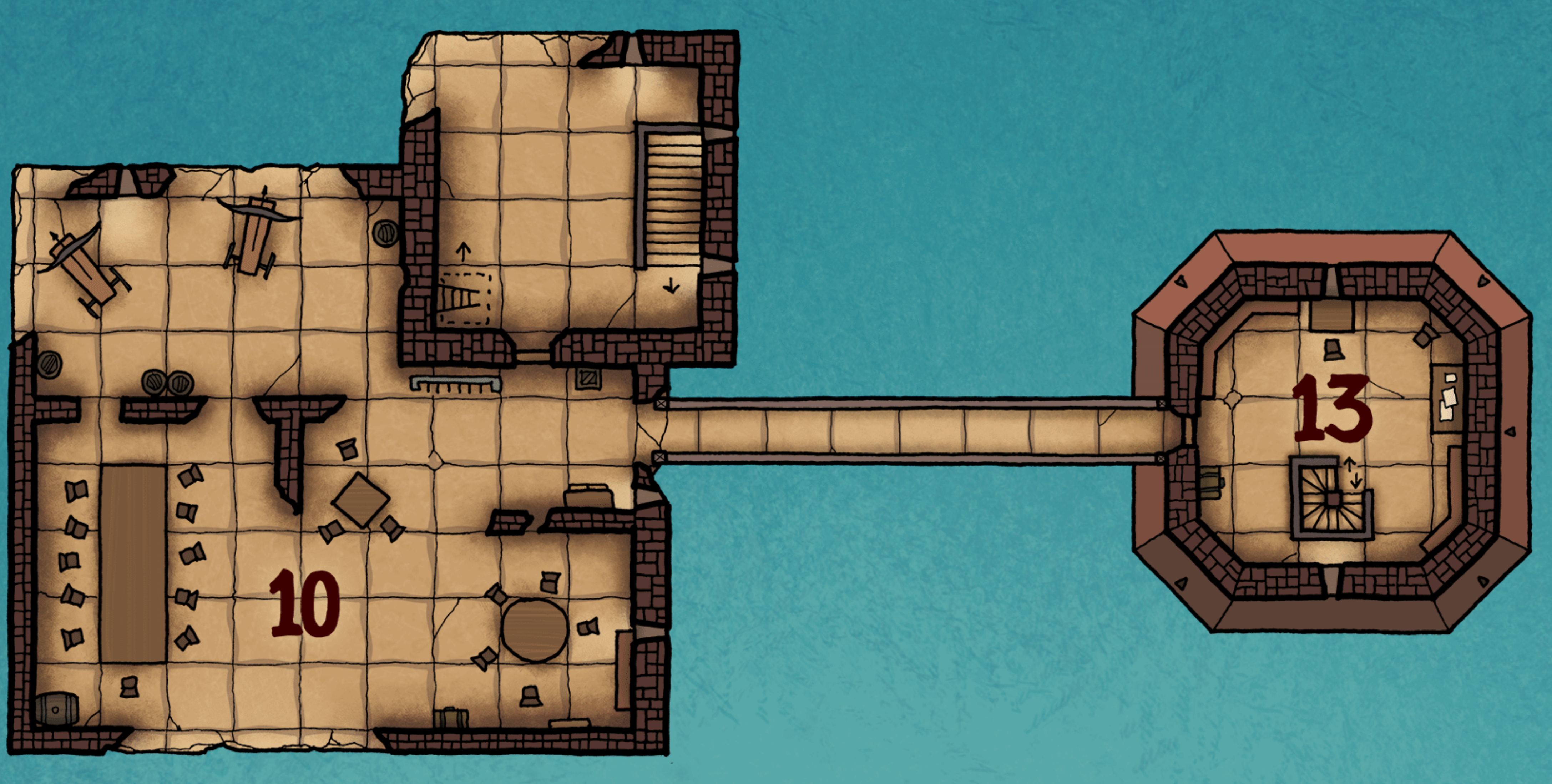
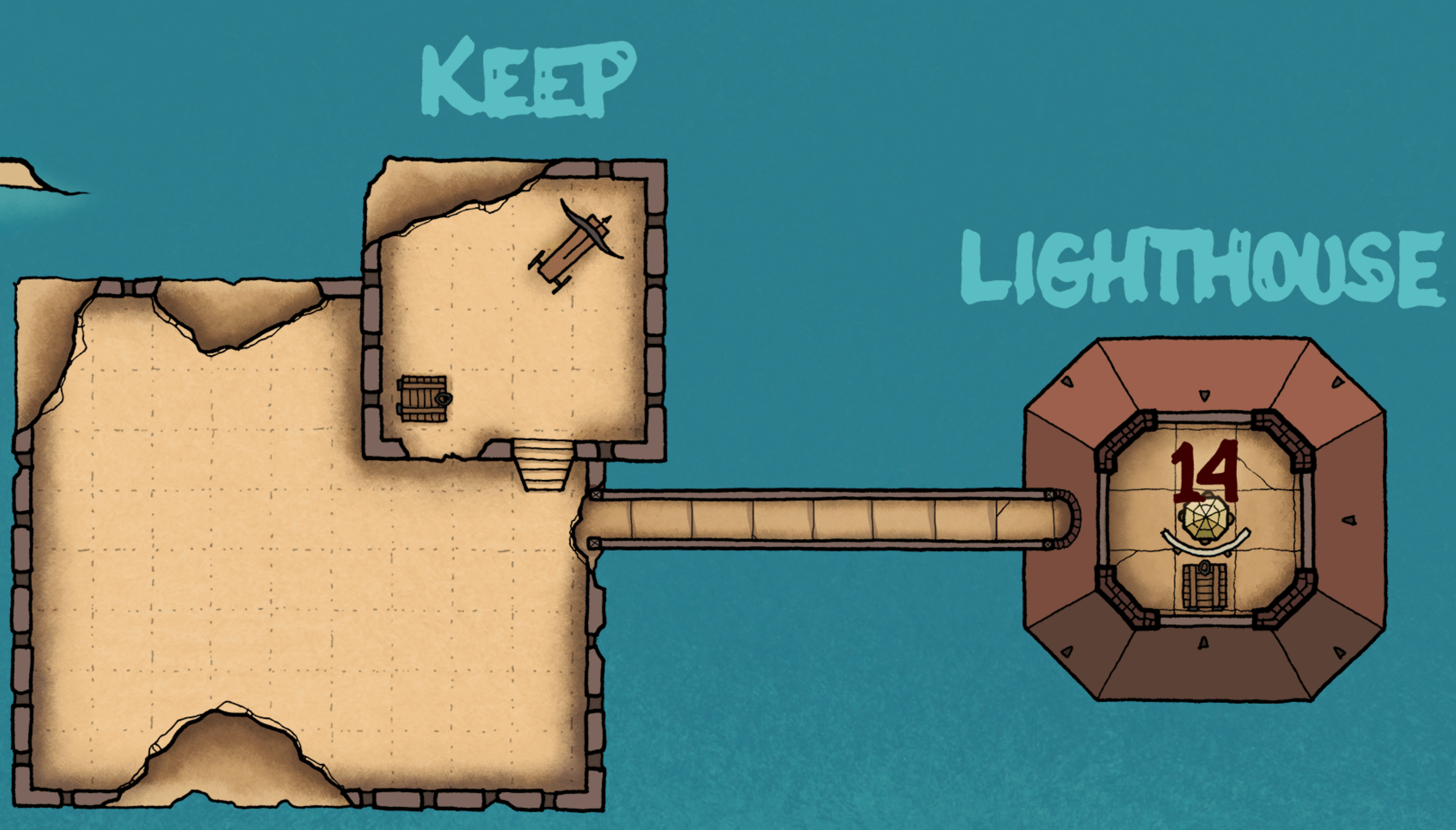
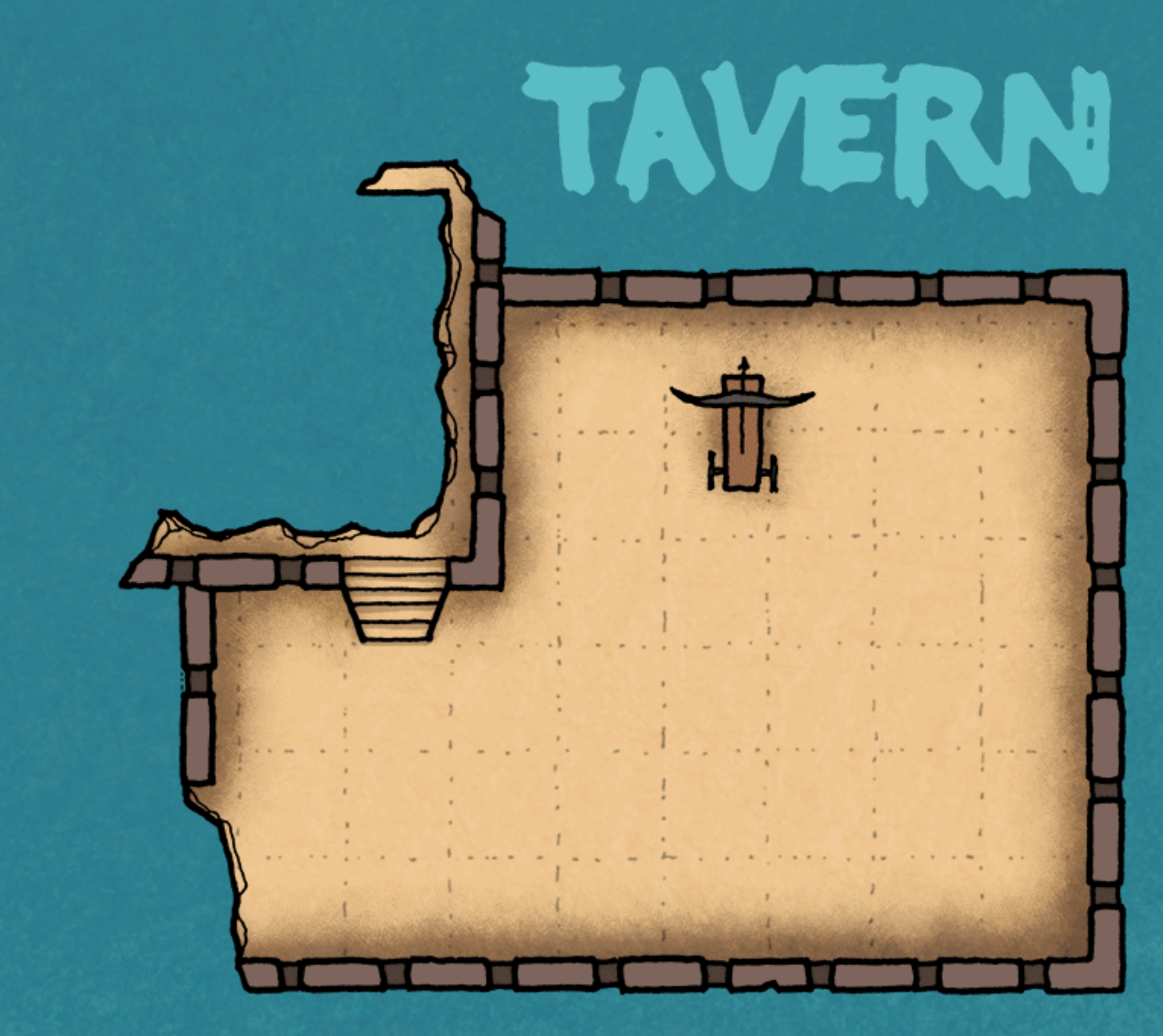
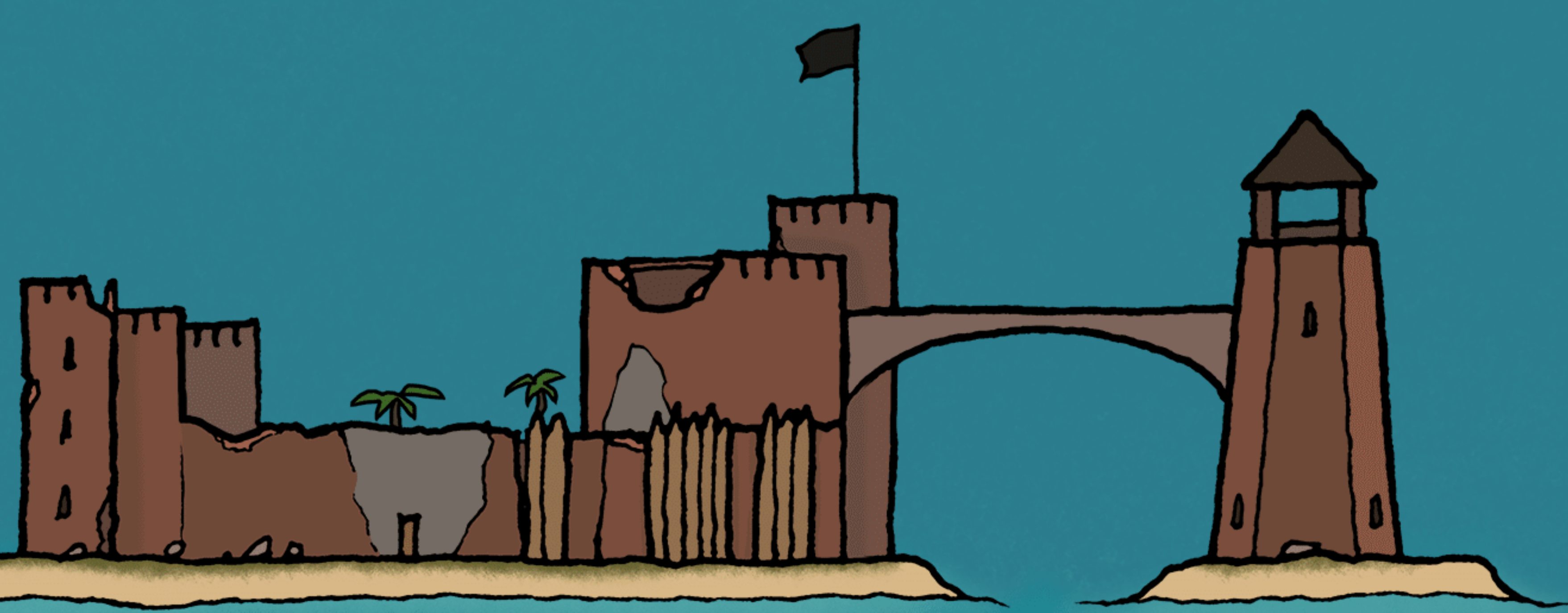


