

Created in the wake of the Children of Mortis' crystal meteor impacting the dormant volcano near Fort Blindshot, the Crystal Canyon is the shattered skeleton of that alchemical asteroid. Soon after the defeat of the Children of Mortis and the neutralization of the world seed, the Force energies keeping the meteor together began to fade and its core sank deep into the caldera. The rent left in the face of the volcano is long enough to be called a canyon, with its deepest depths eluding even the most dedicated probe droid's sensors, though across it measures only a few hundred meters at most.

Traversing the canyon is a matter of verticality, with jagged crystals jutting out of the softer rock like broken pillars of a desecrated temple. For those unlucky to slip off the crystalline walkways that criss-cross the narrow canyon, only a blunt and impactful end can be expected. Small plateaus of unsteady stone offer brief respite for anyone daring the canyon's depths, but even there lesser crystal outcrops wait to cut the unwary spelunker.

Though dormant, the heat of the volcano grows within the depths, a dry sulfuric heat that saps the strength and forms shimmering mirages in the rising columns of air. Illumination near the canyon mouth is a mixture of sunlight and crystalline reflection. One a day, at sunset, when Dajorra kisses the Selenian waves, a primary reflection flashes throughout the canyon, turning every major crystal into a glowing pillar for a blinding flash.

Descending deeper, the light above is swallowed by distance and the lingering Force energy within the crystals becomes the only source of illumination, offering an eerie glow that pulses like the heartbeat of a dormant leviathan. Sound reverberates strangely within the canyon's confines, reflecting at odd angles off the geometrically aligned minerals or vanishing within the dark depths. What broken power lies at the bottom of this planetary scar remains unknown, but its allure is hard to deny.