

## Fantasy Grounds - 5E: Tarin's Crown Full Crack [Crack Serial 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

### Assassin Vine

Large plant, unaligned

Armor Class **13** (natural armor)  
 Hit Points **52** (7d10+14)  
 Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17	10	14	2	13	9
+3	+0	+2	-4	+1	-1

Damage Resistances cold, fire.  
 Senses darkvision 60 ft., passive Perception 11  
 Languages None.  
 Challenge 2 XP 450

**TRAITS**  
 Camouflage  
 Assassin vines have advantage when hiding amongst foliage.

**ACTIONS**  
 Slam  
 Melee Weapon Attack: +5 to hit, reach 5 ft., 1 target. Hit: (14) 2d10+3 bludgeoning damage. If the target is Medium or smaller, it is grappled.

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### Vegepygmy chieftain

Small plant, unaligned

Armor Class **13** (natural armor)  
 Hit Points **110** (17d6+51)  
 Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17	14	16	13	14	12
+3	+2	+3	+1	+2	+1

Damage Immunities lightning.  
 Senses darkvision 60 ft., passive Perception 12  
 Languages Undercommon, Vegepygmy (non-verbal).  
 Challenge 4 XP 1100

**ACTIONS**  
 Multitask  
 The vegepygmy can make two claw attacks as an action.  
 Claw  
 Melee Weapon Attack: +5 to hit, reach 5 ft., 1 target. Hit: (5) 1d4+3 slashing damage and (11) 2d10 poison damage. Target must make a DC 14 Constitution saving throw and on a failure becomes infested with russet mold.

GM

ADJ: +2, +5  
 DIS: 2, -5

1d4, 1d6, 1d8, 1d10, 1d12, 1d20, CR





**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

CM

0, ADV, +2, +5, DIS, 2, 5, 6, 8, 10, 12, 14, 16, 20, 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

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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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