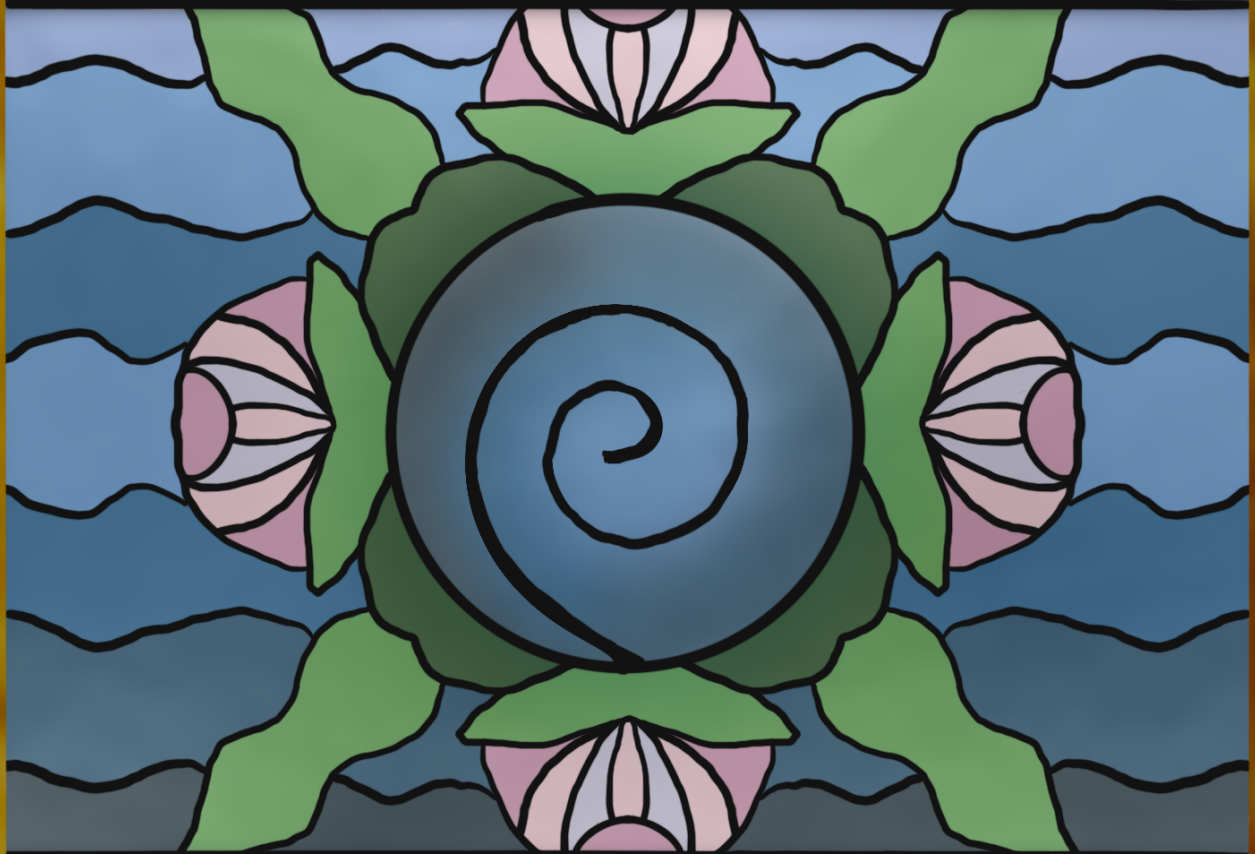


Endless Isles

By Tyler Monahan



A harsh archipelago runs the coast of the boiling sea. Night Hawk pirate captains search the islands for buried treasure and essay targets. An adventure for levels 3-4.

ENDLESS ISLES

The endless isle's stretch as far as the eye can see along an inland coast. The isles have been used for centuries by pirates raiding nearby kingdoms as a place to hide and secret away their treasure. Countless pirates and kingdoms have tried to control the isles and failed but currently the Night Hawk pirates hold dominion over the area from their flying ships.

