# The Faeriebloom Adventure

The Faeriebloom is a magical flower, a rare and ancient plant that is said to possess great power. According to legend, the flower was created by the gods themselves, imbued with the power to grant wishes to those who are pure of heart.

Over the years, the flower has been sought after by many, including powerful sorcerers and ambitious kings. However, the flower is guarded by the fey, a mysterious and powerful race of magical beings who are known for their love of games and riddles.

In order to claim the flower, one must journey to the island of the fey and complete a series of challenges set forth by the fey to test the wit, courage, and resourcefulness of those who seek the flower. Only those who prove themselves worthy may claim it.

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## Getting Started

The party is hired by a wealthy merchant to retrieve a rare and valuable flower that only grows in the marshes surrounding a remote island. The party must travel by boat to the island and navigate the murky swamps, avoiding dangerous predators and treacherous quicksand.

If you want to start the adventurer quickly with pre-rolled characters, you can just start with the rival adventurer party, and tell your players they already have engaged with a boat and sailors, instead of using any of the Port Town story hooks.

Many have attempted to claim the flower, but few ha ve succeeded. Those who have failed have often met with tragic ends, ensnared by the fey's illusions and trickery.

Now, the party has set out on a quest to claim the flower, hoping to use its power to achieve their own goals. They will need to be brave, clever, and resourceful if they hope to overcome the fey's challenges and claim the flower.

### Port Town

As you arrive at the port town, you are greeted by the bustling sounds of the Darkwater Docks. Ships of all shapes and sizes are coming and going, and the air is filled with the smells of saltwater and fish. Merchants and sailors bustle about, shouting and haggling over their wares.

The town itself is a jumble of buildings, stacked haphazardly on top of one another. The streets are narrow and winding, and it's easy to get lost in the maze of alleys and courtyards. Despite the chaos, the town has a lively atmosphere, with people of all shapes and sizes going about their business.

#### Locations within Port Town:

**The Rustyanchor Inn**: The Rustyanchor Inn is a popular spot for travelers and locals alike. It's known for its hearty meals and comfortable rooms, as well as its lively bar, where sailors and merchants gather to share tales of their adventures.

**The Darkwater Docks**: The Darkwater Docks are the busiest part of the port town, with ships coming and going at all hours of the day and night. Here, you can find everything from trading ships to pirate vessels, as well as a bustling market filled with goods from all over the world.

**The Blackspire Tower**: The Blackspire Tower is a tall, ominous structure that looms over the port town. It is home to the local wizard, a powerful sorceress who is rumored to have ties to the fey and other magical beings. Many fear the wizard and her tower, and few dare to enter its doors.

**The Poisoned Well**: The Poisoned Well is a run-down tavern on the outskirts of town. It's known for its cheap prices and seedy clientele, and it's a favorite haunt of thieves and smugglers. The well in the Tavern's courtyard is said to be cursed, and those who drink from it are said to suffer terrible tragedies. The tavern is overrun with rats.

**The Kobold Keep**: The Kobold Keep is a small, dilapidated castle located on the outskirts of the port town. It is home to a tribe of kobolds, who have been causing trouble for the town's residents for years.

#### Port Town Story Hooks

* A wealthy merchant approaches the party and offers them passage on his ship to the island where the rare flower grows. However, the merchant's business partner has been taken prisoner by a group of kobolds who have taken over a nearby keep. The merchant asks the party to rescue his partner in exchange for their passage to the island.
* The party meets a group of adventurers who are also seeking the rare flower. They offer to team up with the party and share the treasure if they are successful in finding the flower. They already have a boat.
* A group of thieves attempt to pickpocket the party as they are making their way through the crowded streets of the port town.
* A local tavern owner tells the party about a mysterious island that is rumored to be inhabited by powerful fey. He warns them that the island is dangerous and that only the bravest and most clever adventurers have been able to complete the fey challenges and return with the rare flower.
* The party comes across a group of street performers who are telling stories about the island and the rare flower. They offer to sell the party a map to the island for a steep price.
* A group of fishermen tell the party about a strange and powerful storm that frequently appears near the island, making it difficult for ships to reach it. They warn the party to be prepared for rough seas if they plan to sail to the island.

