

## Describe, Don't Name

Describe the scene, don't just name the creatures and plants. Make the players search through the Field Guide.

*Stats are basically random, adjust as needed.*

**HD:** Hit Dice. Health Points are (HD x 5)

**AC:** Armor Class. How difficult to hit

**DAM:** Basic damage (not special/magical)

## NIGHT AXE

Enslaved ogres abused by Svarku and empowered by Mog'ok, a god of vengeance. They seek revenge against Svarku for killing most of the women and children.

### Glavrock (HD 6 AC 12 DAM d8+1)

- Born leader, first chosen of Mog'ok
- Skilled Bonebinder
- Patient and wise, protective of people
- Raised by Bavmorda, trusts her
- Suspicious of outsiders

### Srok (HD 8 AC 14 DAM d8+2)

- Militant and vicious leader
- Hero to the young
- Will kill Svarku himself, bathe in blood
- Wants revenge at any cost
- Open to recruiting powerful allies
- Pretends to be mute, uses translator

### Bavmorda (HD 5 AC 16 DAM d10+2)

- Powerful Ogre witch
- Silver hair, steel strong
- Shapes obsidian, crafts hair
- Dark, corrupting, angry
- Distant from the rest of the ogres

### Paw'lard Ean (HD 10 AC 8 DAM d10+2)

- Huge and strong Night Axe
- Loves to cook and try recipes
- Doesn't want to fight any more
- Secret friends with Fatty Salamander

### OgreWomen (6) (HD 3 AC 12 DAM d6+1)

Kept safe and doted upon. Teach the young.

- **Matova** - Incredible memory, gold tusks
- **Koova** - strong Bonebinder, feared
- **Bashku** - teaches history, paints
- **Meeko** - bright colors, teaches of island
- **Verko** - oldest, leader, keeps rest in line
- **Belanti** - One eye, cook, loved by kids

### Warriors (HD 6 AC 12 DAM d8)

10' tall, large tusks, large bellies. No lips, skeleton grin. Obsidian weapons.

- Most of the Night Axe
- Huge, powerful, efficient, good workers
- Need direction
- Want freedom and children
- Struggle with emotions and freedom

### Edgesworn (HD 8 AC 14 DAM d10)

11' tall, thickly muscled with bony protrusions.

- Vicious and terrible warriors
- No tongues
- Can shape obsidian with bare hands
- Embrace anger. Live for battle
- Path of Speed - faster attacks
- Path of Fury - can berserk
- Path of Terror - strike fear foes & allies

### Bonebinder (HD 5 AC 11 DAM d8)

10' tall, gaunt pale skin, covered in bags and pouches. Peaceful thinkers.

- Peaceful thinkers and shaman
- Leaders of the Night Axe
- Bind spells into bones
- Long-term goals and prosperity

## Fuegonavts

### Svarku

Powerful, proud, vain efreet. Incredible body.

- Stop Night Axe Hostilities
- Find Gem of Zumakalis
- Hire powerful allies to kill Ash Barons
- Stay comfortable. Keep secrets
- Speed up mining for Ash Barons

### Obs. Bladeguard (HD 12 AC 14 DAM d6+2)

10' tall vaguely humanoid of jagged obsidian. 8 randomly scattered eyes. Automatons.

### Obsidian Giants (HD 20 AC 18 DAM d12+5)

20' tall, 4 massive legs, body a random jumble of obsidian, two large tusks with spiked trunk.

- ~~Seven~~ Six Giants, 25 Bladeguards each
- Work for Ash Barons, assist Svarku
- Afraid of Edgesworn and Bavmorda
- Want Svarku to fail, fuel hostilities
- Order Fuegonavts around, sabotage

### Salamanders (HD 4 AC 10 DAM d6)

7' tall, serpentine bodies, 7' tail.

