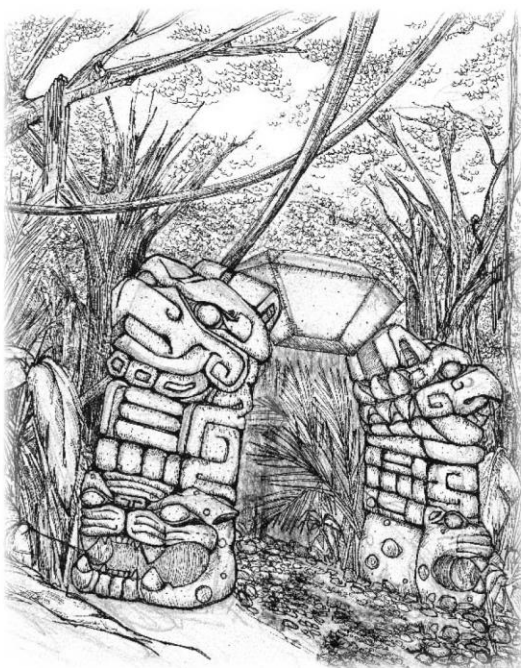


DEATH AT PERIL ISLAND



Ships approaching Peril Island rarely survive the dangerous reefs. Sailors who have braved the shores speak of terrible beasts. Now the island seems to be an important link in an ongoing mystery. Pull those rowboats to the shore and prepare for the worst. The second adventure in the Pilgrim's Progress trilogy.

*A Four-Hour D&D Adventurers League Convention
Created Content Adventures for 5th- 10th level
characters brought to you by*



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Optimized For: 8th level

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INTRODUCTION

Welcome to *Death at Peril Island*, a Convention Created Content D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system. This is the second adventure in the Pilgrim's Progress trilogy.

This adventure is designed for **three to seven 5th – 10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

Party Composition	Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, level, passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.).

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League; however, they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

ADVENTURE PRIMER

ADVENTURE BACKGROUND

In the first adventure in the Pilgrim's Progress trilogy, *Terror at Soward Manor*, the adventurers investigated a ruined manor house where several magic-infused beings lived and trained under the protection of Nelvon and Larch deJun.

At the end of that adventure, one of these people, Florah Krayne, was kidnapped. The kidnappers brought her to Peril Island, a hidden pirate base in the Moonsea.

The kidnappers are a gang of pirates and marauders known as the Satin Scourge, led by Captain Fillis Farview. They currently provide services to a third-party interest, kidnapping people with special powers and holding them at Peril Island until they are retrieved and moved elsewhere.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Peril Island. Peril Island is a mysterious isle in the Moonsea, protected by Talos's magic, terrible beasts, and dangerous reefs. It is currently being used as a base by the pirate band known as the Satin Scourge.

Captain Pell Treymond (PEHL TRAY-mahnd). Pell Treymond is human, the owner and captain of the Moonsea ship known as the *Happy Tap*. She is dark-skinned, tall, and muscular: a match for any of her crew. She has been paid by Lord Von Finklestein to take the adventurers into the Moonsea in search of Peril Island.

Captain Fillis Farview (FILL-iss FAR-view). Fillis Farview is the dwarven leader of the Satin Scourge pirate band. She wears an eye patch and a red satin blouse. Her white hair is worn in many braids, like the tentacles of a sea creature.

Quintale Egget (kwin-TALE EHG-it). Egget is a human veteran with red splint mail and a cold demeanor. He is heavily scarred from his many battles. He has a quiet life now, managing the pirate base when Captain Fillis is away. He is ruthless but pragmatic.

ADVENTURE OVERVIEW

The adventure is broken into four parts:

Introduction. Found at Sea. The adventurers get a description of the ship, its crew, and what their mission involves.

Part 1. I See at Sea. Peril Island is legendary for its ability to remain impossible to find it, and deadly if somehow located. The adventurers must take part in a variety of skill checks to assist the

crew in finding the island and navigating the dangerous waters.

Part 2. Row, Row, Row. When the island is found, the ship cannot get too close because of reefs. The adventurers must either take a rowboat to shore, swim, or find their own way. Whether they row, swim, or fly, they must deal with dangerous waters and the flying creatures that guard the island.

Part 3. A Pleasant Jungle Stroll. The path from the beach to the pirate base is dangerous, guarded by beasts, traps, and hostile flora. A constant barrage of danger keeps the adventurers from taking a long rest.

Part 4. Base Mettle. The base is carved from an underground cavern system that allows ships to be sailed in (if you can find the entrance). Several kidnapping victims are here, and the adventurers must fight their way through the pirates to free the hostages. The adventurers can learn about the base, who is behind the kidnappings, and exactly where Florah has been taken: a shrine of Talos in a location known as Talos Sound.

ADVENTURE HOOKS

Played the Previous Adventure. If the adventurers played *CCC-CIC-10 Terror at Soward Manor*, they should already know the situation and be participating in this adventure without hesitation. The Von Finklesteins have made connections with the adventurers, contacting them when they learn that the location of Florah Krayne is Peril Island.

Did Not Play the Previous Adventure. If the adventurers did not play *CCC-CIC-10 Terror at Soward Manor*, you can start with the introduction, working under the assumption that they accepted a mission call from Lord Milben Von Finklestein and his husband Zor Peerless Von Finklestein. Then you can flash back to that conversation, as described in the introduction.

DO YOU WANT TO KNOW MORE?

This adventure is the eleventh adventure associated with Mulmaster, Windy Valley, and the people with an interest in it. You can learn about other Cold Iron Conventions shows in Milwaukee & Chicago by going to <http://www.coldironconventions.com/>. All of these adventures brought to you by Cold Iron Conventions can be purchased at <http://www.dmsguild.com/>.

