



THE DM TOOL CHEST

THE RISING TEMPEST

FIFTH EDITION ADVENTURE

A LAVA DRAGON AND HER BROOD THREATEN TO DESTROY A JUNGLE ISLAND



The Rising Tempest

The *Rising Tempest* is a Fifth Edition adventure intended for **three to six adventurers of 7th to 9th level** and is optimized for a party of **four adventurers with an average party level (APL) of 8**. Characters who complete this adventure will earn enough experience to reach 9th level. A lava dragon and her brood have made a volcano on a jungle island their new home. The volcano is about to erupt and it threatens the island inhabitants with extinction. This adventure is set in the Freelands campaign setting but can be adapted to fit any campaign that has a jungle island with an active volcano.

Background

The lava dragon Sogot, Lady of Fire, has brought her wyrmlings to the volcano on the island of Mahatol. She was driven from her home by a band of adventurers and sought a new refuge for her children to grow. Finding the volcano on Mahatol was mostly an accident; she was not expecting to find anything so far out into the ocean. She is now licking her wounds and recovering while her wyrmlings timidly explore the area.

Mahatol lies far beyond the shores of civilization, covered in a lush jungle teeming with life and untouched by the modern world. The volcano has become more active with each passing day since the arrival of Sogot and her children. The island's tribal inhabitants are unaware of the lava dragon's influence, but they

instinctively recognize the signs that an eruption is brewing. Confrontations with the other jungle tribes and creatures are becoming more frequent and violent as well.

About Mahatol Island

Over a thousand years have passed, and no one remembers the ancient halfling civilization of the Abedolar. What they lacked in stature, they more than made up for in their breadth of knowledge and power. They combined magic and technology to produce an advanced way of life for all. No one truly knows what happened to them but something terrible happened; their cities sunk into the oceans or were buried under rubble. The few buildings that survived are being reclaimed by the jungle.

Built atop one of those ruins is the Ashinka tribal village. The lizardfolk tribe knows very little about the Abedolar outside of carvings and some relics that they have found over the years. They have little knowledge of the world outside of their island home beyond the occasional shipwreck that washes ashore.

The descendants of the Abedolar do not resemble their ancestors in any way. Vicious and constantly warring among themselves, the A'Bola halflings have turned to barbaric cannibalism. The La'Tor are a tribe of halfling weretigers that hunt other humanoids for sport. The three tribes have been warring on the island for generations.



Adventure Hooks

Here are a few ways to get the adventurers hooked into this story:

The History Book. A shadowy halfling thief has sold the adventurers a book containing what he calls “the biggest secret of the Faceless Syndicate”, a well-known crime family. He snatched the book with some other baubles as he fled with the syndicate on his heels. It tells of an island, hidden from the world, filled with ancient secrets of a long-lost civilization.

Save the Crew. While traveling across the ocean, the adventurers’ ship is blown off course by a raging storm. When the

sky finally clears, they find themselves just off the shore of a small island covered in thick jungle and a smoking volcano. The captain of the ship explains they must find an anchorage to make repairs and find fresh water and supplies.

Beat the Competition. Lilian Hargrove, a wealthy human merchant of the White Lotus Trading Company, was given a tip about a mysterious island filled with ancient ruins and untouched treasure. She has a ship and crew willing to take the adventurers to search for artifacts and promises they will be well compensated for anything they bring back.



Mahatol Island

Shaped roughly like a teardrop, Mahatol island is almost sixty miles long and forty miles across at the widest point. The volcanic mountain, named Kominiko by the locals, thrusts through the center of the dense jungle that covers the island. With white sandy beaches and palm trees swaying in the wind, Mahatol Island would appear to be a tropical paradise at first glance. The roar of a giant predator and the crackle of crashing trees as it chases its prey in the distance will quickly dash those thoughts away. The jungle is a place where every inhabitant fights for their lives on a regular basis; it is a world in which the strongest and fastest survive and in which the loser often becomes the winner's dinner.

Traveling & Foraging

There are no roads and very few trails to speak of on the island. Overland travel can only be accomplished by bushwhacking through the jungle at no faster than a slow pace. This means that a typical party can only travel 18 miles per day and 2 miles per hour. They do not gain the ability to use Stealth due to the forced nature of the slow pace. The twisting waterways that weave throughout the island's interior are dangerous and impossible to navigate without a guide.

A foraging adventurer will need to make a successful DC 15 Wisdom (Survival) check and 1 hour to forage enough to provide sustenance for one day for 1d4 people. The heat and humidity of the jungle result in an adventurer needing twice the required water for a single day (see Food and Water rules in the core rule book) or risk suffering exhaustion.

The island is full of dangerous predators, dinosaurs, and even tribes of cannibals. For every 4 hours of travel through the jungle, there is a 25% chance for a random encounter. To determine a random encounter, roll 1d6 and consult the Appendix: Jungle Encounters table.

League of Explorers

The League of Explorers is a wealthy adventuring guild that is widely respected throughout the world. They left a team of explorers to research Mahatol Island who have been embedded with the Ashinka tribe for the past six months with another six more months left before they will be picked up. The exploration party consists of a team of three experts in their respective fields. Each was chosen specifically to assist with gathering as much relevant information as possible about the island, its

inhabitants, and the lost civilization that was once here.

The League team is focusing their efforts on learning what they can about the Ashinka tribe, as well as the immediate flora and fauna near the village. They have worked their way into a place of confidence with the tribe and are documenting their experiences with them. Any show of hostility, including the use of magical influence such as charm spells, towards the tribe will break any goodwill the League has with the adventurers.

The team consists of **Thistle Fizzbracket** (CG gnome **druid**), **Wenrin Riversong** (CN human **veteran**), and **Sun Chao** (LN elf **mage**). See the Appendix: Important NPCs for more information.



The Ashinka

One of a handful of lizardfolk tribes on the island, the Ashinka have lived on this island for generations, never knowing there was a greater world outside of the island. They are mostly hunters and gatherers who have a shared belief that they are all part of a living island. While they do not worship gods, their shamans are respected spiritual leaders that work hand in hand with their chief. They are more emotionally advanced than their modern counterparts on the mainland and are able to express a wider range of emotions than typically seen in lizardfolk.

