

RAGING SWAN PRESS
CAVES & CAVERNS



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A Pathfinder Roleplaying Game supplement by Creighton Broadhurst and David Posener

In the deep, hidden places of the world where darkness rules, lurk dangers beyond the wildest nightmares of most who dwell in the sunlit uplands of the surface. Only the bravest and most skilled adventurers dare to invade the realms of the depraved duergar, the insane derro or the spider-worshipping drow. Beyond these terrible threats lurk the predators of the wild lands chief amongst them the feared purple worm and the implacable roper.

Running a campaign, or extended adventure, in the deep places of the world requires extensive preparation and planning. *Caves & Caverns* alleviates a GM's preparation time allowing him to focus on providing exciting and compelling adventures by providing the tools to craft memorable adventures. *Caves & Caverns* presents:

- Over 30 ready-made encounters (EL 4 – 12)
- Over 60 stat blocks (CR 1 – 13)
- Information on the features and hazards of the Ebon Realm
- And more!



CREDITS

Design: Creighton Broadhurst and David Posener

Additional Design: Martin Tideswell

Development: Steven "Taz" Cansdale

Editing: Steven "Taz" Cansdale

Layout: Creighton Broadhurst

Interior Artists: Dave Allsop, Rick Hershey, (Standard Stock Art: Issue [1] by Small Niche Games; © Rick Hershey 2007), Bradley K. McDevitt, Brittany Michel, Claudio Pozas, V Shane, Michael Syrigos, Frank Walls (Standard Stock Art: Issue 1 by Empty Room Studios Publishing) and Mario Zuccarello. Some artwork © Michael Syrigos, used with permission. Some artwork by Claudio Pozas, copyright Expeditious Retreat Press.

Cartography: Simon Butler and Steve Hood

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ERRATA

We would like to think *Caves & Caverns* is error free and that no mistakes have crept in during design. However, we are realists. So in that spirit, we shall post errata three months after first release on ragingswan.com. We won't correct typos, but we will correct any game mechanic or balance issues that come to light.

CONTACT US

Email us at gatekeeper@ragingswan.com.

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*Huddled around fires in cosy taverns,
They speak in whispers of caves and caverns,
Realms of fear, as black as night,
Pierced by guttering lantern light.*

*Where every footstep echoes with dread,
Where nought but the bravest dare to tread,
Beneath the world of civilised races,
Evil thrives and death has many faces.*

*In the darkness skulk all manner of beasts,
Purple worms slime and fiendish maggots feast,
Dire bats swarm and the undead rot,
And all the while the drow they plot...*

*The sunless creatures crawl and creep,
In passageways dank and tunnels deep,
These black-hearted denizens lie in wait,
For fools who spit in the eye of fate...*

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Aberration advanced grick (CR 4), Blight's Kiss (CR 8), Deravnix (CR 13), destrachan (CR 8), drider (CR 7), Eirmurh Alymm (EL 9), grick (CR 4), Ilserv (CR 10), young destrachan (CR 7)

Animal advanced dire bat (CR 3), dire bat (CR 2), giant dire bat (CR 3)

Construct animated mining cart (CR 4), animated tools swarm (CR 4), lens golem (CR 10)

Humanoid (derro) derro warrior (CR 3), Jvix (CR 5), Kerth (CR 5)

Humanoid (dwarf) duergar battle priest (CR 7), duergar scout (CR 3), duergar shieldbearer (CR 3), duergar shield marshal (CR 5), Rermelda (CR 10)

Humanoid (elf) drow noble champion (CR 10), drow noble cleric (CR 8), drow noble wizard (CR 8), drow scout (CR 3), drow slaver (CR 3), drow sniper (CR 5), drow warrior (CR 3), drow warrior captain (CR 5)

Humanoid (giant) Thrunk the Ferryman (CR 7)

Humanoid (svirfneblin) Arumlen Stoneheart (CR 7), Barlur Earthcloak (CR 7), Ingren Silverheart (CR 7), svirfneblin champion (CR 3), svirfneblin warrior (CR 1),

Humanoid (troglodyte) Topnath (CR 6), troglodyte (CR 1), troglodyte barbarian (CR 3), troglodyte battle leader (CR 5), troglodyte priest (CR 5)

Magical Beast advanced darkmantle (CR 2), darkmantle (CR 1), purple worm (CR 12)

Monstrous Humanoid Crimson Horn warrior (CR 7), Graxx Crimson Horn (CR 9), Kihsa (CR 10), morlock (CR 2), morlock savage (CR 4), morlock skulk (CR 4)

Outsider (demon) advanced giant dretch (CR 4), babau (CR 6), dretch (CR 2)

Outsider (earth) crysmal steed (CR 4), Xranadone (CR 10)

Outsider (fire) Shai-el-Sarnassa (13)

Outsider (native) blind janni monks (CR 11)

Undead ghast (CR 2), ghoul (CR 1), Last Nail (CR 8), shadow (CR 3), wraith (CR 5)

Vermin (swarm) fiendish maggot swarm (CR 2), fiendish fly swarm (CR 4)

RANDOM ENCOUNTERS BY EL

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EL 5 Horde of Eternal Hunger (page 52)

EL 6 Death from Above (page 38), Horde of Eternal Hunger (page 52), Svirfneblin (Patrol; page 65), Taken for a Ride (page 68), Topnath, Bounty Hunter (page 69)

