

Whispers of a Twisted Tree

System: Savage Worlds Adventure Edition (SWADE)

Characters: 4-6 heroes with 5 advances

As the soft glow of the setting sun fades, the city's bustling streets give way to the eerie silence of the night. You find yourselves in the heart of the poor district, where the shadows of the narrow alleyways seem to whisper the untold stories of the suffering and despair that haunt the area. A creeping unease grips the air, as the deadly plague known as the "Twisted Laurel" has brought fear to the citizens, claiming lives and transforming victims with its grotesque crown-like growths.

The Church of Light, once a beacon of hope, now struggles to find a cure, while the city guards are overwhelmed by the scale of the chaos. As you navigate the dimly-lit cobblestone streets, the cries of the afflicted echo through the night, sending shivers down your spine. It is in these desperate times that you have been called upon to unravel the mystery of this dreadful disease and bring hope back to the city.

As you approach the local Church of Light, you notice a small group of worried townsfolk gathered around a weary priest, seeking comfort and guidance. The scent of incense hangs heavy in the air as the flickering candlelight casts a warm glow upon the solemn faces. It is here that your adventure begins, and where you must muster the courage to confront the darkness that lies ahead.

... Or you could just find out who you have to kill to make it stop.

Scene 1: Rumors and Reports

Plague Counter:

- Starts at 1.
- Characters can spend a Bennie as any point to negate the plague advancement, but cannot recover progression already advanced.

GM Overview:

The characters hear rumors of a mysterious plague spreading through the poor district of the capital. People are falling ill, driven mad by whispers in their heads. The infected become increasingly aggressive and dangerous. The characters are asked by local authorities to investigate and find the source of the plague before it spreads further. This scene serves to introduce the players to the setting and the main conflict of the adventure.

As you walk through the streets of the city, you notice people huddled together, whispering fearfully. The air is heavy with tension and dread. You see some individuals with red, swollen eyes, their faces twisted in pain and despair, while others appear to be completely consumed by their own thoughts, unable to react to their surroundings.

Encounters:

A city official (Extras) informs the players about the plague and asks for their assistance.

An infected person (Wild Card) attacks the players, giving them a taste of what they'll be facing.

Stats and Rules:

City Official (Extras)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Persuasion d6, Notice d6, Knowledge (Local) d6

Edges: Investigator

Gear: Fine clothes, a small notebook, a quill, and ink.

Infected Person (Wild Card)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d4

Edges: Berserk

Hindrances: Plagued Mind (Major), Bloodthirsty (Major)

Special Abilities:

- Infection - Anyone who is injured by an infected person must make a Vigor roll at -2. Failure means they become infected and start to exhibit symptoms after 1d6 hours.

Gear: Tattered clothes, improvised weapon (Str+d4).

Scene 2: The Church of Light's Struggle

Plague Counter:

- Add 1 for scene
- Add one if Father Thomas Lightbringer is disabled or leaves.

GM Overview:

The Church of Light has been trying to fight the plague, but their efforts have been in vain. They cannot find a cure, cause, or source of the outbreak. The characters learn about the Church's struggles and witness their attempts to contain the plague, treat the infected, and keep the panic under control. The characters may offer their assistance and gain valuable allies within the Church.

As you converse with the desperate figure in the dimly lit alley, another man approaches your group. He is an older gentleman, dressed in the vestments of the Church of Light, radiating an aura of kindness and authority. "Greetings, travelers," he says, his voice filled with concern. "I am Father Thomas Lightbringer, and I see that you have taken an interest in our current plight. Our church has been working tirelessly to combat this terrible plague, but we are struggling to find a cure or even the source of this affliction."

He looks over the sick and the dying, his eyes filled with compassion. "We have been offering aid to those who have fallen ill, and I would be more than willing to provide healing or share any information we have gathered so far. Perhaps if we work together, we can bring an end to this suffering and restore hope to our city."

