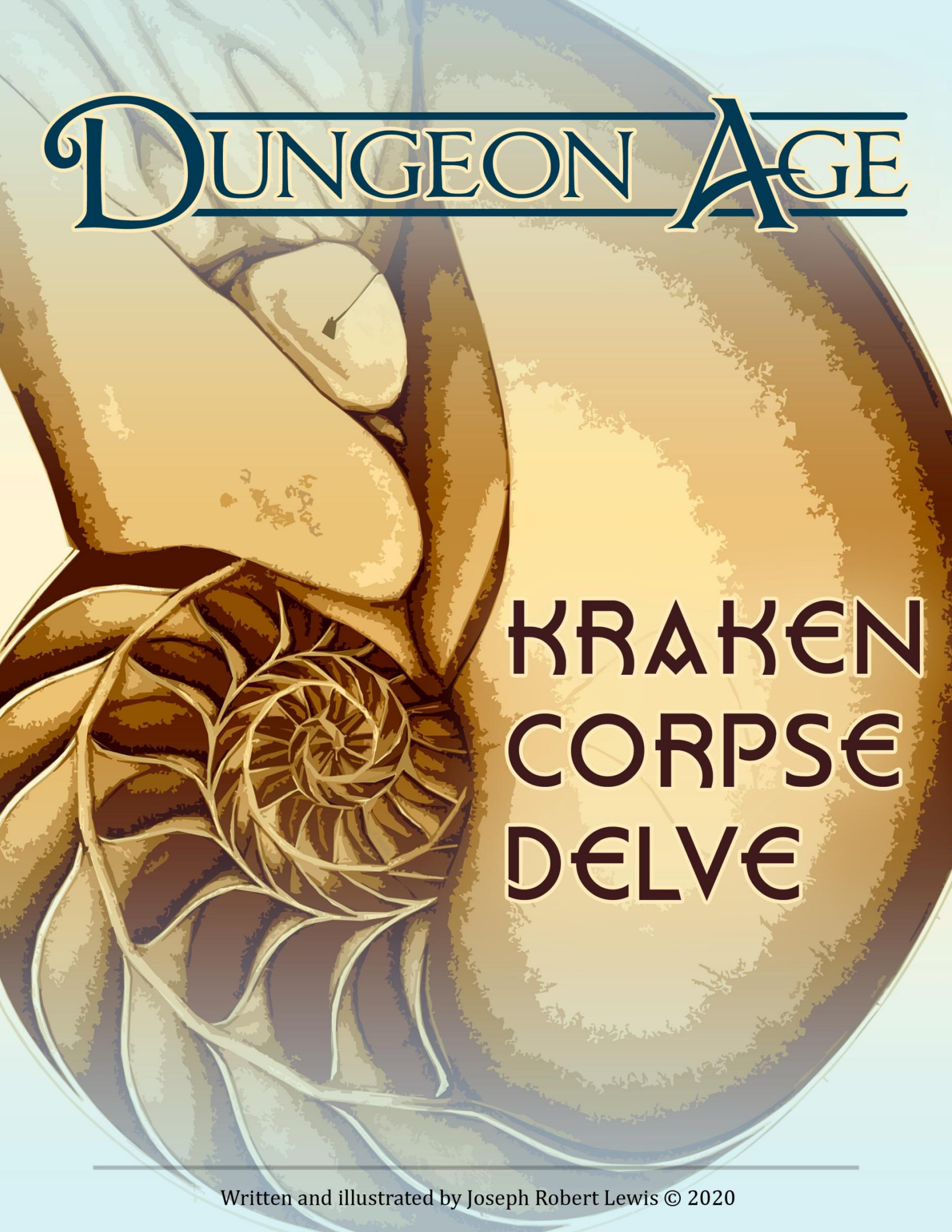


The background of the cover features a detailed illustration. On the left, a large, pale, and somewhat bloated kraken corpse is shown, with its tentacles visible. In the lower-left corner, a nautilus shell is depicted, showing its characteristic spiral pattern. The entire scene is set against a circular, textured background that resembles a large, shallow bowl or a cross-section of a planet, with a light blue outer rim.

DUNGEON AGE

KRAKEN CORPSE DELVE

DUNGEON AGE

“KRAKEN CORPSE DELVE”

an adventure for low-level play (1-3)

Written and illustrated by Joseph Robert Lewis © 2020

INTRODUCTION

Everyone says the world is dying. Today you meet a stranger who has already seen it happen. She has traveled back through time to save the world...but only if you can save her!

An eldritch woman from the future begs you to save her from her sister, who wants to drag her back to her own time.

To close the time portal, you must climb down through the buried corpse of a kraken. The prize? A giant diamond worth 10,000 GP...if you can pull it out of the portal!

ONE-SHOT

This adventure is intended as a one-shot, but it can easily be inserted into a campaign.

The “delve” takes place in a dry sea bed or lake bed, which can be located just about anywhere on, or under, the ground.

DESIGN NOTES

This adventure is intended for low-level characters (1-3). It is primarily geared for exploration and combat, with a handful of social encounters.

It runs 3 to 5 hours.

There are several NPCs and many unique magical items.

LAYOUT

The DM’s read-aloud text looks like this. It’s brief!

Descriptions of locations focus only on key adventure items. You may assume that any “missing” details are obvious, such as a pot in a kitchen.

Items that are further explained in their own bullet or section are **bolded and underlined**.

Creature statistics are at the end of each area/section.

OBVIOUS NOTE

The names and settings used in this adventure are drawn from the world of *Dungeon Age*. Obviously, you can and should change whatever you want to fit in your campaign setting.

The creatures in this adventure range in challenge rating from easy to deadly. Obviously, you can and should adjust the stats and numbers of creatures to meet the skills of your players or your style of play.

But you already knew that, right?

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NOTES FOR THE DM

INTRODUCTION

This is an adventure for low-level characters, but you can always double the damage dice for larger or stronger parties.

The PCs simply need to climb down inside the kraken corpse and grab the diamond to close the time portal.

This emphasizes exploration and combat, with a few social encounters as well.

THE PLOT

Weird sisters **Ajerel** and **Xeyal** live in the distant future at the end of the world.

Ajerel has traveled back in time to find a way to stop the sun from dying. Xeyal wants to stop Ajerel from changing history.

Neither is right or wrong, so you'll just have to pick a side!

IS THIS ADVENTURE FAIR AND BALANCED?

No! Some areas are pretty darn safe, they just look dangerous. Other areas might kill someone pretty quickly.

HOW LONG IS THIS?

Between 3 and 5 hours. It depends on how many areas the PCs choose to explore.

EXPLORATION

The PCs will delve down into the corpse of a giant sea creature (kraken) buried under a dry lake bed. This creature has decayed, collapsed, and petrified. It has no sensible layout, but the “rooms” are fixed in place.

The DM maps will give you a sense of where various places are. Some places occur more than once. Let the players feel lost. Encourage them to make their own rough map.

COMBAT

There are many opportunities for combat built into the locations. Most of the time, the PCs have the opportunity to avoid a combat encounter, or at least prepare for it, if they are paying attention.

TREASURE

There is a lot! Money and gems, mostly, but also a few magical items as well.

HOW TO RUN THIS

A few things to know:

- The corpse is divided into levels: Limbs, Apertures, Organs, and Shell. Each level has several areas, such as the Claws or the Brain.
- When the PCs move, they must declare whether they are moving between levels, or crossing one level. They can move in any vertical or compass direction, **unless the area says otherwise**.
- The maps are intended for DM use only. Each “area” is like a cave or wilderness space with no doors or windows. The PCs need to pick a direction and move to discover the areas.

