

# Kitchen Table Adventure

# Isle of the Kraken

## AREA EFFECTS (1D6, then 1D6 again)

	1-2	3-4	5-6
1	Smell of rotting fish (1m)	All light sources flicker purple for a moment	Skeletal hand points to treasure, disintegrates
2	Heavy fog (15m)	Rat on a leash appears, no owner in sight	All talking comes out as duck noises (1m)
3	Water sprite appears, obeys commands	Cluster of shellfish sing	One player grows gull feathers (useless)
4	Cold breeze, deep moan	Crystals in rocks pulse colors	It rains fish
5	Tremors, cavern shakes	A warning trickle, then a flash flood	Seaweed grows anywhere exposed hair does
6	Water bubbles, then stops	Two toads engage in ritual battle	Everyone floats/bobs in the air, then lands (10s)

## NPC FACTIONS (1D6)

	Level 1	Level 2	Level 3
Pirates <i>treasure hunters, rag-tag crew, captain has teeth filed like shark, don't know other NPCs</i>	1-2	1	1-2
Gnomes <i>friendly, worship kraken, hate crabs (they defile kraken's space), ride giant sea horses, build snorkels from reeds</i>	3	2-3	3-4
Crabs <i>horde treasure, capture and rob treasure hunters, fear kraken (it eats them)</i>	4-5	4-5	5
Kraken <i>protects conch, has magical abilities, created by the wizard, will attack outsiders if they get too close to conch</i>	6	6	6

## CREATURES (D66)

11 Crab	21 Rat	31 Crocodile	41 Catfish	51 Centipede	61 Worm
12 Shark	22 Duck/Goose	32 Lightning Eels	42 Otter	52 Sea Squirrell	62 Hipporhino
13 Piranha	23 Gulls/Sandpipers	33 Glow Jelly	43 Pig	53 Driftwood Dryad	63 Horsehoe Crab
14 Snake <i>anaconda/viper</i>	24 Turtle <i>sea/snapping</i>	34 Dragon Fly <i>nymph/adult</i>	44 School of Fish <i>flying/sail/saw</i>	54 Toad/Frog	64 Starfish
15 Cat	25 Giant Seahorse	35 Mantis Shrimp	45 Shellfish	55 Pufferfish	65 Manta Ray
16 Octopus	26 Pelican/Parrot	36 Water Elemental	46 Slug	56 Stinkbug	66 Albino - reroll

## LOOT (1D6, then D66)

1-3			4-6		
11 5 gold coins	31 20 gold coins	51 Red gem	11 Mask & snorkel	31 Statue of Kraken	51 Singing Shell
12 5 gold coins	32 20 gold coins	52 Blue gem	12 Tattered old sail	32 Invisibility Dust	52 Bag of infinite air
13 5 gold coins	33 20 gold coins	53 Green gem	13 Rusty harpoon	33 Darkness Powder	53 Gem <i>glows in water</i>
14 5 gold coins	34 50 gold coins	54 Purple gem	14 Pouch of Snail Shells	34 Glass Eyeball	54 Coral staff/wand
15 10 gold coins	35 50 gold coins	55 White gem	15 Wooden Bowl	35 Jar of Honey	55 Duck Beak Whistle
16 10 gold coins	36 Broken oar	56 Jar of Shark Teeth	16 100 gold coins	36 Empty boot	56 Leatherback Armor
21 10 gold coins	41 Buoy w/ shark bite	61 Hempen Rope	21 Shell Knife	41 Gold ring, pearl inlay	61 Golden Trident
22 10 gold coins	42 Red stones (5) <i>Fireball when thrown</i>	62 Anchor Necklace <i>Wearer can't drown</i>	22 Seeds (5) <i>Grow kelp in water</i>	42 Sea purses (5) <i>gas inside</i>	62 Octopus Ink <i>drawings turn real</i>
23 Sealed Glass Orb <i>lightning eel inside</i>	43 Seagull Feather <i>Never touches ground</i>	63 Bottle of ever-bubbling water	23 Hag stone <i>Always floats</i>	43 Crocodile-Tooth Necklace	63 Ring of Aquatic Beasts
24 Narwhal Tusk Sword	44 Driftwood Staff	64 Jelly Tentacle Whip	24 Gold Tooth	44 Large, warm egg	64 Sharks Cloak
25 Pearl necklace	45 Ball of Twine	65 Dried Seahorses	25 200 gold coins	45 Bag of Sand	65 Seaweed of Speed
26 Fishing Hook	46 Shell of Holding	66 Fishing Net	26 500 gold coins	46 Black Pearl	66 Lens of Learning

