### ADVENTURE PATH PLUG-INS

## Islands of Plunder:



By Matt Goodall with Geoffrey Roy



BOLEPLAYING GAME COMPATIBLE



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We've hyperlinked this product internally from the Table of Contents and externally with links to the official *Pathfinder Reference Document* as well as *d20PFSRD*. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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## What You Will Find Inside Islands of Plunder: Jarin'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!

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## Jarin's Crown

Islands of Plunder: Tarin's Crown is an island-based adventure for 6th-level characters. For players using the official Pirate Adventure Path by Paizo Publishing (issues #55-60), it fits ideally with the second adventure in that series, when the PCs are sailing the seas gathering plunder and gaining infamy to establish themselves as prominent pirates. It can also be used as a part of any pirate themed campaign with PCs who command of a ship.

### 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 catapults 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 catapults 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. 7

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

Assuming the PCs have heard rumors of Red Skewer Tarin, Crown Island, and the *Pirate Queen's pearl*, there are several ways for the PCs to become involved in the adventure. The pirate lord that Tarin stole the pearl from could hire the PCs to get it back, the PCs could choose to cooperate with the pirate crews currently embargoing the island, or they could decide to add to their growing infamy by brazenly raiding Tarin's Crown and claiming the sacred pearl for themselves.

If the PCs choose to act independently, the pirate crews besieging the island choose not 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 assassin 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' shore and hack their way through the unforgiving jungle, or attempt to get through the guarded channel into the lagoon.

### Catapult Defenses

There are two masterwork catapults positioned next to the tower on the summit, both aimed to fire northward toward the lagoon. The *Silver Narwhal*'s catapult 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 catapults, the catapult crews can fire with great accuracy at any point in the channel. Both crews gain the equivalent of a +6 successive shot bonus to targeting checks when aiming at targets anywhere in the channel. The catapult crews have a +3 targeting check modifier and Gren has a +8 targeting check modifier. The channel at the entrance to the lagoon is in the catapults' fourth range increment and the Silver Narwhal in the catapult's second range increment. See the Siege Engines chapter of *Pathfinder Roleplaying Game Ultimate Combat* for more details.

Each catapult fires in turn, resulting in a shot fired every 3 rounds. Gren leads both crews, personally adjusting the aim of each catapult and firing when it is ready. Once a ship is disabled, the catapult 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 Reflex save for half). The catapults 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 points of plunder in 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. (You can use a scaled version of the adventure: Scourge of the Steaming Isle by Legendary Games if the PCs want to take on this 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

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1 square = 100 ft.

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#### A. THE SEAWALL TRAP (CR 9)

Any ship trying to navigate the passage through the seawall is in for a tough battle. The catapults 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. See the Vehicles chapter of *Pathfinder Roleplaying Game Ultimate Combat* for more details on the driving checks required to make turns with a waterborne vehicle while moving at speed.

**Creatures:** Alsindra and the crew assigned to the *Narwhal* attempt to board the PCs' ship after the catapults 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 catapults using the Duck and Cover feat combined with their evasion class ability. This enables them to board a vessel and fight in areas targeted by the catapults with little concern. If knocked prone when using the Duck and Cover feat, a crewmember uses the Stand Up rogue talent to quickly regain his or her feet.

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 catapults with a bright orange flag swung in a particular pattern to stop the bombardment.

Alsindra Devrol	CR 5
XP 1,600	
hp 51 (see page 18)	
SILVER NARWHAL CREW (10)	CR 2
XP 600 each	
hp 23 each (see page 20)	

**Development**: If the PCs surrender, Alsindra offers them a simple deal, they go and defeat the pirate lord (as described in the Parlay 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 (CR 9)

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 5 points of plunder if the PCs seize the ship and sell her.

**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 catapults 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.

Alsindra Devrol	CR 5
XP 1,600	1.EV
<b>hp</b> 51 (see page 18)	JAR
SILVER NARWHAL CREW (10)	CR 2
XP 600 each	
hp 23 each (see page 20)	

#### C. THE VORACIOUS JUNGLE (CR 7)

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 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

#### XP 800

Advanced <u>vegepygmy</u> warrior 4 (Pathfinder Roleplaying Game Bestiary)

#### N Small plant

Init +4; Senses darkvision 60 ft., low-light vision; Perception +13

#### DEFENSE

AC 20, touch 15, flat-footed 16 (+4 Dex, +5 natural, +1 size)

hp 41 (5 HD; 1d8+4d10+15)

Fort +9, Ref +5, Will +3

DR 5/slashing or bludgeoning; Immune electricity, plant traits

#### OFFENSE

Speed 30 ft.

