



SHEERCLIFF

PART 02

In the aftermath of the confrontation, Stone-docks falls quiet. Wary sheerfolk peer down at the adventurers from tunnel entrances and doorways. Nobody steps foot on the docks, and any bodies are left untouched.

Terrible fear is written on the faces of the townsfolk. It's only a matter of time before hunger drives them to desperate action.

Captain Crust declares it's too dangerous to stay ashore, and he intends to set the Wanderer in the middle of the cove as a deterrent against a raid. He offers the adventurers his share of the voyage's profit to venture into the island, uncover the cause of the whirlpool and eliminate it if possible, to be collected when they set sail from this cursed place.

The adventurers explore the island and find themselves in a ruined village of sorts. The air is cold from the ocean water, with barnacles covering the roofs, and at the last house a deep red tent built atop of an old deserted house. Who goes there?

Grid Size: 21x30

Formats: VTT, PDF (6300x9000 pixels, 300DPI)

Variations: Original (High Tide), Original (Low Tide), Midnight (High Tide), Midnight (Low Tide), Serenity (High Tide), Serenity (Low Tide), Ghost (High Tide), Ghost (Low Tide)



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