

## The Kraken's Shell



# The Kraken's Shell

This adventure takes place in the western seas surrounding Theah (the Frothing Sea, the Trade Sea or La Bucca) or within the Midnight Archipelago. It begins with the attack of a hideous creature and reveals details of its society and mindset. While it is likely that most heroes who take part in this adventure will not gain any understanding of the krakens, the information is provided to help round out the game master's knowledge of these rare creatures. Feel free to add additional chambers in the lair to provide a longer, more exciting adventure.

### Scene I. Abductions

*A slight wind is filling the sails overhead and the deck rocks gently in time to the waves. The crew moves languidly amid the rigging, obviously just keeping out of the bosun's way. The ship has continued this way for the last day and the weather shows no sign of changing anytime soon. Even the least nautically experienced landlubber among you has little about which to complain. Standing upon the deck, you look out over the calm sea and dream of better times.*

*Your reverie is broken as a hollow boom resounds through the ship and the deck shifts slightly beneath your feet. You stare around in confusion for a moment and see mirroring expressions upon the faces of everyone around you. A grizzled salt rushes past you towards the wheel, muttering under his breath. "We're*

*too far out for that to be a reef and there's no sign of whales..."*

*Moments of confusion and chaos pass without any sign of what just happened. Then without further warning, the water beside the ship erupts with a half dozen enormous arms. Seconds later you correct yourself, those are not arms, they are tentacles! Two of them are fifteen feet thick while the others are still as wide as a man. The top of each is covered in thick rubbery skin the hue of midnight while the bottom holds hundreds of suckers ranging in size from a finger's breadth to several feet across. The larger tentacles grab onto the ship itself and the deck beneath your feet begins tilting as the port side is dragged towards the water.*

*As you try to move across the deck, one of the smaller tentacles lashes towards you. One of the largest suckers strikes you square in the head and you feel its edges grip tightly around your face. You reach out helplessly as the tentacle lifts you from the deck. The tentacle flails about and you suddenly feel water pressing upon you from every side. You stare blindly and struggle futilely for a moment and then you see a glowing yellow eye opening before you. By its dim glow, you can see the sucker which grips your face as you struggle to catch your breath and then everything fades to black.*

A kraken is attacking the heroes' ship, but it has little interest in the ship itself. Instead the creature tries to capture several members of the crew or passengers for a small task. Once this is accomplished, the kraken may either swamp the ship and destroy it or simply disappear beneath the waves. This is solely at the game master's discretion.

Anyone holding weapons must make a brawn check TN 30 (Str check DC 30) to maintain their hold while the tentacle shakes you. It forms a partial vacuum within the tentacle which holds you in place and drains much of the air from your lungs. By slowly releasing oxygen into the tentacle, the creature can keep a captive alive



## 7th Sea

for hours. The eye is primarily used to allow it to strike with precision with its tentacles.

### **Kraken:**

*Brawn* 9, *Finesse* 4, *Resolve* 10, *Wits* 5, *Panache* 4  
*Attack:* 7k4 to attack ships (5k4 attack people).

*Damage:* 9k7 bite, 7k7 crush boat, 5k4 crush people.

*TN to be hit:* 15 for ship-mounted weapons, 10 vs hand-held weapons but they deal 2 fewer unkept dice.

More complete stats in the Montaigne Revolution Book. For SBA, check the stats for krakens in the monster manual.

## Scene II. Awakenings

*You slowly swim up out of the darkness. You feel hard stone beneath you and see a rough cavern ceiling above you. You hear lapping waves and a harsh clicking noise from nearby. Raising your head, you see that you are lying in a large natural cave (50'x60'x30'), though half of the floor is actually a pool of dark water. Two wide openings lead into other chambers. The only light comes from a group of three creatures standing across the room. They are pale, thin men with sharp teeth and oversized eyes. Completely hairless, their bodies are covered in a disgusting series of bulging veins. The largest carries a wicked looking dagger in one hand and a glowing pearl in the other while the other two bear only a glowing pearl. They all wear a wide band of greenish fabric wrapped around their torso dozens of times. The creatures continue clicking at each other, though they watch you carefully.*

Anyone familiar with Vodacce can probably identify the creatures as crypt ghouls (see Vodacce books or Heroes, Villains and Monsters for details). However, those familiar with the creatures will sense that something is different. Crypt ghouls usually dress in the garb of entombed people and are solitary creatures. These seem comfortable in a group, possess strange garb and weapons and exude a sense of confidence. They are actually known as Kraken ghouls, but have

the same statistics as crypt ghouls. They will have also disarmed the heroes of any normal weapons (throwing them into the pool). If the heroes bear unique or special weapons, the ghouls will bear them.