After a few minutes of speaking, it becomes apparent a mob is forming around the players and priest:

As Father Thomas Lightbringer speaks to your group, you notice a restless crowd forming nearby. Their faces are a mix of fear, anger, and despair. As they catch sight of the priest, their murmurs grow louder and more agitated. You hear some of them blaming the Church of Light for their inability to stop the plague, while others accuse the priest of spreading it as punishment from their deity.

The situation rapidly escalates as some members of the crowd start to shout accusations and hurl stones at Father Thomas. The mob grows more aggressive, demanding that the priest be held accountable for the suffering in the city. It seems that they intend to lynch Father Thomas, convinced that his death will somehow put an end to the plague.

You now find yourselves in a precarious position – will you stand by Father Thomas and try to protect him from the angry mob, or will you step aside and let the fearful citizens take matters into their own hands?

Encounters:

- Father Thomas Lightbringer, A Priest of Light (Extras) informs the players about their efforts to combat the plague and offers aid, such as healing or information.
- An angry mob (Extras) gathers outside the church, blaming them for not doing enough to stop the plague. The characters can either calm the mob or defend the church from their violent outbursts.

Stats and Rules:

Father Thomas Lightbringer, Priest of Light (Extras)

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Faith d8, Healing d6, Persuasion d6, Notice d6, Knowledge (Religion) d8

Edges: Healer, Power Points

Special Abilities:

- Arcane Background (Miracles), starting Power Points (15), powers (healing, protection)

Gear: Holy symbol, robes, prayer book.

Angry Mob (Extras)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Intimidation d6, Fighting d6, Notice d6

Hindrances: Stubborn (Minor), Overconfident (Major)

Gear: Torches, pitchforks, and other improvised weapons (Str+d4).

Scene 3: A Dying Man's Plea

Plague Counter:

- Add 1 for scene
- Add one if the characters ignore the dying man, since they have to search longer.

GM Overview:

As they travel through the poor district, the characters encounter a dying man who claims to have escaped from the source of the plague. He tells them about a twisted tree hidden in the city's underground, a remnant of the Yggdrasil, the giant tree of a mad dryad goddess of a previous age. The dying man pleads with the characters to destroy the source of the plague and save the city. This scene provides the players with a clue to the location of the twisted tree and the underground entrance.

In a dimly lit alley, a desperate figure catches your attention. They are clearly sick, their skin pale and their eyes bloodshot. Despite their weakness, they plead for your help, claiming to have important information about the source of the plague that has gripped the city.

If they speak to the man:

The dying man tells you of a strange tree hidden in the city's underground, which he believes is the source of the plague. As he speaks, you can't help but notice his haunted eyes and the strange whispers that seem to linger on the edge of your hearing.

Encounters:

- The dying man (Extras) shares his story and knowledge of the twisted tree and the underground entrance.

- A group of infected people (Extras) are drawn to the dying man's pleas and attack the characters.

Stats and Rules:

Elric Whispershade, Dying Man (Extras)

Attributes: Agility d4, Smarts d6, Spirit d4, Strength d4, Vigor d4

Skills: Stealth d6, Notice d6, Survival d6, Knowledge (Underground) d6

Hindrances: Plagued Mind (Major), Lame (Major), Cautious (Minor)

Gear: Tattered clothes, a crude map of the underground.

Infected People (Extras)

Attributes: Agility d6, Smarts d4-1, Spirit d6, Strength d6, Vigor d4-1

Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d4

Pace: 5; Parry: 3; Toughness: 3

Hindrances: Plagued Mind (Major, always Distracted & Vulnerable, always Wild Attacks, this means zero attack bonus), Bloodthirsty (Major)

Special Abilities:

- Infection - Anyone who is injured by an infected person must make a Vigor roll at -2. Failure means they become infected and start to exhibit symptoms after 1d6 hours.
- Bite and claw: d6+2 damage.

Gear: Tattered clothes.