**Caster** - blue and white scales. Magic

**Warrior** - yellow orange leathery scales, spears.

- Ordered to serve Svarku by the Shah
- Like bullying people
- Reluctantly following orders
- Boar meat is intoxicating

### Combustarinos (HD 2 AC 14 DAM d6-1)

- Sadistic Fire Imps who follow Svarku
- Amused by inflicting pain and killing
- Love new identity, not just Fire Imp
- Butterfly knives, metal emblem

### Fatty Salamander (HD 6 AC 8 DAM d6+2)

- Svarku's favorite Cook, Lazy
- Knows the Giants are sabotaging
- Secret friends with Paw'lard Ean

# BEASTS

## **Astral Spinner (HD 2 AC 14 DAM d4)**

Spiderlike footlong metallic creatures, big butt with red/blue sphere. shift between Planes. Defensive. Try to get victims tangled into webs, often won't attack directly.

## **Giant Bat (HD 2 AC 13 DAM d6)**

Large black wings, eyes reflect hypnotic lights, sounds like barking, 4-5' tall. Swoop down at eyes and face. Will retreat if losing, return with entire colony (20+).

## **Blindfire Carpet (HD 10 AC 8 DAM d8)**

Feathery leaves and 20' vines, orange peppers. Solitary. Silent. 5' maw in center uses vines to grab and eat creatures. Rears up. Target maw.

## **Blindfire Vine (HD 4 AC 8 DAM d6+1)**

Like carpet, long vines with grabby tips, dangles ceilings

## **Boar (HD 3 AC 12 DAM d6)**

Brown, 5' long 3' tall, sleep in shallow holes, attempt to wound and flee, flame retardant

## **Dire Boar (HD 18 AC 8 DAM d12+2)**

Huge tusks, 20' long 10' tall, destroys environments, solitary. Charge & trample enemies with tusks

## **Boltforager (HD 3 AC 13 DAM d4+2)**

Red feathers, bony yellow ridge spike, 3' tall. Attack from above with spike/talons, emit puffs of orange smoke to infect targets with worms. Worms hatch in d6 days.

## **Broadback (HD 25 AC 16 DAM d12+2)**

25' tall, wide misshapen lizards, hunches forward, thick scaly hides, spikes and armored plates. Gentle Herbivores. Loud mating call. Paths of devastation in wake.

## **Centipede, Giant (HD 2 AC 12 DAM d4+1)**

Red, yellow, or black, 3-6 feet long. Snapping mandibles, tail barb. Found in corpses. Crawl up opponents, snapping and stabbing with tails. Venom paralyzes.

## **Copperback (HD 2 AC 12 DAM d6)**

Large 5' snake with copper scales. Strike with incredible speed, venom puts enemies to sleep. Prefers to attack once, and then flee danger.

## **Coppermane Prwlr (HD 6 AC 14 DAM d8)**

Body of a cat, birdlike head wingless griffin. 10' long, 4' tall. Mane of copper shards. Solitary. Bites with electric power. Can teleport 40', leaving trail of electricity

## **Coralkin Angler (HD 10 AC 13 DAM d8+2)**

Slimy green bipedal armored. 7' tall, fish tail, webbed hands/feet. Lives with Spawn.

Awkward on land, leaping attack. Prefer fight underwater and kick against walls.

## **Coralkin Spawn (HD 4 AC 10 DAM d6)**

1' tadpoles with large teeth. Swarm will attack anything nearby. Venom worsens each bite.

## **Crystal Frog (HD 1)**

small crystal frog, thumb-sized. Can bond with creatures like a dog. Twitter like birds. Can heal owner.

## **Duecadre (HD 6 AC 12 DAM d6)**

8' tall flightless birds, speckled browns and greys, tails yellow. Qwop, Qwop, Qwop every sunrise. Carnivores. Solitary. Kicks and claws. Extremely sharp beak. Docile.

## **Flayfiend (HD 12 AC 12 DAM d8)**

12' long, 6' tall, covered in grey hide and bone-spines curving back. 4 large tusks. Spines break easily, difficult to remove. Eat only skin. Solitary. Aggressive and territorial. Charge and trample with tusks.

## **Kujibird (HD 2 AC 12 DAM d4+1)**

3' tall flightless birds. Patches golden scales. run quickly, attack with poison claws. Songs can cause madness.

## **Muttering Serpent (HD 6 AC 11 DAM d8)**

15' large snake, mirror like scales. Face resembles your own. Smells like wood shavings. Intelligent, communicates telepathically, plays with and confuses prey with questions from themselves. Tries to separate and attack.

