

LEGENDARY ADVENTURE 5



Islands of Plunder:

TARIN'S CROWN



Islands of Plunder: TARIN'S CROWN

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This adventure is a part of our line of support materials for the 5th Edition of the world's most famous roleplaying game! This adventure doesn't feature any dungeons, nor any dragons for that matter, but it provides an excellent opportunity to set sail for adventure where the trade winds and sea breezes carry precious cargo and terrible danger from the spice islands to the farthest shore! It is an adventure that can easily stand on its own as a side-trek in any coastal area, bowing to classic tropes both nautical and piratical, or as part of a more extensive pirate saga in any kind of published campaign setting.

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Contents

Adventure Background	6
Recent Events	7
Introduction	7
Crown Island	8
Mangonel Defenses	8
Parley	8
A. The Seawall Trap	10
B. The Silver Narwhal	10
C. The Voracious Jungle	11
D. The Jungle Path	12
E. Tarin's Tower	12
Conclusion	15
The Crew Of The Silver Narwhal	16
Captain Jared 'Red Skewer' Tarin	16
First Mate Alsindra Devrol	17
Ship's Navigator Gren Trevak	18
Crewmembers	18
Pirate Queen's Pearl	20
Player Maps	22

What You Will Find Inside Islands of Plunder: Tarin's Crown

A life spent at sea is a life of adventure even in the real world, and in a fantasy campaign a voyage beyond the horizon brings dangers and wonders undreamed of by those that never venture out of sight of land. Of course, "Here there be monsters" is more than just a scrawled note on a fragment of map when you sail the seven seas. However, the beauty of a nautical campaign is also the way that every island you visit and every stretch of open water in between can become its own unique location for adventure. You're not camping out in town and heading down to the local dungeon; you are setting sail on the lookout for long-buried riches, keeping a weather eye on the horizon for the danger you know is coming.

The *Islands of Plunder* series is designed to populate that ocean with adventure! Superstar author Matt Goodall brings you a succession of adventures that you can drop into any seagoing campaign to enliven the action in a way no random encounter ever could. These may serve as ideal side-treks during a longer campaign or can serve as standalone adventures on their own, with innovative encounters and exotic locales that will leave your players relishing the discovery of the next treasure map that might lead them onward toward the horizon. We hope they spice up your nautical campaign with the rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is the hallmark of Legendary Games. We hope you enjoy using it as much as we enjoyed making it. Game on!

by Jason Nelson



Tarin's Crown

Islands of Plunder: Tarin's Crown is an island-based adventure for 6th-level characters. For players who are part of a nautically-themed campaign or who have played other adventures in the *Islands of Plunder* series, *Tarin's Crown* can represent the latest of a string of adventures. For other groups, *Tarin's Crown* can be used as a side-trek whenever the PCs are near a coastal settlement.

Adventure Background

The island now called Tarin's Crown was originally known as Crown Island. Named for its three low peaks resembling a three pointed tiara from a distance, local pirates often simply refer to it as "the Crown". With its lush jungle and beautiful lagoon harbor on the northern side of the island, it seemed to be an inviting and picturesque spot for a pirate lord's lair. The island attracted many a pirate crew looking to carve out a base of operations. Yet each attempt met with failure as the aggressive carnivorous plant life and sentient vegetation native to the island destroyed anyone foolish enough to try. Survivors of unsuccessful attempts spread word of these dangers, and aside from the occasional crew desperate for fresh water, the island remained unoccupied; most considered the Crown a good navigational landmark and little else, until recent times.

For Captain Jared "Red Skewer" Tarin of the *Silver Narwhal*, however, this deadly isle was merely another challenge to overcome. The vicious pirate had decided that he needed an island fortress which would be all but impenetrable, and an island as dangerous as Crown Island was exactly what he was looking for. Three years ago, Tarin landed on the Crown and began clearing a path from the lagoon to the highest peak using a large number of slaves as a workforce. The sentient plant

creatures that flourish on the isle usually fed on wild boars and seals, but didn't overlook such a bountiful offering. Casualties among the labor force were high, but by sacrificing a large number of slaves and livestock to satisfy the vegetation's appetite, Tarin kept his own crew from being eaten. Whenever Tarin experienced significant losses due to predation, the *Silver Narwhal* would leave port and return with more animals and slaves.

Soon a dock was built and a solid path led to the bare peak above the jungle. Here Tarin built what he intended to be the first tower of a significant fortress, overlooking a sheer hundred foot cliff to the south, using stone quarried from the eastern peak of the island. As the tower was being constructed, Tarin looked out over the lagoon with his ship docked there and was struck by an inspiration. Using more rock from the quarry, he had slaves build rough seawalls across the entrance of the lagoon. This created a single winding passage that any ship entering the harbor would have to follow. Ships of significant size (including the *Silver Narwhal*) would have to slow and make hard turns to successfully navigate it. He then had two mangonels laboriously transported up next to the tower and carefully calibrated so they fired into this narrow passage. Now Tarin could easily disable any ship attempting to enter the lagoon.

