

A Sandbox of Black Powder



Black powder is comprised of three basic parts: charcoal, saltpeter and sulfur. Apply a bit of fire and not only do you get an explosion, you get a big puff of smoke and an aftermath of highly corrosive residue. This "explosion of consequences" can be found at the heart of most memorable and frequently retold stories. The death of Caesar. The choice of Paris. The storming of the Bastille. In each case, a powder keg of decisions, relationships, beliefs, debts and random chance ignited and we retell the stories of the explosion's flash, smoke and caustic consequences to this day.

This book, *The Dark of Hot Springs Island*, contains the materials to make powder for your table top game. 270 detailed rooms and locations provide plenty of flammable surface area. 7 factions, 87 detailed NPCs and 300 problematic treasures quickly lower the flash point of the status quo. A web of back story and NPC relationships ensures the burn is a messy affair with lingering repercussions. Your players of course are the spark, and with 448 random events and encounter motivations, every play through on the island can explode into wildly different outcomes from the same basic parameters.

But, like a tub of colorful plastic building blocks, the total number of bricks isn't as important as their modularity, so ignore pieces. Add new ones. Throw things out, or change them up completely. Combining the ingredients in different ratios should still lead to plenty of explosions. All that is really needed to run this hexcrawl is characters for your preferred system, the map, and the hex key (p. 19).

Everything else exists solely to provide consequences for the decisions your group makes as they explore. Every monster, NPC, treasure, dungeon room and overland point of interest is webbed together, but unlike Ariadne's thread, following these leads deeper into the labyrinth.

This setting is system neutral, so there are no stats for monsters or prepackaged treasure parcels. No levels are assumed, and there is no path of advancement through this tropical wilderness. The monsters will likely be tough, and the intelligent factions even tougher, but the motivations for (and thus potential leverage against) everything with a modicum of intelligence has been detailed. Combat is expected to be approached like war, and not a perfectly balanced arena skirmish. Crack the mountains. Flood the dungeons, and burn everything to survive.

HEXES

Hot Springs Island is made up of 25, 2 mile hexes. Each hex contains three points of interest for players to discover and explore. These points are all physical locations that can be revisited and are not one time events or encounters.

There are three locations per hex in an effort to make the wilderness feel dense, but, to keep things abstract, they do not have fixed coordinates within the hex. Each location is numbered (1, 2, 3) and parties generally encounter the first point first as it is normally an obvious natural feature or settlement. The second and third points are typically less obvious, but noteworthy locales. These additional locations are best discovered by parties that have become lost, spend time exploring, or are revealed by an NPC guide or object.

Players should have access to a map of Hot Springs Island as they play the game, and the enclosed map has blanks to fill in as points of interest are discovered. This way, in addition to the points becoming destinations, they can act as a sort of collection mini-game showing players that more is out there, waiting to be found.

TIME

The game master is strongly encouraged to use time as an enemy. As the players ignite the island's status quo time crunches, paired with distance, help make choices meaningful and help the island feel alive. Both the Fuegonauts and the Night

Axe hold important events on nights with a new moon, and their bases are 8 hours apart, so a plan that requires being at both events becomes much trickier to pull off.

In an effort to simplify tracking time for overland travel, we use a unit of time we call a watch. A watch is 4 hours long, meaning a day is made up of 6 watches. Traveling from a point of interest in one hex to a point in a neighboring hex takes one watch. Exploring a hex to find one of its other points of interest takes another.

Assuming 2 mile hexes of overgrown, often mountainous, jungle with no roads or trails to speak of, spending 4 hours to get from point A to point B and deal with an encounter felt like the right amount of abstraction. It also makes a day easily divisible. With this system if an NPC demands something "in three days time" it becomes very simple to set up three stacks of six poker chips and show your players their deadline. Removing those chips, one at a time, as they make decisions and discoveries has proven to be an amazing motivator.

TABLES

For the wilderness, motivation and encounter tables answer the age old question of "What did you just find and what is it doing?" These tables use **3d6** and they are stacked, or nested (p. 16). If the party is in an area of Heavy Jungle you would roll **3d6** on the Heavy Jungle table. All of its results (elemental, intelligent, beast) point to the next table. A result of beast, for example, sends you to roll **3d6** on the Heavy Jungle Beast table, and then another **3d6** for its motivation.

This is, absolutely, a lot of rolling. Because of this, we have created digital maps so you can roll everything up by touching the party's current location on your computer/phone/tablet.

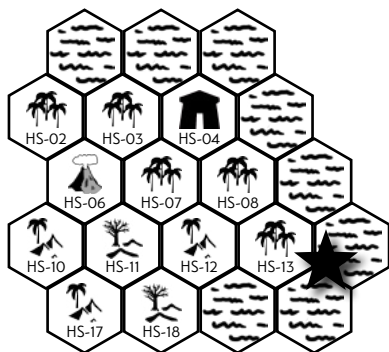
But why require multiple tables and multiple dice for each roll? Because of probability, territory and to establish a sense of "normal" that the game master does not have to manually track. By nesting the tables and breaking them out by terrain areas can be differentiated by encounter. For example, coppermane prowlers live and nest in the mountains while broadbacks live in light jungle where they have room to move around. Additionally, the party will likely encounter Night Axe ogres around the north side of the island, and Fuegonauts around the central volcano. Pseudo-naturalism sometimes gets a bad rap in table top games, but here on Hot Springs Island its purpose is to establish that this world doesn't need the players. It has its own rhythm and system, and the players are the intruders.

By defining normality it becomes easier to show what is strange, and it enables the game master to show the player's impact on the island by tweaking a few results on a sub table. For example, should the players decide to side with **Svarku** and his Fuegonauts and begin killing every ogre in sight, as time goes by, Night Axe results on the intelligent tables can be replaced by Fuegonaut. If the players decide to establish a town and bring in their friends, "Adventurer" and "Intelligent" results can be increased and "Elemental" and "Beast" results can fade before the onslaught of civilization. Additionally, by pegging certain results to certain terrain types, misplaced monsters become a call to adventure. "What has driven the coppermane prowlers down from the mountains?"

Dungeons, villages and other "roomed" sublocations work slightly differently. They have singular encounter and motivation tables, and a zone wide event table called "What's happening?" that provides context for the area. In dangerous, war torn areas there are much higher chances to get motivation results like fighting, fleeing or dying. The probability afforded by using **3d6** tables, when paired with motivations, helps establish the vibe of the sublocation. Whereas in areas that are more stable, the local inhabitants have a higher likelihood of being found eating/drinking, repairing/maintaining, or social/creative. This effect can also be used to create places of transition where most creatures are just passing through.

A Sample Expedition

What follows is an example of how this can all come together in play, and all results were rolled live. I am going to start my imaginary players off with a shipwreck. It's a classic way to begin an island adventure and it provides immediate motivations like "figure out where we are", "figure out how we can leave", and "survive in the meantime". I'm going to (arbitrarily) crash them in Hex HS-13. After a quick regroup, I imagine the players would probably decide to head inland towards the island's central volcano so they can get some elevation, and see what there is to see.



Each hex contains three, numbered, points of interest. Normally the players would encounter point 1, but in [HS-13] point 1 is "The Steaming Beach", a stretch of rocky shoreline superheated by an underground magma chamber. Since I didn't wreck them on that point (as they might have cooked alive when they washed ashore unconscious), and because they're heading inland and not circling the island, I'm going to make their first encounter point [HS-13-02]: The Decaying Statue.

The 10' tall torso of a severely weathered statue rises out of the ground in the center of a clump of bushes laden with fuzzy orange flowers. The figure's right arm is raised towards the sky (as if in greeting), palm out. Much of the stone is chipped and pitted from exposure, and all the detail in its face has been worn away, leaving no hints to its race or gender. Magic users in the group may discover they seem more powerful while in the vicinity of this statue and wish to stop and investigate the source of these feelings, but for now, let's say they press on.

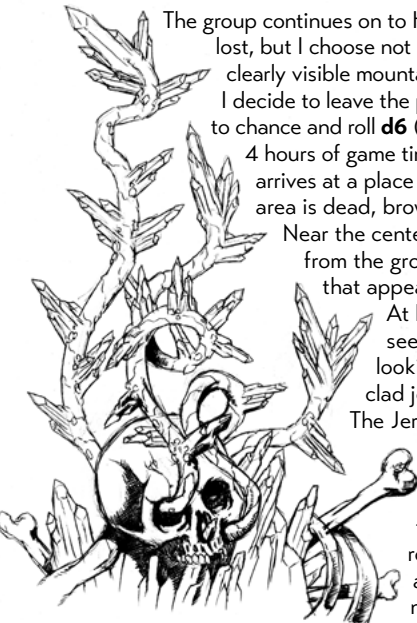
I decide they should have their first encounter and end up with three boar with a motivation of "dying" (roll: 12, 10, 13, 4). Why are these animals dying? I don't know. My first thought is to ratchet up the creep factor and say they're dying of some terrible wasting disease, but I think I'll roll again and see if that generates an interesting reason. My next roll yields a fire elemental

performing a ritual (roll: 16, 12, 8, 5 (the Heavy Jungle elemental table is on (p. 17))). That could absolutely be what killed the boars, but I don't want to dive into elementals right away, so I'm going to tweak my original roll and say there were only two boars, and it looks like they mortally wounded each other, probably over a territorial dispute. This likely won't lead to combat for my players, but I think it helps set a good "primal violence" vibe.

Heavy Jungle

3d6	Basic Encounters	Beast Encounters		
		Beast	#	Motivation
3	Elemental	Poison Dart Frog	1	Sleeping
4	Elemental	Obsidian Digger	1	Dying
5	Intelligent	Blindfire Carpet	1	Mating
6	Intelligent	Boar, Dire	2	Eating/Eaten*
7	Intelligent	Boltforager	2	Patrolling
8	Beast	Vyderac**	2	Walking
9	Beast	Bat, Giant	2	Territorial Display
10	Beast	Boar	d4	In combat*
11	Beast	Centipede, Giant	d4	Wounded
12	Beast	Rat, Giant	d4+1	Walking
13	Intelligent	Copperback	d4+1	Territorial Display
14	Intelligent	Blindfire Vine	d6	Rest/Relax/Nest
15	Intelligent	Vyderac**	d6+1	Fleeing/Pursuit*
16	Elemental	Centipede, Giant	d8+2	Hunting/Gathering
17	Elemental	Wydarr (Bone)	2d6	Altered State
18	Elemental	Spine Dragon	3d6	Defecating





The group continues on to HS-12. I could roll to see if they get lost, but I choose not to because their goal is to reach a clearly visible mountain that would act as their guide. I decide to leave the point of interest they discover to chance and roll **d6** (two sides per location). After 4 hours of game time (1 watch) pass, the group arrives at a place where all plant life within a 50' area is dead, brown and crumbles to the touch. Near the center of this area, clear crystals grow from the ground and arc towards a boulder that appears wrapped in thick grey rope. At least 20 leathery corpses can be seen among the dead vegetation, looking for all the world like armor clad jerky. The players have discovered The Jerky Fields [HS-12-03].

My players are smart. They go around. The crystal structure in the center of this clearing is the root system of a gigantic salt vine, an elemental plant that absorbs nearby water. This particular specimen can completely desiccate

an average sized human in about an hour, and the corpses are the remains of a failed transplanting expedition.