PREP WORK

As always, I encourage you to skim the whole adventure to have a sense of it. The actual “delving” adventure is pretty straight-forward.

The complicated part is the set-up: Somewhere in this big dead squid is a portal to the future. A big diamond is holding it open.

The adventure assumes that the PCs want the diamond or to help one of the sisters (or both).

NPCS

There are only a few!

- **Ajerel**, a strange woman from the future who wants to save the dying sun...somehow.
- **Xeyal**, a strange woman from the future who wants to stop Ajerel from changing history.
- **Sister Akandra**, a very old priestess who has no idea what is going on.
- **Havian**, a sad chitin miner, the last of his kind.
- **Remora**, a hibernating suckerfish mermaid.

There are notes for each NPC to help you roleplay them.

WHAT IS THE DC?

Short answer: It's 13.

Longer answer: There are no skill checks or saving throws listed in this adventure.

Skill checks and saving throws were left out to encourage more organic play and narrative problem-solving.

But if you like rolling dice (and who doesn't?), then a DC 13 works well for just about every skill check or saving throw in this adventure (for 5e).

BACKGROUND LORE

In the distant future, at the end of time, in the **Last Age**, everything is dead. All plants and animals, even the sun itself.

Only the cosmic horrors called the **yugharim** remain, tentacled leviathans crawling across a vast gray desert, eternally dreaming beneath the uncaring stars.

The last few survivors of humanity worship the yugharim. These people are immortal, their bodies mutated to resemble their masters. They possess telepathy and telekinesis, in addition to their tentacles.

TODAY

A woman from the future named **Ajerel** has come back in time to change history and prevent the eventual death of the planet.

This is unimportant.

Ajerel has left open a **time portal** to the future. The portal is located deep inside the buried shell of a dead **kraken**.

This is very important.

On the other side of the portal, her sister **Xeyal** is summoning dream-beasts to go through the portal and bring back the fugitive Ajerel.

The time portal is held open by an **enormous diamond**.

STORY HOOKS

You arrive at the shore of an ancient sea bed, now a cracked clay mud flat. In the center of the plain leans a stone tower.

At its base, three huge tendrils of dull gray stone wrap around the tower. In an upper window, you see flashes of blue light and wisps of violet smoke.

Wood crashes. A woman shouts.

What do you do?

THE TOWER IN THE MUD FLATS

DM NOTES

Where is this?

- A stone tower leaning in the center of a cracked clay lake bed in the middle of nowhere
- The dead kraken is buried beneath the tower

What happens here?

- Future-woman Ajerel is upstairs fighting off violet dream-beasts
- She explains the time portal, the dream-beasts, and the diamond reward

TOWER TIME!

A cracked brown mud flat lies before you. Delicate blue **flowers** and tiny red **crabs** dot the dry earth. In the distance, a **tower** leans dangerously askew.

Three huge gray **tendrils** pierce the earth to wrap around the tower. In an upper window, you see flashes of blue **light** and wisps of violet **smoke**. A woman shouts in anger!

- **Flowers.** Sea holly. Attracts butterflies. Smells nice.
- **Crabs.** Would take two dozen to make a sandwich.
- **Tower.** 30ft tall. Crumbling brown stone. Ancient ruin.
- **Light.** Resembles blue lightning. Magic!
- **Smoke.** Violet, does not drift far from the window. Strange!
- **Enter.** The door of the tower, canted at an angle, stands open. The interior is cloaked in shadow.

GROUND FLOOR

A jumbled **tunnel** of broken stonework leads down into the earth where the floor should be. From below, a massive gray **tentacle** snakes up around the walls to the **upper level**.

- **Tunnel.** Leads down to the dead kraken, Level 1: **Limbs**.
- **Tentacle.** Thick as your waist. Solid stone with golden flecks (pyrite, or fool's gold). Serves as a ramp to the **Upper Floor**.

EVENT:

A small **cloud** of violet smoke runs by you. It **barks**, "Don't interfere!" and scrambles up the tentacle to the upper floor. Blue light flickers. The ceiling BOOMS and pale dust rains down on you.

- **Cloud.** A dream-fox. Difficult to see clearly. Blurry, unreal. Violet fur, golden eyes.
- **Barks.** It speaks with a woman's voice in a strange accent (Xeyal's voice).

The sounds of a struggle continue from above. Grunts. Thumps. Sizzles.

UPPER FLOOR

Sand and splinters litter the cracked boards. An acrid **stench** fills the air. Five violet **foxes** lie still on the floor, smoking silently.

Across the room, a golden-skinned **woman** hurls one last violet fox to the ground and incinerates it with blue lightning from her hand.

- **Stench.** The smell of burnt flesh and thwarted desire.
- **Foxes.** Dead dream-foxes. Violet fur, gold eyes. As the moments pass, they slowly fade out of existence.

Woman. *Ajerel.*

- 6ft tall, slender, gold skin, black eyes full of stars.
- Seven large tentacles on her hairless scalp, wrapped in neat buns. Five small tentacles for fingers. One tiny pink tentacle for a tongue.
- Wears a dusty black dress.
- Highly intelligent, passionate. Entirely sincere. A bit naïve.
- Speaks with a strange accent no PC has heard before.
- Does not eat or age.

Innate Spellcaster:

- Message, Mage Hand, and Shocking Grasp.
- Shield, Detect Thoughts, Lightning Bolt, Telekinesis.

Dialogue Prompts:

- **Who are you?**
“My name is Ajerel, but that doesn’t matter right now. All that matters is that I need to get far away from here. My sister **Xeyal** is hunting me. She must not find me, or else our world will surely end in darkness and silence.”
- **What are you?**
“I am human, like you. I only look different because I serve the yugarim. In the future, all humans look like this. All who survived the dying of the sun, that is.”
- **What is happening?**
“I have traveled back in time from the **Last Age** to change history and save our world. But I left the **time portal** open, and now my sister **Xeyal** is sending her dream-beasts to bring me back to our future. Will you help me? Will you stop her? At least stall her so I can escape?”
- **Who is Xeyal?**
“My sister? She believes the end of our world is fine and wants to stop me from changing history!”
- **What are you going to do?**
“For now, I will hide. In a few years, when I am sure my sister cannot find me, I will search for a way to extend the life of our world, perhaps by preserving the sun itself.”

- **What’s in it for us?**
“People in this Age value gems, yes? Well, there is a large diamond holding the time portal open. If you remove the diamond, that will close the portal and save us all from Xeyal. You may keep the diamond as my reward to you. It is...about the size of your head.”
Value: 10,000 GP
- **Where is this diamond?**
“Follow the petrified tentacles down to the corpse of the kraken. That is where I just escaped from. Somewhere deep in that creature’s body is the portal, and the diamond.”
- **What are the violet foxes?**
“They are dream-beasts summoned by Xeyal to capture me and drag me back to the portal. She creates them in her mind, but they are very real, and can take many shapes. They all speak with her voice.”

If you demand proof:

- Ajerel offers to share her memories by clasping hands with **one** person.
- You see a world of dust and darkness, ruled by horrific mountains of eyes and flesh.
- **You gain a weak telepathic gift, range 5 ft.**

If you leave Ajerel here:

- She flees into the wilderness. Hard to find. Harder to catch.

TOWER CREATURES

Ajerel						1,000 xp
Medium humanoid		AC	HP	Move		
Chaotic neutral		15	70	30 ft		
STR	DEX	CON	INT	WIS	CHA	
10 (+0)	12 (+1)	16 (+3)	18 (+4)	12 (+1)	14 (+2)	

Spellcaster. Spell bonus +7, Spell save DC 15.

At will: Message, Mage Hand, Shocking Grasp, Shield, Detect Thoughts, Lightning Bolt, and Telekinesis.

