

SCARRED LANDS



Vigil Watch Chapter One

The Toe Islands

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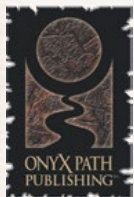
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CHAPTER ONE: THE TOE ISLANDS

Some of my brethren in the Vigils believe the Toe Islands to be a distant, irrelevant threat. Anyone who has stood on the shores of the Blood Sea and witnessed the horrors that lurk in the crimson waves should know the foolishness of such rank dismissal. Pirates, titanspawn, and corrupted sailors mad on Kadum's blood stage their foul operations from the sanguine shores of this accursed archipelago. The Toe Islands hold many threats to all of eastern Ghelspad and we ignore this at our own peril!

While many scholars are openly skeptical that the Toe Islands are truly the toes of the vanquished titan Kadum, it is known that they first came into existence in the maelstroms and disturbances that followed the Mountainshaker's imprisonment.

Located in the northeastern Blood Sea, east of Mithril, the Toe Islands are a collection of small islands that serve as home ports for many pirates of the region. These five islands are dens of danger, home to pirates, hostile natives, and untouched landscapes shrouded in mystery. Hags, witches, and other titan-worshippers have small settlements on the furthest or least populous islands, although these are few and scattered. It is far more common to see pirates or other brigands using the islands as waystations or temporary ports as they journey north or south along the coast of Ghelspad. The pirates of the Toe Islands are but one of the many hazards of sailing the Blood Sea. Aquatic monstrosities lurk just beneath the waves, and ancient creatures stalk the islands' shores.

In decades past, the Toe Islands were home to several mining operations established by the city-state of Mithril. Thalien, Cyri, and Roh Ahnon in particular were the sites of quarries rich with marble. These quarries now sit exhausted and abandoned. Many of the miners who worked these quarries, finding themselves jobless, have turned to piracy. Pirate bands such as the Empire of the Sea and the League of Hydros are eager to fold these unfortunates into their ranks.

At present, the Toe Islands remain untouched by the powers of Eastern Ghelspad. They see action only from the occasional privateer vessel sent to hunt down bounties on pirate heads. However, as these bands continue to grow bolder, the nations of Ghelspad may soon be forced to act.

ALGOS

Algos is almost completely uninhabited. The terrain is rugged, covered in forest, and perpetually shrouded in a thick veil of mist. The rocky coasts of Algos are dotted with hidden coves and caves, which make it an ideal hideout for small pirate crews. The mists allow these smaller bands to operate without attracting the watchful eye of larger organizations like The Empire of the Sea. The pirate bands of Algos best fit the profile of a bloodthirsty criminal crew. Most bands have only one ship, and tend to possess older, slower vessels with relatively green crews. They limit themselves to raiding poorly defended convoys and are the bane of small merchants.

Rumors that the island may be cursed grant further protection to these crews, as does a labyrinth of coral reefs surrounding the island. The pirate navigators of Algos jealously guard the secret sequence of maneuvers needed to reach their hidden coves.

Algos harbors very few large animal species, but its rocky cliffs make it a perfect nesting ground for a wide variety of sea birds.

NAVIGATING THE COAST

Finding a place to dock amongst the uncharted Toe Islands can be treacherous. Choppy seas, inclement weather, and inhospitable shorelines should factor into journeys to the Islands. Here are some suggested difficulties a party might encounter.

Rough Seas. High and low tides can make landing upon one of the Islands much easier, or much more difficult. A successful **DC 12 Wisdom (Survival)** check allows a character to assess how difficult it is to land on an island at a particular time of day. Characters proficient with navigator's tools who have access to the appropriate tool kit may make this check with advantage.

Inclement Weather. The Blood Sea is rife with foul weather and fearsome blood storms. When trying to dock a ship during a storm, all **Wisdom (Survival)** checks and all **Wisdom (Perception)** checks are made at disadvantage.

Inhospitable Shores. Many of the Toe Islands are completely inhospitable to docking ships. Finding a safe place to port requires a **DC 16 Wisdom (Survival)** check. This check is lowered to DC 12 if the navigator has visited the island before. Characters proficient with navigator's tools who have access to the appropriate tool kit may make this check with advantage.

Coral Reef. Large coral reefs just below the waves can spell disaster for a sailing ship. A **DC 15 Wisdom (Perception)** check is required to spot a coral reef under the waves. Characters proficient with navigator's tools who have access to the appropriate tool kit may make this check with advantage. If the reef is not spotted, all checks made to sail the ship are made with disadvantage.

