

THE CAVE OF KULL COVE

"Ye will regret it."



- I. Cave Entrance. Curdling odors of putrescence waft from inside.
- II. Whalebit Vendor. Insane gibbering old seaman sits next to an enormous pile of rotting whale entrails. A sign says, "Whalebits ~ 1 gold". Old leaky buckets for carrying whalebits lay scattered around on the sandy floor. If nobody purchases whalebits, the old seaman mumbles, "Ye will regret it," and cackles as they leave.
- III. Sea Monkeys. Sea monkeys sling slime from their cubby holes at sources of light. If all light sources are extinguished the carnivorous gang of sea monkeys will attack. Large pile of remains piled high and all around. A few pieces of gold can be found. Another pile hides the entrance to a smaller alcove.
- IV. Alcove. The small pile in here hides a waterproof leather satchel capable of holding a leaky bucket's worth of whalebits.
- V. Pools. Choking odor of sulfur. The high acidity level of the pools cause damage to exposed skin.
- VI. Eels. Toothy eels slither about in the dark-watered pool. Poisonous bite capable of causing paralysis. On the Sandy shelf across the water lay some chewed-up bones and a small bit of paper on which is written, "Bastard."
- VII. Dead End. Around dark knee-deep water-filled corner is a sandy niche. Green-tinged skull here with an eyepatch and a gold tooth.
- VIII. Camp site. A long-extinguished camp fire. Dank cave littered with cracked rotting skulls and bones. There looks to have been a scuffle here.
- IX. Giant Crabs. Cracked bones lay strewn about the bumpy sand floor. Two giant crabs lay huddled waiting for anything to set foot onto the sand nearby.
- X. Underwater Tunnel. Hidden underwater tunnel leads to a sandy recess. On the sand is a ragged skeleton clutching a worn piece of paper. On the paper is written, "Don't like whale."
- XI. Lagoon. Some of the sandy mounds in this cave lagoon hide deadly quicksand.
- XII. Crumbling Stairway. This crumbling stairway is hazardous.
- XIII. Ante-room. Ragged bones and skulls litter this chilly room. A low moaning can be heard emanating from the walls.
- XIV. Torture Room. The word, "Mine!" is carved into the blood-stained table's surface.
- XV. Cell. A skeleton's arms hang manacled to the wall. The rest of its bones lay in a pile.
- XVI. Main Room. Wood table in the corner has some papers on it. Pirate ghosts that inhabit these rooms attack if any papers are disturbed. The writing on the papers is gibberish, but a short phrase can be made out to say, "Curse ye lying cheating thief BASTARD!"

- XVII. Store Room. Good buckets here. Pirate ghosts attack if the buckets are touched.
- XVIII. Ghost Captain's Room. Deafening keening moan. Spectre of the pirate captain sits in a chair at his table reading a piece of parchment. He attacks if anything is disturbed. Scribbles and pentagrams cover this paper along with the words, "Damn thee forever to hell ye half-wit swindler! Tiny will never let ye have it."
- XIX. Spiral Stairway. This spiral stairway is coated with a film of slippery slime.
- XX. Tiny's Cavern. Under the deep dark waters of this cavern writhes the sleeping eight-tentacled giant squid, Tiny. Any attempts to cross in the row boat awakens Tiny. Dumping one bucket of whalebits into the water will make Tiny recede

for a moment. A second bucket will make the squid recede longer. A third bucket will send Tiny squirming away in fear out the underwater tunnel that leads to the sea. The sandy outcrop on the other side of the cavern holds many chests filled with Tiny's collected treasures.

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