

## Fantasy Grounds - 5E: Tarin's Crown Activation Key



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### About This Content

#### **An island adventure for 6th level characters in search of plunder and fame!**

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

Islands of Plunder: Tarin's Crown is a 26-page 5th Edition adventure for 6th-level PCs fraught with harrowing battles on land and aboard ship, through treacherous terrain against even more treacherous foes. It includes two sets of maps, one for the GM and an unkeyed set for players, and can be easily dropped into any seafaring 5E campaign, whether in a published pirate setting or a campaign of your own design.

The Islands of Plunder series continues Legendary Games' tradition of bringing you outstanding content for the 5th Edition of the world's most famous roleplaying game by some of the best authors in the business, combined with amazing art and production values and innovative layout design. We hope you enjoy using our products as much as we enjoy making them, and that you'll keep coming back again and again to Make Your Game Legendary!

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Title: Fantasy Grounds - 5E: Tarin's Crown  
Genre: Indie, RPG, Strategy  
Developer:  
SmiteWorks USA, LLC  
Release Date: 10 May, 2016

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**Minimum:**

**OS:** Windows XP, Vista, 7x , 8x or 10x

**Processor:** 1.6 GHz or higher processor

**Memory:** 1 GB RAM

**Graphics:** Graphics card recommended

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 500 MB available space

**Sound Card:** N/A

**Additional Notes:** Additional Notes = Requirements vary by the add-ons installed and the number of players connecting to your game.

English

The screenshot displays a game interface for a Dungeons & Dragons 5th Edition campaign. On the left, a map titled "TARIN'S CROWN" shows a green island with a grid overlay. A ship is positioned in the water to the northeast. The map is marked with letters A through F and red pins. At the bottom of the map, several dice are visible: a d20, a d12, a d10, a d8, a d6, and a d4.

On the right, a character sheet for "Angone" is open. The character's name is "Angone". The sheet shows the following details:

- Weapon: **Longsword**, unaligned
- Strength: 15
- Hit Points: 100 (10d10)
- Speed: 0 ft.
- Ability Scores: DEX 10, CON 10, INT 10, WIS 10, CHA 10
- Skills: passive Perception 0
- Resistances: poison, psychic
- XP: 0
- Stone:
  - Weapon Attack: +5 to hit, range 200/800 ft. (can't hit targets 5 feet or less from it), one target. Hit: 27 (5d10) bludgeoning damage.
  - Weapon Attack: +5 to hit, range 200/800 ft. (can't hit targets 5 feet or less from it), one target. Hit: 27 (5d10) bludgeoning damage.

The interface includes a top toolbar with various icons and a bottom toolbar with action buttons labeled A-1 through A-12.



### 1.04 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's shore and hack their way through the unforgiving jungle, or attempt to get through the guarded channel into the lagoon.

- DM Map - Crown Island
- Player Map - Crown Island

**Locations**

- 1.05 Mangonel Defenses
- 1.06 Parley
- 1.07 A. The Seawall Trap
- 1.08 B. The Silver Narwhal
- 1.09 C. The Voracious Jungle
- 1.10 D. The Jungle Path
- 1.11.00 E. Tarin's Tower

**Navigational Links**

- Main Menu
- Adventure Index



GM
0
ADY +2 +5
DIS -2 -5
20
10
1
3
CR

A.1
A.2
A.3
A.4
A.5
A.6
A.7
A.8
A.9
A.10
A.11
A.12

**(Islands of Plunder: Tarin's Crown)**

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- Hazard

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- Open Gaming License

**2.01 Captain Jared 'Red Skewer' Tarin**

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 a sailing with his mastery gained his vict...

**3.01 Pirate Queen's Pearl**

**The Pirate Queen's Pearl**

**0.02 Welcome**

**Welcome to Legendary Adventures**

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

The all-star team of designers here at Legendary Games is committed to bringing you the busy GM or player the absolute best third-party support for your 5th Edition campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers, artists, and layout experts so that you can feel comfortable that Legendary Games products will be the most creative and innovative adventures and support material you can find.

**About Legendary Games**

Legendary Games is an all-star team of award-winning veteran authors and designers, founded by Clark Peterson of Necromancer Games and coordinated by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

**Character Sheet: Silver Narwhal Crew 1**

- Effects: (Evasion)
- Shaleth the Holy
- Iohanna
- Lob the Smiling
- Deneric Rocksplitter

**COMBAT TRACKER**

**GM**

0  
Modifier  
ADV +2 +5  
CRS -2 -5  
D6 D8 D10 D12 D20

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I got this module to cover me for 2.5 hours of game time and it just barely managed it.

Positives: It is pretty loosely designed and very easy to modify to meet your needs.

Negatives: It features a 175 foot pirate ship - that will sail out and engage the party's ship with a crew of 5. I know it is a fantasy product, but that doesn't mean that I am willing to completely discard reality.



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