

THE WAILS OF GHOST WALLOW PLAINS

Codex of Vodem

Introduction

Ghost Wallow Plains is one of the three islands that compose the *Kaota Triangle*. It was once a bountiful place & a paradise to many. The crops would always be healthy, the weather was always pleasant, and all the settlements got along well. However, this era of serenity and peace did not last forever. An odd plague swept through the island leaving only chaos and havoc in its wake.

Old Tetrem

The largest settlement established on the island went by the name of *Tetrem*. While there was no kingdom to govern over the island, Tetrem quickly rose to act the part as one. It was a bustling town, founded by *Roland the Second* – The son of a wealthy noble who left his old life behind in search of something different. As Roland set forth upon the island for the first time, he was awestruck by its beauty – and captivated by the serenity. It's rumored Tetrem prospered so well because of the vast amount of gold Roland brought with him. Alas a rumor is just a rumor, but that did not stop bold adventurers travelling to the now decrepit island in search of it.

The Mistake

On another expedition, Roland set foot upon a neighboring island with his crew after they had spotted something rising over the horizon. Everyone aboard the ship was bewildered; to their knowledge all the nearby islands should be uninhabited. A single tower loomed over the crew for days; no matter which direction they sailed the tower was always gazing down at them. In the end, the tower won – it had enticed the crew to investigate it. The crew gave in and set foot upon the island, but to their dismay there was no treasure, secrets, or even any inhabitants... But there was a curse.

The Rise of Ghosts

In a matter of weeks, the paradise that was Tetrem began to collapse. A plague of sorts swept through the lands. Flowers and trees began to whittle and decay; the fauna went rabid and sickly. One could say that it wasn't the sickness that was the threat of the plague, rather the chaos it had bestowed. The once harmonious settlements around Tetrem went into a frenzy, and people attacked one another in a bid for survival. Those left with a modicum of sensibility during this dire strait left to establish *New Tetrem* after being denied entry to *Marsh-Walker Bay* despite the refugees showing no symptoms of this plague. While the plague is thought to be eradicated, the lands that it spread through remain vacant of life and forever scarred. The scenic plains that once was Tetrem, now aptly named *Ghost Wallow Plains*, is the home of wandering spirits who shriek, scream, and howl in pain and confusion as they long for passage into the afterlife.

Current Times

In current times, only the foolishly greedy delve into the ruins of Old Tetrem in search of treasures and riches. Those that put their lust for avarice ahead of their sense of self-preservation often end up washing ashore on the coasts of New Tetrem and Marsh-Walker Bay. It's of a consensus to avoid the Kaota Triangle and steer completely away from Ghost Wallow Plains. Sailors who've had the displeasure of sailing near Ghost Wallow Plains tell stories of the blood curdling screams coming from the island, and the misty apparitions they gaze upon through their binoculars.

"Anybody stupid enough to venture to Ghost Wallow Plains, and into the ruins of Old Tetrem either remain their eternally or washup dead" ~ Roland IV