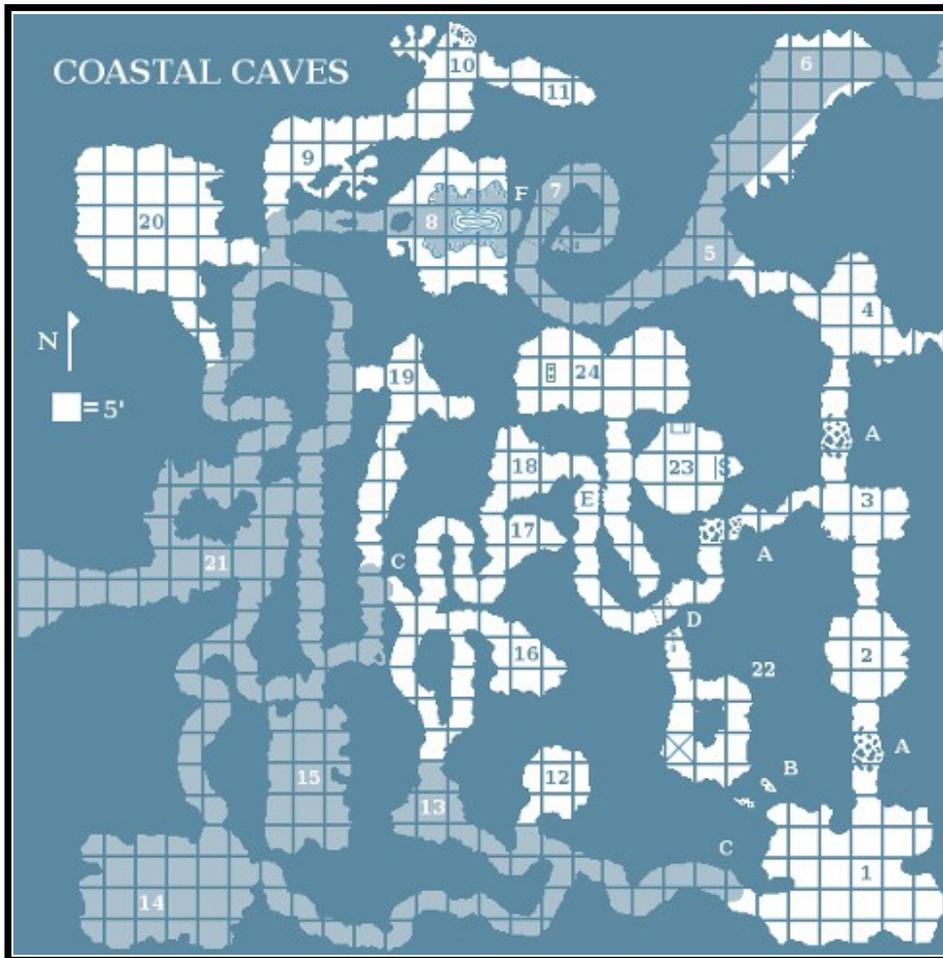


# Coastal Caves



## Wandering Monsters

- 2-3. 1d3 Blind Cave Salamanders
- 4-5. 1d2 Poisonous Giant Centipedes,
- 6-7. 1d6 Giant Centipedes
- 8-9. 1d6 Carnivorous Bats
- 10-12. 1d3 Bandits

## Overview

This is a living cave system. The water flowing through the limestone, carving & depositing this cave's features, has shifted over time, leaving the old path dry (rooms 1-4). The caves can be entered from the sea (21) or an 'Obbit-sized creature might enter through the cleft into the bat cave (4), but most will discover the mouth (1). The caves climb steeply towards their greatest elevation (4-5-6) & incautious explorers will find their way down again quickly if they slip (7) & fall the 60' to the pool (8). While the water in the highest part of the caves is barely a seep across the stone floor, it collects in the lower parts of the caves (13-15,21) to the height of a human's chest (4'). This water is quite cold. On entering any room for the first time there is a chance of finding a fine quartz crystal.

## Rumors

1. An Emperor's son disappeared here long ago (?)
2. Pirates have used the caves to hide treasure (T)
3. Quartz Crystals can be pried from the walls (T)
4. A Tribe of pale fish-things worships here (F)
5. Noxious fumes fill the caves (F)
6. Bats attacked a flock of sheep then fled here (T)
7. At high tide the caves are entirely submerged (F)
8. A Leucocotta cries in the voice of a child here (F)
9. These caves were here before language (T)
10. A pool in the caves grants strength to drinkers(F)
11. A Witch's abandoned child haunts the caves (F)
12. Black Brom's first mate was marooned here (T)

## Room Key

**A.** Steep, v-shaped, & strewn with loose rock, these passages rise 5' for every 5'. Climbers are unable to use 2-handed weapons, will have difficulty in combat, & if doing anything but carefully climbing, may slide, hurting themselves & possibly dislodging fellow climbers. **B.** This passage caved in centuries ago. Clearing would take a half day of hard mining attracting wandering monsters. **C.** Water on the floor here rises 1' per 5' to a depth of 4'. Explorers must move slowly & will have difficulty with combat while wading. The ceilings are too low & irregular for rafting. **D.** A fist-sized hole in the floor here opens up, 2' down, into a stale-aired, empty space. Silent. Dark. **E.** The limestone of the wall here is very thin. Obvious to anyone tapping, possible for others to notice. It can be broken through as per opening a stuck door. **F.** Water trickles quietly down this slick, stone face, not quite enough to form a waterfall. 60' high & impossible to scale unassisted.

