

Critical Failures VII: Caverns and Creatures

Critical Failures VII: Caverns and Creatures is an epic adventure module for Dungeons & Dragons, the world's most popular tabletop role-playing game. The module is designed for a party of 4-6 characters of levels 5-10.

The module begins with the characters being hired by a wealthy merchant to escort a caravan of goods through a dangerous mountain pass. As the caravan travels through the pass, it is ambushed by a horde of goblins. The characters must fight their way through the goblins and protect the caravan.

After the ambush, the characters continue on their journey. As they travel, they come across a series of caves. The caves are filled with strange and dangerous creatures, including giant spiders, trolls, and ogres. The characters must navigate their way through the caves, fighting off the creatures and solving the puzzles that block their path.



Critical Failures VII (Caverns and Creatures Book 7)

by Robert Bevan

★★★★☆ 4.6 out of 5

Language	: English
File size	: 1421 KB
Text-to-Speech	: Enabled
Screen Reader	: Supported
Enhanced typesetting	: Enabled
Word Wise	: Enabled
Print length	: 652 pages
Lending	: Enabled
X-Ray	: Enabled

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Eventually, the characters reach the end of the caves. They find a hidden chamber filled with treasure. The treasure is guarded by a powerful dragon. The characters must defeat the dragon and claim the treasure.

Critical Failures VII: Caverns and Creatures is a challenging and rewarding adventure module. The module is filled with exciting combat, challenging puzzles, and a compelling storyline. The module is sure to provide hours of entertainment for players of all levels.

Critical Failures VII: Caverns and Creatures includes a variety of new content, including:

- **New Monsters:** The module includes a variety of new monsters, including giant spiders, trolls, ogres, and dragons. These monsters are all unique and challenging, and they will provide a fresh challenge for experienced players.
- **New Traps:** The module also includes a variety of new traps, including pressure plates, poison darts, and swinging blades. These traps are cleverly hidden and can be deadly if the characters are not careful.
- **New Puzzles:** The module also includes a variety of new puzzles, including riddles, mazes, and logic puzzles. These puzzles are challenging but fair, and they will test the players' intellect.
- **New Maps:** The module also includes a variety of new maps, including maps of the caves, the hidden chamber, and the surrounding area. These maps are detailed and clear, and they will help the players visualize the adventure.

The storyline of Critical Failures VII: Caverns and Creatures is engaging and detailed. The module begins with the characters being hired by a wealthy merchant to escort a caravan of goods through a dangerous mountain pass. As the caravan travels through the pass, it is ambushed by a horde of goblins. The characters must fight their way through the goblins and protect the caravan.

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The storyline of Critical Failures VII: Caverns and Creatures is well-written and engaging. The module provides a variety of challenges for players of all levels, and the storyline is sure to keep players hooked from start to finish.

Critical Failures VII: Caverns and Creatures is an epic adventure module that is sure to provide hours of entertainment for players of all levels. The module is filled with exciting combat, challenging puzzles, and a compelling storyline. Whether you are a new player or a seasoned veteran, you are sure to enjoy Critical Failures VII: Caverns and Creatures.

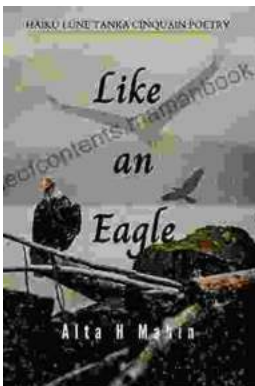
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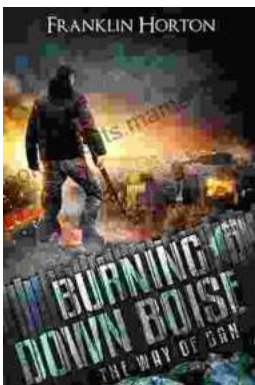
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