His 'impenetrable' base complete to the first tower, Tarin returned to raiding and pillaging. Red Skewer Tarin added much to his reputation by taming the island, and people began referring to it as Tarin's Crown. Whenever the jungle became too aggressive, Tarin would sacrifice sheep, or some of the slaves he now kept as domestic servants; he knew he could always get more on the next raid.

Tarin's renown grew, and so did the envious greed of his fellow pirates. A number of them then did exactly what Tarin expected and tried to loot his base, and one by one, they fell into

his trap. These pirates tried to cut through the jungle and were destroyed by the plant creatures, or sought to scale the sheer cliff only to be picked off by crossbow bolts from laughing pirates, or even actually attempted to sail into the lagoon. This last was the best of all for Tarin and his crew. Once the ship was in range, his mangonels would rain hell upon the ship, disabling it in the tight waterway. The *Narwhal's* crew then moved along the rough seawalls and took the ship, along with whatever gold and plunder it had aboard.

Recent Events

Not long ago, Tarin stole a valuable treasure called the *Pirate's Queen's pearl* from a pirate lord during a treacherous raid. This magical statue of pearl is a blessed object, sacred to the Goddess of Piracy. Many pirate crews, including the pirate lord Tarin stole it from, dearly want this prize.

An alliance of several pirate captains has decided to retrieve the *Pirates Queen's pearl*. Rather than assault the island directly, their strategy has been to anchor just in sight of Tarin's Crown and embargo the island, waiting for the *Silver Narwhal* to run or be forced to leave to obtain supplies. Although the crew of the *Narwhal* are experienced, they are heavily outnumbered by these latest foes. This blockade has now been going on for months and the *Narwhal's* crew are getting desperate.

Tarin has become paranoid and now refuses to leave his tower for any reason. Food storage is low, the supply of slaves is gone, and a few of the crew have already been taken by the jungle. Alsindra Devrol, Tarin's first mate, has tried to persuade the captain to give up some of his treasure to pay off the besiegers or to buy allies to help. Gren Trevak, the ship's navigator, secretly desires the captaincy and has spread malicious lies throughout the crew, manipulating Tarin against Alsindra. In his paranoia, Tarin now sees Devrol as a conspirator

with his enemies and has banned her from his tower. She now remains on the ship with those of the crew that believe as she does.

Introduction

There are a number of ways the PCs could become involved in the events surrounding Crown Island. The *Pirate Queen's pearl* could be known by another name and could be the sacred relic of a nearby kingdom or religion. Word of the battle between the pirates may have filtered out to the nearby lands and so the PCs are now on a quest to retrieve this long lost heirloom.

The PCs may have been hired by the relative of someone who was press-ganged into working on the *Silver Narwhal*. The PCs could be hired to sneak onto the *Silver Narwhal* and rescue the poor soul but now an embargo is in place, the PCs find themselves needing to navigate the treacherous waters of pirate society and a tense military stand-off.

The PCs could be pirates themselves, or at least adventurers of questionable ethics, and have decided to steal the *Pirate Queen's pearl* for themselves. It may be an important component in creating a powerful magic item that will help thwart a great danger or the PCs could simply want it because it's valuable.

The PCs could be hired by the pirate lord that Tarin stole the pearl from to get it back. The PCs could choose to cooperate with the pirate crews currently embargoing the island, or they could decide to brazenly raid Tarin's Crown and claim the sacred pearl for themselves.

Regardless of the reasons the PCs are going on this adventure, if they choose to act independently, the pirate crews besieging the island choose not to interfere as the PCs' ship approaches the Crown. They would rather wait and see if the PCs' ship can break the stalemate before confronting the PCs' ship as it tries to leave and then demand the PCs hand over the *Pirate Queen's pearl*.

Crown Island

Crown Island is a dangerous place to assault or explore. The threats of the island form an obstacle that should prevent the PCs from resting or becoming complacent. If the PCs attempt to rest while on the island then assassins, vines, vegepygmies, or pirates are almost certain to attack them. Barring magic, there are only a few alternatives to reach the island's interior. The PCs can land on the island's shore and hack their way through the unforgiving jungle, or attempt to get through the guarded channel into the lagoon.

Mangonel Defenses

There are two mangonels positioned next to the tower on the summit, both aimed to fire northward toward the lagoon. The *Silver Narwhal's* mangonel crews have trained hard and have had much practice hurling rocks into the channel between the sea walls. Aided by this practice and a detailed series of ranging markings on both mangonels, the mangonel crews can fire with great accuracy at any point in the channel. Both crews gain advantage when aiming at targets anywhere in the channel. All mangonel crews make attacks with the mangonels at +5 to hit and deal 5d10 (27) bludgeoning damage on a hit. The mangonels can reach as far as the entrance to the lagoon, but everything off the island is at the mangonel's second range increment, which incurs disadvantage on the attack rolls (cancelling out the crew's advantage).

Each mangonel fires in turn, but all must be aimed and loaded for each shot. Once a ship is disabled, the mangonel crews change ammunition to a form of shrapnel ammunition that deals 4d6 bludgeoning and piercing damage in a 20-foot radius burst centered on its target (DC 15 Dexterity save for half). The mangonels can also fire at targets on the beach of the lagoon or at the *Silver Narwhal*, but only

target the *Narwhal* if the ship is under attack and the crew onboard signals them to do so.

