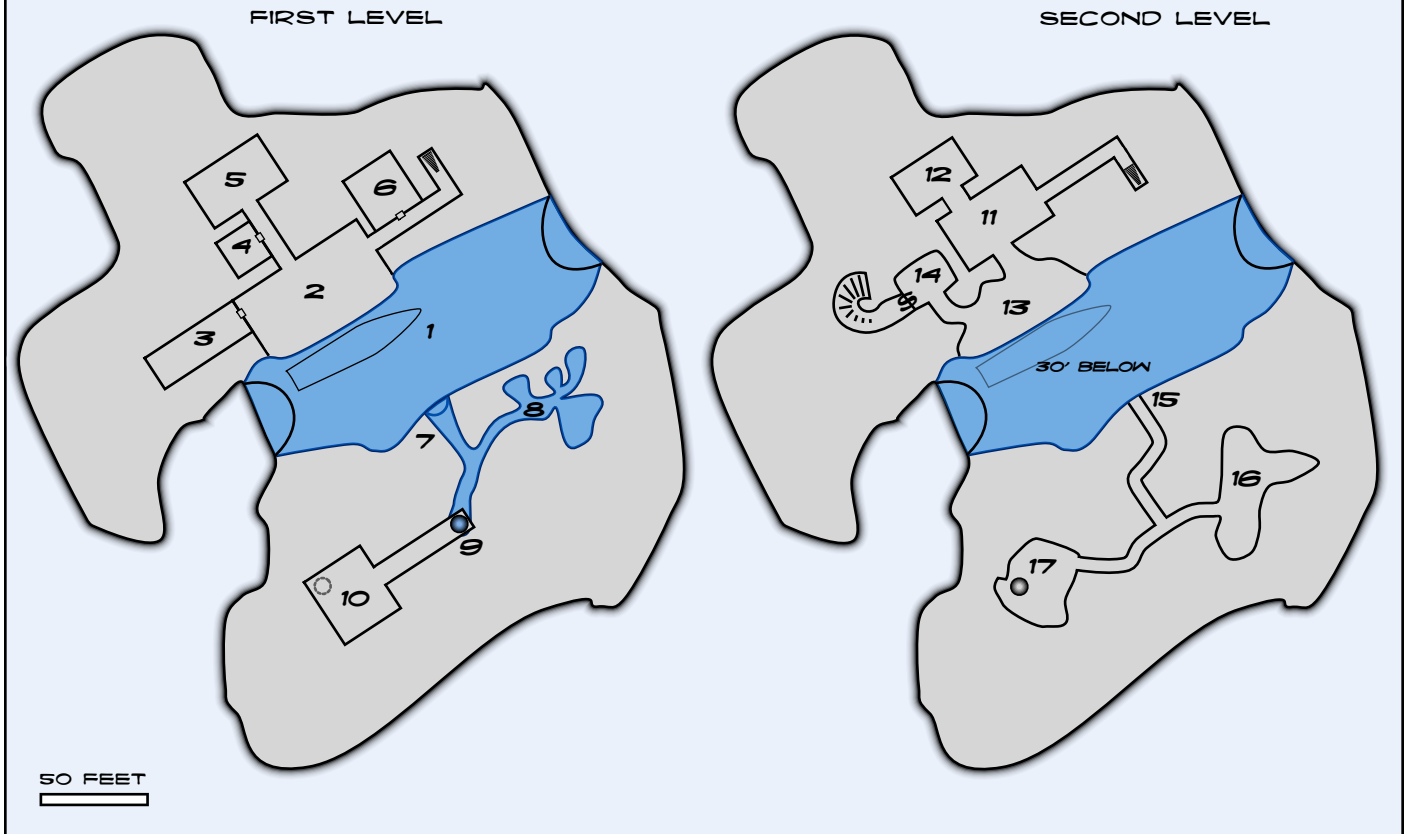


# CAPTAIN FLINTWATER'S LAIR



Captain Flintwater keeps his sloop, *The Lazy Tiger*, anchored at a most peculiar moorage: a natural grotto cut completely through a small island. The island itself is a 60' tall pillar of basalt, rising straight out of the coast of a much larger island. The grotto is a natural tunnel 40' high that passes right through the center of the island. There were a series of natural caverns off the grotto that Flintwater and his crew have expanded and now use as their home base and treasure hoard.

- 1. The Grotto** :: *The Lazy Tiger* is found here when Flintwater is at home.
- 2. The Dock** :: This is where the crew relaxes amidst unstowed treasure and stores. There's always five or six pirates lounging around when Flintwater is home, and there's a guard of three here when the ship is out hunting.
- 3. The Warehouse** :: Sundry supplies are kept here, along with an assortment of weapons.
- 4. Food Stores** :: A simple pantry. Plenty of rats in here.
- 5. Kitchen** :: Also the dining hall with fires, big trestle tables and a vent to the outside. More rats and Giancarlo the chef who wields two cleavers like a madman.
- 6. Quarters** :: The gang bunks in here. It's pretty sloppy.
- 7. Underwater Entrance** :: Five feet below the surface, very hard to spot. The tunnels have regular air pockets and there is a rope attached to the left wall, leading to 8. Flintwater just keeps to the right wall and goes straight to 9.
- 8. Creature Caverns** :: To help protect his treasure, Flintwater has enlisted some unpleasant sea creature. We suggest a GIANT OCTOPUS, because, awesome. But up to you.
- 9. Shaft Up** :: This tunnel appears to dead end, but reach up and there's a shaft rising out of the water and up to a corridor leading to 10.
- 10. False Hoard** :: The oldest trick in the book, but Flintwater likes it. Chest full of coins (low-value), some assorted jewels and a couple of swords to make it look good. Some poor fellow's skeleton grinning over it all.
- 11. Flintwater's Audience Chamber** :: Prisoners are interrogated here, for the most part, and on the rare occasion guests come calling with

actual business, Flintwater meets them here. Tries to be ostentatious, but largely fails. Moth-eaten tapestries, scavenged furniture and moldy carpets.

- 12. Flintwater's Bedroom** :: The furnishings were stolen from an abandoned mansion. And they were old when he stole them. And pirates don't do laundry.
- 13. Flintwater's "Saloon"** :: When the captain's in a sociable mood he calls some of the gang up here and they dice or drink or both. Sometimes there's music. This is sort of the party room for the pirates.
- 14. The Museum** :: Flintwater has a few choice pieces he likes to show off: a figurehead from an Imperial warship, the skull of a T-Rex he claims to have killed, and what he claims is a solid gold statue of falcon. Nobody here has ever found the secret door that leads up to the top of the island (which is covered in guano and shrieking seabirds).
- 15. Narrow Entrance** :: Nearly invisible, this narrow slit in the grotto wall is unknown to the crew, but a series of cleverly-carved handholds lead across the grotto roof to this point. Flintwater's getaway if he needs one.
- 16. Guardian** :: This chamber is made up to look like a ship's hold -- it's soothing to the inhabitant, who is Flintwater's former first mate. He died and Flintwater got control of his body, turned him into a horrible undead thing, and stuck him here. He comes shambling down whenever someone shows up in 17 and if they aren't Flintwater, kills them.
- 17. Actual Hoard** :: Well, here it is. Lots of booty.