

# ECHOES OF VERIDIAN

The air hangs thick and humid within the Veridian Scar, a valley choked by the pulsating Veridian Bloom. Twisted, phosphorescent fungi carpet the ground, casting an eerie, shifting light upon the warped forms of mutated beasts and the crumbling stone structures of the Keepers of Stillwater, all resonating with the unsettling echoes of the vanished Resonance.

## HOOKS & RUMORS

- A young novice from the Keepers has gone missing near the largest Bloom cluster. Witnesses claim he was muttering about "harmonic distortions" and a growing sense of "rootedness."
- Local farmers report their livestock exhibiting bizarre growth patterns – elongated limbs, vibrant green fur – coinciding with particularly intense Bloom pulses. They seek mercenaries to “purge” the afflicted land.
- A coded message, discovered within a damaged Keepers archive, speaks of a forgotten ritual designed to amplify the Resonance, not suppress it, hinting at a radical faction within the order.
- The Bloom's spores are causing increasingly vivid hallucinations; a group of travelers claims to have glimpsed a "perfect city" blooming from the earth, leading them deeper into the Scar.
- Scavengers unearthed a perfectly preserved, humanoid figure entirely composed of Veridian Bloom tissue – a chilling testament to the Resonance's transformative power.

## RANDOM EVENTS (D6)

1	Sporefall	The Bloomheart Core: A sudden, intense burst of spores erupts from the Core, overwhelming the party with hallucinatory visions. Players must make DC 14 Wisdom saving throws or suffer disadvantage o...
2	Echoing Distortion	Chamber of Echoes: The room's dimensions momentarily shift, creating a maze-like effect. Players must navigate the distorted space while avoiding the Guardian Golem's attacks.
3	Stream Surge	Echoing Confluence: The subterranean stream suddenly surges, flooding the chamber with acidic water. Players must quickly find higher ground or risk being swept away.
4	Phantom Chorus	The Silent Archive: A chorus of disembodied voices echoes through the archive, attempting to lure the party into a dangerous illusion. Players must succeed on a DC 15 Wisdom saving throw or be comp...
5	Bloom Tendril Assault	Keeper's Rotunda: A cluster of Veridian Bloom tendrils attempts to strangle the party, forcing a DC 13 Strength saving throw to avoid being restrained.
6	Echoes of the Past	Echoes of past events manifest, providing clues or complications.

## LOCATIONS

### The Silent Archive

A circular chamber dominated by towering bookshelves constructed from warped, grey stone.

### Echoing Confluence

A subterranean stream flows through a chamber filled with petrified, Veridian Bloom stalks.

### Keeper's Rotunda

A circular room dominated by a massive, shattered Resonance Amplifier.

### The Bloomheart Core

The pulsing Veridian Bloom dominates this vast, cathedral like space.

## ENCOUNTERS (D6)

1	Guardian Golem	The golem activates when the lever is pulled, blocking the exit. It's vulnerable to water damage from the dripping stalactites. Players can use the pillars for cover or try to disable it by breaking the rune on its back. If defeated peacefully, it reveals a hidden passage.
2	Sister Lyra's Vigil	Sister Lyra, a Keeper of Stillwater, frantically attempts to repair a damaged containment unit. She's paranoid and checks over her shoulder constantly. A spore cloud erupts when she's startled, forcing a DC 14 Dexterity saving throw or being poisoned.
3	Bloomspawn Swarm	A swarm of small, plant-like creatures, dubbed "Bloomspawn," attacks the party, attempting to drag them into the stream. The water itself is acidic, causing 1d4 acid damage per round of contact.
4	Silas's Lament	Silas, a former Keeper consumed by the Resonance, manifests as a spectral echo, desperately trying to warn the party. He can only be communicated with through manipulating the Resonance Amplifier - a complex puzzle requiring a DC 16 Intelligence (Arcana) check. Failure triggers a psychic backlash (DC 12 Wisdom saving throw to avoid temporary mad...
5	The Warden's Echo	A projection of Warden Kaelen appears, taunting the party and revealing a hidden cache of Harmonic Field components. He's a cunning opponent, using the pillars for cover and launching ranged attacks with a modified Resonance pistol.
6	Bloomheart Sentinel	A hulking, mutated Keeper, infused with Veridian Bloom, defends the Core. It's resistant to piercing damage and has a devastating area-of-effect attack that releases a burst of hallucinogenic spores.

## TREASURE

**Harmonic Resonator Fragment** – A small, pulsating crystal shard that resonates with the Resonance. It can be used to temporarily disrupt the Bloom's effects (DC 15 Intelligence check to stabilize the area for 1 minute).

**Bloomseed Catalyst** – A vial containing a concentrated form of Veridian Bloom spores. When consumed, it grants the user temporary resistance to psychic damage but slowly transforms their body into a plant-like hybrid.

**Rune-Etched Gauntlets** – These gauntlets, recovered from a Keeper's chamber, amplify the wearer's ability to manipulate energy. They grant a +2 bonus to attack rolls against creatures affected by the Resonance.

**Keeper's Log (Fragmented)** – A partially destroyed log detailing the early experiments of the Keepers – potentially revealing a critical error that exacerbated the Resonance. The log contains clues to the Harmonic Field's design.

**Resonance Amplifier Core** – A vital component needed to repair the inactive Amplifier in The Silent Archive. It's heavily damaged and requires a DC 18 Intelligence (Tinker's Tools) check to restore.

## NPCs

**Sister Lyra:** A former Keeper of Stillwater, obsessed with containing the Resonance. She's driven by guilt over her failed experiments and believes the party is her last hope. She offers cryptic clues about the Amplifier's repair but demands absolute obedience.

**Silas:** A spectral echo of a Keeper consumed by the Resonance. He's tormented and desperate for release, offering fragmented knowledge about the Resonance's origins in exchange for help. He's emotionally unstable and prone to fits of rage.

**Warden Kaelen (Echo):** A projection of a former Keeper, hardened by centuries of isolation. He is cynical and distrustful, offering tactical advice but only if the party proves their worth through combat.

**Corvus:** A scavenging Rogue, driven mad by the Bloom's spores. He claims to have information about a "key" to silencing the Resonance, but his words are erratic and unreliable. He's fiercely territorial and will attack anyone who approaches his makeshift camp.

**Elder Theron:** The current leader of the Keepers of Stillwater, a stoic and weary man burdened by the weight of his order's failures. He is cautious and resistant to outside help, prioritizing the preservation of the Harmonic Field above all else.

## PLOT RESOLUTIONS

The adventurers could attempt to repair the inactive Resonance Amplifier, potentially stabilizing the Bloom's effects...

The adventurers might choose to side with Sister Lyra, assisting her in containing the Bloom, gaining a loyal ally bu...

The adventurers could confront Corvus, attempting to negotiate information regarding a “key” to silencing the Resonan...

The adventurers might attempt to overload the Bloomheart Core, a desperate gamble to disrupt the Resonance's flow, ri...

The adventurers could decipher Silas's fragmented warnings, manipulating the Amplifier to achieve a temporary respite...

