

The Isle of Splinters

A one page adventure by Olobosk rigourandreverie.blogspot.co.uk/

Esmeralda

d3 [1: Taunting prisoners; 2: Communing with the Storm Stones; 3: Roosting amid the Rookery] is Esmeralda; Matriarch, Witch and Oracle to the Tempest. Frequent communion has unnaturally elongated her life, and she has ancient and valuable knowledge, though her body is weak and frail. Selfish and Spiteful as she is, she is also fiercely protective of her brood, and will seek vengeance on anyone she suspects of harming her children.

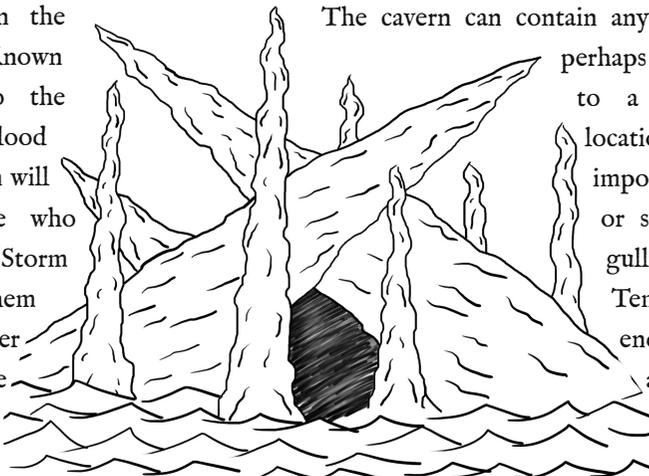
If Attacked, she will fly up high, and surround herself with a swarm of sea birds for protection.

At will she can cast any of the following spells:

- Grease
- Command Birds
- Thunderous Scraw (Deafen)
- Ensorcelling Song (Save Vs Magic)
- Lightning Strike
- Forceful Winds
- Flesh to Stone (Touch)

The Tempest

The true evil on this island, is an ancient primal spirit residing within the caverns beneath it. Known as the Tempest to the Harpies, it demands blood sacrifice, and in return will possess a creature who communes with the Storm Stones, granting them temporary control over the weather. The Tempest's possession lasts for d8 days.



Summary

Esmeralda the Harpy Witch Queen roosts amid the Isle of Splinters, a scattering of spire-like crags protruding from the sea. She guards her hoard, that her flock steal from ships that venture too close to her domain. Misfortunate sailors are kidnapped for sacrifice to appease the Tempest that resides here.

The Splinters

For Esmeralda to maintain her dominion of the weather, regular sacrifice must be made to the Tempest. To appease the spirit, Esmeralda has her brood pluck sailors from trading ships nearby, and posit them atop the Splinters. Here they grasp to slick wind beaten rock for days before succumbing to weariness and dropping into the blood stained brine that brews beneath them. At any time, there are d4 prisoners still clutching on, one of which is Milton Locke-Heart, captain of Fortune's Glory.

The Cavern

The cavern can contain anything you wish, perhaps it's the entrance to a dungeon, the location of an important quest item, or simply the open gullet of the Tempest itself, endlessly lapping at the bloody brine beneath the Splinters.

Surrounding Seas

D6	Encounters At Sea
1	Violent Storm
2	D6 + 2 Harpy Warriors Attack
3	Violent swarms of sea birds
4	Waterspout
5	Thick Mists
6	Flotsam from Fortune's Glory

Captain Locke-Heart

Scourge of the sea, and a fiercely stubborn gentlemen, Locke-Heart has been holding himself aloft on a Splinter for two straight days. With the weariness finally getting to him, he will soon fall to his death. He carries on him a flintlock pistol loaded with a single shot, though he is too proud to use it. He also carries a map to nearby buried treasure which he would trade in exchange for his life. He has good eyesight, and if he spies anyone he will scream and shout at the top of his lungs for help.

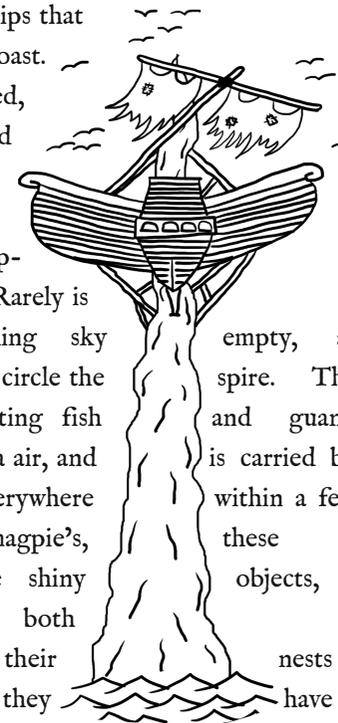
Wreck of Fortune's Glory

Amid the rocks is the wreckage of the infamous pirate ship Fortune's Glory. Lost in a freak storm only a few days prior, the ship crashed into the rocks here, drowning near all her crew, the rest were snatched by the Harpies. The last remaining crewmember is the cabin boy, who has been stuck on the wreck for the past few days, surviving on the few remaining rations in a portion of the ship's hull. The boy is desperate and terrified. He knows the captain was carrying a treasure map.

The Rookery

A huge nesting structure built from the wreckage of ships that hit the rocky coast.

Its sits, jagged, jutting and hanging precariously from the top-most splinter. Rarely is the surrounding sky empty, as flocks of birds circle the spire. The stench of rotting fish and guano is carried by the winds everywhere within a few miles. Like magpie's, these Harpies crave shiny objects, and adorn both themselves and their nests with the riches they have pillaged. Amongst the hoards is:



D6	Treasure
1	Gloves of Climbing and Swimming
2	Scroll of Mending
3	Crown of Commune with Fish
4	Ring of Alter Winds
5	Periapt of Unbreathing
6	Belt of the Merperson

Storm Stones

Hidden atop one of island's spire is a circle of ancient stones with patterns of lightning scared across their surface. Esmeralda uses these to commune with the Tempest, but only she knows the ritual. Performing the ceremony causes lightning to strike all those within the circle, harming all but the creature possessed.