Ranging in coloration from dark green to a mottled black and yellow, some with red or black fins adorning their heads, the lizardfolk dress in rough leather and hide tunics and loincloths. They have a penchant for wearing bright feathers and bone beads attached to leather armbands and headbands. It is common to see streaks of black and white paint on the hunters to distinguish themselves from the other tribe members.

The Rising Tempest

When the adventurers reach Mahatol, read aloud the following:

The sun sits high over a lush emerald jungle while cresting waves crash against the sandy shore. A few ribbons of smoke snake lazily from the top of the single mountain in the center of the island, hinting at the lava it must be sheltering inside. Abnormally large birds of prey circle in the distance.

A small village of stone huts sitting on a jutting cliff-face surrounded by a wooden palisade can be seen further down the shoreline. The heads of curious lizardfolk villagers peek out over the walls while flashes of sunlight glint off their spear tips.

The ship is anchored off the coast and the crew has finished loading the rowboat with the necessary supplies to set up a base camp on the island. It's time to see what awaits in the dark heart of the jungle.

The League of Explorers team comes to greet the characters as they disembark onto the island. The trio is friendly and will offer to introduce and facilitate any interactions with the Ashinka Chief, including getting them hooked into the available quests. The Ashinka tribe folk will not be as welcoming without the characters gaining the trust and assistance of the League team.

Ashinka Village

Survival - Strength - Honor

The lizardfolk tribe controls the southeastern tip of the island and built their village on an easily defensible cliff face overlooking the ocean. A short path leads from the beaches, where they keep woven reed boats for fishing, and up to the 20 foot high wooden palisade that surrounds the village completely. A 50 foot wide space has been cleared from the gates to the jungle to keep enemies from sneaking up on the villagers.

The village itself consists of stone huts topped with wood and fronds. With a successful DC 15 Wisdom (Perception) check, an adventurer can determine that the foundation stones the huts are built on are much older than the rest and that the village is built on ancient ruins.

Population: 60.

Leader: Chief Och-Kan (LN lizardfolk **gladiator** with Intelligence of 11 and Charisma of 10) is the largest and strongest of the Ashinka. With mottled dark green and black scales, he stands a head above the rest. A calm and stoic leader, he has led his tribe in prosperity for the past twenty years. His curiosity and intelligence are atypical for lizardfolk and he has learned to speak broken Common with help from Sun Chao.

Defenses: There are 20 lizardfolk hunters (**tribal warriors**) and eight lizardfolk warriors (**veterans**).

Trade & Commerce

The Ashinka have no use for coins and will only trade available services for appropriate goods and occasionally gemstones; they have a particular fondness for pearls and emeralds. They may also assign tasks for the adventurers to complete as an appropriate exchange. This could include participating in hunts in the jungle (see "Appendix: Jungle Encounters"), recovering pearls from the ocean floor, or similar activities. The skins, scales, and bones of jungle creatures are the most common commodities for the tribe.



Exploring the Village

The following prominent locations can be visited by the adventurers as long as they keep at least a neutral status with the villagers:

Chief's Hut

Chief Och-Kan lives in a simple large hut that is exceptionally spartan. Other than the skulls of past defeated enemies adorning his walls, there are few creature comforts to be seen in his hut. The Chief is eager to enlist the adventurers' help in a number of tasks that will help his village. He will offer to tell the adventurers where ruins filled with secrets are on the island in exchange for some help (see "Ashinka Quests").

He has been studying with Sun Chao and learning Common in exchange for telling the stories of his people and the island. She can be found at his side often, listening to one of his tales, and can translate for the adventurers if no one in the party speaks Draconic. The Chief does speak limited and broken Common if Sun is not available.

Shaman's Hut

Xoco (NG lizardfolk **priest**) is the elderly village shaman who lives in a stone hut decorated with strings of bones and bundles of drying herbs. She wears a cap made from the skull of a large panther and carries an engraved staff adorned with abnormally large feathers. Constantly chewing a jungle root that blackens her teeth and gives her visions, her knowledge of the jungle's plants gives her the ability to craft potions more powerful than her own magical abilities. Xoco will cast her known spells, brew *potions of greater healing*, and can create poultices that mimic the *raise dead* spell for compensation worth the cost of components.

If the adventurers have not yet completed Ashinka Quest: River Safety, Xoco will seek them out and pester them into going to the Chief and finding out what is taking so long. She will not be able to produce the poultice needed for the *reincarnate* spell unless the supplies are recovered.

The League of Explorers Camp

The League has made their camp just outside of the Ashinka village; the tribe trusting them to remain in the shadow of their protection but not within the walls themselves. It consists of heavy canvas sleeping tents and a large canopy over a carpeted area holding tables and chairs piled high with books, scrolls, and maps. The three explorers can typically be found here pouring over notes, recording information into their logbooks, or debating finer points of anthropology.

Adventurers who attempt to ask Sun or Thistle anything about the jungle or ruins are told a piece of information the explorers have learned about. Roll 1d6 and consult the Mahatol

Island information table, or choose one that the adventurers have not heard yet.

If the party has completed the Abedolar Earth Ruins, Thistle will ask if they're willing to assist him with a mission of his own (see "Ashinka Quests - Natural Habitat").

If the party visits the team after a bad first impression, Thistle will glare angrily while berating them for their brash behavior that may have ruined all their hard work. Wenrin will say nothing but will squint coldly and grip the haft of his warhammer, looking eager to make use of it. Sun Chao will take pity on them and tell them the best way to make amends (see "Ashinka Quests: Regicide").

Mahatol Island Information

1	"The Ashinka hunters have been afraid to go into the jungle lately. Apparently a beast they call Hoy Kanig is hunting THEM!" (see Quest: Regicide)
2	"It's been a few days since the latest supply run was due. Shaman Xoco is very upset with the chief. You should see how he grimaces when she finds him!" (see Quest: River Safety)
3	"There are many ancient ruins in the jungle, but they are also home to powerful beasts. I wonder how much treasure could be found in there!"
4	"Be careful of the A'Bola, the 'little killers'. They won't just kill you, they'll eat you."
5	"Beware the tigers of Mahatol... they are not always what they seem to be."
6	"Strange beasts have been seen flying around Kominiko, the volcano in the center of the island. I wonder what they could be?"