The encounter roll (Mountainous Jungle roll: 7, 10, 12, 12) yields an earth imp out for a walk. Because earth imps are intelligent creatures some of their motivations and characterization touchstones are detailed in the section on Elementals (p. 134) to help guide potential interactions.

Mountainous Jungle

3d6	Basic Encounters	Elemental Encounters		
		Elemental	#	Motivation
3	Intelligent	Steam Imp	d4+1	Art
4	Intelligent	Earth Imp	d4	Meditating
5	Intelligent	Steam Imp	2	Ritual
6	Intelligent	Magma Imp	2	Wounded
7	Elemental	Water Imp	2	Diplomacy
8	Elemental	Fire Imp	1	Laboring
9	Beast	Ooze Imp	1	Lost
10	Beast	Earth Imp	1	Fleeing/Pursuit**
11	Beast	Earth Ele	1	In Combat**
12	Beast	Ooze Ele	1	Walking
13	Elemental	Fire Ele	1	Patrolling
14	Elemental	Water Ele	2	Altered State
15	Intelligent	Magma Ele	2	Hunting/Gathering
16	Intelligent	Steam Ele	2	Mating
17	Intelligent	Earth Ele	d4	Resting/Camp
18	Intelligent	Steam Ele	d4+1	Sleeping

Earth imps, as it turns out, want to be friends with everyone. They want to hear the stories of others, and tell their own stories. They never want to be ignored or openly mocked, and they hate being left alone.

Based on the party's goal and circumstances, I imagine the imp would become their "guide" whether they wanted it to or not, and things would rapidly devolve into a comedy of errors and misunderstanding. I also figure the players would end up somewhere they didn't intend. After all, the difference between being "in the volcano" and "on the volcano" is such a subtle and non-elemental distinction. So I decide that the imp leads the party to the base of a 200' high lava fall that feeds a gigantic lava lake [HS-11-02].

The earth imp would be quite proud of itself for getting them here because this is where it always goes when it visits the volcano. The lava fall is not flush with the cliff face and great clouds of steam occasionally billow out from behind it. This is the entrance to one of Hot Springs Island's dungeons: The Shattered Aquifer of Pythiaria.



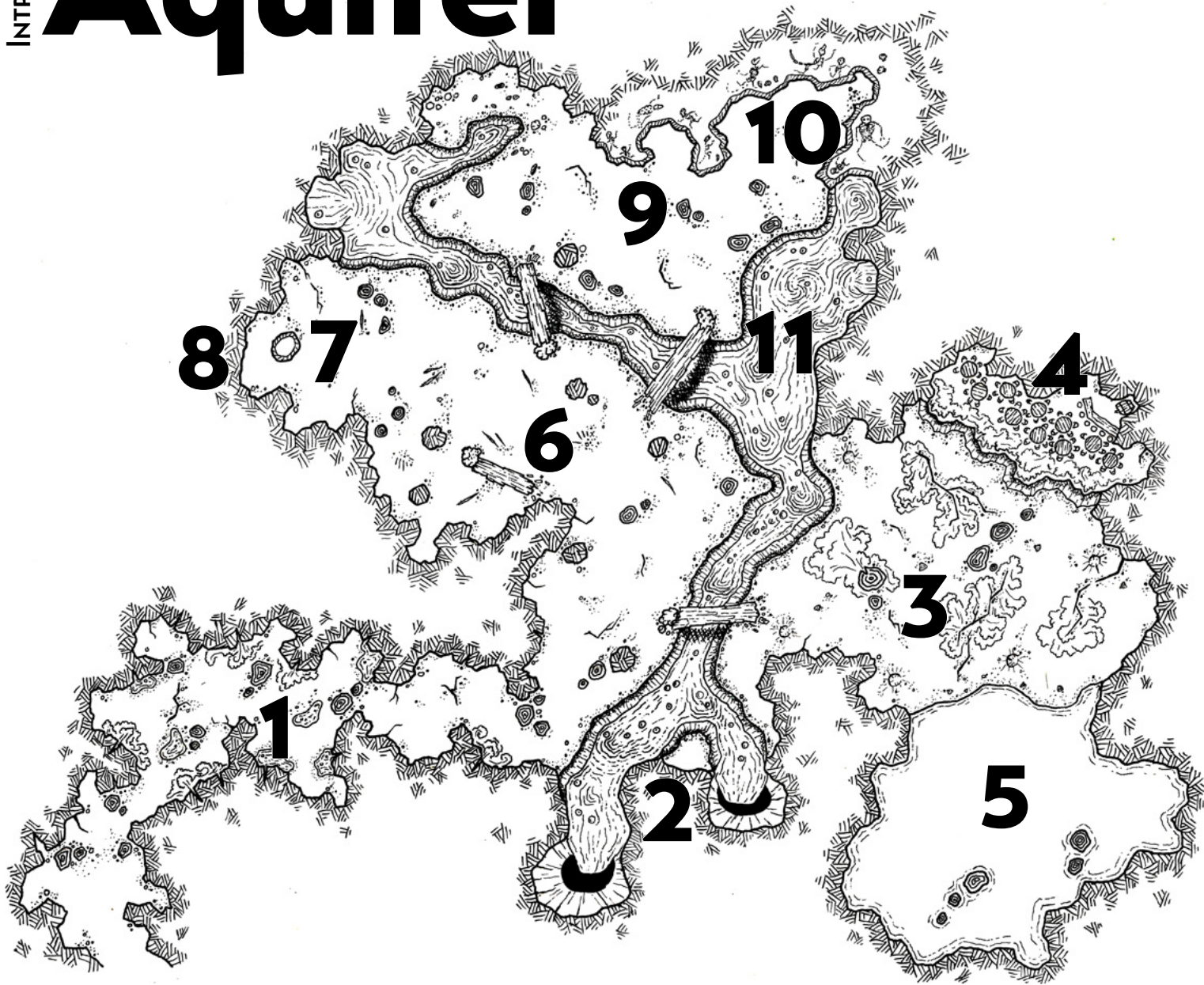
Maybe the players enter now. Maybe they enter later. Maybe they never enter at all. That's ok. The Shattered Aquifer is here in [HS-11] with or without them. That's what a sandbox is all about. But for our purposes, let's say the players are as fickle as the game master and give up surveying the island to pass behind the falls.

So... how do I make an unstocked dungeon playable without ending the gaming session and prepping it for the next gaming session? I call a smoke break, turn to (p. 74), check out the aquifer and get to rolling. Each dungeon has a single page overview, a keyed map, and three random tables. It's absolutely fine to roll encounters as players explore the dungeon, but for me personally, I like to roll up all the encounters at once, and then figure out how the results fit together.

Super quick context for the Shattered Aquifer: Once upon a time it was completely submerged and a sacred place for denizens of water, but that changed. The forces of magma muscled their way in, but water didn't leave and so it became an elemental battlefield. Magma fights water, water fights magma, and steam bets on it all from high above the fray. There's a giant magma hydra living here too, and green scaled lizardmen (the Goa, who live elsewhere in the Swordfish Islands) travel to Hot Springs Island so they can try and rip one of the hydra's obsidian faceplates off. It's tradition.

Now it's time to roll on the tables! Remember, the tables we use for events and encounters are **3d6** tables. Using **3d6** tables puts our roll results on a probability bell curve, meaning there are common, uncommon and rare encounters. Rare results and uncommon results are disruptions of the location's status quo and can, and should, be used to drive conflicts, and motivations.

The Shattered Aquifer



3d6	What's Happening?!
3	Svarku has commissioned magma imps to make armor. [6] has been repurposed for this.
4	Roderick's skeleton is missing. Sopkatok is furious.
5	The unborn water elemental cores in [5] vanished last night.
6	Magma is winning the war! [3] is crumbling into a new lava river.
7	A Goa is about to fight Sopkatok . d6 Arva lie in wait to disrupt them.
8	A Goa battles. The caverns tremble with their combat.
9	d4+2 adventurers are here to steal flash frozen magma imp "statues" from [3] .
10	The forces of magma and water clash at [3] .
11	The forces of magma and water have declared a temporary ceasefire.
12	Steam imps are hosting a prize fight at the [3] during a ceasefire.
13	A powerful Goa is here to record new names from [8] and recover fallen Goa or parts.
14	2d4 Night Axe are here to train with the forces of water.
15	Water is winning the war! [3] and [2] are flooded.
16	Sopkatok and Roderick's ghost are at [2] discussing the nature of honor and sacrifice.
17	Svarku and 3d10 Fuegonauts are here to try and enlist Sopkatok to their cause.
18	An emissary from the plane of water has arrived to check on the status of the war.

Encounter	Motivation
Salamanders: d4 Tricksters, d4 Warriors	Delivery
A Kiru Shaman	Social/Creative
d4+2 Adventurers	Fighting*
A Steam Imp	Interacting With*
A Magma Imp	Laboring/Nesting
A Magma Elemental	Returning Home
A Goa	Hiding/Sneaking
3d6 Magma Imps	Setting up an ambush
d6+1 Water Imps, d6+1 Water Elementals	Patrolling
A Goa	Wounded
A Water Elemental	Ritual
2d4+3 Water Imps	Territorial Display
4d6 Steam Imps	Waiting
An Earth Imp	Lost
A nereid	Dying
2d4+1 Night Axe	Diplomacy

The first roll is on the "What's Happening?" table. I got a 5. "The unborn water elemental cores in [5] (the Flooded Nurseries) vanished last night." Ok. That's a big deal. The forces of water are going to be freaking out, and because of the word "vanished", I'm going to assume they have no idea what happened to their children.

Now, to roll up the encounters:

- At point 1 there's a magma imp laboring/nesting
- At point 2 there's a magma elemental returning home
- At 3 we've got a green scaled lizardman hiding/sneaking
- At 4 a water elemental engaged in a ritual
- 5 has 8 magma imps setting up an ambush (that could be fun)
- But there are 10 water imps doing a territorial display at 6
- And then 7 water elementals and 7 imps patrolling at 7/8
- At point 9 there's another green lizardman, but this one's wounded
- At point 10 we've got a magma elemental returning home
- And at 11 there's another magma imp laboring/nesting

A few definitions that'll be good to know are (full details on (p. 74)):

- Point 5 is water territory
- Point 11 is magma territory
- Point 3 is the battlefield between them
- Point 4 is steam territory

Based on this we can see that there are two large groups of water guys out beyond their normal territory. Not only are they out in force, their motivations for being in those spots are aggressive. Knowing the overall event in the dungeon is that the baby water elementals vanished last night makes it seem like water really is pissed off.

Looking at the forces of magma, there are a couple imps laboring/ nesting and two elementals returning home. Returning home could mean the elementals are coming back to the Shattered Aquifer, OR it could mean they're headed back to their home plane.

The dynamic going on in here looks like water is advancing, focused and angry, and magma is retreating and repairing. The only area magma is showing any force is in point 5 which happens to be the Flooded Nurseries. Since that area is 100% water territory, and fully submerged, these imps are probably along the perimeter of the area and not actually in it. Remember, everything is flexible, and may not fit exactly, so tweak and massage your results as needed.

