



## **The Kraken's Shell - Swashbuckling Adventure hook for 7<sup>th</sup> Sea**

This adventure takes place in the western seas surrounding Theah (the Frothing Sea, the Trade Sea or La Bucca) or within the Midnight Archipelago. It begins with the attack of a hideous creature and reveals details of its society and mindset. While it is likely that most heroes who take part in this adventure will not gain any understanding of the krakens, the information is provided to help round out the game master's knowledge of these rare creatures. Feel free to add additional chambers in the lair to provide a longer, more exciting adventure.

### Scene I. Abductions

*A slight wind is filling the sails overhead and the deck rocks gently in time to the waves. The crew moves languidly amid the rigging, obviously just keeping out of the bosun's way. One of the topman is teaching the cabinboy Billy how to move among the rigging. At first, you caught your breath when you saw young Billy leap across to the yardarm over ten yard above your head, but he landed easily and laughed brightly. He's still learning his trade, but already well skilled. You hear his infectious laughter again and have to smile. The ship has continued this way for the last day and the weather shows no sign of changing anytime soon. Even the least nautically experienced landlubber among you has little about which to complain. Standing upon the deck, you look out over the calm sea and dream of better times. However, you find that your thought often stray towards one of your fellow passengers, Elisabeth Vigee-Lebrun. She is a beautiful Montaigne noblewoman, however, she defies the stereotype. She is warm, sympathetic and caring instead of cold, superior and smug. In fact, glancing behind you, she is standing against the far railing and staring a ship flying Ussuran colors slowly approaching a pod of whales sunning themselves in sunlight. Her brother, Pierre Vigee-Lebrun, is as dissimilar as imaginable. He is a spoiled and worthless fop who constantly chides her for taking an interest in peasants and vagabonds.*

*Your reverie is broken as a hollow boom resounds through the ship and the deck shifts slightly beneath your feet. You stare around in confusion for a moment and see mirroring expressions upon the faces of everyone around you. A grizzled salt rushes past you towards the wheel, muttering under his breath. "We're too far out for that to be a reef and that was no whale..."*

*Moments of confusion and chaos pass without any sign of what just happened. Then without further warning, the water beside the ship erupts with a half dozen enormous arms. Seconds later you correct yourself, those are not arms, they are tentacles! Two of them are fifteen feet thick while the others are still as wide as a man. The top of each is covered in thick rubbery grey-hued skin the hue of midnight while the bottom holds hundreds of suckers ranging in size from a finger's breadth to several feet across. The larger tentacles grab onto the ship itself and the deck beneath your feet begins tilting as the port side is dragged towards the water. What do you do?*

A kraken, an intelligent and malevolent squid, is attacking the heroes' ship. The creature



tries to capture several members of the crew or passengers for a small task as it rips the ship asunder. There are twenty crew plus the heroes and the Vigee-Lebruns on the ship. However, only 8 crew (including Billy) are on the main deck while the remaining crew rest or work below decks. Treat each crew as a rank 2 brute while an additional six crew arrive at the beginning of each round. Anyone holding weapons, or grabbing the boarding axes off the rack on the deck, may attack the tentacles. Treat each of the six attacking tentacles as a henchman with a separate initiative. Three of the tentacles (including the two thickest) will attack the ship directly (inflicting 7k7 damage) while the other three will attack the crew and passengers. At least one tentacle attacks a hero on the first round. While the tentacle attacks the hero, Billy drops down from the rigging and drives a knife into it. Treat this as aiding the hero (adding his treat rank of two as unkept dice to all the hero's non-wound checks). Billy continues to help the heroes, but on round two, one of the tentacles targets him and the heroes must rescue him.