Hunter's Lodge

The lodge is a long stone barracks-like building in which the tribal hunters both live and train. Those who are not already out in hunting parties will be found here practicing their archery and other combat skills. They have simple melee and ranged weapons (except crossbows and including blowguns), adventuring gear worth 25gp or less, as well as daily rations of food and water they are willing to trade for. All the weapons and gear are constructed from materials found in the jungle and decorated in the Ashinka manner. If none of the adventurers speak Draconic, the trades will occur with enthusiastic pantomiming on the part of the lizardfolk

who will try to get twice the value of the items out of the adventurers, haggling with the heart of true merchants.

If any of the adventurers speak Draconic and ask the hunters anything about the island, roll 1d6, and consult the Mahatol Island Information table or pick one that the adventurers have not heard yet.

Ashinka Quests

The following quests will be available through Chief Och-Kan and Thistle once certain requirements are met as described below:

Quest: Regicide

The Ashinka hunters have been reluctant to go into the jungle recently. Normally fearless in the face of danger, they say that the Hoy Kanig or “High King” is on the hunt.

Adventurers who wish to track down the High King must make two successful DC 15 Wisdom (Survival) checks. Each failed check will result in a 50% chance of a random encounter as per the Jungle Encounters table and adds 2 hours of travel time (see “Appendix: Jungle Encounters”) into the jungle. There is the usual chance of random encounters on the journey back to the Ashinka village (see “Mahatol Island - Traveling & Foraging”).

Encounter: All Hail the King. The High King is a **tyrannosaurus rex** that has been displaced from its home near the volcano base once Sogot and her brood took up residence. It caught the scent of the adventurers tracking it and will attempt to ambush them.

Treasure: A King’s Ransom. The High King can be harvested and traded to the Ashinka tribe for a total value of 500 gp worth of goods and services. If traded to the tribe, they will commemorate the occasion by creating leather wrapped daggers out of the serrated teeth and present one to each adventurer as a gift.

Once Chief Och-Kan is told of the death of the High King, he will be ecstatic. As a reward for assisting the village, he will forgive any past transgressions made, if applicable, and will give directions that will lead to the Earth Ruins (see “Mahatol Locations: Earth Ruins.”)

Quest: River Safety

The Ashinka regularly trade with another tribe that lives further inland. The goods are transported down the Watibushu River, the main waterway that runs through the heart of the island. The tribe was expecting two shipments of goods to arrive a few days ago, including some medicinal supplies that Xoco the shaman was expecting. Chief Och-Kan will ask the adventurers to accompany his best hunter to travel the river to and find the missing shipment and his tribe folk.

The Watibushu River is a half hour hike through the Jungle from Ashinka village and the party will need to carry carved boats with them. The boats carry up to three passengers each. The Ashinka hunter Kichwasamin (NG lizardfolk **veteran**) will be their guide. She proudly shows off her many scars across her dark mustard yellow scales but she is not overly impressed with the adventurers and her attitude will reflect this when she mockingly calling them “soft skins”. If no one in the party speaks Draconic, she will pantomime to get her points across.

White Water Rafting

Traveling the Watibusu River is a dangerous venture and it will test the adventurers’ capabilities. Based on the amount of recent rain, the river’s rapids change daily. There are four specific sections along the 10-mile course that need to be watched out for. For each section, roll 1d4 and consult the Watibusu River table. Adventurers with proficiency in water vehicles gain advantage on all saving throws. Adventurers who fall overboard will take 7 (2d6) bludgeoning damage from the river rocks and must make a DC 12 Strength check to get back into their boat. Those who succeeded their saving throws can assist those who failed, giving them advantage on their check to get back into the boat.

Watibusu River

1	Sticks & Stones. A war party of eight Halfling cannibals (tribal warriors), naked and painted in white, scream and howl from the river banks and attack at range. There is time for two rounds of ranged combat before the river carries the party past the section.
2	Heavy Rapids. The adventurers must succeed a DC 18 Dexterity saving throw or fall overboard
3	Light Rapids. The adventurers must succeed a DC 12 Dexterity saving throw or fall overboard
4	Smooth Sailing. This section of the river is clear and safe.



At some point, Kichwasamin will shout and point to the riverbank where a pile of woven baskets sits with some tipped over and spilling their contents. There is no sign of the Ashinka who were carrying the goods except for splashes of blood on the baskets.

Encounter: Cry Me a River. There are two **giant crocodiles** hiding in the nearby reeds that will attempt to ambush the adventurers while they inspect the baskets.

Treasure: Crocodile Skins. The crocodiles can be harvested and traded to the Ashinka tribe for a total value of 100 gp worth of goods and services. If traded to the tribe, they will commemorate the occasion by creating leather wrapped necklaces out of the crocodile teeth and present one to each adventurer as a gift.

Return to Ashinka Village

The 10-mile trip back to the Ashinka village will be subject to random encounters (see “Mahatol Island - Traveling & Foraging”). The adventurers will earn Kichwasamin’s respect for defeating the crocodiles, Chief Och-Kan will gift the adventurers with a *stone of good luck (luckstone)*, and Xoco will gift them with a *potion of fire giant strength* for getting the medicinal supplies to her.

Quest: Natural Habitat

This Quest will become available after the adventurers complete the Abedolar Earth Ruins.

Thistle has been talking to the local hunters and is astounded at the stories of the prehistoric creatures that are roaming in the jungle. In particular, he is excited to hear that a herd of Ceratops Horridus regularly visits a water hole near the Ashinka village. He wants to hire the adventurers to escort him to the watering hole so he can observe the creatures in their natural habitat. In exchange, he will offer up some information that he’s discovered regarding some ruins the Ashinka says are haunted.

Traveling to the Water Hole

The bushwhack through the jungle will take 4 hours of travel time and is subject to random encounters (see “Mahatol Island - Travel & Foraging”). The water hole itself is a lush clearing in the otherwise dense jungle. A freshwater stream cascades down a large rock outcropping into a crystal clear pool with a rocky bottom. An adventurer who searches the bottom of the pool with a successful DC 12 Intelligence (Investigation) check will find 20 ancient gold coins scattered among the rocks. Each coin is worth 10 gp to a collector.

Once the party arrives, Thistle will busy himself with setting up a vantage point in the trees where he can comfortably observe

the comings and goings at the watering hole in safety. He will tell the adventurers to make themselves scarce and he suggests they check out a small ruined tower that he can see from his perch that lies about 150 feet away.