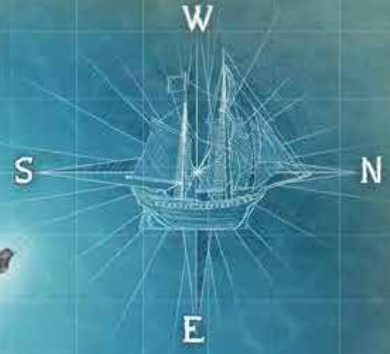
Parley

The PCs may choose to not go ashore immediately. If they drop anchor off the island and study the situation for at least half an hour, or attempt to communicate with the pirates on the island, Alsindra and five of her crew row out under a flag of truce to parley. She is willing to negotiate and seeks to have the PCs to form an alliance or partnership with her and those on the *Silver Narwhal*. Alsindra relates the information in the Recent Events section above and asks for their aid. She hopes that by offering a substantial reward she can convince the PCs to do one or more of the following: bring much needed provisions to the island, aid the *Narwhal* in making a run from the island, help the *Narwhal* fight the besieging pirates, and finally, discover the current location of the enemy pirate lord that Tarin stole the pearl from and deal with him. Depending on how much the PCs agree to help, Alsindra offers up to 4,000 gp worth of silver and gems. Alsindra is even willing to offer the PCs the *Pirate Queen's pearl* if the PCs agree to defeat the pirate lord.

Alsindra fully intends to honor the deal but her current standing with Tarin makes payment somewhat of a problem. Indeed, the PCs may return to Tarin's Crow to find Gren in charge of the *Narwhal* and Alsindra's crushed corpse on display beside the trail up to the tower.

Alsindra isn't willing to directly betray her crewmates in the tower, but she could be persuaded to let the PCs ascend the trail to the tower, if they can sway her with a scenario that removes Gren (and possibly even Tarin) from the picture without too much bloodshed and she remains in control of the *Narwhal*.

TARIN'S CROWN



1 square = 100 ft.

A. The Seawall Trap (Hard - 7,200 XP)

Any ship trying to navigate the passage through the seawall is in for a tough battle. The mangonels on the summit fire down on the invaders, while the PCs' ship needs to slow and make several sharp turns to navigate through the channel. This can be handled through a series of ability checks. PCs who have backgrounds that would give them proficiency in such checks can add their proficiency bonus to the rolls. Alternatively this can simply be narrated by the GM.

Creatures: Alsindra and the crew assigned to the *Narwhal* attempt to board the PCs' ship after the mangonels disable it, or as it nears the end of the channel. They use the rocky outcroppings of the sea walls as cover as they approach the ship. Alsindra and her band have trained to deal with the shrapnel ammunition from the mangonels and can use a reaction to gain advantage on the Dexterity saving throw from the mangonels. This enables them to board a vessel and fight in areas targeted by the mangonels with little concern.

The boarding party concentrates on officers, counting on the shrapnel shots to handle the regular crew. Each round after boarding, Alsindra demands surrender. If this happens, she signals the mangonels with a bright orange flag swung in a particular pattern to stop the bombardment.

One of the crew, Erling Pennington, was recently held prisoner by Shayonna the Gaunt. If the PCs experienced the events of [Islands of Plunder: Spices and Flesh](#) and rescued Erling, he may be willing to speak up in favor of them depending on how the PCs dealt with him. If they left him to rot in Shayonna the Gaunt's grotto, on the other hand, then Erling will not be present and will have since been replaced on the *Silver Narwhal*.

Alsindra Devrol

XP 1,800

hp 143 (see page 17)

CR 5

Silver Narwhal Crew (4)

CR 2

XP 450 each

hp 99 each (see page 18)

Development: If the PCs surrender, Alsindra offers them a simple deal, they go and defeat the pirate lord (as described in the Parley section above) while she keeps the PCs' ship and crew as hostages. If the PCs succeed, Alsindra promises to return both their ship and crew to them. She lets the PCs take a longboat (if the PCs' ship has one), or use a small cutter stored on the *Silver Narwhal* (if they don't).

B. The Silver Narwhal

The *Silver Narwhal*, a two-masted sailing ship with her infamous silver-inlaid horn figurehead, sits docked here as she has been now for some three months. There is no cargo or treasure on the *Narwhal* herself; the pirates have taken that to the tower or distributed it to the crew. The ship itself is worth 10,000 gp.

Creatures: Alsindra and her band reside on board the *Narwhal*, maintaining the ship and keeping it seaworthy. If the PCs manage to circumvent the seawall passage and approach the ship or the trail to the tower then this group of pirates shoots volleys of crossbow bolts at them, while using the ship's gunwales for cover. If the PCs try to fight their way onboard, the crew attempts to bottleneck them at the single gangplank and signal the mangonels on the summit to fire shrapnel ammunition at the attackers. Alsindra uses her Swinging Reposition ability to great advantage on the ship's familiar terrain.