NPC ENCOUNTERS

The island of Algos is rife with hidden coves and caverns, making it an ideal hideout for notorious pirate crews. Parties exploring the island or sailing the surrounding waters may attract the attention of any one of these crews.

The Splintered Skull. The fearsome pirate band known as the Splintered Skull resides in a small cove on the western side of Algos. Led by the murderous **Captain Krid** (he/him, CE orc **gladiator**), this crew comprising primarily orcs terrorizes the coast of Ghelspad, burning and pillaging to appease the dark god Vangal. An unfortunate party might find themselves ambushed on sea or land by this violent crew.

Til-Tal. An ancient elven archmage by the name of **Til-Tal** (they/them, CE elf **archmage**) resides in a series of catacombs at the center of Algos. Til-Tal stays full-time on the island but takes great pleasure in orchestrating the vicious raids of

The Splintered Skull, masquerading as an emissary of the god Vangal. Til-Tal takes sadistic delight in causing suffering, and if a party stumbles upon the archmage's caverns they prove no exception to Til-Tal's favorite pastime.

The Ghost Maid. Sheltered on the western side of Algos is the crew of the magical vessel known as The Ghost Maid. The ship is named after its enchanted figurehead, which is carved in the shape of a willowy, sad-eyed forsaken elf. The Ghost Maid figurehead is enchanted and capable of speech. No one knows the source of this enchantment, but she provides the crew helpful information about terrain, history, and can divine information about approaching storms. The Maid's magical nature is a closely guarded secret, for the crew fears other pirates may try to steal her. The Ghost Maid is crewed entirely by forsaken elves and led by **Captain Ith'laen Khemaitas** (she/her, CG elf **bandit captain**).

Cerdenal's Lot. One of the newest and more mysterious pirate crews known as Cerdenal's Lot maintains a base on the southern reach of Algos. These curious pirates are also known as 'The Night Takers,' named as such because they steal goods in the dead of night. Their leader **Cerdenal** (he/him, N human **mage**) chooses his crew carefully and maintains a strict nonviolent regime. Rumors abound that Cerdenal has made a pact with a dark spirit that grants him otherworldly powers of deception.

CYRI

Home of an active volcano and numerous earth tremors, Cyri is a place of broken terrain, lava flows, volcanic vents and other hazards. As if compensating for being the smallest island, Cyri is the most violent. Its shores are a deathtrap of obsidian shards and basalt spires. At the island's heart stands the only active volcano in the Toes, constantly belching lava that slowly builds up the island. Periodic earthquakes shake the land, sending jagged chunks of stone into the ocean.

The constant volcanic activity makes Cyri incredibly rich in gems and minerals. The ocean floor around the island is littered with blossoming deposits of rare metals, crusted jewels, and a unique type of stone known as 'firebloom.' Bold merchants and adventurers occasionally form expeditions out to Cyri, in order to harvest some of these precious metals to make their fortune.

FIREBLOOM

Firebloom is a rare type of stone that can be found only off the island of Cyri. Formed as the volcanic magma cools in water, this stone has remarkable heat resistant properties. Any armor or weapons forged from Firebloom grant fire resistance. When Firebloom is polished it becomes a deep burnished bronze color.

BLOOD FEVER

Anyone consuming food or water contaminated by Kadum's blood must make a **DC 14 Constitution** saving throw or suffer the effects of the ailment known as blood fever. Blood fever's incubation period is 24 hours. When the incubation is complete, the victim reduces their hit point maximum by 5 (1d10), becomes poisoned until the disease is cured, and begins to convulse, literally sweating blood. The victim also hallucinates disturbing visions of violence and death, images from the titan Kadum's memories of the Titanswar. Every 24 hours that elapse, the infected must repeat the **Constitution** saving throw, reducing their hit point maximum by 5 (1d10) on a failure. This reduction to the creature's hit point maximum lasts until the disease is cured. The disease is cured on a success. The victim dies if the disease reduces their hit point maximum to 0. A character that dies in this way rises as a **blood fever zombie** one day after death.

Anyone who comes into physical contact with a victim of blood fever risks catching the disease as well, though the **Constitution** saving throw against contracting blood fever in this manner is DC 10. If a character makes a successful save, they are immune to contracting blood fever for 48 hours.

Blood fever can be cured by a *lesser restoration* spell and other similar effects.