INTRODUCTION. FOUND AT SEA

Estimated Duration: 10 minutes

Story Beat: The characters learn that they are on a rescue mission to Peril Island.

When the players are ready, read the following text. Even if they have not played *CCC-CIC-10 Terror at Soward Manor*, you can deal with that after the text:

The wind off the Moonsea cuts hard across the bow of the *Happy Tap*, the small caravel you are currently helping sail.

Captain Treymond, a tall, muscular, no-nonsense sort, lowers her gaze off the horizon and calls to your group. "I'm not exactly sure where we are going to end up, but I reckon we'll be there soon." She points, and you cannot miss the storm that is blowing rapidly across the water in your direction. "Legend says that Peril Island is protected by the storms of Talos himself. Now I'm putting this in your hands, as per our arrangement." She looks at the storm again. "Try not to get us all killed."

Use a quick flashback to set the stage for what is to come. Use the bullets below to guide the conversation:

- Lord Milben Von Finklestein and his husband Zor Peerless Von Finklestein, nobles from Mulmaster, have paid Captain Treymond and the crew of the *Happy Tap* to take the adventurers into the Moonsea, looking for Peril Island.
- The adventurers have been offered 200 gp per person to find the island and rescue Florah Krayne, or at least get further information on her whereabouts. Florah is a young woman infused with wild magic who was taken to Peril Island by a pirate crew known as the Satin Scourge.
- While Florah was in the care of Nelvon deJun, he placed a spell on her to locate her if she ever escaped or was taken. He has created a magical tracker that can locate her by homing in on the unique markings that manifested on her skin due to her wild magic. The tracker is a magical pendant that, once every 10-minute interval, gives the wearer a sense of the distance and direction of Florah since the last time they checked.
- One of the adventurers must volunteer to carry and use the tracker. Get that character's name now.

- Peril Island is rumored to be a pirate base that is hidden by magic and protected by weather, vicious reefs, terrible guardians, and perhaps more. The magical tracker is the only thing that is allowing you to find the island. And right now, it points directly into the storm.

DEVELOPMENT

If any character is a loyal member of the Brotherhood of the Cloaks, they have been asked by Lillah Whitewinter, a member of their order, to assist the Von Finklesteins' mission while observing everything carefully. In doing so she hopes to gather enough proof of the noblemen's violations of Mulman law that she could effectively prosecute them for aiding unregistered arcanists.

When you are ready, continue to **Part 1. I See at Sea**.

PART 1. I SEE AT SEA

Estimated Duration: 20 minutes

Story Beat: The characters make it through the divinely summoned storm protecting Peril Island.

The adventurers must assist Captain Treymond and the crew of the *Happy Tap* in weathering the Talos-driven storm and locating the magically concealed Peril Island.

GENERAL FEATURES

The Moonsea is clear and calm until the ship approaches Peril Island. After that, the weather turns severe.

Terrain. The rolling deck of a ship and the crashing waves of a stormy sea.

Weather. Driving rain, lightning, and crashing thunder churn the Moonsea, making doing anything very difficult.

Light. Even though it is day when this encounter takes place, the dark skies provide only dim light.

Smells and Sounds. The shouts of sailors and the crash of waves drowns out everything. The smell of damp wood is cloying.

Following the guidance of the magical tracker provided, you continue to move closer to Peril Island, where Florah Krayne has been taken. But it is obvious the weather, most likely magically summoned, is not going to cooperate.

The rest of this part of the adventure plays out in a series of short scenes, as the adventurers attempt to help the crew save the ship from the storm and follow the trail of Florah Krayne to Peril Island.

SCENE 1. HANGING ON

The crashing waves, gusting winds, and heaving ship are making even staying aboard the ship difficult. Can you hold on while you sail the ship?

Characters must succeed on a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check. Since this check represents their managing to remain aboard while performing other tasks over tens of minutes, they cannot simply lash themselves to a mast. This also means that spells with a duration of one round are unlikely to have any useful effect (DM discretion). They must remain mobile to perform other tasks, so this check represents not a moment in time, but the entire episode of the storm.

On a success, the adventurer suffers no penalties for the rest of part 1.

On a failed check, the adventurer flies overboard and must be saved, unless they can find a way to save themselves. Also, they suffer 1 level of exhaustion because of their ordeal.

Scene 2 below deals with rescuing those who went overboard, be they adventurer or crew.

ADJUSTING THIS SCENE

Here are some suggestions for adjusting this encounter according to your group. These are not cumulative.

- **Very Weak or Weak:** Reduce the DC to 12.
- **Strong:** Increase the DC to 15.
- **Very Strong:** Increase the DC to 16.

SCENE 2. RESCUING THE LOST

At least three people fall overboard during the storm. If less than three adventurers fell overboard in the previous scene, a number of sailors fell overboard to bring the total to three. If three or more adventurers fell overboard, no sailors did.

With the scream of “sailors overboard,” Captain Treymond points into the dark, raging waves. “We must save them.”

Sailors who fell overboard can last for 4 rounds before they are lost. Characters overboard must use all of their movement and make a DC 10 Strength (Athletics) to remain afloat. After that, they must hold their breath. (See “Suffocating” in the *Player’s Handbook*.)

Adventurers still on deck can assist in the rescuing of the people overboard. Listen to their ideas (throw a rope, spot the swimming people, etc.) and call for a skill check. The DC should start at DC 14, but you should adjust based on the difficulty of the task. Successes might save the swimmers immediately or might set up an easier rescue by someone else.

