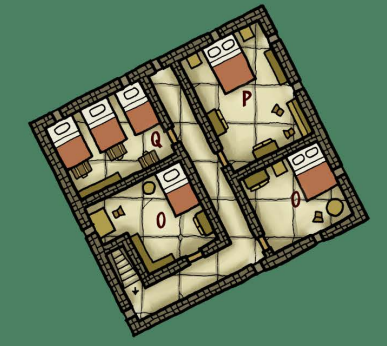
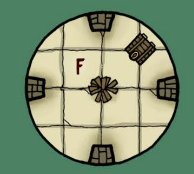
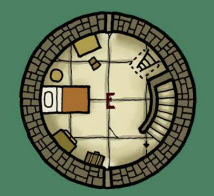
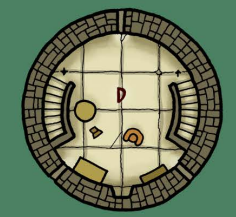
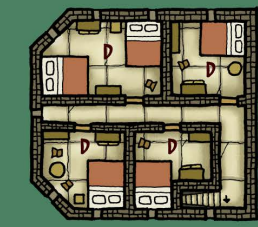
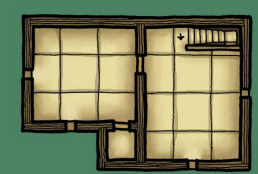




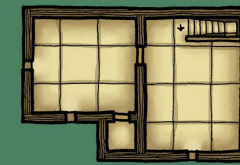
- 1 - APOTHECARY
- 2 - BOAT HOUSE
- 3 - "THE BRASSY RAIDER" TAVERN
- 4 - LEM'S GENERAL GOODS
- 5 - RUINED TOWER
- 6 - "THE SWASHBUCKLER" BROTHEL
- 7 - WAREHOUSE
- 8 - KELSA'S LUXURY & EXOTIC GOODS
- 9 - CARPENTER
- 10 - "THE DROPPED ANCHOR" INN
  - A - BARROOM
  - B - KITCHEN
  - C - PANTRY & ALE STORE
  - D - GUEST ROOMS
- 11 - CHICKEN COOP
- 12 - DISTILLERY
- 13 - SHRINE (UMBERLEE)
- 14 - SMOKEHOUSE
- 15 - BALDERSON'S HOUSE
- 16 - "THE CRACKED OYSTER" TAVERN
- 17 - THE LIGHTHOUSE
  - A - WOODCUTTING ROOM
  - B - FUEL STORE
  - C - STORAGE (MISC.)
  - D - SITTING ROOM/KITCHEN
  - E - BEDROOM
  - F - BEACON PYRE
- 18 - HARLOW'S MANOR
  - A - OUTHOUSE
  - B - VERANDA
  - C - POOL
  - D - STUDY
  - E - LIVING ROOM
  - F - STORAGE (MISC.)
  - G - DINING ROOM
  - H - KITCHEN
  - I - PANTRY
  - J - UNDERCROFT CAVERNS
  - K - BALCONY
  - L - STORAGE (CARGO)
  - M - STORAGE (VALUABLES)
  - N - CELL
  - O - BEDROOM
  - P - MASTER BEDROOM
  - Q - GUARDS' BEDROOM