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Alsindra Devrol

XP 1,800

hp 143 (see page 17)

CR 5

Silver Narwhal Crew (4)

XP 450 each

hp 99 each (see page 18)

CR 2

C. The Voracious Jungle

If the PCs attempt to approach the pirates' lair through the jungle or leave the trail leading up to the summit, they find the thick tropical forest stiflingly humid with a dense canopy of leaves overhead that filters out light from above. The tangled undergrowth slows travel speed to one quarter and thick foliage overhead reduces lighting conditions to normal illumination during the day and complete darkness at night.

Creatures: Two species of vegetal predators flourish on this island, a large but scattered tribe of vegepygmies and numerous patches of assassin vines. These two species coexist on the island, both consuming wild boars and seals, with the vegepygmies maintaining a respectful distance from the assassin vines.

The vegepygmy tribes have many well-camouflaged solitary scouts hunting in the jungle for food, so unless the PCs are extremely stealthy, the vegepygmies are very likely to quickly become aware of the PCs moving through their territory. The PCs hear the strange unsettling sounds of the vegepygmies communicating using clicking, tapping, and drumming all around them as they move through the jungle. A tribal gang of vegepygmies led by a **warrior chieftain** with **5 vegepygmy warriors** ambushes the PCs as they pass through a dank thicket full of leafy plants and winding creepers. These ambushers lie in wait right next to a large patch of russet mold.

Vegepygmy chieftain

Small plant, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (17d6+51)

Speed 30 ft.

STR 17 (+3) **DEX** 14 (+2) **CON** 16 (+3)

INT 13 (+1) **WIS** 14 (+2) **CHA** 12 (+1)

Immune (damage) electricity.

Senses darkvision 60 ft., passive Perception 12

Languages Undercommon, Vegepygmy (non-verbal).

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The vegepygmy can make two claw attacks as an action.

Claw. melee 5 ft., 1 target. +5 to hit, 1d4+3 (5) slashing damage and 2d10 (11) poison damage and on a failed Constitution Save (DC 14) becomes infested with russet mold.

Vegepygmy

Small plant, unaligned

Armor Class 11 (natural armor)

Hit Points 66 (11d6+16)

Speed 30 ft.

STR 12 (+1) **DEX** 11 (+0) **CON** 14 (+2)

INT 11 (+0) **WIS** 12 (+1) **CHA** 12 (+1)

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 11

Languages Undercommon, Vegepygmy (non-verbal).

Challenge 2 (100 XP)

ACTIONS

Multiattack. The vegepygmy can make two claw attacks as an action.

Claw. melee 5 ft., 1 target. +3 to hit, 1d4+1 (3) slashing damage.

Russet Mold (contact): This patch of orange-brown fungus is 9 foot in diameter. When a creature approaches to within 5 feet, the patch of russet mold releases a cloud of spores in 10-foot radius burst. Everyone in the area must make a DC 15 Constitution save or the spores quickly take root in their victims, inflicting 2d10 (11) damage and becomes poisoned. While poisoned, the victim suffers 1d10 (5) poison damage on their turn, but they can also repeat the Constitution saving throw and end the effect with a successful save. Plants are immune to russet mold spores. Exposure



PCs encounter a patch of **four assassin vines** looking for a meal. The vines use the heavy foliage undergrowth to hide, and attack as soon as the party comes close enough.

Assassin Vine

Large plant, unaligned

Armor Class 13 (natural armor)

Hit Points 52 (7d10+14)

Speed 30 ft.

STR 17 (+3) **DEX** 10 (+0) **CON** 14 (+2)

INT 2 (-4) **WIS** 13 (+1) **CHA** 9 (-1)

Resistances cold and fire.

Senses darkvision 60 ft., passive Perception 11

Languages None.

Challenge 2 (450 XP)

Camouflage. Assassin vines have advantage when hiding amongst foliage.

ACTIONS

Slam. melee 5 ft., 1 target. +5 to hit, 2d10+3 (14) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends.

to direct sunlight halts the spores' growth and temporarily stops the poison damage. A patch of russet mold is immune to all damage except for acid and alcohol which instantly kills a single patch of russet mold on contact. Direct sunlight doesn't kill the mold, but does render it dormant and harmless as long as the sunlight persists. If someone dies from russet mold their body begins transforming. After 1 week the corpse turns into a vegepygmy.

D. The Jungle Path

This winding trail is barely four feet wide at most, cutting through the jungle and climbing steadily upward, switching back and forth to reach the summit of the middle peak of Tarin's Crown. Along the path, humanoid skeletons can be seen here and there, often with many of their bones broken and crushed. These are the remains of slaves, left behind by the carnivorous jungle vegetation.

Creatures: Midway along the track, the

E. Tarin's Tower

This small two story square tower sits atop the summit of the central peak. To the south, the tower overlooks a sheer 100 foot cliff that drops down into the jungle below. From the exterior, it is readily apparent that the tower was originally designed to be part of a much larger fortress. A small empty enclosure nearby once held sheep and goats, but these had been slaughtered by the pirates for food.

During the day, two pirate crewmembers stand watch outside the tower (these sentries are included in the number of crew in **E3**), scanning the surrounding ocean for ships and keeping an eye on the trail leading back down to the dock. At night, the pirates stay inside the tower and bar the entry door shut.