Melee 2 claws +9 (1d4+3 plus russet mold)

#### TACTICS

**During Combat** The chieftain attacks as many different opponents as it can, to infect as many foes as possible with russet mold.

Morale The chieftain retreats into the jungle underbrush and hides if reduced to less than 12 hit points.

#### **STATISTICS**

Str 16, Dex 18, Con 16, Int 12, Wis 15, Cha 15

#### Base Atk +4; CMB +6; CMD 20

Feats Power Attack, Skill Focus (Perception), Weapon Focus (claw)

Skills Climb +9, Perception +13, Stealth +16 (+24 in vegetation); Racial Modifiers +4 Stealth (+12 in vegetation)

Languages Undercommon, Vegepygmy (can't speak)

#### **SPECIAL ABILITIES**

Russet Mold (Ex) Claw—injury; save Fort DC 15; frequency 1/round until cured; effect 2 Con; cure 1 save.

#### VEGEPYGMIES (5)

XP 200 each

CR 1/2

hp 5 each (*Pathfinder Roleplaying Game Bestiary*) Ranged javelin +2 (1d4) Gear longspear, 3 javelins

#### TACTICS

CR 4

During Combat The vegepygmies cluster behind the russet mold and hurl javelins at the PCs, hoping to lure them into range of the mold's spores.

Morale The vegepygmies fight to the death.

Hazard: 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 5-foot radius burst. Everyone in the area must make a DC 15 Fortitude save or the spores quickly take root in their victims, inflicting 2 points of Constitution damage per round. Plants are immune to russet mold spores. The growth can be halted by remove disease or a similar magical effect, such as heal, but immunity to disease doesn't protect against russet mold spores. Exposure to direct sunlight also halts the spores' growth. A patch of russet mold is unharmed by all effects save for acid, alcohol, or remove disease (or a similar effect), all of which can kill 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. See the vegepygmy entry in the Pathfinder Roleplaying Game Bestiary for further details.

#### RUSSET MOLD

CR 6

Type contact or inhaled; Save Fortitude DC 15 Onset immediate; Frequency 1/round until cured; Effect 2 Con damage; Cure 1 save



#### D. THE JUNGLE PATH (CR 7)

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 PCs encounter a patch of four toxic 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.

#### Toxic Assassin Vines (4)

CR 3

XP 800 each

hp 30 each (*Pathfinder Roleplaying Game Bestiary*) SPECIAL ABILITIES

**Toxic (Ex)** A creature damaged by a toxic assassin vine's natural attacks, including constrict attacks, is exposed to its poisonous sap. *Poisonous Sap*: Poison—Injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save. The save DC is Constitution based.

#### **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 be slaughtered by the pirates for food.

During the day, two pirate crewmembers stand watch outside the tower (these sentries are in 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 25 Climb checks to scale. There are three *magic mouth* spells (CL 3rd) 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. Catapults**: The *Narwhal*'s crew keeps these catapults 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 non-masterwork pirate weapons such as boarding axes, boarding pikes, and cutlasses.

**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 (CR 8 OR 9)

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 and sneak attack 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	CR 5
XP 1,600	
hp 48 (see page 19)	
SILVER NARWHAL CREW (8)	CR 2
XP 600 each	
hp 23 each (see page 20)	

First Floor

E2

#### E7. CAPTAIN'S CHAMBER (CR 7 OR 8)

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	CR 7
XP 3,200	
hp 72 (see page 16)	
SILVER NARWHAL CREW (2)	CR 2
XP 600 each	4
hp 23 each (see page 20)	





E2

**Treasure:** The cabinet contains Tarin's clothes and personal possessions. A large locked sea chest (Disable Device DC 30) 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 10 <u>points of plunder</u>, as described in the first issue of the Pirate Adventure Path (#55). There are also 3 *potions of cure moderate wounds* and 8 *potions of cure light wounds* in the sea chest.

### Conclusion

Once the PCs defeat Tarin and obtain the *Pirate Queen's pearl*, they should decide what to do with this holy treasure. Many other pirates covet the pearl so selling or trading it may seem like an easy solution, but 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 to relieve them of it will become adventures in themselves. That is until the PCs finally become such infamous and undisputed pirate lords that even the mangiest sea dog wouldn't dare try to steal from them.

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 reputations grow.

## The Crew of The Silver Narwhal

### Captain Jared 'Red Skewer' Jarin

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.