CIVILIZATION

The pirate town of Spire was built into a cliff side accessible only by ships that knew the dangerous shoals or air ships able to fly overhead. Travelers can come and go freely from the lower area's of Spire but only those with the Night Hawk's favor can access upper spire.

WILDERNESS

The endless isle's are boarded by sheer cliffs on one side and endless sea on the other. To navigate the area a creature would need a boat or an air ship to navigate the dangerous sea. Even if the deadly terrain can be mastered, sahuagin, sea spawn, and pirates roam the sea looking for victims.

JIMJAB'S LEGACY PLOT

Tamar is a kakapo (parrot person) who was the first mate of Captain Jimjab. He has a small sailboat and is trying to get people to help him find his captain's treasure. He will promise them all the gold as long as he gets any of Jimjab's personal items left in the treasure chest. He knows the secret of the Wave Singer.

NIGHTHAWK PLOT

Captain Black Beak is looking for recruits for his airship. He will drop anyone who signs up off on islands to hunt for treasure and if they survive and bring the treasure back to him he gives them a 40% cut and if they complete enough trials he will make them part of the crew of his air ship the Eagle's Pride.

NEUTRAL PLOT

A back alley kenku merchant Trinket Taker sells a whole treasure map or individual pieces of treasure map for 100 gold per hook. The treasure map either contains all 4 hooks at once or that has been torn up into 4 pieces each marking a different island's adventure hook.

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KETTLE ISLAND HOOKS (LEVEL 3-4)

Jimjab Legacy: Tamar will attempt to hire the players again saying he found the location of another chest of treasure on kettle island in his journal. He will give them any of the gold they find but he gets anything else.

Nighthawk Pirates: Sebastian a pirate under captain Black Beak tries to recruit anyone who looks tough to prove themselves to the captain. They will drop players off on Kettle Island and judge them based on loot they bring back. Players get 40% of whatever they find.

Neutral: A masked figure wrapped in rags with black feathers sticking out grabs a players wrist and tries to sell them a scrap of a treasure map for Kettle Island. 40gp

RAZORCLAW ISLAND HOOKS (LEVEL 3-4)

Jimjab Legacy: Tamar approaches a player in a tavern if possible and sees if they are looking for work. He needs some hired help retrieve protect him while he retrieves a chest from Razor Tooth Island. He offers them all the gold in the chest as payment for helping him.

Nighthawk Pirates: Captain Black Beak will drop of anyone who crosses him on Razor Tooth Island. He tells them they have 24 hours to find Captain Jimjab's treasure and bring it to him or he leaves them there. If they succeed he gives them a lift off the island.

Neutral: A cloaked Kenku waves one of the players into a back alley and offers to sell a scrap of paper showing the location of treasure on Razor Tooth Island for 30gp.

SHIPWRECK ISLAND HOOKS (LEVEL 3-4)

Jimjab Legacy: Tamar attempts to hire adventures who are brave enough to dare Shipwreck Island. No one else he has tried to hire will take the job. He knows where some sunken treasure is on the island and will give anyone who helps them any gold they find.

Nighthawk Pirates: Captain Black Beak sends some adventures on a row boat to shipwreck island to retrieve treasure from a ship they chased into the area and sunk. He will give them a 40% take of what they recover.

Neutral: A kenku dressed like a fisherman approaches a player and tells them they found a bottle with a map for treasure on shipwreck Island. Will sell it for 60gp

STORMBRAK ISLAND HOOKS (LEVEL 3-4)

Jimjab Legacy: Tamar is looking protection while he searches stormbreak Island. He doesn't know if there is treasure there but he is running out of places to look. Offers to give players any gold they find.

Nighthawk Pirates: Captain Black Beak takes adventurers to stormbreak island to test them. If they can bring him the treasure hidden on the island he will give them half and make them part of his crew.

Neutral: A kenku selling worm pies for 2 copper will try and sell a map to treasure on storm break island on the side to a player for 70gp.

ENDLESS ISLES REGION

The Endless Isles stretches for miles and resists attempts to map it. Favoured by pirates it provides shelter to those who don't want to be found. Many an adventurer has found their fortune exploring these islands but countless more have found a watery grave instead.

Adventurers seeking to explore these islands will want to acquire a sailboat to navigate the waters. If they can't afford one there are pirate crews looking to hire.

