

- The Isle of Land, the City of Lostport, the Sand Bar, hills and moors w/ cliffs at coast
  - Half of the crew are shepherds
- 10 crew + PCs

Turns

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5 / 3 / 2

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NPCs

- the old man at the docks
- Peggy (peg-legged pirate who cleans up around the bar)
- the Captain (young, somewhat foppish noble, "retired" naval officer, pirate captain)
- The goblins (love fire)

• The goblins went at night, beating the PCs to the dungeon. They have also entered the second level.

- If the PCs leave the isle, the goblins will conquer the dungeon and use the island as a staging ground for a small pirate empire, preying on the Isle of Land.
- They'll also drive the cult of the Forbidding God all the island.