

the cave across the hills

"a million years ago, we used to live there, in harmony with the bears, and no names for the things" - old hermit
 "if you guys need to get there, the only way is through the cave across the hills." - simple merchant
 One page, system agnostic, cave dwelling adventure by Lucas Gehre (LTG), (cc) 2021.



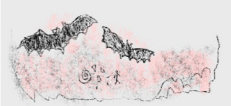
1- the entrance of the cave is quiet. The stone is predominantly light grey. Some petroglyphs can be found on the outer walls and some bones are scattered around.



2- a big chamber, full of stalactites and natural stone columns. Possible cave bear encounter (2/6). Light comes from the outside, but the corners are dark, especially in the way to chamber 12.



3- it's very dark, and the way to chamber 4 is concealed and can only be found looking for secret passages. There are some wall paintings near the secret passage. Chance of bat attack (2/6).

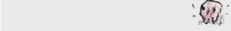


4- an opening in the top lets the light in. In the center lies a skeleton of a beast. Chance of reanimating a huge cave bear skeleton (2/6). If the creature is defeated, a ghost bear appears, roars loudly and flies away. If the hunter's dagger was found, after the bear dies, it glows, and the hunter's ghost joins the bear's and they fade away side by side.

5- this area is partially lit from cracks in the distant stone ceiling. Roots from the trees in the hill dangle down, and strange webs are all around. Chance of giant spiders attack (2/6).



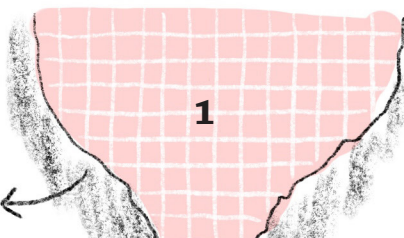
6- this area is deeper, and there is a strange skull shaped stone, glowing green. If touched, 6 armed skeletons emerge from the corners, surrounding the party. If the stone is destroyed, no more undead or skeleton enemies appear, and ghosts of people and bears appear, some caveman, some adventurers, then slowly dissipate.



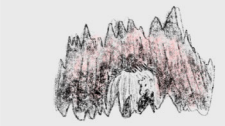
7- one single legless armed skeleton is slowly dragging itself in the way to chamber 6. Chance of bat attack (3/6).



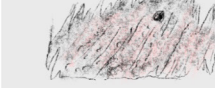
8- the deepest area of the cave, it is damp and cold. There is a secret passage to chamber 9, that need a search to be found, behind wall paintings similar to the ones in chamber 3.



12- in this dark chamber, a faint smell of rotten meat comes from the tunnel to chamber 13. Chance of undead bear encounter, coming from chamber 13 (2/6).



13- part of this chamber is lit from cracks in the ceiling. Entrance to chamber 14 is an opening 20' up the wall, and to chamber 15 is covered in rubble. Chance of undead bear encounter (3/6).



14- a tight tunnel leads to this small chamber. Some wall paintings tell a story of a hunter. Beneath stones, a skeleton wrapped in remains of leather. Hidden inside the corpse, a small bone hunter's dagger (+1 vs. beasts, easy to break).



15- burial chamber, several skeletons wrapped in leather lie in fetal position. Chance of reanimating 1d6 unarmed skeletons (2/6). Hidden in the northern corner, there is an ancient figurine sculpted in bone.



16- in the eastern end there is a big mural of a bear and a human together. Chance of bat attack (2/6). If the hunter's dagger was found, it glows, and a small opening is revealed in the wall, containing an ancient gem.



17- the chamber is empty, and there are cracks in the ceiling letting the light in. On the darkest corner, there is a small ruined stone altar. Next to it can be found a cracked pot, and further away, a bone spearhead, that if set in the altar with the figurine found in chamber 15, there is a rumble, and the ways to chamber 18 open, which are otherwise impossible to find.