Scene 4: Investigating the Afflicted

Plague Counter:

- Add 1 for scene
- Add one if more than half of the Innocent Citizens die or are infected.
- Add one if more than half of the Guards die or are infected.

GM Overview:

The characters delve deeper into the poor district, witnessing the infected attacking their fellow citizens, seemingly driven by the whispers in their heads. They notice that advanced stages of the plague cause a laurel to grow around the head like a crown from the ears. They also observe the rapid growth of the twisted tree's roots throughout the district, causing structural instability and further chaos. This scene allows the characters to gather more information about the plague and its effects, as well as the tree's roots.

You venture further into the poor district, where the plague seems to have hit hardest. The streets are filled with the sick and the dying, their suffering exacerbated by the twisted roots that have spread throughout the district, causing buildings to crumble and collapse.

Encounters:

- The characters must protect innocent citizens (Extras) from infected attackers (Extras). The Infected are easy to deal with in combat as individuals, but the numbers they show up in should be the problem. They always attack the closest target, and should use wild attacks
- The City Guards (Riot Control) are trained and equipped to deal with civil unrest and riots. They wear chainmail armor for protection and carry shields to defend against projectiles and melee attacks. Their primary weapons are billy clubs for non-lethal crowd control and pistols for ranged combat when necessary. The guards are skilled in intimidation tactics, which they use to maintain order and control during riots.
- A building collapses due to the tree's roots, creating a hazard that the characters must navigate or overcome.

Stats and Rules:

Innocent Citizens (Extras)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Persuasion d6, Notice d6, various other skills based on their profession

City Guards (Riot Control) (Extras)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d6, Shooting d6

Pace: 6; Parry: 7 (with shield); Toughness: 7 (2)

Edges: Brawny

Gear: Billy club (Str+d4, Non-Lethal), shield (+2 Parry, +2 Armor vs ranged attacks when actively used), chainmail armor (+2 Armor), pistol (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1, Shots 6, Reload: 1 action with a speedloader).

Infected People (Extras)

Attributes: Agility d6, Smarts d4-1, Spirit d6, Strength d6, Vigor d4-1

Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d4

Pace: 5; Parry: 3; Toughness: 3

Hindrances: Plagued Mind (Major, always Distracted & Vulnerable, always Wild Attacks, this means zero attack bonus), Bloodthirsty (Major)

Special Abilities:

- Infection - Anyone who is injured by an infected person must make a Vigor roll at -2. Failure means they become infected and start to exhibit symptoms after 1d6 hours.

- Bite and claw: d6+2 damage.
- Gear: Tattered clothes.

Collapsing Building Hazard:

Characters must make an Agility roll to avoid being hit by falling debris (2d6 damage).

Characters can also use the Athletics or Strength skill to help others or clear a path through the rubble.

Rumor Mill:

As they venture further into the poor district, they have the opportunity to gather information from the locals by making a Persuasion roll, with bonuses based on how many citizens they save from the hoards, helping the guard, and disabling the infected as opposed to slaughtering them. Based on their success and the number of raises they achieve, they can uncover the following rumors:

- **Success:** Some citizens claim that the twisted roots appearing throughout the district are a bad omen, signaling the end of the world. They believe that the roots are cursed, and anyone who touches them will fall victim to the plague.
- **1 Raise:** Others share that they have heard whispers of a secret cult operating within the city. They say that this cult worships a dark entity and may be responsible for the plague and the spread of the twisted roots.
- **2 Raises:** A few people mention that they have seen strange figures lurking in the shadows, watching the afflicted. These figures seem to be connected to the roots and the plague, but no one knows who or what they are.
- **3 Raises:** One person confides that they have heard of a mysterious tree hidden in the city's underground. They believe that this tree is the source of the plague and the twisted roots. However, the person who shared this information with them has since disappeared, leaving them too afraid to speak up.