**CR 7** 

#### **CAPTAIN JARED TARIN**

XP 3,200 Human ranger 3/rogue 5 CE Medium humanoid (human) Init +5; Senses Perception +10

#### DEFENSE

AC 20, touch 15, flat-footed 20 (+5 armor, +5 Dex, +1 dodge vs. traps)

- hp 72 (8 HD; 3d10+5d8+29)
- Fort +7, Ref +13 (+1 vs. traps), Will +4

Defensive Abilities evasion, uncanny dodge

#### OFFENSE

Speed 30 ft.

Melee +1 rapier +11/+6 (1d6+2/18–20 plus poison), mwk dagger +10/+5 (1d4/19–20 plus poison) or +1 rapier +13/+8 (1d6+2/18–20 plus poison)

- Ranged mwk hand crossbow +12 (1d4/19–20/×2 plus poison)
- Special Attacks favored enemy (humans +2), sneak attack +3d6

#### TACTICS

- Before Combat If expecting combat, Tarin smears doses of black adder venom on his rapier, dagger, and a crossbow bolt. When Tarin hears fighting or foes nearby, he drinks his *potion of invisibility*.
- During Combat Tarin attempts to strike from invisibility at enemy spellcasters to eliminate them quickly. While fighting, he curses the PCs and claims that they'll never take the pearl from him. In melee combat, Tarin uses the room's furniture to avoid being outnumbered, and tumbles from place to place to set up flanks with allies.
- **Morale** Paranoid and desperate, Tarin frantically fights to the death unless his enemies offer him quarter. If the PCs do, Tarin surrenders if reduced below 10 hit points.

#### STATISTICS

#### Str 12, Dex 20, Con 14, Int 14, Wis 8, Cha 10 Base Atk +6; CMB +7; CMD 22

Feats Alertness<sup>B</sup>, Endurance, Improved Two-Weapon Fighting, Iron Will, Toughness, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (rapier) 17

Skills Acrobatics +17 (+21 move through threatened squares), Appraise +10, Bluff +11, Climb +10, Diplomacy +11, Disable Device +11, Intimidate +11, Knowledge (geography) +10, Knowledge (local) +10, Knowledge (nature) +6, Perception +10, Profession (sailor) +10, Stealth +12, Survival +4, Swim +10

Languages Common, +2 regional languages

SQ favored terrain (water +2), track +1, wild empathy +3, rogue talents (bleeding attack, combat trick), trap sense +1, trapfinding +2

Combat Gear potions of cure moderate wounds (2), potion of invisibility, black adder venom (4 doses: Poison—injury; save Fort DC 11; frequency 1/round for 6 rounds; effect 1d2 Con; cure 1 save); Other Gear +1 mithral chain shirt, +1 rapier, mwk dagger (2), mwk hand crossbow with 20 bolts, mwk buckler (not worn), belt of tumbling, cloak of resistance +1, Pirate Queen's pearl, mwk thieves tools, polished darkwood tankard (worth 50 gp), silver ring with beautifully cut garnet (worth 150 gp), 40 gp

### 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

#### CR 5

XP 1,600 Female human fighter (shielded fighter) 4/rogue (pirate) 2

CN Medium humanoid (human)

Init +2; Senses Perception +9

#### DEFENSE

AC 19, touch 12, flat-footed 17 (+4 armor, +2 Dex, +3 shield)

hp 51 (6 HD; 4d10+2d8+16)

Fort +7, Ref +7, Will +2

#### Defensive Abilities evasion

#### OFFENSE

Speed 30 ft.

Melee +1 cutlass +10 (1d6+6/18–20) Ranged mwk light crossbow +8 (1d8/19–20) Special Attacks sneak attack +1d6, swinging reposition

#### TACTICS

During Combat Alsindra flanks with other crew members to make sneak attacks. When unable to flank, she uses dirty trick maneuvers to blind an opponent and set up sneak attacks.

Morale Alsindra has no desire to die; she flees or surrenders if half her crew are defeated. She only fights to the death if given no choice.