Eldritch Aura. When a creature ends its turn within 5 ft of Ajerel and can see her eyes, the creature instantly takes 2 psychic damage.

Strangling Grasp. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

Description. Human, tall. Gold skin. Starry night eyes. Tentacles for hair and fingers. Ageless.

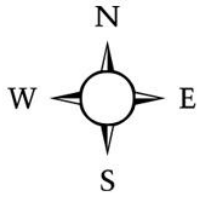
Dream-Fox						50 xp
Small fey		AC	HP	Move		
Chaotic neutral		13	10	30 ft		
STR	DEX	CON	INT	WIS	CHA	
10 (+0)	16 (+3)	10 (+0)	10 (+0)	10 (+0)	6 (-2)	

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing damage.

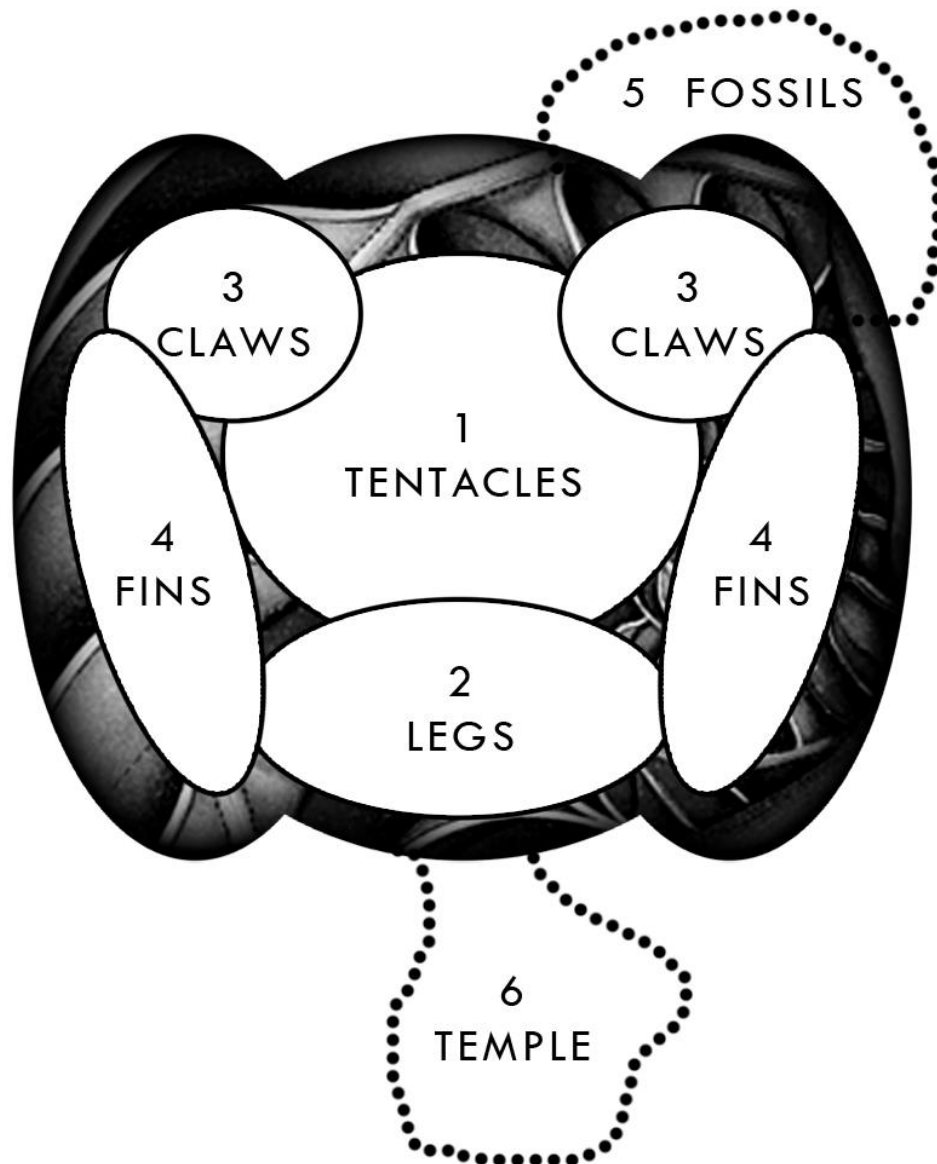
Last Words. When the fox dies, it looks its killer in the eyes and describes the time (soon) and place (awful) of their death. This is always false.

Description. A purple fox with gold eyes. Difficult to perceive. Looks blurry. Feels too soft.

KRAKEN CORPSE, LEVEL 1: LIMBS



LEVEL 1 LIMBS



DM NOTES

Where is this?

- Just below the surface of the mud flats, underneath the leaning tower, above the Apertures
- Four Limb areas plus two adjacent rocky areas

What happens here?

- Explore limbs
- Meet **Havian** the chitin miner
- Meet **Sister Akandra** the ancient priestess of Rahav
- Talk to **Xeyal** through a dream-fox

What's up with Xeyal?

- She thinks the future is fine the way it is: the sun died, all mortals died, the cosmic horror yugarim took over
- The world is a gray desert, but the future-people spend their time in a dreamscape of infinite beauty and possibility
- Why mess with a good thing?

KRAKEN CORPSE

- This primordial behemoth lies dead, petrified, and pyritized beneath the mud flat.
- Corpse is over 20 Ages old (very old).
- Parasites gnaw and scavengers dig at the glittering remains.

ARRIVAL

When the PCs first come down here, roll 1d4 to determine where they land:

1. Tentacles
2. Legs
3. Claws
4. Fins
5. Fossils
6. Temple

From there, the PCs can choose to move north, south, east, and west to explore this level.

OR they can find a way down to the next level.

OR they can climb back up to the tower.

1 TENTACLES

Bright golden **tendrils** as thick as your waist stand in a frozen, tangled forest. Fist-sized rusty **beetles** gnaw on the stalks. Tiny crystalized cilia drip with a milky white **fluid**. An armored **body** hangs from a curled arm above you.

- **Tendrils.** Dead kraken tentacles that have been pyritized (fossilized into pyrite, or “fool’s gold”).
- **Beetles.** Ferrophages. They eat the iron in the pyrite. Very slow, safe to touch. If placed on pure iron or steel, they quickly consume it.
- **Fluid.** A fast-acting neurotoxin. Causes Paralysis for 1 minute. Can be collected in vials. It is tricky to avoid touching the thorny cilia.
- **Body.** 20 ft up, difficult to pull free. Skeleton in corroded bronze armor (worthless). A purse falls from the gauntlet, containing 57 GP.
- **Down.** PCs can slide down the gaps in the tentacles to Level 2. Each PC will be paralyzed by the neurotoxin for 1 minute.

2 LEGS

Jagged insectoid legs stretch out 20 feet above you. Their chitin armor plating is cracked in places. White coral nodules gleam near the cracks. An elderly man sits on a rusty bucket, leaning on a pickaxe.

- **Chitin.** Can be harvested to make shields and breastplates that are immune to Cold.
- **White coral.** 1d6 chunks worth 50 GP each. Can be ground into powder and inhaled to cast Haste on oneself for 1 minute.
- **Cracks.** If you poke inside, then 2d6 scavenger mites flood out and attack. Havian laughs at you. “Greenhorns!”
- **Man.** *Havian*, 64. Bald, sweaty, work clothes. Tired, sad. This chitin miner says, “I used to have a crew, but they quit. I can’t blame them. The world is dying. Why work in a filthy place like this?”
- **Loot.** Three sacks of chitin plates, worth 500 GP each.
- **Ajerel?** He says, “I heard some noise a while ago, but it could have been anything. Corpses make all sorts of funny sounds and smells.”
- **Down.** No way down from here. The chitin floor is too hard. Find another way.

