

An adventure by Juan  
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# UNLEASH THE KRAKEN!



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## Adventure Story Synopsis

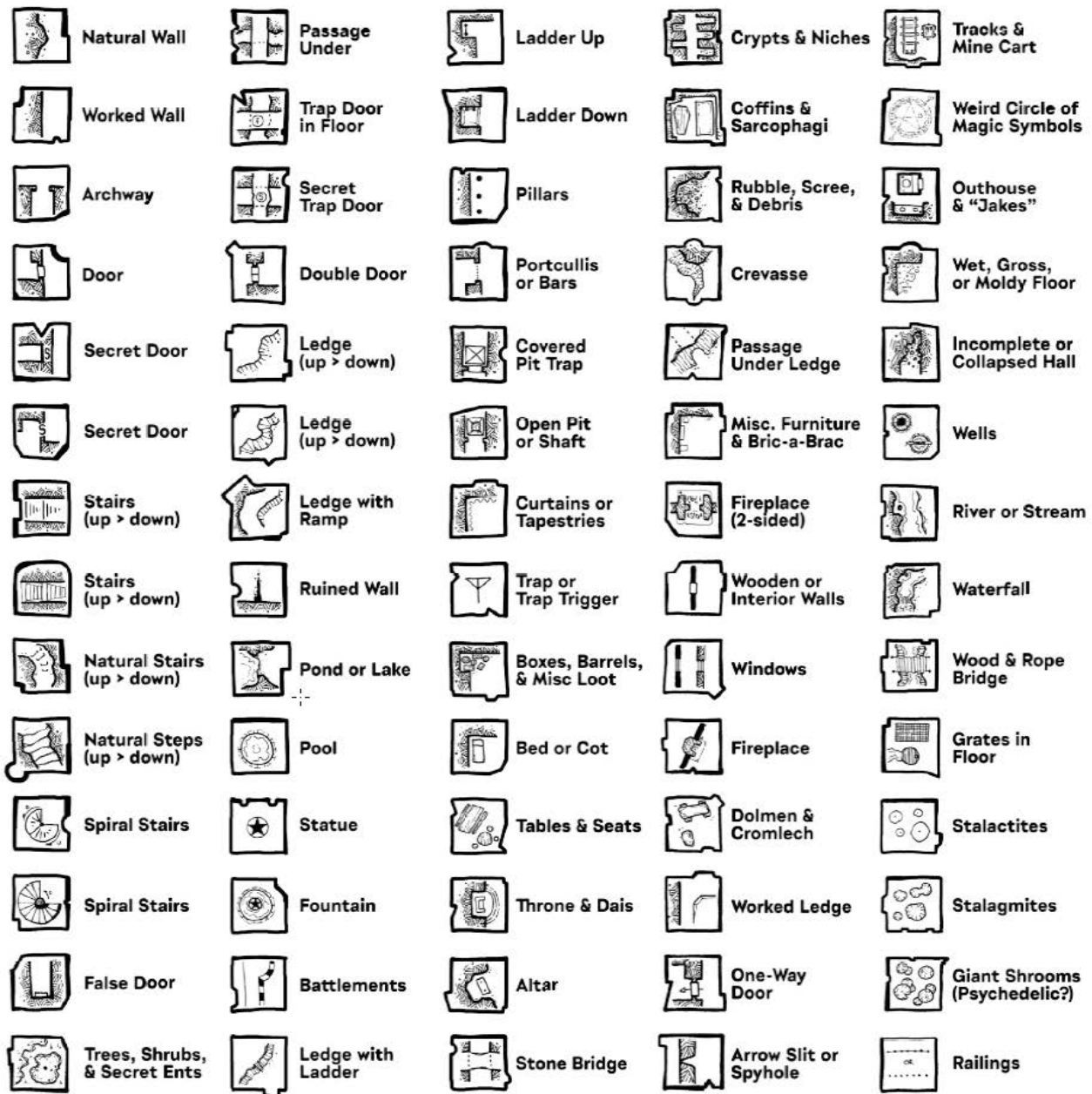
A major, affluent, port city, Bal, finds itself defenseless against a report that an armada is preparing to set sail to attack and siege it. The people of Bal only hope is to unleash the ancient beast - the city's ancient guardian - The Kraken.

Though scribes centuries ago invoked it with ink, many don't believe it exists; the old texts are just fables. Though there are some who believe it still lies dormant, waiting to be reawaken, somberly sleeping on the sacred island of Dukora, that is home to the god Oceanus.

You will discover the truth, should you dare make the trek to Dukora and journey into the Corridors of Oceanus... .