## **Obsidian Digger (HD 10 AC 20 DAM d8)**

Chunk of obsidian, gives off blue light. 3" to 3' large. Floating shards used to dig and shape rock. Ignore pretty much everything. Difficult to damage. fling stone shards.

## **Orange Sludge (HD 2 AC 10 DAM d6)**

6' in diameter. Coat things with orange goo. Crystallizes in dark, evaporate in light. humanoid forms. Attempt to cover and consume. Drop from above, or side paths. Attack anything that moves. Dulls and rusts metal. May be covered in poison Ambermoss.

## **Poison Dart Frog (HD 1 AC 8)**

thumb sized frogs. Toxin extremely potent. Red, Blue, Green, Yellow, Orange, White, Purple or Black.

## **Giant Rat (HD 1 AC 12 DAM d4)**

3' long, 1' tall. Thick fur (various colors). Semi-opposable thumbs, good climbers. Will fight to the death. Swarm, bite.

## **Shadow (HD 3 AC 14 DAM d6)**

6' tall, fanged shadows with wide mouths. Silent.. Stalk magic creatures. Get faster when struck with spells. Feral attack with claws and appendages.

### **Singing Golem (HD 4 AC 16)**

6' tall, carved from stone. Naked elven statues. Sing with chimes inside. Often damaged, performing random tasks.

### **Spine Dragon (HD 20 AC 20 DAM d12+5)**

Dense 12' long, 4' tall docile. Dull metallic plates protect body. Impervious to all attacks. Dislike cold. Peaceful.

### **Tabibary (HD 4 AC 12 DAM d4)**

6' long, 3' tall. Short grey fur. Horns grow from fleshy nose. Shared consciousness. Docile.

### **Vyderac Matron (HD 20 AC 8 DAM d8)**

50' long armored quivering birth sacs.

Attached to a cliffside or large trees.

Surrounded by other vyderacs. Large claws, spits acid. Can explode releasing acid.

### **Vyderac Maggot (HD 1 AC 4 DAM d4)**

blind, lumpy, translucent 2' long maggots. Can slowly chew through anything. Can spit acid.

### **Vyderac Seeker (HD 1 AC 14 DAM d6)**

1' long, 2' wingspan, large butt. Move very quickly, can sense warm blooded creatures. Rapid fly-by attacks, spit out clouds of itchy powder, numbs and paralyzes.

### **Vyderac Swarmer (HD 2 AC 14 DAM d6)**

grapefruit sized scarabs, hard red shells. Can hop/fly 10'm. Overwhelm, bite prey, venomous. Does not let go.

### **Vyderac Feeder (HD 4 AC 8)**

3' long, 5' wingspan. Slowly flies. Large legs, long propitious to drain blood. Docile.

### **Wydarr, Boneback (HD 5 AC 12 DAM d6+1)**

4' tall stout bony-ridged creature. Long pink tongues reptile head. Hooks instead of forelegs. Vicious and energetic, slashing, biting, tripping, working with group tactics.

### **Wydarr, Crystalback(HD 4 AC 14 DAM d6)**

4' tall hunchback crystal spined creatures.

Metallic iron/steel/ silver plates, reptile head.

Forelegs are crystal scythes. Digs through dense stone. Snapping jaws and smashing crystals. Launch one another at targets.

### **Zip Bird (HD 2 AC 16 DAM d4+2)**

Flightless 4' tall white birds. Small wings. Can leap up to 30'. Can run quickly. Fearless, rush past foes, harassing them with quick attacks. Slash with beak and talons

## ***Plants***

**Ambermoss** - Toxic, clings surfaces, orange goop, Sapopa Effects

**Ashvein Tree** - Ash-colored papery bark, boiled bark removes taste/odour

**Cachuga Pepper** - Pyramid woody bushes, small fragrant yellow flowers, red/orange peppers extremely spicy

**Cave Lilly** - White flower, dangles ceilings, blooms in darkness, drips nectar

**Constrictor Vine** - Spreads like a carpet 30' from small central bush, blooms with small boring green flowers, yellow berries

**Dripping Tree** - Dark brown bark, large leaves, 10" spheres dangle, drops and traps creatures, dissolve with acidic roots.