E1. Cliff: The cliff face has few footholds and the surface is fairly smooth, requiring DC 20 Strength (Athletics) checks to scale. There are three *magic mouth* spells set to shout a

warning to alert the pirates in the tower if a Tiny or larger humanoid climbs within 40 feet of the top of the cliff. Each *magic mouth* spell is positioned 30 feet below the cliff top and they are 80 feet apart horizontally. They can each detect creatures up to 45 feet away, so together the three spells cover an area 250 feet across the cliff face.

E2. Mangonels: The *Narwhal's* crew keeps these mangonels covered with oiled canvas during inclement weather. Each has 25 stone projectiles and 10 pieces of shrapnel ammunition stacked nearby.

E3. Common Room: This area is detailed below.

E4. Bunk Room: These rooms are crowded with double bunks and the crew's belongings. The untrusting pirate crewmembers carry anything of value on their person so there is little of real value here.

E5. Armory: This small area extends under the stairs to the east and holds 800 spare crossbow bolts and around 250 gp worth of pirate weapons such as boarding axes (1d6 slashing damage), boarding pikes (1d8 piercing damage), and cutlasses (1d6 slashing damage with the finesse and light properties).

E6. Officers' Quarters: This bedroom has two beds, each with a sea chest at its foot. If the alarm hasn't been raised, Gren (area **E3**) is here, studying his spellbook. The southern chest holds several bottles of cheap cologne and a selection of gaudy clothing, mismatched combinations of pieces from couriers' and nobles outfits. These belong to Gren and are worth 350 gp in total. The other chest belongs to Alsindra and is empty.

E7. Upper Hallway: In addition to arrow slits in the walls, this long wide hall has a series of narrow holes in the floor allowing defenders in the hallway to shoot down at creatures in squares adjacent to the holes in the common room below (area **E3**). A ladder leads up to battlements atop the tower. Normally two crewmembers (see area **E8**) stand outside the

door to Tarin's quarters as personal guards. They warn Tarin of invaders, fire down at enemies in the common room, and then withdraw into their captain's quarters to make a stand there.

E8. Captain's Quarters: This area is detailed below.

E3. Common Room

A large wooden bench is the central feature of this well-used living area. Plates and utensils are stacked on a small stand in one corner and sailor's clothes hang from lines tied to the ceiling. Wooden stools and tankards are scattered about the place.

The set of stairs in the southeast corner leads down to a cellar that stores food and other



supplies as well as a series of empty cages that, in the past, held slaves.

Creatures: The portion of the crew not assigned to the *Narwhal* spend most of their time here. If alerted by the *magic mouth* spells or by the two sentries outside, Gren (area E5) and these pirates assemble then move to deal with the intrusion. If the tower comes under direct attack, two pirates flank the entry door to ambush invaders while the remaining pirates push over the bench to provide cover and get ready to fire their crossbows at anything coming through the door. If the PCs manage to make it up to the tower undetected, the pirates are gambling and drinking the common room, or resting in the bunk rooms.

Gren Trevak

XP 1,800

hp 126 (see page 18)

CR 5

Silver Narwhal Crew (3)

CR 2

XP 450 each

hp 99 each (see page 18)

E7. Captain's Chamber

This large chamber holds an opulent four-poster bed and several other once-fine furnishings that look to have been looted from captured merchant ships, but the place is a filthy squalid mess.

Creatures: This is Captain Tarin's personal quarters, where he spends much of his time obsessively brooding and smoking dried narcotic jungle leaves in a wooden pipe. If Tarin becomes aware of an assault on the tower, he orders Gren and his crew to repel the attack. If alerted to intruders inside the tower, Tarin calls his personal guards into his room and positions them on either side of the door while he lurks behind the cabinet.





Captain Jared Tarin

XP 2,300

hp 172 (see page 16)

CR 6 Conclusion

Silver Narwhal Crew (2)

XP 450 each

hp 99 each (see page 18)

CR 2

Treasure: The cabinet contains Tarin's clothes and personal possessions. A large locked sea chest (Thieves Tools DC 25) contains the undistributed portion of the *Silver Narwhal's* plunder. All told, the gold coins, silver, gems, jewelry, and art objects in the room add up to 12,000 gp worth of loot. There are also 3 *potions of greater healing* and 8 *potions of healing* in the sea chest.

Once the PCs defeat Tarin and obtain the *Pirate Queen's pearl*, they should decide what to do with this holy treasure. They may do the right thing and give it to their employer if they were hired to do so, or they might sell it to the many other pirates who covet the pearl. However, finding a buyer willing and able to pay a good price for it, and then ensuring they aren't double crossed during the deal should be a significant challenge for the PCs. If the PCs decide to keep the pearl, then the continued attempts of other pirates and even other adventurers to relieve them of it will become adventures in themselves.

The PCs might consider taking over Crown Island and using it as a base of their own. The isle may serve them in the short term but its dangerous nature, small size, and considerable distance from other settlements means that the PCs are likely to tire of it as their adventures take them further and further away.

The Crew Of The Silver Narwhal

Captain Jared 'Red Skewer' Tarin

At 34 years of age, Tarin is tall, lean, and athletic. Gray hairs pepper his black hair and beard and his skin is coarse and tanned. He dresses in finery, but without care and in a haphazardly manner.

