

People's Meeples



WANTED

EL ESCORPIÓN

An adventure for 5e

Acknowledgements

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Adventure Overview

Adventurers arrive at the Governor's House to find out that the Tall Ships trophy has been stolen - they discover it's been taken by El Escorpión.

Act 1: Adventurers go to Murrayville, and use their skills to get the location of an ex-member of El Escorpión's crew.

Act 2: Hiding on a ship, the ex-member of El Escorpión's crew needs to be chased down and boarded in the midst of some magical mist.

Act 3: After finding the crew mate, the adventurers navigate through the mist to the Jungle, where they find El Escorpión's lair.

Navigate through mists, complete jungle skill challenges, and FIGHT!

Act 4: El Escorpión's lair! It's a Hacienda!

Act 5: Adventurers get the trophy and race to finish!



Scene 1

The Governor's Mansion, San Mateo

Welcome to the Tradewind Isles! The morning is shaping up to be another glorious, tropical, sunny day. You have a ship, and you have a loyal crew. What you don't have is much money, which is why you have decided to go for the 1000 GP bounty on the head of one El Escorpión.

You are waiting in a grand dining hall. Adorning the walls are grand pictures of noble ancestors, and neatly lined up below are ornately dressed guards. At the head of an enormous table sits Governor Ward, a very large man in a grand wig, who glances up from his meal to acknowledge you. "Ahh, Captain Kai, you've come about that El Escorpión bounty, eh? Excellent!" He gestures for his meal to be taken away, dabs the corners of his mouth with a handkerchief, and then looks up.

"So, here's the assignment. That scoundrel, El Escorpión, has only gone and stolen the Tall Ships trophy! As you know, the ships are due to finish later today, and it is imperative I have the trophy to hand to the winner! Now, this is all rather embarrassing, so I'd rather you kept that particular detail to yourself."

"So, deal with El Escorpión in any way you see fit, and bring the trophy to me before the first racer gets in. Do we have a deal?"

If adventurers want to haggle, they can make a Persuasion check (DC 15) for up to another 200GP.

After they come to an arrangement, the Governor tells them "My contacts have told me that a former crewmate has been seen at the Hanged Monkey in Murrayville, he may know the whereabouts of El Escorpión's secret lair."

Scene 2

The Hanged Monkey, Murrayville

Murrayville is a pirate town, so it is a lot more ramshackle than San Mateo. Buildings are made of driftwood, broken bits of ships, and so forth.

The Hanging Monkey is the first tavern near the dock. Every piece of furniture has been broken multiple times, and the windows are designed to be easily opened, in case someone needs a quick exit. There is the bartender, a piano player, a group of 4 card players, and various lone drinkers.

If combat breaks out at any point, these guys have the stats of a Bandit, but are unarmed.

Today's special is Parmo for 5 SP, and grog for 1 SP. Asking anyone (you can use Deception, Intimidation, or Persuasion, DC 15, with advantage on Persuasion if you bribe at least 5 GP) will get you the name Halder Jack, and point you towards the card players as crewmates of Jack. The card players will ask the players to try to win the information at cards. The game is a bluffing game, so Deception (DC 10) will win you the information, with them winning 5 GP if they get 15 or more, and 10 GP if they get 20 or above. They lose 2 GP if they get below a 10, but can try again if they have more money.

The information is that Halder Jack has taken off on a ship, the Couatl's Egress. Also, the card players are annoyed that they lost, and the tavern patrons start edging towards the exits.

Once outside, a successful DC 10 Perception check will spot the Couatl's Egress heading out into open sea. Time to give chase!

Scene 3

The Couatl's Egress: The Chase

The opponent's ship starts 10 inches away from the player's ship. The enemy ship will open fire first if the players don't (a +6 attack, DC 15 for them, a success will increase the distance by 2 inches).

Play alternates between the player's ship and the enemy's.

The enemy ship will fire on each of its turns, except on turn 2 when it will drop fire barrels (auto hit unless avoided, increases distance between the ships by 2 inches).

The players can perform all of these actions, provided different players perform each action:

- shoot at the other ship (DC 15, the cannons have a total of +6 to attack) to drop the enemy ship back 2 inches, 3 on a crit.
- Repair the ship if it took any damage (which is a Str + proficiency check, DC 15), reducing the distance increase by 1 inch, or 2 on a crit.
- Helmsmanship (Dex modifier + proficiency check, DC 15) to gain ground (1 inch, 2 on a crit) or to avoid fire barrels (no damage if successful).