**Pickpockets (4)** Medium humanoid (human), neutral   
AC 12 HP 11 (2d8 + 2) each Speed 30 ft.   
STR 10, DEX 14 (+2), CON 12 (+1), INT 8 (-1), WIS 10, CHA 12 (+1)   
Skills: Sleight of Hand +4, Stealth +4 Senses: passive Perception 10 Languages: Common   
Challenge: 1/8 (25 XP) per thief   
Sneak Attack (1/turn). 7 (2d6) damage if the thieves have advantage on the attack roll.   
Attack: short sword +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

**Giant Rat**: Medium beast, unaligned Armor Class 10 Hit Points 7 (2d6) Speed 30 ft., climb 30 ft. STR 9 (-1), DEX 10 (+0), CON 10 (+0), INT 2 (-4), WIS 12 (+1), CHA 4 (-3) Skills: Stealth +2 Senses: passive Perception 11 Languages: - Challenge: 1/8 (25 XP)

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing damage.

### Rival Adventurer Party

The rival party has a boat and have engaged sailors to assist in their quest.

**Arin, a human ranger**: Arin is a skilled tracker and hunter, with a keen eye and a steady hand. He is a natural leader, and he is respected by his fellow adventurers for his wisdom and his bravery. Arin is always on the lookout for new and exciting challenges, and he is determined to be the first to find the magical flower.

Medium humanoid (human), neutral good AC 16 (studded leather, shield) HP 22 (3d10 + 6) Speed 30 ft. STR 14 (+2), DEX 16 (+3), CON 14 (+2), INT 10 (+0), WIS 16 (+3), CHA 10 (+0) Skills: Perception +5, Survival +5 Senses: passive Perception 15 Languages: Common, Elvish Challenge: 3 (700 XP)

Multiattack. Arin makes two short sword attacks.

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

**Landon** is a talented and powerful wizard, with a deep understanding of the arcane arts. He is confident and ambitious, and he is always looking for new ways to prove his worth and his power. Landon is not afraid to take risks, and he is willing to do whatever it takes to succeed.

Medium humanoid (human), neutral AC 12 (robe) HP 12 (3d6) Speed 30 ft. STR 8 (-1), DEX 14 (+2), CON 10 (+0), INT 18 (+4), WIS 14 (+2), CHA 14 (+2) Skills: Arcana +6, History +6 Senses: passive Perception 12 Languages: Common, Draconic, Elvish Challenge: 3 (700 XP)

Multiattack. Landon makes two quarterstaff attacks.

Quarterstaff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

Spellcasting. Landon is a 3rd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Landon has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, mage hand, prestidigitation 1st level (3 slots): magic missile, shield, sleep 2nd level (2 slots): detect thoughts, suggestion

**Rina, a half-elf rogue**: Rina is a sly and cunning thief, with a quick mind and quick reflexes. She is always looking for an opportunity to turn a profit, and she is not above using her charms and her wits to get what she wants. Rina is a skilled pickpocket and liar, and she is always one step ahead of her opponents.

Medium humanoid (half-elf), neutral AC 15 (leather armor, shield) HP 15 (3d8) Speed 30 ft. STR 8 (-1), DEX 16 (+3), CON 10 (+0), INT 14 (+2), WIS 12 (+1), CHA 14 (+2) Skills: Deception +4, Sleight of Hand +5, Stealth +5 Senses: passive Perception 11 Languages: Common, Elvish Challenge: 3 (700 XP)

Sneak Attack (1/turn). 7 (2d6) damage if Rina has advantage on the attack roll.

Multiattack. Rina makes two short sword attacks.

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

**Jocelyn, a halfling bard**: Jocelyn is a lively and charismatic bard, with a love of music and a talent for storytelling. She is quick-witted and resourceful, and she is always ready with a joke or a song to lighten the mood. Jocelyn is a natural performer, and she knows how to charm and persuade her way out of almost any situation.

Small humanoid (halfling), neutral Armor Class 14 (leather armor) Hit Points 9 (2d6 + 2) Speed 25 ft. STR 8 (-1), DEX 16 (+3), CON 12 (+1), INT 14 (+2), WIS 12 (+1), CHA 16 (+3) Skills: Persuasion +5, Performance +5 Senses: passive Perception 11 Languages: Common, Halfling Challenge: 1/4 (50 XP)

Multiattack. Jocelyn makes two short sword attacks.