Scene 5: Yuan-Ti Sabotage

Plague Counter:

- Add 1 for scene
- Add one if the Yuan-Ti Escape.
- If they capture and turn over the Antidote the Yuan-Ti are carrying, Subtract 2.

GM Overview:

As the characters search for the entrance to the city's underground, they face dangerous criminals, infected individuals, and the ever-present risk of becoming infected themselves. They also encounter yuan-ti infiltrators who are sabotaging the Church of Light's efforts, the city guard's investigations, and attempting to hinder the characters' progress. This scene reveals the yuan-ti as antagonists and gives the characters a chance to confront them.

As you search for the entrance to the underground, you come across a group of suspicious-looking individuals, who quickly flee as you approach. They lead you on a chase through the city streets, their actions hinting at a sinister purpose.

Encounters:

The characters discover a group of yuan-ti (Extras) attempting to sabotage a Church of Light's healing station or a city guard's investigation.

A chase scene ensues as the characters pursue the yuan-ti infiltrators through the city streets.

Stats and Rules:

Sslithis the Cunning (Yuan-Ti Wild Card)

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d8, Notice d6, Persuasion d6, Shooting d8, Stealth d8, Taunt d6

Pace: 6; Parry: 6; Toughness: 7 (1)

Special Abilities:

- Arcane Background (Magic): Power Points: 15, Powers: bolt, entangle
- Cold-Blooded: +2 to recover from being Shaken, but -4 to resist cold environmental effects
- Infravision: Halves the range penalties for darkness
- Poisonous Bite: Str+d4, target must make a Vigor roll or become Shaken
- Snake Form: Can transform into a small snake as an action

Gear: Short sword (Str+d6), shortbow (Range 12/24/48, Damage 2d6, RoF 1), leather armor (+1 Armor).

Yuan-Ti Infiltrators (Extras)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d8, Stealth d8, Notice d6, Thievery d6, Intimidation d6, Persuasion d6

Pace: 6; Parry: 6; Toughness: 7 (2)

Edges: Assassin, Quick

Hindrances: Arrogant (Major), Greedy (Minor)

Special Abilities:

- Poison Immunity,
- Cold-Blooded,
- Infravision

Gear: Short sword (Str+d6), light crossbow (Range 15/30/60, Damage 2d6, RoF 1, AP 1), studded leather armor (+1 Armor).

Chase Scene Rules:

Use the standard Savage Worlds Chase rules to simulate the pursuit of the yuan-ti infiltrators through the city streets. The characters and the yuan-ti use their Athletics skill to determine their movement and actions. Add complications such as obstacles, crowds, or other hazards to make the chase more dynamic and exciting.

Scene 6: The Path to the Underground

Plague Counter:

- Add 1 for scene.
- Subtract one for Gorrin Stonefist living, as he will help regardless if he joins the party or not.

GM Overview:

Using the information they've gathered, the characters find an entrance to the city's underground, where the twisted tree is hidden. The entrance is a hidden door in a long-abandoned building, guarded by the yuan-ti. This scene serves as the gateway to the final confrontation with the twisted tree and its guardians.

You finally discover the hidden entrance to the city's underground, guarded by a group of hostile figures. The entrance is a concealed door in a long-abandoned building, its walls covered with strange symbols and images that hint at the dark secrets hidden below.

Encounters:

- A group of yuan-ti (Extras) guards the entrance to the underground. The characters must defeat them or find a way to bypass the guards.
- The characters must solve a puzzle or unlock the hidden door to gain access to the underground.
- Gorrin Stonefist, a stubborn and fearless treasure hunter has been tracking an ancient artifact rumored to be hidden deep within the underground chambers beneath the city. Gorrin believes this artifact holds immense power, and if he can retrieve it, he will secure great wealth and renown for himself and his clan.