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WHISKEY POINT

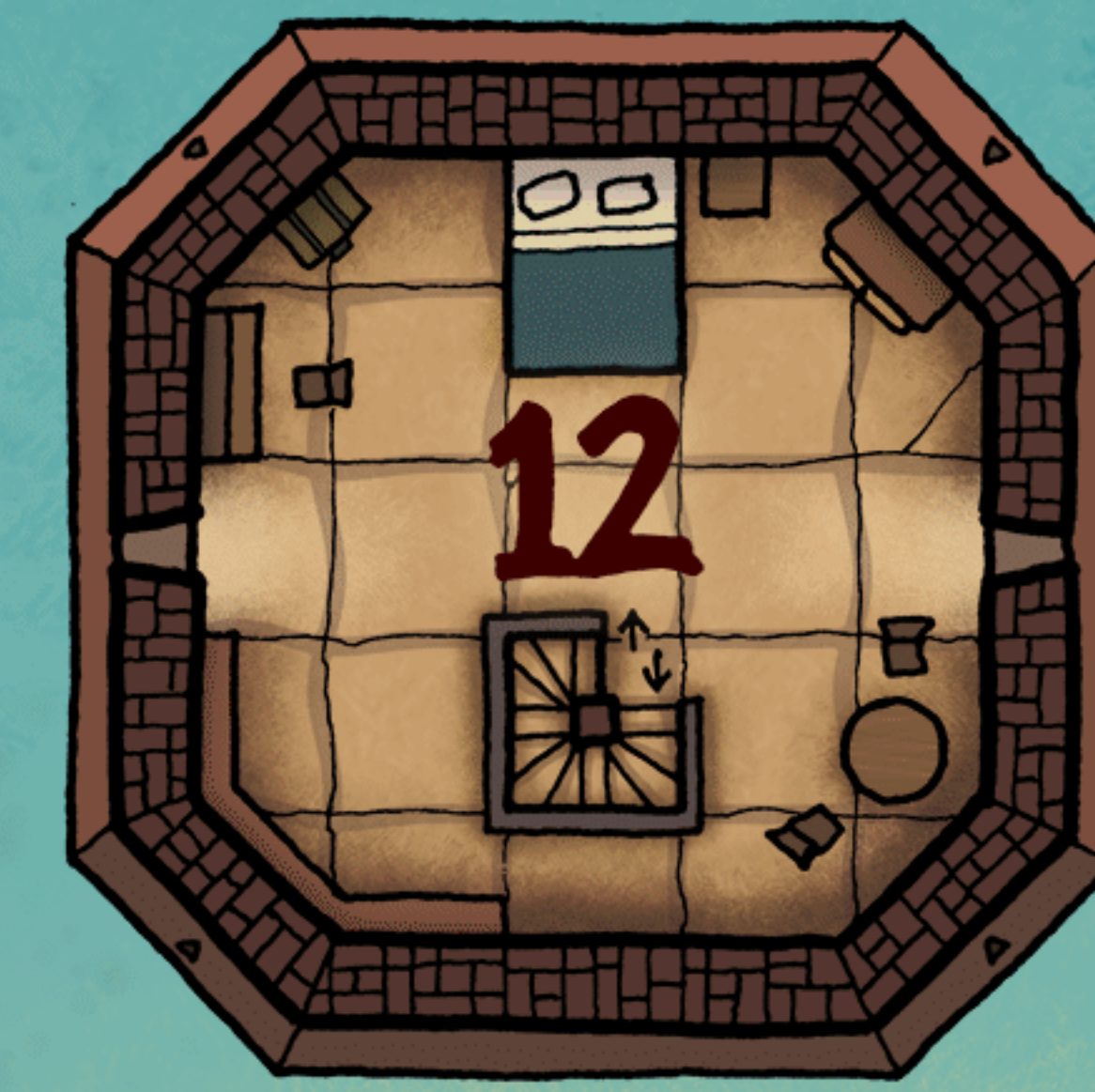
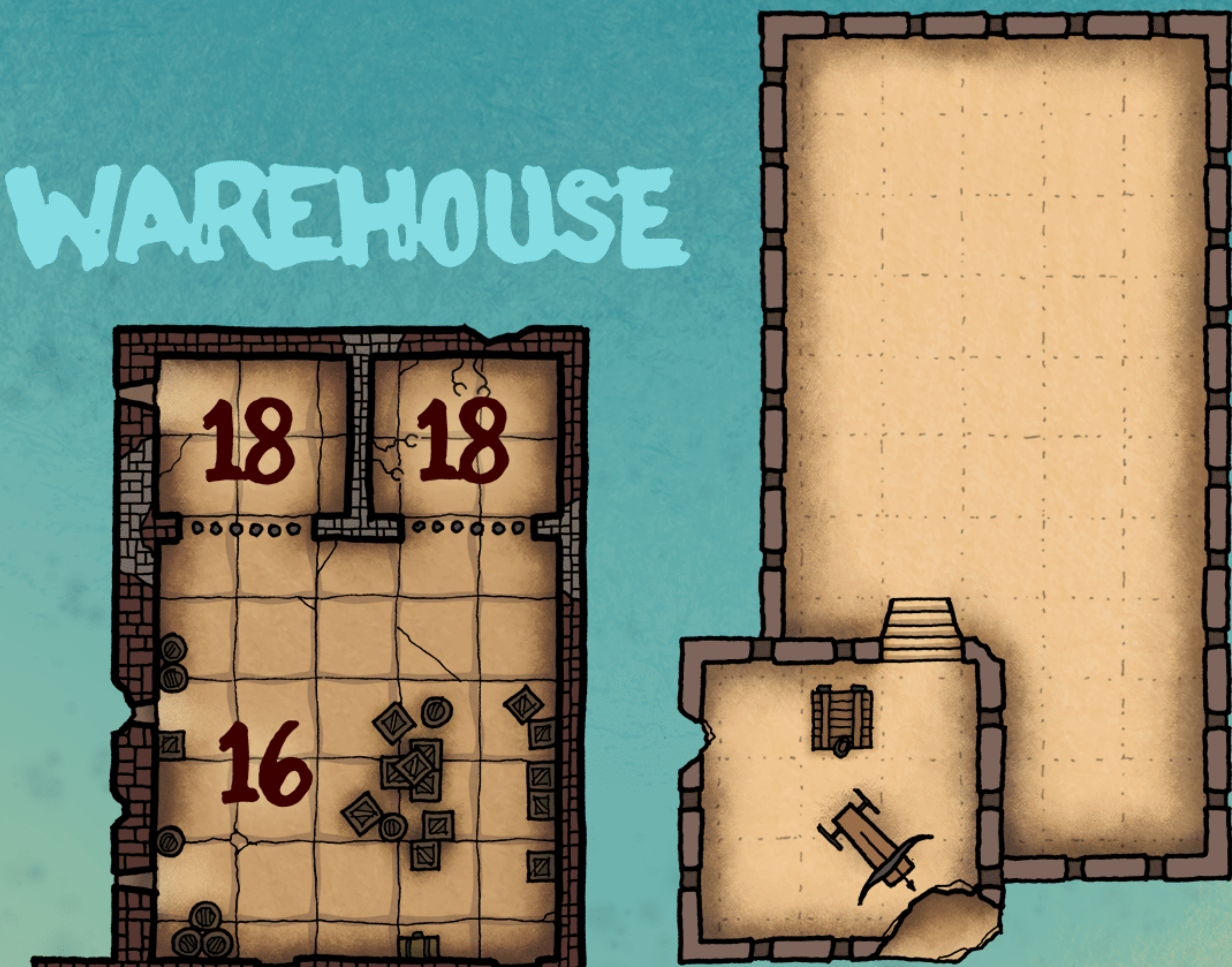
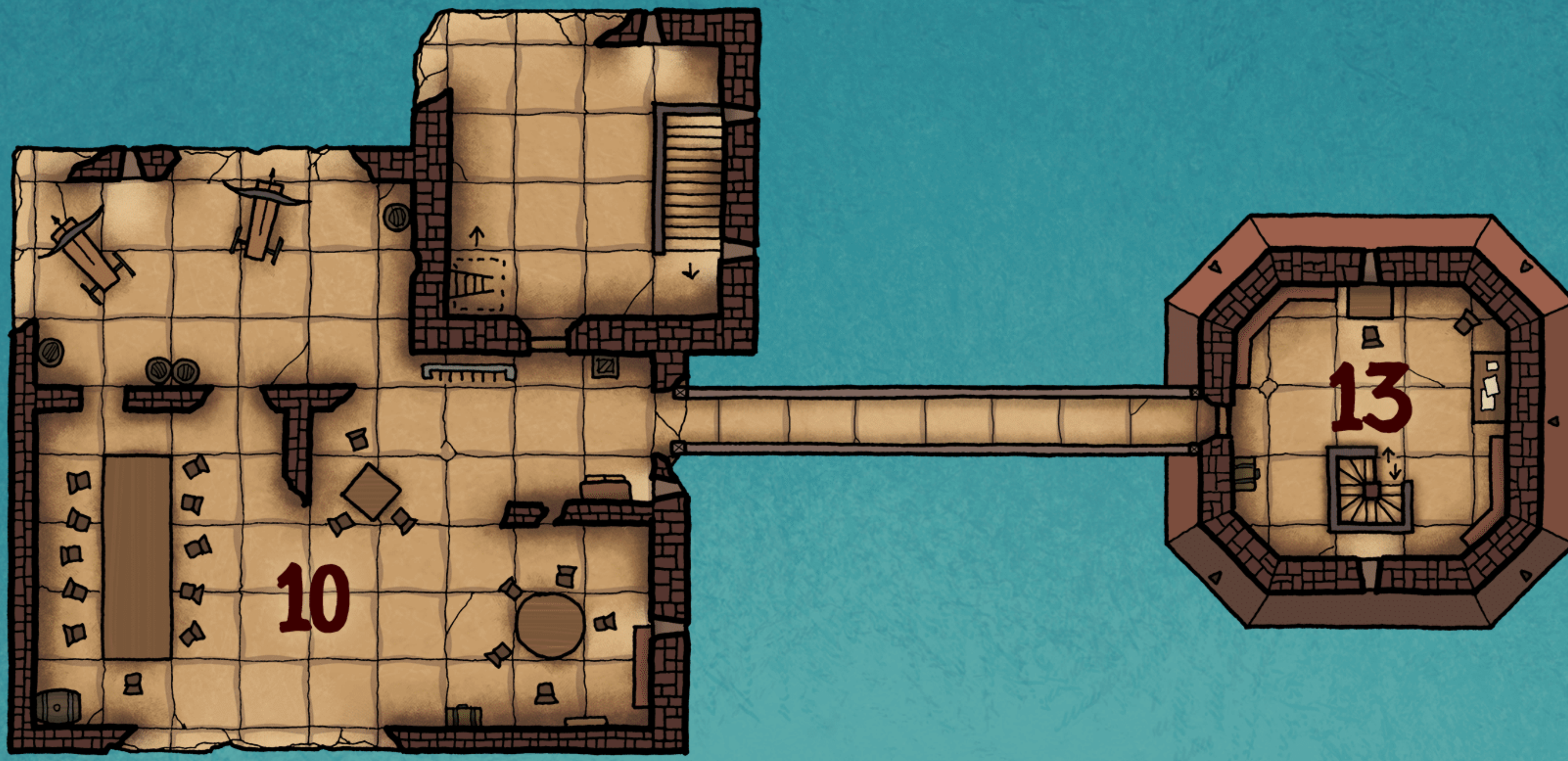
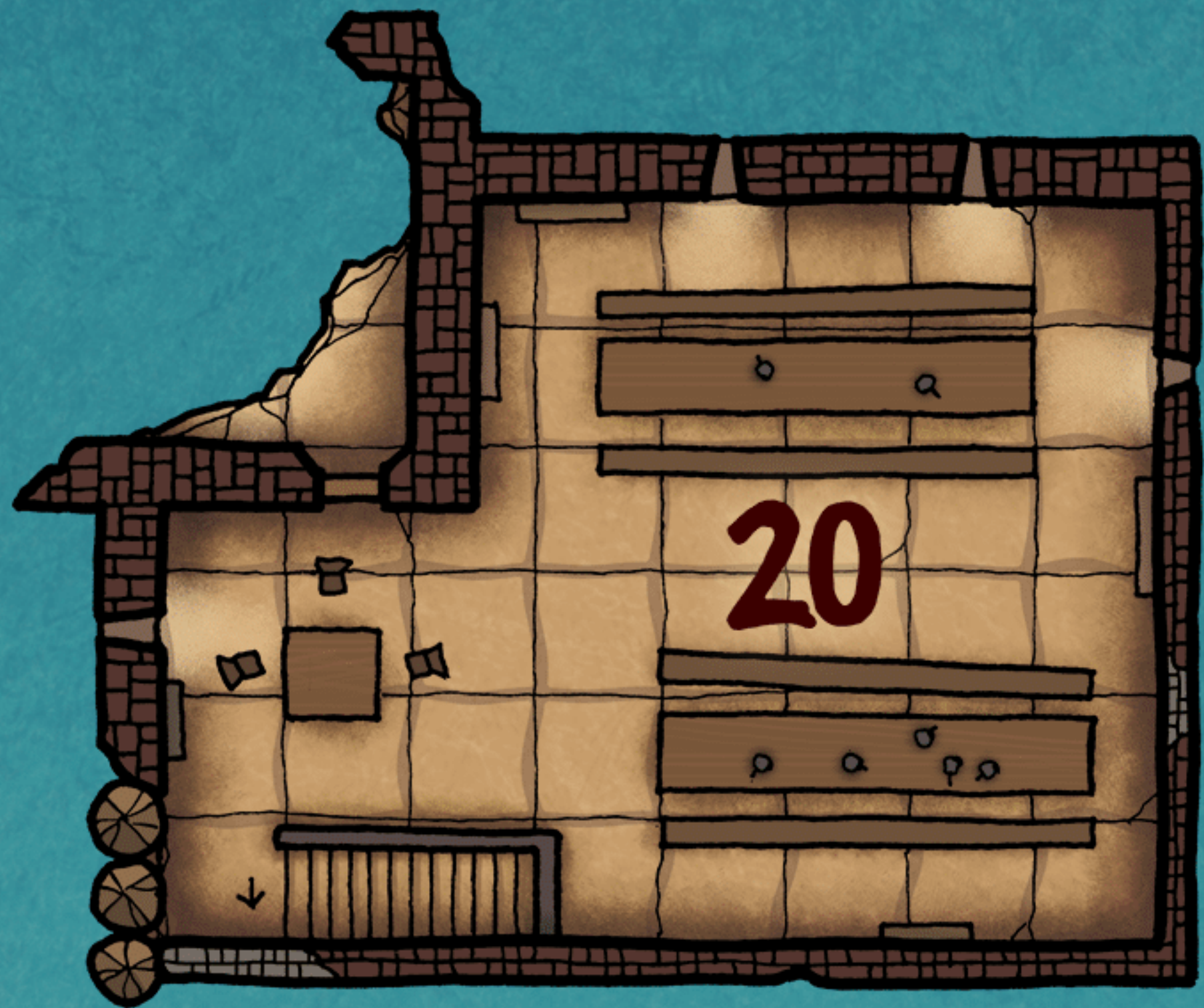
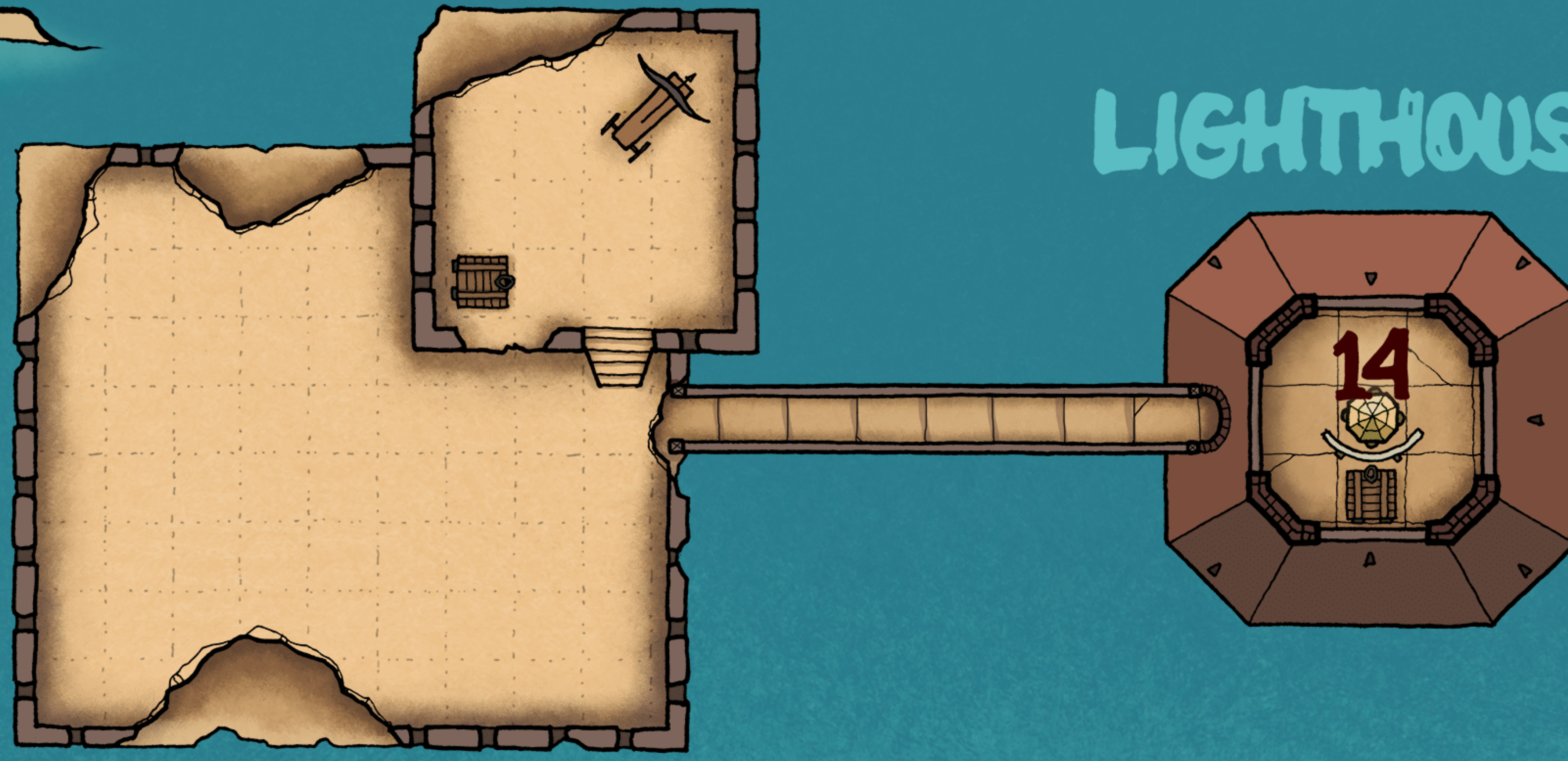
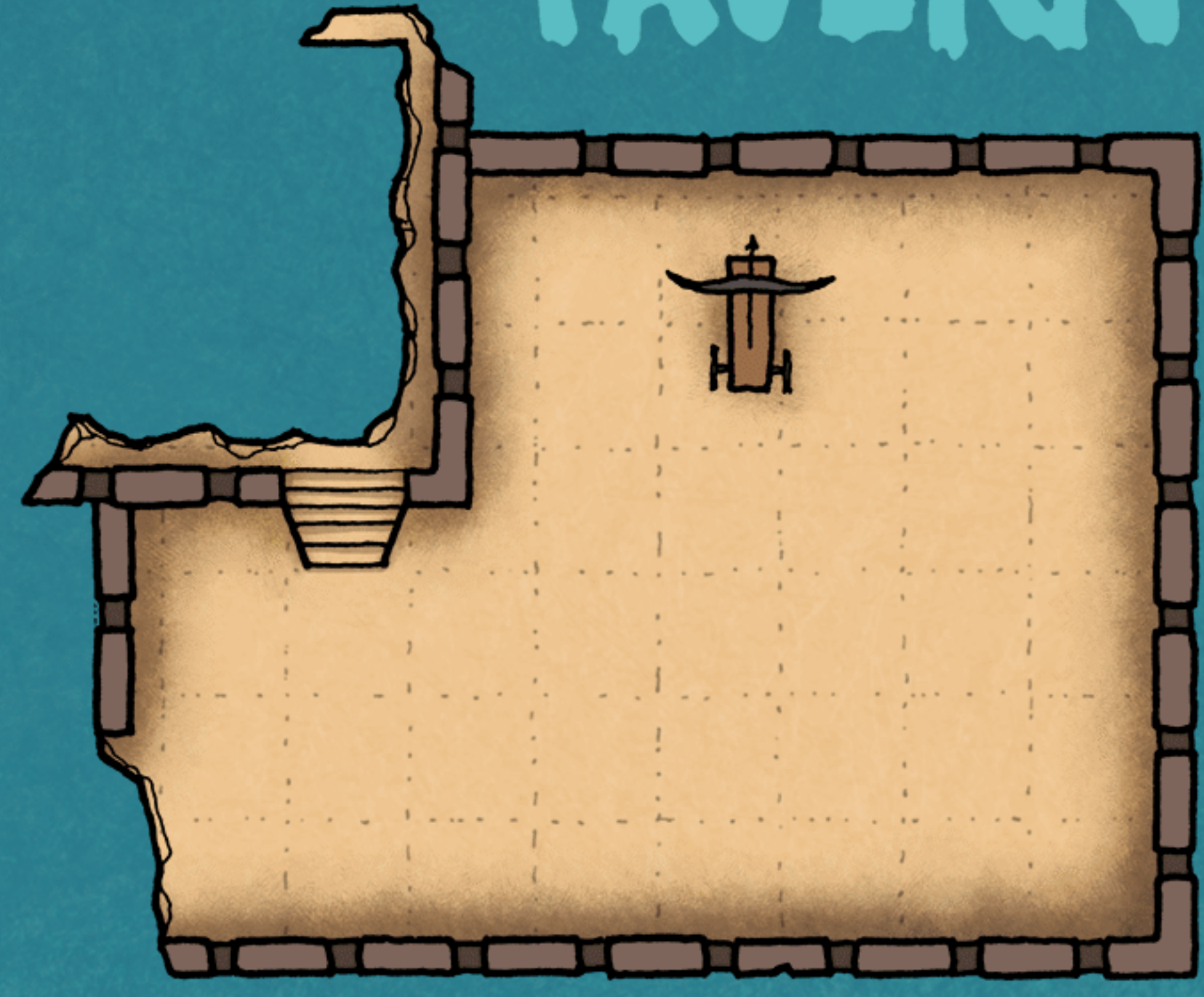


