power and yet it all looks... drained, lifeless. No life, nothing, as if it has been left to its death for far too long. And one thing is for sure, you must find your artifacts.'

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MAP 1: UNDERWATER MARINA



Slowly but surely, all characters will make their way below water. Once there, they hear a low rumble of the earth, like the very distant noise of a beast. Start a 30 minute timer. The party has exactly that much time to explore the following areas, in search of what they need. In case combat starts, the timer will continue ticking down at a normal pace, as the fight attracts the beast faster. If the party is still below when the timer is up, they get attacked by the **kraken** and must fight it underwater.

AREAS OF THE UNDERWATER MARINA

1 - THE SIGIL

Read this:

'You see a large, conch shell-like sigil on the ground, right in the middle of this small town. You notice a few runes on it, but other than that, it looks quite ordinary.'

If any of the characters speak Aquan (or Primordial) they identify the writings as saying: "Here hides all of the ocean's evil and sadness, locked into one, to be reclaimed only by our keys." Players may also make a **DC 18 (Intelligence) Arcana check** to notice a strong abjuration magic on the seal. This is also detected via a *detect magic* spell. If they attempt to dispel magic, the **DC** for the check is a 24. If unsuccessful, 3 **spirits of the doomed waters** will attack them. During combat, the timer should be left as normal, prompting quick turns.

They may also make a **DC 25 (Intelligence) Investigation check** on the seal, figuring out a few small keyholes within various points. There are 4 such keyholes.

Once the players return and put in all 4 keys, you may proceed to the next chapter.

2 - DEPTHS BELOW

If trying to reach into the depths below, characters will quickly notice the darkness there is magical, and upon descending within for more than 20 feet, they will notice a strong magical barrier. Under the effects of a *detect magic* spell, they see the boundary seems to be a strong abjuration and evocation mix, almost as if a wall of force was reinforced and made unbreakable by normal means. If they attempt to dispel it, the **DC** is a 24. Once dispelled, the **kraken** is immediately let out and they must fight it. The timer stops.

3 - OLD PORTS

Read this:

'Right by this river of darkness, you notice a collection of small docks, which strikes you quite odd, considering this entire place is underwater. Nevertheless, you approach to see what it is about.'

Characters around here can make a **DC 18 (Wisdom) Perception check** or **(Intelligence) Investigation check** to look within the nearby racks of supplies and notice anything irregular. Once they look closely enough, they find a small, glass-like case, translucent, that looks like jewelry of sorts, hidden alongside other odd things. Inside, a clam can be found. When they take it out, they notice the clam to be weirdly enchanted, with writings in Aquan onto it.

Characters that speak Aquan can identify it as saying *"Such a power cannot be taken, only given."* The clam is enchanted, and if any character attempts to open it, they must make a **DC 22 (Strength) Athletics check**. They may also attempt to *dispel magic*, treating the enchantment on the clam as a level 6 spell. A third way to open it is by gifting it to someone. Once gifted, the clam enchantment is broken and it opens. If opened, the party finds 1 of the four keys.

4 - LARGE HALL

Read this:

'Walking through the large entrance of this gigantic building, you are led into a town hall-esque open chamber, with no furniture to speak of, but a large chair in the back of the room. On it, you see resting an old skeleton. Just now, you look at the ground and notice endless amounts of other such skeletons, piles and piles of bone and weapons, all on the floor. You are unsure as to what fight happened here, but you are sure it is from a time long forgotten. Now, all that's left is the remains. Within all of this, you also notice a few bags, filled to the brim with gold coins and other treasures, all of them surrounded in this room, almost as if it had all been gathered here, for what for you do not know.'

Now within the hall, the characters may make a **DC 18 (Wisdom) Perception check** to look around. Upon doing this, they will see the skeleton on the throne has a key around his neck. Creatures in the hall may also attempt to make a **DC 20 (Wisdom) Medicine check** to see what possibly killed all these creatures. On a success, they notice most of them seem to have been broken in half from the waist.

If the characters pick up any of the gold within the chamber, they must make a **DC 18 Charisma saving throw**. On a failure, they will receive the *Kraken's Ire* curse, but so not tell them directly. This curse can only be broken via a *remove curse* spell.

Kraken's Ire: A creature who stole gold from the Kraken's Doomed Waters is cursed to endure the Kraken's anger. When a creature has to make a saving throw against the Kraken, it does so at disadvantage.

5 - CONCH SHELL TOWERS

Read this:

'Two conch shell-shaped towers adorn the side of this river of darkness, both of them looking akin to watchtowers, with spiraling staircases reaching to entrances that look to be closed off. Not just that, but the windows one would look through to watch look broken down, leaving no definitive place of entry.'

A character that wishes to make its way into the tower must either try to sneak through the rubble by making a **DC 19 (Dexterity) Acrobatics check**, taking 3d8 bludgeoning damage on a failure. If they don't have a swimming speed, they make this check at disadvantage. Alternatively, a character may try to break down the door with a **DC 19 (Strength) Athletics check**.