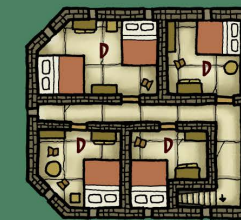


# ANCHORAGE ISLE

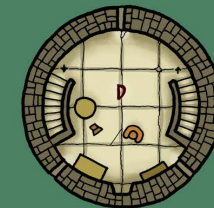
BALDERSON'S HOUSE 2F



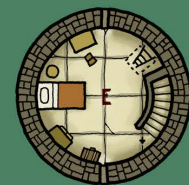
INN 2F



LIGHTHOUSE 2F



3F



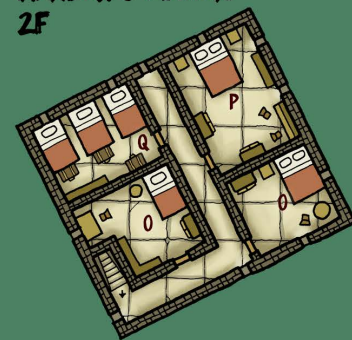
4F



HARLOW'S MANOR UNDERGROUND



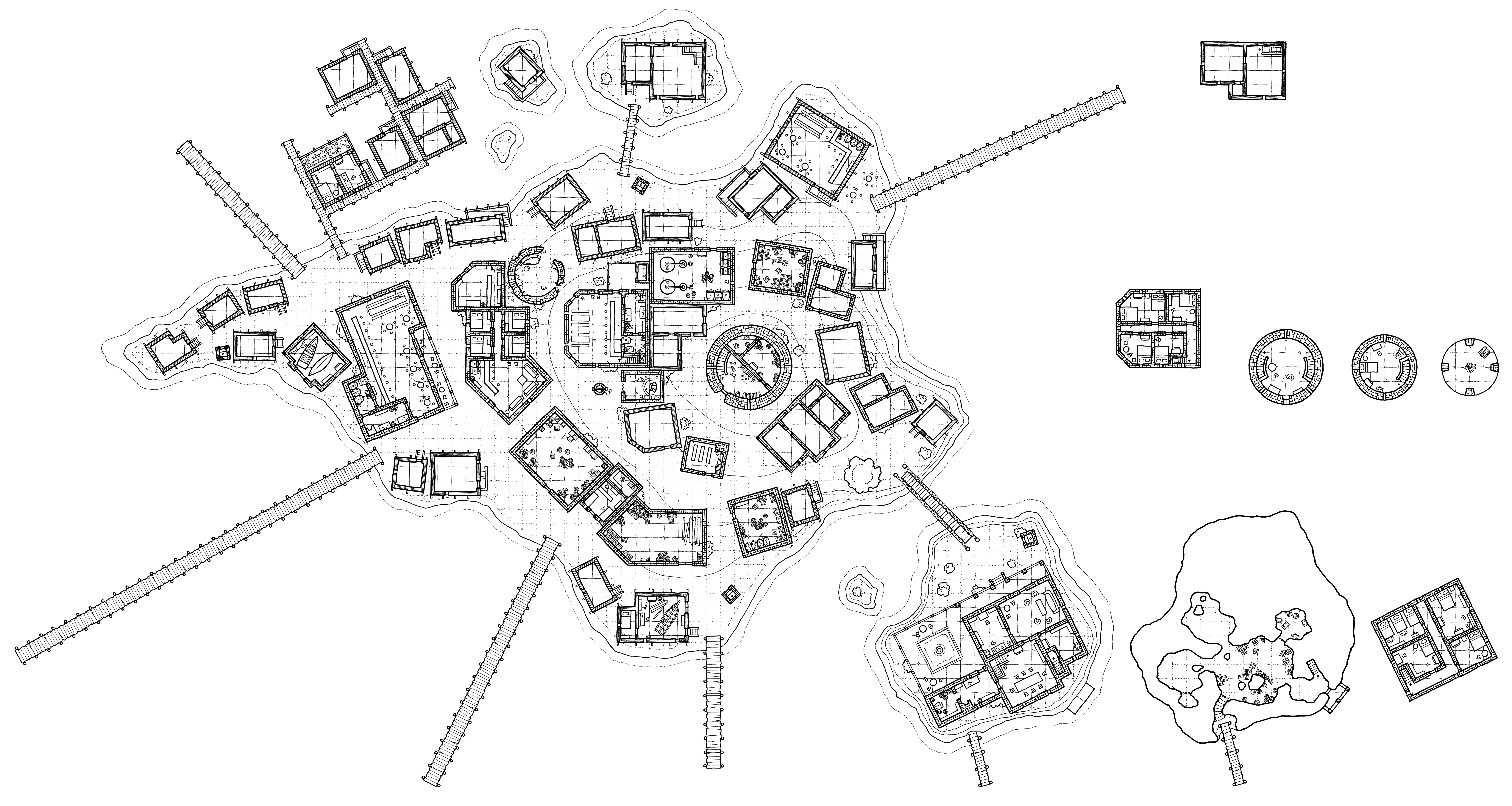
HARLOW'S MANOR 2F



- 1 - APOTHECARY
- 2 - BOAT HOUSE
- 3 - "THE BRASSY RAIDER" TAVERN
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# ANCHORAGE ISLE

•Anchorage Isle is a small, isolated island along the path of a busy trade route. Pirates often stop here to rest, resupply and sell off cargo. Featuring plenty of taverns and traders, as well as rampant prostitution, Anchorage Isle has everything a buccaneer needs to fill their pockets and empty them again in short order. Lately, an increasing number of merchant vessels have been docking here as well, as word has spread that any ship visiting the isle is safe from raiders for two full days after departing.

•There is no law on Anchorage. Crime is not only permitted, it is celebrated. Fighting and disorderly conduct are seen as free entertainment and theft is regarded as no one's problem but the victim. That said, the residents here are used to dealing with troublemakers and most are tougher than they look (and they look pretty tough).

