

THE EMERALD ISLE

Chaotic Outpost

- Age of sail / pirates themed
- Frog with coin in mouth is everywhere (green marble)
- The Long House - resort, run by "retired" pirates, beach
- The Cult of the Frog - in league with the pirates, they seek to ritually breed an army of killer frogs to conquer nearby isles
- The Pirates at the resort feed the cult's frogs for profit (not knowing their long term plan)
- North isle - a wrecked pirate ship rebuilt into a hangout for the old duty pirates - the "Dead Dock" - also where they brew sweetroot rum from swamp vegetables.
- The isle was once the home of a noble race of gladiators and senators. They left when the swamp swallowed their city, which now lies ruined in the wreck.

- ① Old Wog has a pile of coins in his nest (collected from his victims) 457 CP, 108 SP, 33 GP.
- ② The Emerald Coin (an emerald cut into a disc-like shape) is worth 1,000 GP
- ③ Emerald shards are scattered in these locations (1d6, worth 10 GP each)
- ④ The pirates' armory contains shields and blades and nets and tridents of gladiatorial make, including a stained short sword +1 (defending)
- ⑤ 500 GP (total) emeralds in statue's eyes
- ⑥ Wizard has scroll of water breathing he hopes to use to escape