**TELEPORTATION SHELLS (1D6)**

	<b>1-2</b>	<b>3-4</b>	<b>5-6</b>
<b>Caves</b>	Level 1	Level 2	Level 3
<b>Level 1</b>	Cave	Level 2	Level 3
<b>Level 2</b>	Cave	Level 1	Level 3
<b>Level 3</b>	Cave	Level 1	Level 2

**HOLES IN THE CAVERN WALL (1D6)**

- |            |  |
|------------|--|
| <b>1-3</b> | Nothing  |
| <b>4-5</b> | Roll on the loot table   |
| <b>6</b>   | Hand comes out mutated. Roll on the creature table and pick a feature from the animal. |

**MAGICAL TRICKERY (1D6, then 1D6 again)**

*If you insult or double-cross a magical creature, or just happen to encounter a mischief one, they may choose to play a trick on you.*

	<b>1-3</b>	<b>4-6</b>
<b>1</b>	One metal item of yours turns to driftwood	You hear the constant sound of a seagull in your ear
<b>2</b>	A weapon becomes corroded into its case	Swap voices with other players for 1 hour
<b>3</b>	All of your food becomes salty	Swap bodies with other players for 1 hour
<b>4</b>	All of your water turns brackish	Lose your voice for 1 hour
<b>5</b>	You find your shoes filled with sand	Your footsteps sound like crunching shells for a day
<b>6</b>	Your shoe/boot is constantly coming untied	Every hour or so for a day, a bird swoops by and poops on you.

**Entrance.** A narrow hole that drops into an underground river.

**Statues.** Various sea creatures.

**Secret Entrance.** Hidden under the floorboards. Stairs.

**Cave.** Hidden cave on out-island.



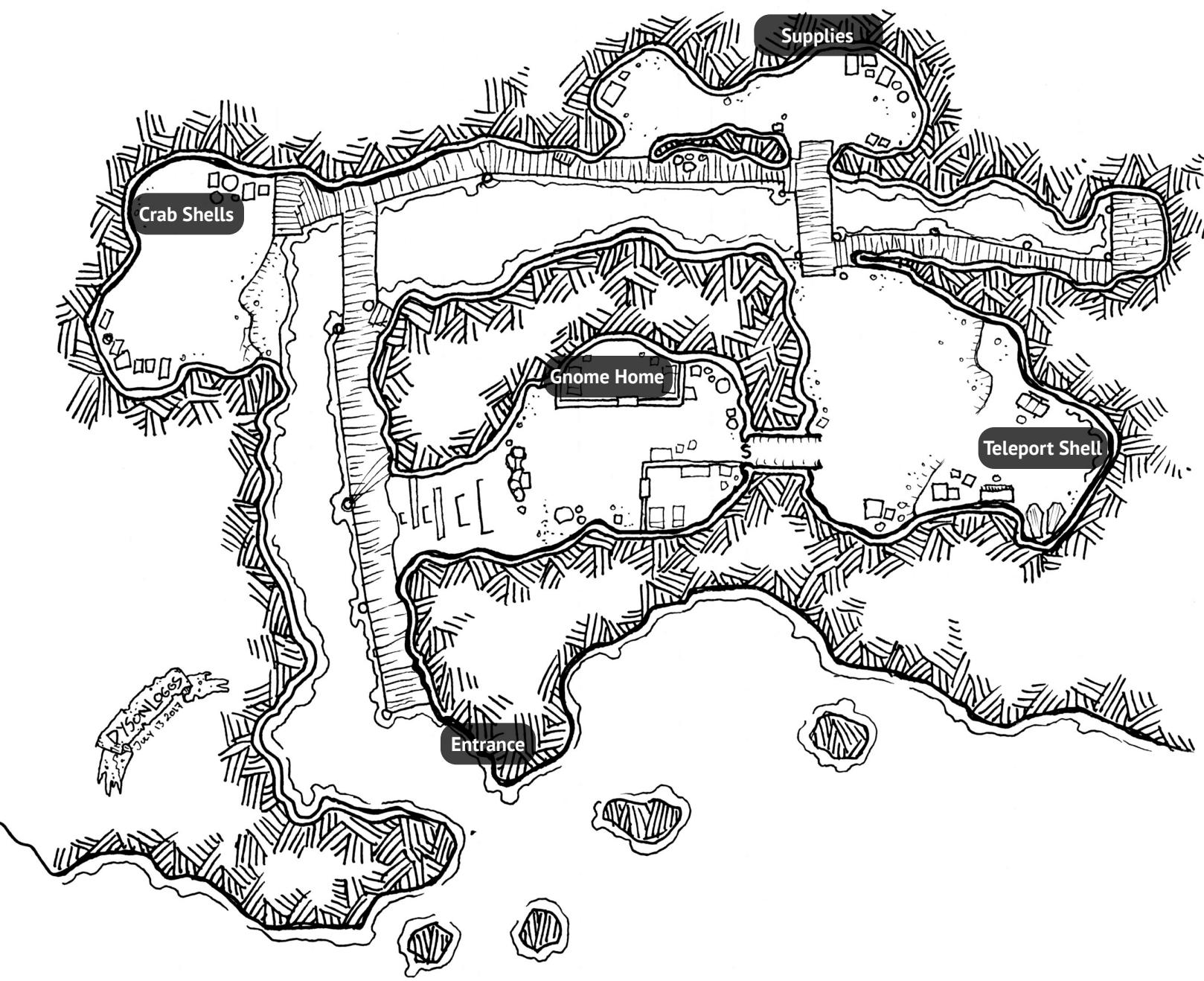
**Entrance.** Hidden from plain view by dangling vines.