DISCOVERY TABLE

d6 Encounter

- | | |
|---|---------------------|
| 1 | Raiders Attack |
| 2 | Cyclopes Island |
| 3 | Message in a Bottle |
| 4 | Shipwreck |
| 5 | Dragon Turtle |
| 6 | Washed up Treasure |

CHARTED LOCATIONS

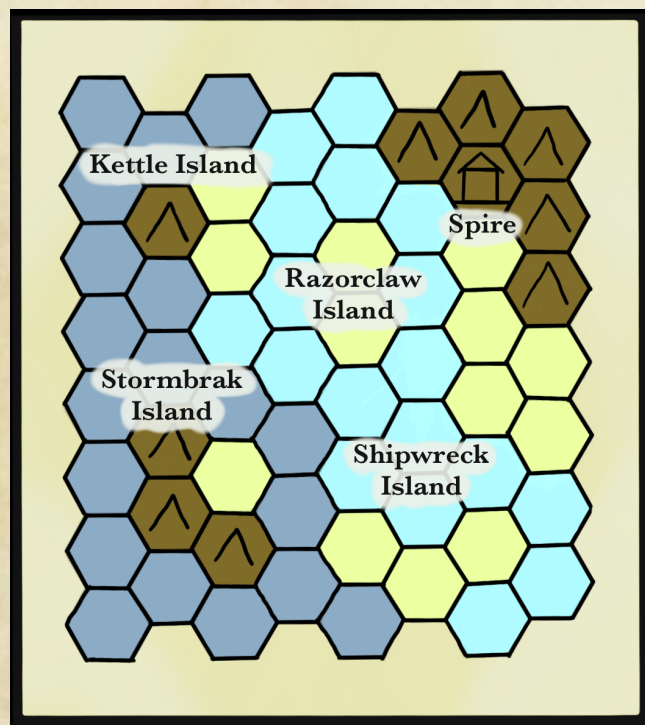
Spire: A pirate town built into the side of the cliffs. Its a relatively safe harbor as long as you don't make enemies.

Kettle Island: A volcanic island with abundant natural hotsprings. The local Firenewts don't like visitors.

Razorclaw Island: A holy island for the Sahuagin who live near by. Trespassers rarely survive stepping foot on its shores.

Stormbrak Island: High cliffs and rough waters have broken many ships against the rocks of this island.

Shipwreck Island: Passing by this island is considered bad luck by local sailors. The bones of countless ships rest in the shallow waters here.



RAIDERS ATTACK

A group of raiders attack the players ship hoping to loot it and flee. They focus on grabbing crates or supplies while fending off attacks and then flee once they have something valuable or if they meet hard resistance.

RANDOM ENCOUNTER

d4 Monster

- | | |
|---|--|
| 1 | 1d4 +1 Sahuagin no boat |
| 2 | 1d4 +1 lizardfolk raft with sail (pirates) |
| 3 | 1d4 Bugbear in a row boat (pirates) |
| 4 | 1d4 +1 Thugs in a sail boat (pirates) |

CYCLOPES ISLAND

A large rocky island with a cave that faces the sea. The cyclopes Kogof lives on the island with a flock of sheep he cares for. His prized sheep has a silver fleece that is worth 100sp if shorn once a year. Kogof guards his flock and tries to eat anything that comes near them.

MESSAGE IN A BOTTLE

A small message in a bottle floats in the water with directions to a small island with treasure. To determine what is at the island roll on the Discovery Table but ignore results other than a 1 or a 6. Players can make a dc 14 insight check to determine if the directions are real or a pirate trap.

SHIPWRECK

The hull of a ship lays broken on the shore of an island. Creatures can spend 4-8 hours salvaging the wreck for supplies to repair any damage to their own vessel.

DRAGON TURTLE

An ancient dragon turtle slowly swims by paying no attention to anything. Only its shell covered in grass and coconut trees is exposed above the water. Creatures can spend 1 hour gathering 4d4 coconuts which act like rations.

WASHED UP TREASURE

A barnacle encrusted chest is washed up on a beach. The lock has been rusted shut but it can be opened with a dc 12 strength check or an appropriate tool. Contains 1d12 10 gold coins, 1d10 10 silver coins, and a random item.

