

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

Fuegonauts

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 Fuegonauts 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 Pwlr (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 (2 HOURS)	1
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)	8

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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Job Postings

Other Martel adventuring groups will fight over these pastings. Complete them quickly!
Or someone else will...

1. Dire Beast. A large boat-sized creature has been seen roaming around the island, endangering our brave adventurers. Discover it's lair and report back. DO NOT ENGAGE! Seen in HSO3.

Reward: 250 gold

Availability: 2 days

First come first served.

2. Svarku Envoy. Martel relations with the one known as "Svarku" are on rocky ground. We seek to stabilize them. Deliver a gift to him and earn his favor.

Reward: 500 gold

Availability: 4 days

Gift provided: A beautiful golden necklace with a large ruby. (The ruby is fake, and the gold is just painted on. Svarku will notice immediately.)

3. Hex Mappings. Detailed information of each hex is worth its weight in gold! For every hex you completely explore and take notes about, you can exchange it for 200 gold.

Reward: 200 gold per hex

Availability: Always

4. Gambling House. Rumors of a gambling house in HS 21? 22?. Find this place, and bring back tokens for us to examine. Perhaps they can be counterfeited?

Reward: 10 gold per token recovered.

Availability: 5 days

5. Geoffrey Splitheart. This brave martel employee attempted to transplant a salt vine to the mainland. It's preservation properties are legendary! Finish his mission.

Reward: 350 gold for a live salt vine.

Availability: 3 days

6. Golem. Bring back a "live" singing golem. The more limbs it has, the better..

Reward: 100 gold for a moving singing golem + 50 for each limb still attached.

Availability: 6 days

7+. Rumor. Roll a rumor (pg. 186) and come up with a posting from it.

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

15 or higher: Treasures

4 random Night Axe treasures, 20gp per syllable.

20 or higher: All Prices Halved

VALUABLE INFORMATION 5 PER QUESTION

NIGHT AXE RUMORS

All Night Axe Rumors are flexible and vague. Rewards include random artifacts, simple weapons, boar/whale meat, or just a high-five.

1. Lizardmen. The lizardmen seem strong. Potential allies? If only we could convince a lizardman to talk to our leaders.

2. Deliver Supplies. Here's 200 pounds of meat that need to go to Bavmorda. She lives over there. You know, past the trees?

3. Need Spices. Paw'Lard is running low on spices. Any plant with a strong flavor will do.

4. Fuegonauts Raid. Join a handful of Warriors, Bonebinders, and Edgesworn as they raid Svarku's booze vault. A single Nereid is joining the raid, and must be protected. If she survives she can open the lock on the vault.

5. Lapis Painting. An Ooze imp taunted the nereids, claiming that there is a painting in the Lapis Observatory. Is it true? We need that painting.

6. 100 Fuegonaut Deaths. Ears, weapons, heads, etc. Any kind of evidence of how many fuegonauts you've killed.

7+ Nereid Battle Plan. This is a longer mission of many parts. The Nereids plan to overthrow Svarku, destroy the elvish ruins, and create a new society with the Night Axe.

- **Reconnaissance.** Scout/map out the hexes in and around the volcano lair.
- **Infiltrate** Fuegonaut ranks. Find a weakness to exploit.
- **Recruit** allies. Lizardmen? Martel? Imps?
- **Disrupt/raid** supplies and supply chains.
- **Investigate** the mystery behind the Red Crystal. Where does it go? What does it do?
- **Establish** a new camp closer to the volcano.
- **Work with Bavmorda** to overcome the Obsidian ones.
- **Overthrow Srok or Glavrok.** We need one strong leader, not division.
- **Discover** where Svarku sleeps.

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

Fuegonaut Chores

Fuegonauts are lazy, disorganized, and eager for any kind of distraction. Doing their chores for them could earn you a number of rewards: random artifacts, booze, nothing at all, or a severe beating.

1. Patrol Hex. Pick a random hex. Visit each location in that hex twice in one day. Bring back a report of what you bumped into.

2. Token Assault. Join a Fuegonaut patrol as they "assault" a Night Axe camp. Retreat as soon as one person is slightly injured.

3. City Raid. Explore the ruins. Find something shiny. Give it Svarku and grovel as best you can.

4. Martel Thief. Some adventurers stole from Svarku's vault. Find them. (Actually it was a couple of drunk salamanders, but they need to pin it on someone else).

5. Plan New Moon. Svarku is putting you in charge of planning the New Moon Party. You have access to all the supplies you need. Make it a good party with something "new and shocking".

6. Deliver Excuses. Carry several boxes of Red Crystal through the Ash Pillar and explain to the Ash Barons why the next shipment will be a bit smaller and behind schedule than normal.

7+. Snitch. By far the most lucrative mission you could perform for Svarku. Wander the island, and whenever you come across some Fuegonauts who aren't doing their jobs (which is almost always) get their names and report them to Svarku. (Fake reports work almost as well, if evidence can be manufactured.)

The Fuegonauts will hate you, but Svarku will reward you handsomely for your vigilance.

Salamander Names & Identifying details

Slash	Lisp
Dim	Broken/missing tail
Misty	Patches of discolored scales
Runt	Missing an eye
Zip	Beer gut
Vex	Wears too-small human clothes
Vement	Necklace of Night Axe Bones. "One for each kill!" (fake)
Kit	Has a crystal frog on its shoulder. (real)
Slayton	Can't speak, and hasn't bothered to learn sign language
Hera	Extra finger on right hand
Frank	Carries around an egg, hoping it will hatch soon. (it's a fake, a prank by other Fuegonauts)
Cathy	Wears a bandolier of booze

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.