Stats and Rules:

Gorrim Stonefist (Dwarf Wild Card)

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d6, Repair d6, Shooting d6

Pace: 5; Parry: 6; Toughness: 9 (2)

Special Abilities:

- Low Light Vision: Ignore penalties for Dim and Dark illumination
- Slow: Dwarves have a Pace of 5
- Tough: Dwarves have a +1 Toughness
- Arcane Resistance: +2 to resist magical effects, and +2 Armor against damage from magical sources
- Stubborn: Dwarves are notoriously stubborn, which grants them a +2 bonus to resist any sort of mental or emotional manipulation

Gear: Warhammer (Str+d8), shield (+2 Parry), chainmail (+2 Armor), crossbow (Range 15/30/60, Damage 2d6, RoF 1).

Yuan-Ti Guards (Extras)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d8, Notice d6, Intimidation d6

Pace: 6; Parry: 5; Toughness: 6 (1)

Edges: Combat Reflexes, First Strike

Hindrances: Arrogant (Major), Greedy (Minor)

Special Abilities:

- Poison Immunity,
- Cold-Blooded,
- Infravision

Gear: Longsword (Str+d8), medium shield (+2 Parry, +2 Armor vs. ranged attacks), chainmail (+2 Armor).

Puzzle or Lock:

When the players arrive at the hidden entrance to the city's underground, they discover a large, intricately carved stone door. The door is adorned with a complex puzzle mechanism designed to keep intruders out.

The puzzle consists of several interlocking rings, each etched with a series of symbols representing the elements (fire, water, earth, and air). The rings can be rotated, and the objective is to align the symbols in such a way that each element is connected to its opposing element (fire with water, earth with air) through a series of lines etched on the rings. When the symbols are correctly aligned, the door will unlock, and the players can proceed into the underground.

To solve the puzzle, the players must make a Smarts roll, modified by their relevant Knowledge skill (e.g., Knowledge (Arcana), Knowledge (Engineering), or Knowledge (Puzzles)) if they have it. The difficulty of the roll depends on how much time the players are willing to spend on solving the puzzle:

- If the players want to solve the puzzle quickly (within a few minutes), the Smarts roll is made at a -4 penalty.
- If the players take their time (approximately 30 minutes to an hour), the Smarts roll is made at a -2 penalty.
- If the players spend several hours working on the puzzle, the Smarts roll is made with no penalty.

If the players fail the Smarts roll, they may retry it after spending more time on the puzzle, moving to the next time increment (e.g., a few minutes, 30 minutes, or an hour) and reducing the penalty accordingly.

Each time they fail, they will take a level of fatigue that represents the time it took to open the door, the attacks they had to undergo. They can only gain a maximum of two levels of fatigue, and it cannot disable them.

Scene 7: The Underground Lair

Plague Counter:

- Add 1 for scene.
- Add 1 if they get into more than three fights.

GM Overview:

The characters descend into the underground, navigating through ancient tunnels and chambers. They encounter more yuan-ti and other dangers lurking in the darkness. This scene serves to build tension and test the characters' skills before the final confrontation.

Descending into the underground, you navigate a series of ancient tunnels and chambers. The air is damp and cold, and the sense of unease only grows as you encounter more mysterious figures and other dangers lurking in the darkness.

Encounters:

Yuan-ti patrols (Extras) are on high alert, prepared for intruders.

Environmental hazards such as cave-ins, traps, or poisonous gas require the characters to use their skills and teamwork to overcome them.

Stats and Rules:

Yuan-Ti Patrols (Extras)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d8, Notice d6, Stealth d6, Intimidation d6

Pace: 6; Parry: 5; Toughness: 6 (1)

Edges: Alertness, Dodge

Hindrances: Arrogant (Major), Greedy (Minor)

Special Abilities:

- Poison Immunity,
- Cold-Blooded,
- Infravision

Gear: Scimitar (Str+d6), shortbow (Range 12/24/48, Damage 2d6, RoF 1), leather armor (+1 Armor).