RANDOM ITEM

d4 Item

- | | |
|---|---------------------------------|
| 1 | Charlatan's Die |
| 2 | Gloves of Swimming and Climbing |
| 3 | Folding Boat |
| 4 | Trident of Fish Command |

SPIRE

A towering spire of stone built off the coast with crashing waves all around it. A town has been built up and down the sides of the spire and cling to it. Divided into the upper and lower spire the Night Hawks rule over the spire and terrorize the Kakapo who live on the lower spire.

EAGLES PRIDE

A massive 2 deck airship moored near the peak of the spire. It is guarded by a watchful air elemental in port who can sound an alarm to defend it. Captain Black Beak and his crew are enjoying shore leave here.

THE GOLDEN EGG

Shin owns the golden egg, a shop that sells powerful magic items. Maggy has an eye for expensive and shiny things and is always looking to buy or sell having a very large budget.

- The Lark (clipper) airship. 4,500 pp
- Staff of Power 5,500 pp
- Horn of Valhallh Bronze 4,000 pp
- Dancing Sword 4,800 pp
- Luck Blade (short sword) 10,000 pp

ORACLE

In a hollowed out cave filled with bones and filth that is uncharacteristic of the upper spire lives a blind harpy oracle named Agatha. She is too old to fly but is a follower of the storm god who sends her birds to feast on. She can cast divination spells but has outlandish prices.

- Augury (bring her a creature. she eats it)
- Divination (pay with health. Age 1 year)
- Commune (pay with beauty -2 charisma)

DRIFTWOOD TAVERN

A bustling tavern in the lower spire full of working Kakapo and Night Hawks coming down from the upper spire to drink. They have cheap rooms, hot fish stews, and pungent grog.

- Sparrow a washed up ex airship pilot
- Abigail Seabreeze a fisher

SWIFTWIND SHIPWRIGHT

A driftwood building with an open floor is used to construct ships. Wilford Brinefeather is a grizzled Kakapo who crafts ships and sells them here. He speaks of the sea like a lover who has abused him. Sailing Proficiency 100gp + 1 month

- Canoe 25gp. 1 medium creature
- Raft 100gp. 4 medium creatures
- Sail boat 1000gp. 8 medium creatures

STORM SAGE

Nimoi a wizened owl runs an apothecary with an eerie green glow. He sells potions and smokes a large wooden pipe filling the room with a purple haze.

- Water Breathing Potion 20gp
- Swift Swimming Potion 20gp
- Healing Potion 15gp

HISTORY

The spire was once just the lower spire. A simple fishing village built on the edges of the waves by the Kakapo who lived in tune with the sea for generations. The nighthawk pirates later settled at the top of the spire using it to moor their airships and resupply from the village. This collection grew until the bustling city of spire formed. There is still conflict between the relatively peaceful Kakapo who would rather the Night Hawks lived anywhere else.

ENCOUNTERS

1. Sebastian the nighthawk pirate is recruiting anyone who looks tough enough to sail with Captain Black Beak on the Eagle's Pride, an airship that is going to go raiding.
2. Fletcher, a shifty looking Kenku, attempts to sell a magnificent painting of a 3 mast ship in a storm for 50gp. He needs cash fast and claims it's a good deal.
3. A group of 4 out of work Night Hawk pirates can be seen roughing up the owner of a small net repair shop. They knock him down and cut the coin purse off his belt.
4. A drunk Kakapo begs for money from a small wooden hut. He claims his fishing boat was sunk by a leviathan with a thousand teeth during a storm and he has no food.

COMMON INFORMATION ABOUT SPIRE

1. The city of spire is full of pirates and thieves whose ships ride the winds instead of the waves.
2. Many powerful magic items were plundered by the spire and reside in the upper spire.
3. An oracle resides in Spire but no one who has visited the oracle will speak of what transpired.
4. Ships made in spire are known to be well crafted and sailors believe they ward off evil wind spirits.