3 CLAWS

Four spiny claws as large as lions lie piled on each other. Blue coral spikes glisten on the chitin blades. A violet smoky shape wriggles violently in the grasp of one claw.

- **Claws.** Dead, but they snap shut if touched, like bear traps. Three are open. Cause 1d6 damage.
- **Chitin.** Can be harvested to make serrated daggers and scimitars that deal +1 damage.
- **Blue coral.** 1d6 chunks worth 50 GP each. Can be ground into powder and inhaled to gain advantage on all Strength-based checks and attacks for 1 minute.

Shape. A dream-fox struggling to get free and hunt down Ajerel.

- It cries out in a woman’s voice (Xeyal), “Set me free! Help me capture Ajerel before she destroys our world, both past and future!”
- She **offers**, “Bring me Ajerel, and earn any reward you desire! Wealth, power, anything!” (Sincere!)
- **Down.** A jagged breach in the chitin floor leads down to Level 2: Aperatures.

4 FINS

Translucent sails of flesh stand pyritized, rising into the darkness in motionless golden ripples. Their edges sizzle with dim flickers of white light. A harpoon hangs from an ancient wound above you.

- **Sails.** Inside the pyritized exterior, the inner flesh is still soft, and can be harvested to make leather armor that is immune to Lightning.
- **Edges.** Deal 1d6 lightning damage upon contact.
- **Harpoon.** 15 ft up, difficult to get free. Ancient ebony harpoon with return-line.
- **Down.** PCs can slide down between the sails to Level 2. Roll 1d6: on a 1, everyone takes 2 lightning damage.

EBONY HARPOON

From a bygone Age, this strangely crafted spear has a thin line attached. Can be thrown up to 20 feet for 1d10 damage. If you roll a 10 for damage, the target falls Prone and you can drag them toward you with the line.

Value: 500 GP

5 FOSSILS

At the edge of the corpse's limbs, you find a shining array of curling silver **bones** embedded in the clay walls.

- **Bones.** The undead skeleton of an **Argent Swordfish**. Touch the bones and the skeleton animates, trying to break free of the clay wall.
- You have 1 minute before it can attack.
- In the mean time, you can try to harvest its silver **blade** "nose" worth 300 GP or its various smaller bones worth 25 GP each.
- **Down.** No way down from here. Find another way.

SWORDFISH BLADE

This naturally formed rapier is made of solid silver-bone.

Value: 1,000 GP

6 TEMPLE

At the edge of the dead kraken, firelight flickers brightly from a slanted rectangular **entrance** in the clay walls.

- **Entrance.** Black granite pillars and lintel. Olde Common runes say, "All are welcome." Blessings on the pillars only allow living humanoids to enter the **chamber** beyond.
- **Chamber.** Red flames crackle merrily in two bronze braziers hanging from the slanted ceiling. **Carvings** of fish, ships, and winged people cover the walls. A fragile, winkled **figure** in a dusty blue robe sits and prays softly.
- **Carvings.** The ships are ancient styles of rowed galleys. The winged figures are classical, stylized images of angels. The fish are enormous, with jutting jaws full of needle teeth.
- Fossilized shells are embedded in the walls.
- **Age.** This shrine is thousands of years old.

Figure. *Sister Akandra*, impossibly old and frail.

- Blind, toothless, hunched, trembling, but always smiling. Faint rasping voice.
- She has no sense of time or being underground. Knows nothing about the kraken. Sustained by her saintly cheer and holy copper **amulet**.
- **Welcomes** you "sailors" to this Shrine of **Rahav**. (None of you have heard of the angel Rahav, the cult is so ancient.)
- "Come! Warm yourselves by the fire and share your tales of adventure on the high sea!"
- **Loot.** Sister Akandra's antique copper angel **amulet**. If you take it, then Sister Akandra collapses into a pile of dust with a kindly smile.
- **Down.** No way down from here. Find another way.

AMULET OF RAHAV

This magical item is a simple copper likeness of a winged figure. The wearer is Immune to Cold and no longer needs to eat food.

Value: 2,000 GP

LEVEL 1 CREATURES

Argent Swordfish (skeleton)						500 xp
Large undead		AC	HP	Fly		
unaligned		12	25	40 ft		
STR	DEX	CON	INT	WIS	CHA	
14 (+2)	16 (+3)	14 (+2)	1 (-5)	10 (+0)	4 (-3)	

Undead Frenzy. The swordfish has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Multiattack. The swordfish makes two attacks.

Impale. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 10 (3d6) piercing damage.

Thrash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., two targets. Hit: 7 (2d6) bludgeoning damage.

Description. A large silver skeleton of a swordfish flying through the air.

Scavenger Mite						50 xp
Tiny beast		AC	HP	Move		
unaligned		13	3	30 ft		
STR	DEX	CON	INT	WIS	CHA	
8 (-1)	10 (+0)	12 (+1)	1 (-5)	7 (-2)	3 (-4)	

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing damage.

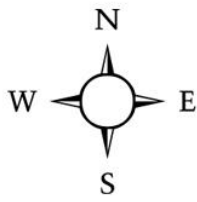
Description. Fist-sized insect. Eight legs. Round belly. Sickly yellow-white shell. Red eyes.

Dream-Fox						50 xp
Small fey		AC	HP	Move		
Chaotic neutral		13	10	30 ft		
STR	DEX	CON	INT	WIS	CHA	
10 (+0)	16 (+3)	10 (+0)	10 (+0)	10 (+0)	6 (-2)	

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing damage.

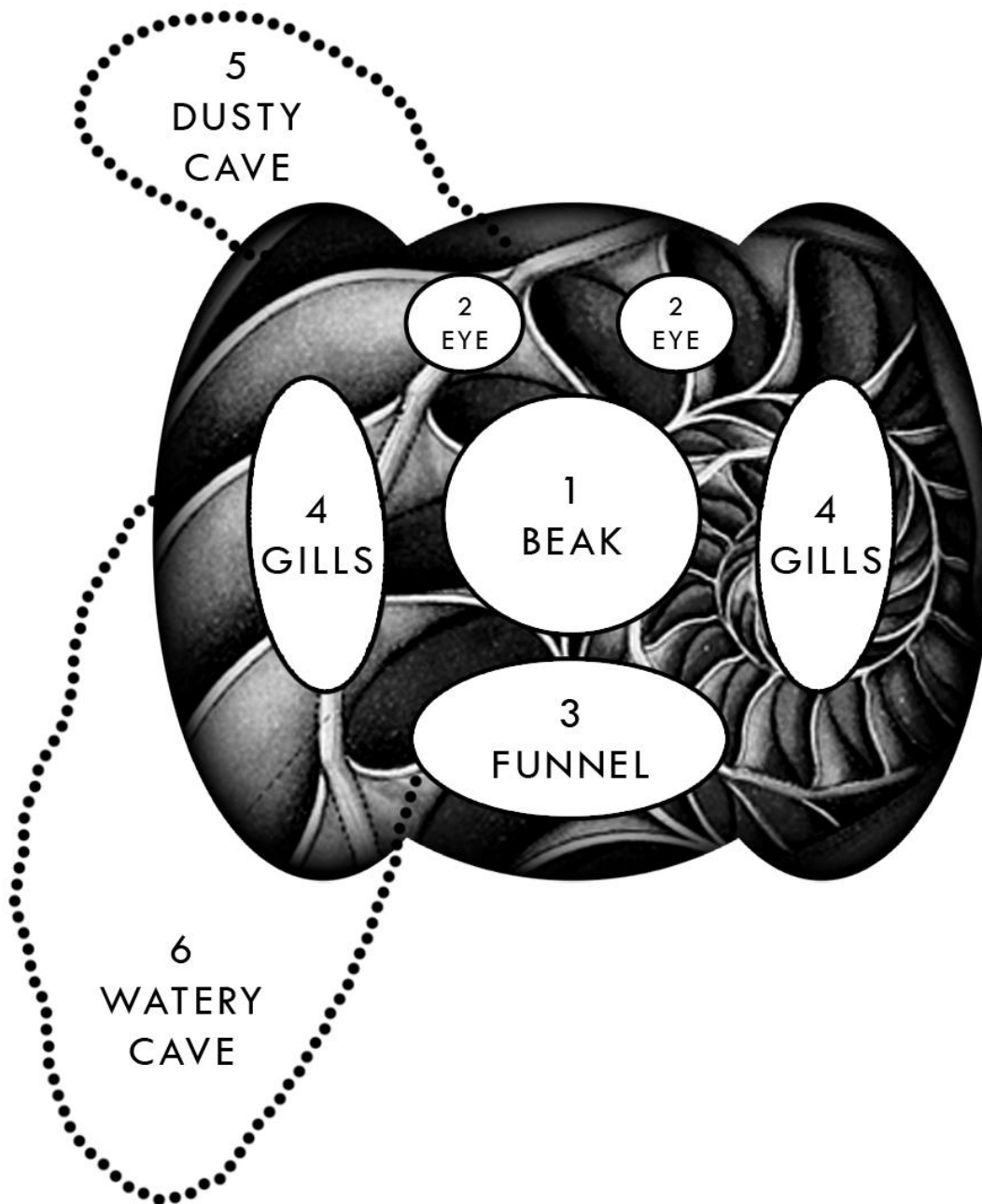
Last Words. When the fox dies, it looks its killer in the eyes and describes the time (soon) and place (awful) of their death. This is always false.