Now we have our two Goa (green lizardmen). One is wounded here, and one is sneaking around over there. Normally they'll always be alone, so there's part of me that wants to reroll one of them. But... the lizards normally fight the hydra here at point 6, so maybe the wounded one got hurt and fled to its current position. Or wait, no. The hydra and lizard were battling here on the black glass overlook and the hydra flung the lizard to point 9, breaking its legs and tail and leaving it crippled, but afraid to commit suicide (as is the normal way of its people). The lizard over here, sneaking around the steaming battlefield, probably just got to the aquifer and is scoping out the place before it begins its fight against the hydra. I'd say they have no idea their kin is here, but maybe one of them saw what happened to the water elemental babies.

The only encounter left to think about now is the water elemental up on the cloudy balcony engaged in a ritual. Lots of possibilities here. Maybe it's performing a ritual to try and get information out of the steam imps regarding the disappearance of the water cores. Or maybe it's up there against its will and the steam imps are performing a ritual on it and betting to see how long 'till the water elemental cracks. But then again... if I look back at the dungeon's event table, there's an entry that says "Water is winning the war! The steaming battlefield (point 3) and magma pits (point 2) are flooded."

So what if... what if this water elemental is old and tremendously powerful and it's up in steam imp territory with a clear view of the ground below so it can perform a ritual to flood everything. What if the magma imp ambush is attempting to prevent this, and what if the vanished water elemental babies were actually sacrificed to facilitate this ritual of elemental aggression?

Seems like my players have stumbled into quite the pit of possibilities, and they've only been through a fragment of three hexes and one of the small dungeons. There's so much more to explore! Elven ruins where the stars fall and shadows bubble off the walls. The volcanic pleasure palace of a vain efreet and his legion of salamander warriors. A cave of crystal beneath the sea where nereids sing a lament that has been unbroken for a thousand years. Villages of ogres, fueled by vengeance, who can shape obsidian into blades with their bare hands. A whole island ready to be upended.

Welcome to Hot Springs Island!



One Line Hex Key

HS-01-01 - Boar's Head Encampment

A village of Night Axe ogres, founded by **Srok**, that serves as the source of most offensive strikes against **Svarku** and the Fuegonauts.

HS-01-02 - Spiderbush Clearing

A jungle clearing filled with spiderbushes that hides an abandoned pirate dugout.

HS-01-03 - The Claw Marks

Three jagged cave entrances lead to a collapsed lava tube filled with screaming pink moths.

HS-02-01 - The Bone Tree

A mischievous spirit inhabits the bones of a long dead ogre at the base of a large tree and delights in sending people on impossible fetch quests.

HS-02-02 - The Bonepile

A jungle clearing with a huge pile of bones where salamanders like to sneak off and get drunk.

HS-02-03 - Crystal Spike Circle

A "fairy ring" of red crystal growing on the beach.

HS-03-01 - Glavrok's North Watch

A Night Axe outpost, manned by six ogres at all times and defended by a trench and traps.

HS-03-02 - Dire Boar Den

The lair of a dire boar dug beneath an overhang.

HS-03-03 - White Rock Spring

A spring that pours from an upthrust of sparkling white rock. Sacred to the Night Axe for here they were blessed by **Mog'ok** god of vengeance.

HS-04-01 - Glavrok Village

30 well defended huts. Home of **Glavrok**, the Night Axe ogres and their 6 surviving women.

HS-04-02 - The Rendering Spot

A large outdoor kitchen and home of **Paw'lard Eean**, Night Axe chef extraordinaire.

HS-04-03 - The Rocky Field

A 3 acre clearing filled with boulders and high grass. An excellent place for ambushes.

HS-05-01 - The Slave Quarters (North)

A well guarded entrance to the island's central volcano. Leads to the area the Night Axe lived as slaves. Recently recommissioned by **Fatty Salamander** as an underground arena.

HS-05-02 - The Ashy Slopes

Blackened and brittle ground that can easily give way to magma pools 40'-80' below.

HS-05-03 - The Black Spot

Permanently burned jungle. **Svarku** torched his poor performing ogre slaves here, mostly women and children, triggering the Night Axe revolt.

HS-06-01 - The Plaza of Four Aspects

A 20 acre clearing where **Svarku** constructed an obsidian plaza decorated with four 50' gold statues as a monument to himself.

HS-06-02 - Svarku's Grand Entrance

An elaborate, well guarded entrance to the island's central volcano and **Svarku's** lair.

HS-06-03 - The Pile of Giant Obsidian Boulders

Unimaginably massive obsidian boulders in a nest of broken, overgrown, trees.

HS-07-01 - The Burning Jungle

One of the few areas open enough to serve as a battlefield for the Fuegonauts and Night Axe. Jets of fire occasionally shoot from the ground.

HS-07-02 - Ashfire Mine

A highly trafficked entrance to the island's central volcano and **Svarku's** first red crystal mine.

HS-07-03 - Bavmorda's Blade House

A hut of mud and bone thatched with silver atop a bladed obsidian outcrop. Home of **Bavmorda** the silver haired Night Axe witch and her four sons.

HS-08-01 - The Whale Graveyard

The Night Axe supermarket. Grey whales come here to die, but never rot, thanks to **Mog'ok**.

HS-08-02 - The Boar Farm

A well defended crater where Night Axe raise, butcher, and tan the hides of boar.

HS-08-03 - The Refreshing Spring

A spring at the base of a 25' cliff guarded by ring tailed lemurs that may become the home of the nereids if the Crystal Sea Cave [HS-25-01] falls.

HS-09-01 - The Alabaster Stair

Hot springs that stairstep down the volcano's lower slopes in natural pools of milky white stone. Inclusions in the stone glow at night.

HS-09-02 - The Three Geysers

Three warty humps of rock that erupt with scalding water or clouds of steam.

HS-09-03 - Knowledgestone - Wildberries

An ancient floating black obelisk surrounded by bushes laden with delicious golden berries.

HS-10-01 - Steaming Falls

A 400' waterfall that lands on a patch of superheated ground leading to giant clouds of steam instead of a lake or river.

HS-10-02 - The Slave Quarters (South)

A mostly abandoned (but trapped) entrance into the island's central volcano. See [HS-05-01].

HS-10-03 - Svarku's Abandoned Outpost

A blasted tower arcing with residual primal magic from an explosion during the Night Axe revolt.

HS-11-01 - The Trail of Black Glass

A 30' wide stretch of obsidian shards that cuts across hex [HS-11].

HS-11-02 - The Lava Fall

A 200' lava fall filling a lava lake. Hides the entrance to the Shattered Aquifer of Pythiaria.

HS-11-03 - The Mound of Geodes

Piles of geodes flung here by the volcano long ago.

HS-12-01 - The Scorched Earth

A burned and blackened Fuegonaut vs Night Axe battlefield. An unknown force has trapped the spirits of ogres and salamanders here.

HS-12-02 - Glavrok's South Watch

A Night Axe outpost manned by six ogres at all times. The scene of many recent skirmishes.

HS-12-03 - The Jerky Fields

A **Martel Company** expedition attempted to extract a large salt vine, but was dessicated.

HS-13-01 - The Steaming Beach

A 1000' stretch of rocky beach superheated by underground magma pools.

HS-13-02 - The Decaying Statue

An eroded, partially buried, giant elven statue. Empowers all magic users within two miles.

HS-13-03 - The Stone Stump

A 20' basalt formation with an abandoned pirate hideaway dug out beneath it.

HS-14-01 - Crabmouth Lagoon

A beautiful, peaceful lagoon. Every 3-5 years a colossal golden crab will lay her eggs here.

HS-14-02 - The Black Urchin Pools

Tide pools filled with thousands of spiny black urchins and their poisonous purple babies.

HS-14-03 - The Yellow Outcrop

Stinky, but museum quality sulfur specimens grow on basalt outcrops throughout the area.

HS-15-01 - The Old Volcano

An volcano sealed by the elves long before the cataclysm that destroyed the Isle of Light.

HS-15-02 - The Lapis Observatory

An elven tower of lapis lazuli capped with a dome of gold. Filled with orange sludge and despair.

HS-15-03 - Svarku's Retreat

Svarku's well appointed private retreat. Contains emergency supplies and the imprisoned siren **Oolah**.

HS-16-01 - The Rusted Hydra

A red brown, 7 headed hydra statue roaring at the sky. Ancient irrigation system.

HS-16-02 - The Primal Ziggurat

An ancient, overgrown obsidian ziggurat topped by a pool of mithril beneath a red crystal pavilion.

HS-16-03 - Cracked Rock Kiva

An ancient gathering place cut from basalt.

HS-17-01 - The Obsidian Hydra

A 7 headed obsidian hydra statue atop a bronze sphere. Ancient irrigation system.

HS-17-02 - The Crumbling Wall

An overgrown basalt wall engraved with high reliefs that tell part of the ancient's origin story.

HS-17-03 - The Lava Pool

A calm pool of swirling lava that never crusts over. Was once part of an ancient blacksmith.

HS-18-01 - The Lava River

A huge lava river that flows south from the island's central volcano.

HS-18-02 - The Rift Zone

A stretch of mud and dirt remarkable for its size, and potential for spectacular fissure eruptions.

HS-18-03 - The Surrounded Jungle

A patch of dense jungle, not yet paved by molten rock. The last kujibirds live here, but for how long....

HS-19-01 - The Bathhouse

A once spectacular elven bathhouse and dimensional travel hub. **Meltalia** is trapped here.

HS-19-02 - The Iridescent Stair

Iridescent stone growing over ruined elven pools. Fuegonauts harvested it until the Arva arrived.

HS-19-03 - The Steaming Vista

The most beautiful view in the Swordfish Islands. Exercises found here can permanently boost a person's agility with practice.

HS-20-01 - Cloud Falls

A thousand foot waterfall. Great clouds of steam burst from behind it every 2-5 minutes.

HS-20-02 - The Temples of Reflection

Four large basalt spheres containing meditation challenges that award decorative pendants.

HS-20-03 - The Bubbling Mud

An acre of bubbling red-brown mud interspersed with basalt pillars. **Bavmorda** values the mud but many Night Axe fear the location claiming an ogre eater lives there.

HS-21-01 - Knowledgestone - Moss Graffiti

A wall covered in moss graffiti detailing how to make your own (regular or bioluminescent).

HS-21-02 - The Headless Statue

A headless statue that, if fixed, can rapidly transport intelligent creatures as a beam of light.

HS-21-03 - The Rock of Scales

A gigantic egg-shaped boulder carved with large serpentine scales. Is something in it?!

HS-22-01 - Light Shaft Cave

A lava tube containing head sized icosahedral crystals that emit sunlight during the day.

HS-22-02 - Violet Rasp Den

A perfectly round 40' hole leads deep into the earth to nursery for giant worms.

HS-22-03 - The Worn Face

A humanoid face carved into a cliff. Inspires tremendous greed if light is shined upon it.

HS-23-01 - The Buzzing Glade

An "orchard" of pine trees inhabited by trillions of honey bees who like it when visitors dance.

HS-23-02 - The Temple of Tranquility

A ruined underground temple/aquarium converted into an elite gambling den by steam imps.

HS-23-03 - The Copper Arch

An ancient method of quick travel constructed by a powerful elf to sleep with his rivals wives.

