

AMBERLIGHT'S DYING FLAME

The Scarred Vale stretches beneath the dying Amberlight, a landscape of twisted, silvered trees and crumbling basalt formations. Pulsating waves of crimson and violet chromatic resonance ripple across the ground, turning stone to dust and warping the very air with unpredictable, chaotic energy.

HOOKS & RUMORS

- A frantic Keeper of the Ember, Brother Silas, seeks aid, claiming a 'tainted bloom' within the Resonance Zone is accelerating the Amberlight's decay, demanding a volunteer for a perilous cleansing ritual.
- Whispers circulate of a hidden cache of ancient, perfectly preserved metalwork – untouched by the Resonance – guarded by grotesque, rapidly aging wolves corrupted by the fading light.
- The fractured leadership of the Keepers is offering a substantial reward to anyone who can locate the original 'taint' introduced centuries ago, though rumors suggest it's a sentient, shifting shadow.
- A desperate group of scavengers discovered a functioning, albeit unstable, Resonance Amplifier, capable of weaponizing the chromatic waves—but it's attracting unwanted attention from the Keepers.
- the Amberlight's decay is linked to a forgotten ritual performed by the Keepers themselves, demanding a dangerous exploration of their hidden archives.

RANDOM EVENTS (D6)

1	Echoing Pulse	Chamber of Echoes: A sudden pulse of chromatic resonance causes the walls to vibrate violently, disorienting players and potentially triggering a collapse.
2	Weaver's Descent	Echoing Roots: A swarm of iridescent, spider-like creatures emerges from the roots, drawn to the chromatic resonance. They attempt to weave webs of solidified resonance to trap players.
3	Temporal Distortion	The Chronal Scar: A brief, localized temporal distortion occurs, briefly reversing the flow of time within the chamber. Players must react quickly to avoid being caught in the loop.
4	Resonance Bloom	The Fractured Confluence: The crimson pool erupts in a dazzling display of chromatic energy, creating a temporary zone of heightened resonance and increased hazards.
5	Lost Explorer	Echoing Roots: A lone, delirious explorer stumbles into the chamber, clutching a partially destroyed journal detailing a forgotten expedition into the Vale. He offers cryptic warnings.
6	Shifting Currents	The Chronal Scar: The fissures in the floor shift and rearrange themselves, altering the layout of the chamber and creating new pathways – and new dangers.

LOCATIONS

The Fractured Confluence

The air hangs thick and cold, saturated with the metallic tang of decaying stone and a subtle, cl...

Echoing Roots

The air hangs thick with the scent of wet moss and decaying wood, punctuated by the drip, drip, d...

The Chronal Scar

A vast, circular chamber dominated by a massive, jagged fissure in the basalt floor the source...

The Emberheart Sanctum

The immense chamber is dominated by a colossal, fractured sphere of solidified Amberlight, radiat...

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 Zealot (Faction)	A lone Keeper, Brother Silas, armed with a fractured amber blade, patrols the crimson pool, muttering about "impurity." He's fanatical and attacks on sight, believing players are agents of the taint. He uses the shimmering resonance to briefly blind opponents, creating a tactical disadvantage.
3	Corrupted Wolf Pack	Three corrupted wolves, their fur shimmering with violet resonance, attack from the shadows, seeking to consume any warmth. The wolves' howls echo strangely, amplified by the resonant frequencies of the chamber. They're particularly aggressive towards those carrying open flames.
4	Keeper's Remnant (Faction)	Sister Lyra, a Keeper of the Ember, is attempting to stabilize a particularly volatile pool of chromatic resonance with a complex ritual. She is desperate and prone to fits of panic, making her an unreliable ally. A sudden surge of resonance could trigger a catastrophic explosion.
5	Resonance Wraith	A semi-corporeal wraith composed of solidified chromatic energy attacks those who linger too long near The Chronal Scar. It manifests as a swirling vortex of purple and crimson, inflicting burns and disorientation. Players can disrupt its form by utilizing reflective surfaces.
6	Silas's Trap	Triggered by stepping on a specific tile, the pressure-sensitive grid unleashes a volley of chromatic energy, forcing players to dodge and seek cover. Success triggers a momentary glimpse of a shadowy figure fleeing the chamber.

TREASURE

Amber Shard — A small, pulsating shard of solidified Amberlight. It radiates a faint warmth and seems to dampen chromatic resonance. The shard can be used to temporarily shield equipment from the resonance's effects.

Resonance Amplifier — A beautifully crafted silver horn. When blown, it amplifies the chromatic resonance, creating a powerful wave of destructive energy. However, it's incredibly volatile and can easily shatter.

Keeper's Blade — A tarnished bronze dagger etched with symbols of the Ember. The blade subtly alters the wielder's perception, granting advantage on saving throws against chromatic resonance effects.

Chronal Compass — A strange, rotating compass crafted from obsidian and shimmering metal. It points towards areas of intense chromatic resonance, but its readings are erratic and unreliable.

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.

Sister Lyra: A young Keeper of the Ember, overwhelmed by the decay and the internal strife within the order. She desperately seeks a solution to the Amberlight's demise and is open to unorthodox methods, providing potentially useful information if approached with empathy.

Vorlag the Collector: A grizzled, opportunistic merchant who frequents the Vale, scavenging for artifacts and rare materials. He's driven by profit and possesses a surprising knowledge of the Amberlight's history and the properties of chromatic resonance. He's willing to trade information and potentially dangerous items for a price.

Brother Silas: A zealous Keeper of the Ember, utterly convinced of his mission to purify the Amberlight. He is utterly inflexible and intolerant of dissent, viewing outsiders with open hostility and believing any deviation from his teachings is heresy.

PLOT RESOLUTIONS

The adventurers could choose to complete Brother Silas's cleansing ritual, succeeding in temporarily stabilizing the...

The adventurers might ally with Vorlag the Collector, acquiring the Resonance Amplifier for a hefty price, but unles...

The adventurers could attempt to negotiate with Sister Lyra, uncovering a hidden archive containing the truth about t...

The adventurers might choose to expose the fractured leadership within the Keepers of the Ember, sparking a civil war...

The adventurers could prioritize aiding Kaelen the Warden, escaping the Scarred Vale with valuable information and po...