*The largest of the creatures gestures towards you and declares in ancient Vodacce, "Gettest up, foul things. Work thou must or die thou shall. Mine mighty master did bring thee here to work, not to lollygast. Shouldst thou work hastily, thou shalt be freed, else these caves shall be thine tomb."*

If no one speaks Vodacce, it will attempt Thean next. If that fails, it will use hand gestures to communicate. The creature is named K'ka'tchu'ka'ku'kuss among his own people, but will not expect the unworthy humans to be able to speak his name. It is the head slave of the mighty master Huruumaanaauoi, the kraken. These caverns were once the home of a kraken and its slaves, but were abandoned centuries ago. The kraken who captured them and his slaves came to this area to retrieve something from these caverns, however they discovered that the room holding it experienced a cave-in. They need help in retrieving the item and so captured the heroes to aid them.

If the heroes refuse to help them, the ghouls will point out that they are a thousand feet beneath the surface and will never return to the surface without their help. If the heroes continue to refuse, the ghouls will attack. If combat occurs, the kraken will reach in through the pool and aid his slaves. See Scene V for combat statistics for the ghouls and kraken.

There are three openings within the room. The first is the 30'x20' pool which opens out to sea. Only the air pressure within the room prevents the water from rushing in and flooding the room. The second opening leads to the north and Scene III, the third opening leads to the east and Scene IV.





## The Kraken's Shell

### Scene III. Ascending

*Looking around, you see bare rock walls. A metallic hatch of some sort in the center of the ceiling attracts your immediate attention. Several knobs protrude from the hatches surface. Openings in the walls lead to the south and the east.*

Opening the hatch requires a brawn check TN 30 (strength check DC 30) to twist it clockwise 90 degrees. It then drops to the floor below and a strong breeze instantly begins blowing up into the opening. Beyond the hatch is a spiral sloping upwards for a thousand feet. It is difficult to traverse (climbing check TN 15, climbing check DC 15) for every hundred feet. Placing the hatch back into the opening is impossible from within the passage and requires a brawn check TN 40 (Strength check DC 40) from below. Unfortunately with the hatch opened, the water begins flooding the cavern. It begins rising through the passageway ten rounds after opening. Anyone caught within the water must make drowning checks per normal rules. Failure on climbing check indicates that the water has caught up and the heroes must make drowning checks per normal rules. If a person makes a raise, he may add 5 to another person's climbing check. Anyone who makes two raises gains enough of a lead that they can fail their climb check once without allowing the water to catch up to them.

The passageway to the south leads to Scene II. The passageway to the east leads to Scene V.

### Scene IV A Trap

*This stone cavern has numerous ledges surrounding all four walls. Each is made of stone, six feet long and a foot thick and four feet separate it from the others. A wide bubbling pool fills half of the room. A strange mosaic of red octagons, blue squares and green triangle tiles covers the floor. There were once four openings from this room, one in each cardinal direction. Now only the ones to the west and north remain. Avalanches have blocked the other two exits.*

This room was once a barracks for the kraken's slaves. While it held many possessions, they have long since rotted away. Only one thing remains, a powerful trap within the mosaic for the unwary. The tiles once served to train the ghouls to walk upon their tiptoes, the stance that the kraken preferred. Anyone stepping upon a red or blue tile triggers a spike to thrust out of the floor and into the offending person's feet. This inflicts 2k2 damage (2d6 damage). If the heroes break off the spikes, they may use them as knives. The kraken will aid his slaves in any fight that occurs in this room.

The bubbling is caused a shelf of special clams living upon a shelf beneath the pool. These clams convert water into breathable air as part of their feeding process and release it in the form of bubbles. These bubbles prevents the cavern's air from becoming stale or unbreathable. Each of the clams is three feet across and has an inch wide hole at the center of its shell from which the bubbles emerge. There are 12 clams. If a hero grabs one of the clams, they can fasten their lips around the clam and carefully use the air the clam produces. This increases the heroes' brawn by four for drowning purposes (increases the hero's constitution by 3 for drowning rules).