HS-24-01 - The Scalding Pool

A 70' deep pool of simmering water, obscured by thick fog, in a jungle clearing.

HS-24-02 - The Bark Bound Golem

A broken singing golem encased in bark atop a large tree that can activate [HS-23-03].

HS-24-03 - The Adder's Hidden Cache

An abandoned pirate dugout beneath a 30' dripping tree. Bad things have happened here.

HS-25-01 - Crystal Sea Cave

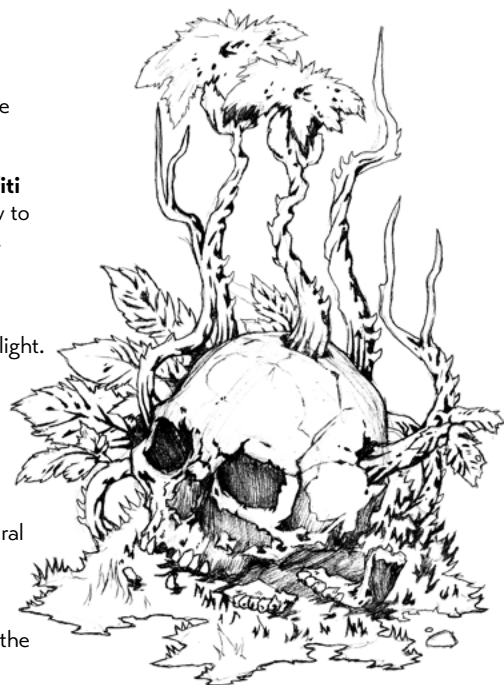
The nereids of Hot Springs Island live here in a crystal cave beneath the sea.

HS-25-02 - The Narrow Stair

A narrow (2'-3' wide) stone stair that winds from the top of the cliffs here to the sea floor.

HS-25-03 - The Split Rock

An abandoned pirate dugout beneath a large boulder. Recently cracked by explosions.



HS-03-01

Night Axe

Glavrok's North Watch

A clearing, in a rough half circle, looks to have been recently cut from the jungle. Large stumps dot the area, but none of the felled trees remain and all undergrowth looks freshly hacked back. A ring of boulders are piled in the center of the clearing, and a 5' trench runs in a "U" shape around the pile from east to west.

The Dark: The trench is 10' deep and lined with obsidian spikes decorated with the skeletons of salamanders. The mound of dirt and boulders has been hollowed by the ogres. Although the building appears crude, its roof can easily support the weight of twelve ogres and it is large enough to comfortably sleep four.

Six ogres are always stationed at the North Watch and operate in pairs that rotate between the North Watch and Glavrok Village [HS-04-01] weekly. The ogres stationed here are usually warriors, but they are well equipped for action and each wears a necklace of many bones (see bone magic (p. 129)). Edgesworn will be assigned to this post on occasion, but bonebinders usually only visit to replenish the water supply before moving on.

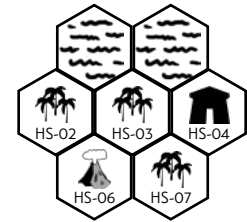
The **ogre pairs** are responsible for three things:

- Ranging [HS-03]
- Guarding the mound
- Clearing all undergrowth within a half mile

They typically rotate jobs every four to eight hours. Most of the ogres at this location have keen eyesight and can lob an obsidian axe up to 300 paces with stunning accuracy. They are normally wary of strangers and will ask adventurers about their business in the area unless they are carrying or showing signs of association with **Svarku** (p. 110). Fuegoaut sympathizers are asked to go back the way they came, and hostilities must be openly provoked for the ogres to attack.

2d6 trees in the vicinity are trapped. Trip lines release boulders from hanging vine nets.

3d6	Basic Encounters	Beast Encounters		
		Beast	#	Motivation
3	Elemental	Poison Dart Frog	1	Sleeping
4	Elemental	Obsidian Digger	1	Dying
5	Intelligent	Blindfire Carpet	1	Mating
6	Intelligent	Boar, Dire	2	Eating/Eaten*
7	Intelligent	Boltforager	2	Patrolling
8	Beast	Vyderac**	2	Walking
9	Beast	Bat, Giant	2	Territorial Display
10	Beast	Boar	d4	In combat*
11	Beast	Centipede, Giant	d4	Wounded
12	Beast	Rat, Giant	d4+1	Walking
13	Intelligent	Copperback	d4+1	Territorial Display
14	Intelligent	Blindfire Vine	d6	Rest/relax/nest
15	Intelligent	Vyderac**	d6+1	Fleeing/Pursuit*
16	Elemental	Centipede, Giant	d8+2	Hunting/Gathering
17	Elemental	Wydarr (Bone)	2d6	Altered State
18	Elemental	Spine Dragon	3d6	Defecating



Hex Type: **Heavy Jungle**

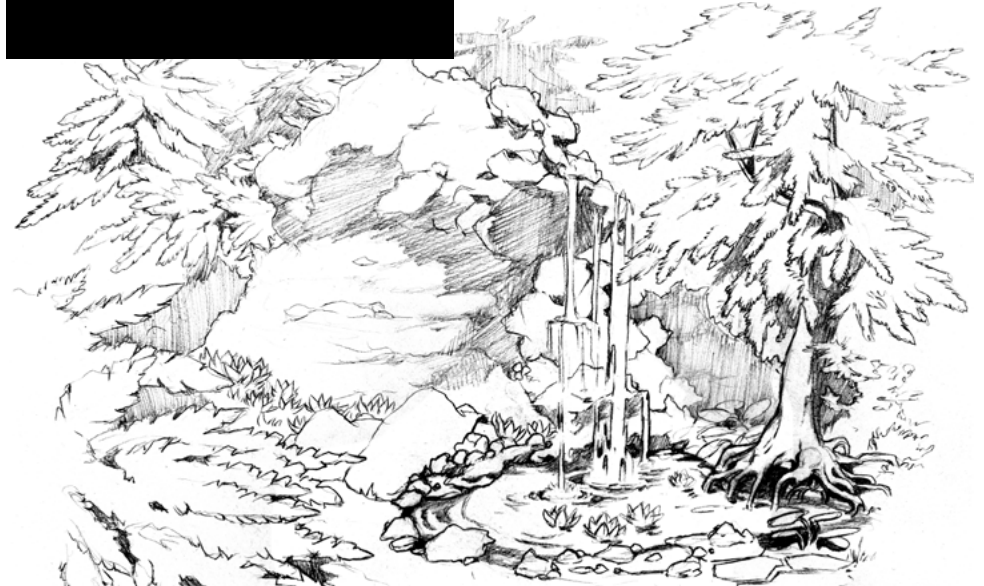
undergrowth	shrikes	soft
tangled	decay	stifling
dim	vibrant	infested
uneven	lush	buzzing
howls	abundant	disorienting

HS-03-02

Dire Boar Den

A swath of red-brown mud is visible beneath an overhang covered in ferns and vines. The ground beneath the overhang appears heavily trafficked by something large. Vegetation around the sides of this overhang has been ripped up and sickly yellow leaves are trampled into the mud.

The Dark: A dire boar uses this area as its den. Anyone within 30' of the overhang will be able to see that it extends much further back into the hillside. **Full details of the den are on (p. 48).**



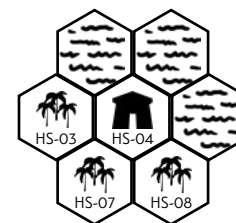
White Rock Spring

An upthrust of sparkling white rock stands at the edge of a small clearing. Clear water flows from the top of the stone, filling a natural pool dotted with fuchsia lotuses.

The Dark: Brightly colored fish hide beneath the lily pads in deliciously cold waters. It is here that **Mog'ok** blessed the Night Axe (p. 127). Ogres visit frequently to pray and train, and new edgesworn are reborn from the spring's waters (p. 128). The nereid **Teelo** (p. 125), will often rest here to greet new edgesworn and recruit others to the cause of vengeance.

HS-03-03

Night Axe, Nereids

Hex Type: **Village**

undergrowth	shrikes	soft
tangled	decay	stifling
dim	vibrant	infested
uneven	lush	buzzing
howls	abundant	disorienting

HS-04-01

Night Axe

Glavrok Village

Thirty large huts stand in clusters around a central mound covered in greenery. Many of the clusters are surrounded by trenches and new trenches look to be in the works. Piles of logs and boulders are scattered throughout the village, and a number of polished obsidian outcrops shine like black mirrors. Smoke rises from many campfires, and the whole area has an aura of defensive tension that could snap in an instant.

The Dark: Glavrok Village is the main home of the Night Axe on Hot Springs Island. **Full details of Glavrok Village are on (p. 50).**

3d6	Basic Encounters	Night Axe Encounters			Motivation
		Ogre	Edge	Bone	
3	Intelligent	10	4	1	Art
4	Elemental	4	9	3	Meditating
5	Beast	6	4	7	Ritual
6	Beast	5	2	4	Wounded
7	Night Axe	--	3	3	Diplomacy
8	Intelligent	4	--	1	Laboring
9	Night Axe	2	2	--	Lost/Searching
10	Night Axe	2	--	1	Fleeing/Pursuit*
11	Night Axe	2	--	--	In Combat*
12	Night Axe	1	2	--	Walking
13	Intelligent	1	4	--	Patrolling
14	Night Axe	4	2	1	Altered State
15	Beast	--	--	2	Hunting/Gathering
16	Beast	9	5	4	Mating
17	Elemental	7	6	5	Resting/Camp
18	Intelligent	7	2	5	Sleeping

HS-04-03

The Rocky Field

The jungle opens abruptly into a clearing of about ten acres. It is dominated by piles of broken black basalt boulders and 3' high grass. Two of the southern boulder piles are covered in fuzzy orange sipopa flowers.

The Dark: Spiderbushes frequent this clearing to get their daily dose of sunlight as it is completely open to the sky. The tall grass and numerous boulders make this area excellent for ambushes.

HS-04-02

Night Axe

The Rendering Spot

An area of jungle, roughly 100' in diameter, has been completely cleared of vines, undergrowth and dead wood. Five large, black iron cauldrons hang over fire pits and a number of poorly constructed wooden tables, covered in translucent yellow goo, are scattered throughout. The half butchered corpse of a large grey whale hangs from the lower branches of a mighty tree, and stacks of whale bones are piled below. Crude wooden chests, barrels, crates, and racks adorned with large meat hooks are scattered throughout the area.

The Dark: Carcasses from the Whale Graveyard [HS-08-01] are brought to the Rendering Spot for cooking and processing. As the Night Axe's food artery this location is well guarded and usually bustling with

activity. Young ogres are often tasked with meal assistance and run between Glavrok Village [HS-04-01] and the Whale Graveyard [HS-08-01] with shipments of blubber and meat hanging from long wooden poles.

Most chests contain ogre sized kitchen items, but some hold jars of rare bugs, acrid powders and other "spices". Night Axe food is normally deep fried and the yellowish goo on the tables is the remnants of whale blubber used for frying.

Paw'lard Eean (p. 132) oversees the flurry of activity with a large cleaver and obsidian knives. He will gladly feed any who bear no ill will towards the Night Axe, especially if they have new food stuffs he can sample. Paw'lard lives nearby in a small (by ogre standards) hut of interwoven whale bones and blindfire vine.



