

THE EMERALD ROT

The Undercity of Veridia sprawls beneath a sickly, perpetually twilight, choked with the weeping emerald glow of the Resonance Pools. Twisted stone buildings, adorned with animated fungal growths, press against corridors riddled with pulsing, green light, a testament to the relentless advance of the Emerald Rot and the unsettling echoes of forgotten rituals.

HOOKS & RUMORS

- A Keeper of Verdance scout reports a surge in Resonance Pool activity near the Old Library, coinciding with the emergence of a particularly intelligent, Rot-infected scholar attempting to decipher forbidden texts.
- Whispers circulate about a band of scavengers – the ‘Veridian Blades’ – exploiting the mutated wildlife around the pools for their potent, if unstable, magical components, threatening Keeper operations.
- the Resonance Pools are generating temporal distortions, manifesting spectral echoes of the city’s founding – demanding a specific offering to appease them.
- The Keepers of Verdance seek a lost artifact, “The Stillheart Stone,” rumored to neutralize the Rot’s influence; its last known location is within a zone of extreme Resonance Pool amplification.
- citizens report seeing grotesque, animated statues – born from the Rot – exhibiting signs of coordinated movement and a disturbing intelligence.

RANDOM EVENTS (D6)

1	Shifting Sands	Chamber of Echoes: The pressure plate triggers a localized tremor, causing the floor to shift and reveal a hidden pit filled with venomous, bioluminescent slugs.
2	Resonance Storm	Echoing Veins: The Resonance Pools unleash a concentrated pulse, creating a swirling vortex of energy that pulls players towards the center – a chaotic and disorienting experience.
3	Keeper’s Lament	The Keeper’s Rotunda: A mournful, ethereal song echoes through the chamber, emanating from a trapped spirit. The song reveals a fragment of the Keeper’s history and a warning about the future.
4	Fungal Bloom Overgrowth	Echoing Veins: A sudden, uncontrolled burst of fungal growth consumes a section of the vein, creating a maze of pulsating, toxic spores.
5	Temporal Echo	The Murmur Chamber: A brief glimpse of the chamber’s past – a group of Keepers performing a desperate ritual to contain a similar outbreak – appears before the players’ eyes.
6	Corrupted Conduit	The Keeper’s Rotunda: A ruptured conduit releases a wave of raw resonant energy, instantly mutating a section of the fungal growths into aggressive, animated guardians.

LOCATIONS

The Murmur Chamber

A cavern choked with thick, emerald green mist hangs heavy, illuminated by the sickly glow of the...

Echoing Veins

Emerald light pulses from the Resonance Pools, illuminating slick, algae covered walls.

The Keeper’s Rotunda

A circular chamber dominated by a shattered stone altar, stained with dried green fluid.

The Verdant Heart

The room pulses with an almost unbearable intensity of emerald light, emanating from a massive, c...

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	Keeper’s Vigil	Keeper Elara – A stern, middle-aged woman clad in worn, green robes, she leads the dwindling Keeper’s outpost. She distrusts outsiders, especially those who show interest in the Resonance Pools, demanding they prove their worth through a ritualistic test of resilience. She offers assistance if the party can retrieve a lost artifact – a focusing...
3	Murmur’s Echo	A spectral echo of a former Keeper, Silas, manifests, warning of a “consuming tide” and urging the party to seek the “Heart’s Silence.” He attacks with chilling whispers and attempts to mentally disorient the players, utilizing the resonant energy to amplify his psychic attacks.
4	Fungal Harvesters	Three animated fungal constructs, resembling humanoid spiders, patrol the veins, attempting to drain the resonant energy from the pools. They are vulnerable to fire and resistant to piercing damage. Successfully defeating them reveals a cache of preserved fungal spores – a potential ingredient.
5	Rot-Touched Zealot	Brother Marius – A fanatic Keeper, consumed by the Rot, believes the pools are a divine blessing. He attacks with a corrupted ceremonial dagger, attempting to sacrifice a player to “appease The Verdant Heart.” He’s a formidable combatant but possesses a weak mind.
6	Resonance Cascade	The Resonance Pools trigger a sudden, uncontrolled surge of energy. The room fills with blinding light, and players must make a dexterity saving throw or be subjected to a random mutation – potentially gaining beneficial or debilitating effects.

TREASURE

Focusing Lens — A crystal lens crafted from solidified Resonance energy. Found within the Guardian Golem’s chamber, it concentrates and directs resonant energy. Can be used to activate ancient mechanisms or amplify spells, but prolonged use causes severe headaches.

Keeper’s Sigil — A small, silver amulet depicting the symbol of the Keepers of Verdance. Recovered from Brother Marius, it provides a minor resistance to the effects of the Emerald Rot. It’s cool to the touch and faintly vibrates.

Fungal Bloom Essence — A viscous, emerald-green liquid extracted from a rare, pulsating fungal growth. Found in Echoing Veins, it’s a potent ingredient for creating antidotes or enhancing magical effects – highly unstable and prone to explosion.

Chronarium Shard — A fragment of a shattered chronometer, radiating a faint temporal distortion. Discovered within The Keeper’s Rotunda, it allows the user to briefly glimpse echoes of the past – potentially revealing clues about the Rot’s origins.

NPCS

Kaelen the Warden: A former guard who was left behind when the faction retreated. He knows the secret passages but demands the party help him escape. He’s paranoid and checks over his shoulder constantly. Can be bribed with food or convinced through shared stories of betrayal. Will turn on the party if he thinks they’re working with the faction.

Lyra, the Weaver: A young Keeper, skilled in crafting protective wards and analyzing the Resonance Pools’ patterns. She believes the Rot is not a disease but a shift in the earth’s energies and seeks a way to harmonize with it. She offers to guide the party, but her methods are unconventional and potentially dangerous.

Vorlag, the Scavenger: A grizzled, opportunistic human who operates a small trading post on the edge of the Undercity. He’s willing to trade for information or salvageable goods, but his prices are exorbitant and his word is unreliable. He’s obsessed with rare materials and rumors of lost treasures.

Elder Theron: A venerable Keeper, radiating a palpable aura of ancient knowledge. He is the spiritual leader of the faction, desperately trying to maintain order and discern the true nature of the Rot. He can offer guidance, but his wisdom is clouded by centuries of isolation and a growing sense of despair.

PLOT RESOLUTIONS

The adventurers could attempt to appease the spectral echoes demanding an offering, potentially revealing a forgotten...

The adventurers might align with Vorlag, the Scavenger, exchanging information for a valuable focusing lens, risking...

The adventurers could choose to destroy the Verdant Heart, the source of the Rot’s amplification, risking a city-wide...

The adventurers might seek to assist Kaelen the Warden in escaping the Undercity, gaining a valuable ally and vital k...

The adventurers could attempt to negotiate with Lyra, the Weaver, seeking to understand and harmonize with the Rot, u...