The passage to the north leads to Scene V. The passage to the west leads to Scene II.

### Scene V Acquisitions

*This large chamber obviously once held a pool like the first chamber does. However, a rockslide over the years filled it and the passageway to the north with rubble. Three enormous spiral conch shells fill the southern end of the room. Each of the shells stands ten feet tall. The hideous creature accompanying you points towards the shells and speaks. "Those are what we seek. We must give them to the mighty master and then we will be freed."*



## 7th Sea

This is the kraken's goal. Each of the shells is actually a form of record. When touched by any living creature, the shells will emit loud moans and clicks. These sounds are actually the language of the krakens, recorded here to pass their knowledge down through time. By pressing different spots, different parts of the record will play. Details on the contents of the record are below.

The ghouls do not care how the shells are given to the kraken. Two possibilities are that the heroes could excavate the rubble from the pool or drag the shells out to another pool. If they decide to excavate, they must make 10 Brawn checks TN 15 (strength check DC 15) spaced one hour apart, this may be done by one person or up to three people working simultaneously. Failure indicates that they must make that attempt again. Further, once an hour, someone not involved in the excavations must make a Mathematics check TN 15 (profession: architect or stone working check DC 15) to ensure that the diggers do not cause another avalanche. If an avalanche does occur, it will inflict 5k5 damage on anyone working on the pile and an additional 1d10 Brawn checks of excavations. The ghouls will simply observe. They will tell the heroes to stop once the pool has been cleared since the kraken can now merely reach in and take the shells.

If the heroes attempt to bring the shells into another room, they must make a brawn check DC 30 three times. If they think to place the shell upon rollers (such as the spikes from Scene IV) or upon a piece of fabric (such as cloaks), they receive two free raises to these attempts. Again, the ghouls will merely watch the heroes and tell them to leave the shells beside the pool. If the shells are left unattended, the kraken will remove them.

Once the heroes have given the kraken a method of retrieving the shells, the ghouls will attack. The ghouls are hungry and intend to feast upon the heroes flesh and the kraken does not want any witnesses to its actions.

If they are in a room with a pool, the kraken will aid his slaves as well.

The passage south leads to Scene IV. The passage west leads to Scene III.

**Kraken Ghoul (Leader):** *Henchmen*  
*Brawn 3, Finesse 3, Resolve 3, Panache 3.*  
*Attack: 7k3*

*Damage: 4k2*  
*Skills: Ambush 3, Stealth 4, Riposte 3, Attack (dagger) 4, Parry (dagger 4), Swim 4, Footwork 3.*

**Kraken Ghouls (2):** *Henchmen*  
*Brawn 2, Finesse 3, Resolve 2, Panache 2*  
*Attacks (3): 3k2, (Claw/Claw/Bite)*  
*Damage: (Claws) 2k2/(Bite) 2k1*  
*Skills: Ambush 3, Stealth 4, Swim 4, Footwork 2.*

**Kraken**  
*Brawn 9, Finesse 4, Resolve 10, Wits 5, Panache 4,*  
*Attack: 5k4*  
*Damage: 9k7 bite, 5k4 crush people.*  
*TN to be hit: 10, but reduce all damage by two unkept dice. More complete stats in the Montaigne Revolution Book. For SBA, check the stats for krakens in the monster manual.*

## Scene VI Escaping the Cavern.

There are two methods, the passageway to the surface (see Scene III) and swimming out of the pools. If the heroes attempt to swim out of the pools, they are extremely far below the surface. They must hold their breath for 24 rounds (see drowning rules), though a successful swimming check TN 25 (swim check DC 25) reduces this to 12 rounds. Further, the heroes take 8k8 damage (10d6 damage) from the pressure and strain of the swim.

If the heroes make it to the surface by either method, they find themselves at a tiny island (barely 30' across) half a day's journey south of where their ship was







## *The Kraken's Shell*

attacked. The passageway leading down to the cavern will collapse mere moments after the heroes reach the surface. A Montaigne naval frigate will pass by a day later and pick up the heroes.