Abedolar Tower

The ruins consist of a square tower of stones that is mostly held up by the creeping vines and trees that have grown through them. With a successful DC 12 Wisdom (Perception) check the adventurers will notice that the stones of the tower are cut in exactly the same manner as the foundation stones in the Ashinka village.

There is nothing else of interest or of value in this ruin. While the adventurers are looking around the area, they will hear Thistle’s scream of fear pierce the air which is quickly followed by a croaking roar. Rushing back to the watering hole, they will find Thistle clinging to the trunk of the tree he was perched in for dear life while a pair of massive beasts are ramming it to knock him down. Long red gashes are raked across their flanks and their eyes are wide with madness.

Encounter: A Pair of Tri-horns. There are two **triceratops** that have been driven mad with grief due to the death of their youngling who was killed by predators nearby. They can be calmed with a successful DC 18 Wisdom (Animal Handling), and will collapse to their knees in mournful braying, no longer a danger to the party.

Treasure: Herbivore Meat. The triceratops can be harvested and traded to the Ashinka tribe for a total value of 200 gp worth of goods and services. If traded to the tribe, they will commemorate the occasion by creating leather weapons belts, holsters, and scabbards and present one to each adventurer as a gift.

Return to Ashinka Village

The four-hour trip back to the Ashinka village will be subject to random encounters (see “Mahatol Island - Traveling & Foraging”). The entire trip home, Thistle will be a bit shell-shocked by the encounter but once back at the camp, he will suddenly burst with excitement about being so close to them that he could almost touch them. He will bustle about and try to get everything written in his logbook. He will absentmindedly keep his end of the bargain and tell the adventurers where they can find the Mahatol Location: Water Ruins.





Location: Earth Ruins

Once an Abedolar research facility, these ruins lie in the western shadow of the volcano, Kominiko. Once a sprawling complex, the majority of the facility has collapsed under the weight of the jungle with only a few large chambers and halls still intact. It is an eight-hour bushwhack through the jungle from the Ashinka village that is subject to random encounters (see "Mahatol Island - Travel & Foraging").

The entrance to the ruins is a cluster of stones hidden by a large mound of earth covered in tangles of vines and moss covered tree roots. With a successful DC 12 Wisdom (Perception) check, the adventurers will notice that the stones of the entrance are cut in exactly the same manner as the foundational stones in the Ashinka village. A set of broken steps lead down into the ruins.



General Features

The following general features are prominent in the earth ruins unless otherwise noted:

Ceilings. The ceilings are 10 feet throughout and are stone with roots bursting through.

Floors and Walls. Moss and fungi carpet the stone floors and walls. The walls were once smooth plaster and are now cracked and bursting with jungle growth.

Doors. The remaining doors in the facility are made of six inches of solid steel and can only be opened through the use of the Abedolar Security Gems. They each have six cylinder bolt locks that cannot be picked, an AC of 25, 50 hit points, and are immune to poison and psychic damage.

Lights. There are no natural sources of light in the complex except where noted.

Pungent Aroma. The ruins are filled with an earthy smell and mildly of rot from the swampy water that has pooled in several rooms.

Keyed Locations

The following locations are keyed to the map of the Earth Ruins:

1 - Entrance Hall

The ruined steps of the entrance lead to a crumbling corridor held together more by the roots of the trees above than by the stone walls. The stench of fetid water from the flooded room to the east fills the air.

Trap. A leftover remnant of the ancient occupant's security system, there is a *glyph of warding* (save DC 18) set to Spell Glyph with a *color spray* spell cast at 3rd level at the bottom of the steps. It triggers when a creature steps on the glyph.

2 - Crumbling Office

Empty and broken shelves line the walls of a small partially flooded room. A carved slab of stone sits crookedly on the floor, propped up by another smaller stone. A successful DC 15 Intelligence (Arcana) check will determine the runes on the stone to be part of a locking spell and there is an indentation for a key to be inserted. This key is the security gem found in the gullet of the roper in Area 3. Once inserted into the slot, the runes on the table spark to life with a bright orange glow that traces outward from the gem, down the slab of stone and along the walls to area 4.

Secret Door. The door to area 3 is so overgrown with roots and moss that it is well hidden from view. It can be discovered with a successful DC 15 Intelligence (Investigation) check or a DC 18 Wisdom (Perception) check.

3 - Flooded Room

This room is completely flooded with a foot of swampy water and the hidden roots and broken stone cause the entire area to be difficult terrain. Thick tendrils of earthy roots hang from the ceiling, dipping into the water below.

Encounter: Rope'a'dope. There are two **ropers** mingling with the ceiling tendrils that will attempt an ambush.

Treasure: Abedolar Gems. In the gullet of a roper is an orange crystal gem with runes etched onto it that will activate the security desk in area 2.

4 - Security Checkpoint

This small room is dominated by a pair of large, locked steel doors (see "Earth Ruins - General Features") and a pile of dingy metal breastplates in one corner. Once the security desk in area 2 is activated, lines of glowing orange energy spark along the walls and into the door, activating runes that will unlock the

bolts holding it shut and deactivating the *glyph of warding* trap.

Trap: Security Door. The door is trapped with a *glyph of warding* (save DC 18) set with to Spell Glyph with a *lightning bolt* spell cast at 3rd level. Touching the door will activate it.

Treasure: Ancient Armor. The twenty ancient Abedolar breastplates weigh 200 pounds and are worth a total of 500 gp to a collector.

5 - Presentation Hall

A large stone balcony overlooks this massive hall. The roof has been burst into by the trees above long ago, collapsing it completely and filling the empty space with thick vines dangling from the trees above.

Encounter: Monkey Business. A **giant ape** and five **apes** live in this hall. The giant ape will roar his challenge from the balcony and all the apes will use the vines to swing into combat. If the giant ape is killed, any remaining apes will run away in fear.

Treasure: Ancient Coins. A small iron chest can be found buried in the junk on top of the balcony with a successful DC 12 Intelligence (Investigation) check. Inside are 100 loose square shaped gold coins. These coins are worth 10 gp each to a collector.

6 - Crystal Growth Hall

Ten pedestals holding large shards of blue crystal flank the sides of the room, covered in vines and jungle growth. A rune carved stone panel in the shape of a book sits on a podium at the far end of the room. Behind the podium is a large statue of a halfling in ancient armor, face hidden by a helmet, and standing with arms crossed.