**Ember Coral** - Coral made of lava, on land, glows yet cool, Steel strong bark, extrude lava

**Flint Moss** - Dark grey moss on loose rock, flecks of rust, very flammable

**Hidden Hibiscus** - Large woody shrub, 7' high, 10' wide, brightly colored large blooms, wilt and die if they detect movement

**Jelly Moss** - Tiny bubbles on stalks, explode with goo if crushed, bond like nails

**Juxi Root** - Lumpy root like ginger, grows red trumpet shaped flowers

**Pygmy King Flower** - Stems 10' tall, conical 2-3' flowers, brightly colored, filled with sweet nectar, traps and eats small creatures

**Quickweed** - Thing silvery leaf blades, grows in a single line, lives/dies rapidly

**Rainbow Petals** - Tall 7' stem, flowers grow beneath a sharp spike

**Redgold's Feathers** - Small copper-colored, feathery fronds, release gas when crushed

**Salt Vine** - Grey ropy vines with crystals, not leaves, viciously absorbs water

**Shadow Lilly** - Black stems, purple petal flowers, dissolves when examined closely

**Sipopa** - Fuzzy orange flowers grow from a spiky bush, 4' wide, drips nectar

**Sleeping Ivy** - Climbing vine golden leaves, blue puffballs, causes a bad rash

**Snapping Grass** - Stalks with purple palm-sized shovel chops ringed with spikes, can stretch to attack things

**Spiderbush** - Small shrub with waxy green leaves, tiny white flowers, can walk around to follow the sun

**Tickleweed** - Dark green carpet of tubes, prefers dark vertical surfaces, small green leaves, leaves and tubes moves towards heat

**Wax Tree** - Fuzzy white leaves, 3' tall, found alone, branches purple goo

**Witchweave Palm Tree** - Multiple tall trunks grow from base, large fronds 40' above ground, small yellow flowers and red fruit, hangs like a weeping willow



## ELEMENTALS

### Earth Elemental (HD 14 AC 18 DAM d8)

2' d20 made of stone. Can create earth from nothing and manipulate it.

### Earth Imp (HD 14 AC 12 DAM d8)

3' tall, short and fat stone, talkative and extremely friendly. Eager to tell stories and hear stories. Nonviolent. Don't like mocking.

### Fire Elemental (HD 10 AC 12 DAM d8)

2' d10 made of glowing metal. Can create fire from nothing and manipulate it.

### Fire Imp (HD 4 AC 12 DAM d6+1)

3' tall, red skin with small wings. obsessed with fair fights and grappling. Rarely fight to the death, but always "fight fair".

### Water Elemental (HD 4 AC 12 DAM d6)

2' pale spheres. Can create water from nothing and manipulate it.

### Water Imp (HD 3 AC 10 DAM d6)

2' tall, blue skin & green gills. Holds their core like a polished soap bubble. Good natured and curious. Love mysterious and puzzles.

### Ooze Elemental (HD 5 AC 10 DAM d6)

2' jelly-like cube. Can create ooze from nothing and manipulate it.

### Ooze Imp (HD 3 AC 14 DAM d6)

3' tall, translucent goop shape shifters. Can take small humanoid form with wings. Love gross pranks. Can merge together

### Magma Elemental (HD 10 AC 12 DAM d10)

2' d12 glowing from beneath dark rock shards. Can create magma from nothing and manipulate it.

### Magma Imp (HD 8 AC 14 DAM d8)

4' tall, armored glowing form. Try to look cool. Love building something and working with a team. Hate to leave something unfinished or be interrupted.

### Steam Elemental (HD 6 AC 12 DAM d6)

2' shining metallic rings covered in water droplets and steam. Can create steam from nothing and manipulate it.

### Steam Imp (HD 3 AC 16 DAM d4)

3' tall, large noses, large ears, grey skin. Can transform into a cloud of steam. Love to gamble on anything and everything. Telepathic. Fights are for betting, not participating.

## Nereids (HD 5 AC 12 DAM d8+1)

5' tall, smooth blue skin in a humanoid shape (often with tentacles or shark fins or something). Can command water.