Description. A purple fox with gold eyes. Difficult to perceive. Looks blurry. Feels too soft.



LEVEL 2

APERATURES



DM NOTES

Where is this?

- Below the Limbs and above the Organs
- Four Aperture areas plus two adjacent cave areas

What happens here?

- Explore the apertures
- Meet **Remora**, the suckerfish mermaid
- Talk to **Xeyal** through the Rapid Eye Monsters

KRAKEN CORPSE

- This primordial behemoth lies dead, petrified, and pyritized beneath the mud flat.
- Corpse is over 20 Ages old (very old).
- Parasites gnaw and scavengers dig at the glittering remains.

ARRIVAL

When the PCs first come down here, roll 1d4 to determine where they land:

1. Beak
2. Eye
3. Funnel
4. Gills
5. Dusty Cave
6. Watery Cave

From there, the PCs can choose to move north, south, east, and west to explore this level.

OR they can find a way down to the next level.

OR they can climb back up to the level above.

1 BEAK

A monstrous armored **beak** gapes open, its edges crusted in ancient dried blood. Inside, the dusty gullet leads deeper into the dead kraken. The huge beak twitches slightly.

- **Beak.** 20 ft wide. If you enter, each PC rolls 1d6. On a 1, the beak snaps shut causing 3d6 damage. The beak then opens and the PC falls inside.
- **Note:** The beak can be braced open with a metal object, but any other material will snap and shatter.
- **Down.** PCs can climb down through the gullet to reach **Level 3: Organs.**

2 EYE

The unblinking **eye** stares blindly into the darkness. The taut surface of the green iris **shudders** irregularly like a drum beaten from within.

- **Eye.** 15 ft diameter.
- **Shudders.** Three **Rapid Eye Monsters** (dream-beasts) swim within the cold vitreous fluid of the kraken's eye. They are hunting Ajerel.
- **Pierce the eye.** Release a small flood of cold fluid and the REMs. Also reveals a bony passage deeper down.
- **REMs.** All speak with one voice and one mind (Xeyal). Again, they ask the PCs to help capture Ajerel and preserve the future.
- "The yugharim are wonderful overlords! They can grant you immortality, dream-walking powers, and all the tentacles you could ever want!"
- **If the PCs do not** agree to help her, the REMs attack.
- **Down.** PCs can climb down through the eye socket to reach **Level 3: Organs**.

3 FUNNEL

A wide muscular **tube** lies partially collapsed and half filled with cold sand. A striped **creature** lies attached to the outside of the tube.

- **Tube.** 20 ft diameter, 50 ft deep. A pyritized funnel for jetting around underwater. A dozen rusty beetles gnaw on the glittering fool's gold.
- **Creature.** **Parasite Nymph** named **Remora** (suckerfish mermaid). 8 ft long. The back of her head is attached to the funnel. White and blue striped scales, silver hair, needle teeth.
- **Still alive**, in hibernation, awaiting a return to the sea! Apply water to skin to revive her. Begs you to take her to a body of water, or she will return to endless hibernation.
- She may become confused in her desperation and try to eat the PCs.
- She wears a magical seahorse **necklace**.
- **Down.** No way down from here. The way is blocked by densely concreted sand. Find another way.

REMORA'S NECKLACE

This magical seahorse pendant makes the wearer Invulnerable whenever they are asleep.

Value: 1,500 GP

4 GILLS

Layers upon layers of broad feathery **gills** lie in mottled clumps, blocking a wide entrance to the kraken shell below. Tiny pale **bodies** wriggle in the lifeless fronds.

- **Gills.** Thin, lightweight, dry and brittle, easily cut through.
- **Bodies.** A swarm of **Vermesh Spawn** are feeding on the dry remains. They attack anything that touches them. PCs can collect 1d6 samples worth 50 GP each to the right collector.
- **Down.** PCs can cut a path down through the gills to reach **Level 3: Organs**.

5 DUSTY CAVE

Beyond the edge of the corpse, mica flakes glitter in a small cave of black granite. A dark **skeleton** lies on the ground wearing a black leather **belt**, one leg trapped in a crevice, its crumbling bones covered in dusty brown **starfish**.

- **Skeleton.** Human, male, centuries old. If the body is moved in any way, 2d6 **starfish** crawl up from the crevice and “attack”. They are slow and utterly harmless. They are, after all, starfish.
- **Starfish.** 5 limbs, dead, dry, brittle. If a person grinds five starfish into powder and consumes them, they will regrow one missing limb.
- **Down.** No way down from here. Find another way.

SHARKSKIN BELT

This magical belt allows the wearer to breathe underwater. The wearer also gains Darkvision 60 ft. In addition, the wearer feels an unnatural compulsion to keep moving, and is unable to stand still in one place.

Value: 500 GP

6 WATERY CAVE

Beyond the edge of the corpse, a **pool** of clear water rests in a circular well in the black granite. A bright white **glow** shines up from the well, casting dancing waves of light across the rock walls.

- **Pool.** 15 ft across, circular. Descends 30 feet straight down. Water is very salty, making bodies float. Descending is difficult.

Halfway down, tiny red **barnacles** cover the walls, their edges sharp as razors.

- If you are cut, the barnacles smell the blood and release spores as a dense red cloud.
- 3d6 barnacles attach to your skin, giving you +1 natural armor and a craving for salt. You cannot be poisoned by drinking salt water.
- Removing 1 barnacle causes you 1 damage.
- **Light.** A white candle (**flare**) burns brightly on the sandy floor of the well.
- **Down.** No way down from here. Find another way.

DROWNING FLARE

When placed in water, this magical candle ignites with a dazzling white radiance that produces no bubbles or smoke. When removed from water, the candle goes out and cannot be lit. The candle never consumes itself.