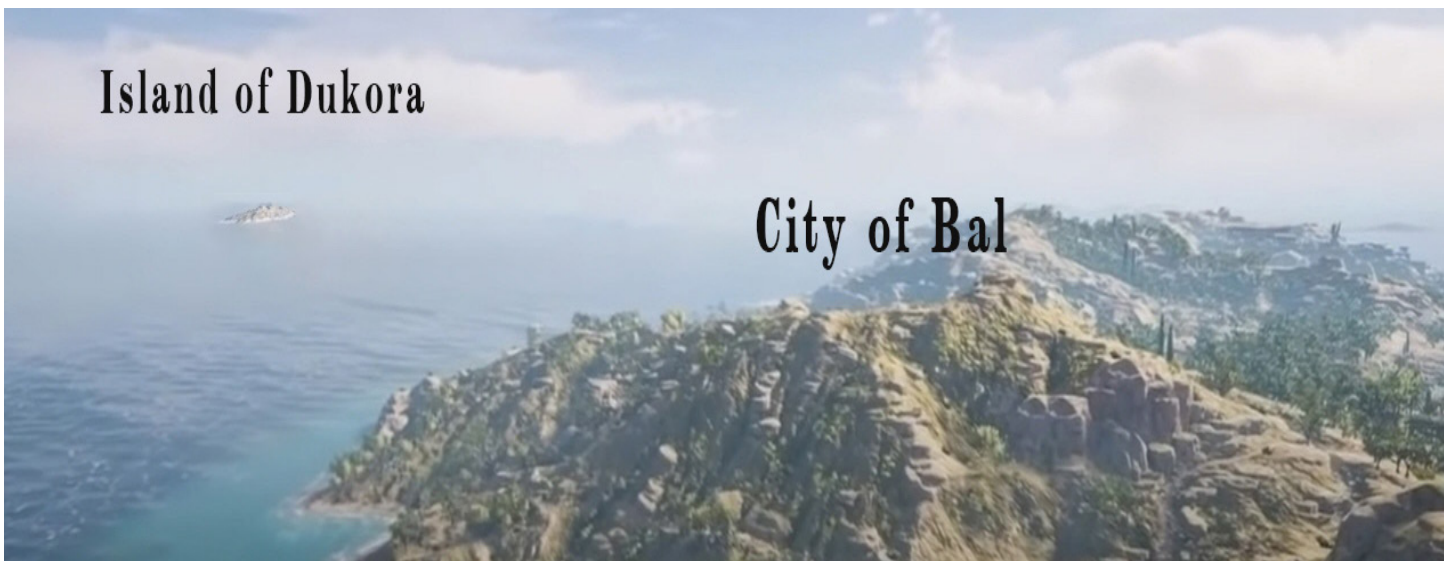


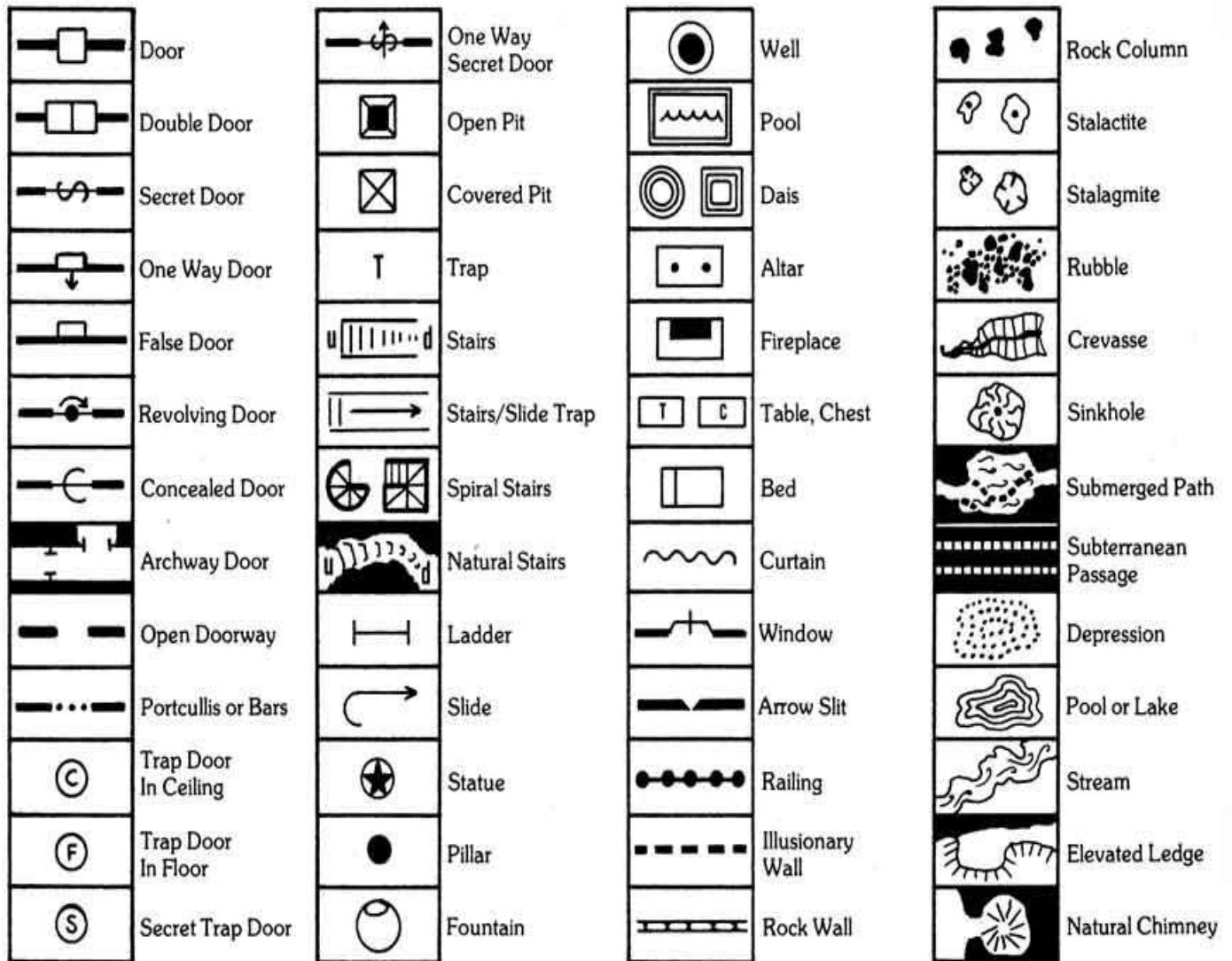




## Island of Dukora

## City of Bal





### Ideas for random items found in the dungeon, temple and caverns

Battered lantern	Copper pieces	Manacles	Silver pieces
Dragon scale	Empty backpack	Dagger	Oil
Beads	Broken incense burner	Key to...	Silver ring
Small knife	Prayer Book	Rotten waterskis	Spoon
Wood staff	Leather pouch	Belt buckle	Broken sword
Chalk	Broken arrow	Broken vial	Vial with something
Rope	Shield	Casket	Tattered cloak
Empty urn	Decaying art painting	Rusted lock	Shovel
Whip	Dead mouse	Crystal ball	Candle(s)
Bowl	Decayed scrolls	Goblin teeth	Dog skeleton
Broken Magic items	Gem	Bucket	Necklace
Vial	Bell	Cooking Pot	Foot Prints
