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PLACES OF POWER: TIBOL-KORRIN



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PLACES OF POWER: TIBOL-KORRIN

The Strait of Tibol-Korrin provides seafaring merchants a relatively safe and easy way to reach the otherwise hard-to-reach, landlocked rival baronies of Tibol and Korrin. A decade ago, the strategically important strait became the focal point of a war between the two rival baronies when a dispute over equitable distribution of tariffs dramatically escalated when a Tibolian ship mysteriously sank (allegedly through the actions of Korrin saboteurs). The war brought shipping through the strait to a halt, as no captains dared to venture into range of the many siege weapons covering the strait and its approaches. A recent truce borne of economic necessity, and a blossoming romance between opposing, high-ranking commanders, allows ships to once again safely traverse the strait. However, unbeknownst to almost all, the fighting dislodged ancient and dark relics, portending the return of things best left forgotten.

Designed for use with the 5th edition of the world's most popular roleplaying game.

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STRAIT OF TIBOL-KORRIN AT A GLANCE

Ruler Kir Teggin (Tibol side) and Lyriana Lassiter (Korrin side)
Population 87 (63 humans, 5 dwarves, 7 half-elves, 4 half-orcs, 6 halflings)
Alignments LN, N, CN
Languages Common, Dwarven, Elven
Resources & Industry Transport, trade and relics

For hundreds of years, raiders preyed upon the vessels passing through the Strait of Tibol-Korrin. Only the most desperate ship's captains risked paying off the raiders for a shaky guarantee of safe passage. Seventy years ago, the small, landlocked baronies of Tibol and Korrin simultaneously sought to control the straits. Advancing from opposite directions, the baronies' armies routed the disorganized raiders and secured their respective sides of the strait. A mutually beneficial pact ensured both countries gained from what many seafarers saw as a more predictable form of extortion, and both baronies enjoyed their fair share of the tolls generated by vessels passing through the strait.

Greed, however, eventually sundered the pact and war broke out after a ship flying Tibol's colours sank and the Tibolians blamed Korrin for its sinking. As the two sides bombarded each other, travel through the strait became too dangerous. The conflict has now ended, and each side is now picking up the pieces and working to re-establish safe passage. The process of recovering treasure from sunken ships has revealed a trove of ancient artefacts further restoring both nations' treasures.

LORE

A PC may know something about Tibol-Korrin, its history and surrounds. A PC making a DC 10 Intelligence check knows one or more pieces of information from the list below. A successful check gains all the information revealed by a lesser check.

DC 10: The Strait of Tibol-Korrin enables swift travel to the otherwise landlocked baronies of Tibol and Korrin. Until recently, the two baronies fought for control of the strait and the fighting made the straits too dangerous for merchantmen to use.

DC 15: A secret romance between opposing, highly placed officers became common knowledge and led to a truce. Their upcoming marriage will seal a treaty between the two baronies.

DC 20: Not everyone wants to see an end to the war. Both forts' commanders have suffered assassination attempts.

MARKETPLACE

The following items are for sale:

- **Consumables** *elixir of water breathing* (450 gp)
- **Weapons & Armour** *+1 shield* (500 gp), *+1 chain mail* (2,500 gp)

Additionally, the following services are available:

- **Crafting** arrows, bows, leather armour and goods

NOTABLE FOLK

Most of the population are nothing more than ordinary individuals.

- **Appearance** Soldiers stationed at the strait still show scars and weariness derived from years of combat.
- **Dress** Predominantly military uniforms have given way to practical clothing befitting the rugged environment.
- **Nomenclature** *male* Edwin, Galan, Rogar; *female* Bellice, Mavra, Vennie; *family* Allerin, Bailey, Lassiter, Teggin.

WHISPERS & RUMOURS

While in Tibol-Korrin, a PC may hear one or more rumours. A PC making a DC 10 Charisma check learns one rumour from the table below. A PC exceeding this check learns an additional rumour for each 5 points by which he exceeded DC 10.

D6 RUMOUR

	Because of the assassination attempts against the two
1	forts commanders, the soldiers regard strangers who tarry too long with suspicion.
2*	Blood bubbled up from the ground at Bailey Farm, covering all the crops. I'd avoid the turnips if I were you.
3	Tibol's chancellor and her husband are visiting soon to meet their son and Korrin's Commander Lassiter and to give their blessing to their upcoming union.
4*	The reason the mad hermit keeps covered up is because all his flesh is rotting off.
5	I once saw a large, serpentine shape through the early morning fog—strangely—inland.
6	Lightning is a common occurrence during storms here, even during the winter. Lately, though, the lightning is an eerie shade of green and a sound akin to a screaming banshee accompanies it.