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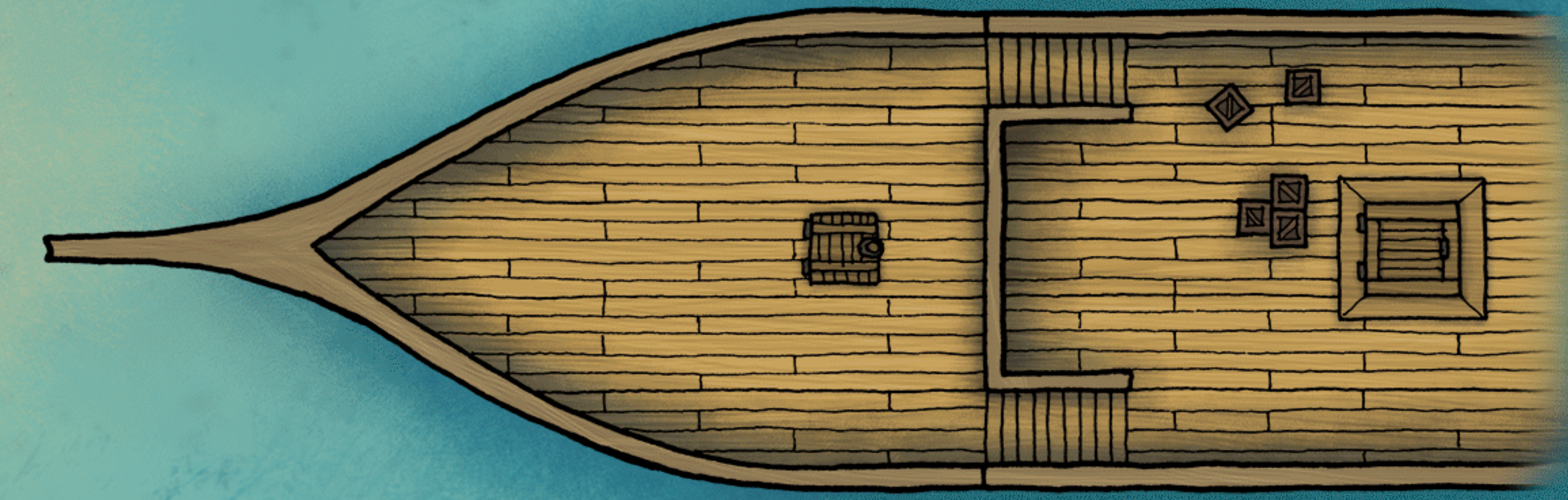
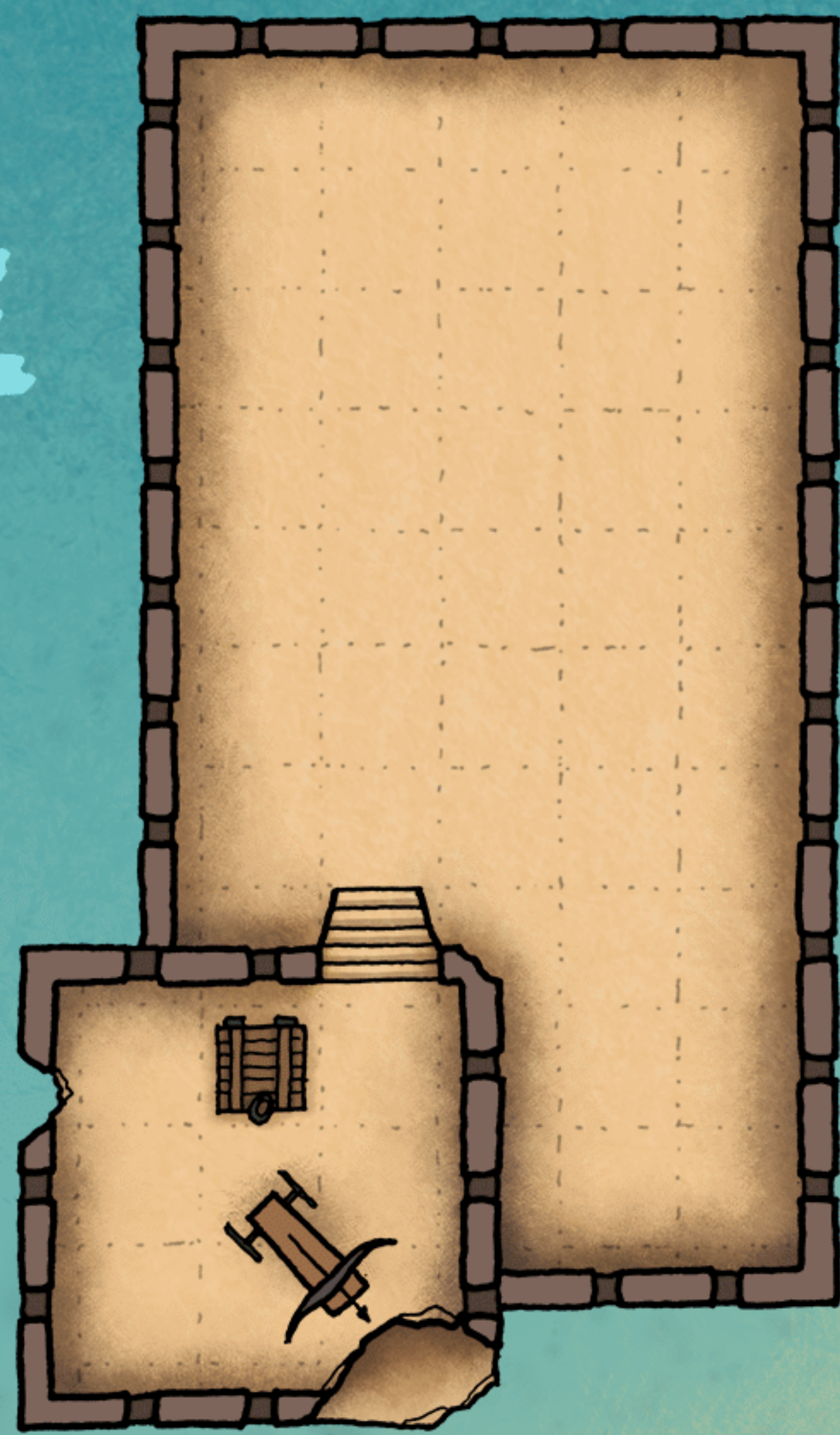
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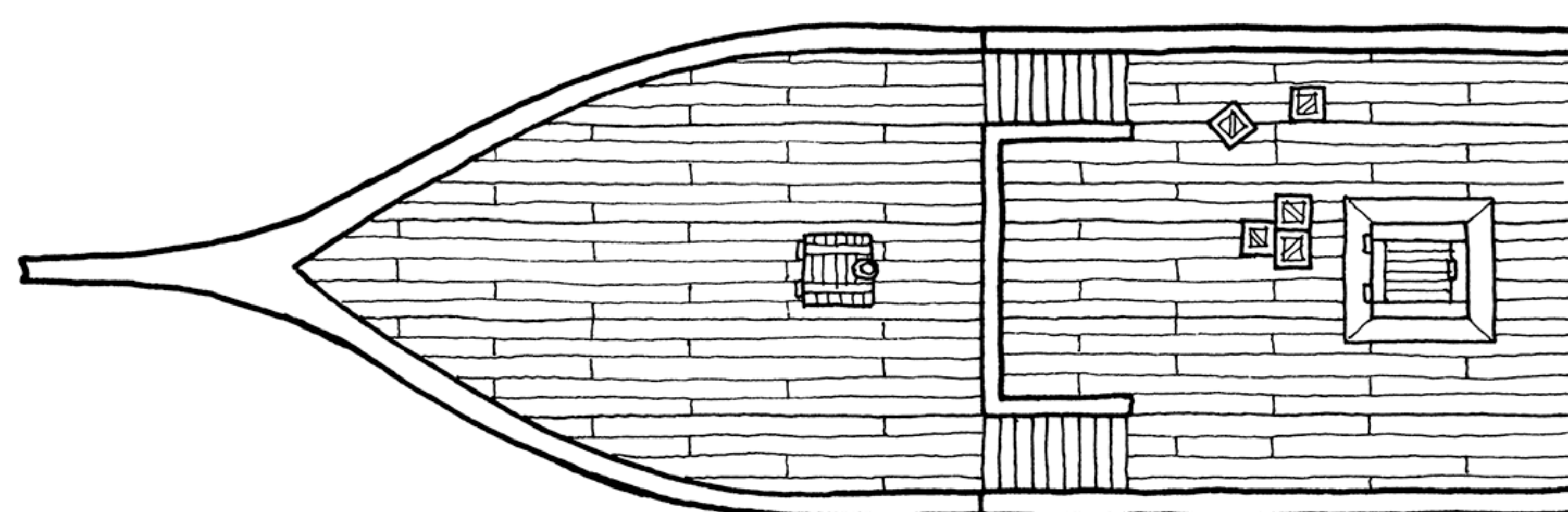
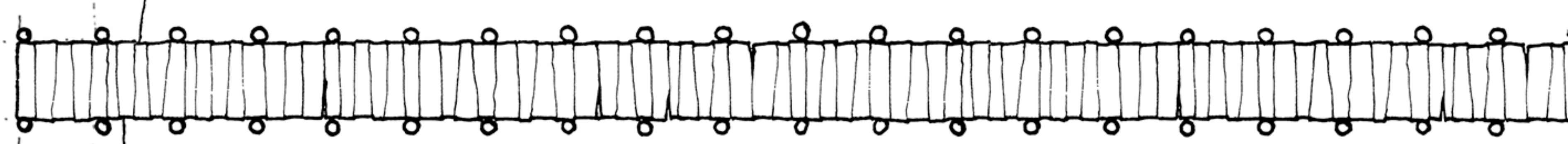
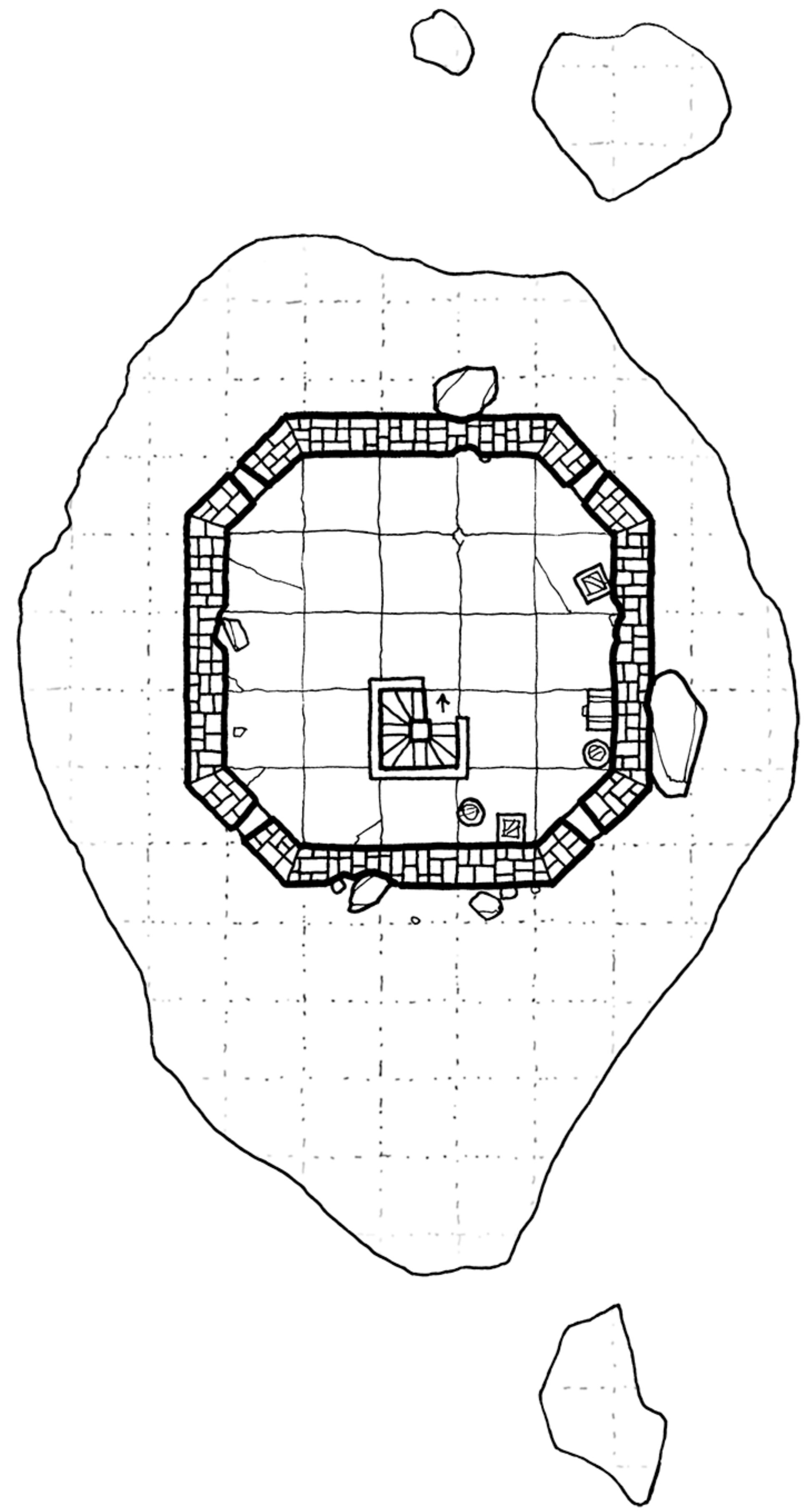
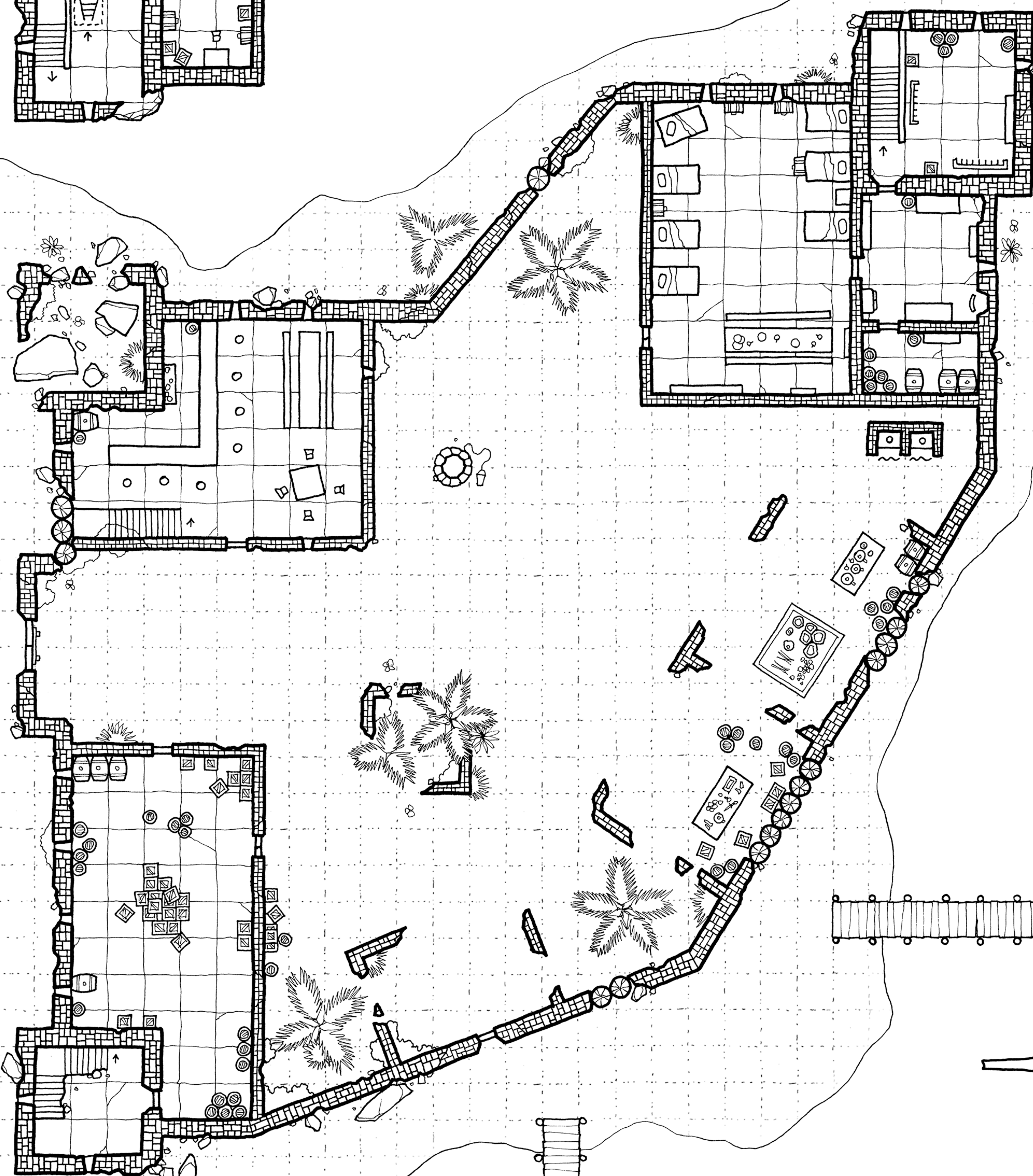
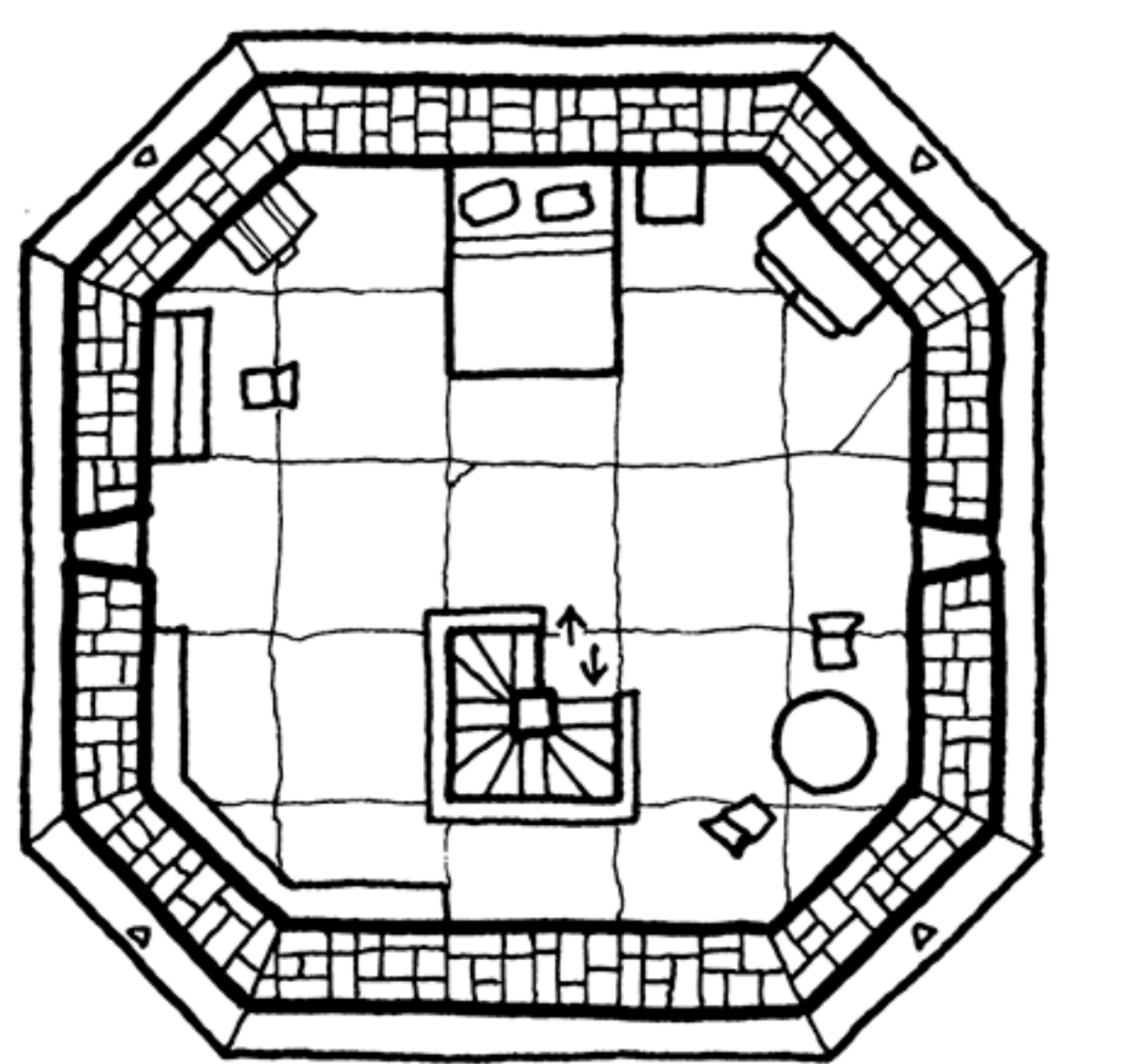
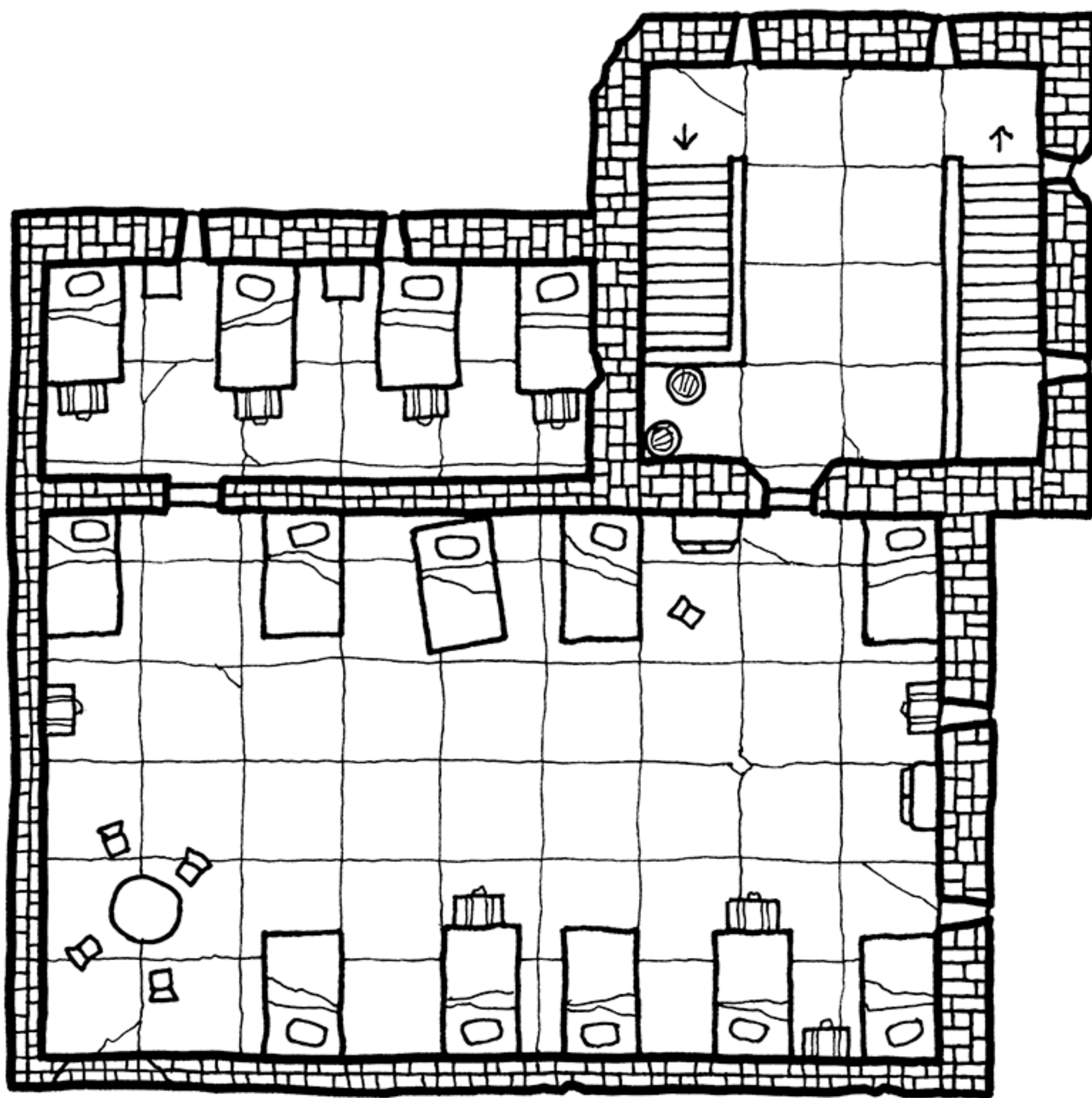
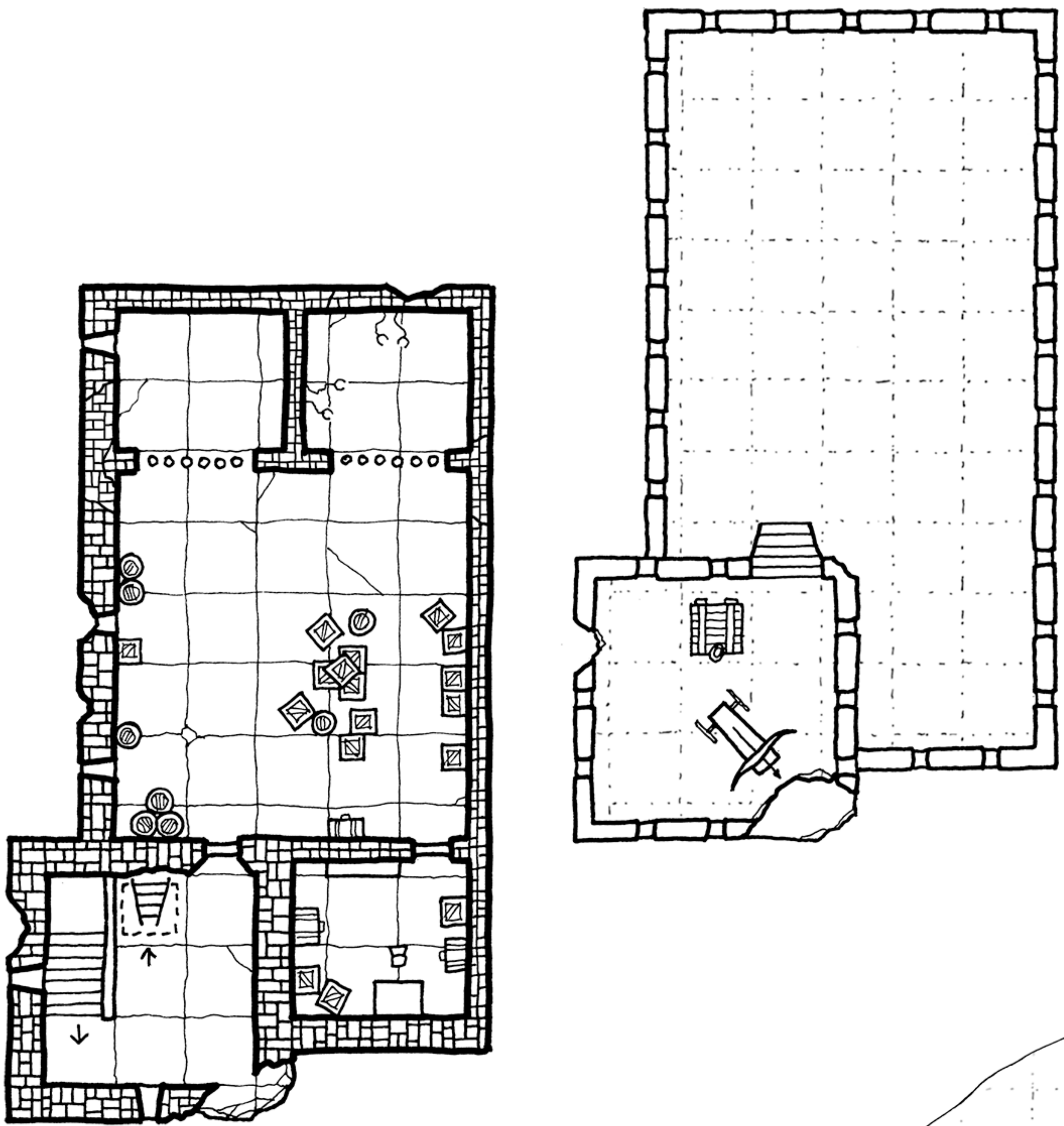
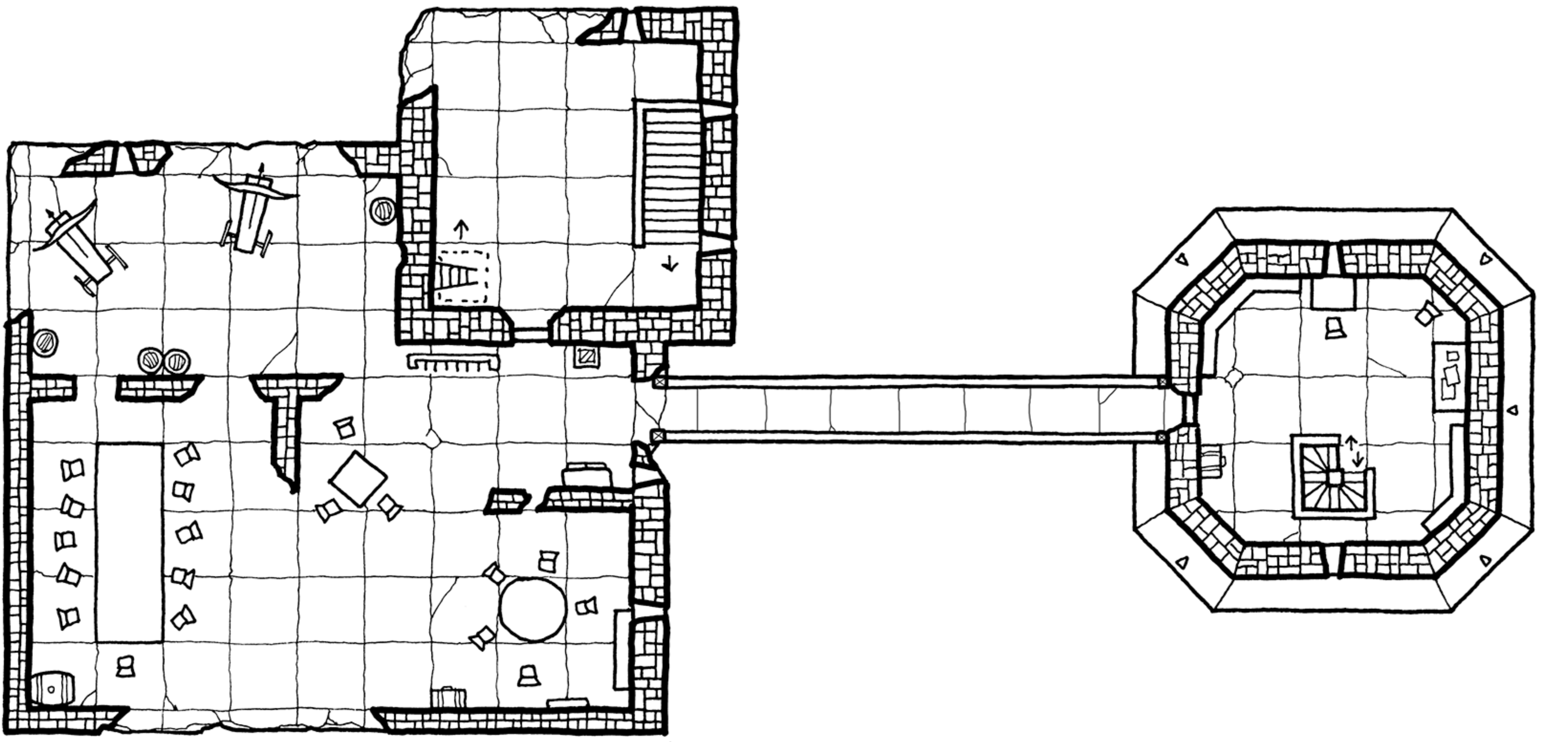
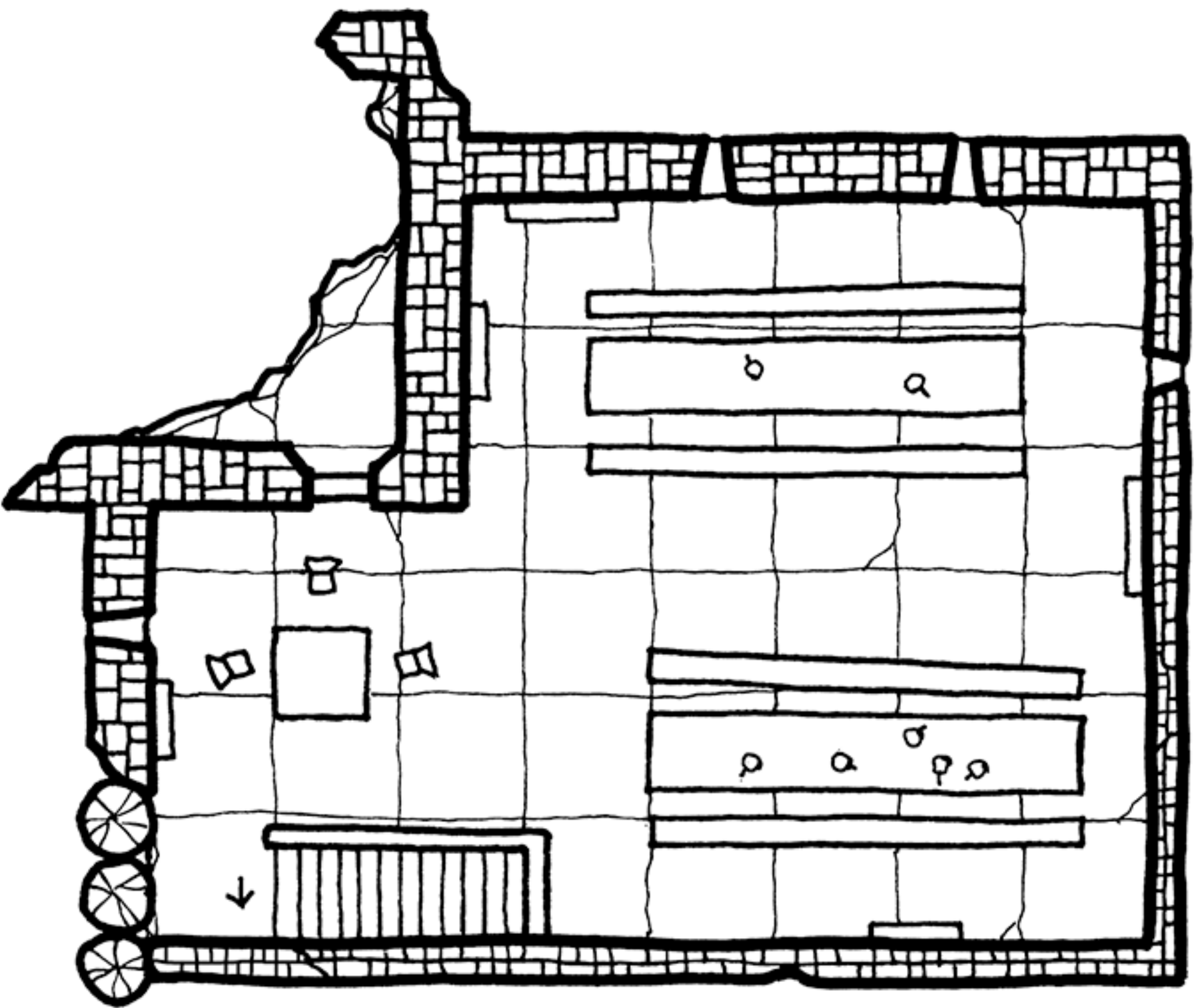
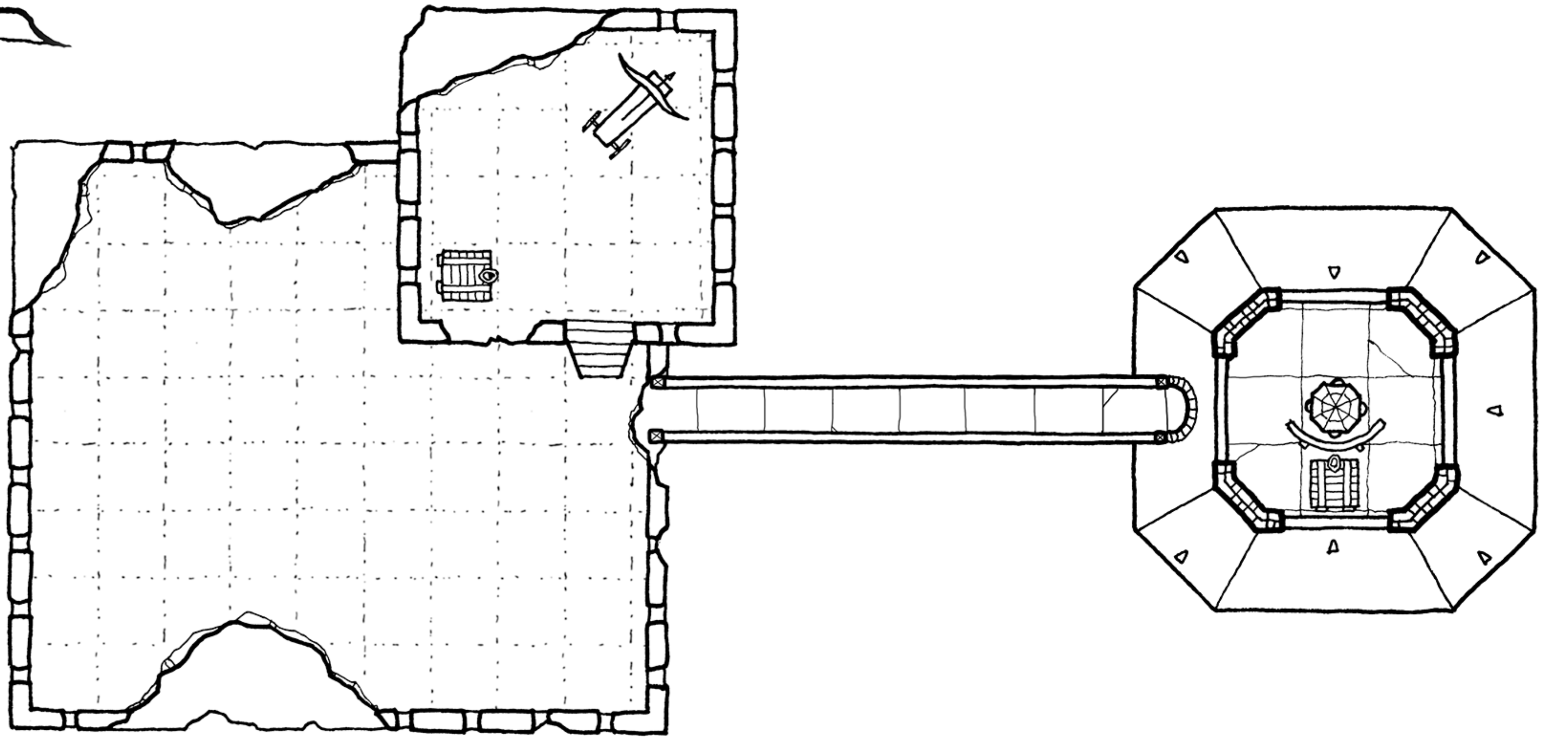
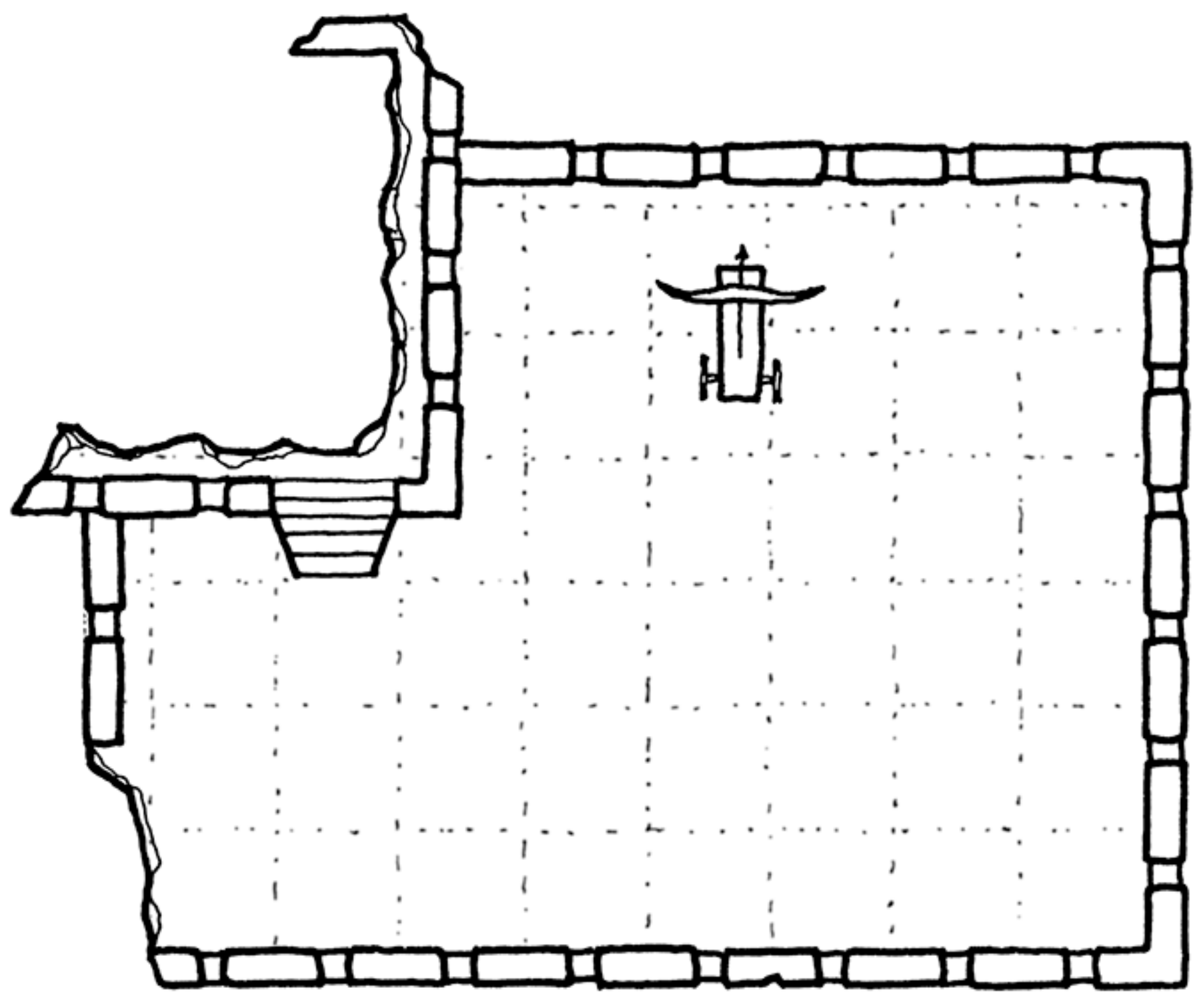
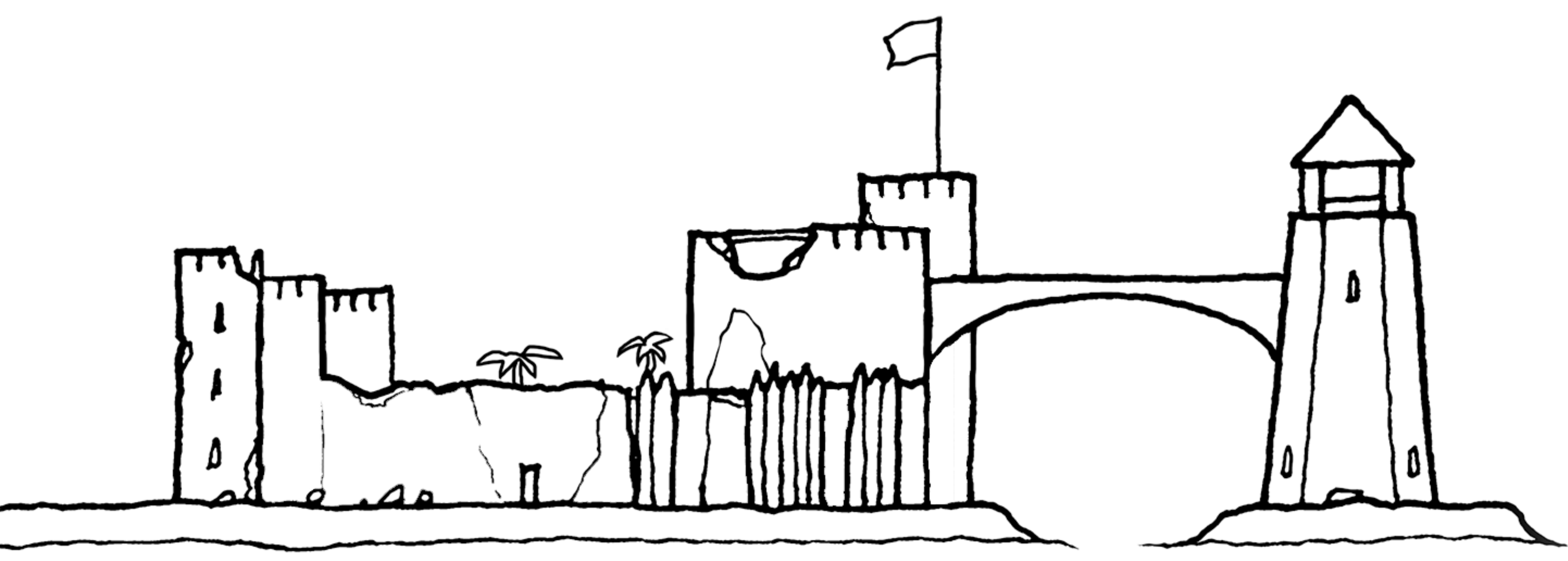
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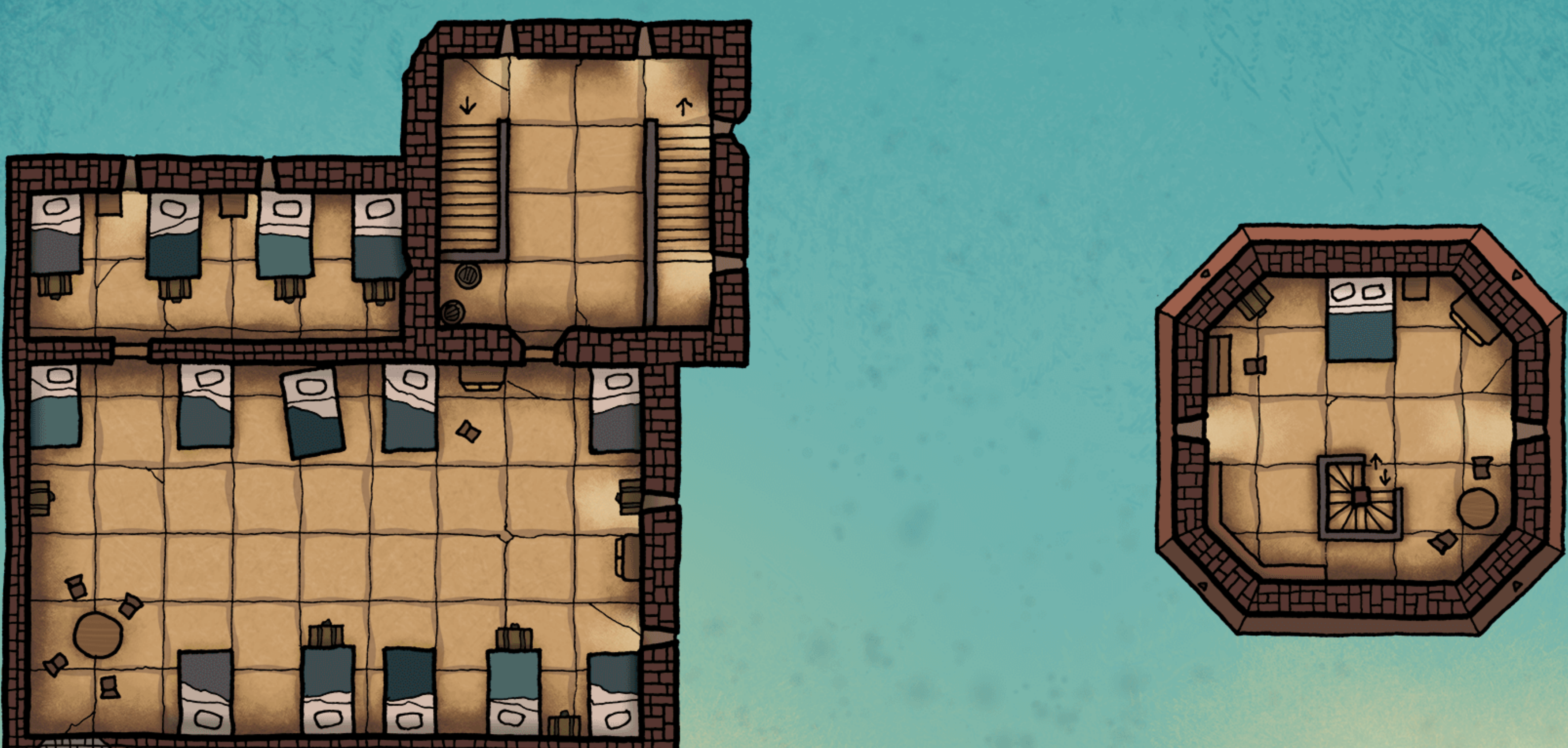
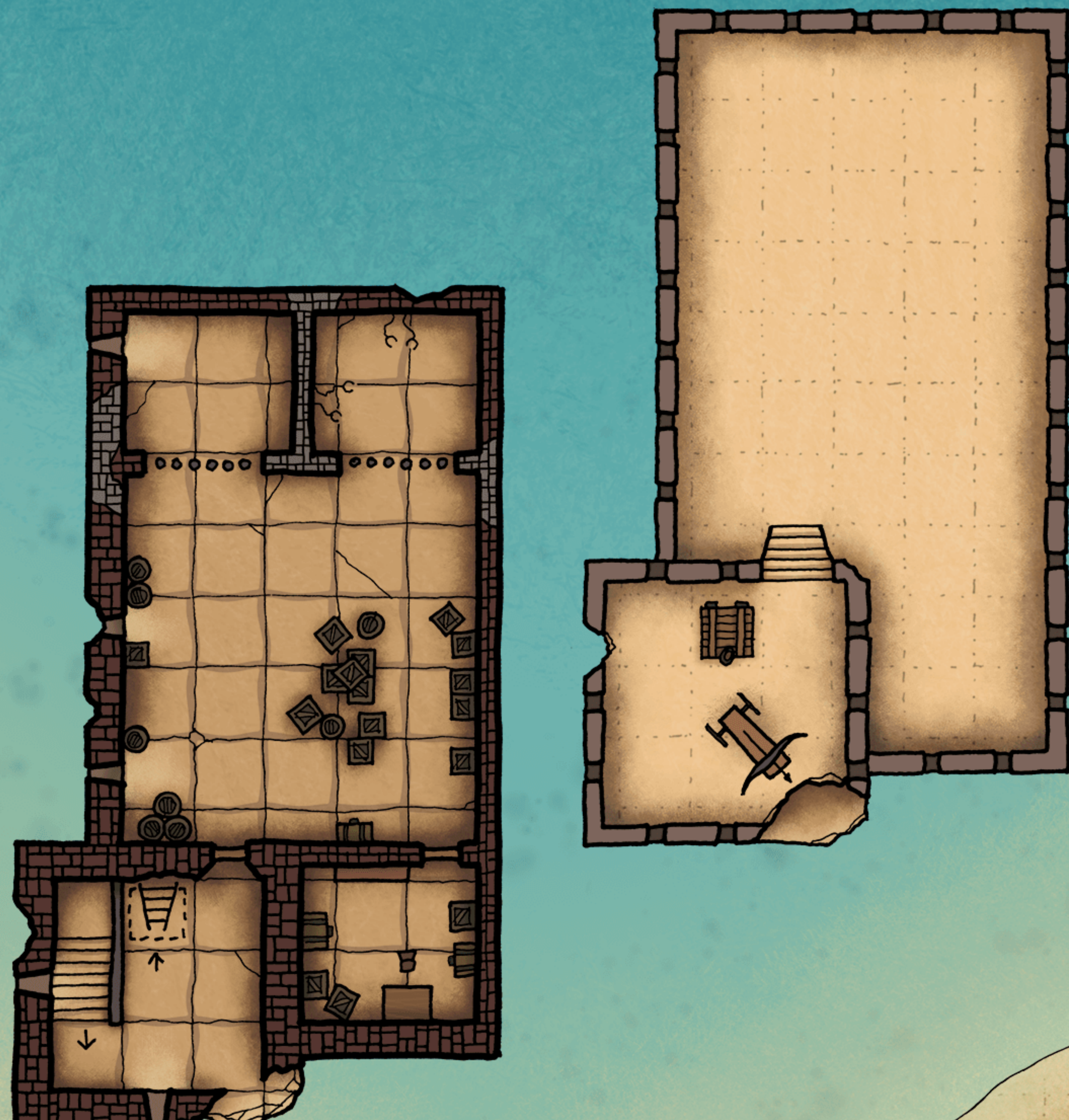
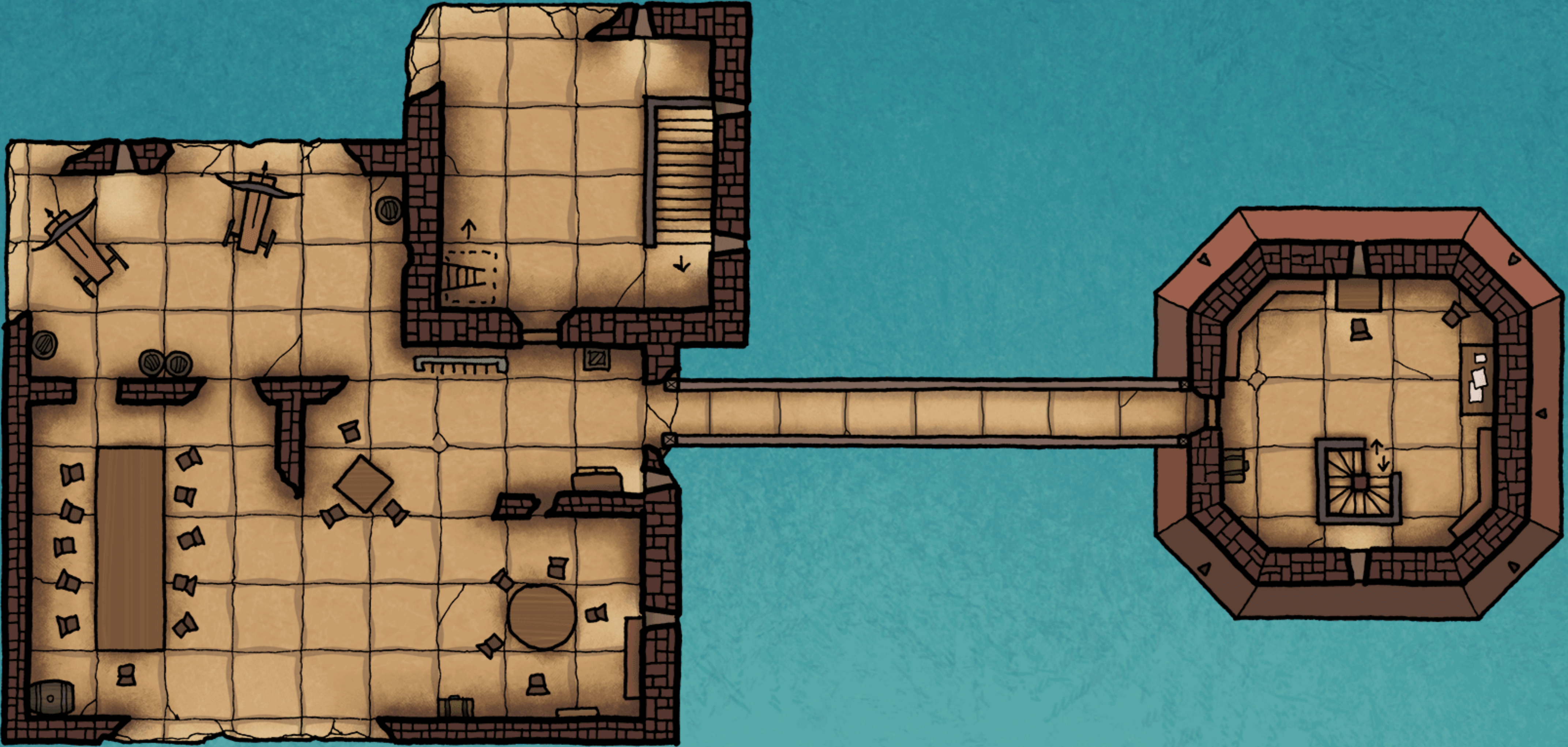
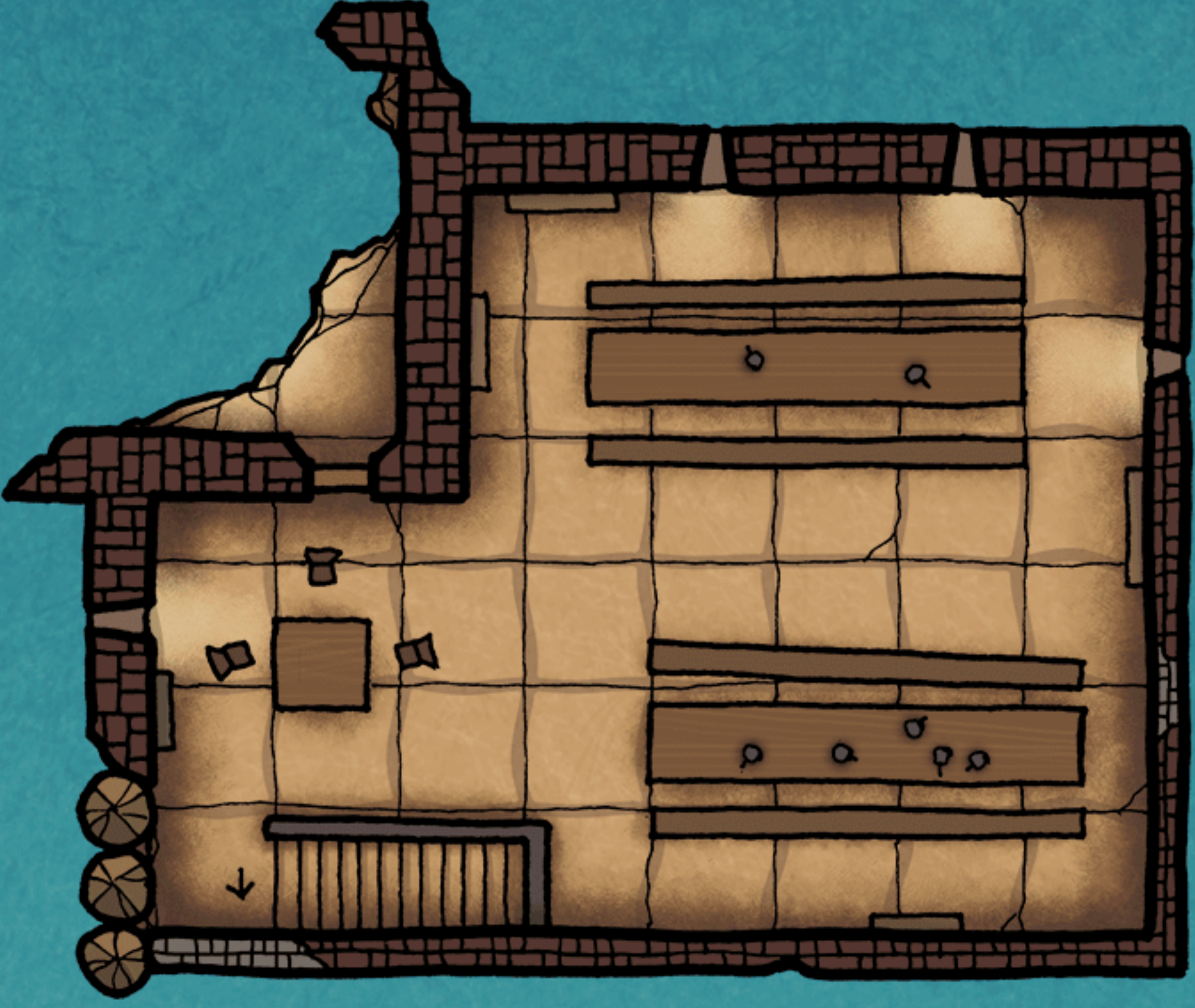
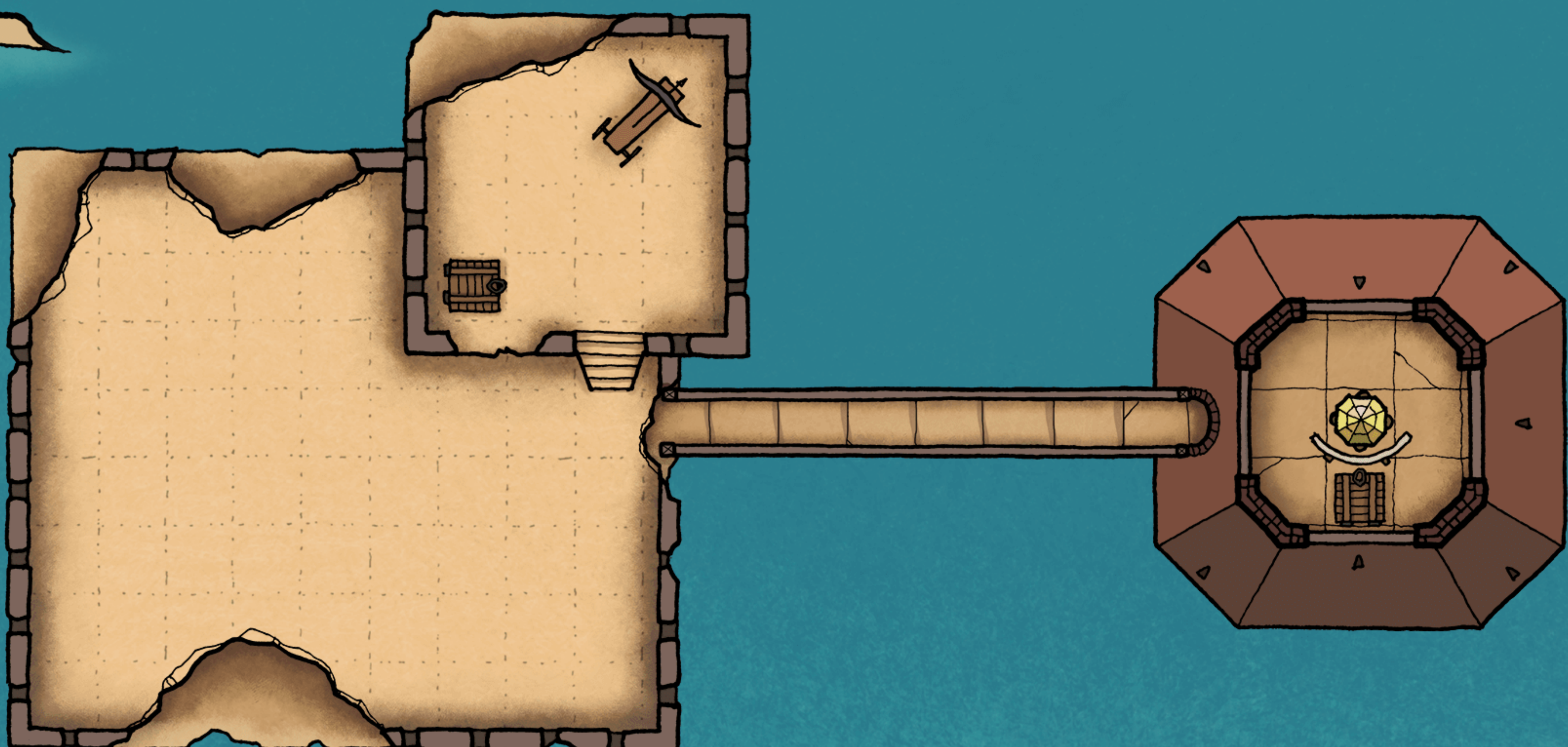
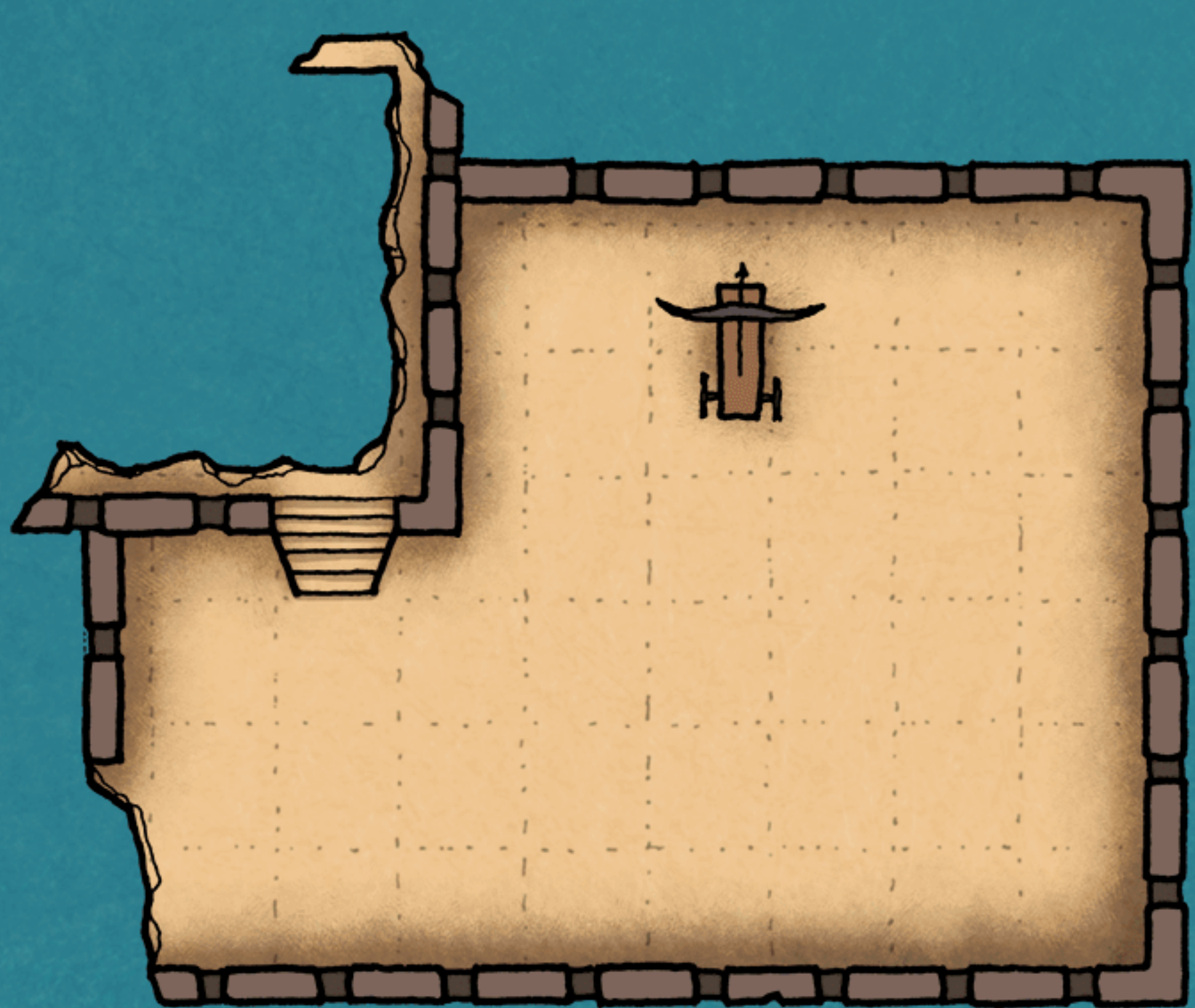
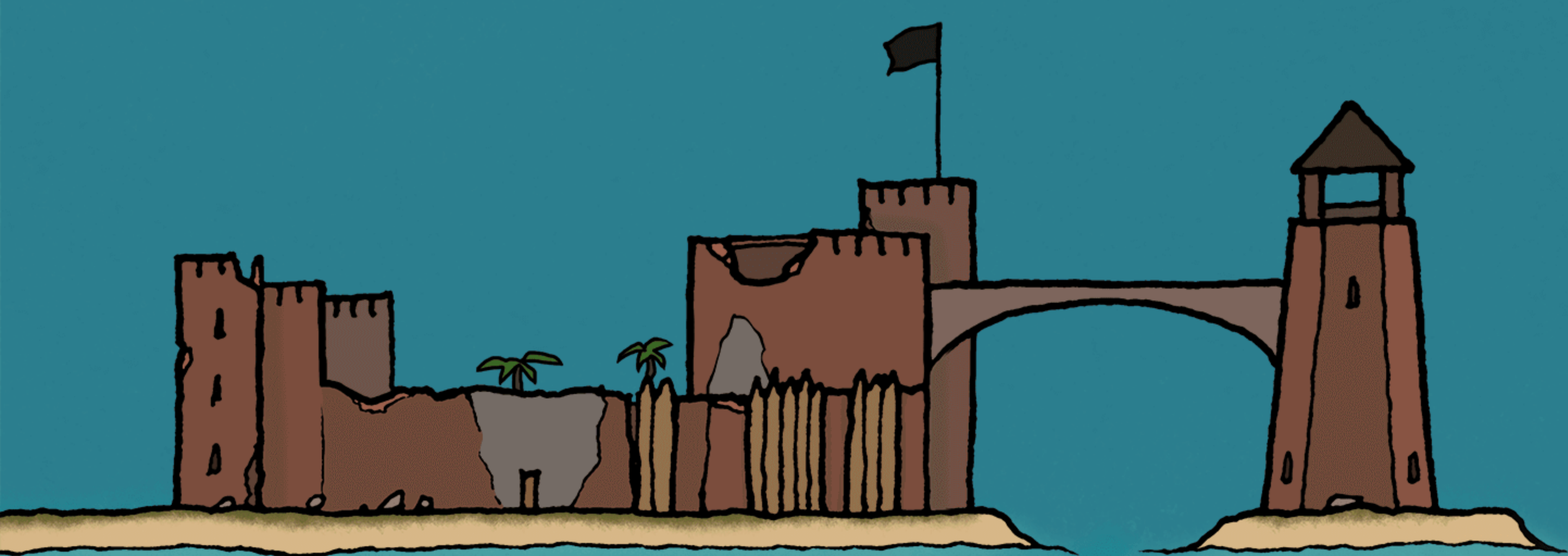
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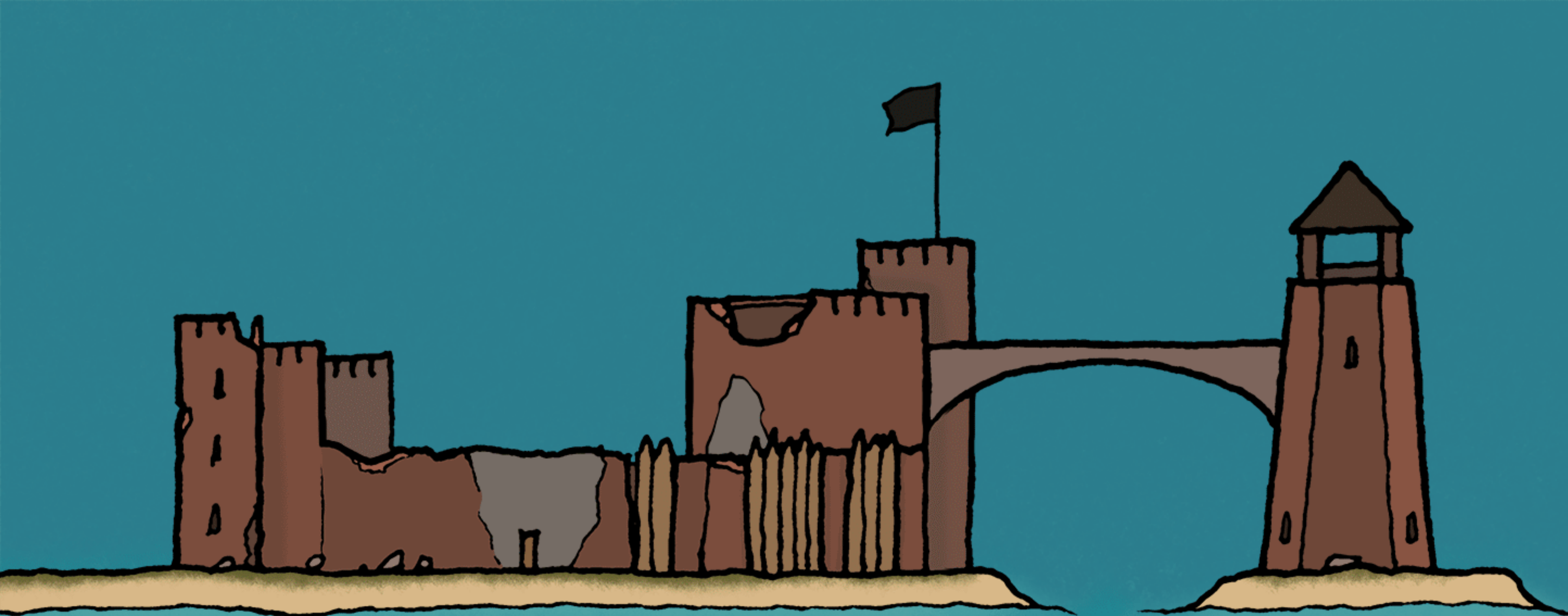