Torn Map Piece	Pages to...	Basket(s)	Mummified
Small statue	Blanket	Cauldron	Eye patch

## How to Use Adventure Module

The Dungeon Master should read the story, then fill in encounter details relative to party level.

DM, remember the explicit instructions given to player characters. For example, “place vial on altar”, if players touches the altar and do not immediately place vial on the altar, this could unleash a monster (optional for DM).

DM, if you read anything with an underscoring “\_\_\_\_\_” you will need to fill in player character’s name.

**All underscores \_\_\_\_\_ is for Dungeon Master to fill out.**

## How to Use Adventure Maps

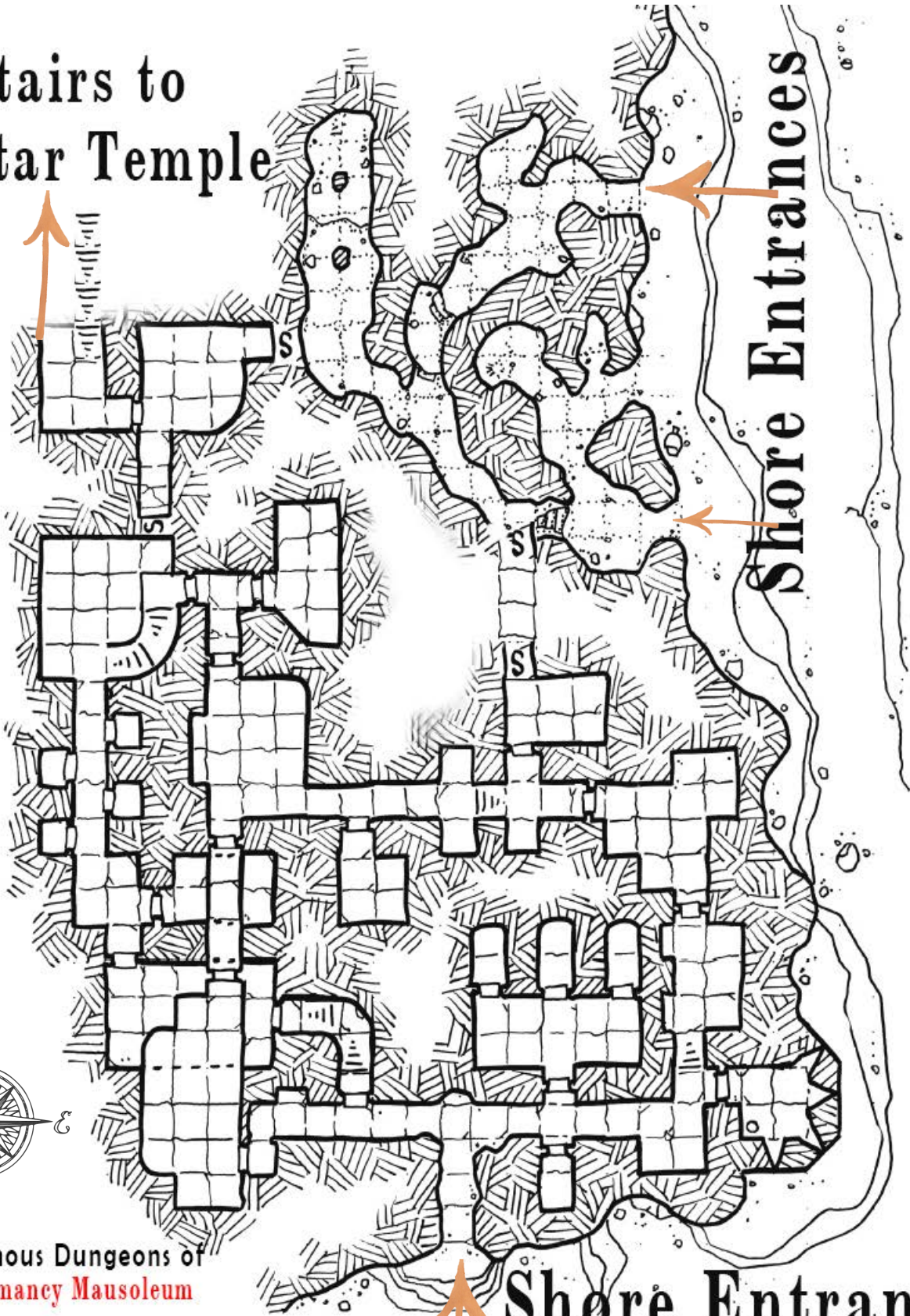
There are two main maps, *Necromancy Mausoleum* and *Altar Temple*.

