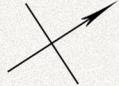


Black Tom Muddye's Treasure Map

Seaport Bay, 's Kiss' is in her harbor. The Widow, I couldn't ask for a better crew of sea-dogs. Women, rum & booty. It's a pirate's life for me.

Better keep an eye out for the 'Mary Knyght'. She's been tracking us for months now. If the law catches us, it will be the hangman's noose for us!



Sail South-East for 60 leagues

The Scrag's Teeth

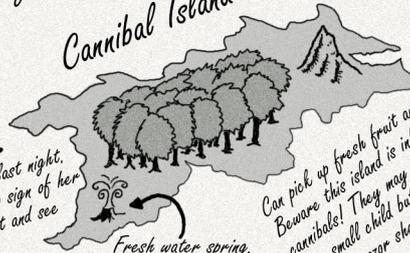


The damn sea trolls that inhabit these waters would as soon eat us than look at us. Must make sure the ballistae are armed and the weak-kneed magician is ready when we pass through these waters.

Sail South for 42 leagues

Know this, should this map fall into the hands of anyone except myself, I will haunt them down and have my revenge... even from the grave if that's what it takes for I am Black Tom Muddye, the scourge of the seven seas and beyond!

Cannibal Island



Fresh water spring.

Can pick up fresh fruit and game here. Beware this island is infested with cannibals! They may be only the size of a small child but they make up for it with razor sharp teeth and numbers. All parties sent ashore must be appropriately armed.

Sail South-West for 38 leagues.

The 'Mary Knyght' was spotted on the horizon last night. We managed to give her the slip. There was no sign of her in the morning. One of these days we will meet and see who has the better ship and crew.

Skull Island



Thirty miles inland is a large cave entrance that is shaped like some demonic skull. Through its mouth leads to the caves where our booty lies hidden. Not including myself, only my First Mate, Quarter Master and Sailing Master know through the island dense forest to the cave's location.

The beasts and vegetation on this island are like nothing I've seen before. Giant reptile beasts roam the land and ferocious reptiles hunt in the woodlands. I've seen vegetation that capture and eat human flesh. Strange yellowish plants spread spores and those infected die. Those infected come back from the dead to attack those not infected. The dangers on the island are just one barrier to protect our ill-gotten gain.

My First Mate has taken to calling these beasties thunder lizards for when they walk, the ground shakes. The ones with the sharp teeth that you have to worry about. The small ones hunt in packs and the larger ones are just as dangerous, if not more so with their teeth the size of short swords.

Real treasure cave - Three large chests are locked and hide poison needles on the locks. The chests are filled with thousands of gold & silver coins, plus many pieces of jewelry and gems. It is a ransom's worth of booty.

There is a large crystal boulder in this cave. My Firstmate claims to have seen beings of pure fire in them. Can these fire creatures leave the crystal?

The cave floor and ceiling appear to have teeth. Some of these 'teeth' detach themselves from the ceiling and drop on my men. The largest of these teeth are over 5 ft. tall.

This cave leads to Hades? There is a strong sulphur smell here.

Bat cave reaks of guano.

What's beyond this boulder is unknown. Decided to err on the side of caution and not tempt the fates by exploring beyond it.

Did the shadows move in this cave? Are they "alive"?

Entrance. The stone steps can be slippery so caution is advised.

Stone columns with strange markings. Someone or something has been to this island before.

Fresh water source but sometimes I swear I can hear something splashing about.

False treasure cavern. Should anyone open the chest, the cave roof is rigged to fall on the thief.

A large open pit is in the center of this cave. Who knows what lives in it. I didn't stick around to find out.