Stone Books. The stone books are covered in runes and placing the Security Gem found in area 9 in a slot will open the door to area 7.

Encounter: Guardian. If anyone touches either a crystal shard or the stone book, the guardian **stone golem** will spark to life with a flash of orange light in its eyes and attack the party.

Treasure: Mind Minerals. Each large shard of mineral is worth 200 gp to an alchemist who can use its powder to enhance a *potion of clairvoyance* to include both sight and hearing at the same time.

7 - Stasis Room

The door to this room is a locked steel door (see "Earth Ruins - General Features") that can only be opened by using a security gem from area 9. This room is completely empty except for three coffin shaped receptacles made out of a dull metal that line one wall. Engravings similar to the ones etched onto the stone books and security tables cover each of the receptacles. Two of them

have been cracked open and are empty. The third is cracked and requires a DC 20 Strength check to open.

Treasure: Ancient Armor. Inside the cracked receptacle are the mummified remains of an Abedolar halfling. It is wearing an engraved golden plate armor that is a set of *armor of fire resistance*. The mummified remains are worth 1,000 gp to a collector.

8 - Crystal Research Hall

This chamber is partially flooded with fetid swamp water. Rows of pedestals flank either side of the room, holding large shards of crystals of various colors. Vines dangle from the broken ceiling and wrap around the columns, with some collapsed on the floor, spilling their crystals. A rune carved stone panel in the shape of a book sits on a podium at the far end of the room protected by a cubed *wall of force*. There is a bright red crystal visible on the podium beneath a row of stones colored orange, blue, green, purple, and yellow.

Puzzle: Pedestal Power. The pedestals must be lifted into their original positions with the crystals forming the same pattern as the row of colored stones on the podium. Once this happens, the crystals pulse with the glow of magic and the *wall of force* disappears. Pressing the red crystal on the podium will open the door to area 9.

Treasure: Security Gem. There is an orange engraved Security Gem in the water that can be found with a DC 12 Intelligence (Investigation) check that can be used in the podium in area 6 to open the door to area 7.

9 - Containment Room

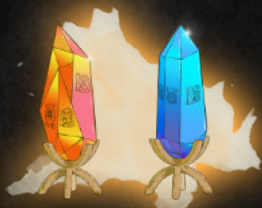
Four pillars holding shards of red mineral stand in the center of the room. A line of power extends from each crystal, powering a temporal stasis field that encapsulates the area between them. In the center of the room is a **bulette** frozen in mid snarl, leaping at an **earth elemental**, both frozen in time.

Encounter: Rock & Roll. Once an adventurer enters the room, a beam of green light will shoot from an aperture from the opposite wall. The beam scans the character for a split second before a loud popping and fizzing noise starts to come from the crystal pillars, which power down and shatter one by one. This ends the temporal stasis and frees the trapped creatures who continue to fight, breaking off from fighting each other and making the adventurers their new targets.

Treasure: Time Minerals. The four shards of red crystal are worth 200 gp each to an alchemist who can use all four to create a potion that will give the imbiber the effects of a *time stop* spell.

Leaving the Earth Ruins

Soon after leaving the ruins, Mahatol island will suffer a minor earthquake. This is a result of the lava dragons digging around in Kominiko. Chief Och-Kan and League explorers will express some concern for the state of the volcano and that they must wait and see what happens.





Location: Water Ruins

Once a plant nursery and growth facility, these Abedolar ruins sunk into the island and eventually gave birth to the jungle that now covers the island. It is an eight-hour bushwhack through the jungle from the Ashinka village that is subject to random encounters (see "Mahatol Island - Travel & Foraging").

The entrance is at the bottom of a 60-foot-deep sinkhole that sits in the jungle to the northeast of Kominiko. Water from the nearby river steams down into a circular waterfall, feeding the ruins below with fresh water. The adventurers will need to climb down to reach the stairwell leading down into the complex.



General Features

The following general features are prominent in the water ruins unless otherwise noted:

Ceilings. The ceilings are 10 feet throughout and are stone with roots bursting through.

Floors and Walls. A thick layer of soft moss and growth cover the floor, giving advantage to any stealth checks made while walking on it.

Doors. The doors in the facility are made of stone inset on steel hinges in the stone door frames. They each have an AC of 20, 20 hit points, and are immune to psychic and poison damage. Stuck doors can be opened with a successful DC 20 Strength check.

Lights. There are no natural sources of light in the complex. The descriptions provided assume the characters are producing their own light.

Keyed Locations

The following locations are keyed to the map of the Water Ruins:

1 - Entrance Hall

A large balcony overlooks the entry room to the complex, creating a waterfall to the room below. The entire room is flooded with a foot of river water that hides a floor covered in roots and broken stone, creating difficult terrain.

Encounter: Tiger Tribe. There are two La'tor tribal warriors (**weretigers**) that are attempting to open the door to area 1b with an iron bar. They do not respond to attempts to parley and will show only hostility. If one is killed, the other will attempt to escape.

1a - Well Room

The water from the river is flowing down into a well, which leads to an underground stream and eventually into the ocean. Opening the door to this room causes a rush of water to be sucked in from area 1 and the adventurer who opened the door must make a DC 15 Dexterity (Athletics) or be knocked prone and be pushed into the 20 foot deep open well.

1b - Security Room

The door to this room is stuck and using the iron bar the La'tor warriors in area 1 were using will give advantage to opening it (see "Water Ruins - General Features"). The entire room is flooded and filled with plant life along the walls.

2 - Nursery

The entirety of this room more resembles the jungle above than a complex. Plants of all colors and sizes grow from a thick carpet of undergrowth, and the stone walls have disappeared behind thick roots of massive trees that must tower above.

Encounter: Gardeners. A **shambling mound** lurks in the central room of this area and a **water elemental** is in area 2a, an original protector from the ancient Abedolar. If the door to 2a is opened or the adventurers are not being stealthy, the shambling mound will attack while the water elemental will slip beneath the door and protect the plants.

Treasure: Healing Plants. A successful DC 15 Intelligence (Nature) check will reveal three brightly colored plants that will restore 14 (4d4 + 4) hit points to whoever eats one. A character can only eat one plant within a 24 hour period of time; eating one beforehand will waste the plant and produce no effects.

