

## The Crystal Pit

After the crystal asteroid landed at Fort Blindshot, the crystal wave spread to the East. It made a crack in the ground, and expanded into a circular valley. It has a diameter of 30 meters.

Crystal covered all the sides and center of the 50 meters deep rift, making it slippery and almost impossible to climb at.

The trees which fell inside of the valley were also frozen in crystal, making them sprout sharp crystal spikes of various sizes. Other trees were assimilated into the valley walls creating round narrow crystal shelves, which are easy to fall off of. They are the only possible way to escape from the valley, however.

At the bottom of the pit's walls are crystal caves connecting underground tunnels with each other as well as isolated chambers locked from outside by solid cage-like crystal rods. From behind them can be heard the sounds of the new formed crystal beasts.

The East side has a large broken-in-half structure, which was formerly a Borcatu nest. The assimilation of the crystal made it look like a plateau, with holes from where transformed Borcatu attack their unaware prey.

Within the diameter are random size geysers, which explode with gas that is toxic to breathe. The gas is easily flammable, and can transmit electricity through the air - this makes it dangerous to use any kind of the explosives or Force lightning.

All gasses coming from the deep created a fog at the top of the valley, making it impossible to see what is happening down below, and making small showers of skin damaging rain if not covered from.

From time to time random crystals are growing out from the ground, straight after feeling the small earthquakes, which can easily break and make topple crystallized trees.

In the middle of the valley is located a lake of the collected toxic rain, impossible to dive without beskar armor, or high skills of Force protection against liquid death. The lake is surrounded with human and bigger sized crystal rocks, which can be used as cover.