

[Everyone dies etc]

[You are all pulled into the churning waters, the freezing seas fill your lungs. As you are dragged deeper and deeper into the dark deep, your skin freezes and you begin to choke for air. You see the two halves of the ship being pulled down amidst you, and the killer whales circling and biting at the men who survived the initial fight, ripping them apart and creating dark currents of blood. Everything goes black.]

Cult of the Kraken

[You all awake, severely weakened, your eyelids heavy as stone. About half of the men you set out with from Leptus are here. A heavy fish or brine smell fills your nose, causing immediate nausea. You are in a cave of some sort, tied with metal twine to posts which have been driven into the rock. You are all naked, and your feet drag in a few inches of putrid, black water. A few torches line the walls, revealing the fossils of long dead marine animals protruding from the rock. There is a hole in the rock, a passageway, to the west.

Three heavily scarred, emaciated men in soiled, simple tunics walk around the room in a trance, their eyes rolled back white, their hair encrusted with lice. As you begin to move one of them tugs on the tunic of another and points. A gray bearded, strung out, elder one nods and says “Master will want to know they are ready. Prepare the altar!” The other two run out, and you hear splashing of feet down the passage. The elder one wobbles over to your assorted company and begins to emotionlessly poke and prod at your bodies, as if picking out a fine slab of meat.

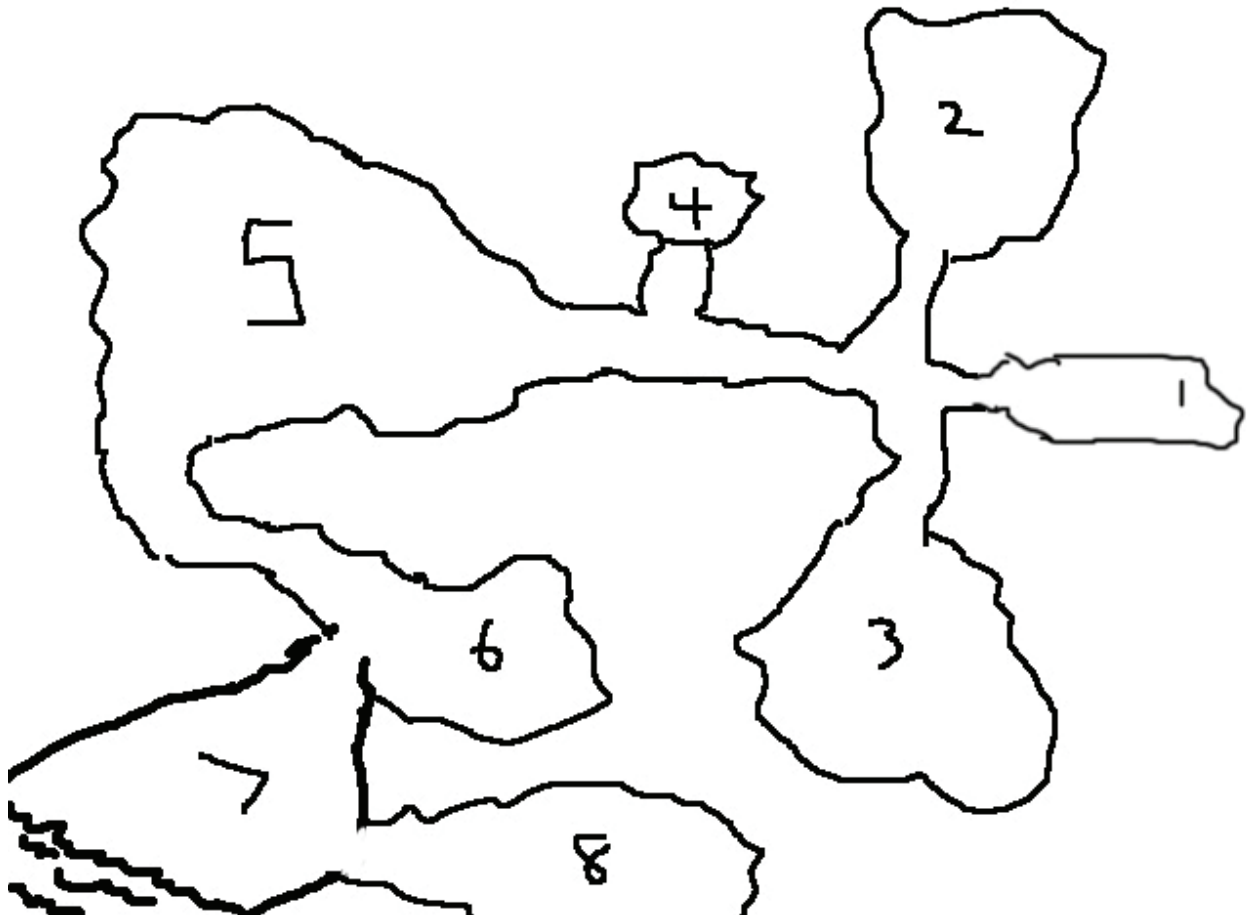
After a few minutes the other two return and nod wildly. The elder takes out a rusty fish gutting knife from his belt and walks over to Readwald the ship builder. He emotionlessly slashes his throat and the ship builder spasms wildly, gurgling and thrashing. A calm, comforting, female voice enters into your minds: “Do not try to escape, your magic will not work here. Serve me as thrall or empower me with your consumption.”

