

DUNGEON: “CRYSTAL CAVE”.



DESCRIPTION:

The Cave is a network of caverns filled with magical energy. It is said that the cave was once a site of great power, where ancient mages gathered to harness the elements themselves. However, over time, the cave has fallen into disrepair and become overrun with animals and dangerous creatures.

The crystal and the flower are the keys to the magic of the cave, maintaining a delicate balance between the elemental forces of the cave. The Crystal represents the Dark energy of the Green Moon, Yesh. While the Flower represents the Light energy of Yesh.

If the crystal is taken first the magic of the cave will stay the same. However, if the flower is disturbed, the creatures will become violent and wreak havoc once again. The players must choose wisely whether to prioritize the crystal or the flower, as their decision will determine the fate of the cave.

Locations:

(Inside the cave):

- The Crystal Garden(up-right): A lush garden of fungus with a Green Crystal in the middle. The crystal is imbued with elemental energy, and the garden is said to be a place of great power.
- The Small Paradise:(up-left) This area looks like a small Island with a magical Flower in the middle. The flower is the key to the cavern's life.
- The Spider's Den(bottom-right): a tight, winding passage that opens up into a larger chamber filled with sticky webs and giant Scorpion-Spiders. The animals are aggressive and will attack on sight, but their webs can be harvested for a variety of alchemical ingredients.
- The Elemental Chamber(bottom-left): In this area, there is a statue of an Elemental that will wake up when the player gets near the skeleton. Near the skeleton, there is a small purse and an old diary. The diary belonged to the seer's skeleton. He created this Elemental to defend the cave, but something went wrong.

ENEMIES:

- Normal Scorpion-Spiders: Nasty pests that inhabit caves and are known to carry disease.
- Empowered Scorpion-Spiders: They look like normal Scorpion-Spiders except for the green moss on their back and the green pupil. These are also stronger and faster due to the form they took as a consequence of the crystal's effects.
- Elementals: Powerful creatures made entirely of elemental energy. They are extremely dangerous and difficult to defeat.

ANIMALS:

- Bats.
- Baby Scorpion-Spiders (Childs of the biggest ones).
- Butterflies (near the Flower).

WEAPONS & ARTIFACTS:

- Near the Crystal, there'll be a skeleton with a small purse rapped in the cobwebs, if the players destroy the cobwebs (normal attack/magic) they can get what's inside the purse, a necklace that makes all the defensive magics stronger in some way (Duration, shield HP, or whatever).
- In a spot still to decide, crowded with Scorpion-Spiders that players can choose to complete or not since it'll not affect the access to the deep cave's location, there'll be an old small spider egg that works as a trophy for the prologue/Item that player can sell.

CHOICES:

As the Ancient says to the player before entering the cave, the player's choice of which one to take first between the Magic Flower and the Crystal will affect the enemies and animals found within the cave after the choice.

If players take the green crystal, the area will become clean and all the empowered monsters will disappear, leaving only the normal Scorpion-Spiders and the animals, with butterflies and fonts of lights more frequent in the area.

However, if they take the magic flower first, the area will become infected empowering all the Scorpion-Spiders and generating many more Elementals, making all the butterflies and font of lights disappear, creating a much more difficult challenge & darker environment for the player.

REFERENCES:

Purse ideas:



EGG ideas:

