

Cave Generator

Pink Dice Bag Publishing

Dedication and Appreciation

My first thanks goes to my Knight for his excitement and enthusiasm and to my Dragon
for always popping up with fun ideas.

My second thanks goes out to, as always, my Mutti for encouraging me to start and keep
writing to begin with.

Credits

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Introduction

If *The Goonies* taught us anything it's that where there are caves there is adventure.

While there might not be pirate ships lurking underneath every seaside town, real world caves have also provided both amateur and professional speleologists with a great many adventures of their own. There have even been real life instances of finding great treasures lurking in caves such as a 2015 discovery in Israel that involved a stash of coins and trinkets from nearly 2,000 years ago! Perhaps this is part of what sparks the imagination about caves. In the unknown there is endless possibility.

In this volume you will find a total of 16 tables to help you create a cave system of your own, ready for any brave adventurers who are willing to take it on. As with many of our other publications you will find no hard stats or numbers so that anything you create can be easily transported into the setting of your choice.

Happy Gaming,
Rowan

Instructions

The only items needed are a pair of percentile dice or a d100 and something to write down your results with.

To find the results simply roll the dice, match them up with the percent represented in the first column of each table and match it up with the next column over.

Note: For the purposes of these tables chamber refers to any room like area of a cave and may be used interchangeably with cavern. Passage refers to any long hall like area connecting chambers.

General Cave Tables

Primary Stone Makeup

1-16%	Basalt
17-34%	Marble
35-50%	Limestone
51-67%	Gypsum
68-83%	Granit
84-100%	Dolomite

This cave was formed by...

1-20%	a lava flow.
21-40%	long term erosion.
41-60%	melting glacial ice.
61-80%	acidic ground water eating away at the rock.
81-100%	soft minerals dissolving and leaving behind harder ones

Number of Exterior Entrances

1-16%	2
17-34%	6
35-50%	3
51-67%	4
68-83%	1
84-100%	5

Number of Obfuscated Entrances

1-16%	5
17-34%	2
35-50%	6
51-67%	3
68-83%	1
84-100%	4

Chamber size tables

Number of Small Chambers

1-10%	6
11-20%	1
21-30%	4
31-40%	9
41-50%	5
51-60%	3
61-70%	7
71-80%	10
81-90%	2
91-100%	8

Number of Medium Chambers

1-12%	7
13-24%	3
25-37%	5
38-49%	4
50-62%	2
63-75%	6
76-88%	8
89-100%	1

Number of Large Chambers

1-16%	1
17-34%	5
35-50%	2
51-67%	4
68-83%	3
84-100%	6

Number of Massive Chambers

1-16%	1
17-34%	5
35-50%	2
51-67%	4

Passage Tables

Length of Passage

1-16%	Short (Around 50 ft.)
17-34%	Long (200 ft. or more)
35-50%	Medium (Around 100 ft.)
51-67%	Tiny (Less than 20 ft.)

Width of Passage

1-16%	Wide (Around 30 ft.)
17-34%	Tiny (Adventurers must turn sideways)
35-50%	Single File
51-67%	Medium (Around 15 ft.)

Height of Passage

1-20%	Extremely low (Adventurers must crawl)
21-40%	Extremely high (400 ft. or more)
41-60%	Medium (Around 50 ft.)
61-80%	Short (Around 15 ft.)
81-100%	High (Around 100 ft.)

Number of Connecting Passages

1-16%	3
17-34%	1
35-50%	5
51-67%	2
68-83%	6
84-100%	4

Insects and Animals

1-5%	A pale pink, blind salamander the size of a house cat
6-10%	Bioluminescent arachnids that look very similar to fat scorpions with small pincers
11-15%	A flock of small bats with inexplicably green fur
16-20%	Snails the size of a fist with almost translucent shells
21-25%	Hundreds of pale pink crabs no bigger than a thumb
26-30%	A blue-white velvet worm around the length of a dagger
31-35%	An almost translucent squid like creature that gets out of the water to move from one shallow pool to the next
36-40%	A group a small, black, rats with wickedly intelligent eyes.
41-45%	A white snake with an almost comically large head
46-50%	A small group of olm who are very curious about the party
51-55%	Small reddish-brown beetles that march in lines like ants
56-60%	A blind fish with sharp teeth that will try to jump out of the water at the party
61-65%	Shrimp with hard carapaces resembling crystal
66-70%	Hairy brown spiders with no eyes and oversized fangs
71-75%	A colony of bats with massive ears and a wingspan that looks almost too big for their bodies
76-80%	Bioluminescent worms that hum softly when touched
81-85%	Small white lizards that scatter when a light is turned on them
86-90%	A group of creatures in an underground river that resemble hand-sized manatees
91-95%	A white millipede several feet long
96-100%	A light brown rat that lets out an extraordinarily loud screech if threatened

