

O2O CAVE TRAITS

Scroll of Revelation #078

THIS CAVE IS A BIT ODD...

1. **{Dormant Water}** The water trickling down its walls would allow for deep delves, but drink it and you may never wish to leave.
2. **{Stalactites}** These extremely delicate crystals can come crashing down from the slightest tap of a hammer against the wall.
3. **{Glowing}** The skin of warm-blooded creatures glows a fluorescent red inside this cave, making it impossible to hide.
4. **{Magnetic}** Patches of magnetic rock can cement weapons to the wall or lurch metal-clad warriors up to the ceiling.
5. **{Visions}** A bubbling demon's skull in its deepest chasm causes hallucinations of delving into the bowels of the Abyss.
6. **{Texture}** Every surface of the cave walls is ridged and soft to the touch, as if you were in the throat of some terrible beast.
7. **{Crystals}** A spell cast near these giant green crystals is instantly duplicated and effects all nearby creatures.
8. **{Silent}** Occult runes depicting shushing humanoids permit not even a whisper to be heard within these silent caverns.



9. **{Gravity}** Frustratingly sporadic with stretches of zero gravity, reversed gravity, and immensely powerful gravity.
10. **{Deadly Shadows}** Beware the shadows, for flesh not warmed by torchlight will rot off the bone within a few seconds.

11. **{Moss}** Anything that comes into contact with one of these large, cap-shaped mounds ricochets back at an alarming speed.
12. **{Brittle}** While it may appear solid, the floor is rarely made up of more than 1 or 2 inches of thin, collapsable slate rock.
13. **{Echo}** For whatever reason, whispers echo through this cavern like a thunder clap while shouts make little more than a peep.
14. **{Shunt}** The more creatures you stand beside, the higher your chances become of getting teleported to a random cavern.



15. **{Freezing}** Non-metal armor becomes unnaturally cold, threatening to freeze anyone who wears it completely solid.
16. **{Stalagmites}** Stand in one place too long, and stalagmites can rapidly grow up your legs to entomb you in crystal.
17. **{Laughing}** The lingering effects of a jester cult's sacrifices means once you start laughing, its impossible to stop.
18. **{Bubbles}** These massive, oily bubbles drift through tunnels trapping anything they pop against in boiling hot tar.
19. **{Webs}** Fossilized spider webs choke the cave's corridors and chambers making it all but impossible to move about quickly.
20. **{Blood Stone}** The porous stone absorbs every last drop of blood it touches to feed the demigod sleeping in its deepest chasm.

