

# THE BLEEDING CLIFF

*The Bleeding Cliff weeps corrosive crimson fluid that devours living flesh, while fanatical Hemorrhage Wardens sabotage any healing efforts amidst chaotic gravity wells that fling rock and adventurers toward the cavern ceiling. This dying landscape demands constant vigilance as the wound threatens to consume the entire region.*

## HOOKS & RUMORS

- A Warden surgeon seeks a stealthy guide to plant alchemical bombs in the source, claiming the flow must increase to purify the land before total collapse.
- Diplomats from a nearby city offer gold for safe passage through shifting gravity wells to negotiate with the Wardens, though they fear the cliff's hunger grows daily.
- A mercenary company plans a forceful assault on the Wardens' shrine to destroy their sabotage tools, risking a gravity surge that could crush them against the ceiling.
- An explorer claims the cliff weeps less during high tide, offering a brief window to map hidden crevices before the next corrosive surge begins its cycle.

## RANDOM EVENTS (D6)

1	<b>Gravity Surge</b>	A sudden shift flings all loose objects and creatures upward toward the cavern ceiling for ten seconds.
2	<b>Blood Rain</b>	Thick crimson droplets fall from above, burning skin and obscuring vision with a copper-scented mist.
3	<b>Wardens Patrol</b>	A squad of Hemorrhage Wardens marches through the area chanting purification rites while scanning for intruders.
4	<b>Rockfall Collapse</b>	Heavy boulders detach from the ceiling due to unstable gravity, creating new paths or blocking old ones.
5	<b>Acid Pool Expansion</b>	A nearby pool of corrosive blood grows rapidly, flooding corridors and forcing players to find higher ground.
6	<b>Phantom Whispers</b>	Ghostly voices echo through the caverns, mimicking lost comrades and tempting players to investigate false trails.

## LOCATIONS

### Corroding Antechamber

Flickering red light pulses from dripping crimson fluid that hisses on stone, smelling of copper...

### Sanguine Vein Corridor

Walls pulse with warm, wet crimson light that smells of copper and decay.

### Alchemical Purification Lab

Fanatical Wardens mix volatile red chemicals under flickering lanterns that cast long, dancing sh...

### Gravity Well Nexus

The floor vanishes into a swirling vortex of floating rock and dripping blood that hums with diss...

### Wound of Divinity

A massive, pulsating gash bleeds freely as fanatical Wardens chant over alchemical cauldrons desi...

## ENCOUNTERS (D6)

1	<b>Warden Ambush Squad</b>	Three Wardens ambush players from behind pulsating stalagmites, wielding alchemical sprayers that ignite on contact with air. Players can use the shifting gravity to dodge attacks or collapse the bridge to separate the enemies. Negotiation fails as they chant purification rites while advancing.
2	<b>Floating Rock Storm</b>	A sudden gravity surge flings boulders upward, forcing players to cling to inverted stalactites for survival. Wardens attempt to guide rocks toward intruders using magnetic rods. Players can trigger the stabilizer mechanism early or ride the debris to escape.
3	<b>Sabotage Attempt</b>	Wardens prepare a volatile mixture to expand the cliff's wound, ignoring player pleas to stop. The room fills with toxic red mist that obscures vision while gravity shifts sideways. Players can smash vials to create slippery terrain or distract Wardens with noise.
4	<b>Acidic Pool Trap</b>	A hidden pressure plate triggers a release of concentrated blood-acid from the ceiling, pooling on the floor. Players must use floating debris as stepping stones while avoiding Wardens who watch from high ledges. Stealth allows bypassing the trap entirely without alerting enemies.
5	<b>Inverted Ceiling Chase</b>	Players are flung upward toward a cluster of Wardens clinging to inverted rock formations above. The gravity well pulses rhythmically, creating windows for safe movement or devastating falls. Players can use grappling hooks to swing between rocks while dodging alchemical attacks.
6	<b>Ritual Interruption</b>	A Warden leader chants over a massive cauldron that glows with unstable energy, threatening to explode. Gravity wells intensify, making movement erratic as Wardens defend the ritual site. Players can disrupt the chant by destroying the lanterns or collapsing the ceiling on them.

## TREASURE

**Hemostatic Bandage** — This cloth stops bleeding instantly but drains the user's vitality with each use. Found in Elara's hiding spot, it was stolen from a Warden supply cache. The bandage glows faintly red and can seal wounds on allies, though overuse causes permanent fatigue and weakness in the wielder.

**Gravity Stabilizer Ring** — A brass ring that temporarily nullifies gravity shifts within ten feet of the wearer. Discovered in the Gravity Well Nexus, it was crafted by a rogue Warden to navigate the chaos safely. The ring hums with energy but cracks if used too frequently, releasing a burst of kinetic force.

**Acid-Resistant Cloak** — A heavy cloak treated with alchemical salts that repels corrosive blood and acidic pools. Hidden in the Sanguine Vein Corridor behind a false wall, it was worn by Kaelen during previous raids. The cloak becomes brittle after prolonged exposure to heat, requiring careful maintenance to remain effective.

**Purification Vial** — A glass vial containing concentrated healing serum that reverses the cliff's corrosive effects on living flesh. Stolen from the Alchemical Purification Lab by Sister Miriam, it glows with soft white light. Using the vial triggers a Warden alarm if not consumed within minutes, summoning reinforcements immediately.

## NPCS

**High Surgeon Vaelen:** A scarred Warden leader who believes the cliff's bleeding is a divine cleansing necessary for salvation. He wears robes stained with dried blood and carries a surgical saw that glows red. Vaelen offers parley if players prove their worth by surviving his trials, but will kill them if they attempt to heal the wound.

**Elara the Exiled:** A former Warden who fled after realizing the ritual causes endless suffering rather than purification. She hides in ventilation shafts and knows secret paths through the dungeon. Elara helps players sabotage Wardens but demands they promise to stop the bleeding forever before trusting them fully.

**Kaelen Ironhand:** A rival scavenger who seeks valuable alchemical components from the Wardens' lab for his own profit. He wears mismatched armor and carries a grappling hook modified for climbing inverted surfaces. Kaelen can guide players past traps but will betray them if offered more gold by the Wardens.

**Sister Miriam:** A young Warden initiate who secretly doubts the order's teachings and fears the cliff's growing wound. She trembles constantly and hides in shadows, offering to disable security mechanisms if players spare her life. Miriam reveals hidden passages but panics easily during combat or loud noises.

## PLOT RESOLUTIONS

The adventurers could help High Surgeon Vaelen amplify the wound to purify the land, securing Wardens as allies but c...

The adventurers might side with Elara the Exiled to sabotage the ritual, stopping the bleeding forever while making t...

The adventurers could accept Kaelen Ironhand's offer for gold, betraying both factions to steal alchemical components...

The adventurers might spare Sister Miriam to disable security systems, allowing safe passage for diplomats but trigge...

The adventurers could use the Gravity Stabilizer Ring to force a stalemate at the Wound of Divinity, freezing the cli...