

The Kraken



A DnD mini scenario for low level groups



The Kraken

Introduction

Welcome to my short little scenario for the first ever Kraken Week. This is a story to drop into your campaign, and set to fit an adventure party of 2nd or 3rd level. There will be a few notes to adjust level challenges at the back of the scenario. I hope you enjoy :)

Story overview

Setting off to investigate the disappearance of Rigel Corallis, the group must sail to a small rock jutting out of the ocean, far from shore. Upon that rock they will find the inn, The Kraken, and try to unravel the mystery of what happened when they gone missing.

They will discover that the inn is home to a lot of illegal trades, and that the innkeeper might be more than what meets the eye.

They must find their way past the innkeeper and his workers, descend into the rock itself, and find caves deep below, where a Sea Hag and her minions keep not only Rigel, but several people captive.

They will have to defeat the Sea Hag and rescue the captives. And depending on how the encounter goes, find their way out of the caves before they flood and take the group to their grave.

Adventure Hook

The scenario works best if the characters are within a reasonable distance of the ocean. As there is a limit to the time, they can take to get to the rescue.

William Glenn, a contact of one or more of the characters, approaches them with a plea for help. A friend of his has disappeared, one of the merfolk, Rigel Corallis. William has heard from their family, with which he does trade, that they had been taken captive and brought to the Island of the Kraken. Not much more than a rock jutting out of the ocean, the inn “The Kraken” sitting on top of it. It is known to be a meeting place for many pirates and criminals to do their trades far from the law.

William promises the characters a reward for finding where Rigel is, and freeing them so they can return to their family. They can borrow his small sailing boat, *The Gull*, and will receive 500 gp for bringing Rigel back safely.

The Island

The island, or large rock, lies about an hour’s sailing from the port, and no matter what time of day it is when they arrive, a fog envelope it, obscuring it from full view. The light of the lighthouse is barely visible as well, but somehow manage to steer ships heading for the rock around the foggy island.

As you approach the island, your boat slides slowly, silently into the fog. You can feel the moisture in the air as the world turns to shadows around you. The sounds of seagulls have disappeared, and you can now only hear the waves hitting the boat. In the distance, the large shadow of the island looms, and after a few minutes, you can see the golden light of lanterns penetrating the fog. As you put your boat to the moor, the rock towers above you, dark and ominous. But you can hear the faint sounds of music and merriment coming from up above. A gravel path leads uphill to the inn..



The small docks are surprisingly full. There is barely room for the players' boat. A lot of people have come to the inn this evening in search of a unique deal - one of the merfolk for sale.

The Inn

Take note that names marked in **bold** are "monsters" you can find in Monsters Manual or Players Handbook.

The Kraken is an average size inn. Downstairs, the common room has seating for a couple of dozen people, and upstairs, there are rooms for rent where weary travelers tired of ship accommodations can find rest for the night. The lighthouse is empty, holding not even stairs going up to the light. A light that somehow shines, even though no one has tended to it for years. Lighting the way for people wanting to find the island and guiding other sailers around.

As you enter the inn, the heat and noise hit you. Patrons fill the common room, and the staff busily serves at all tables, running around with trays filled with food and beer. Some guests are singing in merriment, but several tables are more quiet, talking among themselves. Behind the bar you see what must be the innkeeper. A bulk of a man, and as you look closer, you see he is much more than that. One hand is a claw like a crab, and there seems to be some shell on his skull as well, like some kind of hybrid creature between crab and human.