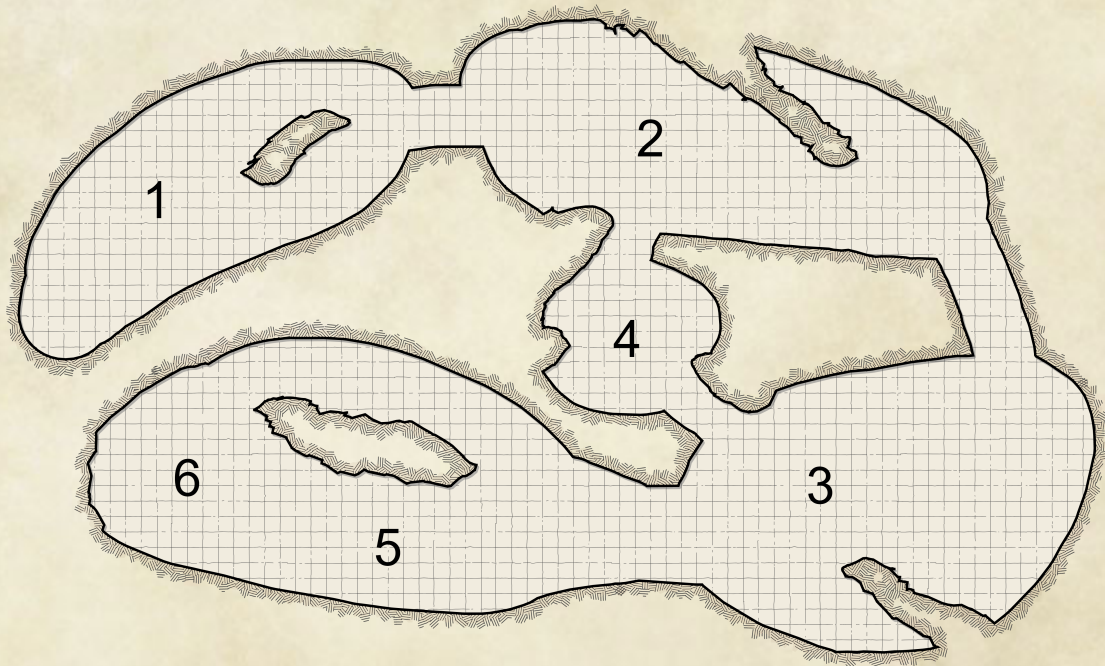
QUESTS

1. Driftwood Tavern needs a giant toad that has snuck into the storage room. They haven't been able to retrieve any fresh grog because of it. Pays 200 gold. (level 1)
2. Recover a chest from a shipwreck in a nearby reef. The ship is partially submerged and the chest is underwater guarded by 1-3 reef sharks. Pays 400 gold. (level 2)
3. Delivery of supplies to a remote lighthouse. A group of 4 shagun attacks anyone trying to make deliveries. Payment of 800 gold on delivery. (level 3)
4. Bring the head of the orc captain Broken Tusks to Driftwood tavern to be paid 1,000 gold. His ship Juggernaut is crewed by 5-7 orcs. (level 4)

PEOPLE

NIGHT HAWK NAMES

Captain Black Beak, Captain Razor Talon, Captain Iron Feather, Akiya, Banri, Daizen, Fusao, Hiroki, Kenro, Masamuro, Shu, Tomo, Asuna, Etsuko, Kyoko, Ranko, Uta, Yumi (Japanese)



KETTLE ISLAND

A small island around a short volcano filled with steaming hot springs. A tribe of firenewts lives on the island and depends on the hot waters to survive. Captain Alister Jamjib's buried some of his treasure on this island which lures many treasure hunter's to their doom on the island. (level 3-4)

1. TIDE POOLS

Tide pools around the island form 5ft radius pools with thin rocks separating the pools. This area counts as difficult terrain. A patrol of 5-7 firenewt warriors patrol the tide pools and attack any who dare trespass on their lands. After a firenewt is in a tide pool for 2 rounds the water starts to boil and creatures who start their turn in the pool take 2d6 fire damage.

2. GEYSERS

The ground radiates heat and steam lazily wafts up from underneath rocks in the area. Natural geysers are prone to go off when the earth is disturbed. Creatures walking on the ground that are medium or large trigger a steam geyser under them. They take 3d6 fire damage or half damage on a successful dc 13 dexterity saving throw.