*False rumour

IN YOUR CAMPAIGN

The Strait of Tibol-Korrin connect two large bodies of water. It significantly reduces travel time to the two, but the recently ended hostilities baronies made using it too dangerous. The discovery of ancient artefacts beneath the waves could portends the awakening of an ancient evil—something good-aligned PCs would no doubt want to stop.

NOTABLE LOCATIONS AT A GLANCE

Most of the Strait of Tibol-Korrin comprises locations of no interest to adventurers. A few locations, however, are exceptional:

1. **Fort Teggin:** Fort Teggin is the only permanent structure on the Tibol side of the strait. During the war, the Tibolians excavated beneath the fort to create barracks. They even tried to tunnel under the straits, but abandoned the attempt.
2. **Tibol-Side Beach:** Gentle sands allow ships to beach here. The sheer cliffs on either side of the strait, and for several miles inland make it difficult to drop anchor anywhere else on this side of the strait.
3. **Delver's Depths:** Site of the sinking of the Tibolian ship which kicked off the recent war, this part of the strait holds myriad ancient treasures.
4. **Mad Hermit's Cove:** Many residents claim the Mad Hermit—no one knows his actual name—has lived here for over 200 years. The entrance to his home is usually underwater, and traps guard the tunnels to his sanctum.
5. **The Gateway:** The raiders once controlling the strait carved a gate from a natural outcropping and used it to control traffic.

The gate pivots from the Korrin side of the strait, but, even during the war, they did not use it to restrict sea traffic.

6. **Peacebound Catapult:** A reminder of the recent warfare across the strait, this catapult is no longer functional. Flowers are strewn about the siege weapon as a sign of peace.
7. **Korrin Bastion:** Despite being designed by a different architect, this fortress's upper works mirror Fort Teggin. Badly damaged during the war, it is undergoing extensive repairs.
8. **Korrin-Side Beach:** A preponderance of crabs wander this beach, which serves as a waystation, similarly to the Tibol side, for ships entering or leaving the strait.
9. **Bailey Farm:** The land here on the Korrin side of the strait is surprisingly fertile and supports root vegetables and legumes grown by the halfling Bailey family.
10. **Huford's Orchard:** Recently widowed Bertram Huford tends rare trees bearing a citrus fruit with a spiky skin.
11. **Griffon Roost:** A mated pair of griffons returns here every two years to rear their young.
12. **Lovers' Leap:** A local myth tells of a young couple fleeing from their families. They dove hand-in-hand into the sea from this flat rock, transformed into merfolk, and lived happily together under the waves. Until the recent strife, this was a popular destination for couples proving their love for each other.



LIFE IN THE STRAIT OF TIBOL-KORRIN

The forces of the Korrin and Tibol work to repair the damage wrought to their towers during the recent war. While Korrin's took the most damage, they have more people and a better local infrastructure which enables them to recover quicker than their once-enemies.

Even with the truce in place and the efforts of both Lyriana Lassiter (location 7; N female human **knight**) and Galan Teggin (location 1; LN male human **veteran**), distrust between the two sides persists. The recent assassination attempts, one on each of the pair of lovers, has not helped calm moods.

TRADE & INDUSTRY

Now war is no longer raging and naval traffic has resumed, the residents rebuild and return to the task of managing traffic through the strait. Most captains only see, and grumble about, the charge of 50 gp per 100 feet of ship length, but are unaware of divers who clear ship-foundering rocks from the strait. Each fort offers inexpensive food and lodging, and residents buy goods from passing ships.

The recent finds in Delver's Depths have created a secondary industry. Artefacts predating the current civilization have drawn the interest of collectors and historians alike, and both sides share equitably in the exorbitant prices the artefacts command. As the soldiers and workers have no experience with such matters, specialists from Tibol and Korrin have arrived to evaluate the items and determine their value.

LAW & ORDER

As both sides recover from the recent conflict and because of the recent assassination attempts on Lassiter and Teggin, the strait is under a form of martial law. Both sides enforce curfews and only soldiers can leave the forts at night. Visitors have a not-so-subtle shadow while they conduct business here.