Dire Boar Den

This seemingly impossible den, dug into the side of a small, tree covered hill is held together by little more than tightly compacted dirt, wiry hair and roots. A dire boar of magnificent size lairs here, plays here, and when the season is right, mates here.

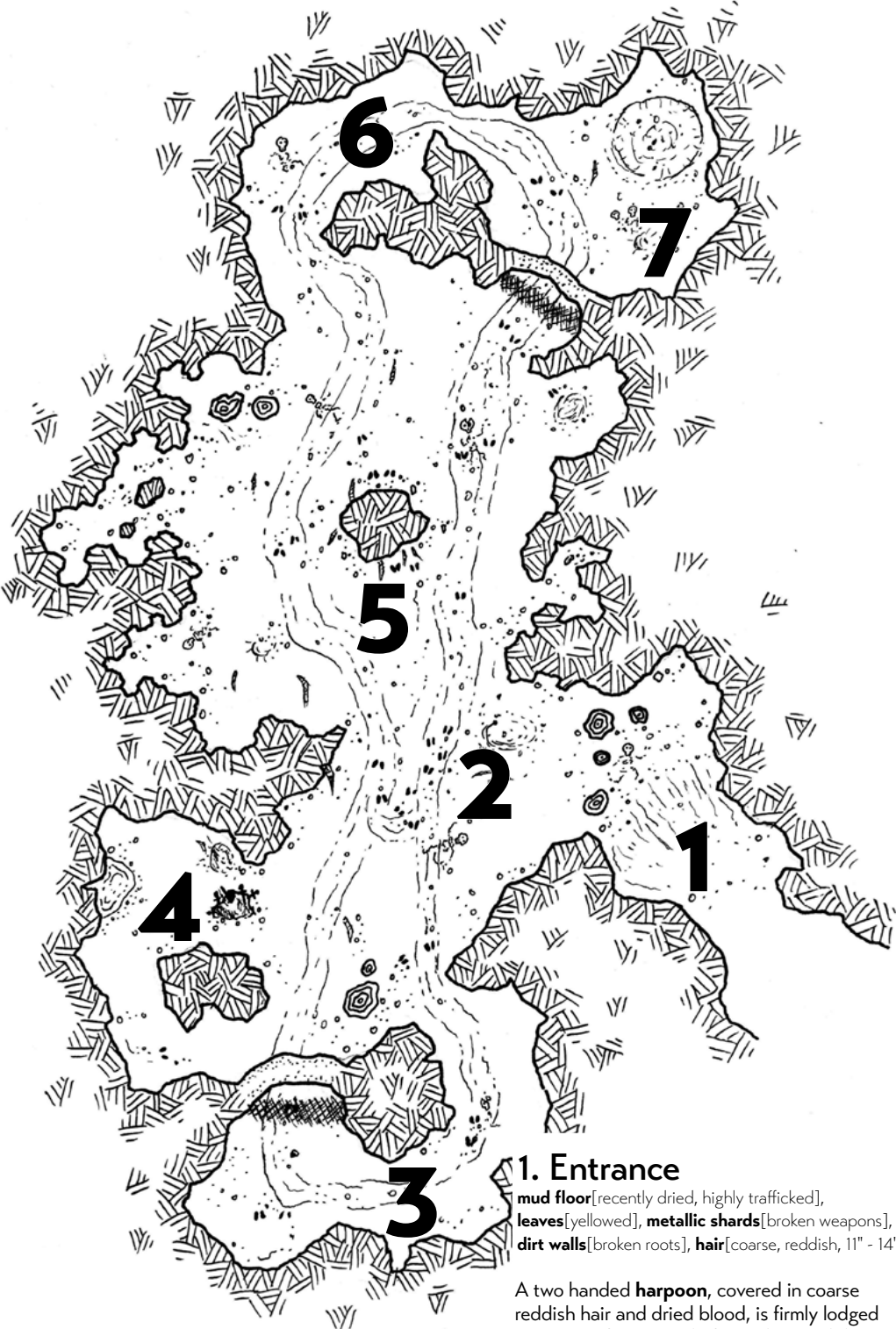
When the boar returns to its den, it rubs its body vigorously along the cavern walls to extract any irritants stuck in its hide. This ritual keeps the walls well decorated with blood, hair and rusted weapons ripped from their (probably deceased) owner's grip.

If the walls are insufficient to remove an irritant, the boar rubs itself on a large, half-buried boulder, deeper in the den. The grey stone, striped with bands of rust, is highly magnetic and able to extract even the finest shards of shattered steel from thick hide. A large column of iron rich stone, resembling the boulder but lacking its magnetism, stands near the center of the den and is used by the dire boar to sharpen its tusks.

Because of the abundance of weapons, both mundane and magical that end up stuck to the walls and magnetic boulder, treasure seekers guard their knowledge of this den closely. The boar is home infrequently enough to make their visits worthwhile, but numerous skeletons trampled into the dirt demonstrate the very real risks of poor timing.

The ceilings of this den are covered in a carpet of cave lilies, masking much of the stench of dire boar and rotting bodies. Some looters claim their trip to the den was only successful because they caught a drop of cave lily nectar on their tongue and had a vision of the creature returning, but most call bullshit on these stories attributing successful runs to luck, and luck alone.





2. The Sunken Trail

dirt floor[hard packed, uneven], **large worn groove**[10' wide, 3' deep], **chunks of metal**[broken armor], **hanging roots**[many broken], **hoof prints**[boar, gigantic]

Dire boar runs this to rub against the walls at point [4] and [7]. Ground around the trail is torn up in chunks making the 3' drop difficult to notice in low light (**tripping hazard**). A number of armor clad skeletons are trampled into the dirt of the trail.

3. South Run

dirt floor[hard packed], **rough walls**[dirt, basalt], **hair**[reddish, mats, dried blood, covers walls, hides axe]

Obsidian great axe: 2x damage to fire creatures

4. Battle Ready Boulder

10' x 20' boulder[half buried, iron ore veins], **weapons and armor**[mundane, steel, stuck to boulder]

The boulder is extremely magnetic (20' radius).

5. Rusted Column

stone column[iron ore veins], **dirt floor**[soft, dimpled], **white shards**[ivory, 1/2" to 2" long], **strong sweet odor**[cave lilies blanket the ceiling in profusion]

The dire boar sharpens its tusks here. The floor is dimpled due to the constant drips of cave lily nectar. 45% chance to accidentally catch a drop and have brief but intense visions of the future.

6. North Run

dirt floor[hard packed], **hanging roots**[broken], **hair**[reddish, wiry], **metallic fragments**[spear and arrowheads], **bright shine**[The Silver Fist]

The Silver Fist: Gripping mat of wiry red hair. Permanently replaces hand and forearm but increases STR and DEX. Can activate an unbreakable grip and pick simple locks.

7. Sleeping Area

dirt floor[soft, loose], **hair**[wiry, reddish], **arrows**[bright red, broken], **strong musky odor**[boar stink and truffles]

Superior gardening soil. Beet red truffles grow here. When exposed to air their musky stench attracts any dire boar within 5 miles. A black arrow with bright white fletching creates **2d12** mundane red arrows each sunrise.

1. Entrance

mud floor[recently dried, highly trafficked], **leaves**[yellowed], **metallic shards**[broken weapons], **dirt walls**[broken roots], **hair**[coarse, reddish, 11" - 14"]

A two handed **harpoon**, covered in coarse reddish hair and dried blood, is firmly lodged in a mass of roots. Its haft is 3' long, solid ivory, and masterfully engraved with whaling scenes.

3d6	What's Happening?!
3	Apparently abandoned but there are signs of a recent romantic picnic.
4	The whole den has been repurposed into a large zip bird nest (30-50).
5	The den has been repurposed by the Night Axe.
6	The resident dire boar is alive, but away for the day. A group of NPCs is investigating.
7	The resident dire boar is home, wounded, and very angry.
8	The den is inhabited by a mother dire boar and her 2d4 young.
9	A dire boar challenger and their posse of d4+1 boars is in the den. Peeing everywhere.
10	The resident dire boar is home right now!
11	The resident dire boar is alive, but not home.
12	CONTESTED! Two dire boar are in the den fighting.
13	The resident dire boar is home right now!
14	Apparently abandoned. There is a dire boar skeleton missing a tusk, and a broken bone saw.
15	Apparently abandoned. Overrun by blindfire vine.
16	The den has been repurposed by the Fuegonauts.
17	The den was repurposed by rum smugglers, then repurposed by giant red centipedes.
18	Two dire boars are here right now. Mating.

Encounter	Motivation
A Night Axe Edgesworn	Surveying/Scouting
d6+1 Fuegonauts	Just Passing Through
d4+1 Giant Rats	Altered State
A Vyderac Seeker	Patrolling
A Boltforager	Wounded
A Blindfire Vine	Eating/Drinking
A Giant Centipede	Fighting*
d4+1 Giant Centipedes	Hunt/Gather/Fish
d6+1 Boars	Resting
A Copperback	Hiding/Sneaking
d4+2 Zip Birds	Laboring/Nesting
A Flyfiend	Territorial Display
An Adventurer	Lost
4d4+2 Giant Bats	Sleeping
d4+1 Adventurers	Dying
d4+1 Night Axe	Ritual

GLAVROK

NIGHT AXE

130

FACTIONS



Glavrok's parents died in the mines not long after his birth and he was raised by the ogress **Bavmorda**. The silver haired witch, sensing latent magical abilities in Glavrok, taught him to harness shamanistic powers and cared for him as if he were her own.

He is a born leader, and the first chosen of **Mog'ok**. Glavrok puts the prosperity of the Night Axe above himself and is completely focused on the "long game" of revenge. Some younger ogres, notably **Srok**, disagree with his calls for patience and precision strikes against the efreets' forces, but this does not diminish their deep respect for him. He tends to remain in the village that shares his name [HS-04-01] focusing on strategy, defense and charting the genealogy of the tribe to hopefully minimize inbreeding as the generations pass. Revering Bavmorda's opinion, he travels to her Bladehouse [HS-07-03] each waxing crescent moon to discuss tribal business, but they have been at odds on more than one occasion.

Glavrok is optimistic about the future but doubts he will live to see the death of **Svarku**.

What does Glavrok want?

- For the Night Axe to prosper and repopulate
- More ogre women so there can be more ogre children
- Better defenses
- A more versatile food supply
- For **Srok** and the others at Boar's Head [HS-01-01] to be patient
- For all the ogres to be trained, skilled and powerful
- To please **Mog'ok**, but serve the dish of vengeance cold
- To keep the Night Axe women safe
- For others to know the Night Axe are not to be trifled with

What does Glavrok NOT want?

- For one more ogre to die on this island
- To fail his people
- To fail **Mog'ok**
- To quickly accept or dismiss adventurers in his territory
- To die knowing his efforts were in vain
- To be forgotten
- Infighting among the tribe
- To go against **Bavmorda's** wishes if he can help it

What else?

Glavrok spends much of his personal time "just happening to pass by" areas where young ogres are playing or training. He does this to aid in their protection and to glimpse the hope he's fighting for.

He worries that the practice of secretly kidnapping humanoid women and polymorphing them into ogre women is unsustainable, but he has not yet come up with any alternative ideas.