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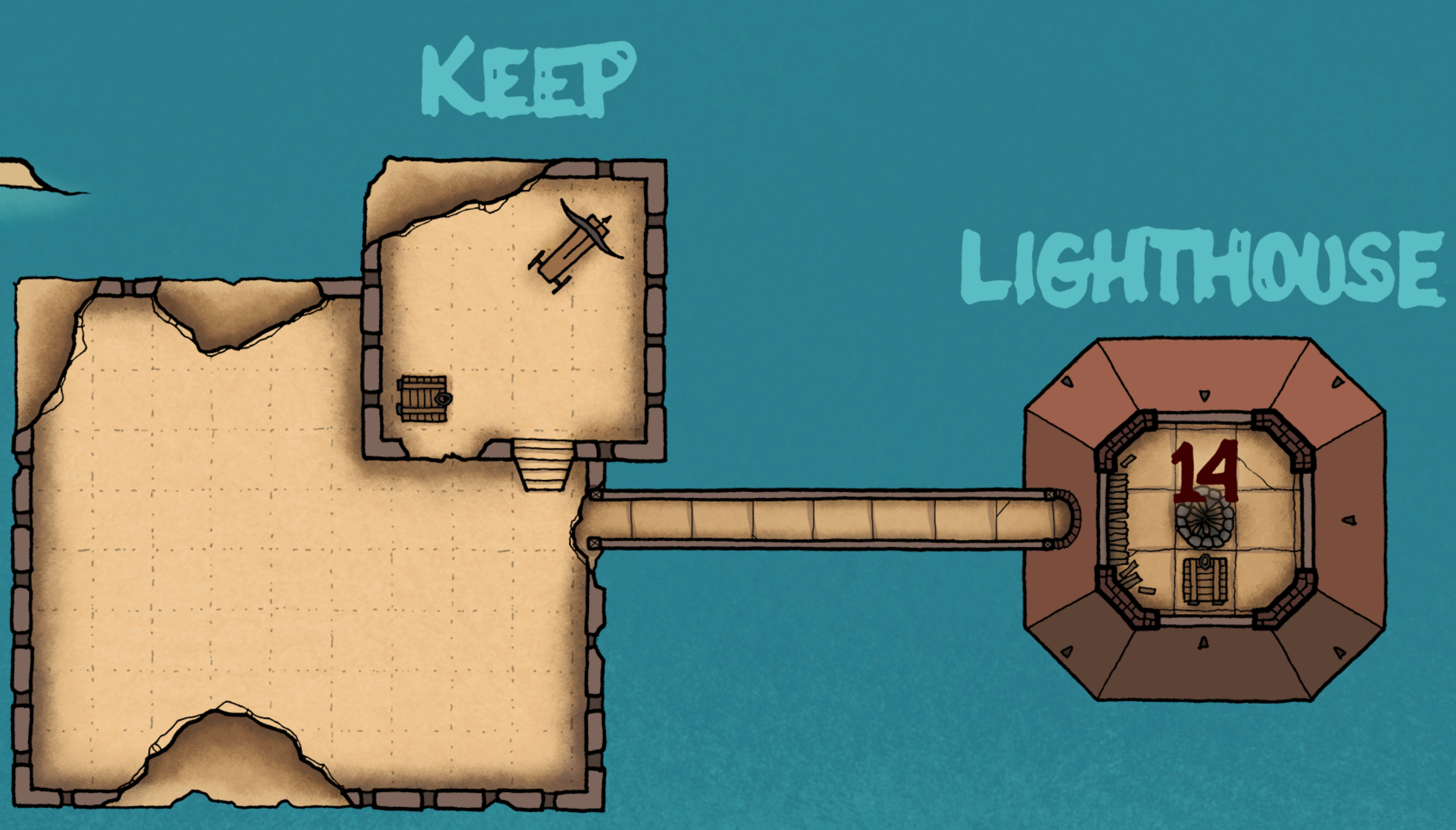
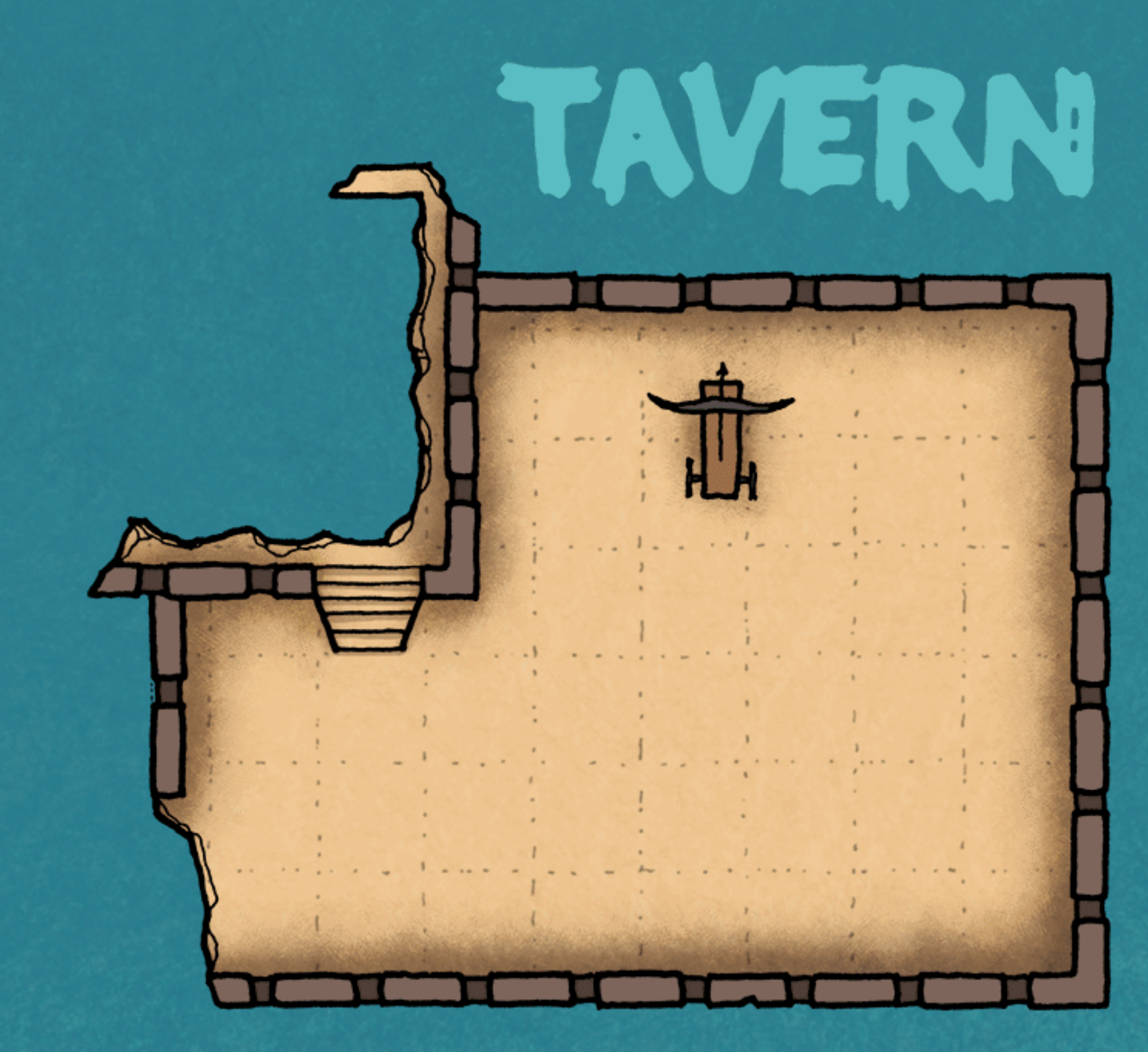