No humanoid species can survive living in the violent atmosphere of Cyri. However, heat seeking species such as **salamanders** and **fire elementals** have been sighted on the island, and a small tribe of **fire giants** is said to make its home somewhere in the interior.

FORAGING FOR COASTAL TREASURE

The floor of the Blood Sea is littered with a variety of treasure. Sunken ships and ruins are host to artifacts, lost treasures, and legendary weapons. Villages of the aquatic races hold nigh unimaginable delights. Rich deposits of gems and jewels wait in the quiet depths to be mined. Hunting for treasure beneath the waves is no easy task however; the waters of the Blood Sea are toxic and filled with mutated monstrosities. Here are a few hazards to consider while hunting for treasure off the coast.

Blood Fever. Consuming water of the blood sea, whether directly or by eating fish from the water, is incredibly dangerous. Upon consumption a character must succeed on a **DC 14 Constitution** saving throw or contract blood fever.

VOLCANIC ACTIVITY

Traversing a landscape riddled by active volcanic activity is risky at best, foolhardy at worst. For every hour spent on or adjacent to the volcanic site have the party roll a d20. On a roll of a 16-20 a volcanic event occurs. If an event occurs, roll a d4 and compare to the Volcanic Activity table to determine its severity.

BLOOD FEVER ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 28 (4d8 + 10)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Spew (Recharge 5-6). The blood fever zombie vomits a pool of blood onto a target it can see within 5 feet of it. The creature must succeed on a DC 11 Constitution saving throw or contract blood fever.

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

EXAMPLE ENCOUNTER TABLE

D6	ENCOUNTER
1	2d6 blood fever zombies are on the ocean floor and attack the diver.
2	The diver encounters a cloud of concentrated blood. They must succeed on a DC 14 Dexterity saving throw or roll to see if they contract blood fever.
3	The diver encounters a seawrack dragon hunting for a meal.
4	The diver encounters a submerged volcanic vent. They must succeed on a DC 15 Dexterity saving throw or take 3d6 fire damage
5	The diver is attacked by a giant octopus horribly mutated by the waters of the Blood Sea.
6	The diver finds a treasure chest occupied by an ochre jelly.

VOLCANIC ACTIVITY

D4 VOLCANIC EVENT

- 1 The earth tremors beneath your feet; you must succeed on a DC 14 Dexterity saving throw or fall prone
- 2 A jet of magma bursts from the earth; the character must succeed on a DC 15 Dexterity saving throw or take 4d6 fire damage. On a successful save the character takes half damage.
- 3 Massive fissures appear in the ground. A total of 1d6 fissures appear, each is 1d10 x 10 feet wide. A creature in the area where a fissure opens must succeed on a DC 15 Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens.
- 4 The area experiences a full force earthquake. Implement the effects of the earthquake spell. All ships docked on the island are affected by structural damage.

MORI

The island of Mori is the most mysterious of the Toe Islands; unlike its fellows the expanse of Mori is almost entirely unexplored. Thick jungle covers the entirety of the island, but what else lies within remains quite unknown.

Ships that sail too close to the island have a reputation for disappearing without a trace. A much larger percentage of the Blood Sea's mutated marine life seems to flood the waters surrounding this island.

Many species of tropical birds have been observed above the island, as well as reptiles the size of ponies lounging upon its sandy shores. The most curious of the observed inhabitants, however, are humanoid creatures that seem to possess the ability to run atop the surface of the waves. Very little is known of these people, but wild rumors and speculations about this 'water runner tribe' make for good conversation among sailors of the Blood Sea.

WATER RUNNER TRIBE

Mori is home to an extremely secretive circle of druids who dedicate themselves to the worship of the sea god Manawe (see Blood Sea: the Crimson Abyss p. 17). These druids are referred to by outsiders as the 'water runner tribe' though that moniker is not quite accurate. Those individuals who hear the call of the ocean's magic are inevitably drawn to the island of Mori to serve Manawe. This 'tribe' is a collection of druids from many different races and walks of life who have bonded together in their shared worship. As a reward for their devotion, Manawe has bestowed the boon of water upon these druids, which allows them to run across the surface of water as if it were solid ground.

At the heart of Mori lies a whirlpool that connects to a pocket of the elemental plane of water which the druids protect fiercely as a sacred site.

