

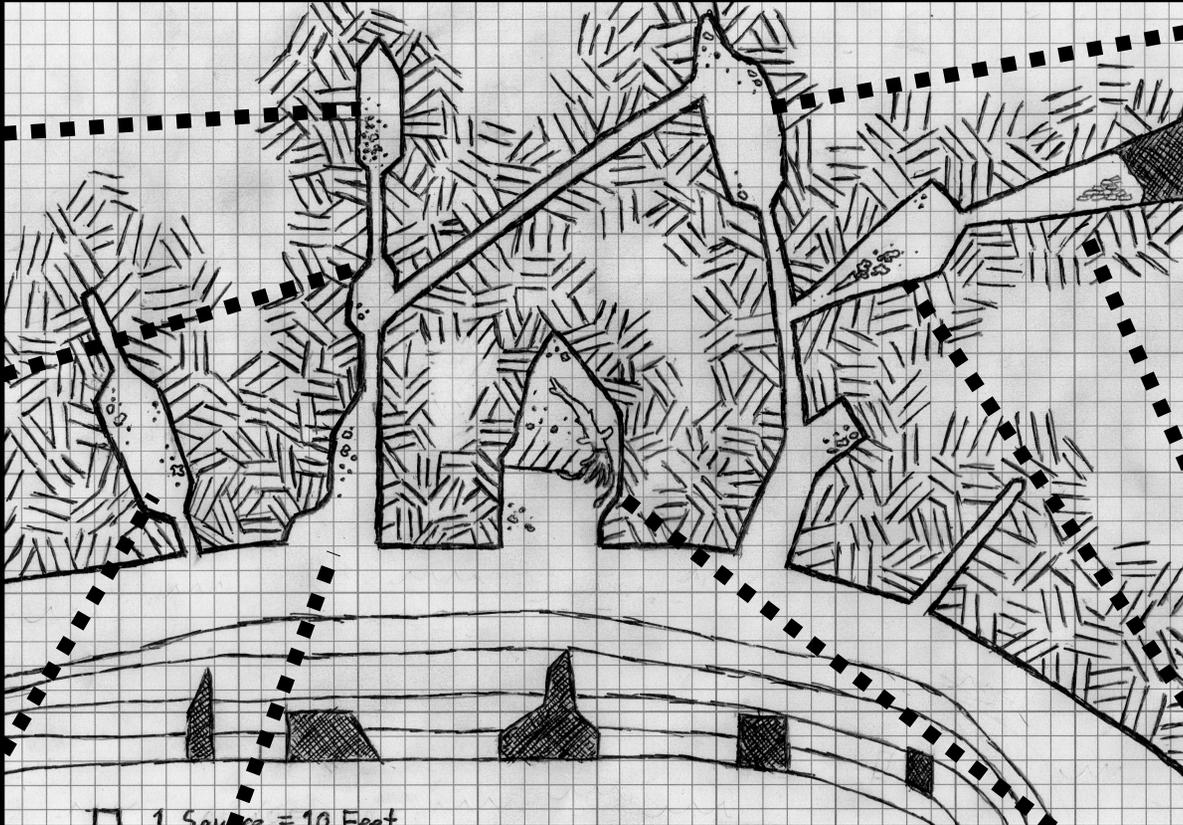
**Overview:** The Palto Seabottom Caverns are a system of dried sea caves in a silt region. An enormous squid-shark has migrated here from the jungle to lay its eggs and die. The life-cycles of these behemoths span centuries, and this death/rebirth cycle can take decades. Aside from a few large egg-sacs (called roe) and some hatchlings roaming about, the caverns contain an ancient terraforming station from a failed alien outpost. It is rumored that there are piles of mixed up silver and iron discs about 6 inches in diameter among these ruins. (Both "Disc Piles" contain 3d8 discs worth 1 barter each.)

1d4 level 1 Adventurers have been trapped here for three days. They were exploring and hid here when the clutch of larvae returned from an excursion.

In this area the floor is broken shale at about a 30 to 60 degree angle. There is a clutch of 5d6 squid shark larvae here in a large machine housing a Disc Pile behind a yellow window.

This cavern is filled with a squid-shark roe sack that has yet to hatch. The first person entering has to pass a dexterity check or accidentally release 1d6 larvae.

Larvae 1d6 Appearing  
1d4hp AC7 1d6damage



This cavern contains the main compound of the terraforming station. There is a can of Heat Spray: apply to 1 melee weapon granting +1 damage for 1 day

There is a gaping abyss anyone looking in must save vs spell or loose 1d4 WIS for 24 hours. There is also a Disc Pile

An energy cell can be turned into a Poison Gas Bomb 1d6+2 damage, 10 foot area for 1 round

The wide mouthed cave narrows and goes uphill. There is a donkey with 4 barter worth of supplies (a tent, some bedrolls, 2 kg food, torches, some gizmos)

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This cavern gradually slopes downward 20 feet to a mud pit containing a Dying Giant Squid-Shark. Unkillable, it has two long tentacles that can reach anywhere in the cavern, and eight that can reach 20 feet from its mouth. The squid-shark is immobile.

2x Tentacles 3HD, AC 5, Attk: special, when a tentacle hits, its victim is caught and is slowly dragged to a gnashing shark maw in 2d4 rounds and dies.