

The Barnacle Cave

Adventure for Levels 2-3
1 Square = 10 Feet



Wandering Monsters d6

- 1 – A fetid **Hippo** that is insane with pain.
- 2 – 6 **Kobolds** poke a large rat with a stick.
- 3 – A **Walking Bush** shuffles about.
- 4 – A talking **Hedge Lizard** gives the PCs non-sense advice if they give it food.
- 5 – An **Orchid** plant that always points north.
- 6 – A fire-breathing **Were-Boar** is heard long before it is seen.

Hook

The PCs are asked to aid in delivering a lockbox to the Ulerishian Temple, which is 30 miles outside of town. The path can occasionally be treacherous with highwaymen and forest drakes. Two Acolyte maids, Avrareen and Bingood, travel with PCs along with their holy familiar, the Hooduk, to deliver the box. The Hooduk is diminutive, has no hair, no eyes and has vestigial wings on its back that look vaguely like chicken wings with no feathers. It follows the Acolytes orders unquestioningly.

One morning during the journey, the PC awake to find the lockbox has been looted and Bingood and the Hooduk are missing. Tracks can be followed to a nearby cave.

Barnacle Caves Key

- 1 – Steam billows forth from the cave entrance. Bleached bones and dragging tracks are easily spotted on the ground.
- 2 – A **Cave Fisher** nests above the cave entrance hidden by the rising steam. It attacks only if loud noises are made.
- 3 – A white 'river' of crystalline rocks lines the floors in this large cavern. Large toadstools cover erratic areas and the floor emanates heat. Six **Steam Turtles** are here, milling about peacefully and are only hostile if attacked.
- 4 – The phosphorescent toadstools here can be as large as tall as 10'. A large waterfall cascades from the southern wall and a whirlpool violently drain the water coming from the waterfall. The toadstool have a number of large barnacles attached to them, 10 **Barnacle-Encrusted Kobolds**. The barnacle Kobolds attempt to push interlopers into the whirlpool. When 5 or more are slain they will make a shrill droning noise that will summon the **Steam Turtles** from area 3, which will aid them.
- 5 – The cavern is very warm and smells sweet, like heated fruit or honey. Here dwells **Derkomai**, a wingless and blind Black Dragon that 'breathes' the 12 **Stirges** trapped in its huge maw at interlopers. The **Hooduk** is here also, prostrating itself and offering a holy amulet, which the Derkomai seems to be wholly unaware of. While the Derkomai attacks relentlessly, the Hooduk merely watches. The Hooduk will offer the amulet to the victor and will gladly follow the PCs or Acolyte. A pile of coins and objects are scattered about the Derkomai lair. 575g, 732s, 822c as well as a *Magical Hammer*.
- 6 – A large central plateau rises 12 feet above the ground with blankets of steam radiating downward. The chamber is very large with many rock piles, toadstools, piles of sand, and farms of fossilized coral. 12 **Barnacle-Encrusted Kobolds** and a **Huge Crab** inhabit the upper plateau. The barnacle Kobolds have a stash of polished coral (value 350g).
- 7 – A muddy geyser is here that erupts every 4 minutes. The Barnacle Kobolds make offerings here, 7 pearls, one of which is Black (total gp value 1200). The pearls are jammed in the muddy walls and will take 2 minutes to work out for each one. Geyser spray will cause 3d6 damage to any foolish enough to be hit.
- 8 – This cave is the home of the **Molluetuesk**, a Mimic, which appears as a tranquil pool of water with small fish swimming inside. The pool is faintly radiant and is lined with stalactites and stalagmites. In the refuse under the Molluetuesk a *Magic Shield* sits along with the bones of its previous owner.
- 9 – This sloping cave holds dozens of mineral pools and toadstools. The Acolyte **Bingood** lays hidden in the north section as 6 **Barnacle-Encrusted Kobolds** are hunting for her methodically. If found Bingood will gladly join the party and will insist on finding the Hooduk and the amulet (see area 5). Three of the pools radiate mild magic. The other pools are normal.
 - Yellow pool** – Spindly crystals grow in the yellowish water. Any metal coated in its waters no longer rust or dull.
 - Muddy pool** - An albino frog lives in this pool, it is the size of a dog. It will obey simple orders if spoken too.
 - Blue Pool** – This blue water drips upwards in slow motion. Fey creatures are attracted this unearthly water.