3. FIREFROND GROVE

Clusters of palm trees have coconut like pods up in their branches. If the pods fall they split open on the ground leaving a sticky tar that creates difficult terrain in a 10ft radius and can be set on fire dealing 1d6 fire damage to creatures who start their turn in it. A patrol of 3-5 firenewt warriors with some of them mounted on 2 giant striders patrols the palm groves. In combat pods fall from the trees on a random target on an initiative of 5.

4. TREASURE CLUE CHALLENGE

The ghost of the halfling captain Jamjib appears and tells people searching for his treasure they will have to brave the volcanic hot spring in front of them to retrieve a compass that will lead them to the treasure. The hot spring has a radius of 100 ft and at its center is a rock with a compass on it. Creatures who enter the waters take 2d6 fire damage and if they end their turn in the water they take 4d6 fire damage. Compass points to treasure chest.

5. FIRENEWTS ATTACK

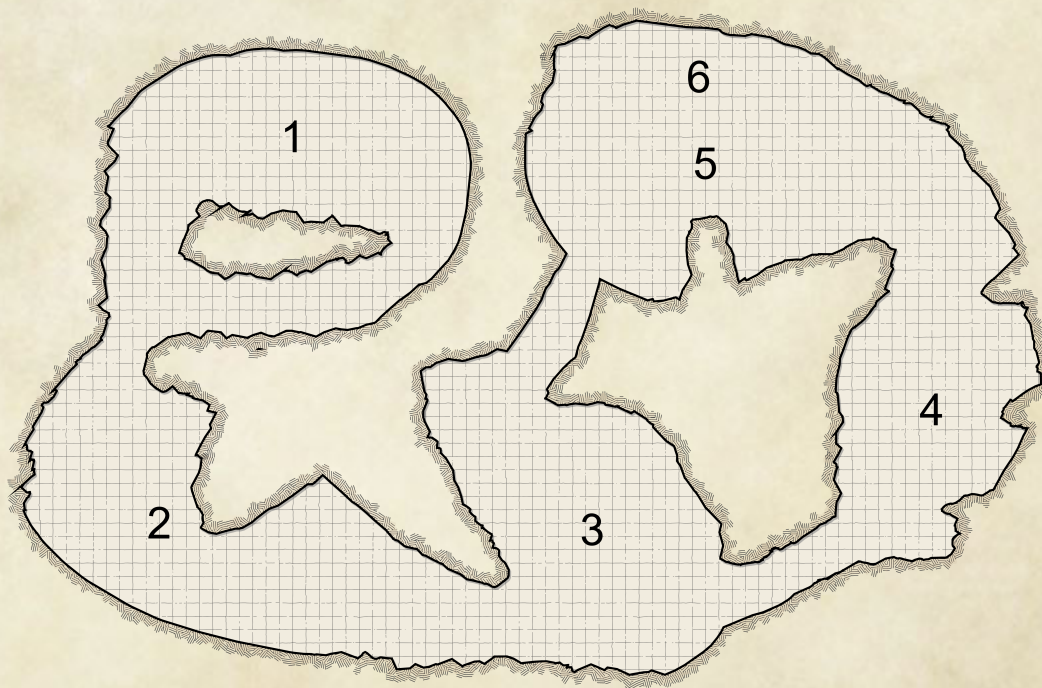
A group of 3-5 firenewt warriors lead by 2 firenewt warlocks approach trespassers on the island. Angered by the intrusion the warlock shout a prayer to their patron and a 60ft radius wall of fire surrounded the trespassers and the firenewts. While the warlocks are still alive on an initiative count of 1 the wall of fire shrinks in 10ft.

6. BURIED TREASURE

A treasure chest buried under fertile volcanic soil next to a cluster of palm trees. Creatures can attempt a dc 17 investigation check on the island to find the buried treasure which takes all day or if they have the island's compass they can find it automatically.

TREASURE CHEST

800 gold coins, amber worth 300 gp, a ruby of the war mage, a potion of healing, and Jamjib's Spyglass, a spy glass that can see through obscurement caused by rain or fog.