Characters using limited resources (spells, class abilities, etc.) should either succeed automatically or make it very easy for someone else to, depending on the resource and how it is used.

Note that spells requiring concentration could be very useful here, but a DC 10 Constitution saving throw is needed every round to maintain concentration.

Consequences. For every sailor lost, morale on board the ship decreases a bit. Add one to the number of successes needed for each sailor lost.

ADJUSTING THIS SCENE

Here are some suggestions for adjusting this encounter according to your group. These are not cumulative.

- **Very Weak or Weak:** Reduce the ability check DCs to 12.
- **Strong:** Increase the ability check DCs to 15.
- **Very Strong:** Increase the ability check DCs to 16.

SCENE 3. SAILING THROUGH

The ship has been secured, but the storm continues to rage around you. The masts bend dangerously in the ferocious winds. This is no mundane storm, and the only way to Peril Island is through it. Can you bring the ship through?

In order to get through, the adventurers must pitch in. To succeed, the adventurers must achieve a number of success points equal to the number of players plus the number of sailors lost. The party continues attempting checks one character at a time until they accumulate enough success points. A successful check might earn the players anywhere from ½ to 2 points. Below are some suggested checks. As before, use DC 14 as a baseline, and adjust as needed.

- Assist the sailors in managing the rigging (Athletics) – 1 point
- Climb the mast to search for a clearing in the weather (Acrobatics) – 1 point
- Recognize Talos's role in this, and say a prayer to lessen the storm (Religion) – 1 point
- Give moral support to the sailors through exhortation (Persuasion or Intimidation) – ½ point
- Find a spot in the storm that might be less ferocious (Nature) – ½ point
- Hold the wheel to keep the course (Athletics) – ½ point
- Cast a spell that affects the weather, summons helpful water creatures, or provides bonuses to the entire crew as they work – 2 points
- Any character who has the Sailor background or is proficient in water vehicles gains a bonus to their first successful check – ½ point

For every failed check before reach the necessary point total for success, all adventurers take 9 (2d8) bludgeoning damage.

Note on Controlling Weather or Water. Talos himself is causing this storm, so a mortal casting a spell cannot hope to bypass his anger. A spell like water walk or control water can be used to mitigate the challenge, but not eliminate it.

ADJUSTING THIS SCENE

Here are some suggestions for adjusting this encounter according to your group. These are not cumulative.

- **Very Weak or Weak:** Reduce the ability check DCs to 12 and decrease damage to 4 (1d8).
- **Strong:** Increase the ability check DCs to 15 and increase damage to 11 (2d10).
- **Very Strong:** Increase the ability check DCs to 16 and increase damage to 16 (3d10).

DEVELOPMENT

When the necessary successes are achieved, read:

Just as it seems the ship might be crushed or submerged beneath the waves and the storm, the *Happy Tap* breaks free of the storm. Not long after the unnaturally hostile weather clears, you hear a call from the crow's nest: "Land ho!"

After just a few more minutes of sailing, you can finally see the island. It is much larger than you were told it might be, covered with trees and other plants, although the beach looks sandy and unoccupied from this distance.

Captain Treymond nods. "Here is where we drop anchor. We are about a quarter-mile from the shore, and you can take the rowboats from here. I am not risking getting one inch closer to that island with the reefs they say surround it. A deal's a deal. I won't break it, but I don't have to do anything more."

The captain is fearful that the storm might return because of the presence of the adventurers, so she insists they leave immediately. If they want to take a short rest now, she tolerates it but complains and cajoles. She does not allow a long rest, and if the adventurers ignore her, the storm reappears on the horizon after one hour of resting. That should be enough to move the adventurers.

PART 2. ROW, ROW, ROW

Estimated Duration: 30 minutes

Story Beat: The party is attacked by monsters guarding the island.

During this part, the adventurers must get from the deck of the *Happy Tap* to the shore of Peril Island. The party can use a rowboat, swim, fly, or get there in any other manner. However, they attempt it, they are attacked by guardians of the island.

BEHOLD PERIL ISLAND

No amount of persuasion or cajoling moves the captain (or her ship). Even if the adventurers attempt to use magic to compel her, other members of the crew step in on her behalf to deny any requests to get closer or to circle the island. Indeed, none of the sailors are willing to go with the characters to the island. Many of them are already whispering prayers to Umberlee (goddess of the sea) and Valkur (god of sailors and favorable winds), begging for protection from the storms of Talos.

From here, the characters must either use the rowboats attached to the ship (2-8 people can fit in and manage each) or provide their own way to the island.

If the adventurers try to row, swim, or fly around or over the island, Talos's magic makes them continually arrive back at the beach. Only those with the permission of Talos can navigate correctly, and none of the adventurers do!

THE GUARDIANS

When the adventurers are about halfway to the island (or when they reach the shore if they get there using magic) the guardians of the island attack.

Two **chimeras** swoop out of the low clouds and attack any creatures attempting to access the island. They simply attack without hesitation or mercy. If they are forced to flee, they retreat to the swashbucklers in **Part 4 Entering the Base** and warn them, adding to the combat.

CHIMERA FLAVOR MODIFICATION

These are creatures of Talos, the lord of storms and destruction. Modify the dragon's head of each chimera to be blue and breathe lightning rather than fire.

The Angry Sea. During this battle, until the enemies are defeated, the air and sea through which the adventures pass turns violent, as Talos is angry at the trespassers.

Flying creatures must succeed on a DC 10 Strength saving throw at the start of each turn. On a failed save, they are pushed down into the water by severe winds.