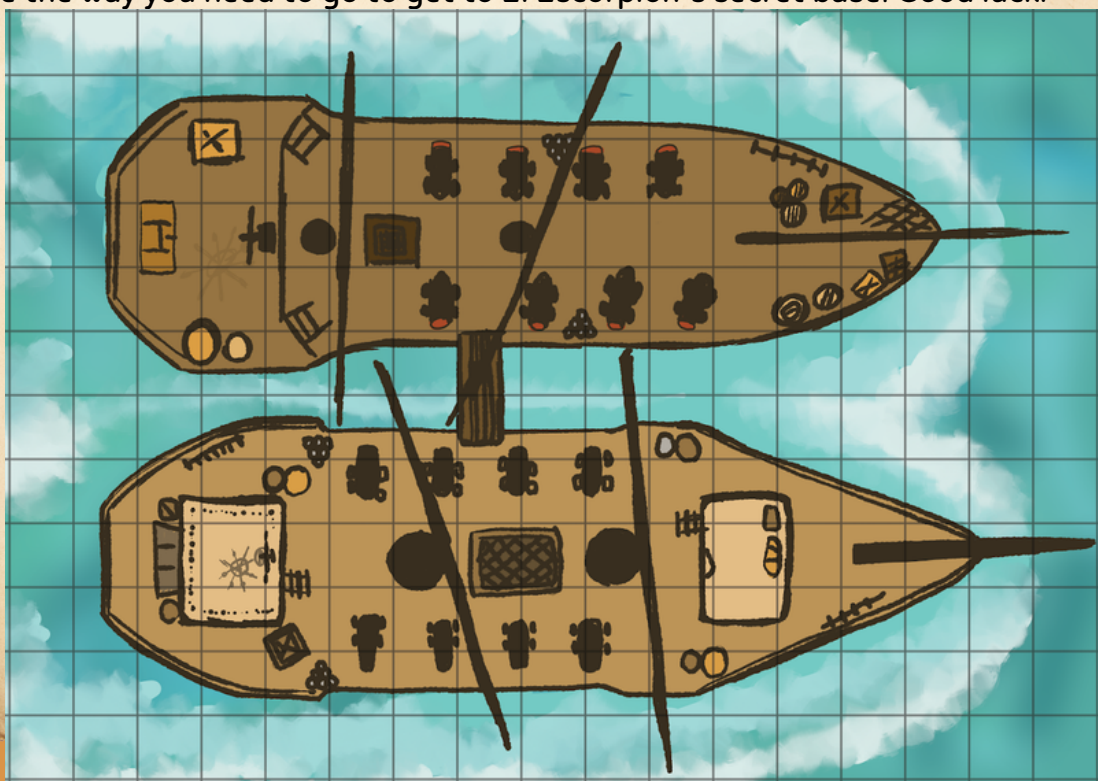
When the distance is 0, the players board the enemy ship!

Scene 4

The Couatl's Egress: Swashbuckling Time!

Use the 2 ship map, 2 pirates per player (pirates have the same stats as Bandits, found on p344 of the Monster Manual), placed on the left ship. The players can place themselves anywhere on the right ship. Also, instead of moving on their first turn, they can make an athletics or acrobatics check (DC 15) to swing anywhere in the map on a success. On a failure, they slam into the side of the ship, and they end up on the nearest side of the ship they are swinging to, and need to make a strength save (DC 10), if they fail they fall in the water and lose their entire turn getting out of the water, also all their pistols (if they have any) are soaked and need reloading. If they pass the strength save, they hang on to the rope, and still can do their main and bonus actions.

After the fight is over, they can find Halder Jack in the brig, and he will thank them for rescuing him (the pirates were secretly working for El Escorpión, and were planning to maroon him) and will offer them his coin to help them bring down El Escorpión, saying "Here, take this coin. When you drop it on the ground, it will bounce the way you need to go to get to El Escorpión's secret base. Good luck!"



Scene 5

Isla de Niebla

The fog here is very thick, enough that visibility is down to about 30ft. It starts at 300ft from the shore. To land, the adventurers need to navigate a fog bank, requiring a DC 10 perception check to avoid rocks. This can be avoided if they decide to go in the rowboat instead rather than full ship. They land on a beach, with a dense jungle behind it. They also notice that when the coin leads them around a tree, unless they follow the path around the tree they can't see the other party members.