Tentacle : Brawn 6, Finesse 2, Resolve 2, Wits 2, Panache 2. Each tentacle is 5k4 to attack people with damage equal to 5k4 with a Panache of 2. Target number to hit is 10 vs hand-held weapons and 15 vs ship-mounted weapons. Versus hand-held weapons, the tentacles take 2 fewer kept dice of damage, 3 fewer for the thicker tentacles. When a tentacle takes two dramatic wounds it retreats on its next action and if it takes more than 4 dramatic wounds it is severed. The tentacles are -1 unkept die to actively defend. If one of the heroes inflicts more than two dramatic wounds, one of the tentacles will grab him. If the tentacle succeeds in the attack, it lifts the hero up and drops it within reach of the beak. The hero may attempt an opposed Brawn check with the tentacle to break free.

Kraken : Brawn 9, Finesse 4, Resolve 10, Wits 5, Panache 4, Attack 7k4 to attack ships (5k4 attack people). Damage 9k7 bite, 7k7 crush boat, 5k4 crush people. TN to be hit is 15 for ship-mounted weapons, TN 10 vs hand-held weapons but they deal 2 fewer unkept dice. Because the kraken has already engulfed the ship, it does not need to attempt to hit the ship, just roll damage. It does so whenever at least 2 tentacles attacking the ship act.

During the course of the battle, allow perceptive heroes to notice that the Ussuran ship is sailing with all possible speed towards the heroes. When the ship has taken 5 dramatic wounds, the tentacles rip the ship apart. If this has not occurred by the end of round 4 or if the kraken loses more than three tentacles, the kraken retreats, each tentacle making one final attack to capture a member of the crew. As the ship is ripped apart, read – *Above the sound of splintering boards and the screaming crew, you hear a high-pitched shriek. You glance across the doomed ship, you see one of the foul tentacles this one colored a leprous purple, wrap around Elisabeth, one of the suckers latching onto her head and dragging her beneath the waves. Then you fall into the warm salt water. The last thing you see is a longboat manned by a group of well-tanned men rowing closer.*

Scene II – Drafted



*You awaken a short time later. Thick blankets are wrapped around you and shouts in a strange tongue fill the air. You gasp for air and find yourself choking slightly on the stench of decaying fish. You shudder and gaze around you. From the colors far above your head, you can tell you are on the Ussuran ship and a tall bearded man approaches you while the rest of the crew trims the sails. “Good afternoon. It is good we were nearby.” Staring around, you see that only a dozen men survived the attack. While Pierre and Billy are among the survivors, Elisabeth is not.*

This is Piotr Ivanovich, an Ussuran whaler and monster hunter. He was preparing to attack the whales when they suddenly fled. He looked around and noticed the kraken attacking the heroes’ ship. Allow them to discuss the attack with him for a few minutes. He is a friendly if taciturn man. While he dislikes sorcery, he will not act against them. Pierre sits to one side, utterly miserable at the death of his sister.

*A sudden high-pitched squeal cuts through the air. Glancing around, you see that it is coming from Pierre. As you watch, you see the air in front of him split open. A thick, red viscous fluid drips out onto the deck. Ignoring the squeal, Pierre thrusts his hand into the wound and pull out a small object. He wipes the gore off of it and reveals a chalkboard. His face beaming, Pierre shouts, “She’s alive!” The chalkboard shows only a triangle of three dots and two words. “Help me.”*

Pierre and Elisabeth are both Porte mages, nobles with the power to rip openings in the reality. While people and objects can pass through such openings, only Porte mages possess the ability to navigate the places behind reality and escape unscathed. Anyone opening their eyes within a Porte rift is driven instantly and irrevocably mad. Death is a gift to such a one, but too often they wander from the path and are never seen again. The siblings have a close bond and are able to pass the blooded blackboard back and forth with messages. However, the triangle with three dots is their personal indication that they are being watched, so she cannot send or receive any additional messages. With his beloved sister in danger, Pierre becomes a different man. He insists on going to her aid and will try to talk the heroes, regardless of their station or appearance, into helping him. If nothing else, he can pull several expensive pieces of jewelry out of his “pocket” to pay for their aid. Billy urges the heroes to go as well, but admits that he hurt his leg during the fight and cannot accompany them. Ivanovich cannot send any of his men along as they are needed on the sails while the men from the heroes’ ship are in no condition to help.