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

Bardic Inspiration (1/day). Jocelyn can use a bonus action to choose one creature other than herself within 60 feet of her. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails

### The Kobold Keep

The kobold keep is a small fortress that has been taken over by a group of kobolds. It sits on a hill overlooking the port town, and is surrounded by a wall of crudely constructed stone. The guards on the wall and at the entrance have been instructed to demand ransom for the business partner.

**The outer wall**: The outer wall is patrolled by a group of kobold sentries (CR 1/8; Small humanoid (kobold), lawful evil; AC 11; HP 5 (2d6); Speed 30 ft., burrow 5 ft.; STR 7 (-2), DEX 12 (+1), CON 10 (+0), INT 8 (-1), WIS 7 (-2), CHA 8 (-1); Skills: Stealth +3; Senses: darkvision 60 ft., passive Perception 8; Languages: Draconic; Challenge: 1/8 (25 XP)). They are armed with shortbows and carry a few torches to light the way.

**The entrance**: The entrance to the keep is guarded by two kobold dragon priests (CR 1; Small humanoid (kobold), lawful evil; AC 12; HP 5 (2d6); Speed 30 ft., burrow 5 ft.; STR 7 (-2), DEX 12 (+1), CON 10 (+0), INT 8 (-1), WIS 7 (-2), CHA 8 (-1); Skills: Stealth +3; Senses: darkvision 60 ft., passive Perception 8; Languages: Draconic; Challenge: 1/8 (25 XP)). They are armed with maces and can cast the cantrip sacred flame.

**Storage room**: The first room is a storage room filled with barrels of supplies and weapons. It is guarded by two kobold trapsmiths (CR 1/2; Small humanoid (kobold), lawful evil; AC 12; HP 5 (2d6); Speed 30 ft., burrow 5 ft.; STR 7 (-2), DEX 12 (+1), CON 10 (+0), INT 8 (-1), WIS 7 (-2), CHA 8 (-1); Skills: Stealth +3, Thievery +3; Senses: darkvision 60 ft., passive Perception 8; Languages: Draconic; Challenge: 1/8 (25 XP)). They are armed with shortswords and have set up a number of traps throughout the keep, including a pit trap and a spear trap.

**The barracks**: The second room is a barracks where the kobolds sleep and rest. It is guarded by a kobold scale sorcerer (CR 1/4; Small humanoid (kobold), lawful evil; AC 12; HP 5 (2d6); Speed 30 ft., burrow 5 ft.; STR 7 (-2), DEX 12 (+1), CON 10 (+0), INT 8 (-1), WIS 7 (-2), CHA 8 (-1); Skills: Stealth +3; Senses: darkvision 60 ft., passive Perception 8; Languages: Draconic; Challenge: 1/8 (25 XP)). The sorcerer is armed with a quarterstaff and can cast the cantrip firebolt.

The Kobold Warlord is a religious zealot and clearly insane, demanding an impossible ransom for the business partner, who he intends to sacrifice anyway.

**The throne room**: As the party enters the third room, they are greeted by the sight of a large makeshift stone throne at the far end of the room. The throne is adorned with gold and precious gems, and sits atop a raised platform. To either side of the throne stand two kobold dragon priests, their maces at the ready. The room is dimly lit by a few flickering torches, and the air is thick with the smell of incense.

The walls of the room are adorned with tapestries depicting scenes of kobold battles and triumphs. A large stone fireplace sits to one side of the room, its flames casting a warm glow over the room. A number of small tables and chairs are scattered about the room, and a few kobold guards can be seen lounging about. The business partner is tied to one of these chairs, and is clearly perturbed.

As the party approaches the throne, they see the kobold warlord seated upon it. He is a large kobold, with a crown of gold upon his head and a long, flowing robe of red and gold. He watches the party with a calculating gaze, his sharp teeth bared in a menacing smile.

