

# THE SILENT WATCHER

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*The Silent Citadel clung to the mountainside, its corridors a labyrinth of grey stone that hummed with a chilling stillness. Each chamber resonated with the threat of the Watcher, amplified by unstable Resonance Fields that crackled with suppressed energy, promising annihilation with every tremor.*

## HOOKS & RUMORS

- A former member of the Order of the Still Hand, Silas Blackwood, seeks the party's aid, claiming the Order's rituals are failing and the Watcher's influence is spreading through the dampening stones.
- Local disappearances are being attributed to a mysterious force.
- The party meets a damsel in distress in a hidden field.
- A group of Brethren only assist in the party's quest.

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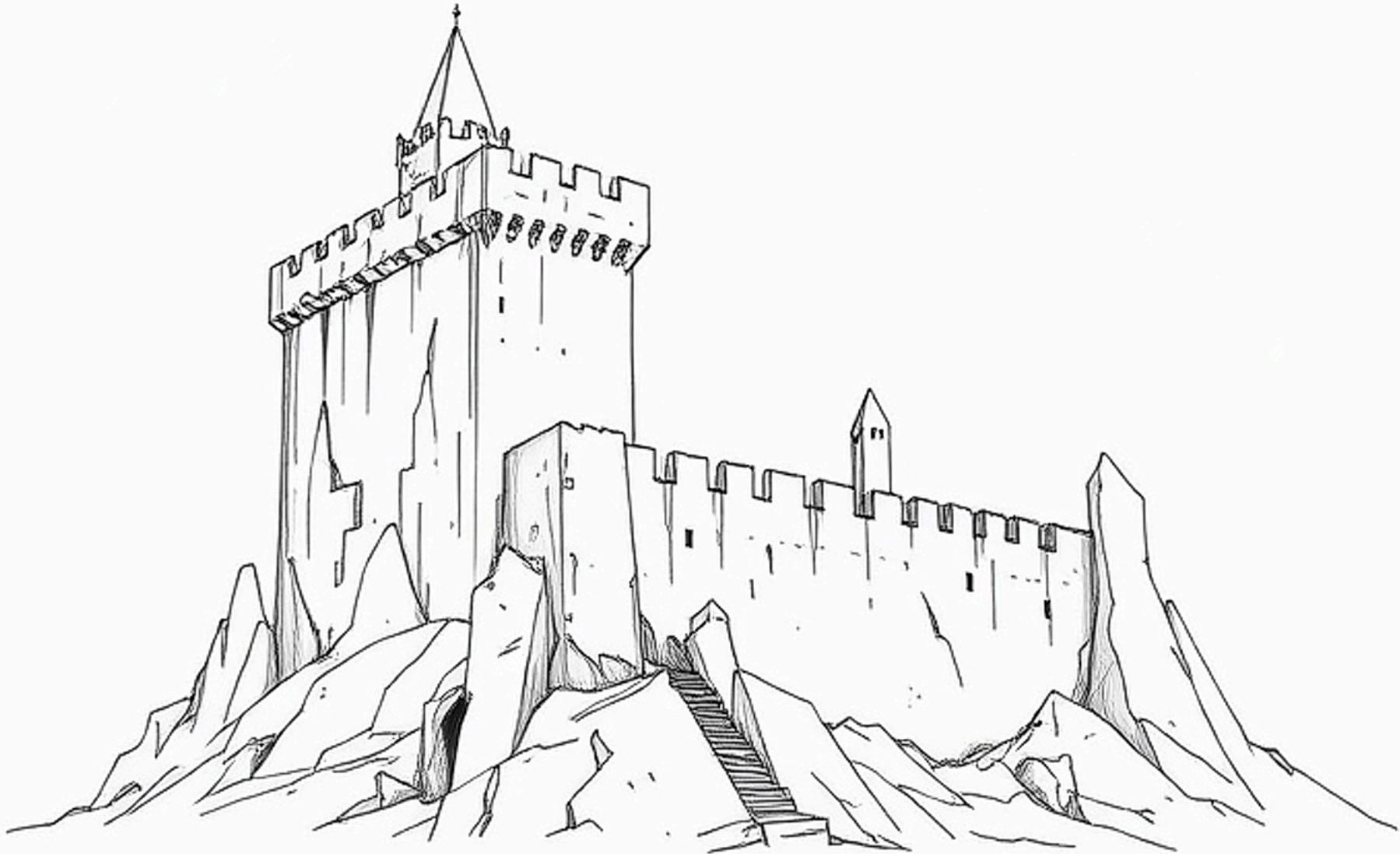
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## ENCOUNTERS (D6)

1	Guardian Golem	The golem, constructed from fused stone and pulsing with residual energy, activates when the prism shard is moved, attempting to neutralize the sound. It's vulnerable to sonic
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## NPCS

**Silas the High Priest:** A gaunt, intensely focused man in his late fifties, radiating an aura of strained control. He's utterly devoted to the Order and its mission, but his rigid adherence to tradition is bordering on fanaticism.



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