A troupe of singers trapped in paintings by the Elves and kept by Svarku. 29 free Nereids want to free Meltalia, work with Night Axe revenge.

**Meltalia** - Leader of the Nereids, Wants to be free, get revenge, Knows where all 50 Nereids are, wants to free Oolah most of all

**Solaria** - Original sister, Had a vision of this disaster Aloof and elitist of others

**Daphne** - Skilled in magic and illusion, Can free trapped Nereids, Made most magical treasures Loves the color green

**Teelo** - Head choreographer, Deep burning anger, Very tough, stronger than knows, Teaches combat moves to others

## Lizardmen

### Goa (HD 6 AC 14 DAM d8+1)

7' tall, thick dark green scales, slitted yellow eyes. Covered in beads, feathers, boar skin bracers. Fight with honor, seek glory from trophies

### Kiru Ranger (HD 4 AC 16 DAM d6)

6' tall, deep blue scales, orange ridge. Carry little besides longbows. Stealthy. Seek knowledge

### Kiru Shaman (HD 4 AC 11 DAM d4+1)

6' tall, light bright blue scales., fur cloak, mithril necklace, bright feathers and flowers. Obsidian spears. Seek knowledge. Peaceful.

### Arva (HD 8 AC 14 DAM d8+3)

8' tall, black-green scales with tribal swirls. Muscular. Very aggressive, use traps and dirty tricks to kill.

### Damadar Deodan

Tiger-god of the Arva, Powers the Arva with black corruption, Bored, wants to escape Doesn't know that Svarku accidentally trapped him here. Will be pissed.

## Zeb (HD 8 AC 16 DAM d10)

Elf information broker. Fancy dresser,

- Continue selling red crystal
- Magic gizmos to protect him
- Understand Svarku and Ash Barons
- Wants to stay under the radar
- Has caches all over Island

# Martel Inventory

Whenever you visit a Martel supply ship have the GM roll a d20 to see what is available.

ANYTHING NOT LISTED HERE GM SETS PRICE

## The Basics

RUSTED WEAPONS (- 1 DMG)	10 PER SYLLABLE
SHOVEL	10
POLE	6
LEATHER ARMOR	46
BUCKLER	20
GLASS BOTTLE	20
WATERSKIN	12
FISHING POLE	8
RATIONS (3 USES)	10
CANDLE (4 HOURS)	4

## 11 or higher: Good Stuff

NEW WEAPONS (+ 1 DMG)	30 PER SYLLABLE
SCALE ARMOR	100
SHIELD	30
FOOD TINS (6 USES)	14
TORCH (12 HOURS)	6
SIMPLE HERBS AND POULTICES	16
MAP-MAKING TOOLS	20
MISC ADVENTURING PACK	20
EACH PACK HAS 5 USES OF VARIOUS TOOLS	

## 14 or higher: Rarities

CHAINMAIL	150
ANTI-TOXIN	16
OVERNIGHT HEALING	40
LANTERN + OIL (20 HOURS)	10

## 17 or higher: Treasures

Roll up 6 random treasures, one from each faction.  
They cost 30gp per syllable.

## 20 or higher: All Prices Halved

VALUABLE INFORMATION	10 PER QUESTION
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# NIGHT AXE INVENTORY

Whenever you visit a Night Axe camp have the GM roll a d20 to see what is available. Prices fluctuate depending how friendly group is to the Night Axe.

ANYTHING NOT LISTED HERE GM SETS PRICE

## The Basics

HIDE ARMOR	20
WATERSKIN	10
FISHING NET	10
DIRE BOAR MEAT (5 USES)	10
TORCH (4 HOURS)	6

## 11 or higher: Good Stuff

SMOKED BOAR (10 USES)	20
GLOWING QUARTZ (12 HOURS)	10
HERBAL HEALING POWDER	20

## 12 or higher: Rarities

OBSIDIAN WEAPONS	30 PER SYLLABLE
DEAL +3 DAMAGE, BUT BREAK ON ROLL OF 3 OR LOWER	
SPELLBONE NECKLACE	50
ONE USE, RANDOM NIGHT-AXE SPELL	

OVERNIGHT HEALING	60
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## 15 or higher: Treasures

4 random Night Axe treasures, 20gp per syllable.