**Kobold Warlord** (CR 1; Small humanoid (kobold), lawful evil; AC 12; HP 7 (2d6); Speed 30 ft., burrow 5 ft.; STR 7 (-2), DEX 12 (+1), CON 10 (+0), INT 8 (-1), WIS 7 (-2), CHA 8 (-1); Skills: Stealth +3; Senses: darkvision 60 ft., passive Perception 8; Languages: Draconic; Challenge: 1/8 (25 XP); Special Traits: Pack Tactics: The kobold warlord has advantage on an attack roll against a creature if at least one of the warlord's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pets: The kobold warlord has two pets, a pair of **kobold drakes** (CR 1/4; Small dragon, lawful evil; AC 12; HP 5 (2d4+2); Speed 30 ft., fly 40 ft.; STR 6 (-2), DEX 14 (+2), CON 12 (+1), INT 6 (-2), WIS 12 (+1), CHA 6 (-2); Skills: Perception +3; Damage Immunities: poison; Condition Immunities: poisoned; Senses: darkvision 60 ft., passive Perception 13; Languages: Draconic; Challenge: 1/8 (25 XP)). The drakes are armed with bite attacks and can breathe a cone of poison gas.

## Adventures at Sea

The party sets sail on the merchant's ship, eager to begin their quest for the rare flower. As they leave the port town behind, they are met with the vast expanse of the open sea. The sun is high in the sky and the waves are calm, but the party knows that they will face many challenges on their journey.

The days at sea are long and monotonous, with nothing but the endless blue of the ocean and the creaking of the ship's timbers to keep them company. They pass the time by practicing their skills and telling tales of their past adventures.

As they draw closer to the island, the weather grows increasingly rough. The winds pick up and the waves become choppier, making it difficult to keep the ship on course. The party huddles together in the cabin, praying for the storm to pass.

### Stormy seas

As the party sets out to sea, they are caught in a violent storm. They must use their sailing skills and weather-related spells (such as "Control Water") to navigate the rough waters and avoid capsizing. They may also encounter sea creatures, such as giant octopuses or whales, that are agitated by the storm.

Each day the party is asea, roll d20 on the following table:

1-2: The party spots a group of dolphins swimming alongside the ship.   
3-4: The party encounters a pod of whales, who seem to be following the ship.   
5-6: A strong gust of wind causes the ship to rock violently, knocking anyone standing off balance.   
7-8: The party sees a school of fish jumping out of the water in the distance.   
9-10: A bolt of lightning strikes the mast, causing a small fire to break out on deck.   
11-12: The party encounters a shipwreck, with the remains of a crew scattered about the deck.   
13-14: The ship is caught in a whirlpool, pulling it towards the depths of the ocean.   
15-16: The party spots a mermaid or merman sunning themselves on a nearby rock.   
17-18: A giant wave capsizes the ship, tossing the party into the water.   
19-20: The party is approached by a group of pirates, who demand that they hand over their treasure.

**Giant octopus** (CR 1/4; Large beast, unaligned; AC 12; HP 13 (3d10); Speed 10 ft., swim 30 ft.; STR 17 (+3), DEX 13 (+1), CON 10 (+0), INT 3 (-4), WIS 10 (+0), CHA 4 (-3); Skills: Perception +2; Senses: passive Perception 12; Languages: -; Challenge: 1/4 (50 XP)).

**Whale** (CR 3; Huge beast, unaligned; AC 12; HP 59 (7d12+14); Speed 0 ft., swim 50 ft.; STR 21 (+5), DEX 10 (+0), CON 14 (+2), INT 2 (-4), WIS 12 (+1), CHA 6 (-2); Skills: Perception +5; Senses: passive Perception 15; Languages: -; Challenge: 3 (700 XP)).

### Pirate Attack

Soon after setting out, tby a group of pirates on the horizon, and meets one of the main antagonists in the adventure, Captain Blackbeard, who knows about the Faeblossom, which he desires for his own nefarious purposes, or perhaps for to profit from its sale.

Approaching the pirate ship, the "Black Fury," the party is struck by its imposing size and rugged appearance. The ship is a massive vessel, with tall masts and billowing sails, and a large, ornately carved figurehead at the prow. The hull is battered and scarred, with numerous repairs and patches visible along its length. The pirates are a rough-looking lot, armed with a variety of weapons, and the party can hear the sounds of music and revelry coming from below deck. The captain, a tall, rugged man with a bushy beard and a scarred face, watches the party with a cold and calculating gaze. The party knows they must take care with the Black Fury, as they are sure to be met with hostility and danger.

As the pirates approach the party's ship, Captain Blackbeard demands that they hand over any valuable items they may have. If the party refuses, the pirates attack, using their cutlasses and pistols to try and overpower the party.

