

# Kraken Attack'n!



Imprisoned below decks, you stare helplessly through the iron bars that confine you into the dejected eyes of your friends. Suddenly the boat is hit hard. Moments later an enormous cracking and grating sound is followed by the eruption of an enormous, snapping, black beak through the hull. Kraken! The beak retreats only to be replaced by a gigantic tentacle and water pouring in through the hole. The tentacle flails about the room, catches one of the screaming sailors and pulls him into the cold dark sea. Quickly the tentacle returns, flailing about the room and catching on the iron bars of your cell. The tentacle wraps around the iron and pulls, wrenching the door of your cell free and flinging it across the room. The horrid tentacle is searching the room, your jailors are screaming, water is pouring into the room and your friends look at you hopefully. You must escape the ship *NOW*.

**The ship is sinking!** This is represented by placing a transparent page protector over the ship and placing a push pin or fastener on the big black spot just above the waterline, through the page protector and ship. Draw a line on the protector that matches the line running through the big black spot. Holding the ship stationary move the page protector so that the line points to the number of minutes passed, indicated in 5 minute increments on the arc. The line on the page protector is the new water line. Once the ship is at 90 degrees it sinks completely within five more minutes. Apply consequences to rooms as the angle of the ship increases e.g. no longer able to stand on the floor, contents of room have cascaded to one end, underwater etc. Choose to track real time, game time, or a combination, but keep it consistent and urgent. Add one tentacle to an occupied room every 5 minutes and increment the waterline on the arc.

**1. The Brig.** There are two jailors with short swords that must be grappled and overcome in addition to the kraken's tentacle. One of the jailors has a set of keys, but they are unique--the keys end in pieces of colored glass. There are three colors: red, blue and yellow. The cells have lock mechanisms with three slots in them. The mechanism that holds your friends has a dime size hole on the face of it. If the hole is closely examined with sufficient light it will appear that inside the lock, visible only by peering through the hole, is the color purple. The blue and red keys must be inserted to unlock the cell. The door out of the first room opens outward and contains a similar lock with the color orange inside. The red and yellow keys must be inserted to unlock the door.

**2. Cargo Hold.** The hold of the ship is full of barrels of wine, rope and ship supplies. The staircases leading topside are blocked with debris and/or tentacles. Characters must move to the far side of the hold and open the door. The portside and starboard sides of the hold are lined with iron cages containing various specimens collected by the sailors. Held in cages are a sahuagin, a lion and more allies or enemies as the GM sees fit. Tentacles will rip the bars off of the cells every five minutes, freeing the captive creature. The door to #3 has a lock similar to the first two encountered and this lock has the color green inside. The blue and yellow keys need to be inserted.

**3. Lab.** The Lab contains ceramic jars full of colored powders in cupboards (do they break when they fall?). The colors are primary and the powders match the color of the jar. A piece of paper (can the paper be found amidst jumbled contents of the room?): has these notes: Purple explodes with water, orange is an incredible adhesive, green exudes a noxious gas.

**4. Captain's Quarters.** Contains the character's personal possessions. There is also a secret door behind a wooden panel. When the panel is found and pulled to the side three separate spinning wheels with numbers will be revealed on another flat, wooden surface. Three numbers must be input to open the door. The jumbled contents of the room contain three dice which must be found. The three dice have three sides that are very subtly marked on these faces: six, three and five. If the marked faces are set face down the numbers that are revealed are one, four and two. These numbers, in this sequence, must be set into the numbered wheels in order to open the secret door. Once the secret door is opened it will reveal a 4'x4' room with another door on the far side that has a simple latch on it. On the floor of the small room is a cloak of the manta ray and any other bootie the DM sees fit to place. The latched door opens to the outside of the ship. Characters that escape will find an unmanned dinghy nearby.

**Scaling complexity.** To make escape more difficult use tertiary colors rather than primary colors (you will have to add keys to the key ring as well). Add more challenging monsters in cages in the hold, more tentacles, faster sinking or all three. To make escape easier allow die rolls that provide clues to solve puzzles or remove puzzles. Slow the sinking, start room #1 without having to rescue friends, or add allies to cages in #1 and/or #2. Add useful equipment to #2. Hide a color wheel in one of the rooms.