1. **Storage Cave:** A fire pit near the entrance suggests recent use. The crumbled remains of wooden shelves once used to store cheese rounds made in a nearby hamlet litter the E wall. If disturbed, 1d6 Giant Centipedes attack. Inspection of the wall near B reveals a faded, ochre glyph (this marked the entrance to the vestibule of the forbidden cult). On later visits to the Caves, 3 Bandits will be camped here. The Bandits' actions depend on party strength, but they are cowardly & would rather pose as friendly, wait for the party to explore, & try to take their treasure when they exit again weakened.
- 2-3. **Empty:** The cave floors here slope toward the N, but not as steeply as the "A" passages above.
4. **Guano Cave:** This room is nearly filled with bat guano. 2d6 Carnivorous Bats hang from the ceiling, will attack & pursue anything entering this cave.
5. **Empty:** The water here is just a trickle across the floor from 6. The floor is slippery & begins to slope slightly to the west, steepening in 7.
6. **Spring Cave:** Just enough water seeps from NE to keep the lower caves filled. A grotesquely contorted, bird-sized fossil in the north wall is worth plenty to a sage, mage, or cleric if delivered intact.
7. **Spiral Slide:** Unless extreme caution is exercised, an explorer is very likely to lose footing & slide over F, falling down to 8, totally surprised.
8. **Waterfall Pool:** Pool is 15' deep. 2 Blind Cave Salamanders Perch on ledges. They're less likely to hit if more than 1 opponent is moving in the water.
9. **Primeval Burial Cave A:** Three calcified bodies in niches. A flawless, pink pearl, a rough, red coral necklace, & a natural, palm-sized nugget of gold.
10. **Primeval Burial Cave B:** Two calcified bodies in niches. Heavy, spiraled brass pectoral +1 protection & unique, egg-sized amber encasing a tiny fairy
- 11-13. **Empty:** Still. Quiet. Pastel rose formations.
14. **Crayfish Cave:** Blind Giant Crayfish. It's less likely to hit if more than 1 opponent is moving in the water. This 10' albino beast glints in torchlight. It tangled golden neck chains around each pincer while still small & has now grown into them. It must be killed to remove this extremely valuable jewelry.
15. **Glowing Cave:** Hundreds of pale green dots fluoresce, star-like, on the ceiling. These are glowworms, harmless, & will give off a dim light 5' for up to an hour after taken from the cave. The cave is filled with their hanging strands of mucus. The strands are harmless but disorienting for any combat here.
16. **Crawling Cave:** The ceilings & walls of this small cave undulate with pale-legs: 5d6 Centipedes. Will pursue, can swim. Nightmareish.
- 17-19. **Empty:** Still. Quiet. Pale yellow formations.
20. **Bison-Painted Cave:** Majestic cave paintings of bison run across the walls in red & yellow ochres. The floor is dry & layered with dust. On close inspection the white outline of 2 palm prints are found painted in center of the floor. First person to kneel, placing hands here, receives +1 Str, permanently.
21. **Sea Cave:** Salt air & the soft lapping of waves more apparent as this room is approached. A huge, bleached skull is beached on the central island, 1d6 of its teeth have been scrimshawed. The weathered ruins of 2 chests & a rowboat, & hundreds of silver coins litter the isle. Water quickly deepens to the W.
22. **Ancient Vestibule:** 10' covered pit trap. Huddled in the SE, is a pallid, naked figure: Weakened Ghoul. It has lain here for centuries without feeding.
23. **Cult Leader's Chamber:** An ancient cane bed. Strings of clay beads conceal a niche with a false rock face, crude & easy to find. Inside: stacks of juvenile bones with cut marks are piled by type, a child-sized crown of gold, a charm scroll, a torn treasure map, & a very rare book: *Ultra Tetrpharmakos*.
24. **Forbidden Shrine:** Those entering catch a waft of cinnamon & strains of faint music, never to repeat. The walls bear faded frescoes of forbidden acts. Brass braziers sit in each corner. Soiled reed bedding is strewn about the E end. A small skeleton lies on the crude, limestone altar. Black stains trail from the altar to room 23. Close inspection of the altar reveals a tiny, perfect diamond.