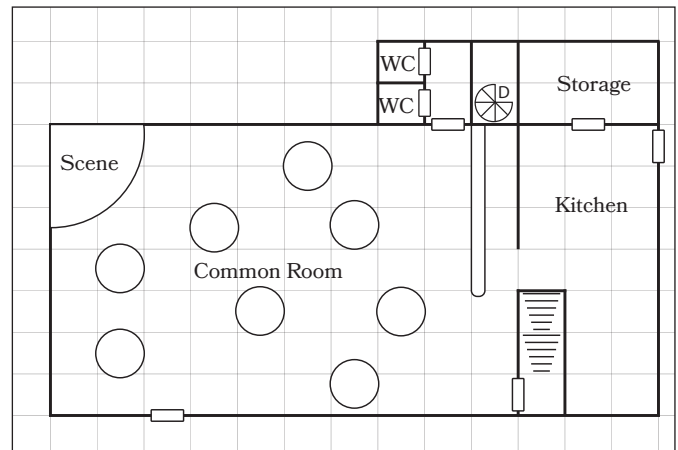
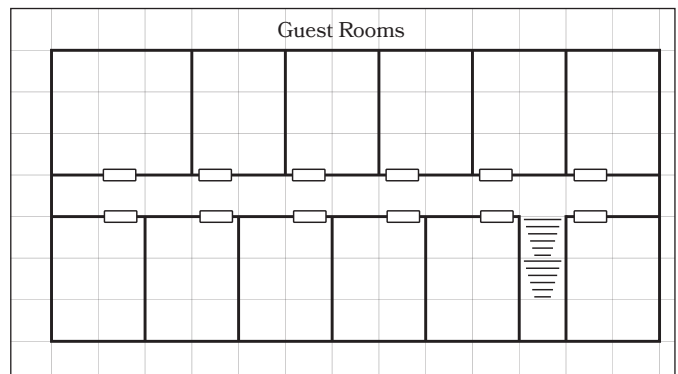
In the back of the inn, there is a secret door leading to stairs going down to the cage. This is where the innkeeper and his crew sometimes kidnaps people who owe them money, or they are paid to make disappear.

The Innkeeper Roald is not a talkative host - he knows why people are here and take advantage of them. All his prices are double those at shore. He really likes money, but also won't sell someone out unless the price is good. He has a reputation to keep. Helping him are four people, two in the kitchen and two serving. They have the stats of **Guards**.

The players

Around the inn room there are three factions present, each one interested in buying the rare catch. They will hold the auction in one hour.

Idriss Dandelion, a long lanky human **Noble**, dressed



in the finest clothes, looks very much out of place. He frequently dabs his nose with a scented cloth to avoid breathing the smells of the inn. He is the right hand to a local nobleman, who is interested in the catch for his aquarium. Idriss is flanked by two big **Thugs** to do the heavy lifting, and keep him safe.

Another table has five grubby looking characters sitting around it, scowling at everyone, and looking at all in the room as if they were merchandize. This is a group of human slavers (**Bandits**), here to make a good deal, then sell the catch on.

The last faction is lead by Vir Topence, a halfling **Cult Fanatic**. Like Idriss, she is also here representing her master, a necromancer who sees this as an interesting experiment for their spells. Vir is flanked by three **Cult-ists**, most of all to help her handle a being twice her size.

The Caves

The caves below are the home for the innkeeper and the love of his life, a **Sea Hag** named Crinna. She usually presents herself as an ugly old crone. This is, of course, an illusion hiding her truly hideous self.

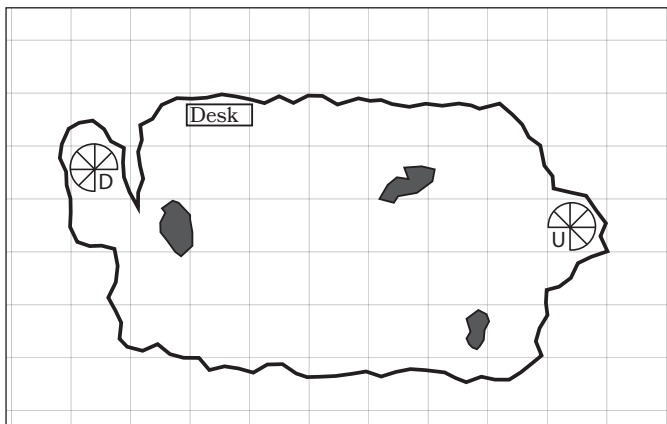
Behind the secret door, you find a small room with winding stairs leading down into the bedrock. As you walk downwards, you can feel the moisture in the room rise and see fungi and moss grow on the walls. A hundred foot down the staircase ends with an opening into a large cave. The floor was rough, but worked into a reasonably flat surface. Across the room you see what seems like an open living room, an old lady working at a work desk, mixing ingredients into a small cauldron.

Crinna is working on a sleeping potion, to use with beverages served up in the inn. Something they add to have an easier time handling the victims. She has her back turned to the opening at the moment the players see her.