Creatures in contact with the water find swimming particularly hard. Creatures can swim at only half normal speed. Unless a creature has a swim speed, a DC 10 Strength (Athletics) check is required to allow the swimming creature to take an action. If the check is failed, that creature must use the action to remain afloat. Creatures that cannot take an action for any reason begin to drown (see "Suffocation" in the DMG).

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter according to your group. These are not cumulative.

- **Very Weak or Weak:** No change.
- **Strong or Very Strong:** Add one chimera.

TREASURE

Each of the chimeras wears a collar around the goat head. This silver band contains etchings that a DC 15 Intelligence (Religion) check reveals as being associated with Talos. If sold, they are each worth 500 gp.

PART 3. A PLEASANT FOREST STROLL

Estimated Duration: 90 minutes

Story Beat: The characters navigate the dangers of Peril Island in search of their goal: the pirate base of the Satin Scourge.

During this part, the adventurers can follow the trail into the wild forest of Peril Island. On the way, they must deal with traps, savage flora and fauna, and other hazards. At the end of the journey, however, they arrive at the entrance to the pirate base of the Satin Scourge.

BEACH

The beach is long, at least 600 feet side to side, and it goes about 80 feet deep until it turns into forest. Although the beach is sandy and clear of debris and rocks, several large pieces of clear glass dot the beach.

Off to your right, about 50 feet away, is a strange sight. Partially buried in the sand is a small humanoid shape. It appears to be a statue of a forest gnome made entirely of clear glass.

The sandy ground within 50 feet of the glass gnome is trapped, although the trap's trigger is beneath the gnome. The trap's position changes every 24 hours. See "Electricity Trap" below.

The gnome statue has been here for a long time. He triggered the trap, dying from the shock (literal and figurative). The interaction of Talos's magic with the gnome's inherent magical ability turned him to glass.

ELECTRICITY TRAP

Simple trap (Levels 5-10, deadly threat)

The sand of the beach hides a trap. Lightning courses through a piece of slate beneath the wet sand.

Trigger. A creature enters the trigger area without disabling the trap.

Effect. If the trap is sprung, any creatures within the trapped area (within 50 feet of the glass gnome) are assaulted by a powerful electrical current. These creatures must make a DC 15 Constitution saving throw, taking 27 (5d10) lightning damage on a failed save. On a successful saving throw, the target takes half damage.

Those who fail the saving throw also find their feet encased in glass. They are restrained when the glass within the sand rises and swirls within the area and take 21 (6d6) slashing damage from the shards of glass.

Countermeasures. When a character gets adjacent to the glass body, a DC 15 Intelligence (Investigation) check reveals that the slate beneath the body is etched with

runes associated with lightning and Talos. Unless a character disables the trap before stepping away, the trap is triggered.

A DC 15 Intelligence (Arcana or Religion) or Dexterity (Sleight of Hand) check is needed to disable the trap, which only remains disabled for 10 minutes before it recharges.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter according to your group. These are not cumulative.

- **Very Weak or Weak:** Decrease the saving throw DCs and ability checks to 12. Reduce the lightning damage to 22 (4d10).
- **Strong:** No change.
- **Very Strong:** Increase the saving throw DCs to and ability checks to 16. Increase the lightning damage to 33 (6d10).

TREASURE

The glass gnome is heavy, weighing 300 pounds. However, it can be sold to an art collector for 350 gp to put in their garden. Slain and transmogrified by the Lord of Storms, the poor gnome cannot be raised from the dead.

XP AWARD

Each character earns 300 xp for surviving the Lightning Trap.

PLANT FOOD

Although the tracker directs the adventurers to follow the path through the forest, the adventurers are welcome to walk anywhere they want. Walking off of the path is difficult terrain, however. Regardless of the path they take, the adventurers soon run afoul of the island's deadly flora.

The forest is thick with brambles, trees, and vines, making travel difficult, although less so on the path. The foliage and flora on this island grows unnaturally lush and hardy. A strange tree bearing gold-colored fruit sits just off the path ahead of you.

The small tree bears 12 golden fruits roughly the size of pears. If an adventurer inspects a piece of fruit and makes a DC 15 Intelligence (Nature) or Wisdom (Medicine) check, they can learn that each fruit appears to have alchemically medicinal properties and heals 1d6 hit points if consumed. Once picked, however, the healing properties only last for 10 minutes. Taking the seeds off the island

also removes the healing ability of fruits from subsequently grown trees.

That healing might be needed, though, because 10 feet beyond the tree is a **shambling mound**, a servant of Talos and deemed the guardian of this area. Four **assassin vines** assist the shambling mound.

Tactics. The shambling mound and assassin vines can be discerned as threats with a DC 12 Wisdom (Perception) check. Otherwise an adventurer is surprised. The mound moves forward to attack, while the assassin vines remain at a distance and try to restrain targets for the mound to pummel. The plants try to avoid being adjacent to the tree of the golden fruits.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter according to your group. These are not cumulative.

- **Very Weak:** Remove two **assassin vines**.
- **Weak:** Remove one **assassin vine**.
- **Strong:** Add one **assassin vine**.
- **Very Strong:** Add one **shambling mound**.

The Golden Fruit. For some strange reason, the golden fruit is toxic to the mound and the vines. A character who is holding a golden fruit and succeeding on a DC 15 Wisdom (Insight) check realizes that the plants are hesitant when attacking them.

If a plant monster is hit with a fruit as an action, it explodes in a shower of juice. The monster struck takes 21 (6d6) acid damage, and any other plant monster within 10 feet of that creature takes 10 (3d6) acid damage.

