

# THE CRIMSON MIRE

*The Crimson Mire breathes with a sickly, purple hue, a labyrinth of brackish water and towering, phosphorescent fungi. Twisted, skeletal trees claw at a perpetually overcast sky, their roots submerged in viscous, crimson pools that shift with unsettling currents, reflecting glimpses of forgotten horrors within the Rot's influence.*

## HOOKS & RUMORS

- A Mire Warden patrol reports increased fungal activity near the Sunken Temple – they believe The Rot is actively manipulating the reflective pools to induce prophetic visions, seeking a new vessel.
- Whispers circulate among the local villages about a group of desperate farmers attempting to cultivate “Rot-Touched” mushrooms for profit, attracting the ire of the increasingly aggressive Mire Wardens.
- A recovered scroll details a forgotten ritual requiring a specific type of black mineral found only within the Mire's deepest, most unstable zone – potentially a key to permanently sealing The Rot.
- The Wardens' internal conflict has escalated; a splinter group, the 'Bloomseekers', are actively seeking to harness the predatory fungal growths, claiming they offer salvation, not just suppression.
- A lone traveler claims to have witnessed the Mire itself moving, a slow, deliberate shift of the waterways triggered by a rhythmic pulse emanating from the heart of the corrupted wetlands.

## RANDOM EVENTS (D6)

1	<b>Spore Bloom Surge</b>	Echoing Fungus Grove: A massive, rapidly expanding fungal bloom erupts, engulfing a large section of the grove and creating a mobile, predatory growth. The party must navigate the bloom while avoid...
2	<b>Spectral Echoes</b>	Murkwarden's Bastion: Ethereal images of past Wardens appear and disappear, repeating a desperate battle against The Rot. The players must decipher the echoes to uncover a hidden clue or trigger a...
3	<b>Rising Tide</b>	The Warden's Rotunda: The crimson pools begin to rapidly rise, flooding the chamber and forcing the party to seek higher ground. The rising tide carries with it debris, corrupted creatures, and uns...
4	<b>Whispering Winds</b>	Echoing Fungus Grove: A sudden, violent gust of wind carries unsettling whispers from The Rot, attempting to sow discord and paranoia among the party. Players must succeed on a Charisma saving thro...
5	<b>Carrion Crawler Nest</b>	Chamber of Echoes: A large nest of Carrion Crawlers emerges from the depths, attacking the party with coordinated assaults. The nest contains a clutch of young crawlers, adding to the immediate thr...
6	<b>Temporal Distortion</b>	The Warden's Rotunda: A brief, localized temporal distortion occurs, causing the chamber to briefly shift between different points in time – revealing glimpses of the Rot's past and potential futures.

## LOCATIONS

### The Murkwarden's Bastion

The entrance is a partially collapsed stone shrine, perpetually shrouded in a thick, violet mist.

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### Echoing Fungus Grove

Phosphorescent fungi dominate this cavern, pulsating with a sickly green light.

### The Warden's Rotunda

A circular chamber constructed from black, petrified wood, slick with crimson residue.

### The Rot's Nexus

This vast chamber pulses with a sickly, rhythmic throb, amplified by the towering, phosphorescent...