*Pierre stands in the center of the whaling ship’s main deck. He slowly flexes his blood-stained hands at his sides while he waits for you to finish preparations. Ivanovich steps up and nods to you. “This is brave thing you do. You know not where you go. Matushka watch over you.” He steps back and Pierre declares, “It is time.” He reaches his hands out and begins groping at the air before him. For a moment nothing happens. Then you hear the high-pitched squeal again as his fingers disappear from sight. He strains to pull his hands apart and you see the air itself rip apart and begin to bleed. He continues tugging it further and further open until it is wide enough for a man to step through. Pierre nods grimly and then looks at you.*



*“Remember. Keep your eyes shut no matter what you see or hear. And keep a hold of the person ahead of you. Should one of us fall, we all die.” He takes a hold of a length of rope and motions for everyone to grab it. Then he steps forward into the bloody rift. As each of you follows into the opening, you feel warm liquid press upon you. As if you stepped into a summer rain-storm. It coats your entire body, running down in trickles and streams. A quick lick of your lips reveals this is not water, it tastes indescribably foul as if you accidentally downed a mug of congealed blood and puss. A shudder rips through your body and then you feel cool air upon your skin. Beneath the high-pitched squeal of the porte rip, you can hear lapping waves and a harsh clicking noise from nearby. Pierre’s voice comes clearly from beside you as you feel his hands tap your shoulder. “We’re through.”*

### Scene III – Delving Chamber 1

*Opening your eyes, you see a rough cavern spread out before you. The circular cave is almost a score of paces across, though half of the floor is actually a pool of dark water, and half that high. A small coin stained with blood lies at your feet. Three shadowy openings lead into other chambers. The pale green illumination comes from a half dozen dimly-glowing stalactites hanging from the ceiling. As the last of you steps through the rift, Pierre motions for attention. “Alright, now it is important that-“ He is suddenly interrupted by a meaty thunk. He looks down at the spear tip protruding from his chest and tries to speak, but the only thing to emerge is blood. Without another word, he crumples to the ground. At the same time, you hear a faint schlup as the portal snaps shut. What do you do?*

Pierre is dead. Medical attention will not help him. Examining the spear reveals that it is made from coral and broke Pierre’s body. If the heroes approach the western opening where the spear came from : *You see a pale, skeletally thin man dressed in water-soaked rags. He peers at you weakly and raises a shaking hand to his mouth. He mutter in a voice weak with disuse, “I... I...I’m sorry. I thought you were more of THEM. I just got away from them and I won’t go back. I won’t go through it again!” Suddenly another figure appears behind him, but this one isn’t human. He stands like a man, though his limbs are too lean and his torso too long. He snarls with a mouth full of sharp teeth and huge eyes that fill most of his face. Completely hairless, his body is covered in a disgusting pattern of bulging veins and his only apparel is a wide band of fabric the shade of pond scum wrapped around his torso dozens of times. You see his arms end in twisted claws with three pincers rather than fingers. A series of loud clicks fills the air around him as he stalks towards the cowering man.*

Anyone familiar with Vodacce can probably identify the creature as a crypt ghoul (see Vodacce Nation for additional details). However, those familiar with the creatures will sense that something is different. Crypt ghouls usually dress in the garb of entombed people and are solitary creatures. This creature is comfortable in a group, possesses strange garb and weapons and exudes a sense of confidence. It is a kraken ghoul, but other than the noted changes is iden-



tical to a crypt ghou. Unless prevented, the creature rapidly advances and attacks the cowering human before retreating through the next chamber (2) to chamber 3 where it informs the kraken ghou commander of their arrival.

If the creature attacked the cowering man, he gasps out a few last words before he dies. Even if the heroes prevent the creature from reaching him, he clutches his chest and succumbs to a heart attack after delivering his message. *"You...you must stop them. They've...kept me... like a pet...for years. Their master...the kraken ripped our ship...apart so long ago. Only twelve of us...survived. We were...the unlucky ones. Back breaking labor...torture...and then they used us...as food. Stop them...the women...Oh, Theus...the women have it...the worst. These things... keep the women alive...You must...stop them..."* The man falls silent and breathes no more.

