

DREAD FROM THE DEEP

Dreaded Cthulhu

There is no mortal means to harm this entity, only evade. Any saving throws are automatically passed and any damage that would be dealt is met by Cthulhu's body instantly recombining. 6 **Servants of Cthulhu** (as **Lizardfolk**) and 2 **Scions of Cthulhu** (as **Lizardfolk Shaman**) rise from the depths to serve their master. They are not immune to Cthulhu's attacks.

Phase 1 : A Stillness Otherworldly

The party is adrift at sea when the wind and water goes eerily still.

- Passive **Perception** 14 senses something below in the water—queuing them into the coming ambush but also a larger presence.
- DC 14 **Arcana** or **Nature** check indicates that the night sky's constellations are all wrong.
- DC 14 **Investigate** indicates all distant landmarks have vanished.
- After 1 minute, phase 2 starts

Phase 2: Shadow Rising

A deep shadow is visible below, and a swarm of smaller motion erupts.

- 6 Servants of Cthulhu and 2 Scions of Cthulhu emerge from the deep, taking surprise round if not detected.
- After initiative is rolled, the phase progresses +1 at the end of each round (including the end of any surprise round).

Phase 3: Growing Shadow

The face grows.

- the shadow below grows in size and definition—any creature that looks down makes a DC 25 **Intelligence save** and suffers 3d12 Psychic damage (not halved on success). On a failure they become Frightened until the end of their next turn.

Phase 4: Golden Glow

The face rising from the darkness is undeniable and inscrutable now.

- At initiative count 20 from now on, Cthulhu's eyes will make a beam attack at a single foe. Creatures in its path make a DC 25 **Dexterity save** or suffer 4d8+8 Psychic damage.

Phase 5: Nearly Emerged

The face of Cthulhu floats below and instills a general sense of terror and panic.

- Every PC makes a DC 25 **Wisdom save**: on a failure, they become Frightened of Cthulhu until they can escape his gaze.
- PCs tied to great powers (Outsiders, Gods, Greater Demons, etc) gain Advantage on this save.

Phase 6: Tendrils Rising

Cthulhu's grasp has reached the surface.

- All creatures within 5ft of a tentacle or hand of Cthulhu become restrained and grappled.
- Any saves made against Cthulhu's abilities are at Disadvantage from here-on.

Cthulhu's Presence : Legendary Actions

- *Call of Cthulhu*: primal urges overrule all else. Creatures must make a DC 25 Charisma save at the beginning of their turn to do anything other than attack with natural weapons, flee, or howl. On a second failure, their dermis begins to sprout scales...
- *Downfall of Knowledge*: Cthulhu's presence thrusts terrible truths into immediate perspectives—all thinking creatures not already in its service make an Intelligence check. On a result of 10 or less they are fine. On 11+, they suffer 3d6 Psychic damage and lose the ability to speak or discern reality until the end of their next turn.
- *Venomous Cloud*: all creatures in a 20ft radius make a DC 15 Constitution save or suffer 3d6 Acid and 3d6 Poison damage, becoming poisoned on a failure. Halved damage on success.
- *Writhing Feeler (stage 4+)*: all creatures in a 10ft square make a DC 25 Strength save as a writhing feeler of Cthulhu darts up dealing 3d8 Bludgeoning (not halved by success). On a failure it drags them down 40ft.

This encounter is created for **Old God Awakening Battle Map**, it can be downloaded here:

<https://www.patreon.com/posts/shadow-of-phased-41923367>