

PC's are chained to an oar in the belly of pirate ship Kraken, operated by an evil Captain and his worshippers of Dagon. But Dagon is displeased with the cult and sends a magical storm as a final ultimatum to the captain; make a worthy sacrifice or find a watery grave! In the confusion your fellow slaves riot against the overseers, and the PCs must escape or go down with the ship! The PC's start with no equipment but can scavenge weapons, armor, and supplies from the ship.

Factions

Slaves: weak humanoids with improvised weapons. Seek vengeance against their captors!

Overseers pirates armed with whips and cutlasses. Seek to escape the slaves wrath and Dagon's judgement!

Faithful Cultists armed with axes and crossbows. Seek to bloody the water and appease Dagon!

Mages Magical mercenaries hired on for firepower. Seek to escape the Kraken!

Special Rules

Dagon's Wrath: The magical storm is sent to punish the Faithful, who have been lax in their sacrifices. All spells cast within the storm -by PC's or NPC's- cause additional magical effects. Roll 1d6 for each level of spell and apply the effects;

1) Torrent of sea water gushes from the caster to the target of the spell, save or be knocked prone. 2) Caster covered in barnacles, 1/2 movement, small armor bonus 3) Room fills waist high with water. 4) Caster grows tentacles, gains extra unarmed attacks. 5) Target turned into Shark 6) Slippery squid ink covers everything in 15' radius.

Rough Seas: Magical storm tosses the Kraken about violently. At DM's discretion, PC's must save or stumble 10' in random direction.

A mutiny on the high seas!
Magical storms! Eldritch Judgement!
Your players must...

ESCAPE THE KRAKEN!

Hold; Dimly lit, low ceiling. Contains dry goods, trade goods, rum and carpenters workshop. A Noseless Ships Carpenter cowers in workshop, willing to help PC's escape.

A) **Raging gorilla** is chained to wall near bow. Hard skill check to befriend. If released, will rampage through 1st deck before dying from wounds. A Dead Faithful armed with a Pike lies next to Gorilla. Small amount of loot in crates.

1st Deck Bright, flickering lamplight. 7' ceilings. B 1-3) **Sweep Rooms** with Benches, chains and oars. PC's start here in B1, chained to oars. Rioting slaves toss keys to nearest PC. Roll 1D4 for each room; 1; Corpses. 2; Overseers' battling slaves. 3; Slaves chained to benches. 4; Overseers battling a lone mage. C) **Overseer's Mess;** 1d8+1 Overseer's are barricaded in here against rioting slaves. Small loot, light armor, simple weapons in arms chest. Locked ladder to Faithful Mess. D) **Galley;** Cook/poisoner cowers in cupboard. 2 x paralysis gas poison on shelf. Knives, sea rations, water skins, boiling water at hand.

2nd Deck Bright, flickering lamplight. 7' Ceilings E) **Faithful Mess;** 1d8 Faithful barricaded in mess, fighting off slaves. Medium loot, heavy weapons, medium armor on racks. F 1-3) **Sweep rooms;** Raging riots. Roll 1D6 for each room. 1; room on fire. 2; Faithful battling Slaves. 3; Faithful battling Mages. 4; Magic mishap; roll on Dagon's wrath table and apply to random target. 5; All factions present in 4 way battle. 6; Confused slaves still rowing. G) **Mage quarters.** Magical loot found here. Roll 1d4. 1; Head Mage present, will parley. 2; Teleportation circle contains drowned mage. 3; Room full of seawater. 4; Mage is now hostile sea mutant.

3rd Deck; Comprises Weather Deck and Captains Cabin. Dark with flashes of lightning. H) **Weather Deck** is battered by wind and wave constantly. Save at DM's whim or PC's are washed 10'. I) **Mounted Siege Ballista,** loaded. 3 x Bolts nearby. J) **Mast breaks in wind,** trailing in water, hanging by rigging. K) **3d4 Chained slaves.** 1D4 Faithful guards are sending them one by one to the Quarterdeck to be sacrificed. B) **Captains Cabin.** Luxurious living area, dimly lit. Medium loot. Contains L) **Bookshelf** with Dagon Cult writings, nautical charts, navigation tools. M) **Harem;** Captains wives have turned to horrible fish-monsters. Deliver PC's message from Dagon; Kill everything on board as sacrifice and pledge allegiance, or find a watery grave! N) **Shrine of Dagon;** Focal point of magical storm.

Quarterdeck: Highest point on the Kraken. Captain is smashing heads on an altar and giving the slaves blood to the sea. An undead sailor is lashed to the helm and tasked with keeping a steady course. A sturdy lifeboat (with space for the entire party -1) hangs at the ready along the stern. The Captain is a Medium level Evil Cleric. Knows 'stormy' spells. Has Scale mail and a magical Mace in the shape of a squid called Dagon's Ink Sac that can blind targets on a hit. He thinks that Dagon will forgive him if he sends the PC's into the sea. Living Faithful from area K join in fight.

Escape Routes: The Players can escape by launching the life boat, using the fallen mast as a make shift raft, killing everything aboard and pledging service to Dagon, or by tossing the shrine to Dagon (Area N) overboard and escaping the storm. Slaves, Mages, and Noseless Carpenter will help PC's but take up room on the lifeboat and raft.