This property of the fruit, like the healing, also fades 10 minutes after being picked.

TREASURE

Trapped within the shambling mound is a sack containing a chess set carved from jade and ivory, missing only the white king. The set can be sold for 250 gp, just for the artistry of the pieces alone.

The shambling mound also holds a scroll case with a *spell scroll of elemental weapon*.

Once the characters have bested these challenges, they come upon the base of the Satin Scourge.



PART 4. BASE METTLE

Estimated Duration: 90 minutes

Story Beat: The characters find the Satin Scourge and must find a way to rescue the prisoners held by the pirate gang.

After getting through the forest, the adventurers arrive at the entrance to the pirate base. They must infiltrate the base and deal with the Satin Scourge pirates. Florah is taken away before the adventurers can get to her, but they can learn of her final destination.

ENTERING THE BASE

After navigating the forest, the adventurers emerge into a clearing that holds the entrance to the pirate base of the Satin Scourge. Read:

The thick forest finally gives way to a clearing. A small rocky hill rises before you, and an iron door is set into a flat spot in the hill's face. Flanking the door is a pair of humans wearing red satin shirts over leather armor. A large glowing rune on the door hints at the magical nature of the rune, the door, or both.

The two **swashbucklers** are on guard duty. They know the island's defenses have been breached because of the chimera activity in the area, but they don't know by whom or what. As such, they are very alert.

Tactics. The pair attempt to fight off any attack, but as soon as one of the pair is at less than half hit points, they attempt to activate the **alarm** (see below) and escape into the forest.

Alarm. The glyph on the door acts as both an alarm and a lock. Touching the glyph as an action without first speaking the command phrase ("scourge for life") activates the alarm, as does breaking down the door. The alarm rings in the main chamber of the Satin Scourge hideout, letting everyone there know that danger is near.

A DC 15 Intelligence (Arcana) check by an adventurer reveals the nature of the rune. If it is touched, it likely sounds an alarm somewhere.

See the Iron Door below for more about opening the door without the command phrase.

Interrogation. With a DC 12 Charisma (Intimidation) check, the swashbucklers can be forced to reveal the command phrase that unlocks the door without the alarm sounding. They can also provide general information about the hideout and prisoners.

ADJUSTING THIS ENCOUNTER

This is an inconsequential combat in terms of difficulty, so no adjustments are necessary.

TREASURE

The swashbucklers carry pouches with their pay for the month: 50 gp each.

THE IRON DOOR

Apart from the sea tunnel, the only way into the pirate base is through the iron door. It is locked with an *arcane lock* and covered with a modified *alarm* spell. A *knock* spell automatically opens the door; otherwise, it can only be opened with the command phrase ("scourge for life").

Failing that, only high-level magic or breaking down the door with a DC 30 Strength check can open it. The door has 100 hit points, a threshold of 10, and an AC of 12 if the characters need to smash it with damage. Smashing down the door also alerts the pirates in the main chamber.

CONTINUING

After getting through the door, the party sees a passage sloping slightly downward into the hill. A few torches light the way. After walking nearly a half-mile underground, they arrive at the Satin Scourge base.

If the alarm is sounded, the adventurer wearing the tracker realizes a couple of rounds later that the connection to Florah Krayne is broken. She is no longer on the island.

If the alarm is not tripped, Florah's transport off the island is witnessed by the adventurers in the next section.

THE SATIN SCOURGE BASE

When the adventurers get to the end of the tunnel, read:

The corridor widens, and finally the sound of lapping water echoes toward you. The tunnel ends in a huge chamber, the far side filled with water, where two ships bob under anchor. The water continues north, most likely accessing the Moonsea via an underground sea passage.

The near side of the chamber is dry land. Three large cranes for loading and unloading ships line the dock area. Large boxes for shipping, stacked 15 feet high, litter the area near the cranes. On the eastern side of the dry area are a number of tents. Smaller barrels and casks fill another area.

To the far northeast of the chamber is an area sectioned off with bars. A dozen people stand or lie in this area, looking haggard and malnourished. A larger, grander tent is pitched against the northern wall.

Finally, built against the north wall is an altar to the storm god Talos. It glows with a bright white light, occasionally crackling with blue lightning. Even without spells or study, it is apparent that this altar exudes an incredibly powerful magic.

What is happening with the pirates in the hideout depends on how long the adventurers took to get here, as well as whether the alarm was triggered.

If the adventurers bypassed the alarm and took no rests after reaching the island, they also witness the following:

Just as you round the corner into the room, a tall robed figure grabs hold of a smaller human, whom you immediately recognize as Florah Krayne. With a hissed word, the robed figure touches the altar and disappears, Florah vanishing with them.

The robed figure was Perniece the Thrice-Drowned, the antagonist in the final adventure of this trilogy. She just disappeared back to her shrine at Talos Sound.

FIRST WAVE

If the adventurers took no rests while on the island and the alarm was not triggered, the pirates are going about their business and the adventurers get to act for a round while the pirates are surprised.

If not, the pirates know the adventurers are coming and they are all hiding behind tents, boxes, barrels, and equipment, some of which have been conveniently stacked to offer cover to archers. In this case, the adventurers must make a DC 15 Wisdom (Perception) check or be surprised.

On the docks is Quintale Egget, a **veteran** who acts as the commander of the pirate base when Captain Fillis Farview is away. He currently directs the actions of ten **thugs** and five **spies** who work the docks and tend the prisoners.

Tactics. The pirates remain spread out, avoiding grouping together to make themselves the target of area attacks. They use their ranged weapons as much as possible, trying to keep distant from the adventurers. They fight to the death, as they know Captain Fillis and her sailors are present as reinforcements.