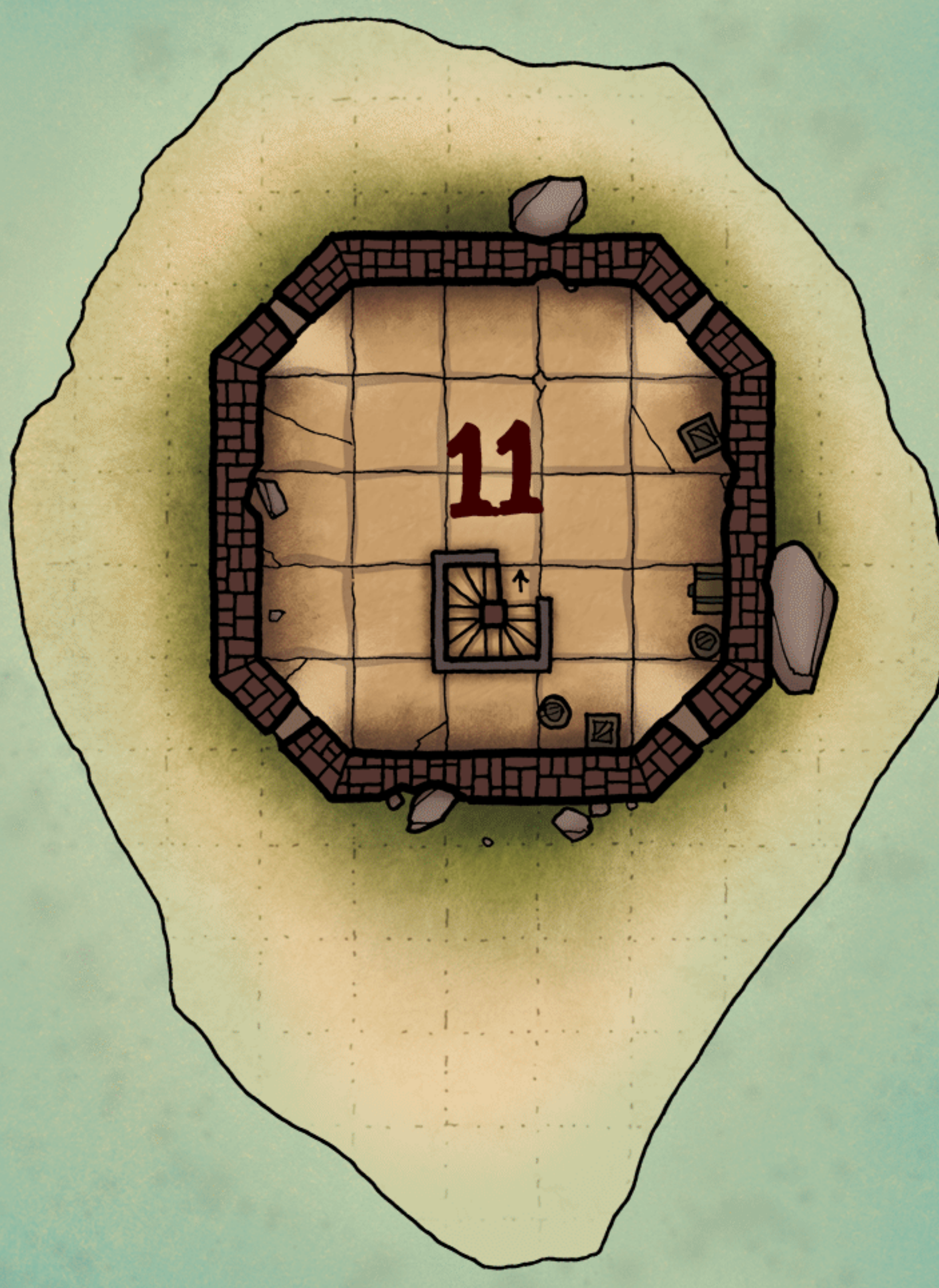
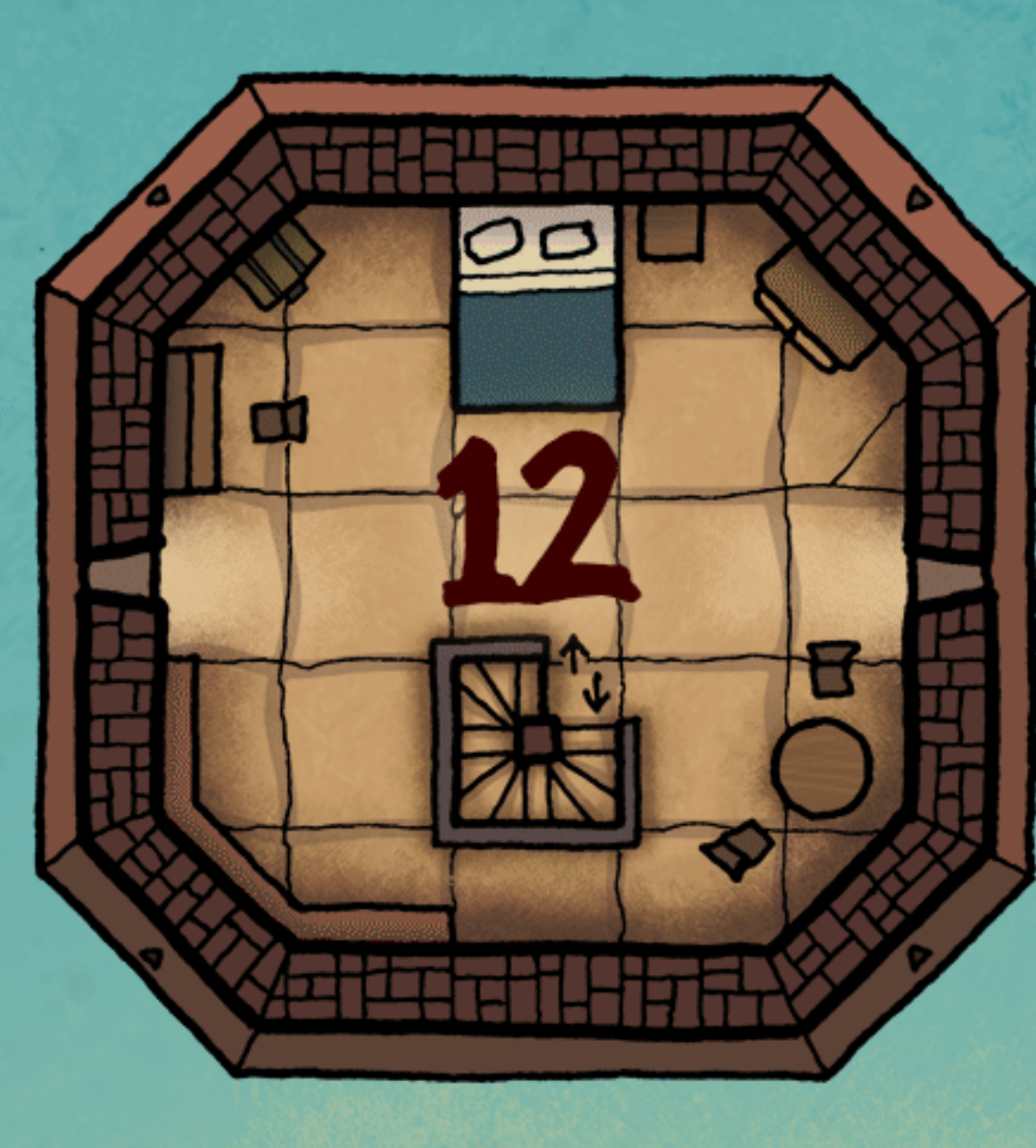
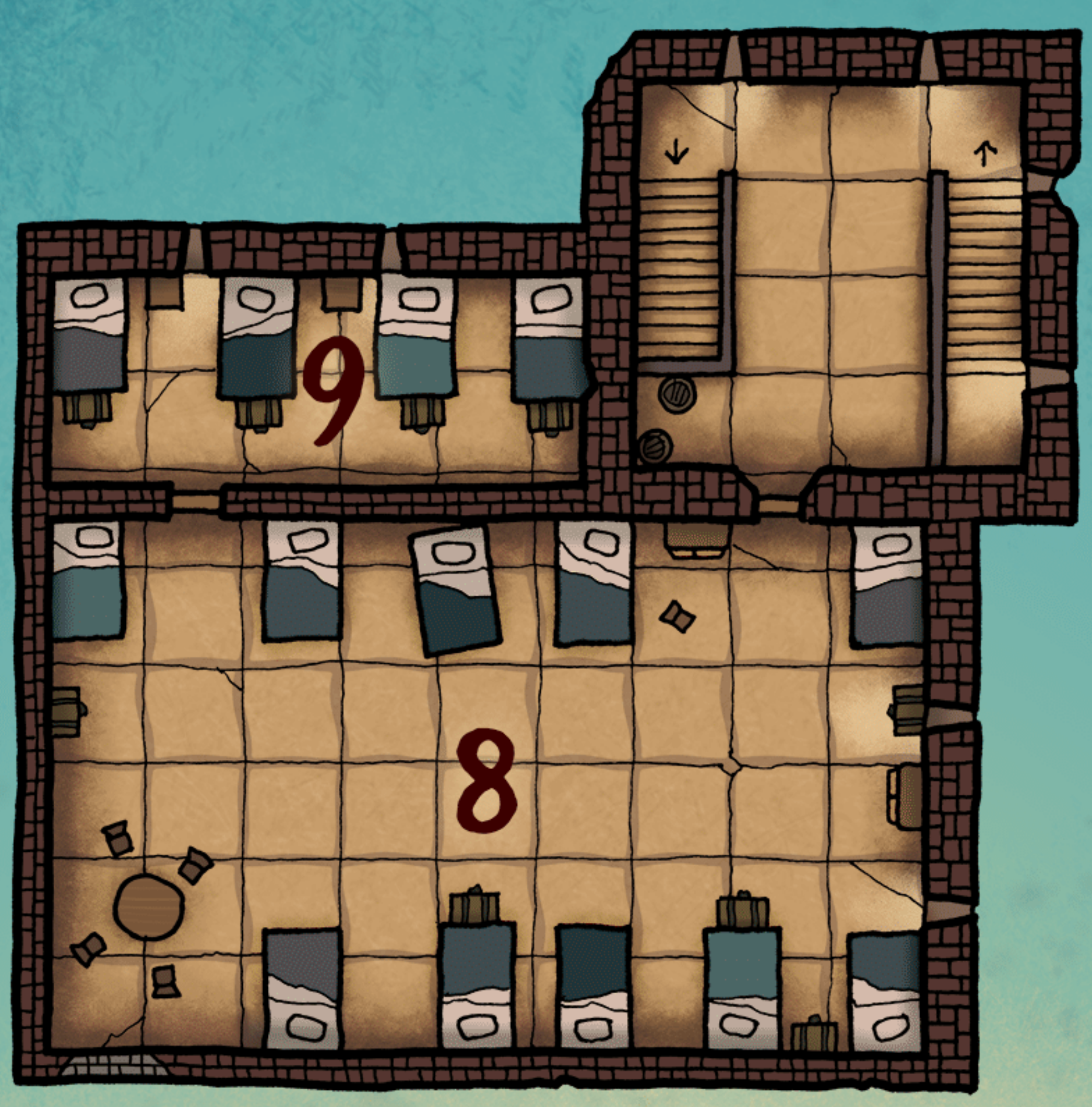
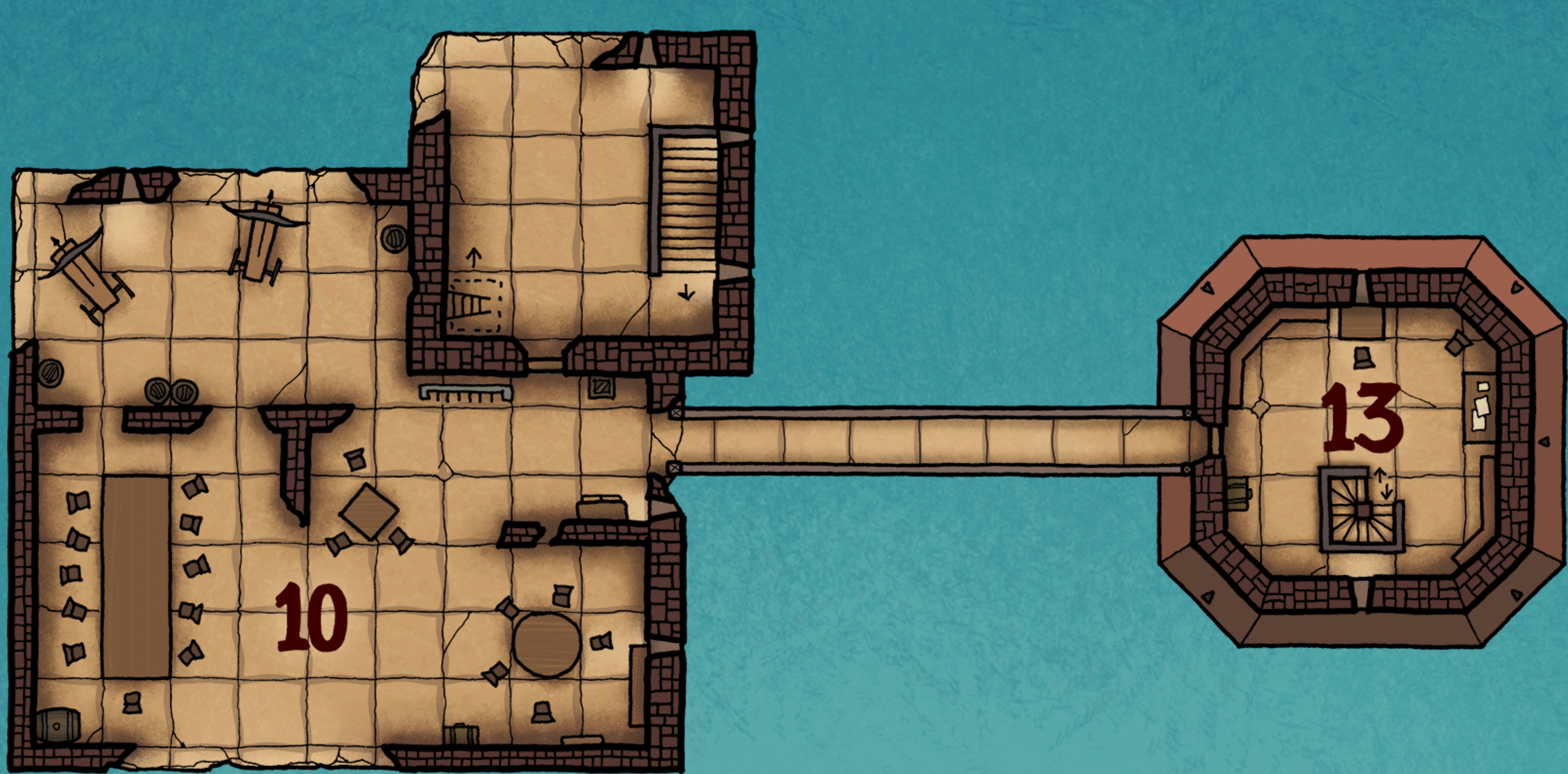
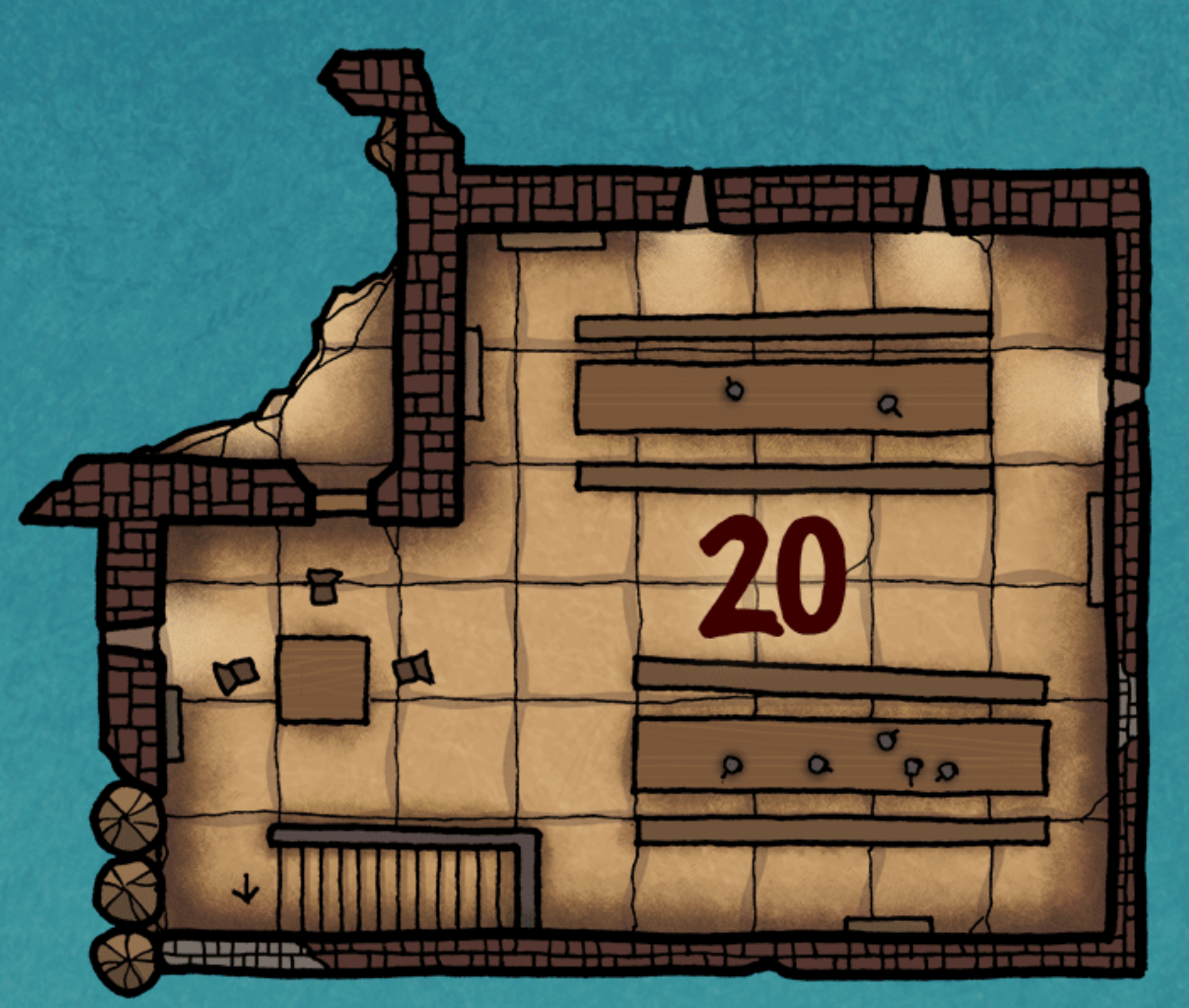