Before the fight can be resolved, a violent storm blows in, causing both ships to be tossed about on the rough seas. The pirates are forced to break off their attack and focus on navigating the storm, and the party must do the same. Once the storm passes, the pirates may decide to resume their attack or to retreat, depending on their goals and motivations.

The players will be tossed on the sea until their boat is wrecked on the shores of the Island of the Fey, where they will soon meet the pirate scout party.

### The Pirate Crew

Captain Blackbeard and his second mate, Alice Redfist, have been pirates for many years, sailing the seas in search of treasure and plunder. However, in recent years, their luck has been running thin and their haul has been meager. Desperate for a big score, Captain Blackbeard heard rumors of a rare and valuable flower that grows on a remote island.

Believing that the flower could be the key to turning their fortunes around, Captain Blackbeard set out to find the island and claim the flower for himself. He gathered a crew of pirates and set sail, determined to find the island and obtain the flower at any cost.

Alice, however, had other ideas. She was tired of following Captain Blackbeard's orders and wanted to take control of the ship for herself. Seeing an opportunity in the quest for the flower, Alice began to secretly plot a mutiny. She planned to use the flower as leverage, offering it to the crew as a reward if they followed her instead of Captain Blackbeard.

Captain Blackbeard was aware of Alice's plans and decided to send her as part of the scouting party to the island, knowing she would be eager to complete the challenges and obtain the flower. He hoped that by sending her on the dangerous mission, she would either fail and abandon her mutiny plans, or succeed and be satisfied with her reward.

As the party and the pirates searched for the island, they encountered each other. Captain Blackbeard saw an opportunity to obtain the flower without having to go through the challenges set by the fey on the island, and so he attacked the party in an attempt to steal the flower from them. However, the party was able to hold their own and eventually completed the challenges, obtaining the flower before the pirates could claim it.

**Captain Blackbeard** (CR 4; Medium humanoid (human), chaotic evil; AC 14 (leather armor, shield); HP 39 (6d8+12); Speed 30 ft.; STR 16 (+3), DEX 14 (+2), CON 14 (+2), INT 10 (+0), WIS 12 (+1), CHA 14 (+2); Skills: Deception +4, Persuasion +4, Perception +3; Senses: passive Perception 13; Languages: Common; Challenge: 4 (1,100 XP))

**First Mate Tom Swiftfoot** (CR 2; Medium humanoid (halfling), chaotic evil; AC 12 (leather armor); HP 16 (3d8+3); Speed 25 ft., climb 25 ft.; STR 10, DEX 16 (+3), CON 12 (+1), INT 10, WIS 10 (+0), CHA 10; Skills: Perception +2, Stealth +5; Senses: passive Perception 12; Languages: Common; Challenge: 2 (450 XP))

Tom is accompanied by two other Halfling sailors:

**Ned**: Ned is a gruff halfling with a no-nonsense attitude, who has sailed the seas for most of his life and knows every trick in the book. A skilled navigator and an expert at handling the ship in rough weather.

Level 2 Halfling Rogue, AC 14, HP 8, Skills: Stealth +6, Persuasion +4, Sleight of Hand +6, Investigation +4  
Weapons: rapier, shortbow, daggers

**Fiona**: Fiona is a bubbly halfling with a love of storytelling. She joined the crew as a way to see the world and experience new adventures. She is a skilled sailor and a talented cook, always eager to share her latest tales with anyone who will listen.

Level 2 Halfling Bard, AC 14, HP 8, Skills: Stealth +3, Performance +5, Persuasion +5, Investigation +3  
Weapons: rapier, shortbow, daggers



**Second Mate Alice Redfist** (CR 2; Medium humanoid (human), chaotic evil; AC 10; HP 21 (3d8+6); Speed 30 ft.; STR 8 (-1), DEX 12 (+1), CON 10 (+0), INT 10 (+0), WIS 10 (+0), CHA 10 (+0); Skills: Perception +2; Senses: passive Perception 12; Languages: Common; Challenge: 2 (450 XP); Spellcasting: Alice is a 3rd-level spellcaster with the following spells prepared: cantrips (at will): mage hand, ray of frost; 1st level (4 slots): fog cloud, sleep; 2nd level (2 slots): darkness, gust of wind. Alice has a spellcasting ability of Charisma (spell save DC 12, +4 to hit with spell attacks).)

