



Background:

The PCs are travelling on a merchant ship when sahuagin and their trained kraken attack it.

Random events:

At the end of each non-surprise round, roll a d20. On a roll of 19 or 20, the water leaking into the ship rises a foot. When the water reaches 2 feet in depth, combatants are restricted to half speed. When the water reaches 4 feet of depth, combatants also count as crawling. Swim checks will be necessary if water rises above head height.

Non-PC combat

This "dungeon" includes numerous NPCs (ship crew). These NPCs are under the control of the DM.

To save time and avoid distracting attention from the PCs, whenever an NPC attacks or is attacked, the DM should simply assume the attack was a hit and deals one quarter of the attack's maximum damage. This accounts for averaging of damage and an approximate 50% chance to hit.

PCs can influence the crew's actions with social ability checks.

General info re: encounter areas:

Lighting: Twilight. The ship has lanterns below and above deck.
 Ceilings: Rooms on the lower deck have 6-foot ceilings. This may cause difficulties for large PCs. Main deck is 7 feet above lower deck.

Room Key:

- 1. Passenger's Bunk Room:** Beds and a small table. PCs begin here. At the beginning of round 2, one of the Kraken's tentacles smashes through the wall of the room and attacks any non-sahuagin still inside. Continues to attack creatures in the room until the room is empty, then withdraws. Will begin attacking again if anyone returns to the room.
- 2. Captain's Cabin:** Bed, desk, meeting table, bookshelf.
- 3. Cargo Hold:** Crates and netting. Ship crew (4) battling sahuagin raiders (5). Crates can be climbed to get above water level. Netting can be pulled down with a Str check to entangle enemies. At the beginning of round 7, the kraken breaks into the cargo hold and begins to attack as per room #1. The water level rises 1 foot when this happens.
- 4. Crew Area:** Grand stairs to main deck, crates and tables. Hammocks can be used against combatants. Sahuagin chief, octopus pet and 3 sahuagin raiders.
- 5. Main Deck:** Stairs leading to areas 6 and 7, and down to area 3. Two masts (provide cover and can be toppled after damaged). Railings (help combatants stay on the ship). Ropes and grapnels near the railing (can be used to drag other combatants or stop Kraken from moving). Ship crew (6) fighting sahuagin (6), sahuagin shaman and kraken. Shaman can spend actions to direct Kraken's attacks; otherwise it attacks random non-sahuagin targets.
- 6. Forecastle:** Railings. Swivel-mounted ballista. Can be used by anyone adjacent (sahuagin will not use, but crew will). Can be used to attack the Kraken. Slow to reload but causes heavy damage.
- 7. Stern:** Ship's wheel (provides cover), railings. Ship crew (5) and Captain fighting sahuagin raiders and sahuagin druid (5).
- 8. Ocean:** 2 sharks attack any non-sahuagin that falls into the ocean surrounding the boat. If the water in the lower deck reaches 4 feet of depth, the sharks can enter the ship proper in area 3.