#### **STATISTICS**

Str 16, Dex 14, Con 14, Int 13, Wis 10, Cha 8

Base Atk +5; CMB +8 (+10 dirty trick); CMD 20 (22 vs. dirty trick)

Feats Combat Expertise, Duck and Cover, Improved Dirty Trick, Missile Shield, Sea Legs, Shield Focus, Weapon Focus

(cutlass), Weapon Specialization (cutlass)

Skills Acrobatics +13, Appraise +5, Climb +10, Diplomacy +8, Knowledge (local) +5, Perception +9, Profession (sailor) +9, Sense Motive +8, Stealth +6, Swim +10

#### Languages Common

SQ active defense, rogue talents (combat trick)

- **Combat Gear** potion of cure light wounds; **Other Gear** +1 studded leather, +1 buckler, +1 cutlass, mwk light crossbow with 20 bolts, cloak of resistance +1, intricately carved jade necklace with scenes of
  - stormy seas (worth 150 gp), 15 gp

### 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**

XP 1,600

CR 5

Half-elf magus 3/rogue 3 CE Medium humanoid (elf, human) Init +3; Senses low-light vision; Perception +10 DEFENSE

AC 21, touch 13, flat-footed 18 (+4 armor, +3 Dex, +4 shield)

hp 48 (6 HD; 3d8+3d8+18)

Fort +6, Ref +8, Will +4; +2 vs. enchantments Defensive Abilities evasion; Immune sleep

#### OFFENSE

Speed 30 ft. Melee mwk rapier +9 (1d6/18–

20) Ranged mwk dagger +8 (1d4/19– 20/×2)

Special Attacks spell combat (–2 attack), spellstrike, sneak attack +2d6

Magus Spells Prepared (CL 3rd; concentration +6) 1st—grease, shocking grasp, shield, true strike 0 (at will)—arcane mark, mage hand, prestidigitation, ray of frost

#### TACTICS

Before Combat Gren casts *shield* before combat if he has time.

**During Combat** Gren uses a point from his arcane pool to give his rapier a +1 enhancement and uses pool strike to deal extra energy damage to quickly take down a foe. If able to catch an enemy flatfooted, Gren uses spell combat and casts *true strike* to take advantage of this sneak attack opportunity. If facing a large number of opponents, Gren casts *grease* to slow down and hinder opponents and considers staying back and attacking with his *wand of magic missile*.

Morale Somewhat a coward, Gren attempts to flee or surrender if reduced to 15 hit points or less. He fights to the death only if given no choice.

#### STATISTICS

Str 10, Dex 16, Con 12, Int 16, Wis 8, Cha 13 Base Atk +4; CMB +4; CMD 17

Feats Combat Casting, Skill Focus (Bluff), Toughness, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +12, Appraise +7, Bluff +13, Climb +5, Diplomacy +5, Intimidate +5, Knowledge (arcana) +10, Knowledge (history) +5, Knowledge (local) +7, Perception +10, Profession (sailor) +5, Sense Motive +8, Spellcraft +12, Stealth +7, Swim +5; Racial Modifiers +2 Perception

> Languages Aklo, Common, Cyclops, Draconic, Elven

SQ advanced rogue talents (rumormonger), arcane pool (4 points, +1), elf blood, magus arcana (pool strike +2d6), natural born liar, rogue talents (weapon training)

Combat Gear potions of cure moderate wounds (2), wand of magic missile (CL 3rd, 24 charges); Other Gear +1 studded leather, mwk rapier, mwk dagger, cloak of resistance +1, black pearl (worth 250 gp), 175 gp

### 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 NARWHAL CREW

CR 2

XP 600 each Human rogue (swashbuckler) 3 CE Medium humanoid (human) Init +2; Senses Perception +7 DEFENSE AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield) hp 23 each (3d8+6) Fort +2, Ref +7, Will +2; +1 vs. fear Defensive Abilities evasion OFFENSE

#### Speed 30 ft.

Melee mwk cutlass +6 (1d6+3/18–20) or Ranged mwk light crossbow +5 (1d8/19–20/×2) Special Attacks sneak attack +2d6

#### TACTICS

During Combat The pirates use their Pack Attack feat to surround and flank foes. Where possible, they try to stay adjacent to another crewmember to gain the benefits of the Duck and Cover teamwork feat against ranged or area attacks. When injured, a crewmember moves back out of combat and drinks a healing potion. They each continue to exchange places in this way as long as they can.

Morale If the ship's officer leading them is defeated and half their crewmates have fallen, these pirates try and flee or surrender. They fight to the death only if given no choice.