He has heard of magic that can infuse weapons with cold that is more solid and dangerous to the Fuegonauts than water, and having lived his entire life in tropical or volcanic climates, he is very interested to learn as much as he can about this so called "ice".

He has a hidden stockpile of powerful bone magic for trade with outsiders who have proven to be true friends of the Night Axe.

BAVMORDA



Bavmorda, the ogress witch with silver hair, was among the ogres given to **Svarku** by the **Ash Barons**, making her more than 200 years old, and she knows much about her people and their past. Her mate

was one of the first killed in the mines and something about this island, or her sorrow at his death, awoke powers within her long before the arrival of **Mog'ok** or the incident of the Black Spot.

Her hair turned silver and began growing rapidly and unendingly. It remained soft and pliant but became strong, like steel wire. Bavmorda began to cut her hair and weave it into useful objects for the Night Axe like bedding and rope. She could create a braided sleeping rug from her hair, large enough for an ogre, once a week and the length of her hair would never appear to change. As she grew in power, she learned to move her hair, control its growth and discovered she could use it to help her with her work, and even kill.

At the Black Spot, Mog'ok, sensing Bavmorda's power and capacity for violent rage, imbued her with the power to shape obsidian into blades with her bare hands. Her magical powers have grown tremendously since the revolt and while she does not fully understand their source, she does not hesitate to use them for her own ends as well as those of the tribe. She grew the spire of obsidian her hut sits on [HS-07-03] and although she lives outside the village has no problem defending herself or her home.

Bavmorda continues to make obsidian blades (usually 50 a week) and useful goods from her silver hair for the tribe. These are normally delivered to the village by her **four sons** (p. 26).

What does Bavmorda want?

- For all Night Axe to be free
- To have an obsidian giant as her personal mount
- Revenge against the **Ash Barons**
- Powerful, capable, and morally ambiguous spellcasting allies
- To grow the bonebinder's capacity for magic

What does Bavmorda NOT want?

- For anyone to learn the secret of her sons
- For the **obsidian giants** to realize she is on the island
- For anyone to probe the source of her powers. Even herself.

What else?

Bavmorda claims to have four sons (**Skato, Logar, Krogu, Mukot**). They live beneath her bladehouse [HS-07-03] and she tells everyone that she hid them and raised them in the jungles. The secret truth is that these four ogres are Night Axe from other planes. Bavmorda used her growing powers to bring them here and she works tirelessly to break the Ash Baron's conditioning, but she has had no luck so far.

Every morning Bavmorda cuts several inches of her hair and burns it as an offering, apparently to **Mog'ok**. In truth, **ancient hags**, trapped on other islands here in the Swordfish Islands, sensed great potential in her and imbued Bavmorda with pieces of their power. She does not completely understand where her powers came from, or realize how this "favor" may one day be called in. This isn't exactly important for Hot Springs Island, and all that really needs to be remembered is that there is a dark, subconscious undercurrent to her actions. She's slowly, circuitously, and unconsciously corrupting things.

Bavmorda, and three of the ogre women (**Vorka, Matova and Koova**) have inadvertently begun to form a coven. The four women work bone magic to aid the clan, but as Bavmorda slowly corrupts, darker magic creeps into the ritual spells packed into the bones. They have not consciously noticed what's happening, but the three other women have begun to greatly miss, even hunger for, the times they get together and enchant bones. It's only a matter of time before something terrible happens, and it will probably start with still births or the emergence of powerful but terrible deformities in the babies.



Srok's mother and sisters were killed at the Black Spot and he took the events of that day harder than most other Night Axe. **Mog'ok** almost considered speaking to Srok instead of Glavrok, but Srok's grief at his immediate loss was too great and inconsolable for the god's liking. If **Glavrok** serves revenge cold, Srok dishes it lava hot.

He burns to kill **Svarku** personally and dreams of bathing in his blood. He was the first of the Night Axe to devote himself to Mog'ok as an edgeworker, and no other edgeworker has yet reached Srok's level of power or fury. He has never grown his tongue back (or tried) and uses elaborate hand gestures and drawings when there is no choice but to communicate. The other Night Axe, and those blessed by Mog'ok, are able to understand him, but he is an ogre of few words.

Srok disagrees with Glavrok's approach to dealing with the Fuegonauts, preferring open warfare and repeated, direct attacks filled with bloodshed. These opinions, combined with his fighting prowess have made him a favorite, even a hero, among the younger ogres. Knowing not all of the Night Axe want to achieve vengeance in a methodical way, and knowing that Srok's growing following could cause a schism in the tribe if left unchecked, Glavrok ordered Srok to found Boar's Head Encampment [HS-01-01] to serve as a forward base of attack in the war against the Fuegonauts. Glavrok was not pleased to do this, but he knew an internal revolt would kill them all. Srok is no fool though and is highly respected by Glavrok.

Knowing the power of Svarku's forces, Srok embraces assistance from anyone even remotely trustworthy and is much more inclined to trade or open relations with adventurers. He knows the potential adventurers possess and is unafraid of their weapons and magic.

Treasure

What follow are 300 treasures that might be found on Hot Springs Island. They are not balanced in any way and some (were this not a sandbox) are probably “game breaking”. Importantly they almost all do something and should enable their users to get into just as many tricky situations as they escape.

Fifty treasures have been detailed for each of the six factions who currently, or once, made their home here. Even if most of these items are never used in your game, reading through the lists will hopefully give you greater insight into each of the groups (i.e., what they value and where their collective head’s at). Our approach when designing these objects was to think about the types of problems each group would need to frequently overcome and imagine what they would make to help them do that. Don’t hesitate to make the effects of the items bigger or smaller as you like, or break their core ideas into pieces and turn their magical tech into traps and tricks.

Some item descriptions call for a die roll. This roll should be made when the item is found, and not per use. This way multiple items of the same type can be discovered with differing power levels.

Jewels, coins, hoards, treasure chests, cash and bullion are not detailed because the way gold values tie into experience can vary substantially across game systems. As you design cash treasure parcels for your groups these are the core assumptions we have when we run Swordfish Islands. To bastardize Coleridge:

**Money, money, everywhere,
The adventurers did roam
Money, money, everywhere,
But how to get it home?**



Ancients The ancients had abundant access to mithril and used it in most of their creations. Detailed mithril and obsidian beads were used as currency.

Elves They were loaded like gods and fetishized gold. It's everywhere. Gold gold gold gold gold! Some areas of their ruins could easily be plated in it. It was so abundant that it was boring. As their civilization tapped into the extra-dimensional markets they could access whatever they wanted and as time went on, the true currency became attention. Expeditions to floss gold out of the ruins would be insanely profitable, but the orange sludges, shadows and the Arva would be exceptionally problematic. Establishing a permanent base would attract the attention of the Fuegonauts and Night Axe who would work to recruit members away from "boring old digging" and onto their side. Obviously powerful groups would attract the ire and paranoia of **Svarku** because he believes (and perhaps rightly so) that his crystal mines are worth far more than the old (but surprisingly tasteful) elven junk, so he would assume these powerful individuals would come after him sooner or later. Surviving the ruins and getting cash back to civilization should be difficult and problematic, but a couple of successful "show up, loot, and leave" missions could absolutely lead to wide scale inflation and economic destabilization back in the home country, echoing Spain's conquest of the New World. Consequences and Chaos!

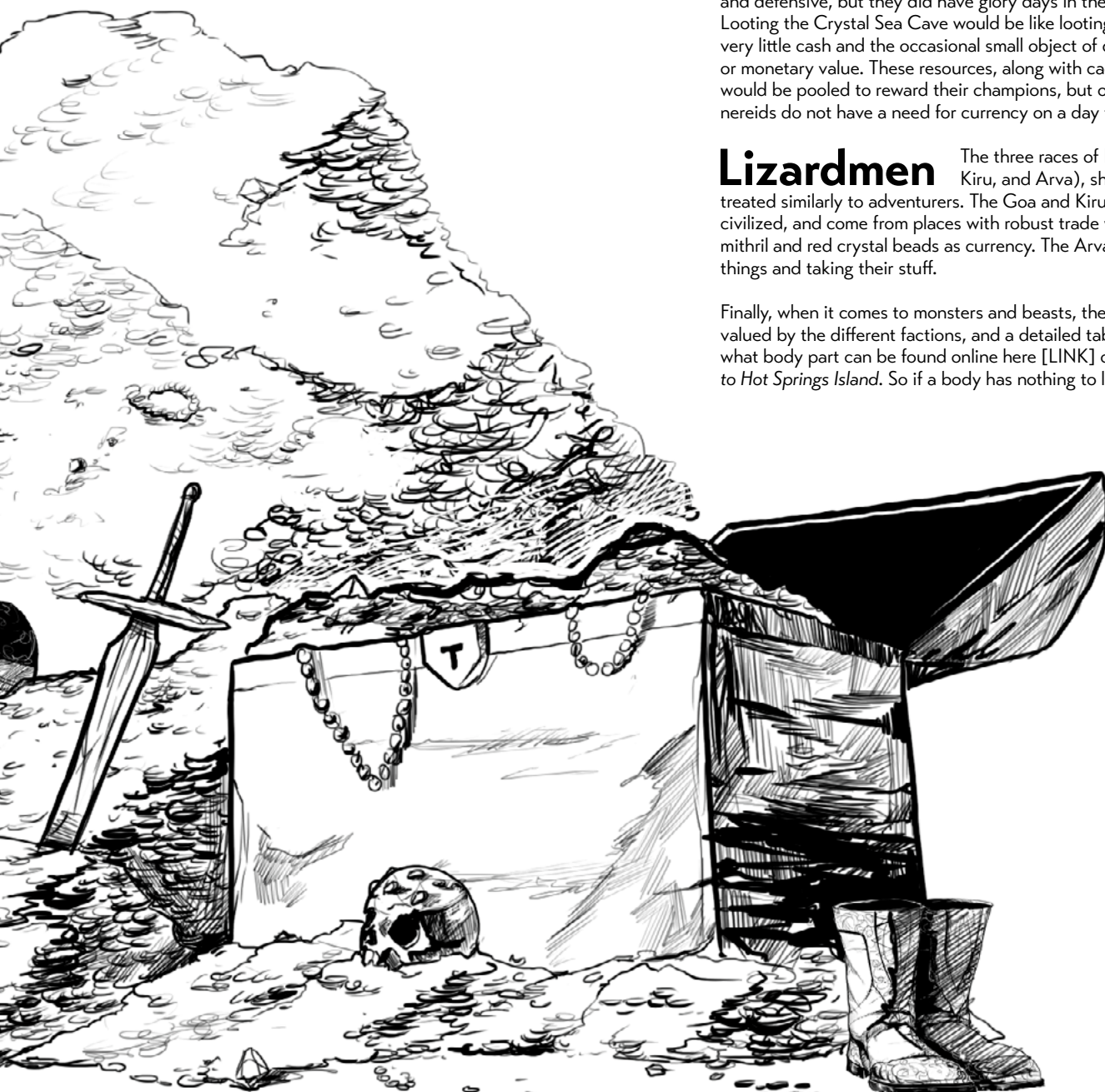
Fuegonauts **Svarku** is vain, extravagant and prone to opulent displays of grandeur. It's safe to say that he's got Smaug style wealth in his volcano complex, but most of the "cash" takes the form of red crystal. Gold is abundant and adored by Svarku and his Fuegonauts (aside from the obsidian monstrosities who trade in psychic terror) but it's more frequently woven into draperies or shaped into thrones and statues than found in coins and bars. Looting the volcano would be very much like looting an ostentatious and self-aggrandizing drug lord's Miami compound. Sure there's cash, but most of the wealth is locked up in drugs and furs and guns and art and boats and cars and the most mind-blowing collection of liquor imaginable. As soon as a player says "ok guys, seriously, how can we move this statue" you know you're doing the Fuegonauts as imagined.