**Crab Shells.** A pile of giant, empty crab shells.

**Gnome Home.** A small kitchen, beds, table, personal items.

**Supplies.** Miscellaneous supplies, plus reed snorkels and masks.

**Teleport Shell.** Giant shell. Teleports to random location. Roll on Teleport Table.



**From Surface.** Underground river from surface flows into this chamber.

**Nest.** An animal nest. Animal may or may not be there. Roll on Creature Table.

**Axe Trap.** Pressure plate trips axe. Corpse of previous explorer on the ground with visible axe wound.

**Sleep Pool.** Bathing in it or drinking its water puts person to sleep for up to 1 hour.

**Gnome Mosaic.** Tile mural depicts gnomes in battle with giant crabs, kraken consuming crabs.

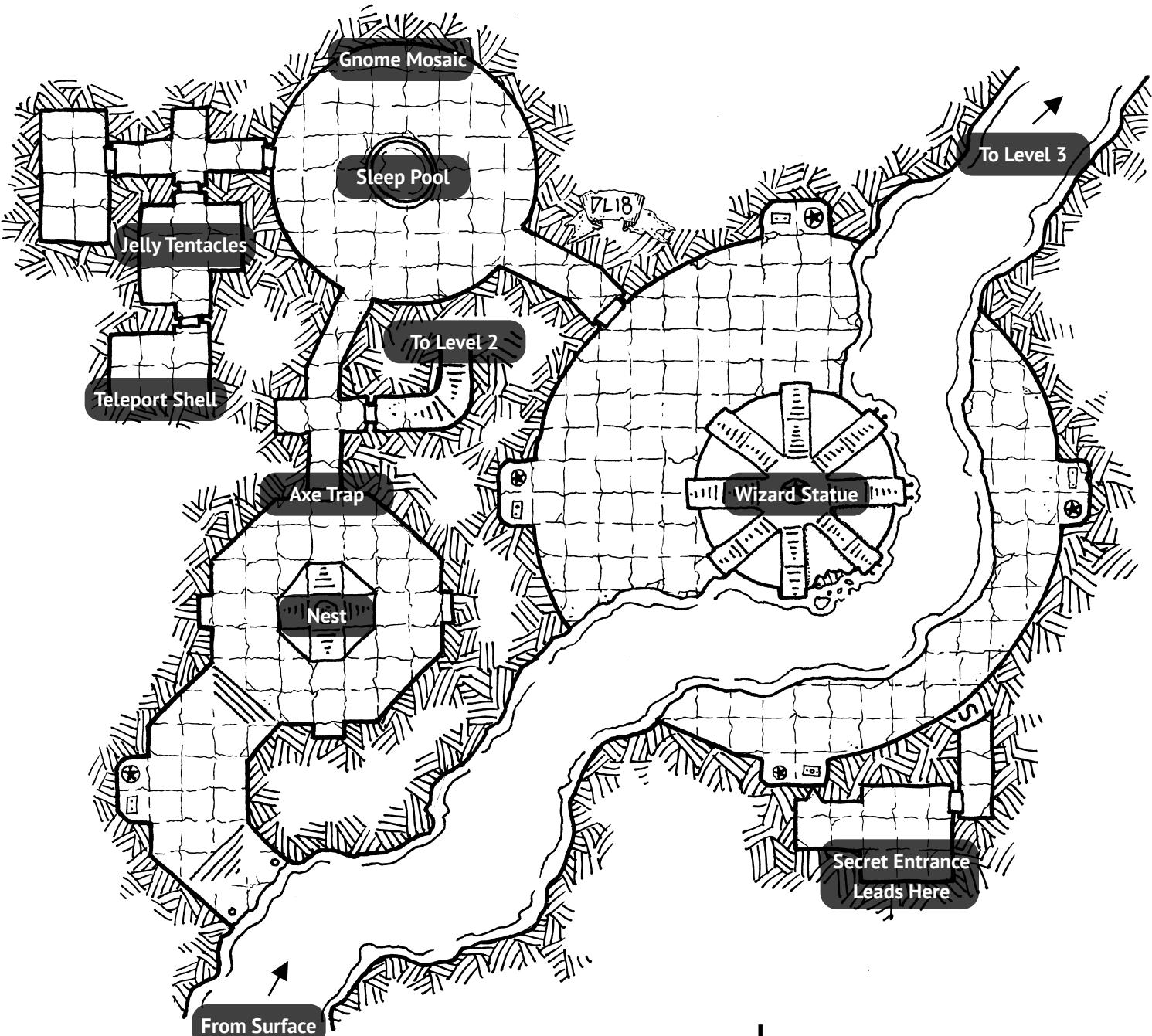
**Jelly Tentacles.** Long, barbed tentacles hang from the ceiling, tightly packed. Corpse of adventurer on floor, puss oozing from mouth.