CUSTOMS & TRADITIONS

While both sides give nominal attention to their national holidays, the strait has three major festivals. Founder's Day is the most important and celebrates the liberation of the strait from the raiders plaguing it. Until the start of the war, it was a joint celebration, which grew ever more ostentatious as each side tried to outdo the other in pageantry. As a nod to the event's import and a symbol of reunification, the wedding between Lassiter and Teggin is planned for next Founder's Day.

The beginning and end of winter also mark vital observances among the residents. As winter starts, a sombre affair led by clerics to winter deities beseeches the deities to keep the strait free of ice. At winter's end, the residents celebrate and give thanks to the deities for protecting the strait.

LOCATION DRESSING

Use this table, to generate the minor sights and sounds the PCs experience as they move about the Strait of Tibol-Korrin.

D20 DRESSING/EVENT

1	Two soldiers carry a banner declaring the upcoming marriage of Lyriana Lassiter and Galan Teggin.
2	A rock calves from one of the cliffs lining the strait and crashes into the water below.
3	One of the griffons roosting nearby takes off, two of its young trailing behind. The group circles the Korrin side thrice before heading out to sea.
4	Black clouds build over the sea; once they coalesce, massive strokes of lightning strike the water.
5	Shouts reach the PCs from the Tibol side beach, as a ship's captain argues about the fee to enter the strait.
6	An alarm bell sounds from Fort Teggin and a flurry of activity occurs at the beach, as soldiers and workers swim out to a nearby ship which lists badly.
7	Everywhere the PCs travel outside, a gull lands nearby and croaks, "Your doom is nigh." None of the locals see this as anything out of the ordinary.
8	A loud clacking sound comes from the Korrin beach as dozens of crabs face the rising sun and pinch their claws in unison.
9	A tremor shakes the Tibol side of the strait. It is apparent this is out of the ordinary by the residents' alarmed reactions
10	Tibolians and Korrins, arms interlinked, sing about peace and love while standing around the Peacebound Catapult.
11	A near-rhythmic crashing of waves against the cliffs breaks through the gentle roar of the sea.
12	A strong wind blows through the strait creating an eerie whistling as it passes through the many openings along the cliffs.
13	Incoherent ranting drifts upward from the Mad Hermit's home. The residents ignore the shouts.
14	A variety of construction sounds come from Korrin Bastion, punctuated by the occasional epithet.
15	A young roc chases a flock of seabirds; the birds' distressed cries create a cacophony as they pass.
16	The wind carries the strong citrus scent of Spikefruit from Huford's Orchard.
17	Workers strain at a pulley to lift a heavy crate from the Tibol beach.
18	A pair of crabs scuttle up the cliff from the Korrin beach and fight each other once they reach the top.
19	The wind kicks up a bracing spray of salt water to the top of the cliff.
20	The fire pit atop the Korrin Bastion gutters and spews smoke. Workers rush to relight the fire.

THE SURROUNDING LOCALITY

The strait itself runs for miles and grows wider as it reaches the Basalt Sea. The sea is relatively tranquil with no major aquatic monsters to speak of. The dangers come from the untamed wilderness at its shore; ships avoid the shoreline as they make their way inland.

The ocean contains several notable dangers, including a sea dragon dwelling roughly two miles away from the strait's entrance. The heavy sea traffic drove many predators away, but they have returned as the recent conflict brought shipping to a halt. Sharks and sea serpents hunt the shipping lanes, but the resumption of trade should drive the larger creatures away. Before the conflict, the residents supplemented goods they traded for with tuna and other fish, but lately fishing has become as dangerous as hunting game animals in the nearby woods. Fortunately, the crabs provide good meat, so the inhabitants have resorted to eating what they don't sell.

The surrounding wilderness, known colloquially as the Rancid Forest, is largely untamed and overrun with bandits. Tibol and Korrin built forts not as defences against each other, but as bulwarks against humanoid and monstrous incursions. The ousted raiders moved into the woods and joined up with the orc and goblinoid creatures living therein. Until the Tibolian and

Korrin arrival, no other power desired to clear out the woods. Since other baronies and countries have access to large bodies of water, they saw no need to open the strait. Landlocked Tibol and Korrin, however, have a vested interest in ensuring free access to the sea. The two baronies had a joint plan to expand their influence and drive the creatures and raiders out of the wilderness, especially as they attack ships outside the confines of the strait. The recently ended conflict thwarted their plans, but they intend to return to the task when they finish their rebuilding. Prior to the recent hostilities, small outposts (the largest numbering just over 20 folk) had popped up in the Rancid Forest, but they have had difficulty repelling the newly emboldened bandits.

