

the CRIMSON MAELSTROM

A red mist rises from the ground and becomes a crimson maelstrom. It spins about violently, but there is no wind. The magical maelstrom is four miles wide. If anyone travels through it, they reappear at a random (1d12) point along its inner edge. The only way to escape is to dispel it by killing Marbaph the Blood Wraith.

Soon after the maelstrom appears people start to disappear. A person disappears approximately every couple of hours. This panics the townspeople of Wastow and the soldiers of Frawold Keep.

Simon, the innkeeper of the Minstrel & Cup, asks the adventurers to look into the mysterious sleep Sir Gilbert has fallen into.

BLOOD WRAITH MARBAPH

Marbaph placed the cursed copper Maelstrom Crown on Sir Gilbert's head to create the maelstrom. He did this so that he could harvest the blood from everyone trapped within. He possesses people to kill other people and then bleeds them into his blood pit. Those he has killed become zombies that he can control.

He's weak to silver and magic. He possesses humans by touch. His true appearance when he's within someone else's body, wrinkled and ancient, can be seen in a mirror's reflection. He's insane, egotistical and greedy.

Killing a possessed person with a normal weapon frees the wraith to return to its own body. Killing the possessed with a silver or magical weapon can harm or kill the wraith itself.

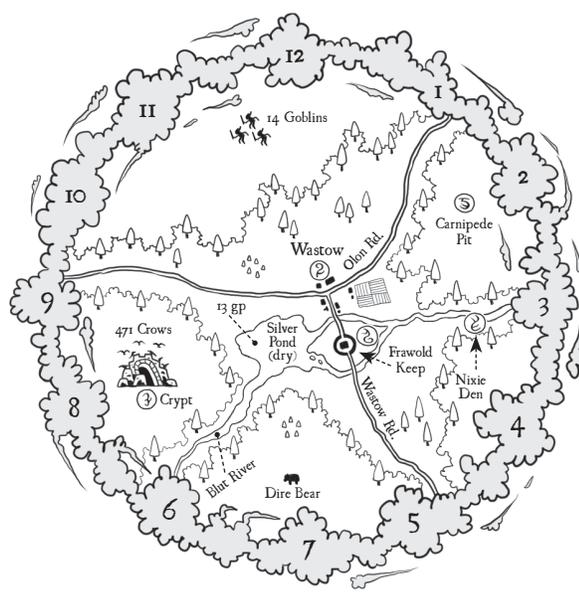
MAELSTROM CROWN

The crown drains the life of Sir Gilbert to power the maelstrom. Any tampering with the crown or Sir Gilbert will, in a poof of crimson mist, instantly transport anyone within a ten foot radius to a random (1d12) spot along the maelstrom's wall. If the wraith is defeated, the crown will fall off the knight's head. The crown takes one year of life for every hour it powers the maelstrom. Sir Gilbert can survive for four days with the crown on. If he dies, Marbaph will attempt to place the crown on someone else's head.

EPILOGUE

If Sir Gilbert is saved, he will swear an oath of (occasional) service to the adventurers.

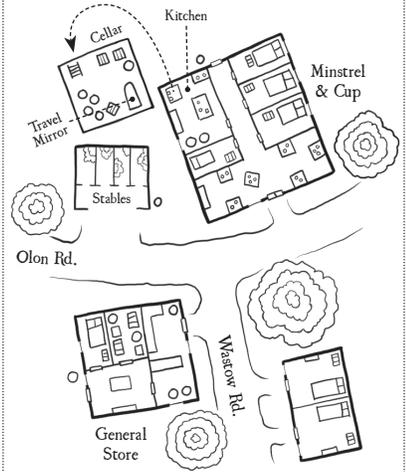
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The area encircled by the maelstrom is 12.5 square miles. The Blut River that runs through Wastow has stopped running. The river and Silver Pond have become muddy. 13 gold pieces can be found in the mud of Silver Pond.

A roving band of 14 well-armed Goblins in the north forest attack anyone on sight. A Dire Bear in the south forest stalks unaware parties and attacks on smell. Murder victims, under the control of the wraith, return as Zombies to harass the townsfolk.

② WASTOW



The townsfolk of Wastow are panicked by the unexplained disappearances. When Zombies of their loved ones start returning, things really start to go nuts.

