

A TALE OF A WHALE

All men live enveloped in whale-lines. All are born with halters round their necks but it is only when caught in the swift, sudden turn of death, that mortals realize the silent subtle, ever-present perils of life.

HARK! The Sevens Seas, the Briny Deep, Bahari Kubwa. It goes by many names and has many dangers. Life or death, plunder or pleasure, the way has been chosen for you and it is through the belly of this most wondrous beast. The party has been swallowed by a giant whale after the ship they were on entered a terrible storm. They miraculously awaken inside a damp spongy cave. The thought of drowning and the faint whispers of voices further inside invite an exploration, information, and perhaps a better alternative to getting out!

LEARN THE ROPES: There are jellyfish that float throughout the whale these act as its immune system. They are more of a pest than a threat. The interior flesh of the whale can be damaged but is mostly indestructible. If players damage the interior, intentionally or not, the jellyfish will start swarming. The more damage the more fish. After enough damage, an extra large bioluminescent jellyfish shows up and attacks the party.

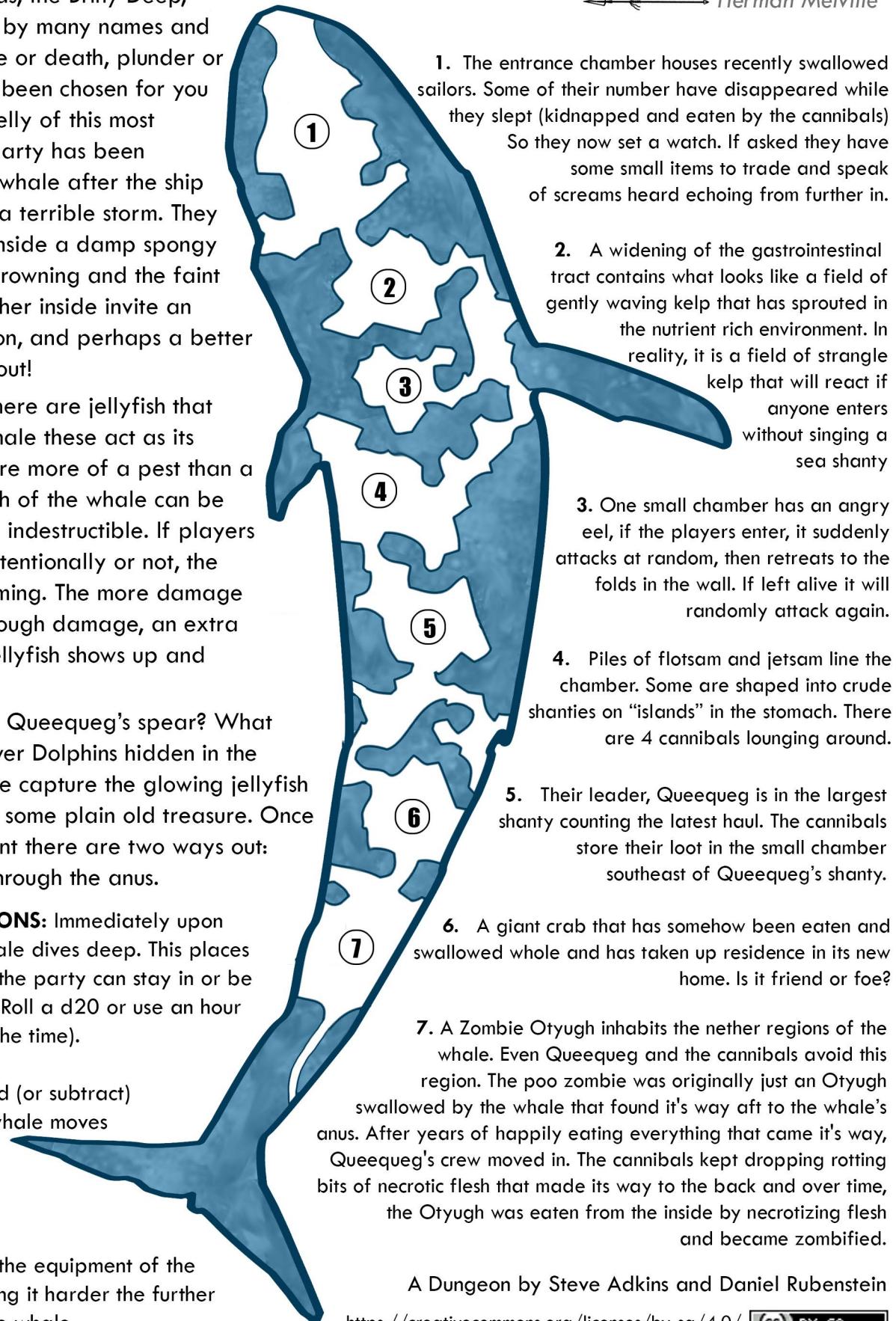
BOUNTY: Do you take Queequeg's spear? What about the priceless Silver Dolphins hidden in the cannibals stash? Maybe capture the glowing jellyfish for eternal light or just some plain old treasure. Once you have what you want there are two ways out: through the mouth or through the anus.

ADVANCED PLAY OPTIONS: Immediately upon eating the party, the whale dives deep. This places a time limit on how long the party can stay in or be crushed by the pressure. (Roll a d20 or use an hour glass to establish/track the time).

Adventurers can also add (or subtract) combat bonuses as the whale moves through the water three dimensionally.

The interior of the whale could be acidic, causing the equipment of the player to degrade making it harder the further the player delves into the whale.

→ Herman Melville



1. The entrance chamber houses recently swallowed sailors. Some of their number have disappeared while they slept (kidnapped and eaten by the cannibals) So they now set a watch. If asked they have some small items to trade and speak of screams heard echoing from further in.
2. A widening of the gastrointestinal tract contains what looks like a field of gently waving kelp that has sprouted in the nutrient rich environment. In reality, it is a field of strangle kelp that will react if anyone enters without singing a sea shanty
3. One small chamber has an angry eel, if the players enter, it suddenly attacks at random, then retreats to the folds in the wall. If left alive it will randomly attack again.
4. Piles of flotsam and jetsam line the chamber. Some are shaped into crude shanties on "islands" in the stomach. There are 4 cannibals lounging around.
5. Their leader, Queequeg is in the largest shanty counting the latest haul. The cannibals store their loot in the small chamber southeast of Queequeg's shanty.
6. A giant crab that has somehow been eaten and swallowed whole and has taken up residence in its new home. Is it friend or foe?
7. A Zombie Otyugh inhabits the nether regions of the whale. Even Queequeg and the cannibals avoid this region. The poo zombie was originally just an Otyugh swallowed by the whale that found it's way aft to the whale's anus. After years of happily eating everything that came it's way, Queequeg's crew moved in. The cannibals kept dropping rotting bits of necrotic flesh that made its way to the back and over time, the Otyugh was eaten from the inside by necrotizing flesh and became zombified.

A Dungeon by Steve Adkins and Daniel Rubenstein