

# Skull Cove by Fantasy Atlas & Tom Cartos

## **Background**

Captain Lola 'Silver Hair' Devdan once ran one of the most feared ships on the ocean. Merchant vessels would immediately surrender at the site of her flag, knowing what cruel fate would await them if they did not. After almost a decade at sea, one of her rivals tricked her into entering a crumbling temple deep in the jungle. The temple was cursed and took the lives of her entire crew, but Devdan was too strong of will to fall to such darkness, and instead made a bargain with the spirits that inhabited the ruins.

In exchange for the power to defeat those who had led her here, she pledged to do the bidding of these spirits if they should ever need her. However, the spirits, irritated by her hubris but intrigued by her character, also took something else from her. They made her deadly afraid of the open sea.

Devdan now runs the Coved Inn, a pirate tavern inside the skull of a titan on the banks of a great river, close to the mouth. This is as close as she can get to open water without seizing up with fear, and the regular patrons bring her important news as she tracks down those she seeks to destroy. None know of her true mission, or what she gets up to in the rooms below.

## **Grid Information**

**GRID SIZE – 22x35 (300DPI)**

**VTT SIZE – 3080x4900 (140DPI)**

**RECOMMENDED PRINT SIZE – A1/ANSI D**

## **Design Notes**

### **Skull Cove 01 - Docks**

- **01** – Dock – Berth's for ships to pull up to the cove. Watched over by patrons already in the tavern above.
- **02** – Lower Galley – Flags from numerous crews hang on the back wall. A couple of guards watch over those leaving and arriving, through the sites of a mounted ballista. Stairs lead up to **07**.
- **03** – Crew Bunks – The 'crew' (staff) bunk up in the hammocks here in the few hours each morning when the tavern is closed.
- **04** – Storage – Crates of supplies and barrels of ale, waiting to be hauled up to the tavern above.
- **05** – Captain's Quarters – The rest of the staff are under the impression the captain sleeps in her office. She is the only one who knows of this secret area. Ladder leads up to **14**.

- **06** – Ritual Room – Unknown to anyone else, the Captain practices the necromantic arts gleaned from the spirits, waiting until she is powerful enough to overcome her fear and enact revenge on her enemies. Wooden hatches in the centre of the room can be lifted up to allow egress under water to **2**. The hatches are locked from above.

### **Skull Cove 02 - Tavern**

- **07** – Tavern Floor – Hard wood floors scuffed through use. A number of tables are scattered throughout. Brawls and fights are common. Stairs lead down to **02**
- **08** – Bar
- **09** – WC
- **10** – Side Room – For those looking for relative peace and quiet
- **11** – Private Room – For the captain's personal guests.
- **12** – Captain's Office - The Captain watches over the tavern from her private room. Any sign of trouble (outside of the occasional bar brawl) may result in the cannons being fired. Hidden doors behind the shelves (**S**) lead to **13** & **14**.
- **13** – Stash – What remains of her pirate hoard is stored here.
- **14** – Escape Room – Two chests contain her weapons and supplies in case quick escape is necessary. Trapdoor leads down to **05**

### **Skull Cove 03 - Clifftop**

- **15** – Titan's Skull – It is not known whether the skull was embedded in the cliff side in some ancient battle, or if the cliff and river grew around it.
- **16** – Clifftop