Among the Fractured Isles, past pirates and harpies, merfolk and sundry beasts...

…is a peninsula with a narrow neck of land.

Nestled between “merchant” (X) controlled coves about 10 leagues† from either cove, if you can pay the “landing fees,” (1d10 x # in the party gp) …

If “landing fees” are abhorrent to the party, there are other places to land—use “A Barrel of Fun.” +20 leagues to X

† 1 league ≈ 3 miles ≈ 5 km; walking approx. 1-1 ½ 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 X (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 sarcopagus’ 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…

…A [gargoyle’s] voice booms as the door slams shut and seals itself, “Ahhh…Kraftos has sent me more food!”

“I wuz the last one down,” Kraftos 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…Kraftos has sent me more food!”

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