-Possessed
- Dead/Zombie
- Hugh - Farmer
- Nicholas - Fieldhand
- Richard - Hunter
- Thomas - Merchant
- Cecily - Thomas's wife
- Emma - Thomas's daughter
- Simon - Innkeeper
- Alice - Simon's wife
- William - Simon's son
- Geva - Simon's mother

ELVISH TRAVEL MIRRORS

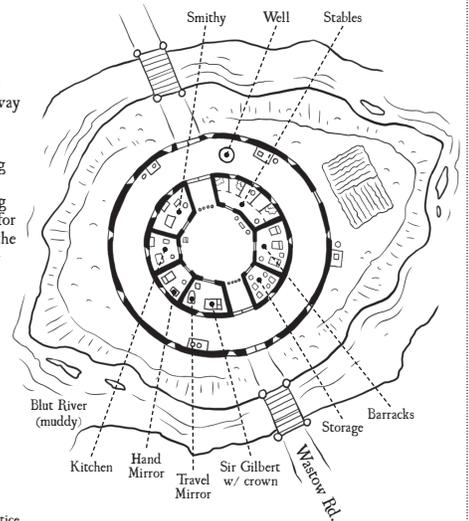


The gems are decorated with mysterious Elvish glyphs. Speaking and touching a glyph activates the mirror. The surface becomes shimmering and the destination can be seen through it.

It deactivates after a minute of disuse. Activating the glyph at its present location does nothing. The mirrors can be blocked easily by facing them at a solid surface.

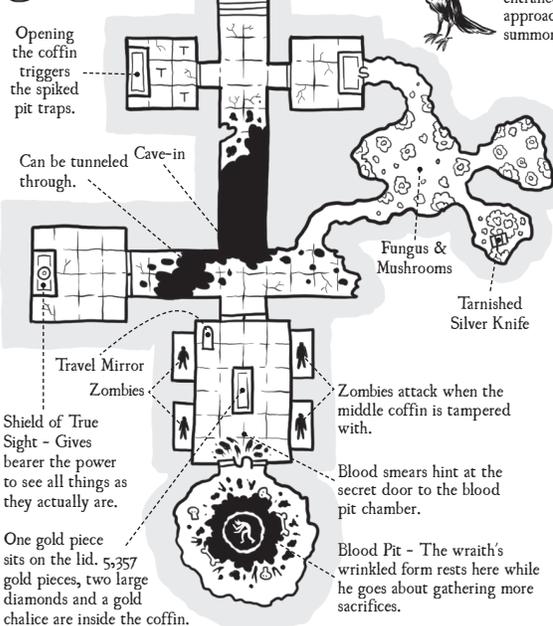
② FRAWOLD KEEP

Walter stands guard over the unconscious Sir Gilbert. The other soldiers go on forays to see if they can find a way out of the maelstrom. Townsfolk go in and out of the keep looking for answers. When the Zombies begin harassing the town Walter calls for everyone to shelter in the keep, but not everyone listens.



-Possessed
-Dead/Zombie
- Sir Gilbert - Knight
- Walter - Soldier
- Ralf - Soldier
- Ademar - Soldier
- Robert - Squire
- Conrad - Cook
- Joan - Scullery maid
- Godfrey - Page
- Sayer - Blacksmith
- Beatrice - Sayer's wife
- Peter - Sayer's Apprentice

③ CRYPT



471 Crows roost in trees all around the entrance. They attack when anyone approaches the entrance. The attack summons Marbaph to his crypt.

Carnivorous Invisible Fungus

This stuffy spore laden den is home to a carnivorous invisible fungus. The spore and pollen has a small chance of disorienting the players. The fungus attacks anything that enters its den. Perceptive players can spot the movement of the invisible fungus by observing the swirling of hovering particulates in the air. It becomes visible when it is dead.

The wraith can only be damaged by silver or magic. Otherwise it heals instantly from any damage it takes.

② NIXIE DEN

The two entrances to the Nixie den are hidden by mud, roots and detritus. The three Nixie in the den are not inherently hostile, but the drying of the river has agitated them. If the adventurers fail to convince the Nixies they are not connected to the drying of the river the Nixies will attack. If the Nixies are convinced the adventurers are innocent they will leave the adventurers alone. There is nothing of value in the den, unless someone in the party likes fish heads.

⑤ CARNIPEDE PIT

The pit is concealed above by a layer of branches and leaves. The pit itself is filled knee-deep with rotting foliage. Four 15' deep pits within the main pit are concealed by the rotting foliage. Two Carnipedes sit silently under the foliage waiting for prey to fall in. If someone falls into one of the deeper holes one of the Carnipedes attack. The Carnipedes detect their prey by their movement in the foliage. They can detect even very slight movements made in the leaves. The Carnipedes have a paralytic venom that they inject with the stinger on their tails.