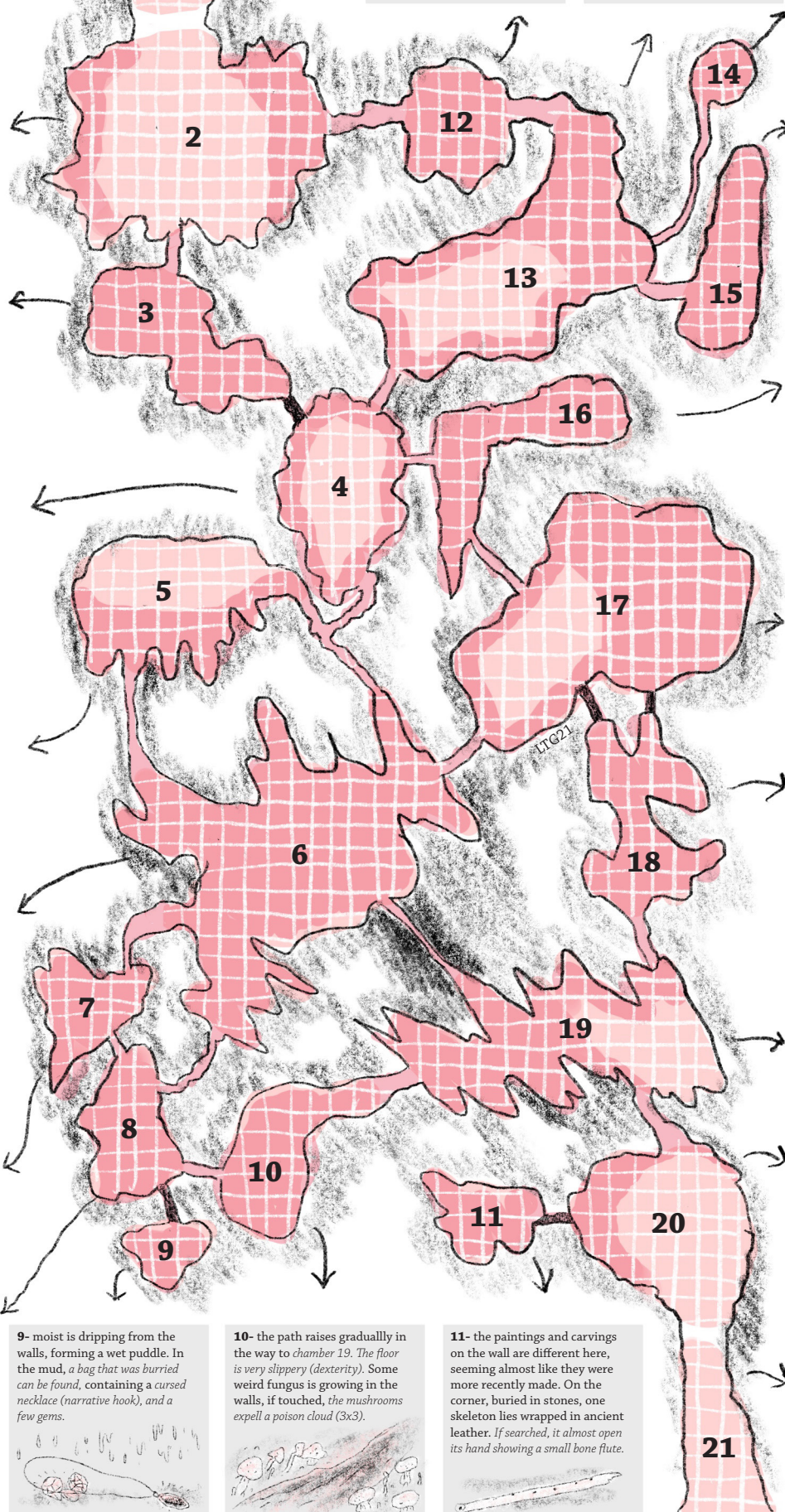
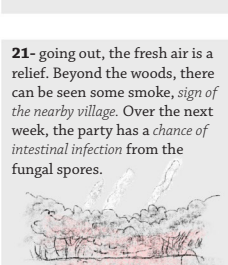
18- this area is taken by strange fungus, if touched, the mushrooms expell a poison cloud (3x3). There is a chance of an infected cave bear (1/6) and of 1 to 3 unarmed skeletons (2/6). The way to chamber 19 is a steep climb down. The only access to this chamber is from chamber 17.



19- coming from chamber 6, the path passes through a very thin stone bridge over a chasm (dexterity). In the dark, there are mushrooms that expell a poison cloud (3x3) if touched. Hundreds of hand prints fill the walls.



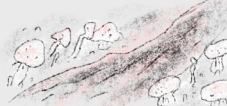
20- the exit can be seen (chamber 21), and the way to chamber 11 can only be found looking for secret passages. There is a mural of paintings and petroglyphs on the east wall. If examined carefully (intelligence), it resembles muisc notation. If the bone flute is used to play it, the ancient melody comes with a intense feeling of nostalgia and everybody heals (1-2 HP).



9- moist is dripping from the walls, forming a wet puddle. In the mud, a bag that was buried can be found, containing a cursed necklace (narrative hook), and a few gems.



10- the path raises gradually in the way to chamber 19. The floor is very slippery (dexterity). Some weird fungus is growing in the walls, if touched, the mushrooms expell a poison cloud (3x3).



11- the paintings and carvings on the wall are different here, seeming almost like they were more recently made. On the corner, buried in stones, one skeleton lies wrapped in ancient leather. If searched, it almost open its hand showing a small bone flute.