2a - Watering Hole

The door to area 1 is blocked by fallen stones covered in roots, blocking the doorway completely and the door to area 2 is stuck. A **water elemental** that was once tasked with watering the ancient nursery is here still, tending to the plants as ordered. It will be hostile to the party and will slip through the door into area 1 if the party is not being stealthy.

2b - Storage Rooms

There is nothing of value in the northern storage room. The doorway to the southern storage room is collapsed and hidden. An adventurer who is actively searching who succeeds a DC 12 Intelligence (Investigation) check will discover the doorway and it can be dug out with a successful DC 15 Strength check. An adventurer searching this room with a successful DC 12 Intelligence (Investigation) check will find a pair of carved statues buried under rubble that are worth 100 gp each to a collector.

3 - Laboratory

This chamber's thirty foot tall ceiling has collapsed in many places, pushed aside by growing tree trunks. The space is filled with colorful plant life that is giving off an intoxicating scent. A stairwell leading upward in the western wall is blocked with thick roots leading to the trees above.

Hazard: Sleeping Spores. Any creature who spends more than one round in this room must make a successful DC 15 Constitution saving throw or fall asleep due to the spores that fill the room. Each creature affected by this will fall asleep for one hour, until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Once awake, a creature cannot be affected by the spores for another 24 hours.

4 - Greenhouse

A massive metal gridded dome soars 50 feet above this room. Once holding large panes of glass for the greenhouse, the spaces are now full of the branches of the huge trees dominating the room. An orange glowing opaque *wall of force* is blocking the entrance to area 5.

Encounter: Jungle Guardian. The ancient protector of the Abedolar garden is a **treant** (it speaks the ancient Abedalorian language) who sees all humanoids as hostile and will attack on sight, using its ability to turn one other tree into an **awakened tree** to aid him. A successful DC 25 Charisma check will pierce through the treant's hate and rage, wherein it will calm down, speaking to the adventurer before going back to rest. It will tell a brief story of the Abedolar who worked in giving life to him and others so long ago, working to turn a desert into a lush forest. He watches over their work still for as long as he can.



4a - Office

The doorway to this room is hidden behind thick vines and roots and can be discovered with a DC 15 Intelligence (Investigation) or Wisdom (Perception) check. The room itself is overgrown and contains a single podium with a stone book holding a security gem held in a slot. Once touched, it will glow with an orange light that flashes along the walls until it reaches the *wall of force* blocking the way to area 5, turning it off.

5 - Stasis Chamber

An orange glowing opaque *wall of force* blocks the doorway between area 4 and 5. Once deactivated, the same security magic activates the guardian of this room. The chamber is empty except for a capsule marked with glowing runes and a large clay statue.

Encounter: The Last Guardian. A **clay golem** built to resemble an Abedolar warrior stands in the center of this room until activated. It will hunt and seek out any life form in the nearby area.

The Last Abedolar. There is a coffin shaped receptacle made out of a dull metal sitting against one wall. Engravings similar to the ones etched onto the stone books and security tables cover the surface. The engravings burst with light once touched and the receptacle lid will slide open to reveal **Pacha Canchasto** (see Appendix: Pacha Canchasto), an Abedolar halfling laying in a stasis field.

Pacha is not afraid of the adventurers and begins to demand to know who they are and where is the guardian in the Abedolarian tongue. He'll irritably cast a *tongues* spell when they do not respond instantly. Pacha's haughty demeanor will crumble when he learns of how much time has passed and that his civilization has fallen. He will ask to accompany the adventurers to their camp and to learn more about what has become of the world.

Leaving the Water Ruins

Another earthquake will rock the island and the volcano bursts with black ash and smoke. The jungle comes alive with creatures fearful for their lives. Back at the Ashinka village, the League is frantically packing up their gear and Chief Och-Kan is attempting to calm his villagers down. Even the sight of a living Abedolar only causes some minor excitement, and then only because the only halflings the villagers know of are the A'Bola cannibals.

After much debate, Pacha will eventually suggest they see if the facility his people built into the volcano is still intact. The Abedolar used magic in the past to temper and control the heart of the volcano, and they may be able to use them again to stop Kominiko from erupting.



Location: Volcano Ruins

The Abedolar once used this facility to control and manipulate the pressure and heat of the volcano. They once used it to heat and power their homes. The facility is now heavily damaged and the recent earthquakes threaten to bury it completely. It is a 6 hour bushwhack from the village to the entrance, but the creatures of the jungle are too preoccupied with their own safety to bother the adventurers on their trek. The adventurers should be level 9 by this point.

The entrance to the ruins lie in a cave at the foot of the mountains leading up to Kominiko. Pacha will lead the party through the caves and up a winding tunnel leading to the complex control wing. Waves of heat from the rising temperatures of the volcano will buffet the party as they make their way to the entrance. Once there, Pacha will tell the adventurers that they need to make it to the pressure control system and he will get it working. He will warn them that he is

not a fighter and will be holding back from any combat.

General Features

The following general features are prominent in the volcano ruins unless otherwise noted:

Ceilings. The ceilings are 10 feet throughout.

Floors and Walls. The floors and walls of the complex are smooth and carved directly into the volcano itself. Lines of lava are guided through the walls by tubes built from *walls of force* embedded into them. A creature touching a wall will take 7 (2d6) fire damage.

Doors. The remaining doors in the facility are made of six inches of solid steel and can only be opened through the use of the Abedolar Security Gems. They each have 6 cylinder bolt locks that cannot be picked, an AC of 25, 50 hit points, and are immune to psychic and poison damage.

Lights. The complex is brightly lit by the lines of lava flowing through the walls.

Extreme Heat. The complex is under the effects of extreme heat (see the core rule book for game masters).

Alarm. The ancient alarm systems have been tripped by the lava dragon wyrmlings and a faint klaxon can be heard throughout the complex.

Keyed Locations

The following locations are keyed to the map of the Water Ruins:

1 - Entrance

The entrance to the complex is a bare room with Abedolar Security Doors (see "Volcano Ruins - General Features") on opposing sides. The doors to the west are covered by a *wall of force*. Pacha will be able to use his personal security gem to open the door to the east but will warn the adventurers that the facility's security system is active and to expect resistance.