RAZORCLAW ISLAND

A strip of rock and beaches that barely constitutes an island. The sahuagin in the area consider this island sacred and viciously defend it. Captain Alister Jamjib's buried some of his treasure on this island with the hope the sahuagin would act as all the protection he could need to defend it. (level 3-4)

1. SLICK PATH

Sea spray coats the rocks and makes them slick. Along the rocks there is a 20ft drop into the sea and the fins of 2 reef sharks can be seen following creatures walking along the rocks. A hunting pack of 5-7 sahuagin raiders patrol the rocks and attack creatures they find in their territory. Creatures knocked prone must make a dc 14 dexterity saving throw or slide into the sea with the reef sharks.

2. SAHUAGIN SHRINE

A shrine made of coral depicts a crashing wave with a giant shark emerging from it with its maw open to devour all. The teeth of the shark have dried blood on them. A dc 14 religion check reveals this is an altar to the sahuagin's primordial god and that a sacrifice must be offered to avoid its ire. Creatures who place any kind of offer or spill blood into the sharks maw can pass freely. Those who do not become cursed for 24 hours and briney water collects on them. When they make an attack role or ability check subtract 1d4 from the total.

3. RUSHING WAVES

Coarse sand has rushing waves coming up onto the beach and retreating back. On an initiative of 15 the waves roll up the beach and creatures on it must make a dc 12 strength save or be knocked prone. On an initiative of 5 the waves reced pulling creatures who are prone 10ft towards the sea. A group of 3-5 sahuagin lead by a sahuagin priestess attack from the sea. The priestess stays in the water.

4. TREASURE CLUE CHALLENGE

The ghost of the halfling captain Jamjib appears and tells people searching for his treasure they will have to dive into the sea and retrieve it from Bethany, a giant shark who has a compass pointing to the treasure hanging from the shark's fin by its chain. Bethany will run from creature's pursuing her but will swim towards blood in the water. She is not interested in fighting and will flee if attacked.

5. ROCKY BEACH

A rocky beach of smooth stones stretches out along the coast as cold waves roll in and out. From the surf a group of 5-7 sahuagin raiders merge to attack intruders. Their blades are coated with stone fish poison. Creatures struck by their weapons must make a dc 12 constitution saving throw and on a failure the poison starts to paralyze them. For 1 minute they must make a dc 12 constitution saving throw at the end of their turn and after 2 failures they are paralyzed for 1 minute.

6. BURIED TREASURE

A treasure chest buried under a long beach of black sand marked by a boulder on the beach that looks like a shark. Creatures can attempt a dc 17 investigation check on the island to find the buried treasure which takes all day or if they have the island's compass they can find it automatically.

TREASURE CHEST

600 gold coins, diamonds worth 300gp, a potion of climbing, a candle of the deep, and Jamjib's Sextant, an attuned creature can cast druidcraft, gust, and dancing lights once a day.



SHIPWRECK ISLAND

Dead reefs and rocky shoals surround a miserable cluster of rocky outcroppings that can barely be called an island. The island is haunted by the many sailors whose ships have wrecked here. Captain Alister Jamjib's buried some of his treasure on this island after his ship ran aground before he managed his escape. (level 3-4)

1. GHOST CREW

A broken ship lays run aground on the rocks with its tattered sails fluttering in the wind. The wind howls with the wails of the drowned as 3-5 pirate specters appear on the boat and attack the living. There is a spectral cannon on the ship that a specter can use its action to fire. The cannon deals 4d6 necrotic damage in a 10ft radius within 120ft of the cannon. Creatures who are hit make a dc 12 dexterity save and on a success take half damage.

2. SUNKEN TREASURE

The wreck of a ship can be seen 100ft below the surface of the sea with kelp swaying around it with the tide. The glint of 100 gold coins around a wooden chest can be seen in the ship's hold. The chest is a mimic that will resist being moved and if someone gives up on opening it or lifting it the mimic grapples them to try and drown them.