BOON OF WATER

Wondrous boon, very rare

You can move across the surface of any liquid as if it were solid ground. However, this boon doesn't prevent damage a harmful substance might deal you, such as moving across a pool of acid. You can also breathe water as well as air.

This circle has no interest in the world outside of their own and use whatever means necessary to keep outsiders from invading their island. In dire cases, they use their connections to the flora and fauna of the land to attack sailors and ships that get too close.

In the rare cases that these druids are forced to interact with outsiders, they don wooden masks carved to resemble frightening creatures of the deep waves, hoping to perpetuate the fearful rumors surrounding their people.

ROH AHNON

Rocky and dry, Roh Ahnon has historically been home to the most powerful of the pirate bands. Roh Ahnon's rich northern soil and mineral-rich southern shores make it an advantageous stronghold, exploited by every pirate faction to have held supremacy in the Toes over the last century. The island's name means "broken blade" in the ancient dwarven tongue and has its origins in the island's shape, which loosely resembles a chipped dagger.

The northern part of Roh Ahnon is dominated by sandy beaches and caves, rumored to contain a vast amount of buried pirate treasure. The southern part of the island is host to dry and jagged canyons known as the 'Chasms of Rust.' These rocky canyons are filled with poisonous reptiles, vicious insectoid monstrosities, and flocks of harpies.

The settlement of Resolution sits at the very center point of the island, and it is home to the largest of the Blood Sea's pirate bands: The Empire of the Sea.

THE EMPIRE OF THE SEA

The epitome of the dashing and romantic pirate empire, the self-proclaimed Empire of the Sea are the most impressive band to ever rule the Toes' throne island. With nearly a dozen ships and over 300 sailors, the Empire's fleet is unmatched.

These buccaneers are known for capturing the vessels of only the wealthiest and most pretentious merchants, and prefer to loot ships on their way out of Mithril so as not to deprive the city of necessary supplies; while merchants certainly lose cargo to these sea brigands, the Empire's pirates only purposefully kill to defend their own lives or when absolutely necessary to successfully take a ship. Because of their less than malevolent nature, they have never been at the top of the Mithril Navy's list of enemies.

Led by the fiery 'Empress' Kariosa Nephantaros, the Empire has only continued to expand. Several attempts to end Nephantaros' activities have ended in disasters, with considerable losses of both lives and ships. In fact, many of the vessels that now serve in the Empire's flotilla were captured during these attacks.

Until recently, Nephantaros limited herself to plundering only the wealthiest merchant vessels, and it has long been known that she takes delight in destroying the most powerful and arrogant traders. All this changed when House Asuras hatched a plot to assassinate several of Nephantaros' favored lieutenants. Since then, the pirate queen has waged a personal war that has escalated to unprecedented proportions. Trade through the sea-lanes has slowed to a near halt, and even the Asuras are starting to feel the pinch. As for Mithril: it can ill afford this latest blow to its slender maritime supply lines.

The settlement of Resolution, on the island of Roh Ahnon serves as the home port of the Empire of the Sea. Resolution is protected by a wooden palisade and shelters more than three hundred adults and children at any given time.

THE BLADE'S TEST

The pirates of the Empire of the Sea are renowned as some of the most capable upon the Seas, and for good reason. Nephantaros has devised a brutal test to vet only the worthiest members into her service. This trial is known as 'The Blade's Test.'

The Empire's potential recruits are stranded on the southern tip of the island of Roh Anon and left with only the clothes on their backs. A candidate must survive the deadly predators and terrain of the island on a 15-mile journey north to the settlement of Resolution. Those who endure the challenge are welcomed personally into the 'family' by Empress Kariosa Nephantaros herself. Those who fail are never heard from again, though new candidates occasionally find small collections of items left behind after their predecessors' corpses have long since rotted away.

THALIEN

The largest of the islands is the site of the old Mithrilite marble quarry, thick tropical forests and treacherous swamps. Few pirates call this island home due to its cursed past and its dangerous fauna, but a pirate band known as the League of Hydros has established itself in a citadel along the southern cliffs.

Abandoned ruins dot the forests of Thalien, the largest of these being an abandoned fortress known as The Citadel. These ruins possess iconography and text from various races including Dwarvish, Elvish, and Primordial. The reason behind this strange mix of cultures is unknown.

Thalien has a well-established ecology, with deer, rodents and many birds. A pack of wolves once roamed this island,

and although they were reportedly wiped out decades ago, reports of large predators continue to circulate. Very few people live there, so the tales of fey and other enchanted creatures are yet unconfirmed.