2 - Lava Control Room

The walls of this room are a mesh of criss-crossing lava lines. Stone control panels line the walls with flashing gemstones. Some lava lines in the walls are hissing and appear ready to burst.

Encounter: Pressure Point. A **fire elemental** has been working to control the lava in the lines and ease the pressure on them. It will switch into attack mode at the intruders. A **shield guardian** is here as well, with a *banishment* spell stored.

Once the guardians are defeated the pressure something in the walls breaks and the walls will show signs of starting to melt. Pacha will frantically work the control panels, swearing in Abedolarian all the while, and manages to get the security door to area 2a open.

2a - Melting Room

Lava is leaking from one of the lines in the center of one wall of this room. It's starting to fill up the room and there is already a 20 foot wide puddle between the door and the space in front of a stone control panel on the far wall. The lava can be jumped with a successful DC 15 Dexterity (Acrobatics) check with a failure resulting in taking 11 (2d10) fire damage. A running start will reduce the DC to 12. A second jump will need to be made to get back across without room to run. The security gem on the control panel will open the secret door to area 2b when pressed.

2b - Security Room

The door to this room can be discovered with a DC 20 Intelligence (Investigation) but can only be opened via the control panel in area 2a. The room is sweltering hot and the lava lines in the walls appear close to bursting. A single stone control panel sits on the far wall with a security gem that once pressed will turn off the *wall of force* and unlock the door in area 1.

3 - Compression Chamber

Steaming lava is dripping down the walls of this room from holes blown into the walls by the wyrmlings trapped here. The klaxon is loudest in this room, mingling with the cries of the wyrmlings.

Encounter: Sogot's Brood. Lady Sogot's two **lava dragon wyrmlings** (see Appendix: New Monsters) got trapped here while exploring the volcano. Their actions initiated the complex's security and locked them in this room. They gleefully attack the adventurers in their desire to escape the room.



3a - Security Control Room

The door to this room collapsed from the damage done by the wyrmlings in area 3. The collapsed blocks can be moved aside with a successful DC 15 Strength check. The control panel on the far side of the wall will open the security door to area 4.

4 - Pressure Control Room

Stone panels filled with glowing gems line the walls of this room with a set of stone steps leading down into a tunnel at the far end. A ring of multi colored gems is embedded in the floor in a circle in the center of the room.

Pacha will step into this ring, igniting a colored beam of light from each gem, encircling him in a rainbow of magical energy. With eyes closed, he will tell the party that there's something moving in the heart of the volcano, something big. He will continue to work the controls of the system here but they must head towards the platform in the volcano's crater to see if they can stop whatever is in there.

Heart of the Volcano

The stairs lead down into a tunnel that winds its way up through the rest of the volcano. The volcano will rumble and the sounds of roaring can be heard at the end. It eventually opens up onto a 60 foot wide half circle cliff overlooking the mouth of the volcano. The heat from the lava below makes the air shimmer and cloying black smoke bellows upwards from the molten rock below.

Encounter: Lady of Fire. Lady Sogot, an **adult lava dragon** (see "Appendix: New Monsters") is angrily looking for her children. Her frustrations have caused the earthquakes and the buildup of the pressure in Kominiko. Rising from below, lava dripping from her molten scales, she will confront the party and demand to know where her children are. She will engage in back and forth only so long before getting impatient and attacking. She will fight to the death, not willing to leave her children behind.

Aftermath & Conclusion

Kominiko will begin to settle down with the death of Lady Sogot. Pacha will use the remaining magic left in the control facility to ease the pressure and get the volcano to settle back down. The system was also able to determine a cave that the adventurers can explore where they will discover Lady Sogot's hoard (Treasure Hoard: Challenge 11-16 in the core rulebook) stashed away.

Once the threat of Lady Sogot and her brood has been eliminated, Mahatol Island settles back down to its more typical routines. The dangers of the jungle are still there, however, and the secrets of the Abedolar ruins wait to be uncovered. The La'Tor weretiger tribe still stalk the jungle while the A'Bola cannibals attack the Ashinka lizardfolk.

Chief Och-Kan welcomes the adventurers to stay longer and explore the island further in exchange for helping his tribe. The League of Explorers will also express interest in hiring them for

future endeavors. Pacha, the last Abedalar, will decide that he wishes to stay with the League and explore the rest of the world with them, learning what he can of this new era.

Lady Sogot might be defeated, but Mahatol Island still holds many mysteries and opportunities for future adventures. **Ω**

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A Special Thank You to my patrons, you all rock!

Appendix: Jungle Encounters

1	The party is ambushed by a group of A'Bola cannibal tribesmen consisting of two scouts and four spies
2	The party runs into a pair of La'Tor hunters (weretigers)
3	The party stumbles into a nest of five giant spiders
4	A ravine is home to two giant constrictor snakes and a giant poisonous snake
5	Two elephants stampede through the jungle right into the party
6	Four saber-toothed tigers ambush the party

Appendix: New Monsters

Adult Lava Dragon & Wyrmling

A rare subspecies, lava dragons are lazy and reclusive creatures that seldom leave their volcanic homes. Unlike their red-scaled kin with whom they compete for living space, they have little desire for amassing wealth. Like all dragons, they crave power, often using lesser creatures to do their bidding.

A Heart of Magma. The body of a lava dragon burns with heat so hot that it can ignite anything that gets too close. The trail of a lava dragon is quite distinct; just follow the molten slag it leaves behind.

Child of Fire. Lava Dragon Wyrmlings are never seen outside their homes and are fiercely protected by their parents. Quite often the loss of a child will send the parents into a rage, erupting their homes in their fury.