Alice Redfist is a skilled water mage and a member. She joined Blackbeard’s crew several years ago, hoping to use her magic to help the pirates find and claim valuable treasures. However, Alice has grown tired of following Captain Blackbeard's orders and has begun to secretly plot a mutiny. She plans to use the rare flower that the crew is searching for as leverage, offering it to the crew as a reward if they follow her instead of the captain. She also wants to help Bosun Jack.

**Bosun Jack Knife** (CR 1/8; Small humanoid (kobold), chaotic evil; AC 11; HP 4 (1d6+1); Speed 30 ft., burrow 5 ft.; STR 7 (-2), DEX 12 (+1), CON 12 (+1), INT 8 (-1), WIS 7 (-2), CHA 8 (-1); Skills: Stealth +3; Senses: darkvision 60 ft., passive Perception 8; Languages: Draconic; Challenge: 1/8 (25 XP); Special Traits: Pack Tactics: Jack Knife has advantage on an attack roll against a creature if at least one of Jack Knife's allies is within 5 feet of the creature and the ally isn't incapacitated.)

Bosun Jack Knife is a small kobold who serves as a comic relief character on Captain Blackbeard's pirate crew. Despite his size and seemingly insignificant role, Jack Knife is fiercely loyal to the captain and will do whatever it takes to help the crew succeed.

Born into a poor kobold clan, Jack Knife always dreamed of adventure and a life at sea. He was fascinated by the stories of daring pirates and their exploits, and he longed to be a part of that world. When he was old enough, he left his clan and set out to find a ship to join.

After many months of searching and several failed attempts to join other crews, Jack Knife finally stumbled upon Captain Blackbeard and his pirates. They were in need of a new member, and Jack Knife's enthusiasm and determination impressed the captain. He offered Jack Knife a spot on the crew, and the kobold eagerly accepted.

Since joining the crew, Jack Knife has proved to be a valuable member, despite his size. He is quick and agile, and his sharp wit and clever jokes help to lift the spirits of the crew during long voyages. He is also fiercely loyal to the captain and will do whatever it takes to help the crew succeed.

## The Island of the Fae

Upon arriving on the island, the party is greeted by a group of mischievous fey, who offer to guide them through a series of challenges to obtain the flower. As the party begins the first challenge, a race through a dense forest, they are confronted by a group of pirate scouts who are also searching for the flower. The pirate scouts are led by the second mate, Alice Redfist (CR 1/2; Medium humanoid (human), chaotic evil; AC 12; HP 7 (2d8); Speed 30 ft.; STR 10 (+0), DEX 14 (+2), CON 10 (+0), INT 10 (+0), WIS 12 (+1), CHA 14 (+2); Skills: Deception +4, Persuasion +4, Perception +3; Senses: passive Perception 13; Languages: Common; Challenge: 1/2 (100 XP)). Alice is accompanied by two seasoned pirates (CR 1/8; Medium humanoid (human), chaotic evil; AC 11; HP 7 (2d8); Speed 30 ft.; STR 10 (+0), DEX 12 (+1), CON 10 (+0), INT 10 (+0), WIS 10 (+0), CHA 10 (+0); Skills: Perception +2; Senses: passive Perception 12; Languages: Common; Challenge: 1/8 (25 XP)).

The pirates and the party must compete against each other in the challenges set by the fey, with the winner being the first to complete all three challenges and obtain the flower. The party and the pirates may choose to work together or to compete against each other, depending on their goals and motivations. If the party is successful in completing the challenges and obtaining the flower, they can return to Kester Mariner and claim their reward. If the pirates are successful, they may choose to keep the flower for themselves or sell it to another buyer.

### Forest Race

The party must complete a series of challenges set forth by the fey in order to obtain the rare and valuable flower they are seeking. The first challenge is a race through the dense forest. The fey have laid a series of traps and obstacles along the path, including hidden pits, swinging logs, and illusions designed to mislead the party. The party must use their agility and perception to navigate the course and reach the finish line first.

Roll d20 five times using the following table to simulate the Forest Races:

1-2: Swinging Logs. The players must navigate a series of logs suspended by ropes, which swing and sway as they pass. The players must make Dexterity checks (DC 12) to avoid losing their balance or falling off.