**Ideally, print these pages out and mark these corridors, rooms, passages, and stairs with A, B, C, etc. (or any convention you choose). After making marks, note what happens (encounter, monster, trap, etc.) in that particular place in the cavernous dungeon (e.g. research relative to party level and note it in a notebook).**

These maps are a dungeon / cavern mix - these are hybrid maps, because the original structure that stood there has decayed over centuries: withered, weathered and dilapidated.

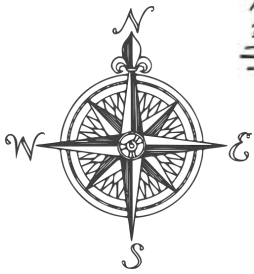
Some instances can fuse with story line - that’s up to the Dungeon Master. Though you may find suggestions at times, in this adventure module (i.e. see table listing for “Ideas for random items found in dungeon, temple and caverns”).

Stairs to  
Altar Temple



Shore Entrances

Shore Entrance



Cavernous Dungeons of  
Necromancy Mausoleum

Cavernous Dungeons of the

**Altar Temple**



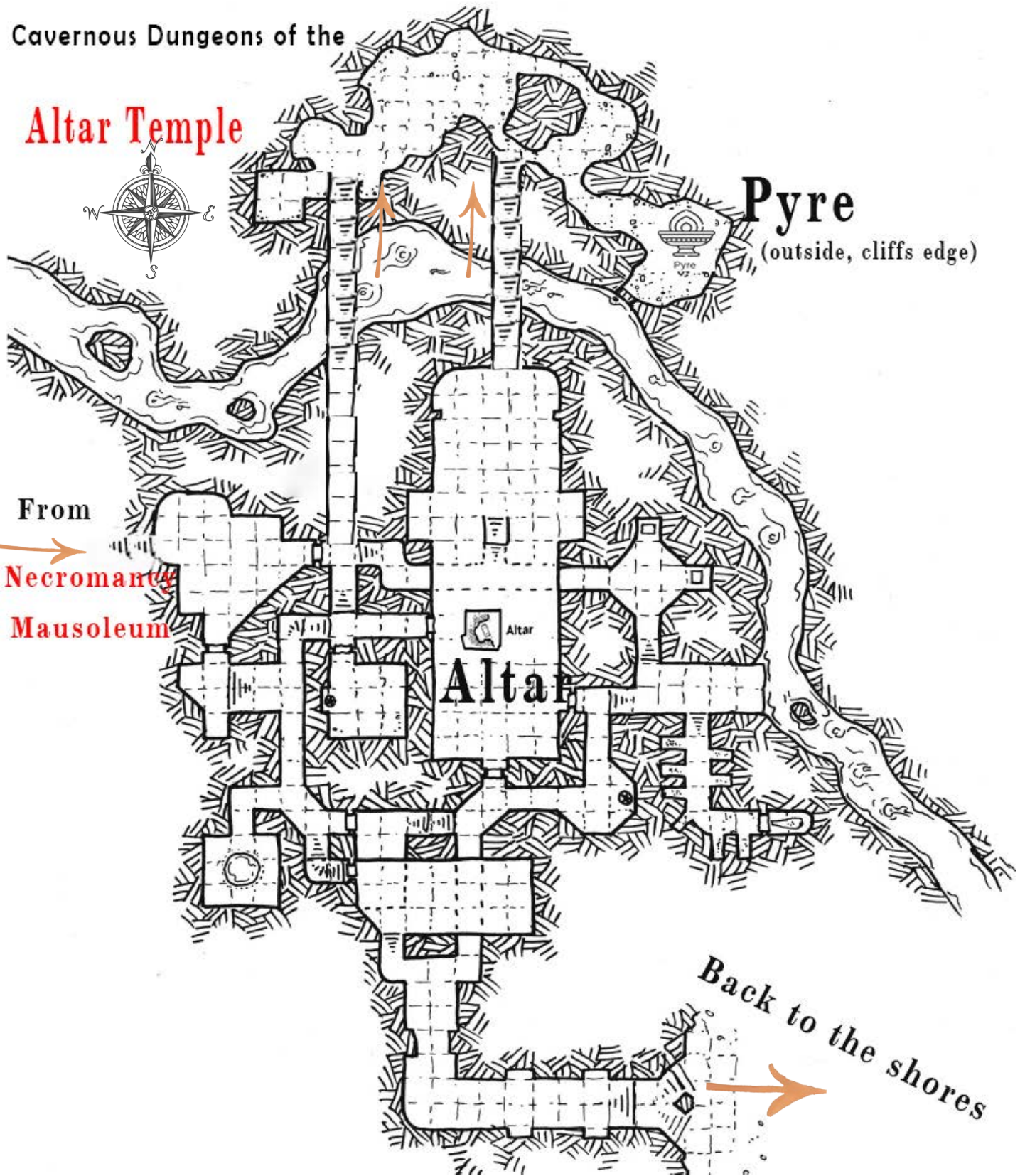
**Pyre**

(outside, cliffs edge)

From  
→  
**Necromancy  
Mausoleum**

Altar

Back to the shores  
→





## Adventure Begins

Many months have passed since you've last seen any real excitement. You've been to many villages and towns seeking an opportunity. And throughout your travels you've gained items, skills and abilities that could help you on any future endeavors, quests, conflicts, adventures or uncertainty.

Life has been easy: you've had enough coinage to live comfortably, and became local folk heroes in some of the places you've rested - as not everyone has stories like yours. How many people can say they've encountered monsters - and lived to talk about it?

You've just arrived at the affluent city of Bal a week ago, relaxing, enjoying the weather and the people. You are fully geared and rested as of this morning.

All horses are currently at the farriers for equine hoof care, in one of the many blacksmith forges, or what some call a "blacksmith shop", that are common throughout the city, as the pay for skilled labor is good and the work is steady.

You are following Austin, who's an older, clean-cut looking human, with green eyes, sandy blonde, short hair, and fair skin. He's wearing sandals and a loose white, knee-length tunic called a chilton, that \_\_\_\_\_ had met earlier this morning. Austin has been scouting for a potential party to perform a much needed task on behalf of the city's council and governing body, soon to be disclosed to you.

You have been seeking an opportunity for sometime at such a potential task, and this might be it.

\_\_\_\_\_ meeting Austin was not in passing, but intentful - not everyone has stories like yours – confronting monsters, yet living to talk about it... Austin believes you may be qualified.