The elder stares at Readwald for a few minutes, and when he stops thrashing about, unties his bonds and throws the body over his shoulder, walking out of the room with the others. A barbed wire door is closed over the passageway, and you hear the splashing of feet down the way.]

You all have 1/3rd health or 1 health (if you died in the previous fight), and -4 strength, constitution and dexterity

Escape:

The voice of the woman enters your mind again “Foolish, I was hoping to spare at least a few of you. Die now.”



1: Exiting the cave you come into a crossroads with dark, broad, billowing tunnels headed north, south and west. The tunnels are about fifty feet in diameter and are pitch black. You can hear murmuring and the echoes of people talking to the north. To the south you hear a blacksmith at work, as well as clanging of steel and men shouting.

[light?]

2: Slave Nest

You head north for about fifty feet and the tunnel widens into a large circular cavern. The center of the cavern is raised, and is littered with dozens of putrid tents, bedrolls , blankets and other bedding. Small fires are visible, and huddled around them are naked savages as you saw before, including several pregnant women who lay prostrate. There are a few of them mating out in the open, as children play in the muck. The base of the raised cropping of rock in the center is a moat of shit, tarnished water and waste. You see perhaps two dozen individuals here. [attack if not stealth, 8 men]

3: Warrior den, blacksmithy, industries

You head south and the tunnel widens into a large tear-shaped cavern. A dozen men are in rusted chain mail and rotting leather armor, striking dummies with spears and clubs. Looking closer, you realize the dummies are actually decaying upper bodies, covered in maggots. A brawny man works at an anvil far to the back of the cave, smashing a hammer onto its face and forging what appears to be spear heads. Other men lay scattered about the chamber on rugs and matting, working crafts of various types, spear shafts, tents, bowls and tunics. [if not stealth, attacked by 12 warriors]

4: Armory

Passing through the cavern passage you notice a gleaming of light coming from the north: a short tunnels leads to jail bars, behind which is all of your equipment, amidst a greater hoard of gear, all of which is sunk in about 3 inches of putrid black water. [requires key from high priest to open]

5: Temple

Continuing west the passage you are in widens into a massive rectangular cavern, with a ceiling hundreds of feet high. In the center is an idol of dark green stone dozens of feet high, a stylized form of the squid you encountered earlier: it's eyes are black pearls. At the base of it is a rough stone altar, protruding from the rock, it's top stained with a covering of blood jelly. The idol is surrounded by dozens of soiled circular pillows, which face it in a circular fashion. Many of the pillows have cross-legged thralls on them, facing and bowing before the idol. Priests in black cowls move through the room with emotionless form, grabbing the skulls of the worshippers and wiping ash across them. A priest with a coiled staff stands near the altar, a gold key hanging from his belt. [attack if they are not stealth:

20 worshippers, 3 priests, one high priest]

6: Processing area, remains of ship are here

You head south. The passage bends east and then widens into a chamber, with another tunnel headed south. This spacious cavern is filled with the two split pieces of the ship that brought you here. IT appears to have been ripped apart and searched thoroughly, although bins of provisions remain unmolested scattered about the rock floor. You can see now that the ship was cracked clean in half, and it will not tread water without serious repair. There is a gradient of elevation in this chamber, and the bottom of it is filled with about a foot of pooled, filthy water. Accordingly, remains of the ship which came loose float by.

7: Dead here, as well as point of departure

The southern passage leads to a gargantuan tear shaped cavern, leading on a slope downward. To the south west is an opening to the ocean, and the waters are calm there. The chamber here is freezing. Scattered about the room is a thick track of wooden debris and blood, probably from when the ship was dragged into the chamber you just came from. Human bodies lie stripped and partially devoured across the incline: they are the companions of yours who were not so lucky to be captured alive. Beetles of the sea are feasting on them, and scatter when you approach, diving into the water. There is a passage headed to the south east.

8: Kraken's den

You head through the passage and enter into another massive, rectangular cavern. A giant red bed, lined with red velvet, is in the center of the cave, flanked by dozens of human skeletons. It is brightly lit. Resting atop the bed is the kraken, surrounded by dozens of retainers who pet its skin and fan it with giant silk fans. Its tentacles draw nearer to its body as you approach, causing the cavern to rumble and shake. The thrall remain emotionless. A few drag the body of Readwald to the center of its head, wherein the tentacles part and reveal a massive man sized beak. The kraken snaps Readwald in half and swallows his body whole. "So, Angvard, do you still wish for this death? Or will you serve me and so be spared? Worship me. It is I who showed mercy when the ancient one would bid me otherwise. Are you prepared to feed your courageous fellows to this fate?"

[If attack, weather control, hurricane, push them up against the wall]

Battle:

20 retainers

Kraken