CAVERNS DEEP

CHARACTER GENERATION:

CHARACTERS START THE GAME WITH 5 WOUNDS.
YOU MAY ALSO TAKE 3 TRAITS AT LEVEL 1 AND 2 TRAITS AT LEVEL 2

CAVE	COOKING	HEARING	SPEAR EXPERTISE
NAVIGATION	CRAFTING	HERBALISM	STEALTH
CAMPING	DIPLOMACY	LYING	SWORDSMANSHIP
CLAIRVOYANCE	HAMMER	SMELL	THROWING
CLIMBING	EXPERTISE	SORCERY	TRACKING

CHARACTERS GAIN 1 EXTRA DICE WHILE PERFORMING ACTIONS THAT WOULD FIT THE DESCRIPTION OF USING ONE OF THE ABOVE TRAITS FOR EACH LEVEL THEY HAVE IN THAT TRAIT. PLAYERS MAY ALSO MAKE UP 1 UNIQUE TRAIT OF THEIR OWN DESCRIPTION, IF THE GM AGREES THE PLAYER MAY USE THAT TRAIT IN THE SAME WAY AS THE ABOVE.

YOU MAY NOT HAVE MORE THAN 3 LEVELS IN A TRAIT

EQUIPMENT

YOU MAY TAKE UP TO 3 PIECES OF EQUIPMENT. YOU MAY LOWER THE LEVEL OF ONE OF YOUR TRAITS BY 1 TO TAKE A UNIQUE PIECE OF EQUIPMENT, YOU MAY ONLY DO THIS ONCE.

CLIMBING PICK	FIRE STARTERS	SHIELD	SWORD
CLOTHING	HAMMER	SPEAR	THROWING AXES
COINS	RATIONS	STAFF	TORCHES

PERFORMING ACTIONS

IN ORDER TO PERFORM AN ACTION THE PLAYER MUST CONVEY WHAT THEY WANT TO ACHIEVE. THE PLAYER MUST ROLL AN EQUAL OR HIGHER NUMBER OF SUCCESSES THAN THE DIFFICULTY GIVEN BY THE GM, ROLLING 3D6 COUNTING ROLLS OF 5+ AS SUCCESSES.

WHEN PERFORMING ACTIONS PLAYERS GAIN 1 ADDITIONAL SUCCESS PER SUCCESSFUL ROLL WHEN USING THE APPROPRIATE KIND OF EQUIPMENT.

COMBAT

EACH ROUND OF COMBAT CONSISTS OF THE PLAYERS PERFORMING AN ACTION FOLLOWED BY THE ENEMIES. A ATTACK CAUSES 1 DAMAGE, USING A WEAPON OR A CLIMBING PICK ADDS 1 MORE DAMAGE. HEAVY ATTACKS CAUSES 2 DAMAGE, BUT THE ENEMY GAINS 1 EXTRA DICE TO REACT.

CHARACTERS AND ENEMIES CAN REACT TO COMBAT ACTIONS. THEY CAN DODGE AN ATTACK AS AN ACTION, PARRY USING THEIR WEAPON AS AN ALTERNATIVE ACTION OR DO SOMETHING ELSE TO NOT GET HURT.

SPEARS ALLOW YOU TO ATTACK FIRST DURING THE FIRST ROUND OF COMBAT, SWORDS ALLOW YOU TO PARRY WITH 1 EXTRA DICE AND HAMMERS DEAL 1 MORE DAMAGE THAN USUAL. ATTACKS WITH WEAPONS ALSO CAUSE BLEED, WITH A EXCEPTION OF HAMMERS WHICH CAUSE STUN INSTEAD

BLEEDING
CHARACTERS AND ENEMIES THAT ARE BLEEDING TAKE 1 DAMAGE AT THE END OF THE ROUND

STUNNED
STUNNED CHARACTERS AND ENEMIES MUST RECOVER FOR 1 ROUND BEFORE THEY MIGHT ACT AGAIN.