#### STATISTICS

Str 17, Dex 14, Con 13, Int 10, Wis 12, Cha 8 Base Atk +2; CMB +5; CMD 17

Feats Duck and Cover, Lightning Reflexes, Pack Attack

Skills Acrobatics +9, Appraise +6, Climb +9, Intimidate +5, Knowledge (local) +6, Perception +7, Profession (sailor) +7, Stealth +8, Swim +9

#### Languages Common

SQ daring +1, martial training, rogue talents (stand up)

Combat Gear potions of cure moderate wounds (2); Other Gear mwk studded leather, mwk buckler, mwk cutlass, dagger, mwk light crossbow with 20 bolts, gems and coins worth 100 gp

## 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 an *iridescent spindle ioun stone*, which she often used to dive down to 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—a dark blue rhomboid—to add to the pearl, before being killed and the pearl claimed by a new owner.

#### PIRATE QUEEN'S PEARL (MINOR ARTIFACT)

Aura strong divination (and varied); CL 20th Slot none; Weight 5 lbs.

#### DESCRIPTION

Formed from shimmering pearl, this 1-foot tall statuette has the smooth stylized form of a female human (or possibly halfelven) 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. If the possessor's patron deity is the Goddess of Piracy, then her caster level counts as 1 higher when determining the duration of her divine spells and she adds +1 to the Difficulty Class for saving throws against all divine spells she casts.

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. Treat this as a *divination* spell with a 90% chance of success, but if the *divination* percentage roll fails then the pearl does nothing, and the holder doesn't know whether this was because the percentage roll failed or because one of the conditions of the question wasn't met.

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*. Only an unflawed ioun stone is absorbed, a damaged, imperfect, or inferior stone's trajectory becomes erratic and it quickly drops from orbit. 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 also augments these ioun stones granting the bearer a supplementary power for each stone. See the table below for a list of known supplementary powers.

The pearl's possessor can remove an absorbed ioun stone as a standard 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 a dark blue rhomboid and an iridescent spindle inside, giving it a glittering sheen and a cerulean tinge.

#### DESTRUCTION

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.

### Known Supplementary Powers

Name	Effect
Clear spindle	Lessens the need for sleep like a <i>ring of sustenance</i> . The pearl must remain in the owner's possession for 24 hours before this ability begins to function.
Dusty rose prism	Increases the insight bonus to Armor Class provided by the <i>dusty rose ioun stone</i> by an addi- tional +1 against attacks of opportunity and attack rolls to confirm critical hits.
Deep red sphere	Grants a +1 insight bonus to two Dexterity-based skills, usually Acrobatics and Stealth checks.
Incandescent blue sphere	Grants a +1 insight bonus to two Wisdom-based skills, usually Perception and Profession (sailor) checks.
Pale blue rhomboid	Grants a +1 insight bonus to two Strength-based skills, usually Climb and Swim checks.
Pink rhomboid	Grants a +2 insight bonus on checks and saves affected by the Endurance feat.
Pink and green sphere	Grants a +1 insight bonus to two Charisma-based skills, usually Bluff and Intimidate checks.
Scarlet and blue sphere	Grants a +1 insight bonus to two Intelligence-based skills, usually Appraise and Knowledge (geography) checks.
Dark blue rhomboid	Grants a +1 insight bonus to Perception and Sense Motive checks.
Iridescent spindle	Protects against underwater pressure damage.
Pale green	Regenerates limbs, organs, or body parts, even if these were lost while the <i>pale green ioun stone</i> wasn't being used. Each limb, organ, or body part takes 1 week to regrow and the pearl must remain in the rejuvenating creature's possession during this time.

### Scaling

While the adventure is designed for 6th level characters, it can be scaled for 5th or 7th level characters (or if the PCs are finding the adventure too hard or too easy), by doing the following:

#### Seawall Trap/Silver Narwhal

Scale down: Reduce the number of crewmembers to seven.

Scale up: Increase the number of crewmembers to 12, and give Alsindra a potion of haste that she drinks just before combat.

#### **The Voracious Jungle**

Scale down: Remove the russet mold patch.

Scale up: Increase the number of vegepygmies to seven and give them the simple advanced template or replace with mythic vegepygmies from Mythic Monsters: Molds, Slimes, and Fungi from Legendary Games.

#### **The Jungle Path**

Scale down: Reduce the number of assassin vines to three.

Scale up: Give the assassin vines the simple advanced template.

#### Tarin's Tower Common Room

Scale down: Reduce the number of crewmembers to six.

Scale up: Have Tarin join his guards in the upper hallway and shoot poisoned crossbow bolts down at the PCs before retreating to his chambers.

#### Tarin's Tower Captain's Quarters

*Scale down:* Reduce the number of crewmembers to one and give Tarin the sickened condition from the narcotic leaves he has been smoking. *Scale up:* Increase the number of crewmembers to five.





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# Islands of Plunder: TARIN'S CROWN

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