LEAGUE OF HYDROS

The mysterious isle of Thalien has long been home to those elite pirate bands outside Roh Ahnon's control. Though no less ruthless and criminal than the bands of Algos, Thalien's pirates have always had better ships and better crews. In recent years, this superiority has advanced to an entirely new level with the emergence of the League of Hydros. Unlike the bands before it, the League is especially feared for its extensive use of magic. No one knows where they came from, but they were obviously enticed to the Toes by the trade of magical goods. With members from virtually every race on the face of Scarn, the League is an eclectic mix of Redeemed and Divine.

The most potent weapon in the League's arsenal is its small but spectacular sky-ship fleet. These vessels, bonded through magical rituals to their crews, have the unsettling ability to perform major feats of magic.

Reports have variously described these ships flying, melting into the waves, disappearing from plain sight and vanishing in a blinding flash of light only to reappear moments later many miles away. So far, four such vessels have been identified, each bearing a unique set of arcane symbols upon her sails. However, given the size of Thalien and the ships' uncanny ability to remain undetected, the actual number could be much higher.

The League of Hydros and their dread sky-ships lair in southern Thalien. Perched on a high cliff, the League's vessels wait, keeping a lookout for merchant vessels that pass within the League's purview.

THE CITADEL

On the northeast quadrant of Thalien sits a large set of ruins that resemble a fortress of some kind. The quarrymen that lived on the island dubbed it 'the Citadel.' No one knows who constructed it, though speculation leans toward dwarves, elves, djinni and even the Ancients of Lede. For some time, the Citadel served as a pirate staging ground until all activity abruptly ceased just over five years ago when the crew in residence disappeared without a trace.

THE WEeping MAIDEN

Near the center of Thalien island stands the stone formation known as the Weeping Maiden. It bears an unnerving resemblance to a humanoid female, and the natural spring that lies directly beneath the rock contributes to the illusion that the Maiden is crying.

The Weeping Maiden was unearthed by a seismic event following the bloody altercation known as 'The Quarry's Slaughter.' During this altercation, privateers from the eastern coast of Ghelspad and starving quarry miners attacked each other to extinction. The battle was ended as an earthquake split the island, revealing the Weeping Maiden in the heart of the quarry. This event signaled the end of both the fight, and all mining operations on Thalien. From that day onward, every vessel of war sent towards Thalien has mysteriously sunk, giving rise to the rumors that the island is cursed.

ADVENTURE: TEARS OF THE WEEPING MAIDEN

Hidden amongst the Toe Islands is an item of legend. A band of adventurers acquire a map to the fabled *Heart of Manawe* and must face deadly jungle, hidden horrors, and stiff competition to reach their prize.

BACKGROUND

Long ago before the Titanswar broke the world, it is said that the Goddess Manawe walked on both land and sea in equal measure. Manawe fell in love with a human who lived in Rahail. She would emerge from the waves to greet her lover night after night. One day her lover did not appear on the shore to greet her; for three days she waited, her fury growing brighter each hour. Finally, she disguised herself and traveled into the city to take her revenge. It was then she discovered that her lover had died, slaughtered by a marauding titan.

Consumed by grief, Manawe carved her heart from her chest and hid it upon a remote island so she would never again be tempted away from the cold reaches of her oceans. The people of Rahail still claim that every so often Manawe can be seen walking the shores of the Blood Sea, waiting for her love to greet her.

The *Heart of Manawe* is an orb of wondrous power hidden on the island of Thalien. It lay undisturbed for centuries until the bloody altercation known as 'The Quarry's Slaughter' caused the artifact to awaken and rack the island with a violent earthquake. The Heart's hiding place at the base of the Weeping Maiden formation is now exposed, and rumors of its mysterious abilities have attracted the attention of government officials and pirates alike.

OPENING HOOK

There are two main ways a party can acquire this quest.

While visiting a city or large town (consider using a coastal city like Mithril), the party is approached by an archaeologist by the name of **Bobbin Loxley** (they/them, CG elf mage). Loxley wishes to hire a team of explorers to investigate the rumored location of the *Heart of Manawe*. They finance the expedition and reward the party handsomely if they return with the Heart. Before departing, the archaeologist warns the party that they purchased their treasure map at a rather unsavory auction. There were several other groups who took a keen interest in the information contained in the map.

