



Setup - “Your party struggles onto dry land (A) through crashing surf and debris-filled waters. Tall cliffs hedge your escape; a narrow ravine is the only way off the beach as far as the eye can see. The skiff’s remains litter the oceanfront, though the tide has pushed most of the wreckage up the coast. Its cargo of beans float bloated in the waves and stagnate on the shore. The captain is missing—presumed dead. You should have arrived at your destination several hours ago.”

Search - Each member of the party is missing some thing(s)—GM’s choice. They were thrown overboard, after all, when the vessel broke up (luckily close to shore) and maybe they’ll find some of their lost gear, but it’s not likely (5% chance). Most barrels (16 gal.=112 lbs.) are split and broken. A search reveals one barrel (B) is not split. In fact, it looks new! A magics check reveals it is magically sealed (and strengthened); it cannot be forced/broken open by any party member—by any means. It sounds full of beans. A small, intact chest (C) contains 5d10 copper, 4d8 silver, 3d6 gold, and 2d4 gems.

Trigger - Once the barrel (B) is *moved* by a member of the party, the race begins (Strength and dexterity checks required. Standard movement rates apply, based on terrain difficulty—a rocky, wreckage-strewn beach). “A flash of light and a violet portal opens 10 feet away from the barrel*; two armed skeletons step through and head straight for the barrel.” As long as the party is on the beach, and for every 40 feet the barrel is moved by a party member, the portal opens (*10 feet away from the barrel (X); roll 1d8 to determine direction; see Figure 1) and 2x the number of skeletons previously appearing file through and move toward the barrel (2 to start, 4 @40 ft., 8@80 ft., 16@120 ft., 32@160 ft., etc.). Skeletons stop appearing after the barrel enters the ravine/moves past (D), which is the final skeleton spawn point.