**The Shells:** As mentioned above, the shells contain audio recordings of knowledge and information gained by the krakens. The recordings are in their own language which is almost impossible for a human to comprehend. It requires the Linguist advantage and a Conception check to comprehend the noises as a language. This is a Wits check TN 50 with four leaps of logic (requiring 5 drama dice to simply attempt the roll). After that, the hero must make 5 Wits checks (TN 50 each) to decipher the various sounds into understandable words. Once someone has deciphered the kraken's sounds into a language, they may teach it to anyone at a cost of 20 hero points (or 60 experience points).

(For Swashbuckling Adventures, the hero must make an Intelligence check DC 50 to understand the sounds as a language and then 5 additional Intelligence checks DC 50 to decipher the various sounds into understandable words.)

One of the shells is a description of star positions and alignments which also explains how different star constellations visible in different locations proves the spherical nature of the world.

One of the shells details how a series of mathematical calculations can determine the amount of area beneath a line and how that can indicate general facts about the line such as its position at various points, its slope and its rate of increase.

One of the shells dictates the final days of Manalaka heimakanakanukikaku, a kraken and one of the most favored servants of the Black Siren. The Black Siren, accompanied by four of her most powerful minions, set out to destroy the sidhe known as Maab. The minions

included two kraken, a leviathan and another creature detailed only as the Whirling One. They ventured from far to the west, through a tunnel that passed beneath the Barrier and into the waters around Avalon. The Black Siren ordered her minion to attack and Maab's sidhe attempted to stop them. Although the battle raged on for weeks, in the end the sidhe lords were scattered, many of them dead. However, the price was steep; of the four minions only Manalakaheimakanakanukikaku survived. It struck against Maab, but she brought the full force of her magic upon it and shattered its mind. It watched helplessly as Maab and the Black Siren fought for days until finally Maab sliced off the Black Siren's hand. Screaming in agony, the Black Siren called to her creature and it responded, covering her escape for crucial minutes. Deprived of her prey, Maab retired from the field of battle. The kraken returned to an old lair and left this recording, each moment feeling what was left of his mind slowly flaking away. The recording ends with horrid wheezing and crashing as the creature attacked the cavern around it and causing the rockslides that blocked the pool. Scholars of the sea may realize from the recording that the kraken dictating the record still lives. Sailors know it as the Great Grey.

### **The Kraken**

The kraken are a cruel and vicious race, far more than merely cunning animals. They possess their own language and society far outside the realm of human contact. While each kraken lives apart from its own kind, they each maintain scores of slaves in air-filled caverns. Most of the slaves are crypt ghouls, though many humans serve them as well. The slaves primary duties are to take care of the kraken's possessions including the shell audio recordings, enormous pearls enchanted to glow brightly and treasures seized from surface dwellers such as gold, silver, statues and other works of art. While these duties hardly seem sufficient cause to warrant the vast number of slaves, they are also seen as a status symbol among the kraken.



However, the greatest symbol of power among the enormous creatures is knowledge. It takes months to prepare and record a single shell, so they are greatly prized. Krakens spend years researching a topic before committing a single syllable to shell and few ever produce more than a handful of them over their centuries-long life span. Most kraken only own two or three, but powerful creatures often own dozens. Each is secured in air-filled caverns to ensure that other krakens cannot reach it easily and guarded by the kraken's slaves.

The Black Siren occasionally aids a kraken in its research, her ability to spy upon anything occurring beneath the waves is invaluable for many such projects. She also owns dozens of the shells herself, seized from kraken who fail her. These are doled out to those creatures who prove their loyalty and willingness to serve her. She is dominant over all the kraken and destroys any who fail to show her proper deference while richly rewarding those who amuse her.

Other times, krakens meet each other and trade with each other for shells, slaves, information and other items. These meetings are always prolonged rites to determine dominance between bitter rivals. The lesser creature must always provide more to the greater one as a show of submission. These encounters rarely come to actual violence, though the possibility always exists. Often these encounters also involve the kraken scheming or manipulating each other. A prime example of this is when a submissive kraken alerts a dominant one of an opportunity to attack a rival. The submissive often hopes the confrontation will weaken both of its rivals so it can emerge dominant to both. Additionally, should the dominant kraken fail to act upon the information, this can be perceived as a weakness by the others and lead to further challenges.



## Credits

### Writing

Dana DeVries

### Layout

Charlie Cantrell

### Graphic Design

Steve Hough and Cris Dornaus

7th Sea™ and Swashbuckling Adventures™ ©

Alderac Entertainment Group

<http://www.swashbucklingadv.com>