3-4: Tightrope Walk. The players must navigate a series of tightropes strung between the trees. They must make Dexterity checks (DC 15) to keep their balance and avoid falling.

5-6: Slippery Slope. The players must navigate a steep, slippery slope covered in loose leaves and debris. They must make Dexterity checks (DC 10) to avoid slipping and falling.

7-8: Web of Vines. The players must navigate a tangled web of vines and branches, which are covered in sticky sap. They must make Strength checks (DC 15) to break free of the vines and continue on their way.

9-10: Overgrown Path. The players must navigate a narrow, overgrown path through a dense thicket of bushes and trees. They must make Perception checks (DC 10) to spot hidden dangers and traps.

11-12: Quicksand. The players must navigate a patch of quicksand, which sucks them down and slows their progress. They must make Strength checks (DC 12) to pull themselves free and continue on their way.

13-14: Toxic Fog. The players must navigate a thick, toxic fog, which makes it difficult to see and breathe. They must make Constitution checks (DC 10) to avoid becoming sick or disoriented.

15-16: River Crossing. The players must cross a fast-moving river using a series of rocks or a makeshift bridge. They must make Dexterity checks (DC 12) to avoid slipping and falling.

17-18: Rope Bridge (with Spiders). The players must cross a rope bridge suspended high above the ground, while avoiding a group of giant spiders that have taken up residence in the bridge's ropes and cables. They must make Dexterity checks (DC 15) to keep their balance and avoid falling, and they must make Strength checks (DC 12) to break free of the spiders' webs if they become ensnared.

19-20: Cliff Face. The players must climb a steep, rocky cliff face using handholds and ledges. They must make Strength and Dexterity checks (DC 12) to avoid falling.

### Water Challenge

The second challenge is a puzzle involving the manipulation of water elements. The fey have created a series of interconnected pools and channels filled with water, and the party must use their intelligence and problem-solving skills to move the water from one pool to another in a specific pattern. If the party fails to solve the puzzle within a certain time limit, they will be drenched by a sudden deluge of water from hidden spouts.

The fae island water challenge is a test of skill and bravery, set by the fey of the island. It takes place in a large, crystal-clear lake at the heart of the island, and it involves a series of obstacles and challenges that the players must navigate and overcome.

The first part of the challenge involves swimming through a series of underwater tunnels and caverns, avoiding hazards and obstacles along the way. The tunnels are narrow and winding, and they are filled with obstacles such as sharp rocks and underwater currents.

The second part of the challenge involves navigating a series of floating platforms and lily pads, while avoiding being knocked off by the playful fey. The fey are mischievous and unpredictable, and they will use their magic to create waves and gusts of wind to try and knock the players off balance.

The third part of the challenge involves crossing a series of ropes and vines stretched between tall trees on opposite sides of the lake. The ropes and vines are thin and slippery, and they sway and bounce as the players cross them. The players must use their balance and agility to make it across safely.

The fourth and final part of the challenge involves swimming through a series of underwater caves and grottoes, searching for the magical flower that the fey have hidden within. The caves are dark and treacherous, and they are filled with all manner of dangers, from venomous sea creatures to treacherous currents. The players must use all of their skills and wits to find the flower and bring it safely back to the surface.

### Champion of the Fey

The third challenge is a test of strength against a formidable fey warrior

The warrior is a skilled fighter who wields a magical sword (+4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) slashing damage plus 3 (1d6) fire, cold, or lightning damage (chosen by the wielder)) imbued with the power of the elements. The party must use their combat skills and tactics to defeat the warrior, either by defeating him in combat or by outwitting him with clever tricks and strategies.

**Fey Champion**: (CR 3; Medium humanoid (fey), lawful neutral; AC 16 (studded leather, shield); HP 40 (9d8); Speed 40 ft.; STR 14 (+2), DEX 14 (+2), CON 10 (+0), INT 10 (+0), WIS 12 (+1), CHA 14 (+2); Skills: Athletics +4, Perception +3, Persuasion +4; Senses: passive Perception 13; Languages: Sylvan; Challenge: 3 (700 XP)).

If the party is able to defeat the Fey Champion in battle, the champion will not be killed, but rather will be subdued and bow down to the strongest fighter amongst the party, offering the magic sword as a prize.