POISONED
CHARACTERS AND ENEMIES THAT ARE POISONED TAKE 1 DAMAGE AT THE END OF THE ROUND AND GET STUNNED DURING THE SECOND ROUND OF COMBAT UNLESS THEY GET HEALED.

EXPLORING

FINDING YOUR BEARING IN THE CAVERNS IS HARD. PLAYERS CAN USE THEIR SMELL TO LOCATE WATER, CREATURES AND PLANTS, OR USE THEIR HEARING TO PINPOINT WATER AND MOVING CREATURES AS WELL AS GET A CLUE OF WHAT THEY ARE DOING.

CHARACTERS MAY NEED TO CLIMB TO REACH THEIR DESTINATION, BUT CLIMBING OR FINDING YOUR BEARING WITHOUT ANY SOURCE OF LIGHT IS BOUND TO BE CHALLENGING.

CRAFTING

CHARACTERS MAY TURN RESOURCES THEY HAVE GATHERED INTO EQUIPMENT OR CRAFT POTIONS OR POISON FROM FUNGUS GATHERED THOUGH THE CAVES.

A POTION HEALS 1 WOUND AT THE END OF EACH ROUND FOR 3 ROUNDS TOTAL. A POISON GIVES 1 WEAPON THE POISON EFFECT WHEN APPLIED TO A WEAPON OR KILLS ANYONE THAT DRINKS IT.

CAMPING

EVERYONE NEEDS TO SLEEP AFTER A LONG ADVENTURE, THIS IS DONE BY FORAGING FOR SUPPLIES AND COOKING A MEAL BEFORE HITTING THE HAY.

1 OR MORE CHARACTERS MAY FORAGE FOR FOOD AND RESOURCES

- WOOD OR WOOD CAP IS NEEDED IN ORDER TO MAKE A FIRE
- SOME SOFT MATERIAL NEEDS TO BE COLLECTED TO MAKE A BED
- FISHING IN THE PONDS INSIDE THE CAVERNS MAY YIELD SOME FOOD TO EAT
- TAR MAKES A GREAT MATERIAL TO KEEP TORCHES LIT AND CAN BE FOUND IN POOLS INSIDE THE CAVERNS

COOKING

WITHOUT FOOD THE GROUP IS BOUND TO STARVE, HOWEVER SOMEONE HAS TO TAKE ON THE ROLE OF COOK IN ORDER TO TURN THE POISONOUS FUNGUS AND THE RAW MEAT OF SLAIN CREATURES INTO AN EDIBLE SUBSTANCE.

DURING RESTS 1 CHARACTER TAKES ON THE ROLE OF COOK AND MAY TURN UNPREPARED FOOD AND UNDRINKABLE WATER INTO FOOD AND WATER.

- ANY FOOD AND WATER CAN BE TURNED INTO A STEW OR SOUP
- MEAT CAN ALSO BE DRIED INTO RATIONS
- WATER NEEDS TO BE BOILED TO BECOME DRINKABLE

KEEPING WATCH

SLEEPING IN THE CAVERNS IS NEVER SAFE, THERE IS NO CONCEPT OF DAY OR NIGHT THAT THE CRITTERS ADHERE TO. DURING THE NIGHT 1 OR MORE ENEMIES MAY VISIT THE CAMP. ROLL A DICE, ON A RESULT OF 3+ ADDING A +1 TO THE ROLL FOR:

- IF THERE IS LIGHT IN THE CAMP
- SOMEONE IS KEEPING WATCH
- THE ENTRANCE TO THE CHARACTERS CAMP IS BLOCKED OFF

MEDICAL CARE

SOMETIMES CHARACTERS GET HURT OR GET POISONED OR SICK BY THE ENVIRONMENT OR ENEMIES.