In his youth, Jared Tarin was apprenticed to a locksmith in a port town, but he gave in to temptation and began using his abilities to steal from his master's clientele. Arrested and scheduled to hang for his crimes, Tarin escaped and fled town by signing on to a sailing vessel departing the port. Gifted at persuading people with his bluster and bravado, he managed to induce the crew to mutiny and turn pirate within a month of their departure. Tarin gained the nickname "Red Skewer" from his practice of impaling his victims on the narwhal horn of his ship's figurehead.

Tarin's bluster and swagger were impressively showy, and backed up by his experienced crew, Tarin's fame grew, as did his arrogance. His flag—a black field with a red cutlass piercing three white skulls—became a dreaded sight on the high seas. His success at sea soon convinced him that he was the greatest of pirate captains. When he 'tamed' Crown Island as his base and stole the *Pirate Queen's pearl* by raiding a rival pirate lord's ship, many of his crew were convinced that he had the Goddess of Piracy's blessing.

Red Skewer Tarin's recent reversals of fortune have left him somewhat shocked. He had everything planned out so carefully; this shouldn't be happening. Now he refuses to leave his rooms in his tower, where he plots outlandish schemes to escape and mulls over his paranoid suspicions. His first mate, Alsindra Devrol has tried to confront Tarin about the situation, but he has begun to believe the lies that the ship's navigator, Gren Trevak has been spreading and recently banned Alsindra



from the tower completely. Thanks to Gren's manipulations, Tarin now believes his plans backfired due to internal betrayal. Should he obtain 'proof' of this, he would gladly sacrifice Alsindra as well as any other conspirators to the jungle without mercy.

Captain Jared Tarin

Medium humanoid, chaotic evil

Armor Class 15 (chain shirt)

Hit Points 172 (23d8+69)

Speed 30 ft.

STR 12 (+1) **DEX** 20 (+5) **CON** 16 (+3)

INT 14 (+2) **WIS** 8 (-1) **CHA** 10 (+0)

Senses passive Perception 9

Languages Common

Challenge 6 (2,300 XP)

Evasion. On a successful Dexterity saving throw Tarin takes no damage or half damage on a failed Dexterity saving throw.

Sneak Attack. Once per turn when either Tarin has advantage on an attack or when an ally is adjacent to the enemy that Tarin is attacking, Tarin can deal an additional +3d6 (10) damage on a hit.

Two-Weapon Fighting. When Tarin attacks with his rapier he can also make an attack with his dagger as a bonus action.

ACTIONS

Rapier. melee 5 ft., 1 target. +8 to hit, 1d8+5 (9) piercing damage.

Dagger. melee 5 ft., 1 target. +8 to hit, 1d4+5 (7) piercing damage.

Hand Crossbow. ranged 5 ft., 1 target. +8 to hit, 1d4+5 (7) piercing damage.

First Mate Alsindra Devrol

Alsindra is a plain-looking woman in her late twenties, with light brown skin, dark hair, and brown eyes, who serves as first mate of the *Silver Narwhal*. While Alsindra is among the least cruel of Tarin's crew, she is nonetheless

amorally indifferent to the plight of those who aren't her friends. She has enjoyed the good times with the *Narwhal* as much as anyone and is sad to see them end. She wants to have Tarin spend some plunder to gain allies against these blockading pirates or simply give up the *Pirate Queen's pearl* to them so that things can return to the old ways, but Tarin's paranoia has resulted her being banished to the ship and she has no influence over him. She knows that Gren Trevak has been spreading rumors and lies, but is almost powerless to do anything about it. She is looking to negotiate a way out of the current troubles and stop Trevak before he goes too far.

Alsindra Devrol

Medium humanoid, chaotic neutral

Armor Class 14 (hide)

Hit Points 143 (23d8+46)

Speed 30 ft.

STR 20 (+5) **DEX** 14 (+2) **CON** 14 (+2)

INT 13 (+1) **WIS** 10 (+0) **CHA** 8 (-1)

Senses passive Perception 13

Languages Common

Challenge 5 (1,800 XP)

Action Surge. Once per short rest Devrol can make a second action on her turn.

Dueling. Devrol gains a +2 bonus to damage with her cutlass when she isn't wielding a weapon in her off-hand.

Evasion. On a successful Dexterity saving throw Devrol takes no damage or half damage on a failed Dexterity saving throw.

ACTIONS

Multiattack. As an action Devrol can make two cutlass attacks.

Cutlass. melee 5 ft., 1 target. +8 to hit, 1d6+7 (10) slashing damage.

Hand Crossbow. ranged 30/120 ft., 1 target. +5 to hit, 1d6+5 (8) piercing damage.



Ship's Navigator Gren Trevak

Gren Trevak is a lanky, white haired half-elf with a hazel eyes and a sardonic grin. He purposefully dresses like a foppish aristocratic popinjay, fully aware that this often causes people he meets to underestimate him.