Night Axe The ogres are the most objectively poor of all the factions. Their numbers are so small that they can get by on the barter system, and they're highly self sufficient because they have to be. Robbing a Night Axe village would be like robbing a romanticised Amish village. Not much cash, but plenty of finely crafted, useful, objects. They would likely have a decent number of items from the Fuegonaut treasure tables, but any cash on hand would be almost entirely incidental.

Nereids Were it not for access to and enjoyment of the "treasures of the sea", the nereids would probably be as objectively poor as the Night Axe. They're defeated and defensive, but they did have glory days in the distant past. Looting the Crystal Sea Cave would be like looting a refugee camp; very little cash and the occasional small object of deep personal and/or monetary value. These resources, along with caches of pearls, would be pooled to reward their champions, but on the whole the nereids do not have a need for currency on a day to day basis.

Lizardmen The three races of Lizardmen (Goa, Kiru, and Arva), should typically be treated similarly to adventurers. The Goa and Kiru are effectively civilized, and come from places with robust trade where they use mithril and red crystal beads as currency. The Arva enjoy killing things and taking their stuff.

Finally, when it comes to monsters and beasts, their body parts are valued by the different factions, and a detailed table of who wants what body part can be found online here [\[LINK\]](#) or in *A Field Guide to Hot Springs Island*. So if a body has nothing to loot... process it!



Night Axe Treasures

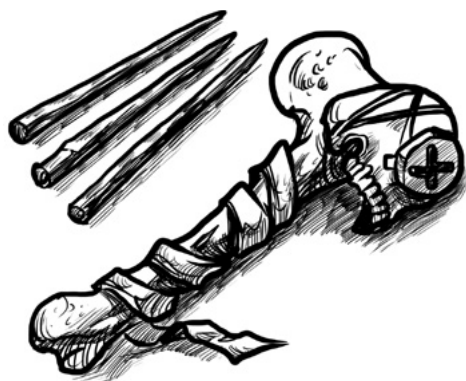
Bait Pouch: A hide pouch covered with white zip bird feathers containing chunks of raw meat. Meat placed in the pouch stays fresh and becomes an irresistible intoxicant to zip birds.

Basket of Regrowth: A large, watertight, basket woven from baleen and silver hair. Contains warm whale fat and has a number of tightly braided silver cords around its mouth. If tied around the stump of a missing limb it will regrow after a week and a day. The limb functions normally, but **Bavmorda** can control it.

Blade of Martok: A one handed obsidian axe with an ornately carved bone handle. Tufts of moss grow on the haft and head but its blade is still razor sharp. The axe will not break or dull and once belonged to Martok, the first edgesworn slain by Fuegonauts. All Night Axe will instantly recognize this weapon.

Bluescale Hood: A hood of blue salamander scales. A flap can seal the face hole enabling the wearer to see through most illusions.

Bluescale Slippers: A pair of giant, but comfy blue salamander scale slippers. The wearer will appear to be standing **d4** feet to their left.



Bone Mallet of Straight Flight: A heavy mallet of bone and **3d20** pencil shaped obsidian spikes. Hitting the back of a spike will shoot it forward in a perfectly straight line for 100'.

Bone Necklace of Salamander Blindness: A 3' necklace of leather and 24 salamander vertebrae. The wearer will be unheard and unseen by Salamander Tricksters and Warriors.

Bonespell Necklace: A 3' hide necklace strung with **d8** large bones. Each bone contains a random bit of Night Axe bone magic (p. 129).

Bubble Bracelet: An arm band of braided grey leather and everwet seaweed decorated with **d4** round white stones. Each stone can absorb one (non-magic) killing blow by expanding to surround the user in a bubble of water.

Candle of Relaxation: Anyone sleeping within 10' of this large ambergris candle will get a full night's rest in 1 hour. **6d6** hours of burn remain.

Censer of Learning: A deep terracotta bowl painted with ogre children and the soot of many fires. Any herbs it burns emit pleasant, calming smoke that doubles knowledge retention.

Coppermane Prowler Feathers: 33 in a pouch.

Counting Pouch: A pouch of obsidian beads carved with a unique symbol. Non-magical, but can enable rapid calculation. A respected bonebinder has been looking for these.



Cube of Ants: A seamless 4" crystal cube. Contains a swarm of ants that never stops moving. This object is blessed by **Mog'ok** and any Fuegonaut or sympathizer touching it will be stung by each ant within. Edgesworn carry these to help focus fury into vengeance.

Fireproof Blanket: A fireproof, ogre sized blanket of braided hide strips and silver hair.

Giggling Slingstones: **d12+1** basalt sling stones in a rough canvas sack. When thrown, the stones giggle and grow **d6** feet in diameter.

Gourd of Water: A large drinking gourd. Full of exceptionally cold water and the core of a moderately powerful water elemental called "Skoh-low". His bonebinder **Klon** was recently killed by Fuegonauts and he is in mourning.

Lady Finder: A 1' square of hide. At night, or in shade, an arrow of silver hair will embroider itself onto the hide and point towards the largest, non-ogre female on Hot Springs Island.

Obsidian Shrapnel: A pouch with obsidian shards and 3 gold salamander whisker rings.



Obsidian Water Grenades: **3d6** obsidian "eggs" that make sloshing noises when shaken. Explodes like a fireball of water and glass.

Paw'lard's Perfume: A small gourd filled with surprisingly sophisticated smelling perfume.

Paw'lard's Wooden Spoon: A 3.5' wooden spoon. A crude but legible "PAW" is carved along the haft. The spoon is fireproof and substantial enough to be wielded as a mace.

Red Crystal Firestarter: A small bowl of cut red crystal. Any flammable material placed within will catch fire in ten seconds.

Red Scale Boots: A pair of giant, red-orange salamander scale boots thickly lined with silver hair. The wearer can step on lava and cause it to solidify. Ogres dislike the boots however, as they must move much slower than normal to cool enough lava to support their weight.

Redball: A crude wooden bucket covered by a leather flap held shut with an obsidian toggle. When opened a glowing orb of light will shoot out and fly to a random location one mile away. The orb will remain at this spot for one hour, or until touched by a sapient creature. Touching the orb will cause a person's hand to glow that color for one hour or until they put their hand in the bucket. Up to 8 different colored orbs can be released, but the first is always red. This game is most frequently played by edgesworn.

Rockcracker: The large, rippled molar of a broadback is affixed to the end of this 3.5' club of heavy black wood. Every 24 hours it can be used to shatter massive stone walls or boulders with ease. The tooth cracks when the stone does, but the molar slowly repairs itself over 24 hours, and once the crack is no longer visible it is ready to strike a mighty blow again.

Runed Birdskull Helm: The skull of a duecadre decorated with bright yellow feathers and fitted with a chinstrap of braided silver hair. The eye sockets glow with dark energy and in times of extreme duress, when physical strength is needed, the hair of the straps can grow down along the back of the wearer's arms and legs and give them the strength of two ogres. Like an exoskeleton of silver hair and dark magic.

Runed Birdskull Pauldron: The skull of a coppermane prowler, etched with sparking runes and fitted with straps like a pauldron. Small arcs of electricity dance across the wearer's torso giving the protective equivalent of leather armor. There is a 10% chance that a bolt of lightning can shoot from the eyes of the skull and intercept a hostile missile aimed at the wearer. There is also a 30% chance that the electricity from the skull will stop the heart of anyone who equips this for the first time.

Runed Bone Haft: A 4' axe haft of runed bone. Slamming it against stone will cause it to instantly grow a razor sharp obsidian axe blade.

Runed Bone Torch: A 3' whalebone etched with blackened runes. Tapping either end against obsidian will cause it to ignite like a torch. Can produce 8 hours of flame per day. Can be burned at both ends for 4 hours.

Runed Head of Obsidian Blindness: A black, lumpy, chain mail sack, cinched shut by a tie of silver hair and sealed with mud. Contains the head of an obsidian bladeguard. If left sealed, anyone carrying it will be unseen and unheard by obsidian bladeguards and **obsidian giants**.

Runed Salamander Jawbone: The jaw bone of a salamander carved with rough runes that glow with a soft, watery light. It has been fitted with leather straps, and if the bone is worn upon the face its wearer is protected from heat and flame.

Salamander Deceiver's Dice: A small leather pouch containing 10 eight sided dice carved from salamander bone. The bearer of this pouch can tell one lie to one salamander once a day and be completely believed.

Scrimshawed Ear Gauges: A small wooden box containing 2d8 spiral shaped ear plugs of white bone scrimshawed with stylized grinning lizards.

Silver Gloves of Obsidian Artillery: A pair of ogre sized gloves woven from silver hair. While wearing the gloves obsidian can be picked up and set down in air. Obsidian so positioned can float for 1 minute. Night Axe will have one warrior set up a row of floating obsidian spikes and another hit them towards their enemies.

Silver Hair Belt: An ogre sized belt made of tightly braided silver hair. Six obsidian meat hooks have been woven into the belt and a pair of salamander feet hang from one. If the severed feet of an enemy are impaled on a hook for a day and a night, they can walk to one requested location visited by their previous owner.

Silver Sack of Nuggets: A small sack of woven silver hair decorated with 12 jeweled rings. The pouch is closely guarded by bonebinders and brought out only to settle negotiations or Night Axe debts with (scummy) adventurers. The sack always contains 20 gold nuggets of various sizes, but once removed they will transform into chunks of feces in three days.

Silver Tongue Skull: A salamander skull etched with crude runes. A cord of braided silver hair runs through the eye and nose sockets. If the skull is pointed towards salamanders it will act as an interpreter between them and the user. While the translation occurs the silver hair flaps and grows. If the hair touches the ground the skull will belch thick black smoke and shatter.

Silversight Hood: An ogre sized hood of burlap, adorned with obsidian beads. A curtain of silver hair hides the face. In darkness the the wearer can see, as if by starlight. Anything greater than candlelight is blinding.

Silverzip Bola: A bola of three black zip bird skulls and cords of braided silver hair. Successfully entangled targets will be lifted, upside down, 10' into the air and held for 4 hours.



Singing Rope: A 1' leaf shaped piece of obsidian tied to the end of a 12' long cord of tightly braided silver hair. When spun horizontally, it emits an eerie multiphonic scream. Night Axe women play a game where one spins the rope, chants in a fast rhythm, and begins standing and squatting. Other women approach and attempt to match her chant and movements. The central ogress will then pass the spinning singing rope to another who must keep it spinning and start a new chant, while all the other women move away to begin again.

Slipshine Oil: d6 skins. Nonflammable. Non-corrosive. Extremely slippery. Smells like fish.