## 20 or higher: All Prices Halved

VALUABLE INFORMATION	5 PER QUESTION
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# Fuegonaut Inventory

Whenever you visit a Fuegonaut camp have the GM roll a d20 to see what is available. Prices fluctuate depending how friendly group is to the Fuegonauts

ANYTHING NOT LISTED HERE GM SETS PRICE

## The Basics

ILL-FITTING ARMOR	10
CRYSTAL VIAL	6
DECADENT FRUITS (2 USES)	12
TORCH (4 HOURS)	8
STEEL MUG OF GROG	4

## 11 or higher: Good Stuff

MAGICAL MEATS (6 USES)	20
FINE WINE	10
BURNING HEALING POTION	40
MISC SURVIVAL PACK	20
EACH PACK HAS 5 USES HELPFUL IN THE JUNGLE	

## 12 or higher: Rarities

MAGICAL ITEMS	2X ADDED ROLLS
USE TELECANTER'S TABLE (PG. 181), ADD ROLLS	

PARTY HARD	FREE
NO REST, BUT LEARN VALUABLE INFORMATION	

## 15 or higher: Treasures

4 random Fuegonaut treasures, 20gp per syllable.

## 20 or higher: All Prices Halved

VALUABLE INFORMATION	5 PER QUESTION
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CUT OUT AND PASTE ONTO INTERIOR BACK PAGES

**PROPERTY OF B. FERNCH**

**IF FOUND, PLEASE RETURN I CAN REPAY  
YOU WITH A STRONG DRINK AND A FAVOR**

- MARTEL SHIP BEACHES EVERY 3 DAYS  
HS-15-01 VOLCANO BEACH**
- SVARKU RIGHT BASTARD, RICH AS GOD**
- NIGHT AXE TERRIFYING BUT FRIENDLY  
- NOT WHEN YOU TAKE THEIR STUFF**
- ELVISH RUINS FILLED WITH GOLD  
- TOO MUCH TO CARRY!**
- DON'T FORGET ABOUT TRADE TABLES  
ON PG. 236-239, SUPER USEFUL**
- PICTURES IN BOOK MORE USEFUL THAN  
WORDS - BOOK FILLED WITH LIES**
- THE MAP SUCKS, NOT LAVA RIVER**

Welcome to the Martel Company!

We are so glad to have you with us on this most auspicious opportunity. You are a valued member of our expedition and your hard work will not go unforgotten nor **UNREWARDED!**

As mentioned during your orientation we at the Martel Company have 3 goals in mind while stationed here at Hot Springs Island:

1. Map the Island. Take notes, add to this guide. Valuable information will be rewarded, should you survive long enough to tell about it.
2. Retrieve any valuable relics or items. They will be purchased for a fair price at any Martel Supply Ship, which visit the island regularly.
3. Maintain positive relationships with the denizens of this Island. Be a good ambassador and represent the Martel company well! (As long as it doesn't interfere with Points 1 and 2).
4. We also hope you will befriend and collaborate with any other Martel Expeditions you encounter. After all we are all friends here, and all share the same mission! There are enough riches to go around.

Thank you for joining us on this grand adventure! Please talk to your local Martel representative if you need direction on where to go or what to do. Good luck, and don't forget to survive! You're no good to use dead.

- Joseph Martel

*Joseph Martel*

## TEMPLE OF TRANQUILITY GAMBLING RULES

1. **Buy some chips** at the bar.  
Each chip costs 10 gold.
2. **Pick a Table** and join a game.
3. **Each round** you may wager a number of chips up to the table limit (usually 5-10).  
*The Dealer reserves the right to alter the table limit at any time.*
4. Everyone at the table **rolls a d20**.  
For every chip you wagered you gain +1.
5. If your total roll is **above 15**  
you get your chips back +1.
6. If your total roll is **the highest at the table**,  
you get half of all the losers chips (rounded down) + whatever you wagered.
7. If your total is **equal to or below 15** you lose  
all your wagered chips...even if you were  
the highest roll.
8. **Cash out your chips** at the bar.  
Each chip cashes out for 7 gold.