

# The Lost Chasm by Kelly Ellerbrook and Aaron Thompson

At one time a town thrived across the chasm from the Omen Tree. Then a cataclysm occurred and the town became deserted, the chasm infested and dangerous.

The major bridge across the Yebati Vedra River has been destroyed and this is the only crossing for miles.

**1. Omen tree** Omen tree is chaotic and will dole out assistance or amuse itself with falsehoods. Many items hang from the branches of the tree. Amongst them is a large **wrought Iron key**.

**2. Hidden passage** - Omen Tree will direct PCs to this passage by truthful or false means. 25% chance of a question resulting in the ground opening, the PCs fall into the earth to find themselves in the cavern below.

## 3. Here there be dragon

An ancient dragon, dying of old age makes its home in the cavern. Theft will win the party treasure with a 50% chance of finding a **Sonic Beacon**. Assist the dragon in some way and the dragon will reward the party with a **Sonic Beacon**. Fight the dragon and in its death throws it curses the party. Slim chance of finding the **Sonic Beacon**.

**4. Bridge Gate** A large wrought iron gate separates the trail from the chasm bridge

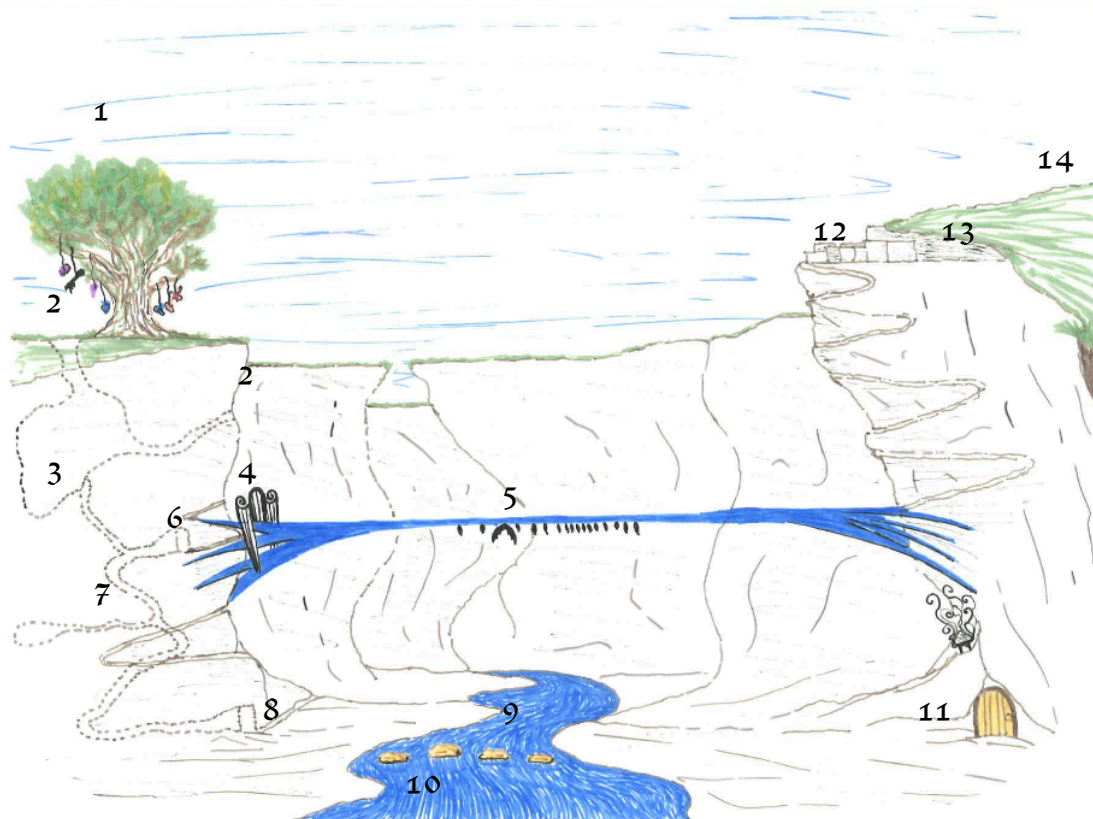
- The metal of the gate is slick to the touch as though covered in oil
- **Wrought Iron Key** opens it
- There are roots sticking up from the ground that grasps at anything nearby: they can be used to climb the gate.
- Trying to climb around the side of the gate will end in a drop to the chasm floor and damage taken

**5. The Bridge** Scorpion bats the size of house cats attack from above and below in swarms.  
- Sonic Beacon is best used here: thrown as a lure or used as a protective barrier shield to confuse the scorpion bats as they attack

**6. Paint by Battlefield** A battle scene is inlaid into the surface of the wall with shallow concave pockets. Strwn about the ground are smooth river stones in different colors that when placed in the concave spaces exact results:  
Red : blood in a wounded warriors side: wall becomes extra sticky and bloody  
Grey : the hoof of a horse: a doorway opens in the wall that leads to a tunnel  
Silver: coin purse paid to spy: mountain of "treasure" begins spilling out like an avalanche  
Black: in the belly of a medic: rock tentacles grasp players closest, pulls them in, and heals them  
White: cloud in the sky: nothing at all but a light breeze  
Purple: over a grave of the dead: a strange voice whispers to the party until they cross the river

## 7. Treble Tunnel

- First path leads back to the dragon's cavern
- Second tunnel leads to an underground pond filled with baby freshwater kracken
- Third leads to the chasm floor. There are white, glowing crystals in the walls and skeletons on the floor
- Once past the second path, if the party is using a source of light, the tunnel constricts until they are crawling and begin to get stuck
- Dousing the light source will cause the walls retreat back to walking size.



**8. Egress** Breathe the "fresh air" of the cavern floor

**9. Yebati Vedra River** a crystal clear laminar-flow river. This is the only place in the chasm narrow enough to cross the river via bridge. The river is mainly subterranean here, the surface is exceptionally fast; anything that is dropped or falls into the river will be swept out of sight immediately.

**10. An Oar fishpede** hunts this part of the river. There appears to be a smooth stone path across the river. The Fishpede has multiple fins that have adapted into claws which it uses to clasp the rocks of the riverbed, slithering as it moves. It has lures that float up along its body and mimic objects such as a stone path that lead directly across the river. Only the small tubule attachment of the lure actually breaks the water's surface and minimal disruption to the river.

**11. Herbert** Misanthropic witch lives here. He keeps scorpion bats as family members  
- If the party is on the far side of the river he may approach and offer to help by creating an invisible bridge. He will create the bridge and throw stones on it to show it exists only to dismiss the spell at an inopportune moment.

**12. Maze** - High stone walls create a maze of twists and turns here  
- Make noise here and harpies will begin to gather and harass them  
- Harpies in the maze will demand trinkets and compliments on their beauty or they will become irritable and begin dropping alchemist fire, tanglefoot bags, etc. in a grenade-like assault. The harpies will remain out of reach and use the high walls of the maze as defense.  
- White crystals mark every "correct" turn in the maze, lighting up in the absence of light.

**13. The Ruins** - the old town is in a cavernous area inset below the rock face above it. It is infested with harpies who will create windstorms and steal party members.  
- If captured by harpies the best way out is to tell them an interesting story and flirt mercilessly.  
- These harpies enjoy long, drawn out, minimalist torture: not allowing food or drink, cloistering victims in locations that they can escape from so they can be captured again, etc.  
- If there is any time to loot the town the only treasure left is anthropological in nature.

**14. Green Grass** Having crossed the chasm and attained the verdant lands on the other side the party will discover that whatever drew them into the chasm in the first place, whatever they were searching for, it is not here.