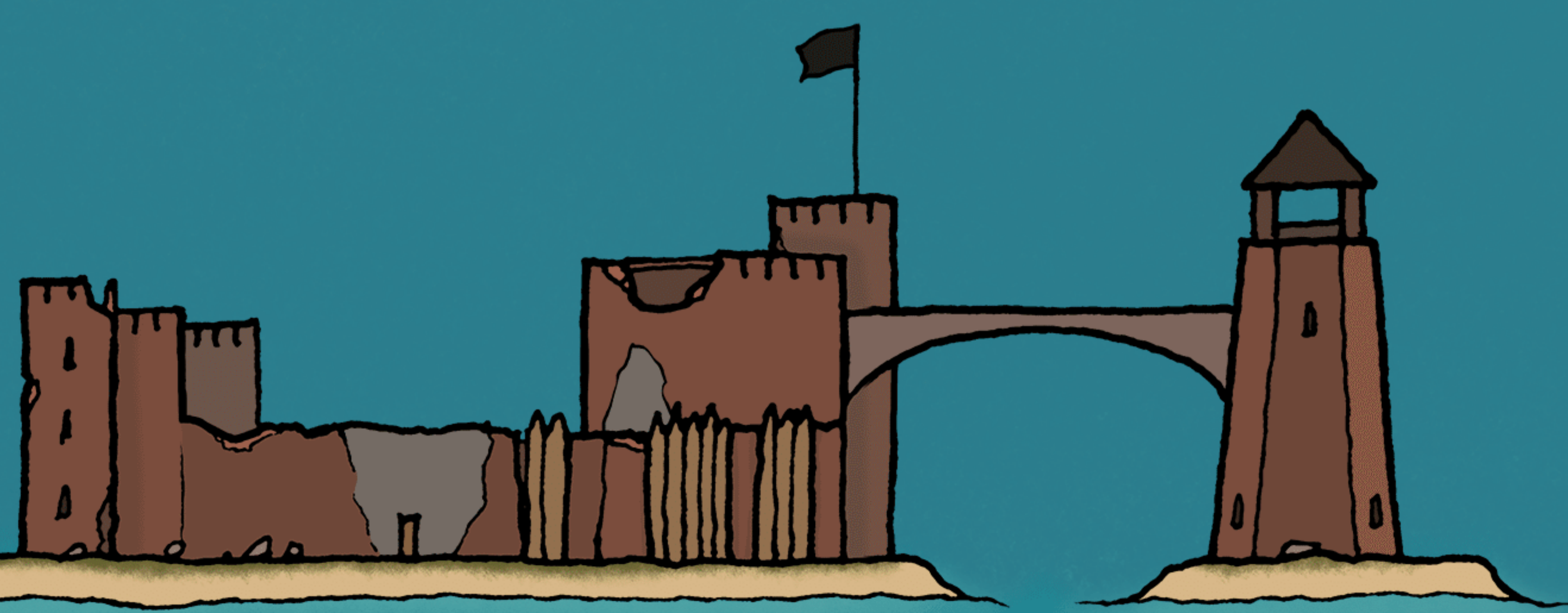
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LIGHTHOUSE



WHISKEY POINT

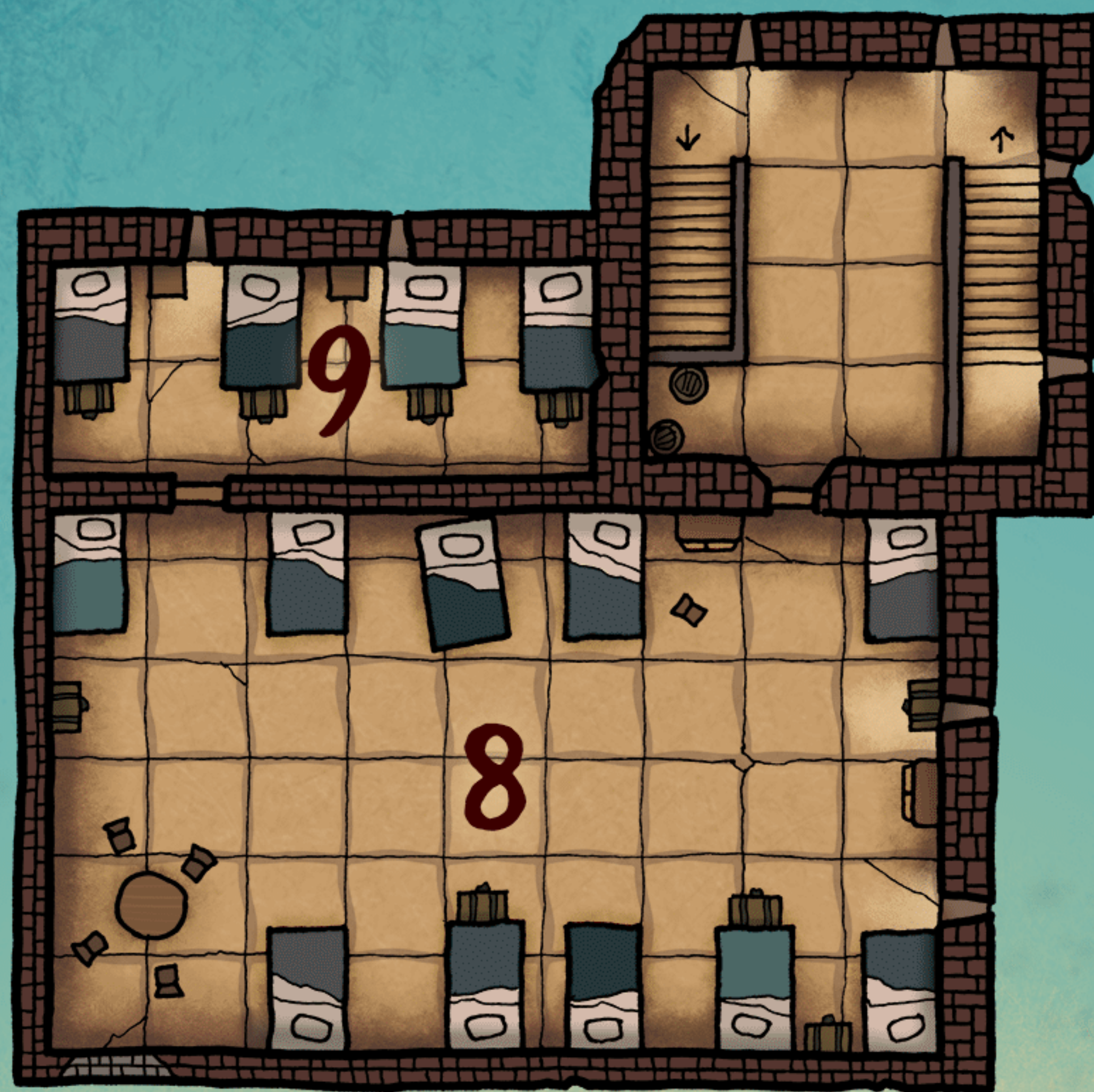
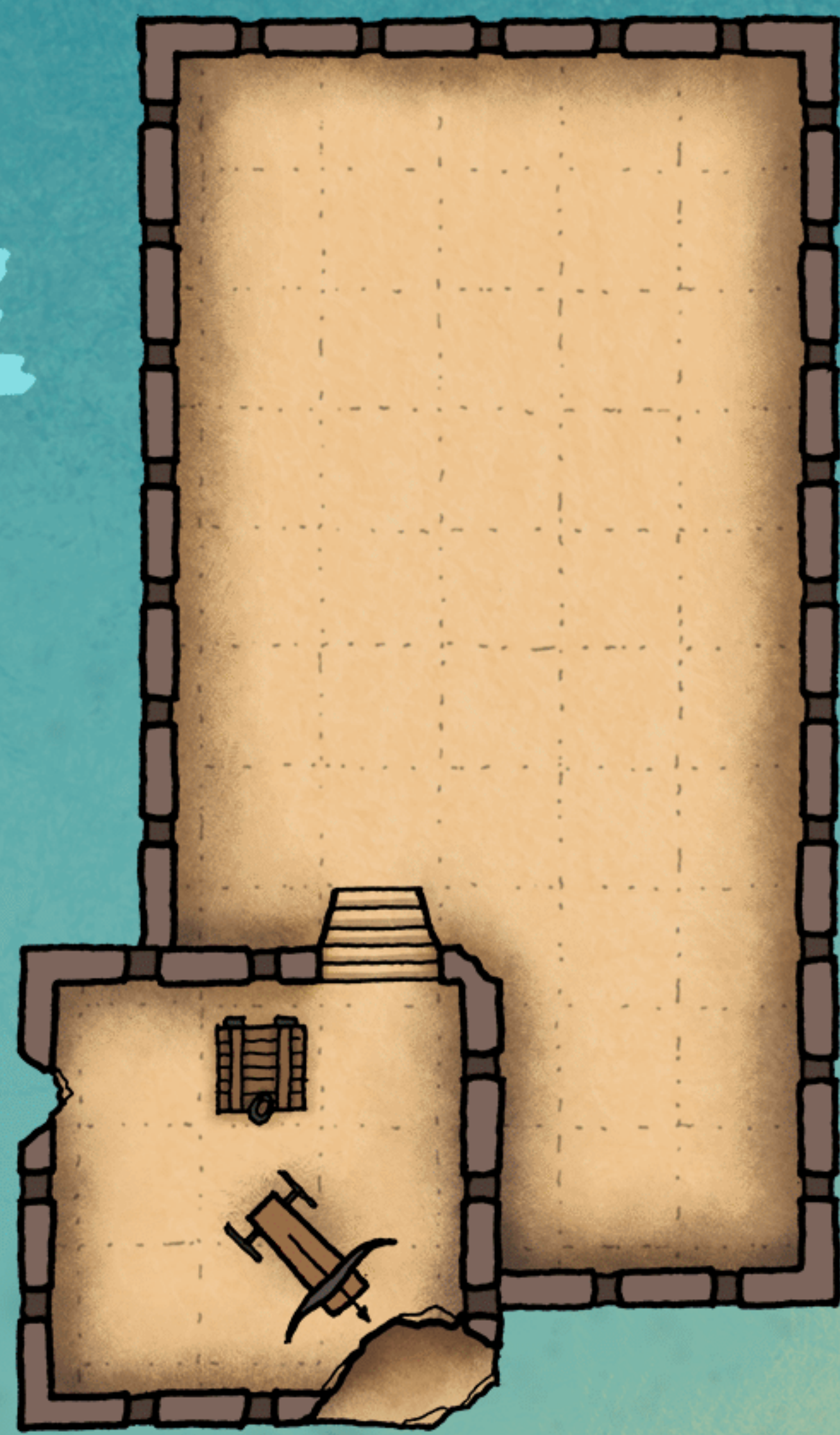
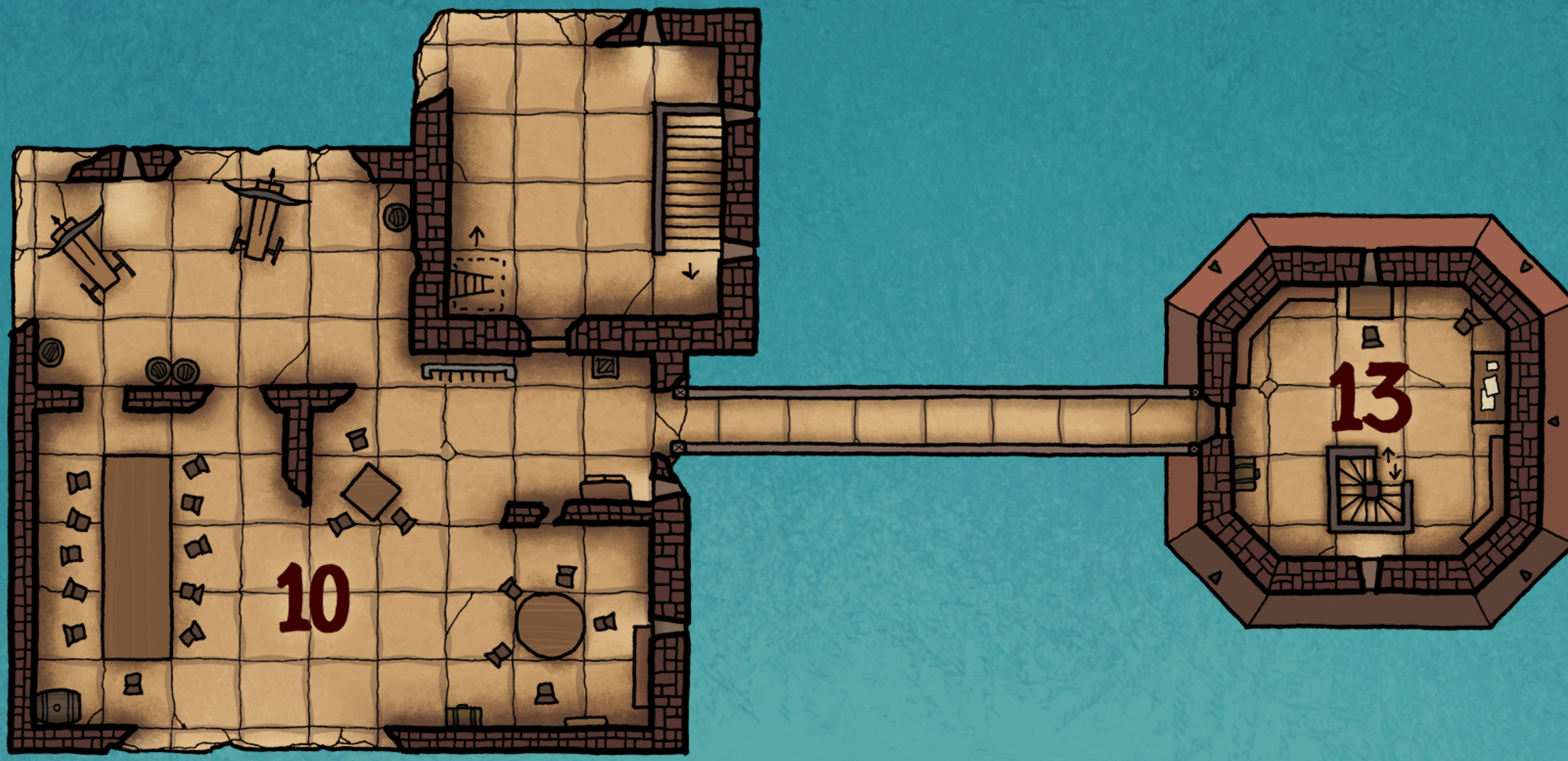
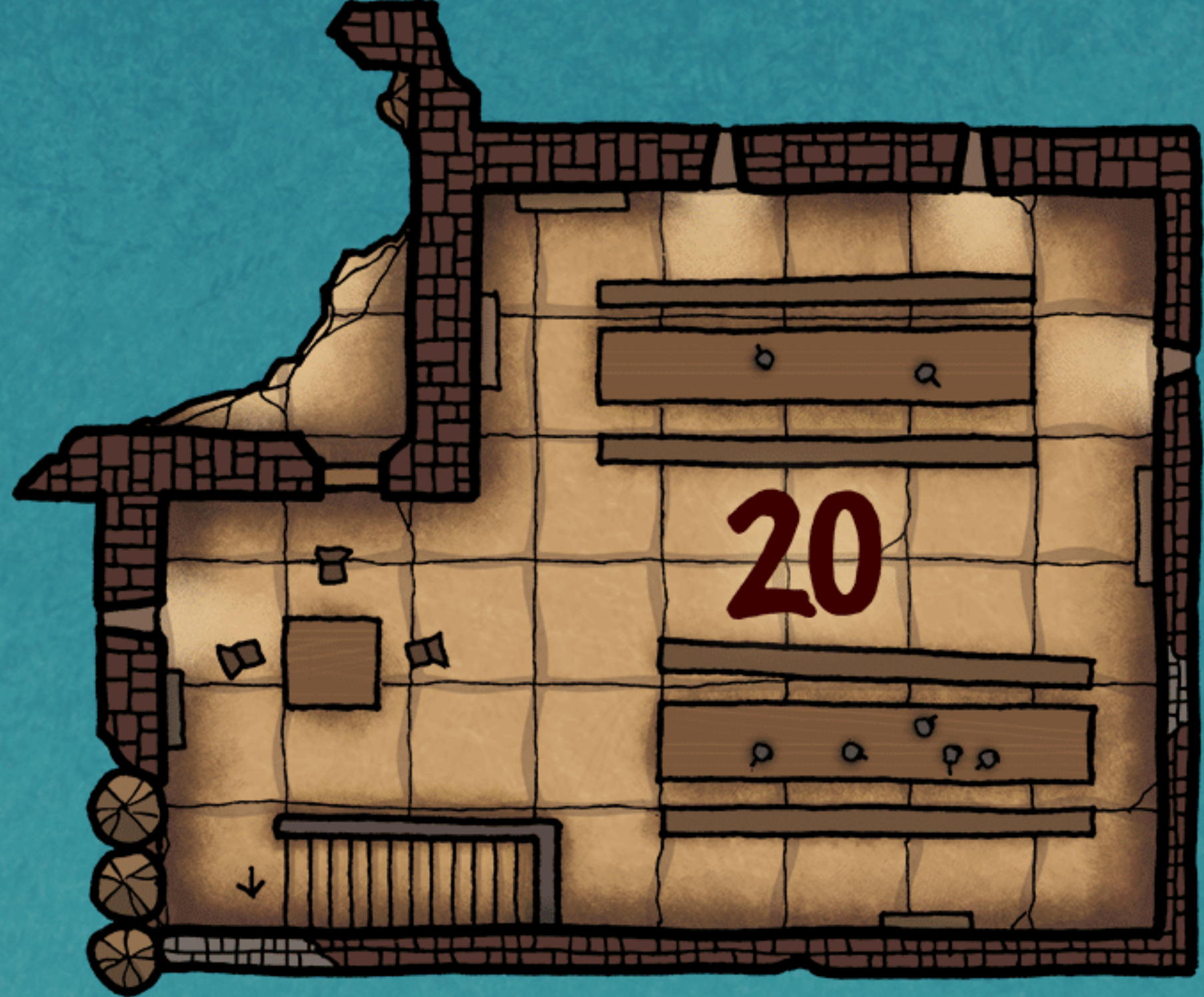
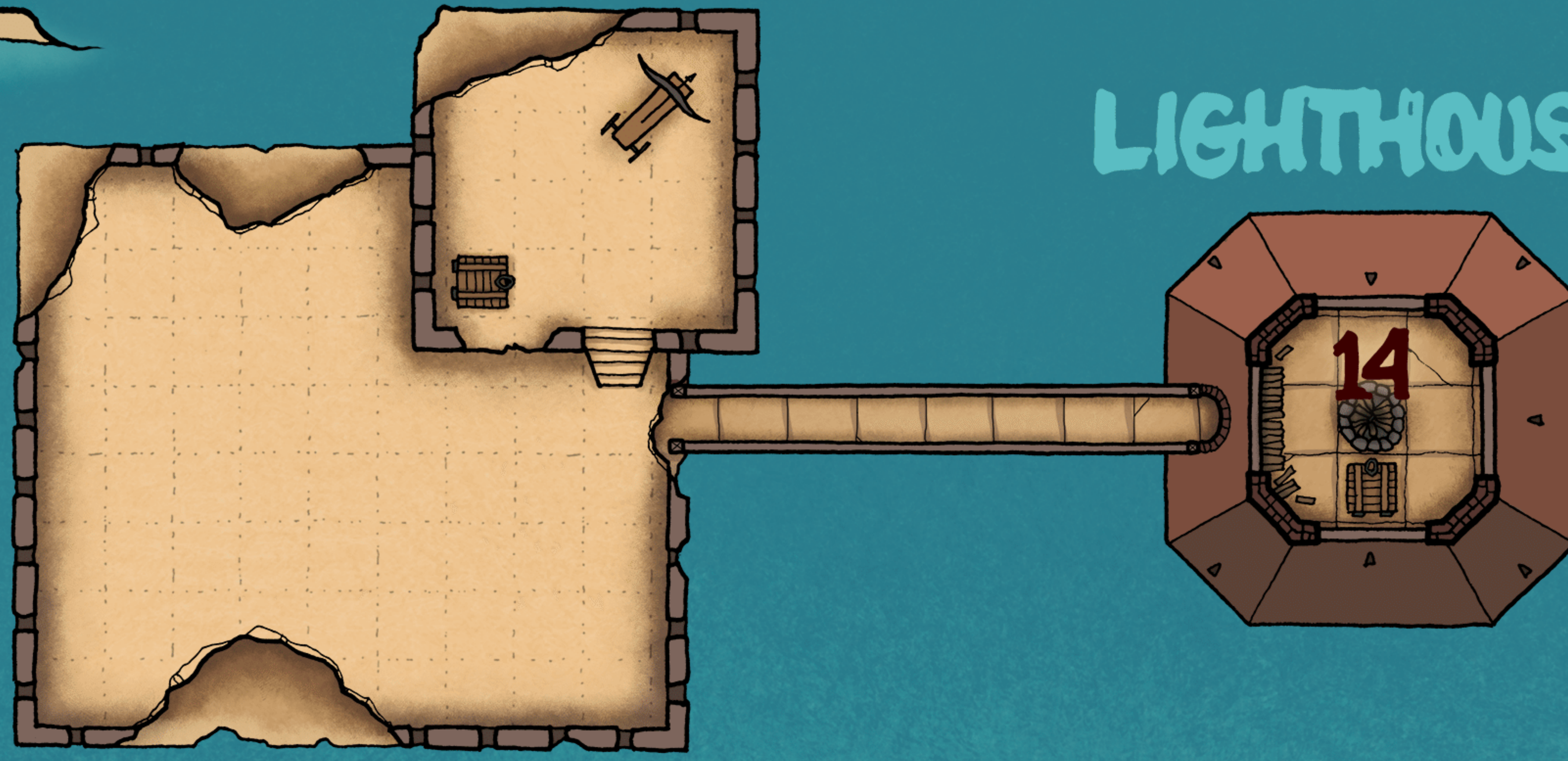
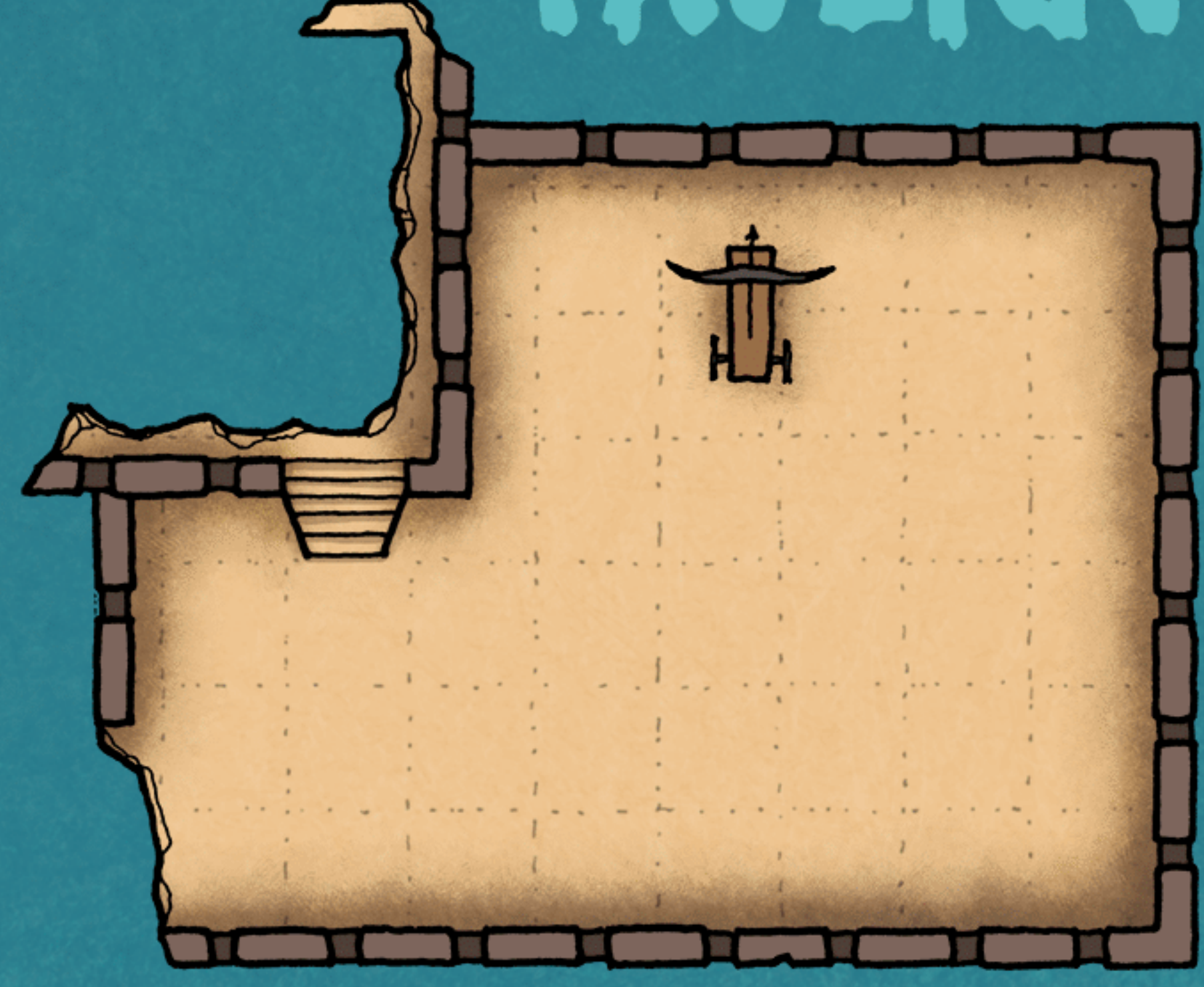