## ENCOUNTERS (D6)

1	<b>Guardian Golem</b>	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 containing a minor healing potion.
2	<b>Kaelen the Warden</b>	Kaelen, a grizzled Warden, demands the party assist him in retrieving a lost artifact - a warding stone - from the Grove. He's suspicious and armed with a rusty spear, offering tactical advice in exchange for safe passage. If the party refuses, he attacks, revealing a surprising level of combat skill.
3	<b>Spore Swarm</b>	A sudden surge of fungal spores erupts, engulfing the party in a choking cloud. The spores cause hallucinations and weaken the party's defenses, requiring them to quickly find a source of light or use protective spells. Success yields a sample of the potent spore for research, failure results in temporary blindness.
4	<b>Mire Warden Patrol</b>	Three Mire Wardens, clad in stained leather armor, are attempting to reinforce the central basin with a complex ritual. They recognize the party as outsiders and immediately engage in combat, utilizing their knowledge of the Rot's weaknesses. A successful flanking maneuver can disrupt the ritual, creating a temporary zone of vulnerability for th...
5	<b>Rot-Touched Carrion Crawler</b>	A massive Carrion Crawler, grotesquely warped by The Rot, emerges from the depths of the Grove. It attacks with a powerful bite and attempts to drag players into the reflective pool, creating a dangerous environment. The pool reflects the Crawler's movements, providing an advantage to the party's ranged attacks.
6	<b>The Rot's Whisper</b>	A disembodied voice, seemingly emanating from the central basin, attempts to corrupt the party's minds with visions of despair and power. Players must succeed on a Wisdom saving throw to resist the voice's influence, or become temporarily paralyzed by fear and doubt.

## TREASURE

**Silver Bell** – Tarnished silver bell, pulsing faintly with a violet light. Once used to summon protective wards, it now emits a dissonant chime, attracting corrupted creatures. It can be used to dispel minor magical effects, but its chaotic energy is unstable.

**Rotwood Fragment** – A shard of petrified wood from the Warden's Rotunda, radiating a subtle warmth. It can be used to temporarily enhance the party's resistance to toxins and poisons, but prolonged exposure causes vivid nightmares.

**Lumina Fungus Spore Vial** – A small vial filled with the potent spores from the Echoing Fungus Grove. The spores can be used to create blinding clouds or to induce hallucinatory visions in enemies, but it's highly unstable and dangerous to handle.

**Warder's Glyphs** – A set of intricately carved stone glyphs, etched with protective symbols. When activated, they create a temporary barrier against The Rot's influence, granting resistance to psychic damage and reducing the effects of hallucinations. Requires a successful Intelligence check to properly activate.

**Obsidian Shard** – A small, perfectly formed shard of Obsidian. Found near the Climax Room's altar, it resonates with The Rot's energy. Holding it grants a momentary glimpse of The Rot's true form, but risks driving the wielder insane.

## NPCS

**Silas Blackwood:** A disgraced Warden, consumed by guilt over a past failure. He's a brilliant scholar obsessed with understanding The Rot's origins, offering cryptic clues and historical context. He's volatile and prone to fits of paranoia, often accusing others of treachery.

**Lyra Stonehand:** A pragmatic Warden Captain, focused on immediate defense. She's skeptical of outsiders and fiercely loyal to the order, demanding absolute obedience and offering rewards for successful containment efforts. She's a skilled warrior and a capable leader, but lacks compassion.

**Corvus:** The Collector A shadowy figure rumored to be a former Warden who now traffics in Rot infused artifacts. He appears intermittently, offering information and potentially valuable items in exchange for rare reagents or service. His true motivations remain shrouded in mystery.

**Master Theron:** Key Figure The aging and increasingly erratic leader of the Mire Wardens. He's desperate to complete the containment ritual but his obsession with The Rot has made him dangerously unstable. He desperately seeks the party's help to succeed, but his methods are increasingly erratic and unsettling.

**Elara:** Potential Ally A young, independent botanist studying the Mire's unique ecosystem. She's fascinated by the phosphorescent fungi and their potential uses, offering assistance in identifying dangerous growths and creating protective remedies. She's naive but possesses valuable knowledge and a genuine desire to help.

## PLOT RESOLUTIONS

The adventurers could choose to fully support the Mire Wardens, assisting in the final containment ritual – success p...

The adventurers might align with the Bloomseekers, learning to harness the predatory fungi for power – this grants ac...

The adventurers could attempt to negotiate with Silas Blackwood, gaining knowledge of The Rot's origins but risking h...

The adventurers might prioritize destroying the Rot's Nexus, a direct assault against the fungal god – this is a high...

The adventurers could choose to appease Master Theron by locating the lost warding stone, restoring order to the Ward...

