

# Ten Interesting Ruins

Unpublished Side-bar content for 'From Shore to Sea' by Brandon Hodge

Little of Nal-Kashel remains above water, but even then chances for exploration are vast, and the events transpiring here are but a small part of the intricacies that could be taking place among the white-shale ruins. Below are ten sites to spark the GM's imagination should players delve deeper into the decaying spires of old Azlant.

**Blood Fruit:** This building is completely overgrown with thick vines dangling large, blood red fruit. If approached within 60 feet, the putrescent globes split, disgorging 2d4 stirges (Bestiary 260) that immediately swarm trespassers. Slain stirges regrow unless the fruit is destroyed.

**The Copper Beast:** Enormous copper beams and green rotting plates jut upwards from the upside-down remnants of some massive, lobster-shaped Azlanti war machine. Green foliage hides enormous black egg cases unearthed with the odd creation that burst if approached, releasing 1d4 centipede swarms (Bestiary 43).

**Fearful Flora:** A withered, slow-moving giant flytrap (Bestiary 134) that locals call Brinetooth ambushes the party. The plant is crusted in salt from the ocean mist, and it stalks prey in an overgrown garden littered with statues behind a ruined manor house. The beast hides among the undergrowth waiting for the next victim.

**The Gibbering Cylinder:** A single intact chamber remains in this crumbled hall. Within, a cracked glass cylinder etched with strange glyphs contains a babbling allip (Bonus Bestiary 4). The creature seems contained, but its disturbing sound leaks from the vessel. Small orbiting baubles occasionally tap the glass threateningly.

**The Lectern Hall:** Twelve copper podiums face inward in an acre-wide stone circle. Inlaid in the center of the circle is a broken spiral pattern made from black pearl. Each podium has strange, geometric patterns engraved in its ancient facade, now random glyphs of warding (CL 7).

**Magic Dead Pools:** A large ruined gazebo encloses a permanent antimagic field. Only three pools of murky water are exempt from the effect, and act as rods of cancellation if any magic item is submerged within. A colony of 2d4 darkmantles (Bestiary 55) roost in the cracked and crumbling dome.

**Pauper's Burial:** A white marble mausoleum, cracked apart on two sides so the ceiling slumps dangerously, holds canopic jars bearing brass plaques in ancient Azlanti. If disturbed, ochre jellies (Bestiary 218) erupt from the tombs to attack the defilers.

**Research Facility:** Narrow, crumbling passages and tangled iron bars show this building housed a vast collection of cages. A clutch of chokers (Bestiary 45) lurks in the cramped shadows, baiting seabirds and snatching them from the air as they near.

**The Russet Library:** The crumbling edifice of this domed structure is completely choked with overgrowth. A violent tribe of three dozen vegpepygmies (Bestiary 273) aggressively guard the contents within, believing all outsiders seek control of the mold colonies cultivated among the rotting books.

**Tainted Spring:** A corrupted nixie (Bonus Bestiary 15) and her shambling mound (Bestiary 246) companion tend a spring-fed mosaic pool, raising electric eels (Bestiary 119) as food to barter with island inhabitants. Typically, 2d4 skum guards can be found at the pool spearing eels with their tridents, and attack trespassers with the skewered creatures, hoping to deliver their electric shock.



A very special thanks to Brandon Hodge, Wolfgang Baur and F. Wesley Schneider for allowing us to make this available to the community!