Then, using the jungle map, adventurers need to keep their coin.

1. Ravine: there is a ravine across their path, 15ft wide, adventurers can't see the bottom. Those with Strength 15 or more can just jump it with a running start. Also, for everyone who has ropes, there are enough trees about to tie it to. (Athletics 15 to climb across, with advantage if there are multiple ropes). If anyone falls down, they get teleported into a nearby bush, taking 1d6 falling (bludgeoning) damage.
2. Monkey: a monkey steals the coin and scurries up a tree. If they shoot it, it has AC 12 and 10 HP. If they try to bargain with it, Survival DC 10 finds some bananas.
3. Tree branch: the coin jumps into a fork in a tall tree, 30ft tall. They have to climb, can't just go around. Advantage if someone lowers a rope.
4. Graveyard: the coin gets grabbed by a hand shooting out from a grave, then a load of zombies attack (stats are in the Monster Manual, p316)!

Beyond the map, the players come across a wooden gondola with a rope pulley system. After everyone gets in, it sets off, going up and across the jungle. The fog breaks in parts, to reveal the dense foliage far below them. It takes an hour, which also counts as a short rest. Once it is done, if they look back, they see that only the gondola hut was real, everything else was an illusion. Anything thrown out of the gondola is just on the ground next to it. From here, they can see the hacienda!

Scene 6

La Hacienda de El Escorpión

Use the Hacienda combat map.

El Escorpión is in the main building, with 2 henchmen (use bandits stats). If anyone listens in, they hear El Escorpión saying that he will be sad to miss the look on Governor Ward's face when he has no trophy to give to the winner, but on the other hand now he really likes his new fancy wine goblet. Two more are on lookout (they both have muskets) on the corners of the wall to either side of the door. Place everyone else in the various buildings (2 per player, plus El Escorpión). When the crystal skull is broken (it has AC 10 and 10 HP, and is an object so is vulnerable to Shatter) the fog immediately clears, and El Escorpión can no longer summon undead. The tall ships trophy is in the large building.



Scene 7

The Race Back Home

After they get the tall ships trophy, have everyone roll Perception, the highest (or multiple if they roll over 15) hears a noise. It is a pirate trying to escape on a rowboat which is rigged to go down a stream. The pirate will tell them that the stream goes down to the beach. A DC 15 Str check (advantage if more than one player is on the oars) safely guides them down the rapids, ending up near their ship. Also, the sun is starting to set now.

A helmsmanship check (DC 10) gets them to San Mateo quickly, just in time to see the lead ship coming in. They can try something social, or just some fancy piloting (all DC 15). The docks have a crowd, a podium, a band and Governor Ward ready to present the trophy to the winner. (If the players manage to get the trophy into the Governor's hand without anyone noticing, he is extra pleased and offers an extra 200 GP above the agreed bounty, also the promise of future work. If, on the other hand, they do something blatantly illegal, like steal money or the trophy, they get arrested, and bailed by the Governor later, who is less pleased. He still honours the 1000 GP bounty, but no more)



