

Forlorn Archipelago, Basher Bay, The Lonely Lighthouse on Fisher Island

The old wagon road is how the light house is supplied with food and water. Two small hamlets provide shelter along the way for the wagoneers.

The sinkhole has been known to move. Adventurers that go to look into it, disappear.

The Weeping Sands are the remains of the Dread Cliffs breakaway.

Ruins: Spotted Elm and Bashed. Two hamlets that met a bad end not long after the sinkhole first showed up.

The Wandering Sands is one reason for the lighthouse. They move about in the shallows. No one knows why.

A few small areas of pine trees. The oaks are all dead and dieing.

There is someone keeping the Lonely Lighthouse in use, but there is a ghost as well.

The old light house keeper tella ya, "This point was once a thriving area of small hamlets of people. But the sinkhole showed up and swallowed a manor house. The land gave way and formed yon cliffs and sands. You can sometimes hear the wailing of those who were drowned there.

Would you like some tea ? It will keep the chills away. Tea is good for ye. Have Some Tea !"

As he fades away in the gathering sunlight.