LAVA DRAGON WYRMLING

Medium dragon, chaotic evil

Armor Class 14 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	12 (+1)	10 (+0)	14 (+2)

Saving Throws Dex +4, Con +6, Wis +3, Cha +5

Skills Intimidation +5, Perception +6

Damage Immunities fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16

Languages Draconic

Challenge 6 (2,300 XP)

Heated Body. A creature that touches the wyrmling or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5-6). The wyrmling exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

ADULT LAVA DRAGON

Huge dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +5, Con +10, Wis +6, Cha +8

Skills History +7, Perception +11, Persuasion +8, Stealth +5

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 13 (10,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Heated Body. A creature that touches the dragon or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach, 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 14 (4d6) fire damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Lava Breath (Recharge 5-6). The dragon exhales lava in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one. The lava sticks to the ground it hits, causing 10 (3d6) fire damage to any creature moving through it, before cooling and hardening at the start of the dragon's next turn. If the lava hits water, it instantly cools and hardens, creating hardened rock.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

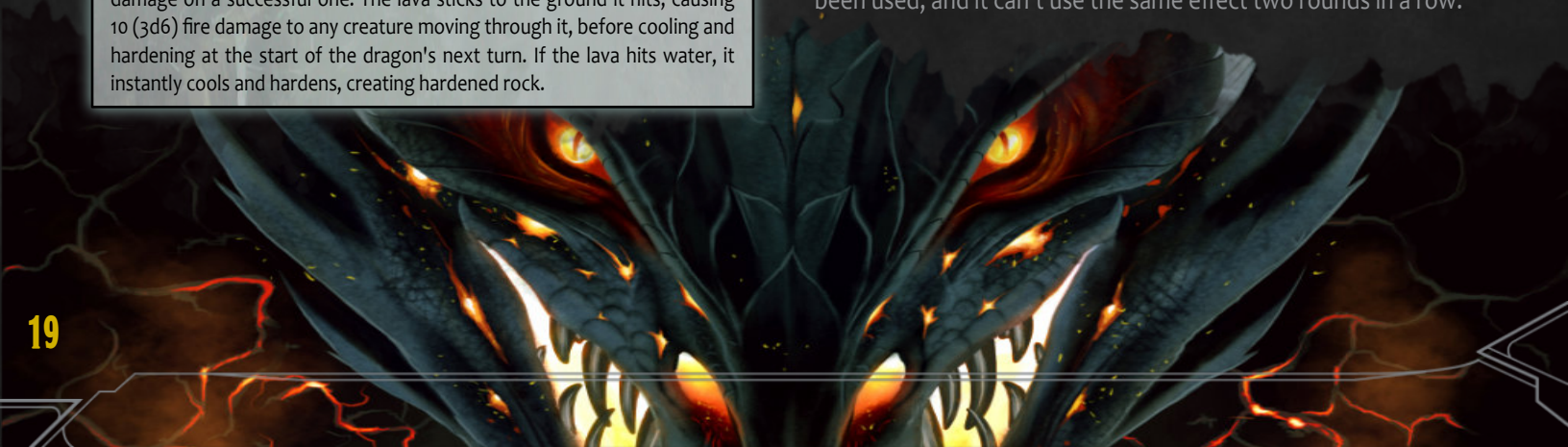
- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 ft. of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Lair Actions

When fighting inside its lair, the Adult Lava Dragon can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the Adult Lava Dragon can take one lair action to cause one of the following effects

- The Adult Lava Dragon dips into the pool of lava and splashes a stream of it at a 10 square foot area that reaches 10 feet high. Each creature in the splash zone must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.
- A tremor shakes the lair in a 60-foot radius around the Adult Lava Dragon. Each creature other than the dragon on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- Volcanic gases form a cloud in a 20-foot-radius sphere centered on a point the Adult Lava Dragon can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.

The Adult Lava Dragon can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.



Appendix: Important NPCs

The League of Explorers

Thistle Fizzbracket (CG gnome **druid**) is gruff but kind-hearted, his sun-touched ruddy complexion reaching to the balding pate that he desperately attempts to hide beneath a battered pith helmet. A renowned botanist and zoologist, he is eager to sketch the plant and animal life of the island. He tries to be helpful but is often distracted by his own work. If given a sample of flora, Thistle will be able to identify it and its potential properties quickly and efficiently.

Ideal. "I am one with nature."

Bond. "The more we know about the plants and animals, the better we can live in harmony."

Flaw. "While I love all of Amber's creatures on earth, spiders I will love from afar."

Wenrin Riversong (CN human **veteran**) is usually the muscle for the team. A hardened veteran of the Great War, the jagged scar that lines his face from jaw to brow stands testament to his time in service. With close-cropped dark hair and stern blue eyes, the warrior's calloused hands tend to stray towards his warhammer quicker than his companions sometimes like. His conversations tend to be monosyllabic if he responds with more than a tight-lipped glare at all. Wenrin warms up only when alone with Thistle and Sun, who know him well enough to look past the cold shoulder he presents to others.

Ideal. "I will protect only those close to me, even if it means burning everything to the ground."

Bond. "My family was killed by soldiers during the war and I will have my vengeance."

Flaw. "Angry? You haven't seen me angry!"

Sun Chao (LN elf **mage**) is the leader of the trio, a bright and bubbly anthropologist from the elven Z'hing Tao kingdom. While her stylish robes and accouterment seem out of place for a member of an exploration team, she is fascinated with primitive and ancient cultures and eager to learn their secrets. Sun's mastery of languages and symbols has helped the team get out of many sticky situations. Her demeanor is as cheerful as Wenrin's is dour, and she enjoys poking fun at his gruff exterior.

Ideal. "We've lost more knowledge than we gain, it must be preserved!"

Bond. "I must find a way to protect my people from the Empire that seeks to destroy us."

Flaw. "I'll be there soon, I just need to find the right shade of blue to go with this robe!"

The Last Abedolar

Pacha Canchasto (CN halfling **mage**) was the head gardener in the Gardens of Mercy, an Abedolar nursery that was in charge of researching new strains of plant life. Highly intelligent and adaptable, he is still shaken to his core to learn much time has passed when he is released from his stasis cocoon. He is eager to learn more about the new world and amazed at every revelation shown to him. He is a wealth of knowledge about the Abedolar people and knows the following facts he can share:

- He does not know what caused the cataclysm; he was working and the disaster alarms in the city went off and he entered his stasis chamber.
- They lived in peace with their lizardfolk neighbors, the Ashaninka, spiritual people who were the ancestors of the Ashinka of today.
- His people valued technology and magic and were constantly pushing the boundaries; he believes that may have caused the downfall of his race.
- What is now Mahatol island was once the heart of a nation that spread for leagues before ever seeing the shoreline

Ideal. "I am the last of my kind, I must preserve the knowledge of my people."

Bond. "Everyone I have ever known and loved is gone forever."

Flaw. "These pitiful cannibal wretches disgust me! They do not share my blood!"



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