

### Getting Ashore

1. Moor at the Old Pilings
2. Risk the gap in the cove's teeth
3. Set a dinghy ashore in the marsh

# The Brass Canon's Plunder

By Warren Abox

### Directions to the plunder:

*Stand on the upper jaw and face the midnight sun,  
Set yer bearing for the lefthand gap and steer dead ahead,  
At the foot of the father bear we planted three small pineys.  
Dig down half a man and half a man again.*

### The Lighthouse

The steps are old - 1 in 6 chance one crumbles into the sea (DEX check to avoid).

### Owlbears

AC 5, 22 hp, 2 claw 1 bite, 1d8 each

The old brass lantern for the lighthouse has fallen into the ruins, it is worth 3,000 sp.

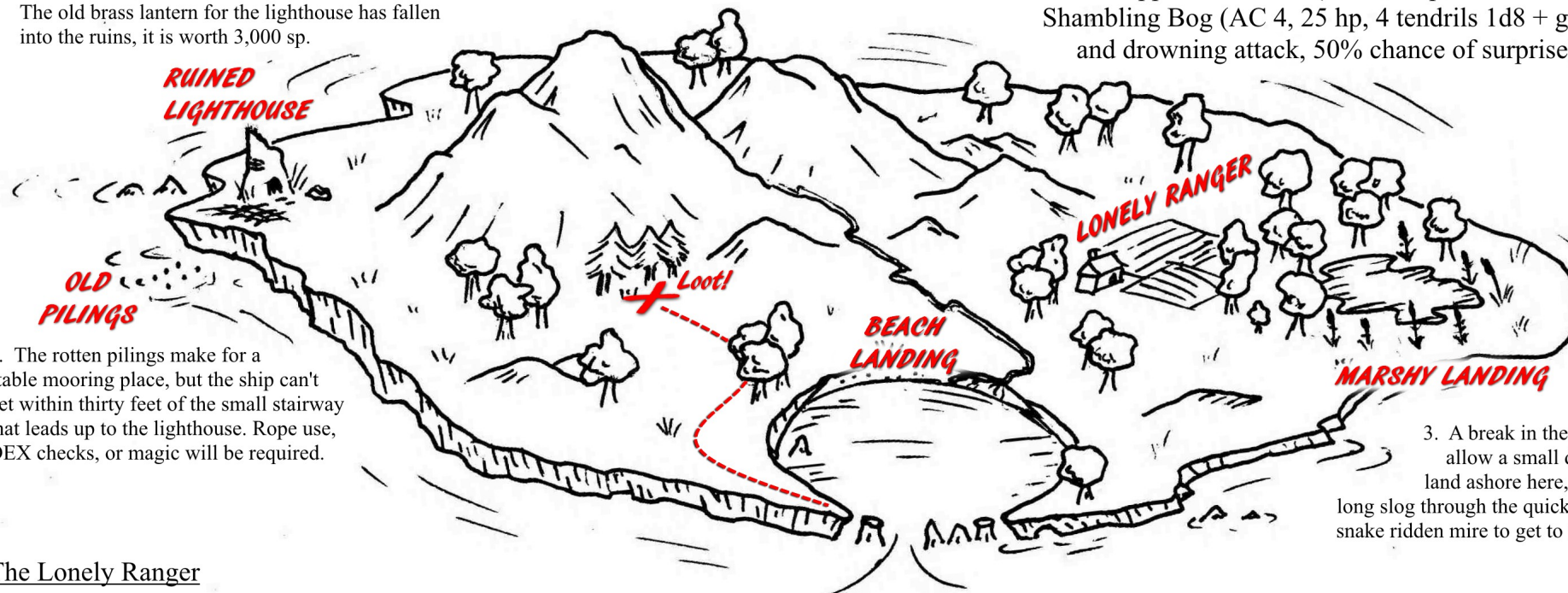
In which the players recover an old pirate's journal, that of the priest turned brigand who went to a watery grave leaving a trunk full of plunder buried on an isle.

### Marshy Landing

Quicksand - WIS to avoid, STR to rescue

Black copperhead snake (AC 5, 4 hp, bite 1d4 + poison)

Shambling Bog (AC 4, 25 hp, 4 tendrils 1d8 + grapple and drowning attack, 50% chance of surprise)



1. The rotten pilings make for a stable mooring place, but the ship can't get within thirty feet of the small stairway that leads up to the lighthouse. Rope use, DEX checks, or magic will be required.

3. A break in the reef will allow a small dinghy to land ashore here, but it's a long slog through the quicksand and snake ridden mire to get to the cove.

### The Lonely Ranger

AC 5, 25 hp, sword 1d6+1

### Spells

*Snake charm, plant growth*

This cantankerous old ranger was enjoying his solitude until the party showed up. He is friend to all the animals on the island, and will coordinate attacks with anything handy. Rattlesnakes live in the hills, and a cougar or two will come to aid him as well. He is even friends with the shambling bog thing. If the party moves carefully about the island, he may help them find the loot. He may require they clear out the owlbears who have been poaching his flock of goats on the high hills first, though.

Cougar (AC 6, 17 hp, 2 claw 1 bite for 1d4 or 1d8)

3. The Captain's secret entrance is partially blocked by the mast of the Godshank, which sits just below the waves in the gap. If the PC's don't realize it is there, the hull will be pierced, and the repairs will force them to tarry on the island for a week longer than expected.

### The Plunder

Two bottles of vintage wine, one turned sour (worthless) and one still good (150gp)

Two large pieces of ivory weighing 10 pound each (worth 100gp each)

Two small barbarian idols carved from whale ivory (worth 500gp each)

Two sacks of gold doubloons (500gp each) and 2,000 loose gold coins

Silver chalice set with green spinel gems (2,000gp)

In a velvet pouch, a delicate silver necklace set with blue spinel (3,000gp)

A +1 cutlass, tempered steel blade with an ivory handle set with a small ruby