- CLOTHING CAN BE RIPPED APART AND APPLIED TO WOUNDS TO STOP BLEEDING
- POTIONS CAN BE MADE TO STOP POISON AND CAN BE DRUNK DURING COMBAT
- REST IN BED HEALS MOST INJURIES

MAGIC

CLAIRVOYANCE AND SORCERY NEVER GAIN ADDITIONAL DICE BY TRAITS, INSTEAD TRAITS DETERMINE HOW MANY CHARGES TO CAST THE CASTER GETS FOR EACH ADVENTURE.

SORCERY

CHARACTERS WITH THE SORCERY TRAIT MAY CAST ANY OF THE FOLLOWING SPELLS BY EXPANDING AN EQUAL AMOUNT OF CHARGES AS REQUIRED.

ARCANE BOLT DIFFICULTY 1 1 CHARGE UP TO 1 ENEMY
ARCANE BOLT DEALS 2 PHYSICAL DAMAGE AND IGNORES PARRY ATTEMPTS.

FIREBALL DIFFICULTY 1 2 CHARGES UP TO 3 ENEMIES CLOSE TOGETHER
FIREBALL DEALS 2 PHYSICAL DAMAGE AND CAUSES THE BLEED STATUS EFFECT CAUSING 2 DAMAGE INSTEAD OF 1 AND IGNORES PARRY ATTEMPTS.

FLASHBANG DIFFICULTY 1 1 CHARGE EVERYONE IN SIGHT
FLASHBANG CAUSES THE STUNNED STATE AGAINST ALL ENEMIES AND ALL FRIENDLY CHARACTERS THAT FAIL AN +3 ACTION.

HEAL DIFFICULTY 1 2 CHARGES UP TO 1 CHARACTER
YOUR CHARACTER USES HIS MAGICAL ABILITIES TO HEAL THE WOUNDS OF THEMSELVES OR 1 OTHER CHARACTER RESTORING UP TO 2 WOUNDS.

CLAIRVOYANCE

CHARACTERS WITH THE CLAIRVOYANCE TRAIT MAY CAST ANY OF THE FOLLOWING SPELLS BY EXPANDING AN EQUAL AMOUNT OF CHARGES AS REQUIRED.

INSIGHT DIFFICULTY 1 1 CHARGE
YOUR CHARACTER SEES A GLIMPSE OF THE IMMEDIATE FUTURE ALLOWING THEM TO REACT IN TIME TO PREVENT IT OR WARN OTHERS.

GLIMPSE OF FORTUNE DIFFICULTY 2 1 CHARGES
YOUR CHARACTER SEES A GLIMPSE OF THE FUTURE EITHER OF THE PARTY FINDING TREASURE OR THE DISTANT FUTURE IN WHICH THE PLACE HAS BEEN LOOTED. EITHER WAY YOUR CHARACTER UNCOVERED THE AREA IN WHICH THE TREASURE IS HIDDEN.

BATTLE INSTINCT DIFFICULTY 1 2 CHARGES
YOUR CHARACTER GETS INTO A MARTIAL TRANCE, PREDICTING THE ENEMIES ACTIONS THOUGH CLAIRVOYANT MEANS AND ANTICIPATING TO THEM. YOUR CHARACTER GAINS 1 BONUS ACTION TO DODGE THE ENEMIES ATTACKS, USING CLAIRVOYANCE AS A BONUS TRAIT.

MONSTER COMPENDIUM

CREATING MONSTERS

NAME

THIS IS HOW YOUR MONSTER IS CALLED AND REFERRED TO BY THE PLAYERS.
HOW YOUR MONSTER IS CALLED DOESN'T REALLY MATTER, BUT IT IS GOOD PRACTICE TO GIVE IT A NAME THAT FITS ITS DESCRIPTION OR APPEARANCE.

WOUNDS

THE NUMBER OF WOUNDS DETERMINES HOW TOUGH A MONSTER IS TO KILL.