Value: 500 GP

LEVEL 2 CREATURES

Rapid Eye Monster 200 xp

Small aberration		AC	HP	Move	
Chaotic evil		10	10	60 ft	
STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	8 (-1)	12 (+1)	6 (-2)

Hypervision. The REM cannot be surprised or flanked. Targets cannot hide or take partial cover from it.

Multiattack. The REM makes four (4) talon attacks.

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 3 (1d6) slashing damage.

Description. Cat-sized mass of unblinking bloodshot eyeballs. Dashes on eight large furry spider legs.

Remora, the Parasite Nymph 200 xp

Medium humanoid		AC	HP	Swim	
Neutral		11	10	40 ft	
STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	14 (+2)

Senses. Passive Perception 12

Amphibious. Remora can breathe air and water.

Haunting Scales. *Ranged Spell Attack:* +6 to hit, 20 ft radius. Hit: 3 (1d6) psychic damage.

Barbed Spines. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 7 (2d6) piercing damage.

Description. Eight-foot long mermaid. Blue and white scaled skin. Needle teeth. Silver hair. Attaches the back of her head to a large predator and eats its scraps.

Starfish 1 xp

Tiny beast		AC	HP	Move	
unaligned		1	1	1 ft	
STR	DEX	CON	INT	WIS	CHA
2 (-4)	2 (-4)	8 (-1)	2 (-4)	8 (-1)	2 (-4)

Gentle Pat. *Melee Weapon Attack:* +0 to hit, reach 1 ft., one target. Hit: 0 bludgeoning damage.

Seriously. *It's a starfish.*

Description. Five-armed starfish. Rough brown skin.

Vermesh Spawn 25 xp

Tiny aberration		AC	HP	Move	
Chaotic evil		12	3	10 ft	
STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (+0)	2 (-4)	4 (-3)	4 (-3)

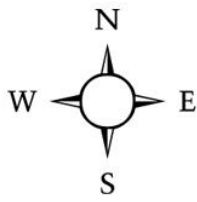
Senses. Blindsight 60 ft.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 3 (1d6) piercing damage.

Shriek. *Ranged Spell Attack:* +6 to hit, 15 ft cone. Hit: 1 psychic damage.

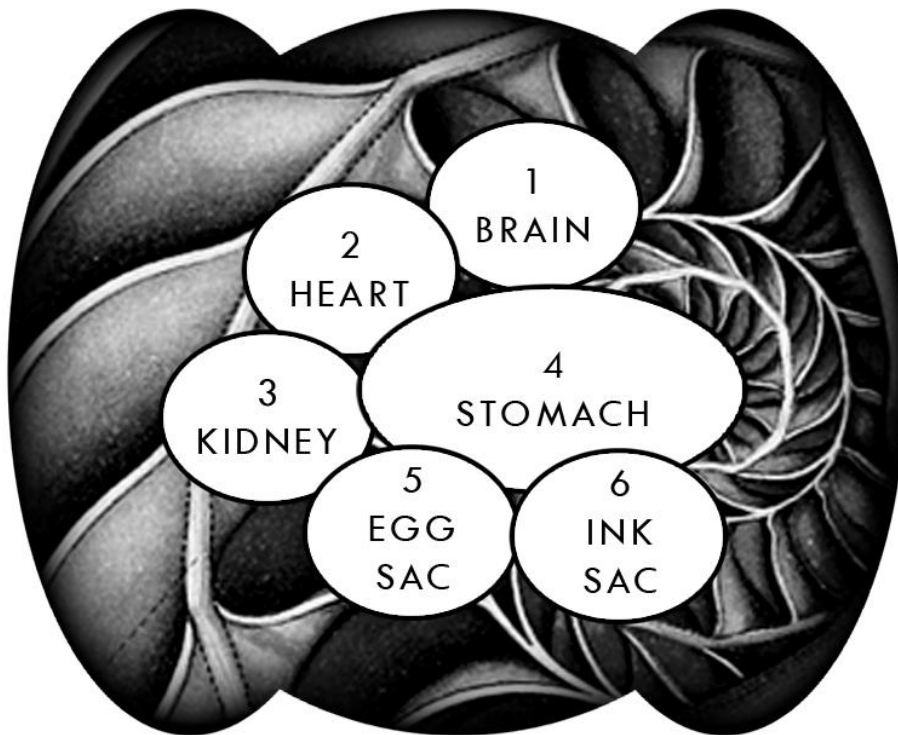
Description. Finger-sized white worm. Ring of pink teeth around its tiny maw.

KRAKEN CORPSE, LEVEL 3: ORGANS



LEVEL 3

ORGANS



DM NOTES

Where is this?

- Below the Apertures and above the Shell
- Six Organ areas

What happens here?

- Explore the organs
- Talk to **Xeyal** through the Vivid Butterfly and the Lucid Hare

KRAKEN CORPSE

- This primordial behemoth lies dead, petrified, and pyritized beneath the mud flat.
- Corpse is over 20 Ages old (still very old).
- Parasites gnaw and scavengers dig at the glittering remains.

ARRIVAL

When the PCs first come down here, roll 1d6 to determine where they land:

1. Brain
2. Heart
3. Kidney
4. Stomach
5. Egg Sac
6. Ink Sac

From there, the PCs can choose to move north, south, east, and west to explore this level. There are no rocky areas around the corpse here.

OR they can find a way down to the next level.

OR they can climb back up to the level above.

1 BRAIN

You stumble into a dim maze of silvery webbing. A small rabbit, its glittering fur rippling in shades of lavender, balances impossibly on a single silver strand. It nods politely and whispers, “Hello there.”

- **Maze.** Huge neurons are fragile and easily cut through.

Rabbit. Lucid Hare. A dream-beast summoned by Xeyal to hunt down Ajerel.

- Xeyal’s voice **whispers**, “Knowledge! Wealth! Power! Bring me the fugitive Ajerel, and I will give you anything you desire!”
- This is perfectly true. If the PCs bring back Ajerel, the Lucid Hare grants them any one reward they ask for.
- **Note:** The PCs must ask carefully, because the Lucid Hare is a monkey-paw-style jerk about granting wishes.
- **Why?** “Ajerel has traveled back in time to pervert history, to destroy paradise! Nothing more can I reveal, lest I change history myself.”
- **Combat.** The hare simply vanishes if attacked.
- **Down.** No way down from here. The floor here is solid pyrite. Find another way.

2 HEART

You squeeze into six narrow chambers of hardened blue meat connected by pyritized iris-valves. Curdled blue lumps cover the rocky ground. Bright red tumors protrude from the golden walls.

- **Chambers.** Walls are thick, slow to cut through. If you attack the walls, then 1d6 blood pucks attack you.
- **Blue lumps.** Clotted copper blood. Can cure any magical or non-magical disease. Collect 1d6 vials.
- **Red tumors.** 2d6 dormant blood pucks. Awaken violently if touched, or if the walls are damaged.
- **Down.** PCs can crawl down through the main artery to reach Level 4: Shell.

3 KIDNEY

You enter a long chamber of dark red flesh covered in white striations. A sticky yellow fluid clings to the walls and floor. A jagged green crystal sits embedded in the wall. But...!

A six-foot magenta insect hovers in your path, its radiant wings beating the air slowly as though treading water.

- **Chamber.** Walls are soft, easy to cut through.
- **Fluid.** Ancient kraken waste.
- **Crystal.** Kraken kidney stone, pure emerald, size of a fist, worth 500 GP.

Insect. Vivid Butterfly. A dream-beast summoned by Xeyal to hunt down Ajerel.