Once inside, the adventurers can see two piles of bones and clothing. Once inside, they must make a **DC 18 (Intelligence) Investigation check** to find a small necklace, to which is attached 1 key. Once the key is taken from the body, the two spirits in the tower awake and the player must fight 2 **spirits of the doomed waters**. Such a key and combat rests in both towers.

2.2. UNLOCKED

Read this:

'As you put in all four of the keys, you feel a slight rumble. Slowly but surely, the sigil begins to glow and turn, revealing a small white pearl, about the size of a football, resting on an iron platform. You watch it and somehow, just by looking into it... you feel sad... disturbed. Then, you hear a second noise, almost like a dissipating of a barrier. You also watch as slowly... the void of light begins to break... and you look above you, the waters begin to part, get sucked into the hole. You hear a large crack from above and you observe as the fish that dragged you thus far begins to fall into this endless pulling void, water getting drained and threatening to drain you too! You watch as the water gets moved as ever-distant tentacles arrive, although they may be distant. You've surely awoken something titanic. And they threaten to grasp you, and your only chance at departure is to move away.'



The adventurers must now hurry above water. They must cover 500 feet of ground to arrive above the waters. If any of them do not have a swimming speed, they get caught by the angered waters and must make a **DC 18 Dexterity saving throw** or take 10d6 bludgeoning damage once every other turn.

Once they make it out, describe how Daniel is having the ship fight against the currents, but he is too far to help. The party must now arrive at its location by performing 3 **DC 20 (Strength) Athletics or (Dexterity) Acrobatics checks**, as they fight the currents, the waves and the drag of the tentacles. On a failure, they are pulled back into the maws of the sea, taking 5d6 bludgeoning damage.

Once all of them arrive on the ship, proceed to the next chapter.

CHAPTER 2.3. AWAY!

Read this:

'The moment you all make it onto the ship, Daniel pulls on a lever and you feel a strong push, taking you further away with incredible speed. He smiles "I haven't used the turbo mode since we were looking for the Eye of the Desert!" You rush above the waters at an incredible place, certain you are getting away too fast for this creature to ever catch you.'

As Daniel, advise the players to take a short rest, assuring them the creature is not on the horizon. Lull them into a false sense of security by describing the seagulls and the breeze. Tell them they feel safe and are surprised they survived such a hard task. Begin to describe how this is the end of their adventure, but then stop abruptly. Proceed to the next chapter.

CHAPTER 3. THE CREATURE OF THE DEPTHS

In which a Kraken shatters the boat in half. Haha.

3.1. SHOCK!

Read this:

'Away from the ruin, having found what you are looking for, this could be the end of your adventure and the start of your retirement. You close your eyes and take in the smell of the sea. Just then, a quick crack sound. You watch as a tentacle snaps over the ship, then another! Within seconds, a whirlwind takes grasp of your ship, snapping it in half, and a maelstrom begins to take over. In a fit of panic, Daniel stays on the edge of the ship, entirely terrified. What can he do? You must now fight the creature of the depths, as its titanic kraken tentacles come from the water.'

The party now fights the **kraken**. Once it is defeated, proceed to the next chapter.

KRAKEN LAIR ACTIONS

On initiative count 20 (losing initiative ties), the kraken takes a lair action to cause one of the following magical effects:

- A strong current moves through the kraken's lair. Each creature within 60 feet of the kraken must succeed on a DC 23 Strength saving throw or be pushed up to 60 feet away from the kraken. On a success, the creature is pushed 10 feet away from the kraken.
- Creatures in the water within 60 feet of the kraken have vulnerability to lightning damage until initiative count 20 on the next round.
- The water in the kraken's lair becomes electrically charged. All creatures within 120 feet of the kraken must succeed on a DC 23 Constitution saving throw, taking 10 (3d6) lightning damage on a failed save, or half as much damage on a successful one.

3.2. END

After the kraken is defeated, Daniel states that he can find a way out and he takes out a small scroll in a waterproof case, uttering a few words. The party is immediately taken to a small tower of sorts, into a teleportation room. From there, alongside their treasure, they return to Lord Almendrud. If they have recovered the pearl, they are paid 15.000 gold each. If they took up the treasure and gold, they get 20.000 each. And so the adventure comes to a close!

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MAP 2: WRECKED SHIP



SPIRIT OF THE DOOMED WATERS

Medium undead, neutral evil

Armor Class 14

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Incorporeal Movement. The spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the spirit has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The spirit makes one grasping kelp attack, then two life drain attacks.

Grasping Kelp. *Ranged Weapon Attack:* +7 to hit, range 120 ft., one creature. *Hit:* 17 (4d6 + 4) bludgeoning damage. The target must succeed on a DC 15 Strength saving throw or become grappled and restrained. They can break the kelp by taking their action to make a (Strength) Athletics check against the save DC.

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 4) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



THANK YOU !

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And now onto the next project...

Cheers !

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A MASSIVE THANK YOU TO ALL MY PATRONS !