Bal's population is over 300,000 people – mostly humans residents, but many races come and go from harbor to their destination.

Bal has an ancient Roman, ancient Greece feel and look to it. As Austin escorts you through the city streets, most residents are dressed in togas, tunics, skirts, colorful clothing that are loose fitting and airy, because the weather is usually warm, sunny and breezy all year round.

There are many temples, gods, and faiths, with the architecture varying in style. The influence of many other cultures has played a role in the city's presentation, from various types of columns, arches, houses, sculptures - everything others have said about Bal is true – it is a wondrous as described by others. The stone masonry work is exquisite.

The streets are busy with crowds shopping, socializing, else just browsing, as you pass near many vendors and venues: there are armorer shops, barber shops, meat markets, pottery shops, glass shops, fruit stands, wine stores, eateries, and much, much more. The smell of this city comes and goes with the breezes that pass by: sometimes perfume like scents of peppermint or vanilla, sometimes like horse dung and human excrement.

You can hear the seagulls and smell the sea waters too.

Walking, the crowd begins to thin as you approach a wide stone staircase, or as others call it, perron (per-ahnn). It's made of travertine limestone, well presented, chiseled and groomed.

This staircase with thirty steps going up, is grand, with beautiful flowers lining its outer banisters in dizzying colors of yellow, red, violet – only primroses, pansies, and marigolds could produce...this surely must lead to some importance.

Several guards standby, at the base and at top of the stairwell. They rest with large body shields that has spikes that protrude out, so even the simplest butting would inflict agonizing pain. No one dares to challenge. Austin holds up his hand towards the guards, with a signal; the guards do not interfere.

Up the wide stairwell, there is a large entrance, no door, just a large stone arch opening, twenty feet across, fifteen feet high, intimidating, yet very inviting for those with permission. You've notice most city buildings have open doors, else windows, and roof windows, also known as sky lights, as it rains little, and is always warmer.

As you near the top, Austin turns to you and says, "Please know, magic, incantations, rituals, and other magical spell invocations are forbidden inside."

**IF players have pets/animals**, "And please, no animals are allowed inside."

**IF characters ask why no magic**, Austin explains, "To prevent assassinations. There are magic disrupters, designed to ensure no magic exists within the Pantheon Halls."

