

Watery Palace of the Ooze Behemoth: Level 5 Pearly Spiral of the Endless Hunger

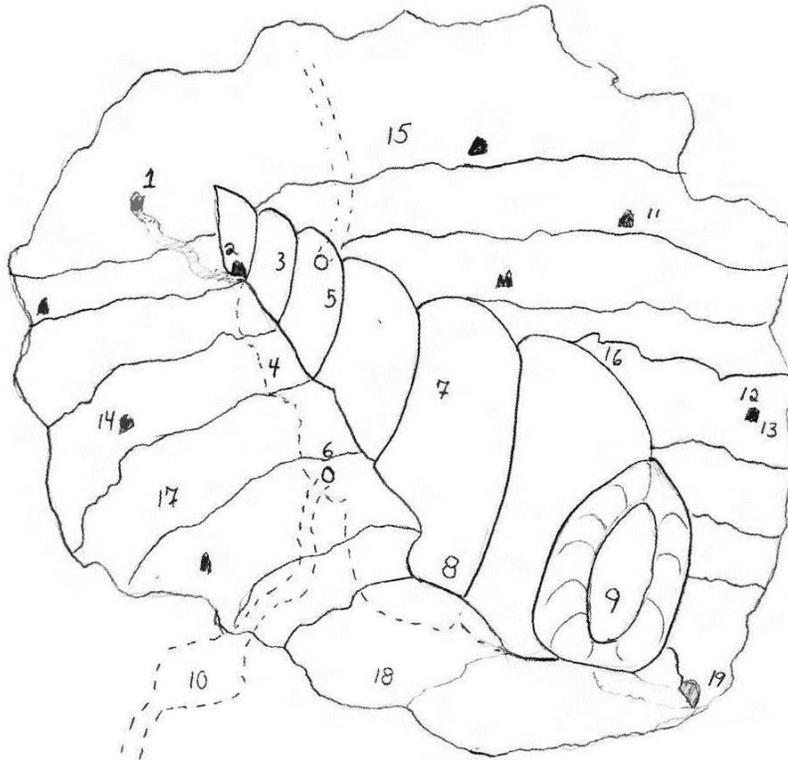
Overview

Within the earth a shelled great creature once crawled. Long ago it died, but its shell remained. Above it, a Hidden Temple was built, and dungeons below it. Upon reaching the cavern that holds the shell they used the hulk of the great beast to aid them in reaching further into the ground, and the horrors below.

The interior of the shell is divided into numerous rounded chambers, and a path spirals through the smooth interior all the way down to the bottom of the shell where the opening points directly at the stairs down to Level 6. The color a soft pink, sometimes dark, sometimes nearly white.

The outer surface of the shell is covered with a variety of bumps, spikes, and folds, but remains smooth and colorful, with vibrant greens, violets, and oranges.

The cave itself has numerous smaller side caves. Most of which are empty



Random Encounters

Check every 2 turns
2/6 chance of encounter

Cave Random Encounters

1. Rockfall (save vs. paralysis or 2d6 damage)
2. Hooked Horror (1d3)
3. Giant Snail
4. Hermit Crab-Man
5. Gray Ooze
6. Giant Bats (1d10)

Shell Random Encounters

1. Giant Snail
2. Ochre Jelly
3. Hooked Horror (1)
4. Crazy injured cultist
5. Sounds of the sea
6. Crashing sound of a rockfall hitting the shell

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1. Stairs down from Level 4 open onto a great cave. A giant spiraled shell stretches from the top of the cave to the bottom.
2. Near the top of the shell is a break in the shell allowing entrance.
3. Within the first chamber of the shell is an ochre jelly clinging to the roof of the chamber.
4. A pool of yellowish fluid covers the floor of this chamber. Organic material takes 1d4 damage for every round of exposure.
5. An opening from the pit trap on Level 3 spills into this chamber. Against the interior wall is a marble statue of a finely dressed elf missing its head. Held in its hand is a blood speckled stone tablet. Placing the head (from Level 1) onto the statue will release the hand holding the tablet (see Level 7 for details) and open a secret compartment under the statue revealing a necklace and earring set made of coral (900gp value).
6. On the floor of this chamber is a pink organic iris that can be opened merely by touching it. It reveals a passage down to Level 7.
7. A large brass urn contains a trapped **Lesser Djinn**. The urn is sealed with warnings of doom to any who opens it. Doing so releases it.
8. This large chamber contains a **giant snails** and the exit from the shell.
9. The curled lip of the shell's natural opening is about 10' from the bottom of the cave.
10. Halfway down the twisting organic tube is a section that is very sticky to the touch. Moving across the chamber requires a save vs. poison. Failure results in the character falling and becoming stuck.
11. **Hooked Horrors** call this cave home. In the back of the cave is a pile of loot: 4,000sp, 8,000gp, *Ring of Elemental Adaptation*, *Potion of Climbing*, and a scroll of wizard spells: *Analyze* (1vl 1), *Iron Form* (1vl 7), *Wish* (1vl 9)
12. A **hermit crab-man** lives in this cave and grows mushrooms to eat. His shell is scarred with the attempts of the hook horrors to eat him. +2 bonus to reaction rolls (very friendly)
13. The hermit crab-man has stashed some coin given to him for his mushrooms over the years in this side cave. 2,000sp, 800gp.
14. 4 **Hooked Horrors** inhabit this cave. They feast upon a giant snail.
15. A **giant clam shell** is tucked into the corner of the cave. It is open and a giant pearl is resting in the middle. It will snap shut when the pearl is disturbed.
16. 2 **Tautara** (giant lizards) live on the outer surface of the shell. They eat mushrooms fed to it by the hermit crab-man.
17. **Giant snail**.
18. **Mud Golem** stalks the bottom of the shell to prevent anyone from exiting the cave to Level 6.
19. Stairs to Level 6