

# SEEDS OF SILENCE

**Recommended Level:** 2–4

**Tone:** Natural mystery, investigation, subtle horror

A chapter to be played with both the Vale Bearers and the Jade Shadow – depending on the group's choice.

## Version 1: The Bearers

### Introduction

A dry explosion echoes across the fields, followed by a tremor. The air becomes thick and heavy, and an unnatural silence hangs over the Bearers' village. Animals flee in despair, and the elders immediately sense a rupture — something has disturbed the sacred balance of the Vale. With no time to waste, a small group is gathered and sent in haste to investigate the source of the disturbance. Everything indicates that the enchanted plantations to the west...

### Adventure Structure:

1. To the plantation – The path already shows signs of imbalance: dead animals, maddened insects, trees weeping black sap.
2. Site Investigation – The Bearers find signs of alchemical magic and markings on the ground that indicate dark rituals involving tainted sap.
3. The Cult in the Shadows – They discover that the soil has been altered with compounds that break the tree's connection to the power of the Vale. A trail leads to the sap gatherers' old shelter.
4. Convergence – While following the invaders' tracks, the Bearers discover a footstep on an ancient trail that leads into the forest.
5. Ambush of the Shadow – They are attacked by Jade Shadow cultists trying to cover their tracks. The battle reveals that something bigger is coming.

## **Seeds of Silence — Version 2: The Jade Shadow**

**Recommended Level:** 2–4

**Tone:** Occult ritual, bio-alchemy, fanaticism

**Objective:** Weaken the Vale’s power through a new magical formula of corruption

### **Introduction:**

A new compound has been developed by one of the Jade Shadow’s master alchemists, using a mixture of corrupted sap and dead mana. The mission: to test its effectiveness in cutting the life energy that binds the magical trees to the Vale.

### **Adventure Structure:**

1. Formula Delivery – The group receives vials of “Crimson Drain” and instructions to apply it discreetly to a plantation near the Circle.
2. Nighttime Operation – They must act during a new moon night. Natural guards and sentinel animals may complicate the mission.
3. Something goes wrong – During the procedure, one of the trees reacts violently, releasing a burst of vital energy that injures one of the group members and attracts the attention of the nearby village.
4. The Sap Trail – While fleeing, far away when they stop to catch their breath, they discover that one of the containers has been left behind. They know they have been discovered.
5. Final Confrontation – When returning to eliminate the clues, they cross paths with a group of Carriers — leading to a direct and tense conflict.

### **Dramatic Convergence – The Judgement of the Root**

The two groups confront each other in front of the Heart of Silvanja, an ancient tree buried in the neighboring forest, which awakens in agony. Its essence, corrupted and conscious, traps both in an arena of living roots. A voice appears — which does not speak, but invades the mind:

"Judge each other. Or you will be judged by me."

#### **Possible Outcomes:**

1. Deadly conflict: Fighting erupts between the factions. The tree collapses, taking part of the valley with it.
2. Forced alliance: Faced with horror, the two sides band together to purify the root.
3. Mutual betrayal: A member of each side betrays their group—revealing infiltration by both orders.