3. MAKESHIFT BRIDGE

The capsized hull of a ship acts as a bridge from one side of the island to the other with the sea's waves crashing below. Creatures passing over the hull cause 3-5 ghouls to crawl up the sides surrounding them and then attack. During the fight the sound of fists pounding on the hull and splintering wood can be heard. After 1d6+2 rounds 4 zombies break through the hull and climb on top of the ship and join the fight.

4. TREASURE CLUE CHALLENGE

The ghost of the halfling captain Jamjib appears and tells people searching for his treasure they will have to retrieve a compass from a whirlpool on the island's coast. The whirlpool is 300ft wide and the compass is at the center under 100ft of water. A creature inside the whirlpool will be pulled to the center and then under. At the start of the creature's turn they can make a dc 18 athletics check to fight the current. On a success they are not pulled under. Creatures with a swim speed have advantage on the athletics check.

5. RESTLESS DEAD

The steady beat of a drum and the rattling of chains can be heard over the crashing waves. Rising from the earth are 3-5 specters of drowned slaves bound in chains who will try to kill wayward souls to take their place. When a specter is killed its spectral channels will attempt to grapple the killer with a +3 bonus to strength. If the creature dies will chained their soul is pulled down to the depths of the island forever more as the specter is released.

6. BURIED TREASURE

A treasure chest is hidden in the wreck of a half sunken galley. Creatures can attempt a dc 17 investigation check on the island to find the buried treasure which takes all day or if they have the island's compass they can find it automatically.

TREASURE CHEST

600 gp, jade worth 400 gp, a clock of many fashions, a potion of angeling, and Jamjib's Whistle, an attuned creature can blow the whistle to conjure a monkey familiar once per day.



STORMBRAK ISLAND

Storm clouds surround the high cliffs of the island constant storms surround the island. A kraken has been trapped under the island and it uses the storms to pull sailors under and transform into sea spawn to one day escape its bonds. Captain Alister Jamjib's buried some of his treasure on this island, believing it safe. (level 3-4)

1. DOWN POUR

Rain pours down from the sky over the island and thunder rolls overhead. The deluge makes it difficult to see further than 60ft and combat occurs as if creatures were underwater in this area. Emerging from the raid 3-5 sea spawn attack unimpeded by the rain.

2. FORBIDDEN RITUALS

A weather beaten wooden shack is briefly outlined by a flash of lightning. The dim light of a candle can be seen through the crack under the door to the shack. Inside is a table with a half burnt candle, a copper bowl, and a tome bound in shark skin leather and pages that are damp to the touch. Inside is a ritual to mix your blood with salt water inside a copper bowl and to drink from it so that you may never drown at sea. Creatures who follow the ritual gain limited amphibiousness from the sea spawn stat block.

3. WATERFALL BRIDGE

Water cascades off the cliffs and runs down to the sea in a great torrent. A bridge next to the waterfall goes over the torrent of water. While crossing the bridge 3-5 split into two groups in front and behind the party will attack. They attempt to shove creatures off the bridge so they fall 30ft into the water and are pushed out to sea. If they are unable to knock creatures into the sea they will try to knock them out and drag them in.

4. TREASURE CLUE CHALLENGE

The ghost of the halfling captain Jamjib appears and tells people searching for his treasure they will have to retrieve a compass from the depths of an underwater cave. Swimming into the cave it is 500ft to get to the bottom where the compass is. A creature with a movement speed of 30 and a constitution under 15 will drown trying to swim to the bottom and back up unaided.

5. RISE OF THE KRAKEN

Along the cliffsides a group of 3-5 sea spawn have begun a dark ritual. They will defend 3 driftwood fires with blue flames. As the chant the fires get bigger and after 1d6+2 turns if the fires are still lit a kraken rises from the sea with massive chains around each tentacle. The chains prevent it from using multiattack or legendary actions and it is pulled back under the sea if all 3 fires are put out.

6. BURIED TREASURE

A treasure chest has been buried under a dirt mound in a cave behind a small waterfall. Creatures can attempt a dc 17 investigation check on the island to find the buried treasure which takes all day or if they have the island's compass they can find it automatically.

TREASURE CHEST

700 gp, a sapphire worth 200 gp, an orb of direction, a veteran's cane, and Jamjib's Hat an attuned creature can conjure a row boat once per day.