## Pirate Encounter

1. The party successfully completes the challenges and obtains the flower, but as they make their way back to the boat, they are ambushed by a group of pirates who have been searching for the island and the valuable flower. The party must defend themselves and their prize, using the island's natural defenses and their own skills to defeat the pirates and escape.

As the party prepares to depart from the island with the rare and valuable flower in their possession, they are confronted by a group of pirates on the horizon. The pirates are led by Captain Blackbeard (CR 4; Medium humanoid (human), chaotic evil; AC 14 (leather armor, shield); HP 39 (6d8+12); Speed 30 ft.; STR 16 (+3), DEX 14 (+2), CON 14 (+2), INT 10 (+0), WIS 12 (+1), CHA 14 (+2); Skills: Deception +4, Persuasion +4, Perception +3; Senses: passive Perception 13; Languages: Common; Challenge: 4 (1,100 XP)). Captain Blackbeard is accompanied by four seasoned pirates (CR 1/8; Medium humanoid (human), chaotic evil; AC 11; HP 7 (2d8); Speed 30 ft.; STR 10 (+0), DEX 12 (+1), CON 10 (+0), INT 10 (+0), WIS 10 (+0), CHA 10 (+0); Skills: Perception +2; Senses: passive Perception 12; Languages: Common; Challenge: 1/8 (25 XP)) armed with cutlasses and pistols.

As the pirates approach the party's boat, Captain Blackbeard demands that they hand over the flower and any other valuables they may have. If the party refuses, the pirates attack, using their cutlasses and pistols to try and overpower the party. If the party surrenders, Captain Blackbeard may decide to take the flower

## Conclusion

1. The party returns to the mainland and delivers the flower to the merchant, who is grateful and rewards them generously. However, the party soon discovers that the flower has mysterious powers and attracts the attention of various factions vying for its control. The party must choose whether to protect the flower and keep it out of dangerous hands, or to sell it for a hefty profit and risk the consequences.

Monstrous Compendium

1. Giant Octopus

Medium beast, unaligned Armor Class 10 Hit Points 52 (8d8 + 16) Speed 5 ft., swim 60 ft. STR 16 (+3), DEX 14 (+2), CON 14 (+2), INT 3 (-4), WIS 10 (+0), CHA 4 (-3) Damage Immunities: poison Condition Immunities: charmed, paralyzed, petrified, prone, stunned Skills: Perception +2, Stealth +4 Senses: passive Perception 12 Languages: understands Common, but can't speak Challenge: 2 (450 XP)

Ink Cloud. The octopus can emit a cloud of ink while it swims. The cloud fills a 20-foot radius and lasts for 1 minute. The octopus can use the cloud to obscure its location, giving it advantage on Dexterity (Stealth) checks.

Multiattack. The octopus makes three tentacle attacks.

Tentacle. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained and takes 3 (1d6) bludgeoning damage at the start of each of its turns.

1. Merfolk Sentinel

Medium humanoid (merfolk), lawful good Armor Class 14 (breastplate) Hit Points 11 (2d8 + 2) Speed 10 ft., swim 40 ft. STR 12 (+1), DEX 14 (+2), CON 12 (+1), INT 10 (+0), WIS 14 (+2), CHA 10 (+0) Skills: Perception +4, Stealth +4 Senses: passive Perception 14 Languages: Common, Aquan Challenge: 1/4 (50 XP)

Amphibious. The merfolk can breathe air and water.

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

1. Reef Shark

Medium beast, neutral Armor Class 12 Hit Points 11 (2d8 + 2) Speed 0 ft., swim 40 ft. STR 13 (+1), DEX 12 (+1), CON 12 (+1), INT 2 (-4), WIS 13 (+1), CHA 4 (-3) Skills: Perception +3 Senses: passive Perception 13 Languages: understands Common, but can't speak Challenge: 1/8 (25 XP)

Echolocation. The shark can't use its blindsight while deafened.

Keen Smell. The shark has advantage on Wisdom (Perception) checks that rely on smell.

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

Bite

Rat King: Medium beast, unaligned Armor Class 12 Hit Points 10 (3d6) Speed 30 ft., climb 30 ft. STR 10 (+0), DEX 12 (+1), CON 10 (+0), INT 2 (-4), WIS 14 (+2), CHA 6 (-2) Skills: Stealth +3 Senses: passive Perception 12 Languages: - Challenge: 1/4 (50 XP)

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.