Entering through the arches you hear the soft music of plucked strings, there is a large room with a high dome ceiling made of white sandstone, and flooring made of brown marble. The room is full of people, standing and congregating in small groups, drinking wine, nibbling fruits and other snacks as they chat, though there are whispers:

## Roll History check:

A1

> 12 **Successful:**

You recognized this building as a forum building, where politicians come together to debate everything from law and order, to trade and festivities. You can tell some of these people are military personnel, politicians and royal dignitaries by the sashes, pins and emblems they wear. The tone of some voices are serious in nature.

A2

< 11 **Fail:**

This all seems confusing for you. Women, men, chatting, drinking wine.

Austin walks you over to a group of two elder women and a heavy set, bald, older man. They too are dressed in loose fitting toga garments that hang inches from the floor; they are well presented.

Austin, "Greetings my magistrates. I have brought another. And the last." The magistrates inspect your presence with their eyes, then states to Austin, "We trust your scouting. Thank you."

A distinguished gentleman, in a dark green toga approaches you with a large smile, interrupts, "Well, well, how delightful." He looks at \_\_\_\_\_, "It seems the paupers are well fed in the cities these days, so vigor and fit. I think they'll do just nicely."

A lady interjects, "Please, councilman," and she looks at you, "let us not provoke any disdain among the plebeians. They're here to help."

Character may have questions, but as they ask, a gong rings three times.

A gong rings three times. Immediately everyone stop socializing. The plucked strings stop. The crowd begins to walk to an adjoining room through another arch way.

Austin says to you, "This is why you came." And he walks off suspecting you'll follow.

**Roll Perception Check. A3**

**Any player who rolls > 8 Successful:**

\_\_\_\_\_ notices something and shrugs over to the rest to see.

You see a mix group of a dwarf, two humans and an elf banned together, talking to each other while walking through arches to the adjoining room. The dwarf slightly trips on the floor while walking...he's probably just nervous.

Then you see another group of about six humans that all look like pirates in presentation. One of them looks like a classic, middle-aged sea pirate captain, from withering thick beard to tight breeches for pants, from eye patch to a dark brown Tricorn hat. They walk like they own the sea and this room.

And a third mixed group of a halfling, two dwarves, an elf and a human. If magic radiated, it would be from this group. They look even more intentful and serious than the pirate looking humans.

Some in these groups look like well-traveled parties, from quality of mountain boots to weapons in easily accessible positions to scars.

*(DM, party levels and details are up to you \* but include a male Halfling named Jermone on page 18 - later in the cavernous dungeons the party will find him dead in the Gelatinous Cube).*

## Roll Insight Check: A4

>12 **Successful:**

You think to yourself: are we competing? Or is this a collaborative effort?

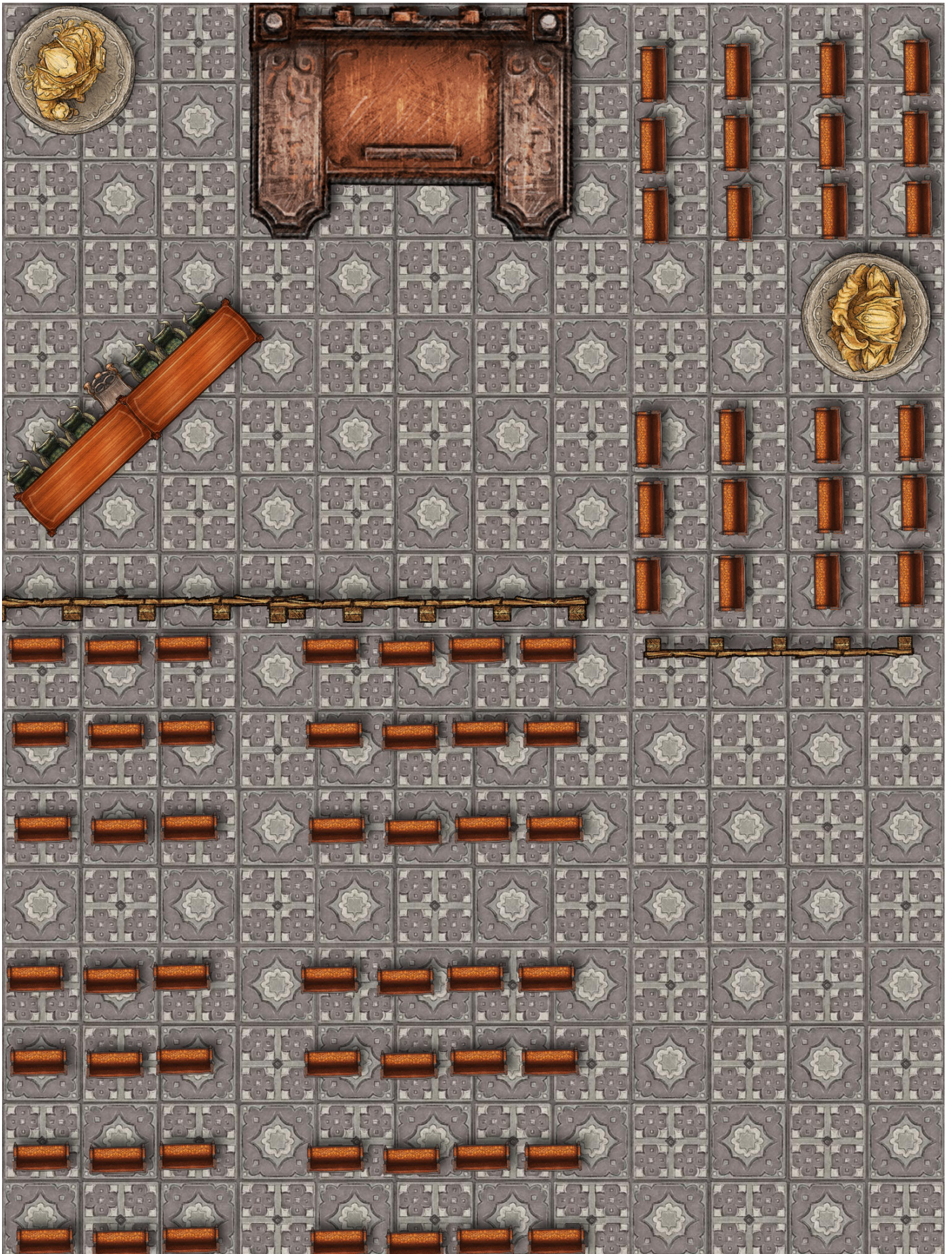
Following the crowd, the arch way leading out of the spacious foyer room you were just in, are manned by a pair of no-nonsense guards in livery – the guards are decorated to the nines, fully dressed in bright red tunics, layered in scale mail armor and holding decorative spears.