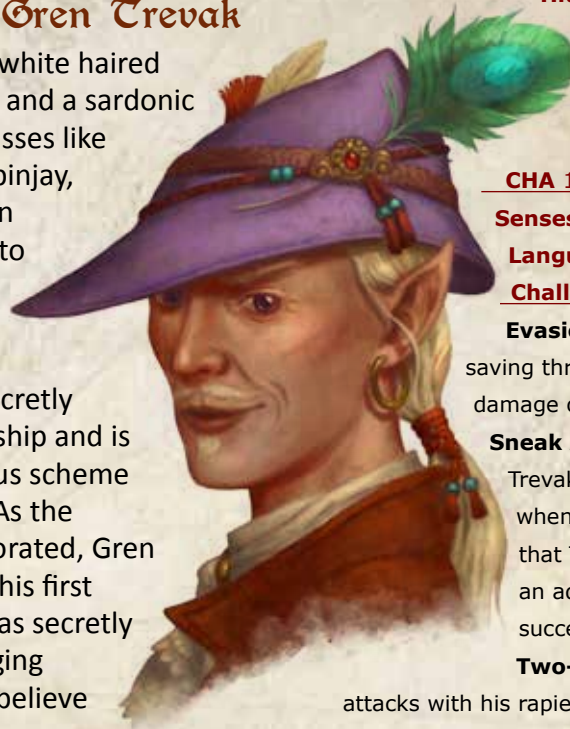
Gren serves as the *Silver Narwhal's* quartermaster, but he secretly desires captaincy of the ship and is carrying out a treacherous scheme to accomplish this goal. As the situation recently deteriorated, Gren started telling Tarin that his first mate, Alsindra Devrol, was secretly in league with the besieging pirates. Tarin refused to believe it at first but Gren told him that she was after Tarin's rightful property, the *Pirate Queen's pearl*, and that sooner or later she would ask him to give it up.

When that day finally came, Gren's plan worked perfectly. The split between Alsindra and the Captain places Gren right where he wants to be, with most of the crew of questionable loyalty down on the ship with Alsindra. Morale is slipping as the situation grows worse and more pirates join the debate and argue over what should be done. When Gren feels that the numbers are in his favor, he intends to lead the mutiny and take command. He plans to sacrifice Alsindra, Tarin, and any pirates still loyal to Tarin to the jungle. This should temporarily appease its appetite, making it safe to travel from tower to ship. Then he intends to give up the *Pirate Queen's pearl*—just like Alsindra suggested—and rule over the *Silver Narwhal* and Crown Island unchallenged.

Gren Trevak

Medium humanoid, chaotic evil

Armor Class 15 (leather)



Hit Points 126 (23d8+23)

Speed 30 ft.

STR 10 (+0) **DEX** 20

(+4) **CON** 12 (+1)

INT 15 (+2) **WIS** 8 (-1)

CHA 13 (+1)

Senses passive Perception 9

Languages Common

Challenge 5 (1,800 XP)

Evasion. On a successful Dexterity saving throw Trevak takes no damage or half damage on a failed Dexterity saving throw.

Sneak Attack. Once per turn when either Trevak has advantage on an attack or when an ally is adjacent to the enemy that Trevak is attacking, Trevak can deal an additional +3d6 (10) damage on a successful attack with a weapon.

Two-Weapon Fighting. When Trevak attacks with his rapier he can also make an attack with his dagger as a bonus action.

Spellcasting. Trevak can cast spells using Intelligence (save DC 15 for spells and +7 to hit with spells). He can cast the following spells:

At will: mage hand, shocking grasp, true strike.

3/Day: color spray, hideous laughter, shield.

ACTIONS

Rapier. melee 5 ft., 1 target. +7 to hit, 1d8+4 (8) piercing damage.

Dagger. melee 5 ft., 1 target. +7 to hit, 1d4 (2) piercing damage.

Hand Crossbow. ranged 5 ft., 1 target. +7 to hit, 1d6+4 (7) piercing damage.

Crewmembers

The crew of the *Silver Narwhal* have been well equipped by their captain with high quality weaponry and gear. This combined with the security of Tarin's Crown and the plunder they've received in the past have kept the crew content... up until recently. At present, the crew haven't had a chance gaining plunder (or spending it) for months, the ravenous island vegetation is getting out of hand, and several crewmates have been

lost to the jungle. The grumbling has more than begun; many are beginning to think that Gren Trevak's intimations that they have a new captain are not such a bad idea.

Silver Narvhal Crew

Medium humanoid, chaotic evil

Armor Class 14 (studded leather)

Hit Points 99 (18d8+18)

Speed 30 ft.

STR 17 (+3) **DEX** 14 (+2) **CON** 13 (+1)

INT 10 (+0) **WIS** 12 (+1) **CHA** 8 (-1)

Senses passive Perception 13

Languages Common

Challenge 2 (450 XP)

Evasion. On a successful Dexterity saving throw the Crew member takes no damage or half damage on a failed Dexterity saving throw.

ACTIONS

Multiattack. As an action Crew members can make two cutlass attacks.

Cutlass. melee 5 ft., 1 target. +5 to hit, 1d6+3 (6) slashing damage.

Hand Crossbow. ranged 5 ft., 1 target. +4 to hit, 1d6+2 (5) piercing damage.



