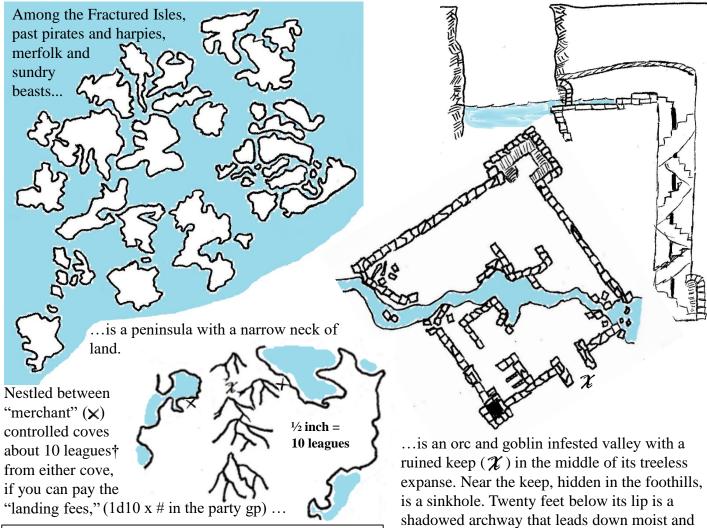
The Weathered Pirate: "It's Treasure Ye Want?" by James Hirst

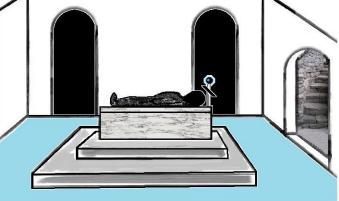


If "landing fees" are abhorrent to the party, there are other places to land--use "A Barrel of Fun." +20 leagues to \mathcal{X}

† 1 league ≈ 3 miles ≈ 5 km; walking approx. 1-1 ⅓ leagues/hr

For every 4 hours of travel, there is a 20% chance the party will encounter an orc* (2d4) or goblin** (2d6) scouting party. At the ruined keep, there is a 50% chance a raiding (*3d8/**3d12) party is holed up. The sinkhole is within 1 league of χ (2d4 hours to find it w/applicable % for an encounter). Optional side-adventure: "Last One There Is A..." Orcs and goblins shun the sinkhole and will even avoid/break off a fight near it. The sinkhole is inhabited by 3 small (75%) or 1 medium (25%) water elemental. At the bottom of the stairs, "Water trickles down the steps, into the tomb, and out two dark tunnels. A hideous, stone figure adorns the marble sarcophagus' cover. Coins litter the flooded floor, along with mangled bones, armor, and weapons." Once the party enters, the figure presses a concealed trigger under its hand...

mossy steps.



"I wuz the last one down," Kraltos sobbed drunkenly into his tankard. "I caught a peek before the door hit and knocked me senseless." He fell silent, then lamented, "I saw it! Treasure all over!" Before passing out, he finished his story, "I woke on the stairs...alone...all alone..."

... A [gargoyle's] voice booms as the door slams shut and seals itself, "Ahhh...Kraltos has sent me more food!" Licensed under Creative Common Attribution-Share Alike 3.0 http://creativecommons.org/licenses/by-sa/3.0