Some hide atop the stacked boxes, forcing the adventurers to climb them to fight in melee. Other might hide within tents, popping out to shoot but then retreating to gain cover. This should make a very challenging fight for a party, especially one that is surprised.

SECOND WAVE

Two minutes after the start of the first fight, the battle is joined by the pirates that work on the ships.

Captain Fillis (a **kraken priest**) waits on the ship closest to land, hoping that her crew can take care of the annoying adventurers. When it is clear that they cannot do so easily without her help, she orders her crew of six **scouts** and her pet (**giant crocodile**) to attack.

Tactics. The scouts are split between the two ships. They remain there as long as possible, using their longbows to pick away at the adventurers who melee with Captain Fillis and her pet. The pet can be reskinned to look like a miniature kraken, but with the same stats as the giant crocodile.

DM Note (Difficulty and Timing). This is two deadly fights back to back (according to the slightly askew encounter design rules in the *DMG*). Most Tier 2 Adventurers League parties should be challenged but not seriously threatened by this two-tiered fight. If your party is not being challenged, decrease the time between waves.

However, weaker parties or less experienced players may be overwhelmed. Be willing to adjust your tactics to give these parties a fighting chance, adding a few rounds before the second wave gets involved.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter according to your group. These are not cumulative.

- **Very Weak:** Remove two **spies** and four **thugs** from the first wave, and four **scouts** from the second wave.
- **Weak:** Remove one **spy** and two **thugs** from the first wave, and two **scouts** from the second wave.
- **Strong:** Add one **spy** and two **thugs** to the first wave, and two **scouts** to the second wave.
- **Very Strong:** Add two **spies** and four **thugs** to the first wave, and four **scouts** to the second wave.

TREASURE

Captain Fillis wears a *circlet of blasting* in the shape of an eyepatch. Neither she nor her crew carries any other wealth on their person. Perniece the Thrice-Drowned took everything else of value with her when she left.

DEVELOPMENT

These pirates prefer not to kill. They make significant profit ransoming prisoners and want to take the adventurers prisoner instead, throwing them in the cell with the other prisoners, hoping to sell them back to the Von Finklesteins.

Even in this situation, the adventures can still get the information they need from the prisoners, and they have everything they need to pursue Florah into the final adventure of the trilogy. They are simply sailed back to Mulmaster by the pirates, ransomed, and left there when the Von Finklesteins pay to have them released. In this case, the Von Finklesteins still pay the promised reward if the characters have the needed information to follow Florah.

THE REST OF THE BASE

If the foes are defeated, the adventurers have time to explore the rest of the base without interruption.

THE PRISONERS

The dozen prisoners locked in the cell can be released with keys held by many of the pirates. They thank the adventurers, but many of them do not seem quite right. Through questioning, the adventurers can learn the following:

- These people are from all over the Moonsea region, and they all have strange magical powers that they cannot control, just like Florah.
- When they arrived on this island, brought here after being kidnapped by the Satin Scourge pirates, they each suddenly grew strange wave markings on their backs. Anyone trained in Religion or Arcana sees that these marks are associated with Talos and are a result of wild magic. Somehow these people are marked by the storm god.
- Some prisoners have been here for months, and others for just a few days. Every so often, the altar glows very bright, and a robed figure appears. She is a half-roc with a gruff, low voice. Each time she appears, she selects one of the prisoners, gives further instructions to the pirates, and then leaves by touching the altar.
- The altar powers the whole island. The strange magic that keeps the island hidden and protected, and that gives the pirates their powers, comes from the altar. If it could be deactivated, that would be the end of the Satin Scourge pirates' terrorizing of the Moonsea.

- The pirates have talked about the robed figure living in a strange shrine to Talos somewhere near Talos Sound.

THE LOOT

The boxes, crates, barrels, and casks are mostly stolen contraband from ships and seaside communities. There is no great magic or treasures in it, but if returned to the authorities or the Von Finklesteins, a handsome reward of 500 gp would be in the offing.

THE ALTAR

Examination of the altar by adventurers trained in Arcana or Religion confirms what can be learned by questioning the prisoners or any remaining pirates: it is dedicated to Talos, and it is powerful indeed. The magic that concealed the island and helped the pirates comes from this altar. Until it is deactivated, the Moonsea won't be safe from the Satin Scourge.

The altar can only be used by Perniece the Thrice-Drowned, so it is of no use to the adventurers.

The altar can be deactivated in four ways:

- A DC 15 Intelligence (Arcana) check to deduce a weakness in the magic weaving it together. Failure by 5 or more gives the adventurer the story award "Despised by Talos."
- A DC 15 Wisdom (Religion) check to observe the weak spot in the prayers to Talos on the altar. (Yes, the non-standard mix of ability and skill is intended). Failure by 5 or more gives the adventurer the story award "Despised by Talos."
- A DC 15 Dexterity (Sleight of Hand) check to carefully mar the runes. Failure by 5 or more gives the adventurer the story award "Despised by Talos."
- Smash it or blow it up. No check is needed, but anyone who participates in this automatically receives the story award "Despised by Talos."

TREASURE

On the altar rests a large ledger. The book contains records of all the ships owned and managed by the Satin Scourge pirate band, as well as their current missions. This book would be worth 500 gp to the navies of any larger Moonsea powers. Next to it is a *scroll of revivify*.

CONCLUSION

Assuming the adventurers destroy the altar, Captain Treymond can now access the island without worry. She sails in to the base and picks up the adventurers and the prisoners.