EL 7 Cavern of the Bats (page 36), Drow (Slavers; page 45), Duergar (Guardians; page 48), Horde of Eternal Hunger (page 52), Shadows in the Dark (page 60), Troglodytes (Patrol; page 77), Weigh Anchor (page 78), Worms from Beyond (page 82)

EL 8 Drow (Minor Patrol; page 44), Horde of Eternal Hunger (page 52), Taint of the Abyss (Hunter Pack; page 66), The Last Nail (page 72)

EL 9 Beyond Ruin (page 32), Horde of Eternal Hunger (page 52), Plummet (page 58), Troglodytes (Warband; page 77), Whispers in the Dark (page 80)

EL 10 Degenerates (page 40), Enemy Within (page 50), Stoicism and Scepticism (page 61), Taint of the Abyss (Demonic Guards; page 66), The Tourmaline Princess (page 74)

EL 11 Beloved of the Spider Goddess (page 30), Cavern of Echoes (page 34), Destrachan! (page 42)

EL 12 Death from Below (page 39), Drow (Major Patrol; page 44), Mercenaries of the Ram (page 54), Pillar of Twisted Glass (page 56), The Bleeding Lens (page 70)

EL 13 Drow (Noble Hunters; page 49), Strands of Terror (page 62)

FOREWORD

I've always wanted to run the classic *GDQ 1-7 Queen of Spiders* series. Hell, I own several of the modules in three formats (the original booklets, the reissued blue versions and finally the megamodule itself). Sadly, I no longer play 1st Edition and converting them to Pathfinder would be an epic undertaking. In particular, just preparing the random encounter tables so that they wouldn't be a yawn-fest of xdx random, but identical, monsters in a section of generic caves would take weeks, if not months. I most definitely come from the school of preparation, preparation and more preparation when it comes to GMing and thus *Caves & Caverns* was born.

While I'm not planning to run *GDQ 1-7 Queen of Spiders* in the immediate short-term (one of my players has just run it in his campaign), many of my adventures and campaigns inevitably delve into the dark, forbidding places of the world and so with *Caves & Caverns* I'm metaphorically killing two birds with one stone.

In brief, the balance of the book provides GMs with the building blocks to make exciting and memorable underground encounters and adventures. So if you want to fill a chamber with bad air (page 10), feature an encounter with a vampiric sword (page 72) or simply need lots of ready to run encounters or stat blocks (pages 24 - 82) *Caves and Caverns* has you covered.

So what does *Caves & Caverns* include?

CHAPTER 1

Chapter 1 provides an overview of the Ebon Realm and presents a wide range of common cavern features ready to drop into any cave-based encounter.

Adventurers often explore cave systems in pursuit of wealth and glory. Whether battling troglodytes or searching for a connection to the fabled lands of the drow adventurers are almost certain to come into conflict with the denizens of the Realms Below. Battles in featureless caverns, however, are boring. Caverns have many interesting features that canny combatants can use to their advantage. Whether they topple stalagmites upon their foes or force them into sinkholes, adding interesting features to a cavern encounter rewards clever tactical play.

Of course, beyond the foul denizens and the harsh environment, other dangers often lurk in the deep caverns of the world. Whether it is a sudden collapse, flash floods or pockets of bad air, explorers must constantly be on their guard. Chapter 1 contains details of all these hazards.

CHAPTER 2

Chapter 2 is mainly David Posener's baby and I'm delighted to work with him on *Caves & Caverns*. David brought a fresh design perspective to the project and is responsible for many of the more inventive encounters (of which, I think, Last Nail is my favourite).

Chapter 2 contains over 30 encounters designed so that nearly any GM running an underground adventure or campaign can just drop them into an adventure. Each comprises extensive notes including information how to scale the encounter up and down by 1 EL – further increasing their usefulness.

Of course with encounters come stat blocks and *Caves & Caverns* contains 60 fully detailed stat blocks that can either be used "as is" or combined to create many more interesting encounters.

The encounters presented in Chapter 2 can serve as truly random events or (with a little) work introduce NPCs (both malign and benevolent) or adventure seeds leading to new, exciting opportunities.

Part of the design goal for these encounters was that although they are random events, they should feel like real, keyed encounters and that the players really shouldn't be able to tell difference. They also needed to be detailed enough to be interesting while generic enough to fit into almost any GM's personal campaign. Personally, I think David succeeded in this and I hope the encounters give you and your players many hours of fun.

CLOSING THOUGHTS

And that's it. If you like what you've seen in *Caves & Caverns* shoot me a line and let me know what you'd like to feature in *Caves & Caverns II*. Higher EL encounters? Lower EL encounters? Did we miss out foes that really should have been included? For example, we have a disturbing lack of aboleth, their Ulat-Kini minions, shoggoths and neothelids in *Caves & Caverns*; I'm sure any adventurer worth his salt would jump at the chance to battle such elder terrors...



In the deep, hidden places of the world where darkness rules, lurk dangers beyond the wildest nightmares of most who dwell in the sunlit uplands of the surface. Only the bravest and most skilled adventurers dare to invade the realms of the depraved duergar, the insane derro or the spider-worshipping drow. Beyond these terrible threats lurk the predators of the wild lands chief amongst them the feared purple worm and the implacable roper.

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