DM NOTES

I don't have too much to say about this map, but I think there are a number of encounters you could stage here. My idea when drawing this place was that there was once some kind of temple here, which has long been in ruins. More recently, some people came to the island, built some houses and they now inhabit the place (I picture them as fugitives who came here because others would stay away from it, but they could be anyone). Regardless of who they are or what's in the temple, I see this as going one of two ways: either the inhabitants are scared of the ruins and avoid messing with them, or they dug around too much and now they're under the control of the powerful force inside it. Or it could just have a room full of sweet loot, if you want to keep things simple. If you want to do something longer with this, you could have the PCs find out where the islanders have been going in their boat and what kind of trouble they've been getting up to there.