- Its wings are blinding.
- Xeyal's voice **booms**, "Behold! Only I am real, and you are but my fleeting and meaningless dream!"
- All PCs are **Stunned** by this revelation that they are mere dream-stuff. They must somehow prove to themselves that they are real to proceed.
- Options include injuring themselves, failing to fly, etc.
- **Combat.** The butterfly simply vanishes if attacked.

Down. No way down from here. Kraken waste clogs the bottom. Find another way.

4 STOMACH

You slide into a warped chamber of rubbery walls. A bubbling pool of acid lies ankle-deep on the uneven floor. A dozen half-digested mounds lie quivering in the acid, obstructing the tunnel leading farther down.

- **Chamber.** Large tears in the rubbery walls reveal paths for lateral movement.
- **Acid.** Too weak to damage proper boots anytime soon. Burns bare flesh, 1 damage per minute.
- **Mounds.** Twelve undead creatures, strangely preserved by the digestive process. Seven pickled kettle crabs, four pickled pirates, and one pickled War Snail.
- **Loot.** Strapped to the Snail's shell is a dissolving leather saddle. In the saddle bag: 37 gold coins, 1 ivory ring, and some rotten pistachios.
- **Down.** PCs can crawl down through the digestive tract to Level 4: Shell.

RING OF SNAIL SPEECH

This magical ivory ring allows the wearer to speak with snails.

Value: 50 GP

5 EGG SAC

You wade into a long, narrow **chamber**. Head-sized **spheres** lie piled up to your waists. Red flickers of energy reveal dark silhouettes writhing inside the translucent spheres.

- **Chamber.** Walls are fragile and easily cut.
- **Spheres.** Kraken eggs, ready to hatch. Offspring are ravenously hungry. If an offspring were tamed, it would be a powerful ally in marine environments.
- **Movement.** For each PC that moves through the space, roll 1d6. On a 1, the PC slips and 1d6 **Kraken Young** burst out to attack!
- **Down.** The PCs can easily walk out the lower passage to **Level 4: Shell**, if they survive crossing the chamber.

6 INK SAC

You splash into a dark **chamber** filled neck-high with a cold black liquid that reeks of copper and dead flowers. A lone **body** floats near the far end of the space.

- **Chamber.** Walls are fragile and easily cut.
- **Body.** Dead sailor, millennia old. A human corpse, its eyes and mouth stretched wide in a final silent scream of pain. Upon closer inspection, there are small spiral shells and clusters of dead worm-like tentacles erupting from his cold flesh.
- **Movement.** The ink is high, and the bottom is slippery. If anyone slips and submerges, even for a second, roll for an **Ink Mutation**.
- **Down.** The PCs can swim or wade out through the far end to **Level 4: Shell**.

Ink Mutations. Roll 1d6.

1. Gill slits open around your neck and ribs. You are now amphibious and can breathe underwater.
2. Your left eye swells and turns black. Gain Darkvision 60 ft with this eye.
3. Seven tiny tentacles dangle and curl from your chin.
4. Your right ear hardens into a spiraling nautilus shell. Saltwater drips from it. It sounds like the ocean...all the time.
5. Your head hair becomes bioluminescent and sheds dim blue light for 10 ft at all times. Cut hairs continue to glow for 1 week.
6. An ink sac forms in the roof of your mouth. Once per day, you can spit ink at a target up to 10 ft away to blind them for 1 minute. Your teeth are permanently stained indigo.

LEVEL 3 CREATURES

Blood Puck						100 xp
Tiny elemental		AC	HP	Fly		
Neutral evil		10	10	30 ft		
STR	DEX	CON	INT	WIS	CHA	
8 (-1)	12 (+1)	12 (+1)	8 (-1)	10 (+0)	10 (+0)	

Death Burst. When the puck dies, it explodes in a burst of clots. Each creature within 5 feet of it takes 3 (1d6) poison damage.

Toxic Aura. Any creature that ends its turn within 5 ft of the puck takes 3 (1d6) poison damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 3 (1d6) slashing damage.

Description. Winged monkey. Glistening red skin.

Kraken, young						300 xp
Small monstrosity		AC	HP	Move		
unaligned		15	35	30 ft		
STR	DEX	CON	INT	WIS	CHA	
10 (+0)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	8 (-1)	

Resistances. Cold, Thunder

Senses. Blindsight 30 ft., Passive Perception 10

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (3d6) piercing damage.

Thrash. *Melee Weapon Attack:* +3 to hit, reach 5 ft., two targets. Hit: 7 (2d6) bludgeoning.

Description. Cat-sized shellfish. Crab legs and claws, squid tentacles, rippling fins. Snapping beak.

Kettle Crab, pickled						50 xp
Medium undead		AC	HP	Move		
unaligned		10	5	15 ft		
STR	DEX	CON	INT	WIS	CHA	
12 (+1)	14 (+2)	10 (+0)	1 (-5)	8 (-1)	2 (-4)	

Amphibious. The crab can breathe air and water.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (2d6) bludgeoning damage.

Description. Kettle-sized crab. Rotting, slimy.

Pirate, pickled						100 xp
Medium undead		AC	HP	Move		
Chaotic neutral		10	5	15 ft		
STR	DEX	CON	INT	WIS	CHA	
14 (+2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)	

Multiattack. The pirate makes two melee attacks.

Cutlass. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (2d6) slashing damage.

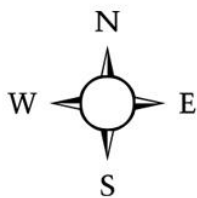
Description. Zombie in nautical dress. Rotting, slimy.

War Snail, pickled						200 xp
Large undead		AC	HP	Move		
unaligned		15	15	15 ft		
STR	DEX	CON	INT	WIS	CHA	
10 (+0)	6 (-2)	18 (+4)	6 (-2)	10 (+0)	6 (-2)	

Flame Belch. *Ranged Weapon Attack:* +6 to hit, 15 ft cone. Hit: 14 (4d6) fire damage.

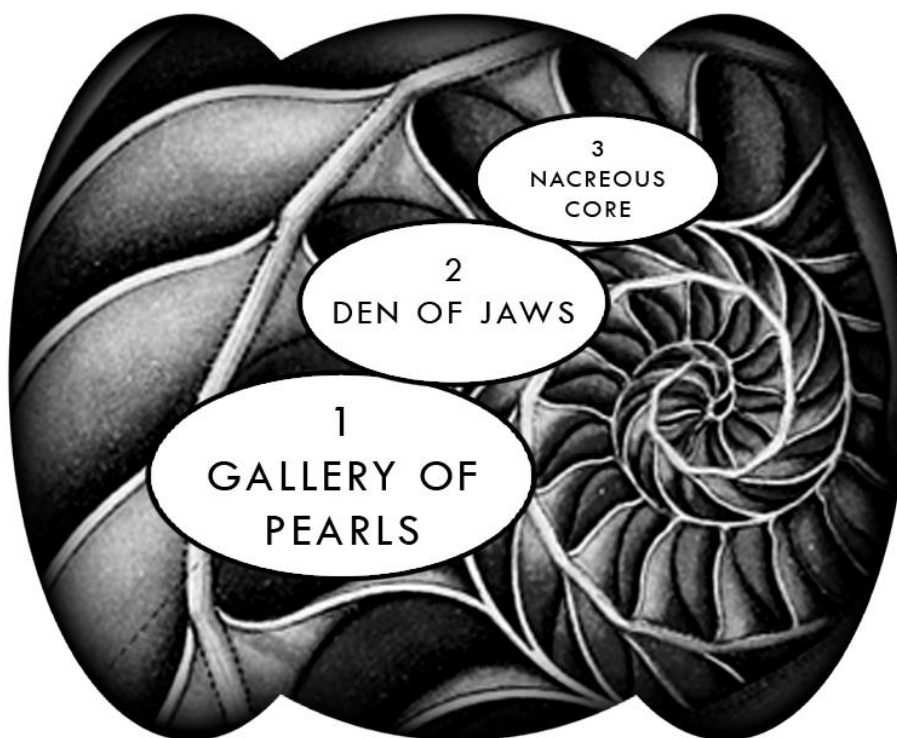
Description. Camel-sized snail. Glittering blue skin. Pearlescent white shell. Rotting, slimy.