Environmental Hazards:

A pressure plate hidden among the floor tiles. To detect the pressure plate, a character must succeed on a Notice roll at -2. If they fail, they set off one of the following traps:

- Cave-In: Characters must make an Agility roll to avoid falling rocks (2d6 damage) and a Strength or Athletics roll to clear a path through the debris.
- Dart trap: Everyone makes an Agility roll at -2 to avoid being hit. 2d4 damage.
- Poisonous Gas: Characters must make a Vigor roll at -2 to avoid the effects of the gas (Fatigue level).

Scene 8: The Twisted Tree and the Dryad's Daughter

Plague Counter:

- Add 1 for scene.
- If they win, nothing further happens. Subtract 1 for every day that passes.
- Failure means the Plague progresses to its final stages, not that the characters will care.

GM Overview:

The characters finally reach the chamber containing the twisted tree, the source of the Whispering Plague. The tree is protected by a powerful dryad, the daughter of the mad dryad goddess. The yuan-ti worship the dryad and the twisted tree, seeing the plague as a means to weaken the city and its people. The characters must defeat the dryad and destroy the twisted tree to end the plague.

At last, you reach the chamber containing a twisted tree, its roots snaking through the earth like malevolent tendrils. Guarding the tree is a powerful and enigmatic figure, surrounded by a group of followers who appear to be devoted to the tree and its guardian.

As you approach the twisted tree at the heart of the underground chamber, a beautiful and ethereal figure appears before you. The dryad, her verdant form allowing nothing else, gazes at you with a mixture of curiosity and disdain. Her voice is like the rustling of leaves, and she speaks with an air of ancient wisdom and sorrow.

"So, it is you, the ones who have dared to defy my mother. You set her sacred tree ablaze and incurred her wrath. And now, you stand before me, seeking to put an end to the suffering you have inadvertently caused. The twisted roots of this tree, a cutting from the great Yggdrasil, have spread through the city above, consuming all in their path, and causing the very plague you now seek to vanquish."

She pauses for a moment, her eyes narrowing as she regards you. "But know this, mortals: my mother's wrath will not be so easily quelled, and her reach extends far beyond this humble city. Your actions have unleashed a force that you cannot hope to control, and the consequences of your deeds will be felt for generations to come.

Now come. Meet your doom at the hands of Thornheart, and know my mother's fury."

When defeated, the following takes place:

As Thornheart falls to the ground, Zzathris watches in horror. She begins to speak with a newfound determination as she prepares to escape.

"You may have defeated Thornheart, but her mother has other daughters. We, her true followers, will not rest until her vision is realized, and your bones bleach in the sun. The Goddess's wrath is far-reaching, and the world shall tremble before her."

Her eyes meet yours with a fierce intensity. "This is not the end."

With that, Zzathris makes her escape, disappearing into the shadows of the underground chamber, leaving nothing behind, and no idea where she vanished to.

Encounters:

The dryad (Wild Card) and her yuan-ti followers (Extras) stand between the characters and the twisted tree.

The characters must find a way to destroy the twisted tree without causing more harm to the city or its people. Destroying the tree causes its roots to wither and die, ultimately leading to the collapse of the poor district.

Stats and Rules:

Thornheart, Dryad's Daughter (Wild Card)

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d10

Skills: Athletics d8, Fighting d10, Shoot d8, Stealth d10, Notice d8, Persuasion d6, Faith d10

Pace: 6; Parry: 7; Toughness: 10 (2)

Edges: Arcane Background (Miracles), Power Points, Elan

Hindrances: Loyal (Minor), Overconfident (Major)

Special Abilities:

- Arcane Background (Magic), starting Power Points (20), powers (entangle, growth, protection)
- Immunity to Poison
- Tree Meld
- teleportation (as free action)
- Plague Breath (burst, Shoot, damage: 2d6 + vigor roll to avoid one level of fatigue)

Gear: Wooden staff (Str+d6), natural armor (+2 Armor).