Finally, the cave system within the cliffs lining the strait has their own ecosystem. The Mad Hermit has carved out one cave as his home, and no one dares to remove him from it, partially out of fear they will catch whatever malady torments him. Most of the caves are submerged, but the further inland the tunnels go, the drier they get. Rumours speak of a tunnel connecting to a vast underground sea, but no one has been able to verify the truth of the stories.



NOTABLE LOCATIONS IN THE STRAIT OF TIBOL-KORRIN

1: FORT TEGGIN

Standing four storeys high, this white marble fort features a firepit, spotlight and large spyglass on its roof.

Fort Teggin serves as government centre, residential space and visitors' accommodations for the Tibol side of the strait. Kir Teggin (LN male human cleric 7), leader of the Tibol faction, and his younger brother Galan (LN male human **veteran**) dwell here along with a small garrison of soldiers and workers. When the fort housed more soldiers, they excavated a basement level, but are now in the process of filling it in. The fort sustained less damage than its counterpart, so most non-Korrin visitors lodge here (1 gp per night, including meals).

WHAT'S GOING ON?

While the PCs are here, one or more of the below events may occur. Choose or determine randomly:

D6	EVENT
1	Nearby walls ooze a near translucent slime. The slime is harmless but creates a tingling sensation when touched. It evaporates within a minute.
2	The PCs overhear a snippet of conversation about "taking care of the Galan problem." The conspirators vanish, if pursued.
3	One of the soldiers asks a PC to buy a Spikefruit from Huford's Orchard and promises to pay them double.
4	The floor caves in, exposing the basement level below.
5	Soldiers grab a visitor and drag him away. If asked, they state he was acting suspiciously.
6	A jade idol sculpted like a serpent with hundreds of insectile legs appears in a PC's pack.

2: TIBOL-SIDE BEACH

The water runs deep up to this rocky beach, which has several torches (unlit during the day) near the water's edge. Awnings hanging from nearby cliffs protect workers from the sun.

This beach has no dock, but the water is deep enough to allow most ships to anchor near enough to the beach to disembark without the use of rowboats. For ships flying the Tibolian flag, this beach works as a safe berth. Other ships stop here or along the Korrin beach, depending on traffic. The availability of lodging on the Tibol side makes this a more popular destination. Only one permanent ladder climbs the cliff to Fort Teggin from the beach; there used to be two and a pulley system for cargo, but the Tibolians tore these down during the conflict.

3: DELVER'S DEPTHS

This section of the strait appears unremarkable, until a diver pops up from beneath the waves.

When the war between Tibol and Korrin broke out, each side attempted to send ships on resupply runs. Most of the ships went down in this section of the strait, and it quickly became clear no ships would survive travel through the strait, even those flying neutral flags. Oddly, during the regular siege weapon duels, ammunition would randomly fly toward this area, as if drawn here.

After the conflict ended, Tibol and Korrin undertook joint salvage missions to recover lost treasure and the bodies of those who perished at sea. A surprise awaited the first divers, as they discovered treasure of great antiquity. A pair of jade idols of humanoids with distorted features were the first finds, and soon afterwards an eel-like statuette was recovered. The treasures bear inscriptions predating known languages and defying divination spells cast to translate them. While both Tibol and Korrin wish to keep their find secret, they have sent some of the items to certain learned sages to determine their origins. Some of these experts have had difficulty containing their excitement at the discoveries and are planning to visit the straits soon. The soldiers and other residents are focused on rebuilding, so they have spent very little time on a treasure hunt. The authorities may allow treasure seekers to search the area, provided they have proper credentials and do not disturb waterborne traffic.

Return to Sender: One of the antiquarians researching a relic from Delver's Depths has suffered horrifying nightmares related to the item. Convinced the artefact is cursed, he believes it must be returned to the depths. He entrusts the item to the party for its safe return.

GALAN TEGGIN

LN male human **veteran**

This tall man keeps his red hair short and beard neatly trimmed. His grey uniform is pressed and unadorned.

Mannerisms: Galan walks crisply, but his military bearing gives way to warmth when he greets others.