There are four openings within the room. The first is the 30'x20' pool to the southwest which opens out to sea. Only the air pressure within the room prevents the water from rushing in and flooding the room. The second opening leads to the north and chamber 5, the third opening leads to the west and Chamber 2. The fourth opening is fifteen feet off the floor and leads northwest to chamber 4.

## Chamber 2

*This stone cavern has numerous ledges surrounding all four walls. Each is made of stone, six feet long and a foot thick and four feet separate it from the others. A wide bubbling pool fills half of the room. A strange mosaic of red octagons, blue squares and green triangle tiles covers the center of the floor. There were once three openings from this room, but the doorway to the west has collapsed beneath rubble. The passageways to the east and north remain. To the south is a deep bubbling pool. Barely visible beneath the water are some sort of massive stones. Six more of the hideous creature are at the far end of the room. The largest carries a wicked looking dagger in one hand and a glowing pearl in the other which sheds a flickering light upon the room. The other five each bear two of those white spears. The largest creature gestures towards you and declares in ancient Vodaccean, "Gettest up, foul things. Work thou must or die thou shall. Mine mighty master demandest thee to work, not to lollygast. Shouldst thou work hastily, thou shalt be freed, else these caves shall be thine tomb."*

If no one speaks Vodacce, it will attempt Thean next. If that fails, it will use hand gestures to communicate. The creature is named K'ka'tchu'ka'ku'kuss among his own people, but will not expect the unworthy humans to be able to speak his name. It is the head slave of the mighty master Huruumaanaauoi, the kraken. These caverns were once the home of another kraken and its slaves, but was abandoned centuries ago. The kraken who attacked the ship brought his captives and his ghou slaves here to retrieve something, memory shells, from these caverns. The room where the shells are held experienced a cave-in years ago and the ghouls need help in retrieving the item.

If the heroes refuse to help them, the ghou threaten to kill the other captives and point out that they are a thousand feet beneath the surface. None of the humans can survive the return to the surface without their help. If the heroes continue to refuse, the ghouls will attack. If com-



bat occurs, the kraken will reach in through the pool and aid his slaves. See Chamber 3 for combat statistics for the ghouls and kraken. If the heroes do surrender, the ghouls disarm them and escort them to the next room. Any weapons the ghouls confiscate are thrown into the pool, beside the clams. If combat occurs, see Chamber 3 for details.

This room was once a barracks for the kraken's slaves. While it held many possessions, they have long since rotted away. Only one thing remains, a powerful trap within the mosaic for the unwary. The tiles once served to train the ghouls to walk upon their tiptoes, the stance that the kraken preferred. Anyone stepping upon a red or blue tile triggers a spike to thrust out of the floor and into the offending person's feet. This inflicts 2k2 damage (2d6 damage). Anyone falling upon the mosaic is struck by (1k1 divided by 2) spikes. The ghouls are familiar with the trap in this room and usually avoid it, however anyone struck while on the mosaic tile must make a Finesse+footwork check, target number 15 or trigger the trap. If the heroes break off the spikes, they may use them as knives.

The passage to the north leads to Chamber 3. The passage to the east leads to Chamber 1. The pool leads out to the sea. Like the pool in Chamber 1, only air pressure is keeping the water out of this chamber. The bubbling is caused a shelf of special clams living upon a shelf beneath the pool. These clams convert water into breathable air as part of their feeding process and release it in the form of bubbles. These bubbles prevents the cavern's air from becoming stale or unbreathable. Each of the clams is three feet across and has an inch wide hole at the center of its shell from which the bubbles emerge. There are 15 clams. If a hero grabs one of the clams, they can fasten their lips around the clam and carefully use the air the clam produces. This increases the heroes' brawn by four for drowning purposes (increases the hero's constitution by 3 for drowning rules).