Printable Resources



El Scorpion



Corvus the Red



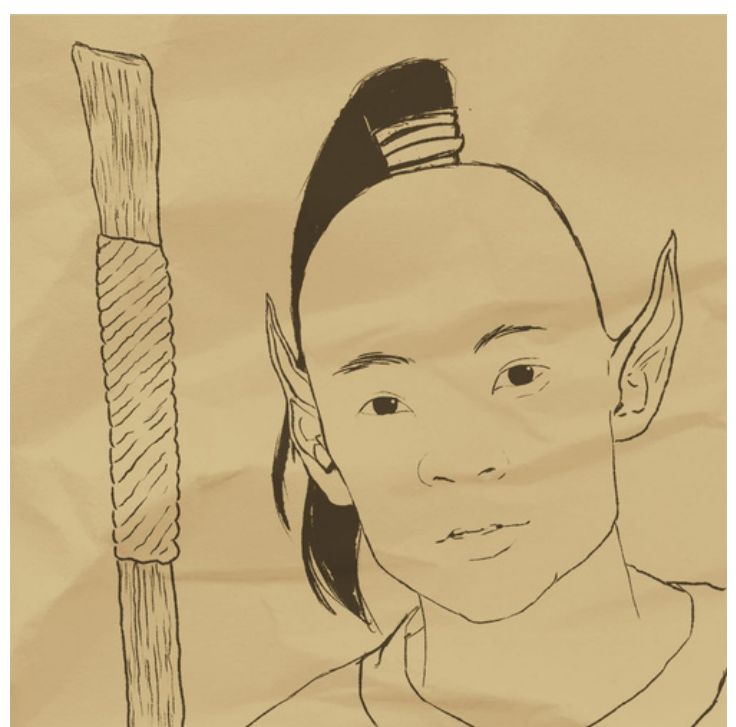
Fusil Craghammer



Iliquen