Zzathris the Devout (Yuan-Ti Wild Card)

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Faith d8, Fighting d6, Intimidation d6, Notice d6, Persuasion d8, Stealth d6

Pace: 6; Parry: 6; Toughness: 5

Special Abilities:

- Arcane Background (Miracles): Power Points: 15, Powers: boost/lower Trait, healing, smite
- Cold-Blooded: +2 to recover from being Shaken, but -4 to resist cold environmental effects
- Infravision: Halves the range penalties for darkness
- Poisonous Bite: Str+d4, target must make a Vigor roll or become Shaken
- Snake Form: Can transform into a small snake as an action
- Devout Follower: Zzathris is devoted to the Dryad's Daughter and gains a +2 bonus to any Faith roll when performing actions in her service

Gear: Ritual dagger (Str+d4), holy symbol, leather armor (+1 Armor).

Yuan-Ti Worshipers (Extras)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d8, Notice d6, Intimidation d6, Faith d6

Pace: 6; Parry: 5; Toughness: 6 (1)

Edges: Arcane Background (Miracles), Power Points

Hindrances: Arrogant (Major), Greedy (Minor)

Special Abilities:

- Arcane Background (Miracles), starting Power Points (10), powers (smite, armor), Poison Immunity, Cold-Blooded, Infravision

Gear: Scimitar (Str+d6), shortbow (Range 12/24/48, Damage 2d6, RoF 1), leather armor (+1 Armor).

Twisted Tree Destruction:

The characters must find a way to destroy the twisted tree without causing more harm to the city or its people. Some possible solutions include:

- Using fire or explosives to burn the tree, but carefully controlling the fire to prevent it from spreading to other parts of the city.
 - Utilizing magical spells or abilities to remove the tree's corruption and restore it to a normal state, ending the plague and preventing the collapse of the poor district.
 - Cutting off the tree's power source by defeating the dryad and her yuan-ti followers, causing the tree to wither and die slowly without causing immediate structural damage.
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Scene 9: Aftermath

GM Overview:

With the twisted tree destroyed and the dryad defeated, the Whispering Plague begins to recede. The characters must deal with the consequences of their actions, whether they saved the city at the cost of the poor district's collapse, or found a way to save both the city and its people. This scene serves as the conclusion of the adventure and sets the stage for future adventures in the world.

With the twisted tree destroyed and its guardian defeated, the plague begins to recede. As you return to the surface, you see the first signs of hope and recovery in the city, though the scars left by the plague and the tree's destruction will take time to heal.

Encounters:

- The characters receive recognition and rewards from the Church of Light and the city's leaders for their heroic efforts.
- The yuan-ti survivors will vow revenge on the characters, creating a new enemy for future adventures.
- The characters must decide how to deal with the aftermath of the poor district's collapse, should it have occurred, and help rebuild the community.

Though the immediate threat is gone, the characters learn that other remnants of the mad dryad goddess's power may still be out there, waiting to be unleashed. They also discover that the yuan-ti have not been completely eradicated and may continue their efforts to spread chaos and destruction. The adventure ends with the possibility of future quests to find the remnants of the mad dryad goddess's power, put an end to the sinister legacy once and for all, and confront the remaining yuan-ti forces.

Effects of Plague Progression Counter:

1. The plague is relatively contained, with only a few cases and minimal impact on the city.
2. Wards have a notable number of cases.
3. First sign of the plague outside the Wards.
4. The plague spreads rapidly, with a noticeable increase in cases and city unrest.
5. City is in lockdown. Guards begin using more aggressive measures.
6. Plague has spread to the throughout the city.
7. The plague is rampant, causing widespread panic and chaos. City services begin to break down, and riots become more frequent.
8. The dead are numbering in the thousands, and the infected are running the streets.
9. Fires are starting to spread throughout the city. Damage will take decades to recover from.
10. The plague reaches its peak, causing a catastrophic collapse of the city's infrastructure. The city is in ruins, with the remaining inhabitants fleeing or succumbing to the disease.