A well-crafted cherrywood partition three feet high separates the far larger space that contains long benches used by citizens during public meetings, from the dais (day-es) built into the rear of this chamber, this dais is a raised platform for speakers to speak from during an assembly, where the City Council carries out its duties.

In the dais section, rear of this chamber, is an enormous desk that sits seven, carved out of flawless black walnut, that has been worked and polished to a smooth, gorgeous surface, with seats for each of the esteemed seven council members who will be overlooking this proceeding. In the center seat, slightly elevated above all other six, is where the High Councilman sits, and where meetings are begun and adjourned with a ceremonial gavel.

Though there are no precious materials like gold and gems that ornaments the chamber, there are nonetheless murals on the walls, depicted in different styles of the eras, documenting important events in the city's history.

The roof windows and oil lamps have been placed strategically throughout the large venue, casting a uniform light over all who are in attendance.



As you find your seats on long benches, for guests like yourself, do players or characters, have any immediate questions, comments or concerns before the meeting begins, as everyone seats themselves?

**Notes:**

The murals depict major victories – including a time when the sea monster rose from the water to protect the city of Bal.

About 80 people attending this important meeting, including military.

**IF** they try to talk to the other NPC groups, NPC's ignore them while sitting themselves.

**Roll Perception Check. A5**

**Player rolls > 10 Successful**

You look over and cross the benches, the quietest of the pirates, with a wild smile, looks back at you, and gestures with his finger to this throat, as if slicing it. He's implying you're going to fail, die...or maybe he's going to kill you.

The gavel bangs!

The speaker, Leon, who looks frail, with a very thin face and grey hair says,

“As we discussed earlier today, and late last night, we are here to consider. To consider the ancient beast that had protected our city once before, ages ago.”



One of the many senators interrupts with a shout, “Unleashing what? A children’s story? The same story we all heard when we misbehaved, ‘If you keep it up,’ ” as he wags his finger, “ ‘The Kraken will come get you!’ ” Half the senators and guests burst into a laughter. The gavel strikes hard and loud!

Leon, “Enough! We’ve decided last night, we will do our part, and the navies will do theirs!”

An older female senator speaks up, “Our navies might be our only line of defense. We must support the unleashing.” She looks around, “It’s not like any of you will be going to the island of Dukora. So, now, let High Councilman speak of the matter so we can continue with other plans...should our guests fail in their task.”

The audience quiets down. Submitting to reality – this unleashing, or not, an armada preparing to siege the great city of Bal is real.

Leon continues, looking at you and the parties, “You’ve been invited to accomplish a task no other person in Bal is allowed to do as written by scribes years ago. As part of a ritual sacrificing, you must be strangers to these lands, as prescribed by the god Oceanus, holder of the Kraken. The ancient writers described the Kraken as a 200 foot beast, with 20 tentacles that stretched out another 100 feet in all directions, and an appetite that kept devouring until the threat to the people of our land were no more. They wrote that the Kraken swam underneath a thousand ships, like a sharks fin, smashing its way through the invading armada with its back near surface, and its tentacles doing it’s bidding – and destroyed all threats sailing on in the waters.”

An old, human woman, Gwenth, who’s in royal, wearing loose, decorative garment, walks slowly into the room carrying a small tray with red vials.