Personality: While Galan tries to keep his comportment to avoid embarrassing Kir, his impetuous nature gets the better of him; thus his decision to romance Lyriana.

Background: Galan is Kir Teggin's younger brother and two levels down in Tibol's hierarchy. He met Lyriana during a truce and was immediately smitten. He worked hard to keep their liaison a secret, but has embraced the relationship as a means to ending the conflict.

4: MAD HERMIT'S COVE

A large opening in the cliff leads to a submerged passageway; bones and filthy clothes at the entrance indicate someone, or something, lives here.

Home to the so-called Mad Hermit (CN old male half-elf **archmage**), this cave and series of tunnels is filled with traps to keep trespassers out. The traps are all relatively harmless (gluing victims to the floor, creating fear effects and so on.) and serve to deter people from further exploration. Half-eaten gulls and crabs and other detritus cover the ground. A PC making a DC 10 Wisdom (Perception) check hears the hermit clearly and allows the party to take him unaware.

THE MAD HERMIT

CN old male half-elf **archmage** (unable to cast spells)

This half-elf wears many layers of clothing. Only his grey hair, filled with guano and sticking out in random directions, is visible. A well maintained, stuffed seagull sits on his left shoulder.

Mannerisms: The Mad Hermit speaks to his “familiar” Gustav and listens to a response only he can hear. He alternates between incomprehensible whispering and shouting.

Personality: The hermit views himself as a sacred guardian, protecting the world from the foul influence of the eldritch creatures which seeded the area with their terrible relics. Time has addled his mind further, and he has mostly forgotten his duty. PCs who make him friendly (DC 20 Charisma [Deception] or [Persuasion] check succeeds) learn about his background, albeit with some confusion about the time frame. If the PCs point out the recent recovery of artefacts from Delver’s Depths, he sighs as if resigned to, or relieved by, the imminent end of the world.

Background: The Mad Hermit was once known as Quentin Galavriel and was part of a successful adventuring party, until he and his companions arrived here. After the party routed the group of raiders holding the strait at the time and discovered one of the relics in Delver’s Depths, Quentin experienced an apocalyptic vision of serpentine creatures erupting from the earth and devouring all living things. He tried to convince his fellow party members to destroy the artefact. When his arguments fell on deaf ears, he concluded the item had corrupted the party. He destroyed his former friends, and, in his madness, cannibalized them to ensure they would never return to bring about the prophecy he witnessed. He has lived hundreds of years—well beyond his natural lifespan.

5: THE GATEWAY

A basalt formation at the mouth of the strait swivels such that it could block passage.

A group of raiders carved this gate from existing natural stone and used it to trap ships as they approached the strait. The gate swivels easily, which allowed the raiders to swing it shut and lock it into place, trapping ships unable to manoeuvre back. Before the start of the conflict, both sides fought for control of the gate to prevent opposing ships from sailing through the strait.

6: PEACEBOUND CATAPULT

Bright flowers cover this non-functional catapult.

When Tibol and Korrin ratified the truce ending the conflict between them, they dismantled their siege weapons and returned them to their respective countries or stored them in their forts. They agreed to display this catapult as a symbol of peace. Thick, flowery vines, which Bertram Huford (location 10; CN male half-orc **druid**) cultivates, restrain the arm.

7: KORRIN BASTION

Similar to its cousin across the strait, this tiered, white marble building stands four storeys tall and features a blazing beacon, spotlight and large spyglass on its roof.

This building serves the same purpose as its Tibolian counterpart. Designed independently of the other building and built simultaneously, it has the same structure. When questioned about the similarities, the baffled architects had no

COMMANDER LYRIANA LASSITER

N female human **knight**

This woman stands nearly six feet tall and has chestnut brown hair. Her piercing eyes take in everything around her.

Mannerisms: Lyriana strides purposefully and speaks curtly to those with whom she has no business.

Personality: Commander Lassiter presents a no-nonsense attitude when on duty. This attitude persists when she is off duty and around subordinates. Outside a military setting, she is relaxed but still guarded when she converses with non-Korrins.

Background: Lyriana took command of the Korrin side of the strait a year ago when the previous commander died in battle. She realized both sides were in a precarious economic situation and desired an end to the war. The opportunity came in an unexpected fashion when she got involved with Galan Teggin. She leaked news of the relationship and let events take a natural course.

answers, and no one could find evidence the two were related in any way. The recent conflict caused more severe damage to Korrin Bastion than to Fort Teggin, so the buildings are currently distinguishable from one another. Kir Teggin complains about the extra personnel as a potential violation of the treaty but understands the need for them to repair the damage.