Cave Features

1-6%	An underground lake whose bed is completely covered in crystals takes up the majority of this cavern.
7-12%	A single beam of light penetrates the darkness of this chamber from a small hole that looks to be hundreds of feet up.
13-19%	This passage ends in a sharp, sudden, drop that can nearly be missed if not looking closely.
20-26%	This water filled section is comprised of hard, bluish, stone worn into beautiful swirling patterns.
27-33%	A great underground river comes to a head in this cavern.
34-40%	The water dripping in this chamber has done so in such a way as to create a stalagmite that resembles a great throne.
41-47%	This chamber contains several thermal pools.
48-54%	The walls of this chamber are lined with a series of pictograms that depict a great hunt.
55-61%	A great fissure splits this section of cave but it may be crossed by means of a narrow natural bridge.
62-68%	This part of the cave is covered in stalactites and stalagmites in brilliant shades of red and orange. There are so many of them that it is difficult to move around.
69-75%	A stream of water has cut through several hundred feet of rock creating a shaft that passes through the middle of this chamber.
76-81%	The walls of this chamber have several enclaves in them, almost big enough to stand in, it is unclear if they are natural or created.
82-87%	A series of sinkholes dot the floor of this cavern.
88-94%	The ceiling of this cave is covered in hundreds of bioluminescent worms.
95-100%	This massive cavern is almost 200ft high and around 600ft long. It features a deep pool of greenish water in the center.

Loot, Treasure, and Trinkets

1-6%	Remnants of stone tools from some primitive civilization litter the floor of this chamber.
7-12%	The bones and scant belongings of an unfortunate traveler lay propped against a wall.
13-19%	The brilliant blue crystals of this chamber break off easily and make for a great bit of loot.
20-26%	A portion of the floor in this chamber is covered with coins. If the players look up they will see a hole in the ceiling that has evidently been used as a wishing well.
27-33%	Several rotting chests filled with rusted military supplies are stacked in the corner of this chamber.
34-40%	A rat's nest filled with shiny trinkets and baubles is tucked away in a hole in the wall.
41-47%	The remains of a smugglers ship stick partially out of an underground lake connected to a river.
48-54%	A clay pot tucked behind some rock formations contains a wealth of primitive jewelry.
55-61%	An old pair of boots, left behind by some unlucky adventurer, sit at the waters edge.
62-68%	A nook has been carved into the wall and contains a long forgotten religious shrine with small offerings still spread about.
69-75%	A rather lovely cloak pin, still attached to a bit of fabric, is caught on a jagged point overlooking a chasm.
76-81%	A pile of stone tablets in an ancient language sit in a pile at the bottom of the cave.
82-87%	Attached to a chain leading out of a deep pool of water is a chest filled with treasure.
88-94%	A small cache of ancient coins sit in a dilapidated leather bag that was likely snagged on a rock.
95-100%	Several half-finished clay sculptures, along with various tools, are scattered about the room.

Events

1-6%	The cave begins to shake violently as a methane bubble is released from a water pocket deep below.
7-12%	An extraordinarily large white snail leading a group of much smaller snails passes in front of the party without paying them any mind.
13-19%	A gust of wind blows through the cave causing a high pitched whistling sound.
20-26%	A trap door that has been carved into the rock starts to shift and threatens to give away beneath an adventurers feet.
27-33%	As the party continues down the passage the air becomes stifling and oppressively hot.
34-40%	Several large rocks come tumbling down from a passage above.
41-47%	A small shaft of sunlight, coming from a hole so far up it cannot be directly seen, hits a crystal formation just right and throws a dazzling array of rainbows around the chamber.
48-54%	A low hum suddenly fills the room and lasts for several minutes. It stops just as suddenly as it started.
55-61%	A jet of boiling water erupts from a pool of water in the room.
62-68%	Two faint lights, tiny as dots, appear in a dark corner of the cave. They gently sway in the darkness, harmlessly. Closer inspection reveals them to be the lures of some huge creature, but it ignores the party if they draw near.
69-75%	The party comes across a group of rats seated in a circle around a single rat that is chattering excitedly. Upon noticing the party the rats scatter, but not before throwing the party some very dirty looks.
76-81%	The passage that the adventurers are traveling down becomes incredibly narrow, forcing them to crawl along.
82-87%	A section of nearby wall begins to crumble like sand.
88-94%	As a faint wind blows through the cave, a low moaning can be heard behind a stone against a wall. Removing the stone reveals a hidden chamber, completely bare and perfectly carved...but no-one within.
95-100%	As the party travels beside a great stone structure, it becomes apparent that the structure is the fossilized remains of a great dragon. Directly beneath, they find three fossilized eggs, and one that begins to rock, faintly, at their approach...

Thank you for reading, creating and enjoying!

If you have any questions, comments, or concerns feel free to contact me at
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www.pinkdicebag.wordpress.com

Happy Gaming!