- 2 WOUNDS IS RELATIVELY EASY TO KILL BY ANYONE WIELDING A WEAPON
- 3 WOUNDS GENERALLY REQUIRES AT LEAST 2 HITS TO KILL
- 4 OR 5 WOUNDS REQUIRES SOME EFFORT FROM MULTIPLE GROUP MEMBERS
- 6-8 REQUIRES THE GROUP TO FOCUS ON KILLING THIS MONSTER
- 9 OR MORE SHOULD BE RESERVED FOR BOSS MONSTERS

RESISTANCES

RESISTANCES MAKE ENEMIES TAKE 1 LESS DAMAGE FROM ATTACKS OR IMMUNE TO CERTAIN STATUS EFFECTS. WHEN THINKING OF RESISTANCES MAKE SURE THEY FIT THE MONSTER AND IMPROVE ON ITS THEME OR CAPABILITIES.

DESCRIPTION

GIVING YOUR MONSTER SOME BACKGROUND IN THE FORM OF A DESCRIPTION HELPS GIVING IT A PLACE IN THE WORLD. A DESCRIPTION IS A GOOD WAY TO GIVE YOU OR YOUR PLAYERS EXPECTATIONS OF HOW A CREATURE LOOKS AND WHAT TO EXPECT FROM IT AS WELL AS GIVING YOU SOMETHING TO ACT FROM.

ABILITIES

MONSTERS AND CREATURES CAN HAVE UNIQUE ABILITIES THAT SET THEM APART FROM OTHER INHABITANTS OF THE CAVERNS. YOU DON'T HAVE TO GIVE MONSTERS ABILITIES BUT IT IS A GOOD WAY TO PROVIDE PLAYERS WITH SOME CHALLENGE AND GIVE THE CREATURE SOME MECHANICAL DEPTH.

FRIENDLY CREATURES

GIANT FIREFLY 1 WOUND RESISTANCES: STUNNED

THE GIANT FIREFLIES THAT ROAM THE CAVERNS PROVIDE SOME LIGHT IN THE PERPETUAL DARKNESS. TOO BIG TO BE KEPT IN A JAR, THE GIANT FIREFLIES ROAM FREE TO EAT FUNGUS AND PROVIDE THE LOST TRAVELER WITH SOME LIGHT.

ILLUMINATION: THE FIREFLIES BIG BEHIND ILLUMINATES THE DARKNESS IN A FAINT GLOW. COUNT THE ROOM GIANT FIREFLIES ARE IN AS LIGHTED.

GIANT FROG 3 WOUNDS RESISTANCES: NONE

THE FROGS THAT LIVE IN THE CAVERNS SURVIVE BY EATING THE GIANT INSECTS THAT ROAM THE CAVERNS. WHERE THERE IS WATER THERE ARE GIANT FROGS, THOUGH BE WARRY OF TOUCHING THEM AS THEIR SKIN IS POISONOUS.

BUG EATERS: GIANT FROGS WILL EAT GIANT FIREFLIES CLOSE TO THEM, KILLING THEM INSTANTLY.

POISONOUS: IF TOUCHED OR FOUGHT BAREHANDED THE FROG CAUSES THE POISONED EFFECT.

CAVERN MOLE 2-10 WOUNDS RESISTANCES: STUN

MAKING THEIR OWN TUNNELS INSIDE THE ALREADY NUMEROUS CAVERNS THE CAVERN MOLES RANGE IN SIZE FROM SMALL TO TRULY MASSIVE. ABLE TO DIG THOUGH SOLID STONE, SOME DEBATE THE CAVERN MOLES ARE RESPONSIBLE FOR THE CREATION OF THE CAVERNS AS OPPOSED TO CORROSION CREATED BY WATER.

DIGGERS: CAVERN MOLES CAUSE BLEEDING AND MAY LEAVE A AREA BY DIGGING IMPOSSIBLE TO BE FOLLOWED BY LARGER CREATURES..