She wants to sail immediately back to Mulmaster to meet with the Von Finklesteins, get her pay, drop off the prisoners, and get back to normal duties. The adventurers cannot convince her to go to Talos Sound, a place that is even more dangerous, according to legend, than Peril Island.

Back in Mulmaster, the Von Finklesteins pay their promised rewards, discuss the situation with Nelvon deJun, and then ask the adventurers to seek Florah at Talos Sound!

The series continues with *CCC-CIC-12 Redemption at Talos Sound*.

REWARDS

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE

Total up all combat experience earned for defeated foes and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

COMBAT AWARDS

Name of Foe	XP Per Foe
Chimera	2300
Assassin Vine	700
Shambling Mound	1800
Swashbuckler	700
Scout	100
Spy	200
Thug	100
Veteran	700
Giant Crocodile	1800
Kraken Priest	1800

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
No deaths on the voyage	500
Survive the lightning trap	500
Enter the base without tripping the alarm	250
Deactivate the altar without angering Talos	500

The **minimum** total award for each character participating in this adventure is 4500 **experience points**.

The **maximum** total award for each character participating in this adventure is 6000 **experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
-----------	----------

Von Finkelstein Payment	200/character
Chimera collar	1000
Glass gnome	350
Chess set	250
Swashbuckler loot	100
Altar ledger	500

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

SPELL SCROLL OF ELEMENTAL WEAPON

Scroll, uncommon

This item can be found in the *Dungeon Master's Guide*.

SPELL SCROLL OF REVIVIFY

Scroll, uncommon

This item can be found in the *Dungeon Master's Guide*.

CIRCLET (EYE PATCH) OF BLASTING

Wondrous item, uncommon

This item can be found in the *Dungeon Master's Guide*. While wearing this circlet, you can use an action to cast the *scorching ray* spell with it. When you make the spell's attacks, you do so with an attack bonus of +5. The circlet can't be used this way again until the next dawn.

This circlet has been altered to look like a pirate's eye patch. In all other ways it is a circlet.

STORY AWARD

Characters involved in the smashing of the altar of Talos—or who perform poorly when attempting to deactivate it—gain this story award:

Despised by Talos. You are marked in some invisible way by the storm god Talos. Neutral or evil followers of Talos recognize this mark and treat you with hostility or contempt.

RENOWN

Each character receives **one renown** with their faction at the conclusion of this adventure.

DM REWARD

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Peril Island. Peril Island is a mysterious isle in the Moonsea, protected by Talos's magic, terrible beasts, and dangerous reefs. It is currently being used as a base by the pirate band known as the Satin Scourge.

Captain Pell Treymond (PEHL TRAY-mahnd). Pell Treymond is human, the owner and captain of the Moonsea ship known as the Happy Tap. She is dark-skinned, tall, and muscular, a match for any of her crew. She has been paid by Lord Von Finklestein to take the adventurers into the Moonsea in search of Peril Island.

Captain Fillis Farview (FILL-iss FAR-view). Fillis Farview is the dwarven leader of the Satin Scourge pirate band. She wears an eye patch and a red satin blouse. Her white hair is worn in many braids, like the tentacles of a sea creature.

Quintale Egget (kwin-TALE EHG-it). Egget is a human veteran with red splint mail and a cold demeanor. He is heavily scarred from his many battles. He has a quiet life now, managing the pirate base when Captain Fillis is away. He is ruthless but pragmatic.

APPENDIX. MONSTER/NPC STATS

CHIMERA

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages understands Draconic but can't speak

Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Fire Breath (Recharge 5–6). The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

SWASHBUCKLER

Medium humanoid (any race), any alignment

Armor Class 17 (leather armor)

Hit Points 66 (12d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

Skills Acrobatics +8, Athletics +5, Persuasion +6

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Lightfooted. The swashbuckler can take the Dash or Disengage action as a bonus action on each of its turns.

Suave Defense. While the swashbuckler is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

ACTIONS

Multiattack. The swashbuckler makes three attacks: one with a dagger and two with its rapier.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

SHAMBLING MOUND

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +2

Damage Resistances cold, fire

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius),
passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Lightning Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

ACTIONS

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

ASSASSIN VINE

Large plant, unaligned

Armor Class 13

Hit Points 85 (10d10 + 30)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	1 (-5)	10 (+0)	1 (-5)

Damage Resistances cold, fire

Condition Immunities blinded, deafened, exhaustion,
prone

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

False Appearance. While the assassin vine remains motionless, it is indistinguishable from a normal plant.

ACTIONS

Constrict. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one creature. *Hit:* The target is grappled (escape DC 14). While it is grappled, the target is restrained and takes 11 (2d6 + 4) bludgeoning damage plus 21 (6d6) poison damage at the start of each of the vine's turns. The vine can constrict only one target at a time.

Entangling Vines. The assassin vine can animate normal vines and roots in a 15-foot square starting at a point within 30 feet of it. A creature in the area when the effect begins must succeed on a DC 13 Strength saving throw or be restrained by the entangling vines and roots. A creature restrained by the plants can use its action to make a DC 13 Strength (Athletics) check, freeing itself on a successful check. The effect ends after 1 minute, or when the assassin vine dies or uses its Entangling Vines again.

GIANT CROCODILE

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 85 (9d12 + 27)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Skills Stealth +5

Senses passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Hold Breath. The crocodile can hold its breath for 30 minutes.

ACTIONS

Multiattack. The crocodile makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target not grappled by the crocodile. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

KRAKEN PRIEST

Medium humanoid, any evil alignment

Armor Class 10

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	10 (+0)	15 (+2)	14 (+2)

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 15

Languages any two languages

Challenge 5 (1,800 XP)

Amphibious. The priest can breathe air and water.