### Chamber 3

*This large chamber obviously once held a pool like the first chamber does. However, a rockslide over the years filled it and the passageway to the north with rubble. Three enormous spiral conch shells fill the southern end of the room. Each of the shells stands ten feet tall. Elisabeth and half a dozen of the crew of the Fair Wind are slowly trying to move rock aside while another four creatures watch over them carefully. The hideous creature accompanying you points towards the shells and speaks. "Those are what we seek. We must give them to the mighty master and then you will be freed."*

This is the kraken's goal. Each of the shells is actually a form of record. When touched by any living creature, the shells will emit loud moans and clicks. These sounds are actually the language of the krakens, recorded here to pass their knowledge down through time. By pressing different spots, different parts of the record will play. Details on the contents of the record are below.

The ghouls do not care how the shells are given to the kraken. Two possibilities are that the heroes could excavate the rubble from the pool or drag the shells out to another pool. If they decide to excavate, they must make 10 Brawn checks TN 15 spaced one hour apart. Up to three



people can work on this at any time (allowing 3 simultaneous Brawn checks, TN 15). Failure indicates that they must make that attempt again. Further, once an hour, someone not involved in the excavations must make a Wits+Mathematics check TN 15 (profession: architect or stone working check DC 15) to ensure that the diggers do not cause another avalanche. If the heroes fail a Mathematics check and any Brawn check at the same time, an avalanche occurs, inflicting 5k5 damage on anyone working on the pile and an additional 1d10 Brawn checks of excavations. The ghouls will simply observe and guard the prisoners. They will tell the heroes to stop once the pool has been cleared since the kraken can now merely reach in and take the shells.

If the heroes attempt to bring the shells into another room, they must make a brawn check, target number 30. (The heroes may also use Brawn+Menial Tasks or Brawn+Lifting with the same target number.) If they think to place the shell upon rollers (such as the spikes from Scene IV) or upon a piece of fabric (such as cloaks), they receive two free raises (+10) to these attempts. Up to three characters can work on any one shell. All three roll their Brawn check and the best roll is used. Again, the ghouls will merely watch the heroes and tell them to leave the shells beside the pool. If the shells are left unattended, the kraken will remove them. The heroes can get one of the shells out through the passage to the surface using the same methods, but the target number is 40.

Once the kraken can reach the shells, the ghouls will attack. The ghouls are hungry and intend to feast upon the heroes and the kraken does not want any witnesses to its actions. If they are in a room with a pool, the kraken will aid his slaves as well. The passage south leads to Scene IV. The passage west leads to Scene III.

Combat : Kraken Ghoul (Leader) : Henchmen. Brawn 3, Finesse 3, Resolve 3, Panache 3. Attack 7k3, Damage 5k2. Ambush 3, Stealth 4, Riposte 4, Attack (dagger) 4, Parry (dagger 4), Swim 4, Footwork 3.

Kraken Ghouls (9) : Henchmen. Brawn 2, Finesse 3, Resolve 2, Panache 2. Attacks (3) 3k2, (Claw/Claw/Bite), Damage (Claws) 2k2/(Bite) 2k1. Ambush 3, Stealth 4, Swim 4, Footwork 2. The ghouls begin by throwing their spears for two actions. Each spear is made of a white coral which shatters upon impact. Because this drives sharp splinters into the wound, it inflicts (Brawn+2)k3 damage. Anyone taking a dramatic wound from a spear takes an additional flesh wound each action they take until someone removes the splinters, Finesse+first aid, target number 15. Each spear may only be used once before shattering.

