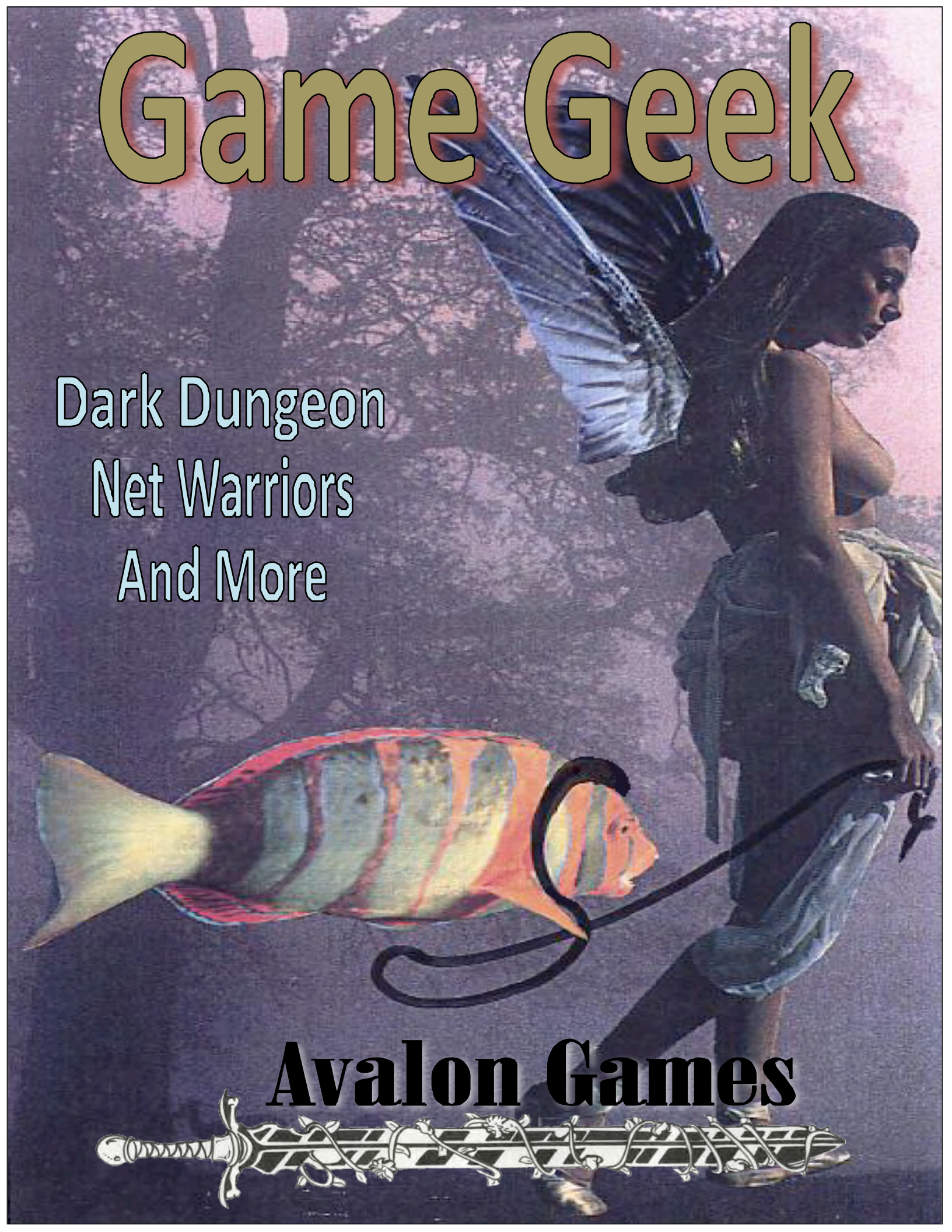
Game Geek

Dark Dungeon
Net Warriors
And More



Avalon Games

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Raging Swan Gaming

Cave & Cavern Features

Adventurers often explore cave systems in pursuit of wealth and glory. Whether in pursuit of goblins 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.

Consider adding some of the features below into your battles. You don't need to add every feature to every fight – that would massively complicate combats and make for very crowded caverns.

The features below are compatible with the Pathfinder Roleplaying Game, but also work (with a few minor tweaks) with the 3.5 version of the world's favourite roleplaying game.

Reading Cavern Feature Entries: Each cavern feature entry consists of two or more paragraphs. The first paragraph provides a brief description of the feature. Subsequent paragraphs contain the feature's relevant game information.

Bad Air: Air flow is almost nonexistent in this cavern and the air is thick and turgid.

Living creatures that breath must make a DC 15 Fortitude saving throw when they enter the cavern or be sickened (-2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks and ability checks) for the duration of their stay in the cavern and for 1d4 minutes afterwards. A character succeeding on the saving throw to resist the air's poisonous affects does not need to make another such saving throw for 24 hours.

Explosive Gas: The air in this cavern smells slightly metallic.

The air is heavy with explosive gases, which increase the potency of spells with the fire descriptor. Such spells affecting an area (such as fireball) function as if the caster had augmented the spell with the Widen Spell feat. Spells that target one or more individuals (such as scorching ray) function as if augmented with the Empower Spell feat.

A DC 20 Knowledge (dungeoneering) check reveals this hazard.

I showed this clown to my little girl. She squealed and ran down the hall crying bad clown, bad clown! I'm such a good Dad...