Innate Spellcasting. The priest's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will): *command*, *create or destroy water*

3/day each: *control water*, *darkness*, *water breathing*, *water walk*

1/day each: *call lightning*, *Evard's black tentacles*

ACTIONS

Thunderous Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 27 (5d10) thunder damage.

Voice of the Kraken (Recharges after a Short or Long Rest). A kraken speaks through the priest with a thunderous voice audible within 300 feet. Creatures of the priest's choice that can hear the kraken's words (which are spoken in Abyssal, Infernal, or Primordial) must succeed on a DC 14 Charisma saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

THUG

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

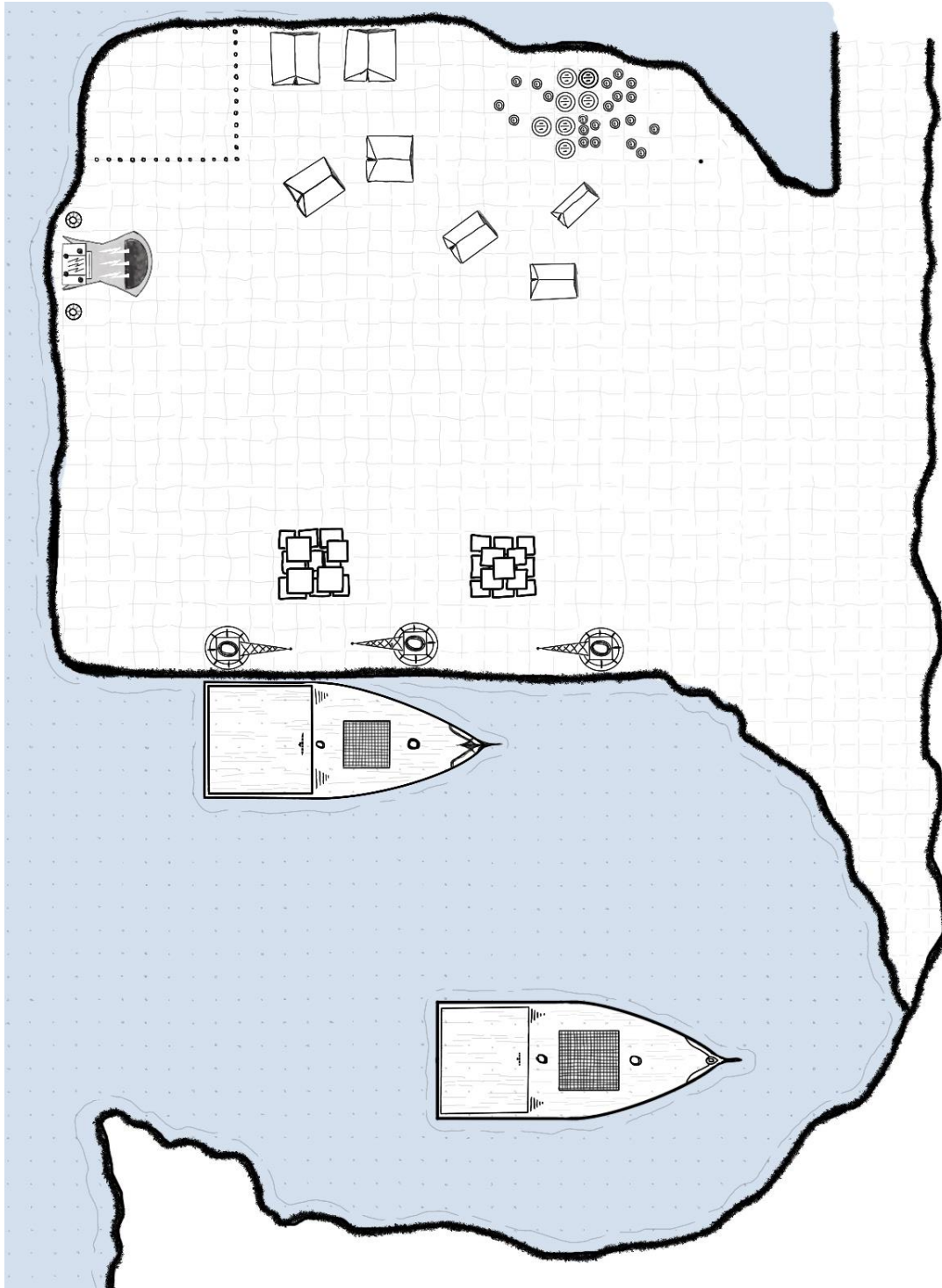
ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

APPENDIX. SATIN SCOURGE PIRATE BASE



APPENDIX. REWARDS

STORY AWARD

Despised By Talos: You are marked in some invisible way by the storm god Talos. Neutral or evil followers of Talos recognize this mark and treat you with hostility or contempt.

MAGIC ITEMS

CIRCLET (EYE PATCH) OF BLASTING

Wondrous item, uncommon

This item can be found in the *Dungeon Master's Guide*. While wearing this circlet, you can use an action to cast the *scorching ray* spell with it. When you make the spell's attacks, you do so with an attack bonus of +5. The circlet can't be used this way again until the next dawn.

This circlet has been altered to look like a pirate's eye patch. In all other ways it is a circlet.

SPELL SCROLL OF ELEMENTAL WEAPON

Scroll, uncommon

This item can be found in the *Dungeon Master's Guide*.

SPELL SCROLL OF REVIVIFY

Scroll, uncommon

This item can be found in the *Dungeon Master's Guide*.



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