## HARLOW

•If there were any law on Anchorage, it would be Harlow. Garrett Harlow is the richest man on the island and the one person everyone treats with respect. Ostensibly just another of the island's traders, everyone knows Harlow is much more than that. Most believe that many of the pirates in the area are part of a fleet under his command. Nearly everyone believes he is the authority behind the two-day amnesty for visiting merchant ships. Other theories about Harlow abound, but very little about him is known for certain.

## HISTORY

•Anchorage Isle hasn't been a sailors' haven forever. Until twenty years ago, it only had a population of two: the lighthouse keeper and his wife. Known at the time as Lonesome Rock, the only visitors that ever arrived were merchants' guild ships resupplying the lighthouse and the occasional castaway.

•Things changed when a retired buccaneer set up a trading post on the island, hoping to purchase stolen cargo at a cut rate from pirates who didn't want to make the long trip to the nearest port to empty their holds. His success attracted other traders and the island soon became a regular stopover for many marauders hunting in the nearby trade route. Taverns, a brothel and more appeared over time, allowing visiting crews to sell their cargoes and spend the profits all in one place.

## PEOPLE & PLACES

•The lighthouse keeper still lives on the island, although his wife passed away some years back. A strangely quiet man of about 75 years old, he keeps to himself, going about his day as if he were still all alone. He has never shown any opinion about the arrival of the pirates. The merchants' guild stopped bringing supplies long ago and Harlow now provides him with food and fuel. Harlow, who seems to respect the old man, has offered to bring him anything else he wants, although he has yet to make any request.

•Perrod Balderson is the island's second-wealthiest resident. He runs one of the larger trading operations on the island and owns several smuggling ships, which he uses to bring his cargo into the mainland ports. He only lives on Anchorage part time and is said to have an impressive mansion on the mainland.

•The one thing Anchorage could never acquire enough of through trade was alcohol. Visiting ships had plenty, but they'd never part with enough to keep up with demand in the island's taverns. So Wallace Dignett, a former pirate, set up a distillery on the island. Wallace has no gift for distilling and feels no need to make a quality product, as he sells his moonshine as fast as he can make it anyway. It is a milky, yellowish liquid with an overpowering smell and a taste best described as "concentrated hatred."

It is, however, a *very* fast-acting cure for sobriety.

•While prostitutes can be found in all of Anchorage's drinking establishments, those wishing to copulate indoors on a bed can visit the brothel. Should a player decide to engage their services, feel free to make them pass a Con check or it burns when they pee.

•No one knows what the ruined tower was, but most assume it was an older lighthouse. Occasionally someone keeps a cow or a couple of sheep penned up inside it.

•There is only one tree on the island, near the bridge to Harlow's manor. Residents jokingly refer to it as "the woods." While lumber is always in demand on Anchorage, it remains standing, largely because Harlow has threatened to dismember anyone who cuts it down.

•The Dropped Anchor Inn is the island's only lodging. Most of the people staying there decided to ditch their old ship and are looking for a new crew to join.

•The local shrine is dedicated to Umberlee, an evil sea goddess (from the Forgotten Realms pantheon). Sailors come with offerings to avoid her wrath.

•Kelsa's Luxury and Exotic Goods sells all manner of strange things brought in by sailors, as well as fine clothes and jewelry (for particularly successful raiders). Many of the locals believe Kelsa to be a sorceress. She isn't, but she owns a few magical items, which she employs to give people the idea that she'd be a dangerous person to rob.

## ADDITIONAL INFO

•The concentric elevation lines around the map each represent three feet of elevation.

•The wooden houses by the shore with stairs leading up to the doors are stilt houses. They are around 3 feet above the ground. The highest point-- around the base of the lighthouse-- is about 12 feet above the shore.

•The water around the island isn't deep enough for ships to dock at the shore, although it is deep enough for fishing vessels and other smaller boats.

## IDEAS

•Here are a few suggestions for story ideas and other ways to use this map:

•Harlow sends the players to hunt down a pirate ship that broke the two-day rule.

•A group of prostitutes pool their money to hire the party to find and take revenge on someone who hurt/killed their friend. Yes, this is the movie *Unforgiven*. The party is Clint Eastwood.

•The lighthouse keeper finally comes to Harlow to ask for something. He sends the party to find it.

•A new fleet of pirates arrives and declares war on Harlow's pirates. The party sides with Harlow as the lesser of two evils (or maybe he just pays more).

•Harlow could be a bad guy or an ally of the party. He could send them on jobs or they could take over his empire.

•Anchorage could make an interesting home base in a nautical campaign.

•The island could turn out to be a volcano, in case you feel the need to blow it up.

•Nearly all of the island is very confined, making it a tight spot for a big fight. Embrace it. Make the players get creative and climb onto roofs, shoot through windows or run around buildings to get into the action.