Alternatively, while holed up in a pirate-friendly locale (consider using a location like Bloodport) the party overhears a drunken sailor talking about a great treasure the pirate Empress Kariosa Nephantaros has set her sights on. This sailor happens to be in possession of a map to the treasure and is willing to sell it for the right price. The sailor informs the party that the pirate bands of Algos are hungry to get to the Heart before Nephantaros gets her hands on it.

PART ONE: THALIEN, HO!

Your feet touch down on soft white sand as you land upon the shore of Thalien. A foreign bird call splits the air, calling your attention to the vast and verdant jungle before you.

The party must traverse the thick jungle terrain, traveling eastward to reach the abandoned marble quarries indicated by their treasure map. The journey from the coast to the quarry takes three hours.

The jungles of Thalien are rife with danger and the longer the party spends finding the quarry, the more danger they may run into. The party must make 3 successful DC 12 **Wisdom (Survival)** checks to navigate the jungle in a shorter amount of time. Each failed check means two hours pass; each successful check means one hour passes.

For every hour of travel roll on the following random encounter table:

THALIEN JUNGLE ENCOUNTER TABLE

D20	ENCOUNTER
1-2	A hungry tyrannosaurus attacks the party.
3-4	A basilisk attacks the party.
5-6	A swarm of poisonous snakes attacks the party.
7-8	The party encounters the ghost of a miner and the ghost of a naval officer locked in combat
9-10	The party finds a stone obelisk with the words 'Danger Here' carved in Dwarvish upon its surface.
11-19	No encounter.
20	The party stumbles upon a unicorn drinking at a pool; it does not attack unless threatened.

PART TWO: UNSTABLE GROUND

The trees suddenly break as you step to the ledge of a massive man-made chasm. The gaping rift before you is staggered with pathways and tunnels leading deep into the red earth. Long abandoned mining equipment dots the pathways, covered in an aggressive layer of rust.

The map directs the adventurers to travel down into the heart of the quarry. They must make **DC 12 Strength (Athletics)** checks to descend the steep slopes, and there are three tiered checks in total. If a party member fails any of these checks, they take one level of exhaustion.

Once they reach the third tier of pathways, the dirt and rotten wood give way beneath their weight, causing a large shelf of the canyon to tear free. The party must make **DC 14 Dexterity** saving throws or take 2d6 bludgeoning damage from the fall and be knocked prone.

PART THREE: DISTURBING THE WILDLIFE

There is a moment of silence as the dust settles around your party sprawled on the quarry floor. Then a sudden spray of dirt bursts from the rocky walls and you see brown chitinous hooks emerge, propelling a monstrous form towards you.

The landslide attracts the attention of a burrowed vengaurak. This creature attacks the party immediately.

Once the creature is defeated the adventurers are free to continue along the bottom floor of the quarry. They eventually locate a rocky tunnel that leads them to the cavern of the Weeping Maiden.

PART FOUR: THE MAIDEN

The dark tunnel opens into a vast cavern. Before you stands a large rock formation that eerily resembles a human woman. A steady hiss fills the chamber as water bubbles from the top of the formation, coursing down the statue to fill a still crystal pool at its feet. Lush flora fills the crevices of this place, and all is illuminated by sky light streaming in from a crevice in the roof.

The *Heart of Manawe* is hidden amongst the other rocks at the bottom of the pool. A character must swim to the bottom of the 10 ft. pool and succeed on a **DC 12 Intelligence (Investigation)** check to find the orb.

The party finds no additional threats, and once they have the orb, they can leave the cavern of the Maiden as they entered.

THE HEART OF MANAWE

Wondrous item, legendary (requires attunement by a sorcerer or cleric)

The orb has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *fog cloud* (1 charge), *call lightning* (3 charges), *control water* (4 charges), *earthquake* (8 charges).

The orb regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the orb turns to water and is destroyed.

PART FIVE: THANKS FOR DOING THE WORK

You emerge blinking your eyes to adjust to the shift in light, and find crossbows leveled directly at you. Five pirates stand before you in a half circle. One is better dressed than the rest, wearing a large hat adorned with a scarlet feather.

This is a small pirate band from Algos called the Scarlet Riders. They followed the characters across the island to steal the *Heart of Manawe* from them.

It is possible to negotiate with the Scarlet Riders, especially if the party offers to split profits for handing over the orb.