HUMANOID CREATURES

HUMANOID CREATURES MAKE USE OF TOOLS AND ARE SOMETIMES CUNNING IN PROBLEM SOLVING. THEY CAN USE TOOLS AND WEAPONS AND MAKE USE OF TACTICS

HUMAN 5 WOUNDS RESISTANCES: NONE

SOMETIMES HUMANS VENTURE INTO THE CAVERNS FROM THE OVERWORLD OR GET LOST IN THE PITS OF DARKNESS. THOSE THAT MAKE IT INTO THE DEEPER CAVERNS HAVE LITTLE CHANCE OF MAKING IT BACK UP WITHOUT EXTENSIVE EFFORTS TO MEMORIZE AND MARK THEIR PATH. HOWEVER TAILS OF PEOPLE RETURNING TO THE SURFACE AND PADDLING BETWEEN THE 2 WORLDS ARE NOT UNCOMMON.

SHROOM CAP 3 WOUNDS RESISTANCES: POISONED

THE FUNGAL INHABITANTS OF CAVERNS DEEP CALL THEMSELVES SHROOM CAPS OR THAT IS WHAT VISITORS OF THE CAVERNS CALL THEM. NEVERTHELESS THESE FUNGAL HUMANOIDS ARE GENERALLY FRIENDLY AS LONG AS NO MUSHROOM IS HARVESTED OR HARMED.

ENEMIES

THE FOLLOWING ENEMIES ARE JUST A FEW OF THE CRITTERS PRESENT IN THE CAVERNS

SLIME 5 WOUNDS RESISTANCES: PHYSICAL
SLIMES ARE CARNIVOROUS PREDATORS LIVING IN THE CAVERNS. SLIMES ARE NORMALLY DOCILE UNLESS THEY FIND A CREATURE SMALLER THAN THEM, IN WHICH CASE THEY TRY TO EAT IT.

SWALLOW: THE SLIME TRIES TO SWALLOW ONE OF THE CHARACTERS CLOSE TO IT.
ALL CHARACTERS THAT CAN SEE THE SLIME WILL KNOW AT THE START OF THE TURN WHICH PLAYER THE SLIME IS TRYING TO SWALLOW. THE CHARACTER CAN SIMPLY MOVE OUT OF THE WAY TO NOT GET SWALLOWED. IF A CHARACTER GETS SWALLOWED THEY ARE IMMEDIATELY KILLED AT THE SECOND TURN OF BEING SWALLOWED.

BAT 2 WOUNDS RESISTANCES: BLEEDING
LARGE BATS INHABIT THE MORE SPACIOUS CAVERNS, ATTACKING PASSERSBY AS THEY INVADE THEIR TERRITORY...OR PERHAPS TO FEAST ON THEIR BLOOD

DRINK BLOOD: THE BATS INSIDE THE CAVERNS HAVE ACQUIRED A UNCANNY TASTE FOR BLOOD. WHEN A BAT PERFORMS AN ATTACK IT MAY HEAL 1 WOUND.

CAVE HOUND 3 WOUNDS RESISTANCES: NONE
LARGE FEROCIOUS BEASTS WANDER THE CAVERNS, KNOWN AS CAVE HOUNDS.

VISCOUS BITE: CAVE HOUNDS ASSAULT THEIR PREY IN A FRENZY OF VIOLENCE.
CAVE HOUNDS CAUSE BLEED WHEN ATTACKING.

HUMANOID CREATURES

HUMANOID CREATURES MAKE USE OF TOOLS AND ARE SOMETIMES CUNNING IN PROBLEM SOLVING. THEY CAN USE TOOLS AND WEAPONS AND MAKE USE OF TACTICS

GOBLIN 2 WOUNDS RESISTANCES: NONE
THE GOBLINS LIVING IN THE CAVERNS DON'T TAKE WELL TO STRANGERS. LIVING IN CRUDE COMMUNITIES THE GOBLINS OF CAVERNS DEEP STALK AND CHASE UNFORTUNATE VICTIMS UNTIL THEY CAN AMBUSH THEM.