**Teleport Shell.** Giant shell. Teleports to random location. Roll on Teleport Table.

**Wizard Statue.** Statue of the wizard who built this place. Stairs leading up to it look like squid tentacles.

**Secret Entrance.** The secret entrance on the surface leads to this hidden chamber.

**To Level 3.** Continuing on the river leads down to level 3. Journey may be perilous.



**Lighthouse Ruins.** The crumbling remains of an old lighthouse. The beacon still magically shines.

**Shipwreck.** The rotting keel and mast of an old ship.

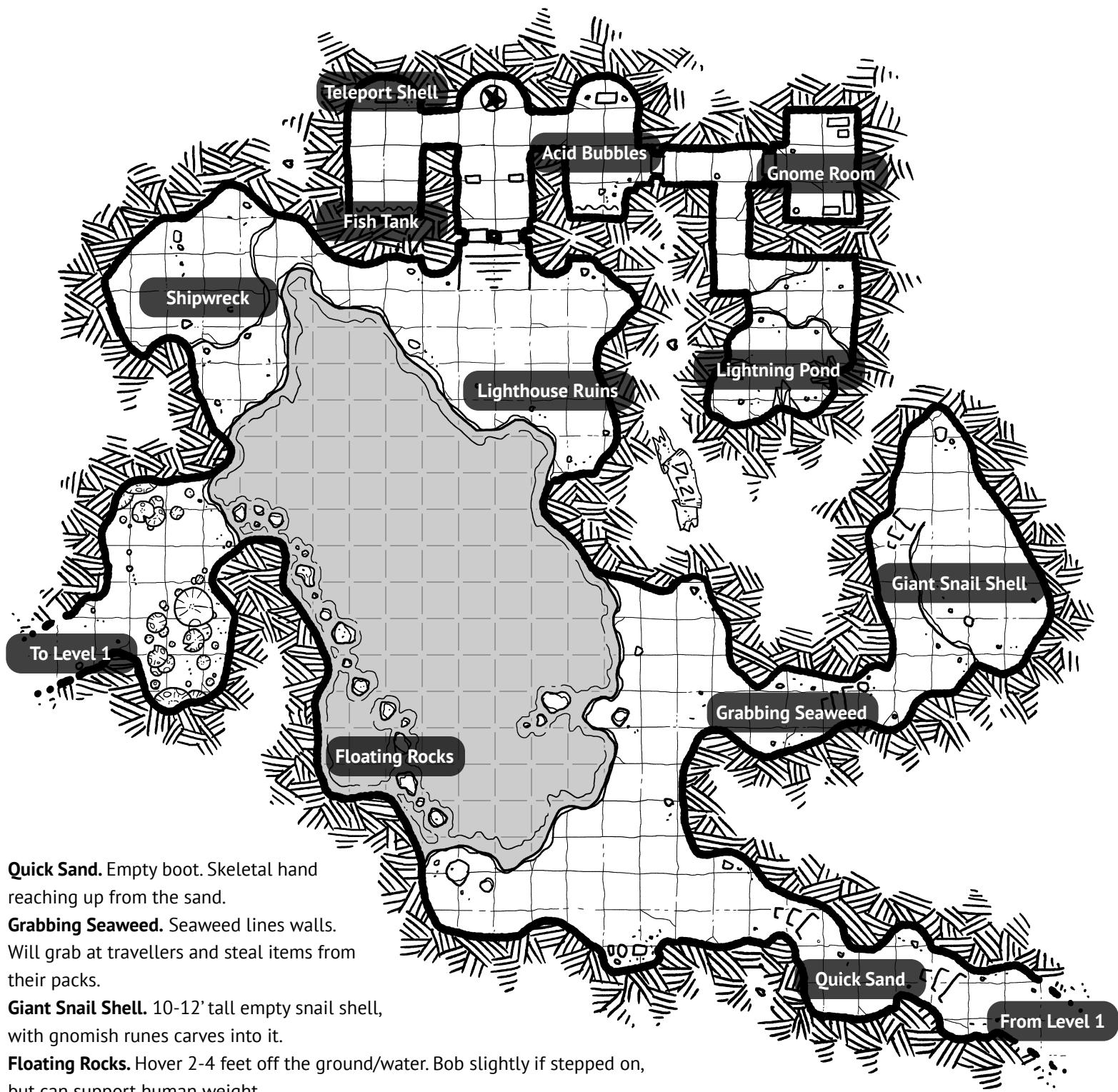
**Teleport Shell.** Giant shell. Teleports to random location. Roll on Teleport Table.

**Fish Tank.** Filled with tiny, bioluminescent fish.

**Acid Bubbles.** Disintegrated corpse in middle of room. Giant bubbles float from the floor, pop on the ceiling, leaving burn marks.

**Gnome Room.** A gnome hideout.

**Lightning Pond.** Contains lightning eels. Crystals conduct electricity.



**Quick Sand.** Empty boot. Skeletal hand reaching up from the sand.

**Grabbing Seaweed.** Seaweed lines walls. Will grab at travellers and steal items from their packs.

**Giant Snail Shell.** 10-12' tall empty snail shell, with gnomish runes carves into it.

**Floating Rocks.** Hover 2-4 feet off the ground/water. Bob slightly if stepped on, but can support human weight.

**Trap Tanks.** Metal mesh floor, wet and covered in blood and jellyfish tentacles. Tanks below floor contain jellyfish, sharks, lightning eels. Dissolved corpes inside. Stepping on floor causes panel to flip, dumping explorer into tanks.

**Shell Throne.** An ornate throne made of shells. Room may or may not be completely submerged in water.

**Arcane Well.** Drinking or bathing in its waters full heals any wounds.

**Statue Golem.** Statue of merfolk with a trident. Sign that says, "Do NOT touch." Corpse in corner of room, with three puncture holes.

**Tentacle Tree.** A massive subterranean tree. Kraken carved into the trunk. Branches look like tentacles.

**Gas Trap.** Giant pressure plate releases jelly toxin into the air. Unconscious NPC on the floor already. Effects take 15 seconds.

**Kelp Forest.** Floor to ceiling kelp fronts. Wet floor. Heavy gates suspended above both entrances. Carved holes along upper walls. Giant pearl on display in center of room, hugged by waterlogged corpse. Trying to remove it causes room to seal and flood.

**Teleport Shell.** Giant shell. Teleports to random location. Roll on Teleport Table.

