

THE CAVE IS FILLED WITH...



STRANGE SPIDER WEBS...

{Barbed} Webs are covered in hardened barbs; Tear into loose clothing or skin that passes by; Failed attempts to break free of the web are particularly painful due to the barbs

{Ethereal} Webs allow physical bodies to pass through it without issue; The webs stick to souls and rip them from bodies that pass through the webs to quickly or carelessly; Spun by a specter spider that lives in the ghost realm and can only eat spirits/souls

{Snare} Webs are spun across the floor like wide nets with a taught strand connecting each to a distant anchor point; Stepping on a web causes it to snap together and snag nearby creatures; Any trapped creatures are then pulled with the web to its anchor point

CURSED DARKNESS...

{The Void} Any creature left in total darkness begins to have the life sucked out of them; Creatures killed in the darkness turn into zombies that try and drag other creatures out of the light; Closing your eyes makes you immune to the necrotic effects of the darkness

{True Darkness} The opaque shadows can only be driven back with light from a non-magical flame; No form of magical vision can penetrate these magical shadows; A light snuffed out in this darkness can never be relit

{Solid Shadow} The darkness here creates a physical barrier that mortals can see through but cannot pass through; Only by holding a source of light {not standing within another's light} can a creature step through the darkness; Creatures caught in darkness are trapped as if they had been set in solid stone

A DESCENDING CURSE...

{Power from Below} The deeper a creature descends in the cave, the more powerful {STR} they become; The stronger a creature becomes in this cave, the dumber {INT} they become; Weak-minded creatures are easily enslaved by the telepathic demon living in the cave

{One Way Doors} Doors set into the stone walls lead to staircases that descend deeper into the cave complex; Doors closed at the bottom of these stairways cannot be reopened to return to the surface; Many strange creatures are trapped deep in the cave where they seek out doors left a jar or wait for one to be opened

{Progress at a Cost} Ancient archways scattered throughout the cave demand offerings be left at them; The offerings are not always physical and may include things such as specific memories, past achievements, or even bonds to friends and family; Creatures who refuse to leave an offering may still pass through the archways but are relentlessly hunted by the dungeon's monsters sent to retrieve the offerings by any means necessary