DIRTY FIGHTING: GOBLINS ARE NOT BEYOND BITING THEIR FOES AND PERFORM CRUEL ACTIONS IN THEIR FAVOR. AT THE START OF COMBAT ROLL A D6, ON A ROLL OF 5+ THE GOBLIN PERFORMS A DIRTY TRICK, EITHER STUNNING THE CHARACTER IT IS FIGHTING OR GAINING ONE EXTRA DICE FOR ITS NEXT ACTION.

BOSSES

SOMETIMES THE GROUP FACES ENEMIES THAT ARE NOT EASY TO TAKE ON AND POSE A CHALLENGE TO TAKE OUT. THESE ENEMIES ARE CALLED BOSSES AND JUST LIKE THEIR REAL LIFE COUNTERPART CAN BE HARD TO DEAL WITH DIRECTLY.

HAG 8 WOUNDS RESISTANCES: POISON
HERBALISTS THAT END UP ALONE IN THE CAVERNS AND SOMEHOW SURVIVE SOMETIMES TURN INTO HAGS. A HAG IS A HUMANOID CREATURE OBSESSED WITH MUSHROOMS AND CREATING POISONS AND CONCOCTIONS TOO VILE TO TASTE. IF EVER ENCOUNTERED THE HAG WILL BE URGED TO CAPTURE ITS VISITOR AND LET IT TASTE ITS VILE CREATIONS.

THROW POISON: THE HAG CARRIES AROUND AN ASSORTMENT OF POTIONS WHICH SHE THROWS AT HER VICTIMS AS AN ACTION. IF SHE EVER ROLLS A NATURAL 1 SHE THROWS A POTION INSTEAD.

VAMPIRE 8-12 WOUNDS RESISTANCES: BLEED
THE VAMPIRIC CREATURES OF THE NIGHT SOMETIMES LIVE IN CAVERNS, PERHAPS CHASED INTO THE DEPTH OF THE UNDERWORLD BY ANGRY PEASANTS. UNABLE TO DRINK AS MUCH BLOOD AS ABOVE GROUND THE VAMPIRES INSIDE THE CAVERNS ARE SOMETIMES WEAKER THAN THEIR ABOVE GROUND COUSINS.

TRANSFORM: A VAMPIRE MAY TRANSFORM INTO A BAT AND BACK INTO A VAMPIRE.

DRINK BLOOD: WHEN A VAMPIRE PERFORMS AN ATTACK IT MAY HEAL 1 WOUND.

SHROOM CAP ELDER 10 WOUNDS RESISTANCES: POISON
LEADING THE SHROOM CAPS ARE THE ELDERS, OLD WIZENED INDIVIDUALS THAT DRIVE THEIR COMMUNITY INTO PROSPERITY. NORMALLY NOT HOSTILE, IF THEIR BRETHREN WOULD EVER BE IN DANGER THE ELDERS OF THE SHROOM CAPS WILL NOT HESITATE TO ASSIST THEIR FAMILY IN WHICHEVER WAY THEY CAN.

VENOMOUS BOLT: THE SHROOM CAP ELDER KNOWS THE SPELL ARCANE BOLT WHICH HE MAY CAST 2 TIMES IN COMBAT CAUSING THE POISONED EFFECT.

CAVE TROLL 14 WOUNDS RESISTANCES: BLEED
THE MOST HORRENDOUS CREATURES TO ROAM THE CAVERNS ARE THE CAVE TROLLS, LARGE DUMB MASSES OF FLESH BEND ON EATING.

WEAK TO LIGHT: WHEN A SORCERER CASTS FLASHBANG THE CAVE TROLL TEMPORARILY TURNS INTO STONE FOR THE DURATION OF 2 DAYS.

REGENERATION: CAVE TROLLS HEAL ALL WOUNDS WHEN THE PARTY LEAVES THE FIGHT AND RETURN TO FIGHT IT ONCE MORE.

RELICS AND HEIRLOOMS

COMING SOON (HOPEFULLY)