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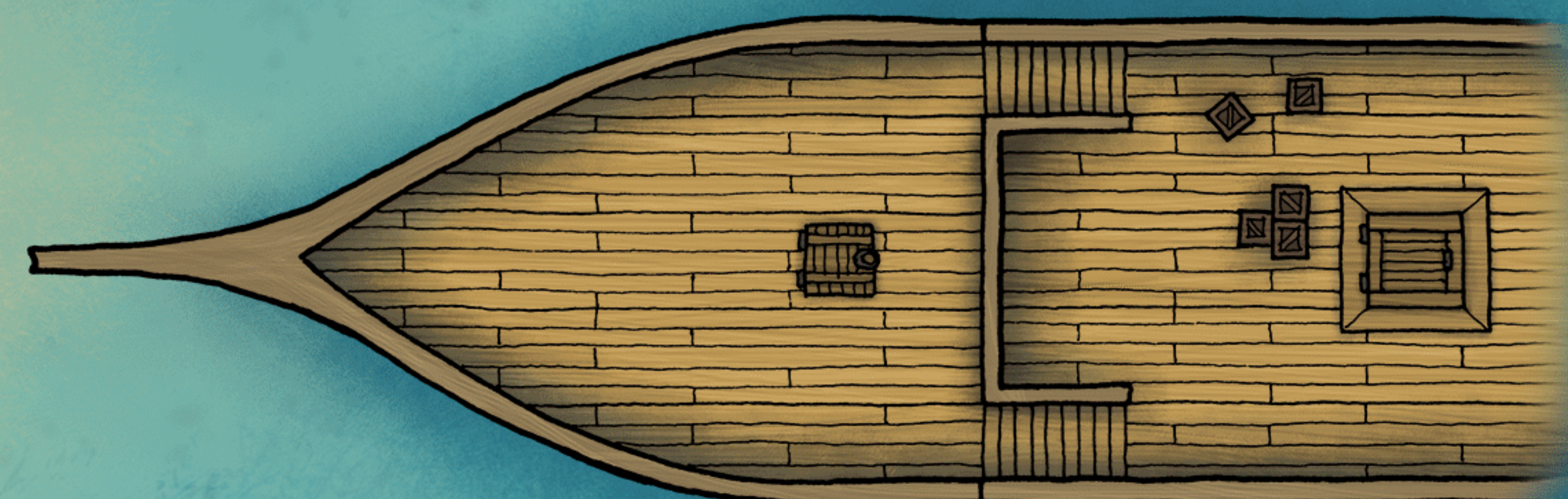
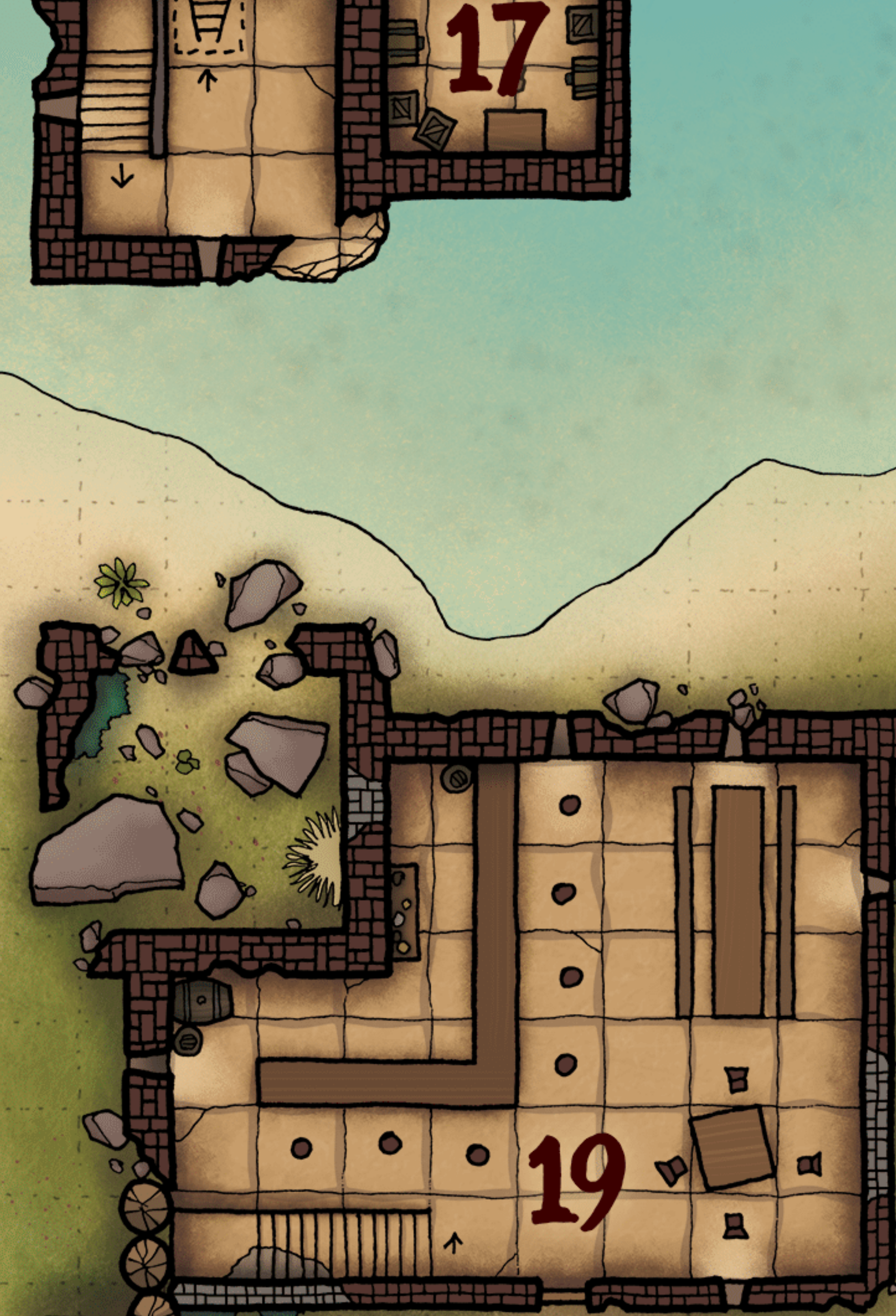
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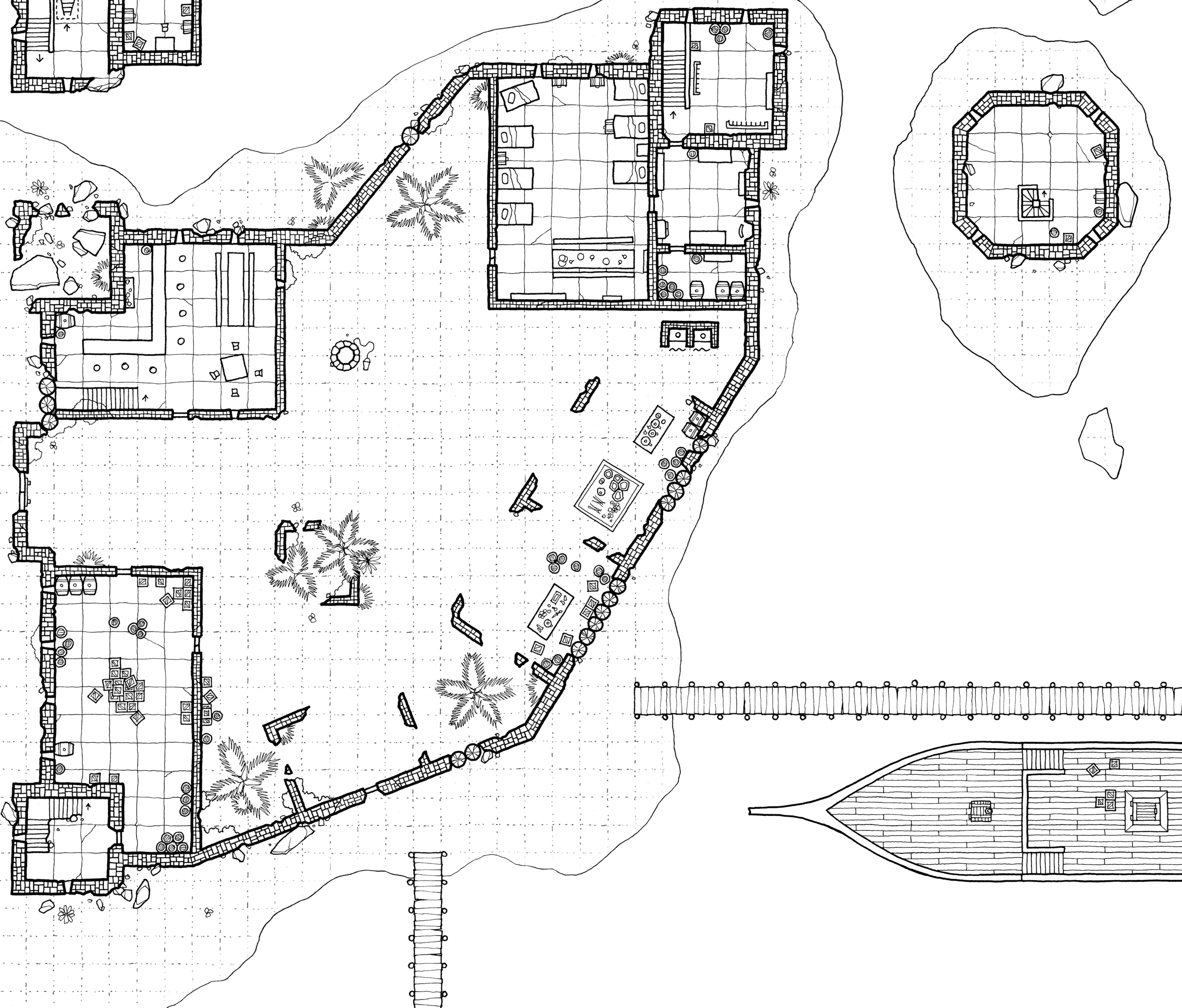
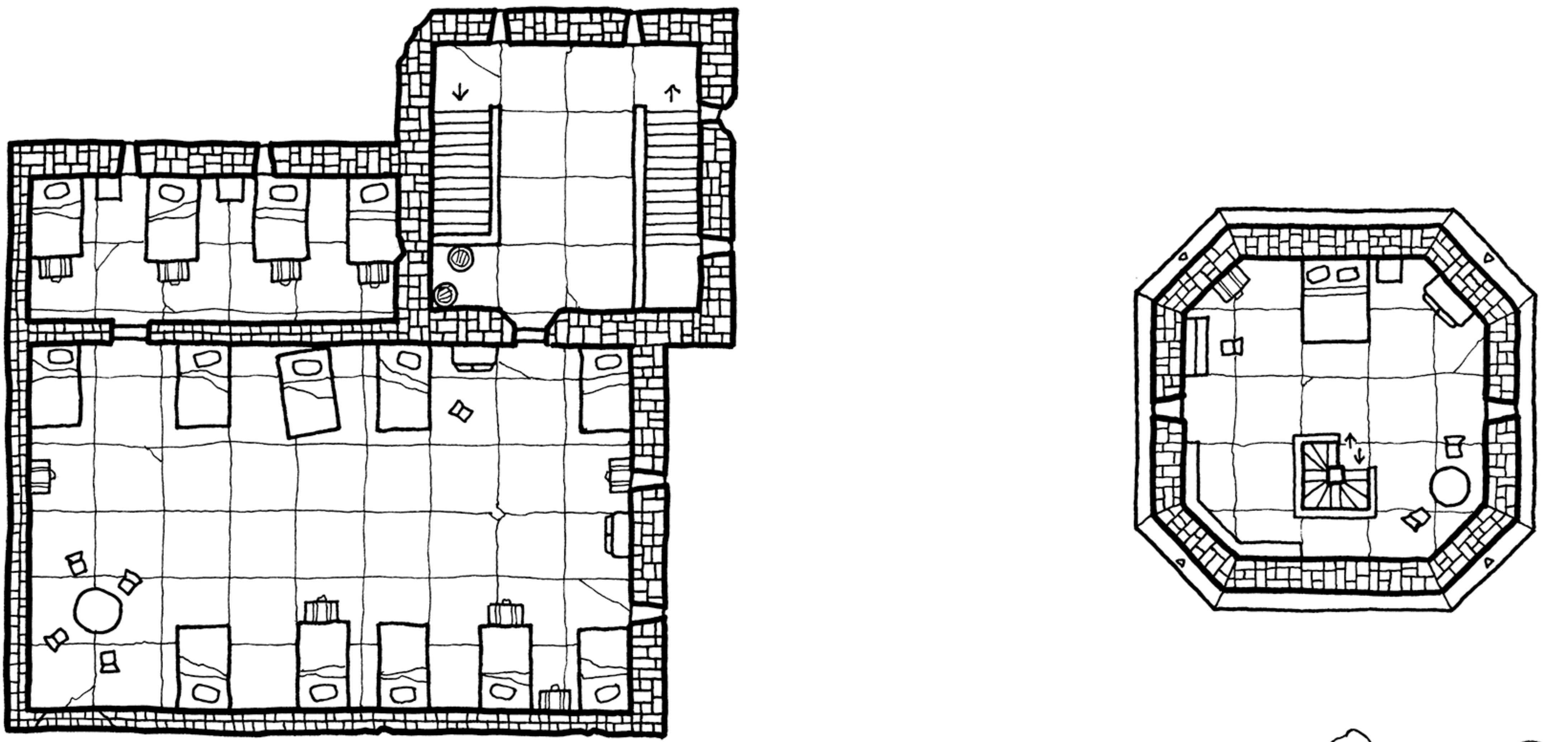
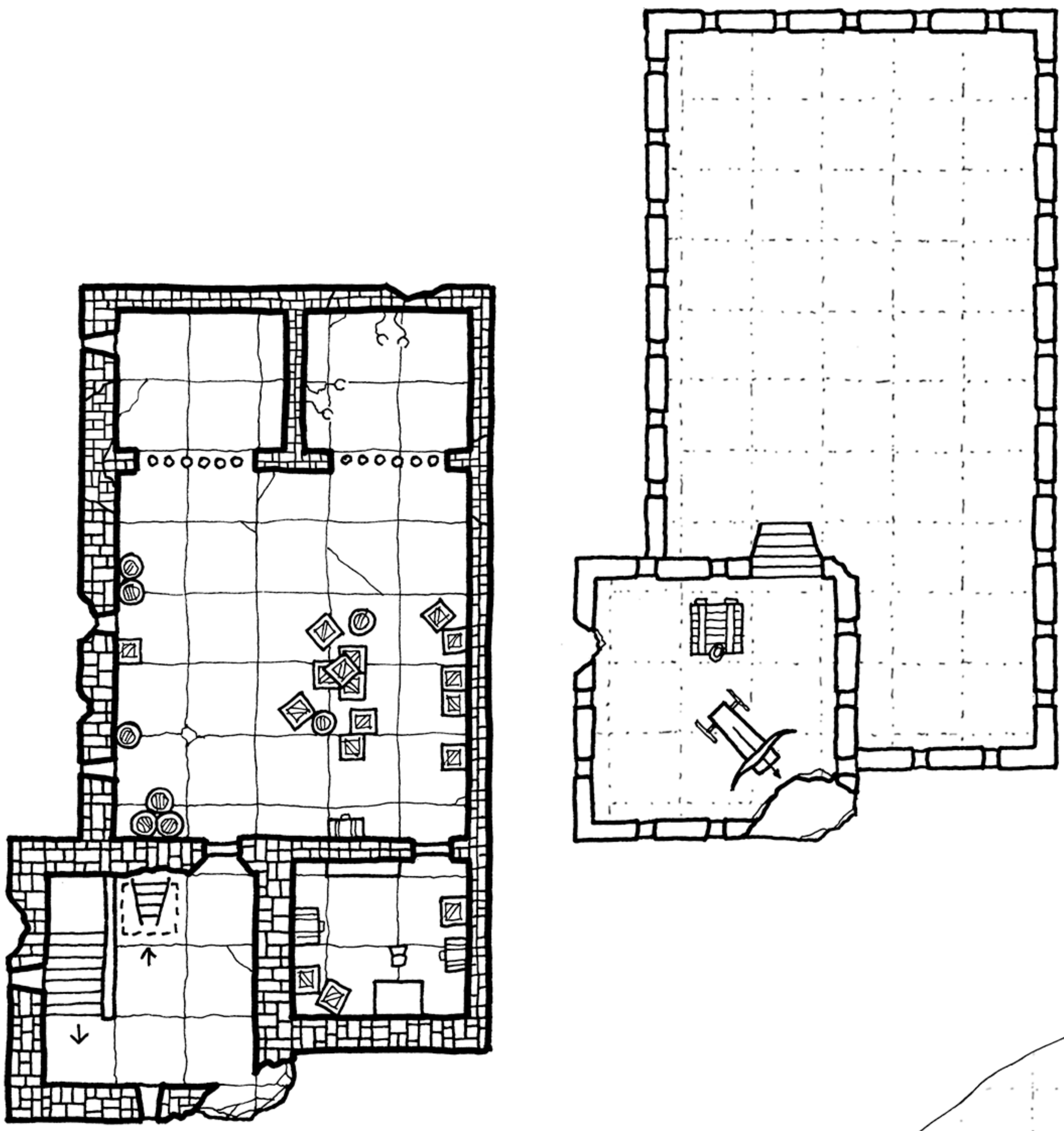
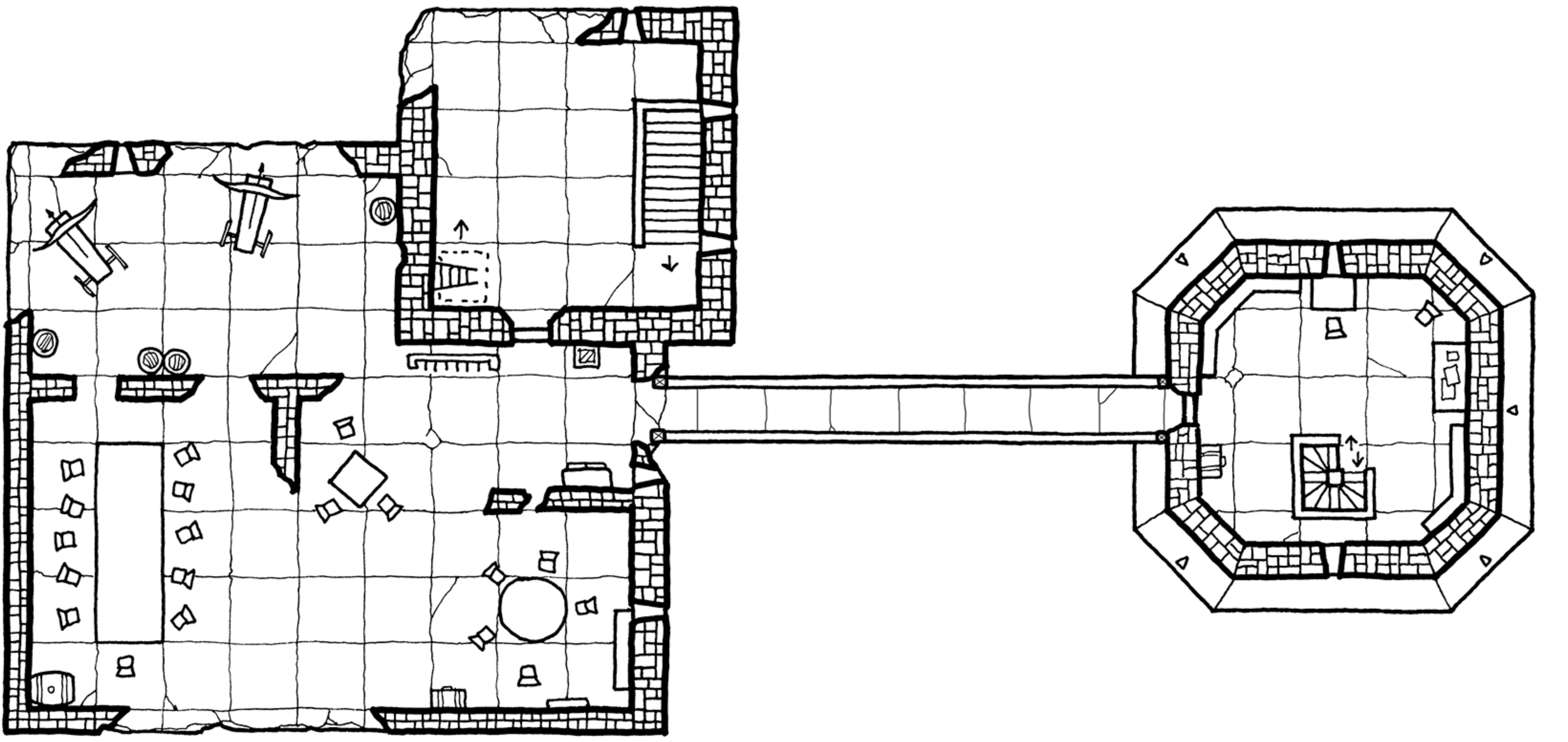
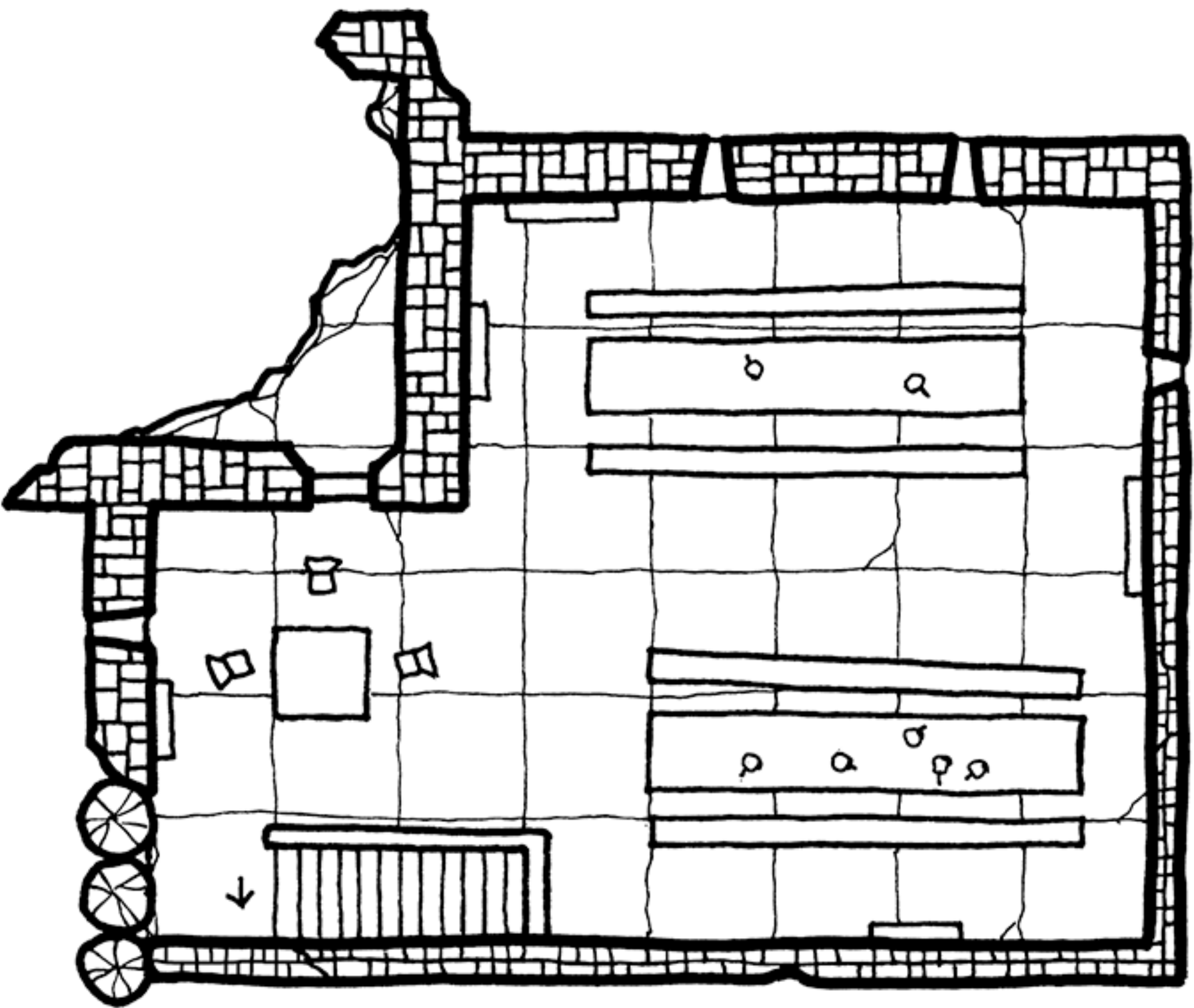
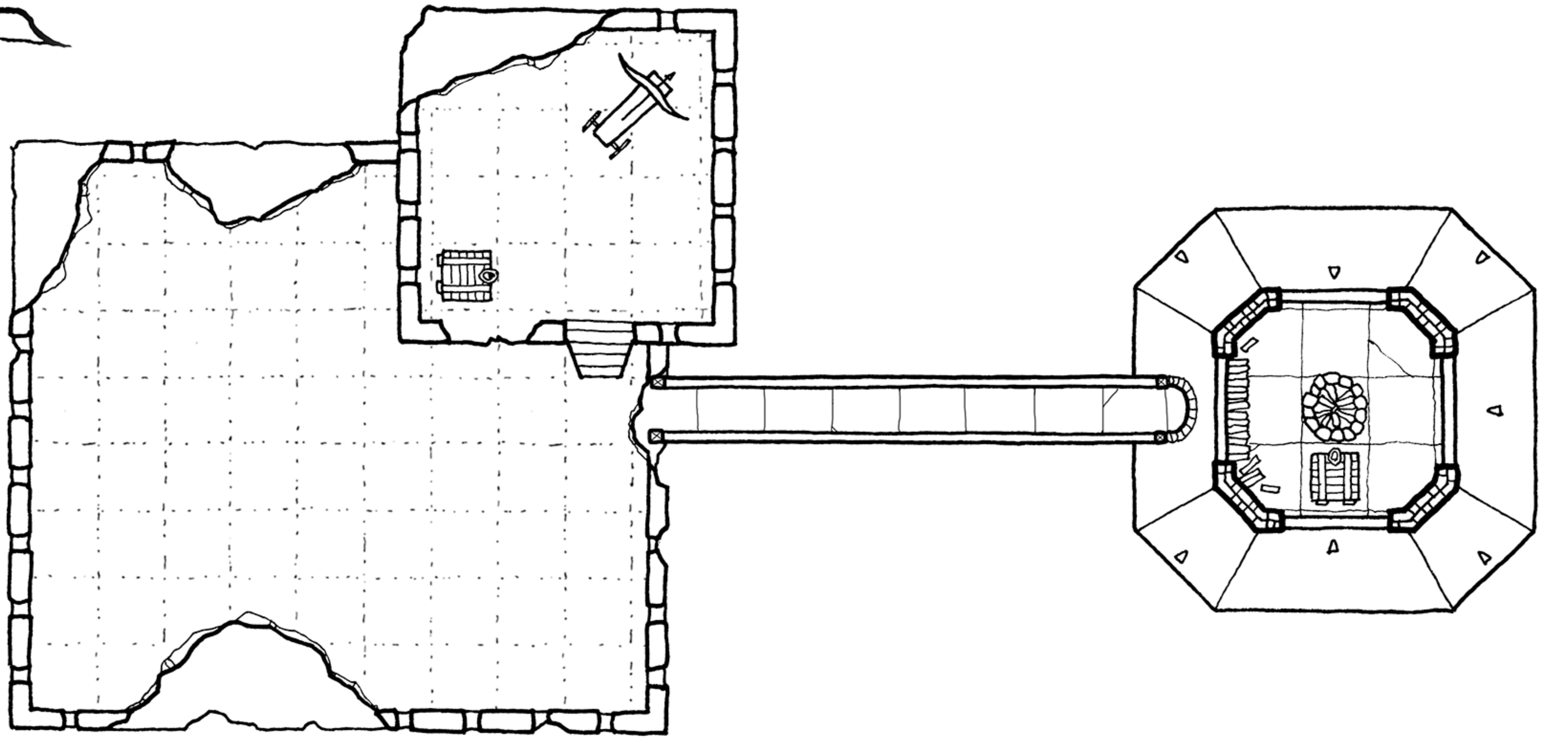
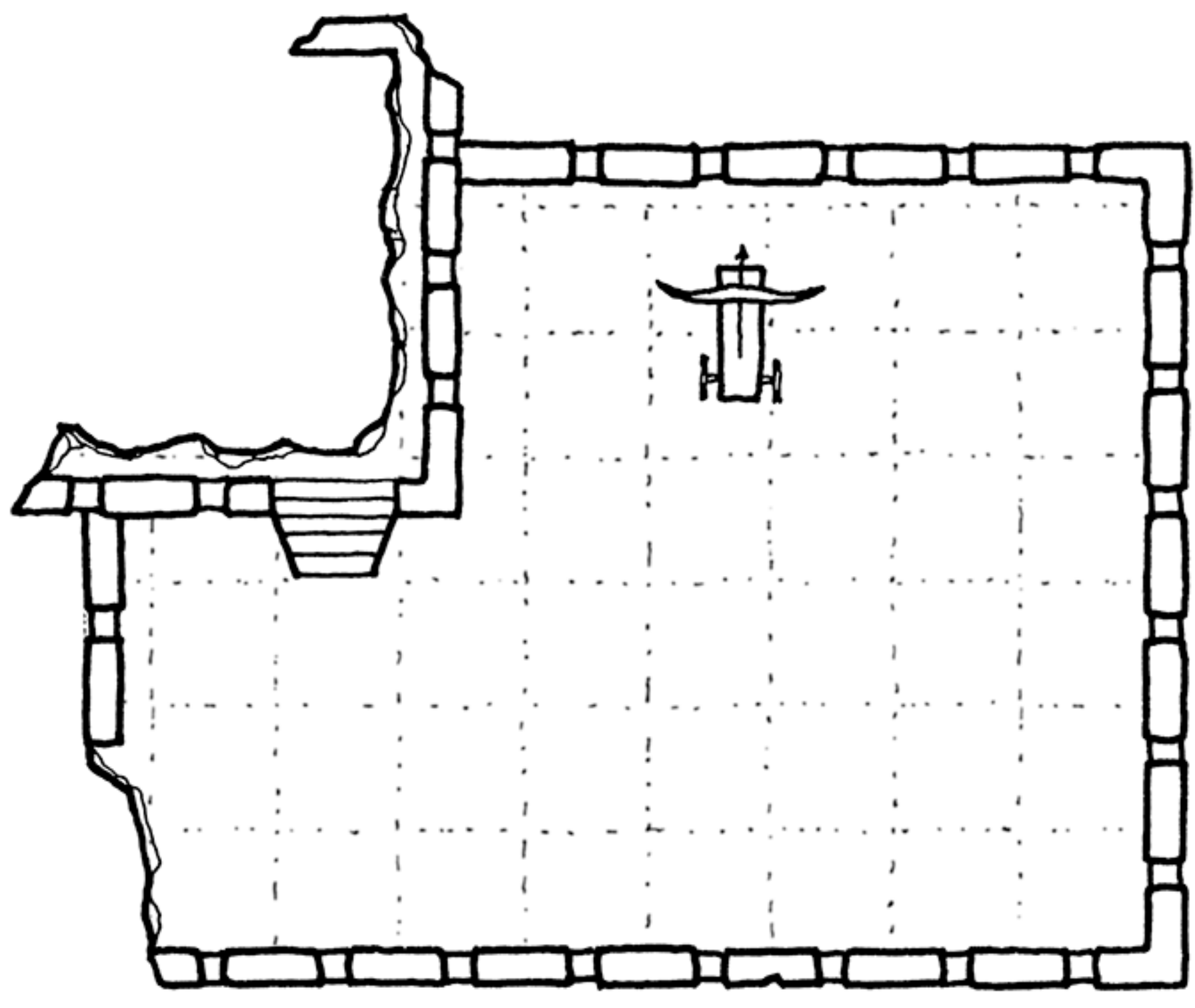
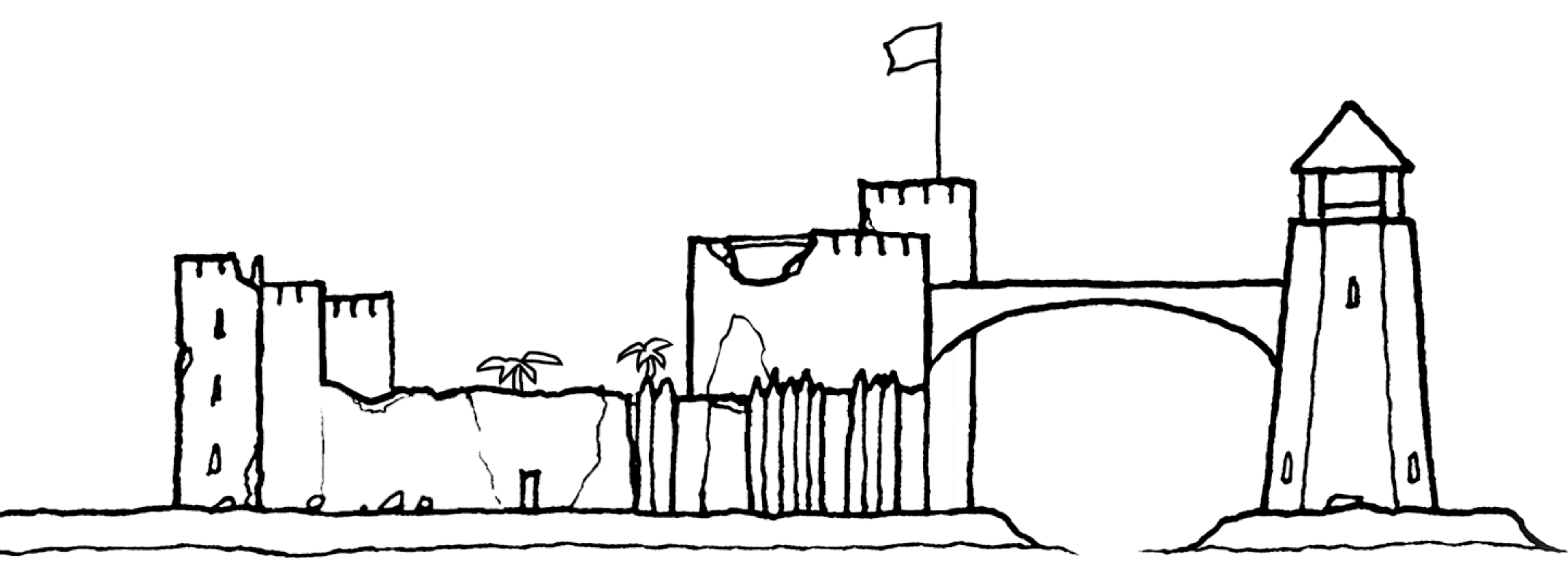
TAVERN