Leon continues, “To unleash the Kraken, we have virgin blood of ancient royalty. Place the vial of dried blood on the Altar of Okeanos, in the Corridors of Oceanus that lies in the Temple’s Altar, on the island of Dukora, 22 nautical miles at sea, and this will give the god our request and our blessings to unleash the Kraken.”

Gwenth interjects, “After you’ve journeyed through the Necromancy Mausoleum.”

An much older elf, with silver hair stands up from the table. His name is Nanan, and speaks to High Councilman, “Leon, shall I give them the particulars so they can decide to take on this task or not?”

Leon apprehensively nods his head in agreement to Nanan.

Nanan starts to read from a parchment scroll, “He by decree of Bal, each party that accepts this task will be allowed to barrow a ship, with a skeleton crew to man it, disembark outside the island shores on small boats and find entry into the cavernous dungeons, where upon they will find the Temples Altar and place the royal vial of blood on the Altar of Okeanos as an offering to Oceanus to unleash the Kraken for Bal’s defense.”

“Each party that endeavors will receive \_\_\_\_\_ GP’s for their attempted services, and \_\_\_\_ PP’s, even if they fail.”

“But the person or party that actually Unleashes the Kraken with their vial offering to the altar will also get an extra \_\_\_\_\_ GP’s for services completed and each party member that may still be alive, will receive two magical items at their choosing from the city of Bal’s private vault collection as a reward for their successful services.”

***(DM, you decide how much GP’s, PP’s, and which magical items can player characters can choose, if they are successful)***

Gwenth continues, “When you have completed your task, go outside on the eastern cliff’s edge and you will set the pyre on fire. This will signal our navies and defenses to prepare.”

Nanan follows up, “And of course, we will dispatch a ship and its boats to retrieve you, in case your boat is lost or sunken on the jagged shores of the island.”

Leon, “There are no maps of these cavernous dungeons recorded, yet. The few that have tried to explore, never returned. But cartographers will be happy to pay a handsome reward should you map out your exploration.”

Meeting adjourned.

## **NOTES:**

If players have questions, they can ask before heading towards the docks that are two miles away from the Pantheon Halls.

Island is notorious for wrecking shipping that sail too close.

The island is believed to be haunted by the dead.

It’s believed a tribe of necromancers thrived there many years ago, their order dissolved.

All parts of the island is known to be deadly dangerous.

Place vial on the alter to Unleash the Kraken, then light Pyre.

If players try and talk to the other parties, all members ignore them to get to their ship, except the Halfling named Jermone, but he is pulled away by his party from any conversations with you. He’s a nice Halfling.

Dungeon Master, the rest of the story, the encounters is up to you.

You decide what encounters, monsters, traps, etc. occurs inside the cavernous dungeons. Just print maps and start making notes for player characters to discover.

### **Game Notes and Further Suggestions**

No horses are needed, else allowed on ships, and pets are discouraged. Included are several more details, if you'd like to use them for your game.

### **Ship / Docks**

Captain explains he has a skeleton crew, because the northern sea is cursed. No sailors travel to the island, and those that do, are never heard of again. The money is too good to say no, but most of the crew are too scared to make this voyage.

Players ship is behind schedule, and they leave 30 minutes late, behind the other party's ships.

### **Out at Sea**

The winds gathers speed the closer they get to the island.

Just a few hours later, nearing the island, characters see the other ships gathered together several nautical miles from them, off to the North East, the pirates are attacking the other ships - the pirates want to be the ones to complete this task.

Player looks over the starboard (right) side of ship and sees a huge mountainous creature swimming underneath the waterline, towards all the comotion of ships fighting the pirates - its a Turtle Dragon - minutes later they see it eat all the ships (some say that is how rogue waves start).

This Turtle Dragon may seem to have killed everyone. Except later the characters may find the remains of some of the NPC's that made it to shore alive, dead inside the cavernous dungeon, either by accidents, incidents, traps or as in the Halfing's, Jermone, case - find he's floating dead, with terror in his eyes, inside the Gelatinous Cube.



### **Inside Cavernous Dungeons**

Characters might find other NPC's dead, who may have survived the Turtle Dragons attack.

If they find any pirates that are alive on shore, or inside of cavernous dungeons, the pirate might pretend to be friends, until it gets a chance to backstab them all. Else goes straight into a fighting encounter.

Characters may find actual ghosts, hauntings, and/or undead explorers who've died there.

Characters may find caskets of the necromancers. Or magical traps.

## Altar Ending

When the character who has the vial of royal, dried blood, touches the altar with anything but the vial, a monster manifests.

After characters place vial on altar, nothing happens, yet.

After vial is placed on altar, characters should find pyre to light on fire.

If characters find pyre and light it on fire - Oceanus comes down from the skies and places at each character's feet - a magical item. A rare interaction between mortals and gods.

Oceanus, in a thunderous, deep, raspy voice, shouts from the heavens, "Unleash the Kraken!"

### Final Note:

To make it unique and interesting, when Oceanus lays magical items at their feet, you could have players close their eyes and pick out some random magical item card from *D&D Magic Item Cards*:



**The End**

**DnDink.com Presented, “*Unleash the Kraken!*”**

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