Kraken Pot Cove

Map Descriptions

As you approach the coast, the fresh sea breeze carries the smell of seaweed and the call of gulls. The cliff tops are covered in grass, grazed short by scruffy-looking goats. Simple metal bells hang from their necks, clattering away as they move between patches of windswept gorse bushes.

The beach is moon-shaped, with coarse grey and white sand mixed with pebbles and broken seashells. The cove is sheltered, with cliffs rising up on both sides to create a narrow opening. Beyond the cliffs is the deep blue of the open ocean and the foam of waves crashing against the sea cliffs. Small fishing boats are pulled onto the beach, just out of the water.

Across the cove's entrance is a wooden structure extending from one side of the cliffs to the other. It appears to be some kind of sea defence, with an opening in the centre that allows boats to enter and exit. Along the walls of the structure are long spikes and two large ballistas. The structure can be reached by walking along the cliffs surrounding the cove, on the right along the grassy cliff edge and to the left along a narrow path cut into the cliffs.

Notes and Tips

- **30x45** Grid Map
- The design is based on a natural giant lobster pot, with the opening acting as a trap for sea monsters. Once a sea monster enters the cove, the entrance can be closed using the pot's wheels. Nets could be hoisted across the entrance or closed using some pulley mechanism.
- This map is themed for sea monster fights, but with a bit of imagination, it could also be a defence against pirates or other invaders.
- The basic concept for any encounter here is to lure and capture something in the cove and then dispatch it in shallow water where it is more vulnerable. This could be a giant lobster or octopus. It would work best if whatever is being fought could attempt to climb the structure or the cliffs to escape.
- Split the encounter into stages: luring the creature to the cove, getting the creature to enter the trap, and then the actual fight within the cove itself. It could attempt to escape by climbing or destroying the walls, requiring people on the structure to defend it.
- The depth of the water can be anything from knee-high to many feet deep. Remember, the deeper the water, the more complex and frustrating the fight may become for the players.
- Allow the players to fight from the fishing boats, have fishermen crew the boats and row the players into position in the cove.
- **Calamari for Days**: A giant squid has been sinking fishing boats off the coast. A few local businessmen have funded the creation of a giant trap to capture and dispatch the creature. Now all they need is a group of brave adventurers to help them execute the plan. Free Calamari for life if they survive!
- **Beneath Calm Waters**: A local fishing village uses this cove to launch fishing boats. Protected by its sea defence, the cove should be perfectly safe. However, something large and deadly snuck through their defences at night and now sleeps beneath the cove's tranquil waters, killing all that try to remove it. The adventurers are hired to dispatch it.
- **A Sacrifice to the Deep**: An isolated and strange coastal community is, in fact, full of secret sea monster worshipers. The party slowly learns that an individual is chosen to be sacrificed to the creature each year. You know the vibe if you've ever seen either version of 'The Wicker Man'. Most, if not all, of the villagers are in on the scheme. They will hint that a sacrifice is going to happen, and some poor innocent will be fed to a monster. It turns out they are luring the adventurers to their deaths by way of sea monster tentacles.

Variants

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