Pirate Queen's Pearl

The continent that held the first human empire sank beneath the waves countless millennia ago. The antediluvian people of this great empire were renowned for their mastery of many types of magic, one of the most distinctive being the arcane crystals known today as *ioun stones*. Long ago, a rare crystalline masterpiece, unheard of by modern scholars, survived the fall of the first empire. It lay buried for untold centuries under an island that was once part of the lost continent. An underwater earthquake dislodged the long-hidden stone and it sank down into the depths of the ocean. The Goddess Queen of Piracy became aware of this remarkable underwater treasure and a giant mollusk swallowed the stone. The divine influence of the Pirate Queen intermixed with the magic of the stone, working to create an odd-shaped pearl of great size.

When the Pearl was fully formed, the Goddess sent holy visions of it to many of her faithful followers. One of these devoted pirates retrieved the blessed pearl, but died bringing it to the surface. The *Pirate Queen's pearl*, a lustrous pearl figurine shaped in the image of the Goddess herself, became a legendary prize of the Pirate Isles, passing from the hands of pirate to pirate, usually with violence. The Pirate Queen does not play favorites and if a pirate cannot keep ahold of a plundered treasure, then that is hardly her concern.

The Pearl eventually ended up in the hands of a pirate captain named Malika who possessed a *breathless ioun stone (rare)* of an iridescent color which removed the need for her to breathe, allowing Malika to dive down and loot sunken ships. The first night Malika held the *Pirate Queen's pearl*, she felt a strange compulsion to orbit her *ioun stone*

around the figurine's head. The stone was absorbed into the statuette, which took on an iridescent shine and conveyed the *ioun stone's* power to whoever carried the pearl. Excited by this discovery, Malika began looking for more *ioun stones* in earnest, but only found one more stone—*awareness*—to add to the pearl, before being killed and the pearl claimed by a new owner.

Pirate Queen's Pearl

Wondrous item, artifact (requires attunement)

Formed from shimmering pearl, this 1-foot tall statuette has the smooth stylized form of a female human (or possibly half-elven) pirate. The *Pirate Queen's pearl* functions as a holy symbol of the Goddess of Piracy, usable for spells and class features requiring a divine focus.

Random Properties. The *Pirate Queen's Pearl* has the following random properties:

- 2 minor beneficial properties.
- 1 major beneficial property.
- 2 minor detrimental properties.
- 1 major detrimental property.

Augury. Once per day the statue's holder can ask whether taking a particular ship by force is worth the effort. If the holder and her crew could defeat the ship, and it is a valuable enough prize to be worth the risk, the statue glows a bright white for several seconds. If the ship meets neither of these criteria, then the pearl turns black as pitch for the same length of time, and if the ship only meets one of the criteria then the pearl does nothing.

Blending. If the pearl's possessor attempts to orbit an *ioun stone* around the statue's head, the stone spirals inward and sinks into the *Pirate Queen's pearl*. The statuette takes on a color tone reminiscent of the color of the absorbed stone, blending with any other colors already present. The *Pirate Queen's pearl* can

absorb up to six stones in this manner. Anyone with the statuette on her person gains the benefits of all these *ioun stones*. The pearl's possessor can remove a blended *ioun stone* as an action by holding the statuette and touching it to her forehead or equivalent body part. The absorbed stone comes out of the pearl and takes up orbit around the possessor. The *Pirate Queen's pearl* currently has an awareness and breathless *ioun stone* inside, giving it a glittering sheen and a cerulean tinge.

Destroying the Pearl. The Pirate Queen's pearl is destroyed if a pirate captain who, of her own free will, truly renounces her piratical ways, surrenders her ship and crew, and gives the pearl to a lawful authority opposed to piracy. The pearl cracks apart when this occurs, releasing any absorbed *ioun stones*.

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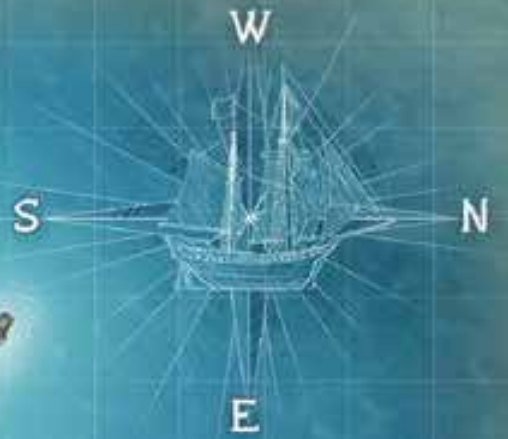
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TARIN'S CROWN



1 square = 100 ft.



TARIN'S TOWER

1 square = 5 ft.





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Islands of Plunder: **TARIN'S CROWN**

The Isle of Danger Awaits!

The treacherous jungle island known as Crown Isle was marked on every map for danger, as the verdant vegetation itself rose up to devour many who sought landing there until the infamous Captain Jared Tarin hacked out a refuge upon the mountain's hilly crest and made it his own. Other pirates sought to take him down, but each fell to the deadly dangers of the "Red Skewer" and his pirates, or to the still-wild jungle barely held at bay. When Tarin and his crew stole the Pirate Queen's Pearl, a flotilla of rivals blockaded his island for months, but none have dared to seize their chance. Can your eager band of buccaneers claim fame and fortune on the deadly isle of Tarin's Crown?

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