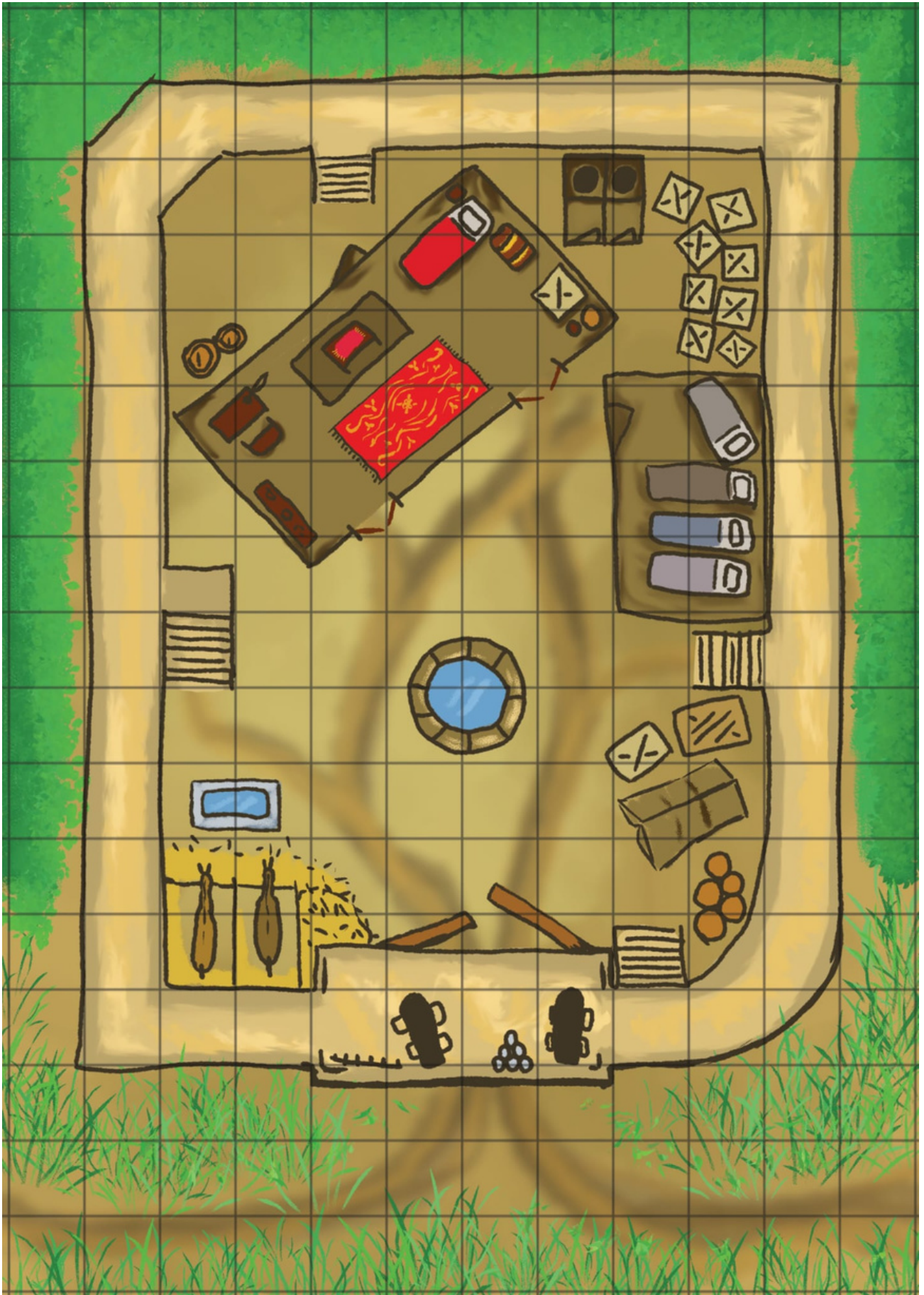
Jin



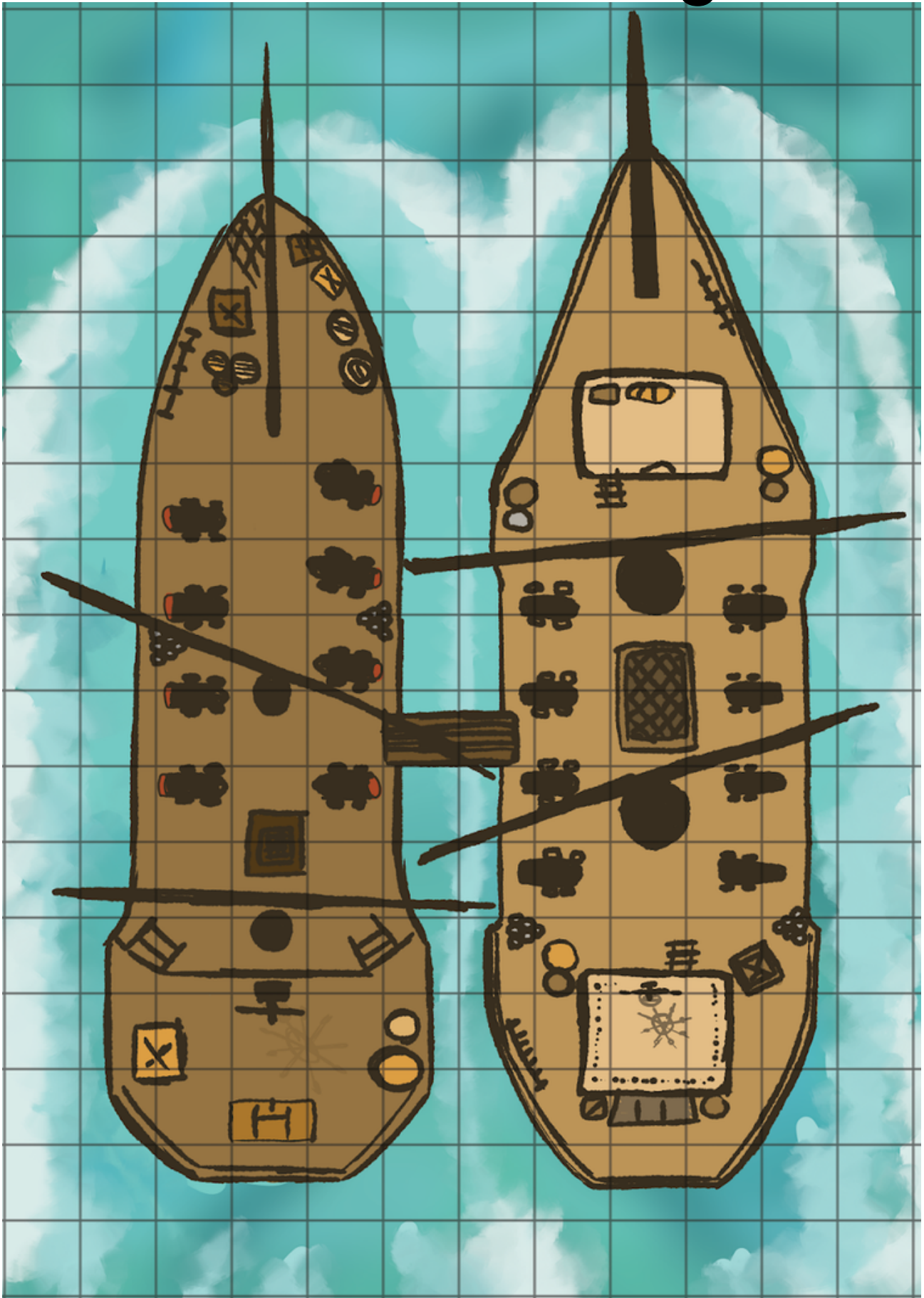
Kai



Hacienda



Boat Boarding



Jungle