KRAKEN CORPSE, LEVEL 4: SHELL



LEVEL 4

SHELL



DM NOTES

Where is this?

- Below the Organs
- Three shelled chambers, in order

What happens here?

- Explore the shell
- See/fight dream-foxes and night terrors
- Meet **Xeyal** in person
- Get the **diamond**?
- Visit the **future**?

KRAKEN CORPSE

- This primordial behemoth lies dead, petrified, and pyritized beneath the mud flat.
- Corpse is over 20 Ages old (really, very, extremely old).
- Parasites gnaw and scavengers dig at the glittering remains.

ARRIVAL

When the PCs come down here, they must proceed from Gallery to Den to Core.

1 GALLERY OF PEARLS

Thousands of white **pearls** are cemented to the iridescent walls of the chamber.

Tiny violet **motes** float lazily through the air.

- **Pearls.** For each minute you work at them, you recover 1d6 pearls worth 25 GP each.
- **Motes.** Dream-stuff. Harmless, but make you yawn and blink heavily. They get denser as you proceed.

Encounters:

For each minute spent in this chamber, roll 1d6:

- 1-3** Nothing.
- 4-5** A violet dream-fox runs past you to hunt Ajerel.
- 6** A **Night Terror** slithers into the chamber and attacks!

Onward. A jagged breach in the wall leads deeper down to the **Den of Jaws**.

2 DEN OF JAWS

Dozens of shark **jaws** hang gaping from the curving walls and arched ceiling, all coated in black jade shining darkly against the silvery shell.

- **Jaws.** If you spend 1 minute to break a jaw free of the wall, it slams shut on the PC like a bear trap for 2d6 damage. The jaw shatters into black jade fragments worth 300 GP.

Encounters:

For each minute spent in this chamber, roll 1d6:

- 1 Nothing.
- 2-4 A violet dream-fox runs past you to hunt Ajerel.
- 5-6 A **Night Terror** slithers into the chamber and attacks!

Onward. A jagged breach in the wall leads deeper down to the **Nacreous Core**.

3 NACREOUS CORE

A watery **portal** of blue energy dances on the pearlescent wall. Through the portal, you see a golden **woman**. At the base of the portal, a large **diamond** sits wedged into the floor.

- **Portal.** Doorway in time. A tall oval large enough for a Medium creature to step through comfortably.
- **Diamond.** Big as your head. Worth 10,000 GP. Pull it out of the ground to close the time portal forever.

Woman. *Xeyal*.

- 6ft tall, slender, gold skin, black eyes full of stars.
- Tentacles for hair and fingers.
- Wears a dusty red dress.
- Highly intelligent, passionate. Angry, desperate, sincere.
- Does not eat or age.

What Xeyal does:

- **Stands** just 10 ft away on a dark cliff under the night sky.
- **Begs** the PCs to bring Ajerel back here. **Offers** them any one wish. Allows the PCs to step **into the portal** if they want to see the future world.
- **If the PCs reach for the diamond**, she attacks. She is now willing to step through the portal to defend it.

? INTO THE PORTAL

You step out onto the edge of a dark cliff. A gray desert lies a hundred feet below you.

Overhead, a white flare hovers in a sea of dazzling stars.

In the distance, vast living mountains crawl across the endless silent dunes.

Facts:

- **When:** You are now millions of years in the future, in the Last Age. The **white flare** is the dying ember of your **sun**. This darkness is high noon.
- **Where:** You are standing on the **Dead Sun Massif** in the center of the Great Sand Sea. The **living mountains** are the dreaming cosmic horrors called **yugharim**.
- If you remove the diamond from the portal now, you are trapped here.

Sanity Check:

- Roll 1d6. On a 1, your mind breaks under this vision of the future. You must spend one full week resting to recover. You are now permanently afraid of the dark.

LEVEL 4 CREATURES

Dream-Fox 50 xp

Small fey		AC	HP	Move	
Chaotic neutral		13	10	30 ft	
STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	10 (+0)	10 (+0)	6 (-2)

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing damage.

Last Words. When the fox dies, it looks its killer in the eyes and describes the time (soon) and place (awful) of their death. This is always false.

Description. A purple fox with gold eyes. Difficult to perceive. Looks blurry. Feels too soft.

Night Terror 500 xp

Large fey		AC	HP	Move	
Chaotic neutral		17	30	30 ft	
STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	8 (-1)	10 (+0)	8 (-1)

Damage Immunities. Psychic

Nightmare Scales. When a creature ends its turn within 5 ft of the terror and can see its scales, the creature is instantly Frightened until the end of their next turn.

Multiattack. The terror makes two attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (3d6) piercing damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., two adjacent targets. Hit: 7 (2d6) bludgeoning damage.

Description. Giant black cobra with jagged armor plating. Crawling all over with white maggots. No visible eyes. Multiple rows of splayed and fanged mandibles dripping with violet ichor.

Xeyal 1,000 xp

Medium humanoid		AC	HP	Move	
Chaotic neutral		15	70	30 ft	
STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	18 (+4)	12 (+1)	14 (+2)

Spellcaster. Spell bonus +7, Spell save DC 15.

At will: Message, Mage Hand, Shocking Grasp, Shield, Detect Thoughts, Lightning Bolt, and Telekinesis.

Eldritch Aura. When a creature ends its turn within 5 ft of Xeyal and can see her eyes, the creature instantly takes 2 psychic damage.

Surreal Landscaper. At the end of each round, Xeyal transforms a 10x10 ft area into a **whirlpool** of sand or a patch of crystalized **spikes**. Creatures in the whirlpool must spend their Action to escape or else drown. Creatures in the spikes move at half speed and take 1d6 piercing damage for each 5 ft area they cross.

Summon Dream-beast. Xeyal summons one (1) Night Terror or two (2) Dream-foxes to assist her.

Strangling Grasp. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

Description. Human, tall. Gold skin. Starry night eyes. Tentacles for hair and fingers. Ageless.

TREASURE

AMULET OF RAHAV

This magical item is a simple copper likeness of a winged figure. The wearer is Immune to Cold and no longer needs to eat food.

Value: 2,000 GP

REMORA'S NECKLACE

This magical seahorse pendant makes the wearer Invulnerable whenever they are asleep.

Value: 1,500 GP

DROWNING FLARE

When placed in water, this magical candle ignites with a dazzling white radiance that produces no bubbles or smoke. When removed from water, the candle goes out and cannot be lit. The candle never consumes itself.

Value: 500 GP

RING OF SNAIL SPEECH

This magical ivory ring allows the wearer to speak with snails.

Value: 50 GP

SHARKSKIN BELT

This magical belt allows the wearer to breathe underwater. The wearer also gains Darkvision 60 ft. In addition, the wearer feels an unnatural compulsion to keep moving, and is unable to stand still in one place.

Value: 500 GP

EBONY HARPOON

From a bygone Age, this strangely crafted spear has a thin line attached. Can be thrown up to 20 feet for 1d10 damage. If you roll a 10 for damage, the target falls Prone and you can drag them toward you with the line.

Value: 500 GP

SWORDFISH BLADE

This naturally formed rapier is made of solid silver-bone.

Value: 1,000 GP

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