Tentacle : Brawn 6, Finesse 2, Resolve 2, Wits 2, Panache 2. Each tentacle is 5k4 to attack people with damage equal to 5k4 with a Panache of 2. Target number to hit is 10 vs hand-held weapons and 15 vs ship-mounted weapons. Versus hand-held weapons, the tentacles take 2 fewer kept dice of damage, 3 fewer for the thicker tentacles. When a tentacle takes two dramatic wounds it retreats on its next action and if it takes more than 4 dramatic wounds it is sev-



ered. The tentacles are -1 unkept die to actively defend. If one of the heroes inflicts more than two dramatic wounds, one of the tentacles will attempt to grab him and drag him into the water. If the tentacle succeeds in the attack, the hero must make an opposed Brawn check with the tentacle. Failure indicates the creature can attack with its beak and the hero must make drowning checks.

Kraken : Brawn 9, Finesse 4, Resolve 10, Wits 5, Panache 4, 5k4 attack. Damage 9k7 bite, 5k4 crush people. TN to be hit : 10, but reduce all damage by two unkept dice. One of the kraken's smaller tentacles is purple while the others are grey. It will prominently use the purple tentacle. More complete stats in the Montaigne Revolution Book.

#### Chamber 4

*A narrow stone balcony overlooks the room where Pierre's body lies. A ramp slopes twists down to the north.*

One ghoul is stationed here as a guard. When Pierre arrives, this ghoul goes for reinforcements and alerts the others. If the heroes remain in Chamber 1 for more than five minutes, four ghouls return to this room and hurls spears down at the heroes. (see room 3 for ghoul details)

#### Chamber 5

*Looking around, you see bare rock walls. This room is slightly lower, measuring only 12 feet tall. A metallic hatch of some sort in the center of the ceiling attracts your immediate attention. Several knobs protrude from the hatches surface. Openings in the walls lead to the south and the west.*

Opening the hatch requires a brawn check TN 30 (strength check DC 30) to twist it clockwise 90 degrees. However, to reach it, the hero who attempts it will need to stand on someone shoulders or atop something such as the rubble or shells from chamber 3. If opened, the hatch drops to the floor below and a strong breeze instantly begins blowing up into the opening. Beyond the hatch is a spiral sloping upwards for a thousand feet. Placing the hatch back into the opening is impossible from within the passage and requires a brawn check TN 40 (Strength check DC 40) from below. Unfortunately with the hatch opened, the water begins flooding the cavern. It begins rising through the passageway ten rounds after opening. Anyone caught within the water must make drowning checks per normal rules.

Starting with the first hero up the passage, count off one number for each person. Because of the difficulty of the long climb, the heroes and Elisabeth must make a climbing check (Finesse+climbing check TN 15) for every two hundred feet. If a hero fails a climbing attempt, everyone from that person back increases their number by 1. For every raise called, a hero can decrease his number by 1 or give another climber +5 to their roll. The water catches up with anyone whose number increases beyond 20 and they must make swimming checks instead of climbing checks. Failure of a swimming check indicates that the hero begins drowning. If the



heroes begin climbing up, any remaining ghouls attack the left behind.

The passageway to the south leads to Chamber 1. The passageway to the west twists steeply up until it reaches chamber 4..

#### Scene VI Escaping the Cavern.

There are two methods, the passageway to the surface (see Chamber 5) and swimming out of the pools. If the heroes attempt to swim out of the pools, they are extremely far below the surface. They must hold their breath for 24 rounds (see drowning rules), though a successful swimming check TN 25 (swim check DC 25) reduces this to 12 rounds. Further, the heroes take 8k8 damage (10d6 damage) from the pressure and strain of the swim. The appear a hundred yards from a small deserted island.

If the heroes take the passageway to the surface, they find themselves on a tiny island (barely 30' across) with Ivanovich's ship visible about a mile away. . The island has three palm trees and a few seagulls. There is also a cask of oil and a section of decking washed up on shore from the recent destruction of the Fair Wind. The heroes may attempt to signal Ivanovich in any way. Otherwise, a Montaigne naval frigate will pass by the next day.

If the heroes do signal Ivanovich, the kraken is going to make one last attempt to silence the upstart humans once and for all. The kraken emerges from the water on the southern side of the island where the sea floor falls off steeply. The creature attacks with any remaining tentacles. The heroes must hold off the kraken for 3 rounds until Ivanovich is within range. He opens fire with his harpoons and cannons. If Ivanovich arrives, his ship and experienced sailors make the difference and finish off the creature.

