

You exit the tent, the Siren's song still fresh in your mind. You start walking, barely noticing when the portly pirate gives you back your wand. The soft sand under your feet turns into hard, wooden planks before you realize that you've crossed over to the smaller island to the south. You consult your map, noticing that you walked over half the island without realizing it.

You find yourself in a sandy area that seems to be designated for younger children. You hear excited squeals and look along the beach to see children chasing niffles who are digging through the sand for buried treasure. You stop and watch them for a while, laughing as the smallest child lifts their niffle and overturns it, creating the biggest pile of doubloons and pieces of eight you've ever seen. A female pirate hands the child a small chest of coins. The young girl runs to her parents, squealing in delight as she tears into the gold foil to reach her chocolate prize.

Looking around, you see the whole of the children's area. Continuing your walk, you pass a sandcastle contest, the children giggling and dumping sand on their parents instead of building their castles.

A squealing girl brushes past you, dragging her mother by the hand. "Mummy mummy! I want a sword!"

Her father catches up to the pair, the parents sharing a glance. The mother turns to the stall attendant and asks, "Excuse me, how does she go about getting a sword?"

The seller, with a broad grin, begins to explain. "Ahhh, a sword for the little lass! A true treasure of the festival! It allows a young pirate sprog such as this," he says, pointing to the little girl, "to spy and control our secrets throughout the festival! It can help enchant sculptures of the seas and find our hidden gems for a prize!" He goes on to explain that the girl will choose a scabbard, hilt, and blade which he will then magic together for her. A secret scavenger hunt is hidden around the island, accessible only to those who wield one of the swords.

You turn away from the scene and lean against a palm tree, feeling paper against your back. Turning around, you grab the poster and read, "Walk the plank!" in a stylised font. Intrigued, you read more. It appears as though the festival has a nightly contest, a competition of sorts. The subtitle "Avenge the Pirate King Rhino against the Mutinous Quartermaster Meep!" stands out against the colorful background of the flyer, and as you read more, you decide that this event looks like fun. You decide to go to the "Nasal Water District."

The way to the district takes you through the rest of the Children's Area. Another aspect you see that young children can enjoy is the Parrot Post. Here, various Macaws, Cockatoos, and Sun Conures nest and gather. A sign says they offer language services, but warns that the birds repeat every phrase they hear. You wish you could stay to investigate the birds some more, but the deadline for the contest signup is quickly approaching. Crossing the bridge brings you to the eastern side of the island and you make your way to the center lake.

A group of wandering fortune tellers passes you, giving predictions to the festivalgoers they pass. You catch a few snippets:

"Beware the beauty of the seas, it'll drown the best of men"

"Greed, it'll drive ye mad"

"Stay away from cloaked strangers"

"You wished for a mermaid, but she's a shark in disguise"

"Beware the pirate with the red beard! He cannot be trusted"

"I see an explosively sweet fortune in your future. The Cannonball jawbreakers are divine."

"I see a dark future for you. Beware the Kraken's belly"

"My dear, I fear the worst. I see an emptiness inside you... A hungry longing... Make your way to
Th' Shipwreck Saloon"

As you pass the final one, she grabs you, her eyes wide. Her gaze seems to stare through you, unseeing, as she says,

**"The one to overthrow the Mutinous Quartermaster walks among us
The Defeated King will claim them as his own
They shall be known by the enchanted sword in their hand
And the Siren's song still ringing in their heart"**

Somehow, you can tell that this prophecy is real, unlike the silly prophecies from the other fortune tellers. You suppress the chill that runs down your spine before moving on.

Approaching the lake, you notice a large rock with a plaque. Stepping closer, you read:

"At this site the Battle of Snakes was fought and won by the Mutinous Quartermaster Meep against the Pirate King Rhino. The heroic victor has brought peace to the Island of Salazar's Shipwreck."

A ghostly figure forms in front of you. "That plaque is nothing but lies. Peace my arse! If Meep had brought peace to this island, I wouldn't be dead. That evil witch stabbed me in the back. A real 'Et tu Brute' as the Muggles call it."

You jump as he passes through you.

"You look like you're made of the right stuff," he says, looking you up and down. "You're entering the Walk the Plank Tournament, correct? I need someone to help me defeat Meep's Champion and you might be my best shot. I have no one left from my traitorous crew to avenge my spirit."

He gestures towards a booth by the lake where a line has formed. A large crowd has formed, the witches and wizards in line all eager to join in on the battle and win the grand prize.

"Go on and get over there. I heard that prophecy the fortune teller gave you! You're going to help me take down Meep's successor or I'm following you home to haunt you for the rest of your days."

Despite being annoyed by the ghost's pushiness, you make your way to the booth. The line moves quickly and you fill out the forms you are given. Once the deadline has passed, a pirate comes forward and summons a large board that displays the bracket for the tournament.

At 7pm, the tournament starts and you quickly make your way through your matches. You are surprised by how easily you are able to defeat your opponents, knocking them off of the plank and sending them into the water below. You barely notice when the ghost comes to tell you that you've made it to the finals and will face Meep's chosen competitor.

As you take your place on the plank for the final round, you notice the large crowd that has gathered to watch. One group of pirates, dressed mostly in green, has taken up a spot directly across from you. You can hear them teasing both you and your opponent, calling for someone to do a cannonball into the water. You laugh as the match begins.

The battle rages on, drawing a larger and larger crowd but you don't notice. Your focus is on your opponent's blade which rushes through the air towards you. You realize that the two of you are too evenly matched and that one of you will have to make a mistake for there to be a

victor. Suddenly, the ghost rises up before your opponent, startling them. You take the advantage and knock their sword from their hand. They reach out to try and grab it but lose their footing, falling into the water. You've won!

A pirate breaks away from the group you noticed earlier. She is wearing a captain's hat and has murder in her eyes. You raise your sword as she comes towards you, but she moves around you to confront the smirking ghost. You collect your winnings as Meep and Rhino continue their never-ending quarrel.