Stayfresh Bag: A 6' sack of whale leather with no seams and a drawstring closure. Keeps food fresh indefinitely. Contains 300 lbs of boar meat.

Strap of Faces: An 8' leather strap adorned with masterful bone carvings of 36 ogre faces. The eyes of each ogre are set with glowing red crystal. **Glavrok** himself carved the faces, but the strap has been missing for a year. Some say it could be used to commune with **Mog'ok**.

Training Axe: An 8' iron bar. Weighs 450 lbs but is supremely balanced. Anyone able to lift it will have visions of an ogre warrior (**Srok** before he lost his tongue) demonstrating two handed axe techniques. The vision will last 30 seconds unless each move is perfectly replicated at which point 30 more seconds will unlock. Only the best can make it through the bar's full hour.



Warhorn of Friendship: A warhorn decorated with runes and strips of whale leather. Can only be heard by trusted friends of the sounder.

Watertight Basket: A large water tight lidded basket of black baleen and silver hair woven in a zig zag pattern. If the basket is placed in fire, it will rapidly go out, but if fire is placed in the basket, it will explode out like a fountain.



Whalebone Lock: A crude looking lock made from whale bone with no keyhole. It is as strong as steel. Night Axe can open it with a touch.

Windglove: An ogre sized left handed glove made of broadback hide. Anyone who puts it on will find that it fits snugly as their hand is cushioned by air. The wearer can grab hold of the wind and jump to move along with it. It is not possible to guide the wind, but the user can jump higher or lower in the gust they are riding, and experienced users can jump between gusts.

Wooden Multi-Tool: A 2' long, 9" wide log of reddish wood with whorls of obsidian. If it is carved into a functional tool it will have all the properties of steel. Can be recarved each day.

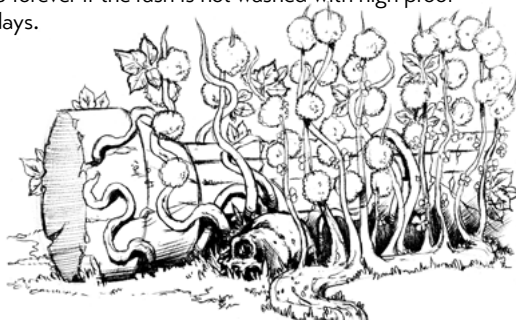
SHADOW LILY



A lily of pure shadow that can only be picked by accident. Consuming their pollen enables the user to see in the dark for 24-48 hours.

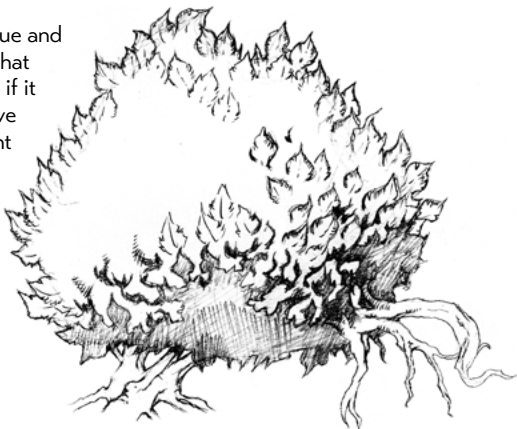
SLEEPING IVY

A vine with golden leaves covered in blue-violet puffball flowers. Touching the flowers causes a horrific, bubbly, rash that does not hurt, but triggers lethargy and makes it harder to wake up. Victims will fall asleep forever if the rash is not washed with high proof alcohol in 7 days.



SPIDERBUSH

A bush with blue and white flowers that begins walking if it does not receive enough sunlight for 24 hours. Clumsy and unintelligent. Lengthy storms can trigger the migration of thousands.



WAX TREE



This tree has fuzzy white leaves, and its branches contain waxy purple goo. The goo can be used like beeswax. It can also create a putty that can **permanently** reshape flesh, but has a 35% chance to melt flesh when used like this.

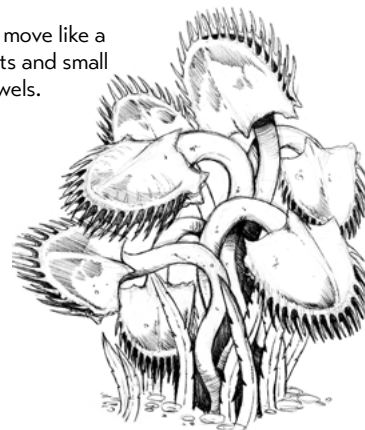
SIPOPA



Sipopa bushes look like a fuzzy orange poinsettias crossed with an opium poppy. This plant empowered and destroyed the Elves who once lived on the Swordfish Islands. For more details see (p. 145).

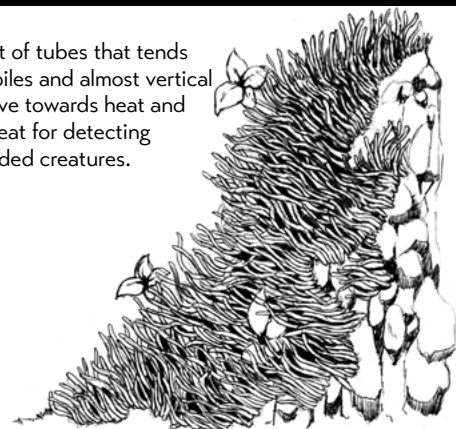
SNAPPING GRASS

Like a venus fly trap that can move like a snake. Lunges to eat birds, rats and small shiny objects like gold and jewels.

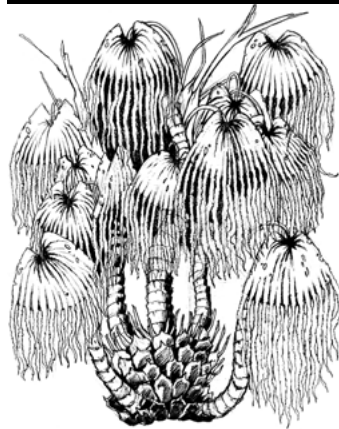


TICKLEWEED

A dark green carpet of tubes that tends to grow on rubble piles and almost vertical surfaces. Tubes move towards heat and away from cold. Great for detecting invisible warm blooded creatures.



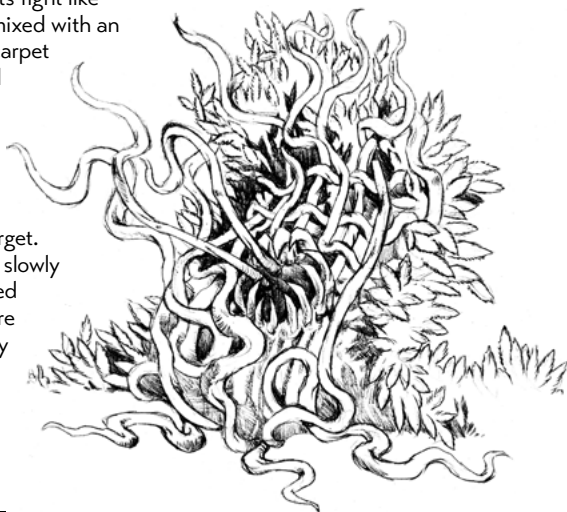
WITCHWEAVE PALM TREE



A palm tree whose leaves make phenomenal rope. Its fruit, if dried and burned in its leaves, creates a sweet smelling anesthetic smoke.

BLINDFIRE CARPET

Maw 3' to 10' in diameter. Carpet of woven vines 5' to 20' in diameter. Blindfire carpets fight like an avalanche mixed with an octopus. The carpet will rise up and simultaneously attempt to grab, constrict, smother and consume its target. The plants can slowly regrow damaged portions and are most effectively killed by targeting the maw.



BOLTFORAGER

2' to 3' tall with a 4' to 5' wingspan. Boltforagers are covered in dust and the eggs of parasitic worms. They divebomb, slash, and shake their feathers to infect prey, then fly away. The worms hatch in **d6** days and immediately begin boring into the bones of the victim. On death the corpse fills with foul smelling gas that attracts boltforagers to feed and pick up new worm eggs.



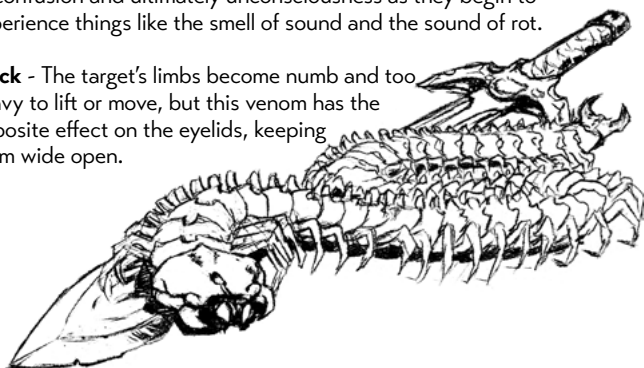
GIANT CENTIPEDE

Giant Centipedes come in three "flavors", red, yellow and black:

Red - Skin beings to itch and feel as if it is on fire. Pain increases in intensity eventually causing unconsciousness. Blisters appear on the target's flesh and have a small chance to release a contact poison variant when popped.

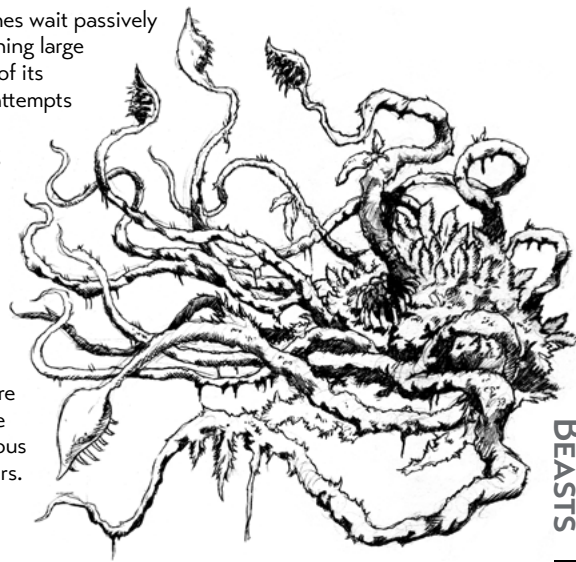
Yellow - The target begins to lose control of their senses, leading to confusion and ultimately unconsciousness as they begin to experience things like the smell of sound and the sound of rot.

Black - The target's limbs become numb and too heavy to lift or move, but this venom has the opposite effect on the eyelids, keeping them wide open.



BLINDFIRE VINE

Blindfire vines wait passively until something large moves one of its tendrils. It attempts to kill prey by crushing before consuming it. The vines (and carpets) produce spicy peppers, and the more they kill, the more delicious their peppers.



BROADBACK

Standing 20' to 30' tall at the shoulder, broadbacks are giant, gentle herbivores. They mate every three years, and during that time they bellow loudly as they trek through the jungles to find each other.



COPPERBACK

Copperbacks 3' to 6' long with scales made of actual copper. Most of their scales are swirling blue-green verdigris, giving them excellent camouflage in bushes, shadows and in and around water. The snakes only eat small animals, but if startled by larger creatures can strike faster than a whip cracks. Their venom is a powerful sleeping agent and can knock out a normal human in **d6x10** seconds.