Kraken : Brawn 9, Finesse 4, Resolve 10, Wits 5, Panache 4, 5k4 attack. Damage 9k7 bite, 5k4 crush people. TN to be hit : 10, but reduce all damage by two unkept dice. One of the kraken's smaller tentacles is purple while the others are grey. It will prominently use the purple tentacle. More complete stats in the Montaigne Revolution Book.

#### Appendix :

The Shells : As mentioned above, the shells contain audio recordings of knowledge and information gained by the krakens. The recordings are in their own language which is almost impossible for a human to comprehend. It requires the Linguist advantage and a Conception check to comprehend the noises as a language. This is a Wits check TN 50 with four leaps of logic (requiring 5 drama dice to simply attempt the roll). After that, the hero must make 5 Wits checks (TN 50 each) to decipher the various sounds into understandable words. Once someone has deciphered the kraken's sounds into a language, they may teach it to anyone at a cost of 20 hero points (or 60 experience points).

One of the shells is a description of star positions and alignments which also explains how different star constellations visible in different locations proves the spherical nature of the world. It also describes various details about the planets, including one not yet discovered. One of the shells details how a series of mathematical calculations can determine the amount of



area beneath a line and how that can indicate general facts about the line such as its position at various points, its slope and its rate of increase. This would advance the understanding of mathematics by decades.

One of the shells dictates the final days of Manalakaheimakanakanukikaku, a kraken and one of the most favored servants of the Black Siren. The Black Siren, accompanied by four of her most powerful minions, set out to destroy the sidhe known as Maab. The minions included two kraken, a leviathan and another creature detailed only as the Whirling One. They ventured from far to the west, through a tunnel that passed beneath the Barrier and into the waters around Avalon. The Black Siren ordered her minion to attack and Maab's sidhe attempted to stop them. Although the battle raged on for weeks, in the end the sidhe lords were scattered, many of them dead. However, the price was steep; of the four minions, only Manalakaheimakanakanukikaku survived. It struck against Maab, but she brought the full force of her magic upon it and shattered its mind. It watched helplessly as Maab and the Black Siren fought for days until finally Maab sliced off the Black Siren's hand. Screaming in agony, the Black Siren called to her creature and it responded, covering her escape for crucial minutes. Deprived of her prey, Maab retired from the field of battle. The kraken returned to an old lair and left this recording, each moment feeling what was left of his mind slowly flaking away. The recording ends with horrid wheezing and crashing as the creature attacked the cavern around it and causing the rockslides that blocked the pool. Scholars of the sea may realize from the recording that the kraken dictating the record still lives. Sailors know it as the Great Grey.

### The Kraken

The kraken are a cruel and vicious race, far more than merely cunning animals. They possess their own language and society far outside the realm of human contact. While each kraken lives apart from its own kind, they each maintain scores of slaves in air-filled caverns. Most of the slaves are crypt ghouls, though many humans serve them as well. The slaves primary duties are to take care of the kraken's possessions including the shell audio recordings, enormous pearls enchanted to glow brightly and treasures seized from surface dwellers such as gold, silver, statues and other works of art. While these duties hardly seem sufficient cause to warrant the vast number of slaves, they are also seen as a status symbol among the kraken.

However, the greatest symbol of power among the enormous creatures is knowledge. It takes months to prepare and record a single shell, so they are greatly prized. Krakens spend years researching a topic before committing a single syllable to shell and few ever produce more than a handful of them over their centuries-long life span. Most kraken only own two or three, but powerful creatures often own dozens. Each is secured in air-filled caverns to ensure that other krakens cannot reach it easily and guarded by the kraken's slaves.

The Black Siren occasionally aids a kraken in its research, her ability to spy upon anything occurring beneath the waves is invaluable for many such projects. She also owns dozens of the shells herself, seized from kraken who fail her. These are doled out to those creatures