Someone has strung a thin, almost transparent wire with a bell across the opening into the room. It requires a DC 15 perception check to notice it. Once noticed, it is easy to step across.

Behind some rocks in the back of the room, there are stairs leading further down. You can hear the sounds of the ocean through here.

The Sea Hag will not want to fight the players alone. At the first chance, she will run down the stairs to the room below where the Merrows guard the captives, and where she is close to the ocean, should she need to escape.



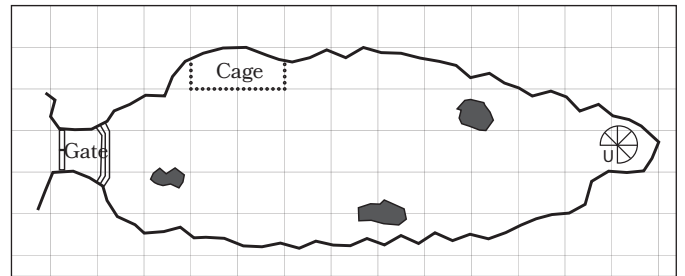
The Deep

Down here the Hag and her **Merrow** minions take care of the hostages, and get rid of the unwanted, with the help of a shark that the Sea Hag controls.

As you come down the second stairwell, you can hear the ocean loudly. The air feels wet, and the room is damp. Before you lie a new cave, and at the back along the righthand wall, there is a cage holding 3 humanoids, including Rigel. At the opposite end of the cave, you can see some stairs leading up to what appears to be an enormous gate, water splashing against it, splashing over it a little now and then.

They keep Rigel (**Merfolk**) in a cage here with 2 other captives. Lora Var, a half-elf sailor (**Guard**), who was making trouble for his captain, and Matt William, a human **Scout** working for the nearby harbour, who got caught sneaking around the inn. The lock on the cage is DC 15 to pick.

Two Merrows guard the prisoners. If the Sea Hag dies, they will try to escape to the ocean.



Should it look like the characters are winning, one of either the Sea Hag or the Merrows will run to open the gate to the ocean to gain an advantage over the players.

If the gate is opened, water will rush in as the cave is below the ocean surface and only the gate holding it out. Every round the water will rise 1 foot, making it difficult terrain after round 1. The cave is only 8 foot high, so the players will need to free the prisoners and escape up the stairs or out into the ocean to avoid drowning when the water reaches the ceiling. Trying to shut the gate after it being opened will require four DC 20 STR rolls at disadvantage. For every success, you lessen the water coming in by 25%. So one success and the water only rises 3/4 foot on a round, two successes 1/2 foot. The water will not float back out before the ocean lowers hours later.

In the ocean, the Sea Hag can get help from a Giant Shark that she controls. If the cave is fully flooded, the shark can enter the cave.

Failure and Success

Should the players rescue Rigel, and hopefully the two other prisoners? There will be a reward. In addition to the 500 gold pieces they were promised, the merfolk family gives them a purse containing 10 gems worth a total of 300 gp. The two other prisoners are both poor, but tell them they owe them one if needed. And the harbour gives a reward of 100 gp for the return of their employee.

Depending on how the story goes, the players might have trouble with one or more of the 3 factions that were there to buy Rigel.

Should the players fail - and still be alive - the Innkeeper and Sea Hag will hold them for ransom. If there is no way they can earn money on the players, the Innkeeper and Sea Hag will sell them into slavery or service on a ship, or if they are lots of trouble, they'll feed them to the shark.

NPC's

Roald

Medium humanoid (crustacean/human)

Armor Class 17 (Crustacean shell on his body)

Hip Points 49 (9d8+9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	10 (+0)	11 (-1)	8 (-1)

Skills Athletics +6, Deception + 4

Senses Blindsight 30 ft.

Languages Common, Crab

Challenge 2 (450 XP)

Amphibious. Roald can breathe air and water

Adjusting the Scenario

If your players are fewer than 4, or maybe just level one, you can take away minions from both the factions if they face them, and the Sea Hag and Innkeeper. This will reduce the danger to the players.

Likewise, if the players are stronger, you can either add more Merrows as minions. Or add two sisters to the Sea Hag, making it a coven, and therefore giving them access to spells.

Actions

Multiattack. Roald makes two melee attacks: one with his cudgel and one with his claw

Cudgel *Melee weapon attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) bludgeoning damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11).