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WAREHOUSE

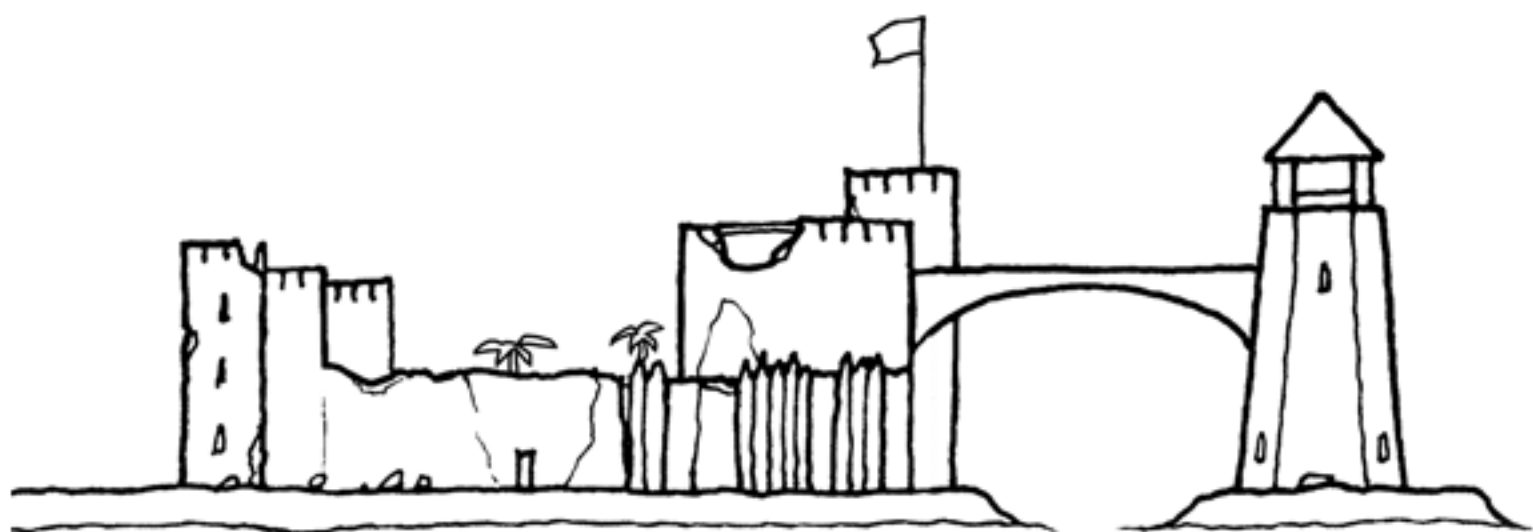




WHISKEY POINT

ABOUT

- Whiskey Point is a once-abandoned coastal fort and lighthouse that has been claimed and repaired by pirates, who now use it as a base of operations. They have also set up a black market for the fencing of stolen goods.
- An alternate version of this map depicts the lighthouse as an arcane weapon that fires a powerful beam of light through a crystal at the top of the tower. Your players will never forget their epic battle with the dreaded laser pirates.
- The grey sections of wall are areas where a broken wall was patched by the pirates. In parts of the outer wall, wooden palisades were used to patch gaps instead.



NOTES

- The pirates who run Whiskey Point probably don't go out to sea anymore. These days, they make their money fencing loot for other pirates.
- The cells at 18 are where the pirates keep slaves or captives they intend to ransom.
- Here's how the basic economics of this place work: pirates arrive, having just plundered a ship. They bring goods that a legitimate merchant would sell for 1000 gp. The pirates pay 250 gp for these goods. Later, a "legitimate" merchant arrives to purchase stolen goods at a lower price. The pirates of Whiskey Point sell them the goods for 500 gp. The merchant then sells the goods at a market for 1000 gp. It's a great deal for everyone!
- Except the crew of the ship that was robbed. They're either dead or physically and emotionally scarred for life. It's actually a terrible deal for them.
- It's fine, don't think about it. Their families will be okay. I mean, maybe.
- Here are some ideas for adventures at Whiskey Point:
 - Something (or someone) the players were paid to retrieve was on a ship that was robbed at sea. The party learns that the item, along with the rest of the stolen goods, was brought to Whiskey Point and sold. The pirates will sell it to the players, but at an exorbitant price. The players can sneak in and take it, negotiate, or just go homicidal.
 - Using the alternate version of the map, have the players sail past Whiskey Point during a sea voyage. The pirates use their lighthouse laser to destroy the ship, intending to loot whatever cargo they can from the wreckage. The players survive and must steal another ship from the docks to continue their voyage.

