

Twisting Cave of the Pale Ones

Flashing, white demons whirl in nighted caves, flitting over coffers of pirate gold left to rot in darkness...

Long ago, the dread pirate Red Maria hid one of her **treasure hoards** inside a booby-trapped cave. Since then, a drove of albino **stingbats** have taken roost inside it! Who will brave the halls of pale death to claim the forgotten treasure?

RANDOM ENCOUNTERS

d4 Details

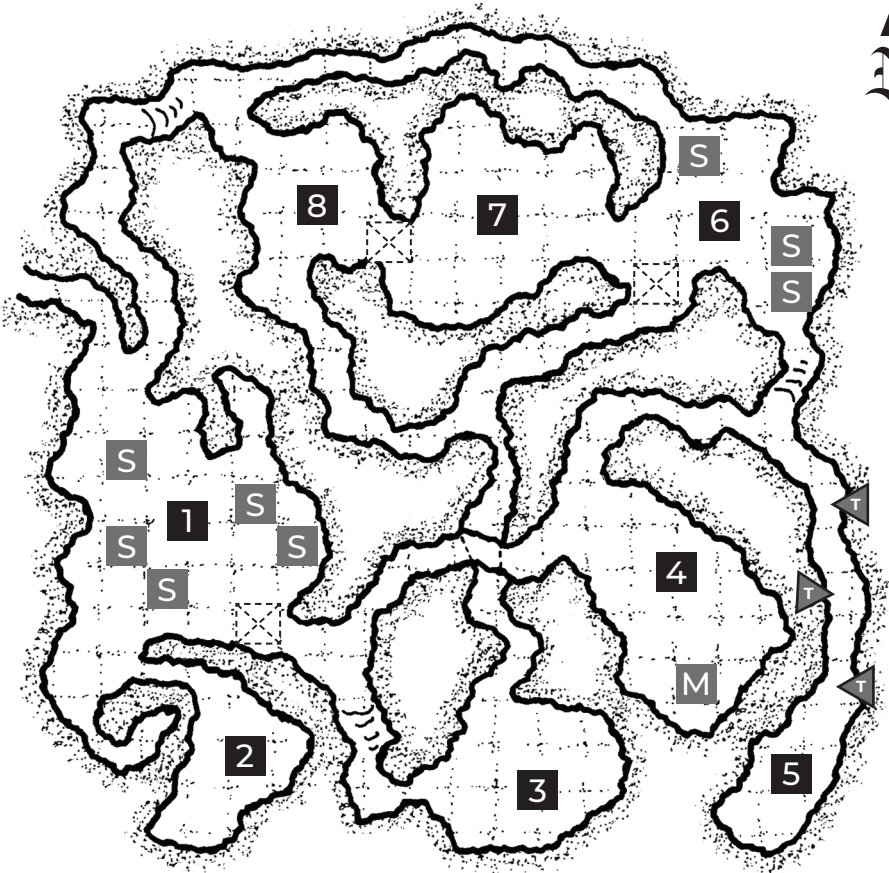
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| 1 | The Mother (Area 4) appears |
| 2 | 1d4 stingbats flap toward motion |
| 3 | A black pudding bubbles out of a floor crack |
| 4 | 2d4 fearful pirates creep along, following a half-drawn map |

DIRE STINGBAT. A bloated, six-winged stingbat the size of a horse. **AC** 11, **HP** 23, **ATK** 2 beak +4 (1d6 + drain), **MV** near (fly), **S** +3, **D** +1, **C** +1, **I** -2, **W** +1, **Ch** -2, **AL** N, **LV** 5. **Drain.** Attach to target; attacks auto-hit next round. DC 18 STR remove.



Trap (falling net): DC 15 DEX or ensnared 1d4 rounds

Trap (poisoned needles): DC 12 CON or 2d6 damage



1. Beta Stingbat Roost. A narrow tunnel leads into a drafty **cathedral cave** (40' high ceiling, obscured by shadow). Cat-sized, white shapes dart overhead on leathery wings, dipping briefly into torchlight (5 albino **stingbats**). Noises above a whisper cause 1d4 of them to attack the source of the sound.

- **Net Trap.** Net hangs from ceiling, triggered by tripwire. DC 15 DEX or ensnared 1d4 rounds in rotting ropes.

2. Pirate Skeletons. Three bleach-white **skeletons** (not undead) in decaying tricorne hats and gray wool jackets lie in a heap. Their arms reach toward a rusty iron **chest** just beyond their grasp (contains 200 lead coins painted in flaking gold paint). Each body has an iron **needle** (defunct poison needle trap as in Area 5) lodged in its torso.

3. Bone Nests. Six **nests** of tangled, white "sticks" fill this cave. They are 5x5 feet wide with hollowed centers and are made of human bones glued together with yellowish guano. Inside each nest are 1d6 coconut-sized, snowy **stingbat eggs** laid carefully into upside-down human skulls. Each egg is a delicacy worth 20 gp, but requires a successful DC 12 DEX check to remove without loudly snapping a bone. **The Mother** (Area 4) angrily flaps into the cave at the sound of tampering.

4. Cave of The Mother. A pale creature the size of a horse hangs upside-down from the ceiling. Its wings wrap around it like a tight jacket. This is **The Mother**, an irritable, albino **dire stingbat** (see reverse). She sleeps but awakens to noise (DC 12 DEX to avoid notice). She ferociously protects her brood in Area 3.

5. Treasure Hoard. Three pressure plates leading into this room trigger **poison needle** traps (see below). At the end of the narrow cave, a rusty iron **treasure chest** sits on the gritty cave floor. Within it are 600 gp stamped with the old royal eagle and 3 bright rubies (100 gp each) .

- **Poison Needle Trap.** A poisoned needle flies from a concealed hole in the wall. DC 12 CON or 2d6 damage. Can only activate once each.

6. Alpha Stingbat Roost. Three plump, white **stingbats** hang like swollen balloons from the 20' ceiling. They are especially aggressive and detest light, attacking its source. Treat these as LV 2 stingbats with 9 HP each.

- **Net Trap.** Works as in Area 1.

7. Barrels of Rotten Grog. Six waist-high, iron-banded **barrels** creak and groan with pressure. If jarred, they explode in a close radius, dealing 1d6 damage.

- **Net Trap.** In hall between Areas 7 and 8. Works as in Area 1.

8. Pirate Betrayal. Four decayed **bodies** in bright-color coats and head scarves lie on the floor. Each has a scimitar in the back or dagger through the eye.

- **Spirit Board.** One pirate has a small, black **spirit board** painted with white numbers and letters tucked in his coat. A fat glass bead serves as the "pointer." Reading the incantation on the back has a 3:6 chance of activating a *speak with dead* spell (1/day). The **pirates** (Igor, Smoots, Biggsen, and Hobbs) were greedy, guttersniping wretches and killers.
- **Net Trap.** In hall between Areas 7 and 8. Works as in Area 1.