WHAT'S GOING ON?

While the PCs are here, one or more of the below events may occur. Choose or determine randomly:

D6	EVENT
1	A low hum resonates from the walls for one minute and then stops. There is no obvious source of the sound.
2	The PCs overhear a snippet of conversation about "taking care of the Galan problem."
3	A soldier asks the PCs to deliver a Spikefruit to a Tibolian soldier, and offers 2 gp for their trouble.
4	The ceiling gives way and crushes those who fail to get out of the way (4d6 bludgeoning damage, DC 15 Dexterity saving throw negates).
5	Soldiers grab a visitor and drag her away. If asked, they state she engaged in suspicious behaviour.
6	A visitor gasps in surprise as he pulls out a jade idol, sculpted like a serpent with hundreds of insectile legs, from his pack.

An Eerie Match: One of the divers swears he saw a carved building shaped like Korrin's Bastion half buried by silt deep underwater. Fearing negative reactions from his people, he asks strangers (the PCs) to investigate. If they do, they find a pair of jade buildings matching both forts.

8: KORRIN-SIDE BEACH

Numerous crabs scuttle about this sandy beach, while seabirds wheel and hover overhead.

The beach on the Korrin side of the strait is gentler than the Tibol side beach and has better landings for ships passing through the strait. Damage caused to Korrin Bastion makes it difficult to accommodate travellers, so most traffic stops at Tibol beach, much to Commander Lassiter's annoyance.

9: BAILEY FARM

A picket fence surrounds a single-family home and rows of apparent root vegetables.

This farm has stood for two generations of Baileys, a halfling family whose tenure began with Yavvi and Miriam Bailey. Miriam was a soldier, and Yavvi was an expert dockworker, and they had four children while stationed on the Korrin side of the strait. Taking leave to raise their children, they returned when their children were old enough to continue the family tradition. To

their dismay, none of the children cared for soldiering or dock work, and all but one returned to Korrin. Their youngest, Thom (N old male halfling **commoner**), explored the area, and discovered a fertile patch of land. He built a farmhouse and grew root crops and beans and raised his own family. The elderly halfling still lives here but has turned its management over to his daughter, Miriam (N female halfling **commoner**). The pair remained on the farm throughout the war despite protestations from Korrin soldiers. Miriam reportedly stated matter-of-factly, "The turnips and beans won't grow themselves, and you need to stay fed. You won't be getting malnourished on my watch."

10: HUFORD'S ORCHARD

A small house stands near an orchard of bright orange fruit.

This orchard is devoted to a rare tropical fruit known as the Spikefruit. As a means of defence against animals attracted to the fruit's sweet flavour, it has cartilaginous spines (allowing the fruit to act as an improvised thrown weapon dealing 1d4 piercing damage). Bertram Huford (CN male half-orc **druid**) took over the grove of trees from the Baileys, who had no desire to deal with the wound-inducing fruit. He sells the fruit for 1 gp per intact piece or 2 gp for a peeled piece.

11: GRIFFON ROOST

Flattened grasses, bracken and so on shaped into a vast nest covers this large, flat rock.

Shortly after the raiders were driven from the strait, a pair of griffons arrived, established a nest and raised their young. They have done so every two years, and some of their young permanent roost here. The creatures hunt in the nearby woods and keep the orcs and goblinoids infesting the woods at bay. The Korrins respect the griffons and have never taken an egg; they react violently to anyone who does.

12: LOVERS' LEAP

This column of rock stands ten feet from the cliffside. It provides a dizzying view of the water below.

Up until the war, this rock was a popular destination for Korrins and Tibolians alike. An enduring myth speaks of a young couple belonging to rival raider clans. Neither side approved of their union and they pursued the pair to separate and punish them. The lovers reached the rock column and, having nowhere else to go, dove into the sea with their hands intertwined. They never resurfaced, so the raiders assumed they drowned. Shortly afterwards, a pair of merfolk began harassing the raiders. Whispers grew to legend about the leaping couple transforming into the merfolk. With the conflict's end, both sides have welcomed the return of the tradition of couples jumping off the rock into the deep water below as an affirmation of love.

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