

Sinbarr Island by Tom Cartos & The Reclusive Cartographer

Background

Far from the mainland, this tiny island would barely register on a chart, but it is well known to many sailors as one of the few safe harbours on the trade route that leads to the neighbouring continent. The island and its governorship were 'gifted' to Trisarion Sinbarr, a leading figure in the kingdom, a century ago by the ruling monarch as a way to remove him as a potential rival for power.

Most assumed they would never see him or his family again, but Trisarion saw opportunity in this largely ignored patch of rock and mud. The land was very fertile due to past activity from the now (mostly) dormant volcano, and the waters around the island were too far from the mainland to be regularly fished so were well stocked, meaning they could be self-sufficient. It also had the advantage of being away from prying eyes, giving Sinbarr complete autonomy to run it as his own small kingdom.

As well as providing a port for merchant ships on the long voyage between continents, Sinbarr made deals with many of the pirates and smugglers who frequented the under-patrolled region. So long as they created no trouble and broke no laws on or within sight of the island, he would act as an intermediary to sell on their 'goods' to passing merchant ships and split the profits with them. At times he would also pass along information on heavily stocked vessels that would be ripe for plunder, or as a way to remove his enemies.

In this way, both Sinbarr and the island became wealthy which drew a few of the capitals nobles who were either out of favour or in trouble to move to the island. They purchased land from Sinbarr and set up the freehold estates. With their money, Sinbarr built the fort that now protects Manta Bay, turning the island into a veritable fortress.

A hundred years later, the island is still governed by Trisarions' granddaughter, Trista Sinbarr. The town has grown along with the island's reputation, an odd mix of sailors, pirates, fisherfolk and nobles live together in an strained sort of peace held together by Trista's firm hand and keen mind. All was well until the Volcano started to murmur and rumble a few weeks ago. The new settlement being built at its base was abandoned, but the island's small size means that all corners of it are in danger from an eruption. Trista believes something within the belly of the mountain has stirred, causing the smoke to billow forth, and is looking for passing adventurers to help her investigate.

01. **Manta Bay** – The main port and only secure harbour on the island. Every year it is visited for a few months by a passing group of Giant Manta Rays that give the bay its name.
02. **Docks** – Maintained and guarded by Governor Sinbarr's private militia. All ships are required to pay a docking fee and submit to a search of their ship upon arrival. Larger ships drop anchor in the bay and send bully boats ashore with the crew and goods for trade.

03. **Sinbarr Town** – Centred around a small market square that features an inn, guildhouse, blacksmith and other stores selling goods and sundries. The population is a mix of ex-merchant sailors, pirates, smugglers, fisherfolk and passing adventurers.
04. **Governor's House** – The oldest and largest building on the island is the Sinbarr family home which doubles as the Town Hall and Civil Court.
05. **Sinbarr Fort** – Constructed from solid stone imported from the mainland, the fort protects the bay and houses the islands militia, as well as protecting the majority the Sinbarr fortune.
06. **Freehold Estates** – Noble families who either chose to leave or were exiled from the Kingdom were welcomed here by Sinbarr, at a price. They now provide much of the islands food in return for protection and a peaceful life.
07. **Siron Fishing Village** – Some of the fisherfolk prefer to live away from the raucous town, so set up a small settlement on the far side of the island.
08. **Titan's Lighthouse** – Run by the Lightkeeper family, the lighthouse acts as both a means of warning passing ships away from the rocks and as a watch tower on the far side of the island.
09. **Sinder Volcano** – Teasingly named for the fire and ferocity that resides within those of the Sinbarr line, ready to erupt, the volcano has been dormant since the island was first inhabited. Lately it has started rumbling and a constant stream of smoke pours from the opening
10. **Abandoned Settlement** – Intended to be a new town to house the growing population, it was quickly evacuated when the volcano started showing signs of activity.