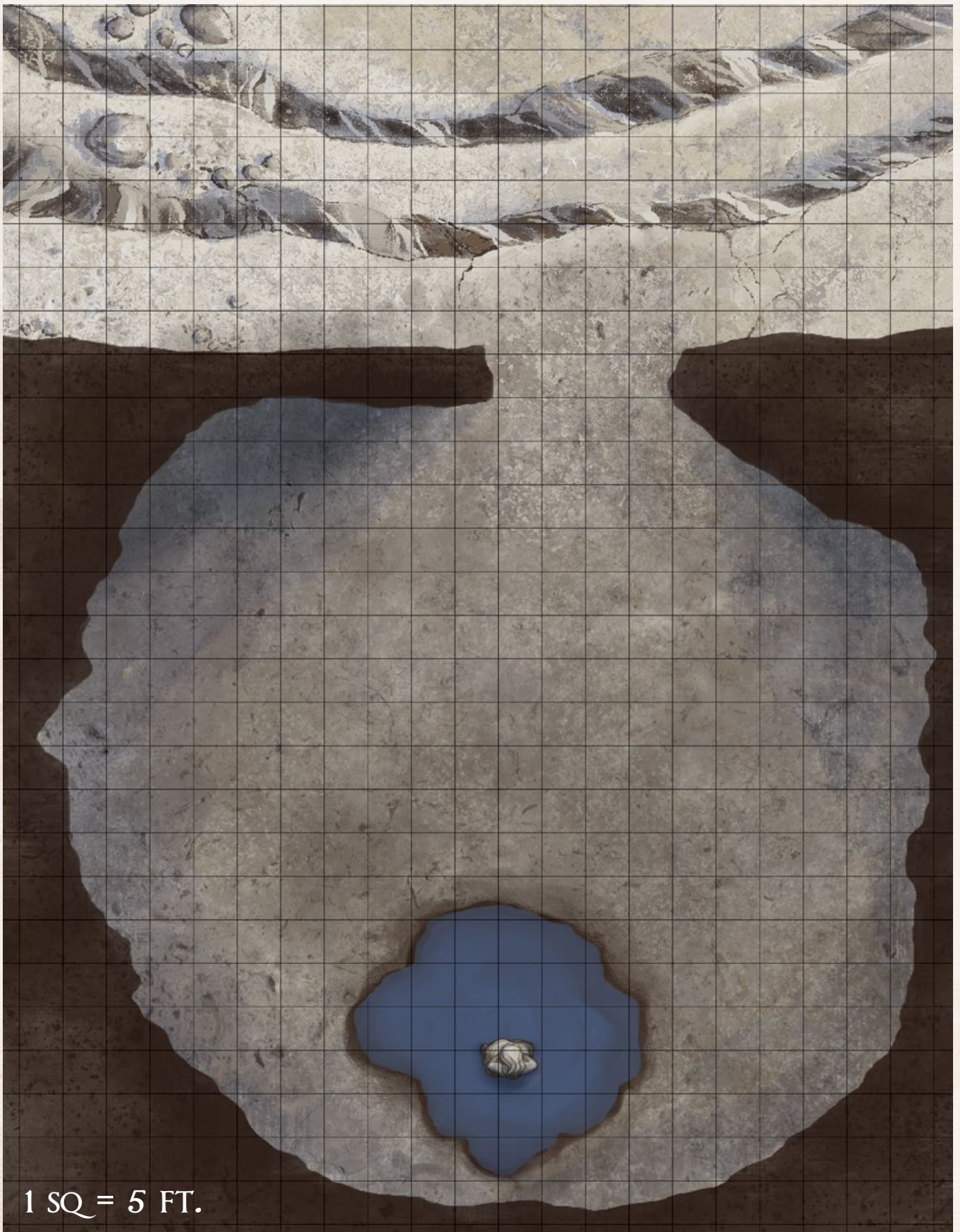
If an agreement cannot be reached the Scarlet Riders attack. Their captain **Rodolfo Dane** (he/him, CN human **bandit captain**) leads the attack. The other four crew members use the **bandit** stat block.

Once the Scarlet riders have been handled via diplomacy or via combat, the party is free to return to their ship.

They are rewarded handsomely for returning the orb to Loxley, who intends to study the *Heart of Manawe* with his fellow historians.

Alternatively, the party finds there are many who would be willing to take the Heart off the adventurers' hands. Some offer to purchase it, but more likely, the party becomes a target for those looking to steal the *Heart of Manawe*.

THE CAVERN OF THE WEeping MAIDEN



1 SQ = 5 FT.

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