

Seaglass Sanctum

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Introduction



The adventure in Abalone awaits a group of 4-7 players of 1st to 3rd level. From here on out, **players should avert their eyes** to make the module as fun to play as possible for everyone. A map of the town of Abalone, the mines located on The Pillar, and the underground tunnels are provided within.

The Dungeon Master (DM) should read the entire module before beginning play. Information that can be initially revealed to the players will be encased in a box. Extra information will be provided to the DM, which the players can learn depending on their actions and rolls (to the DM's discretion). Of course, the DM can choose to add or subtract any information – whatever makes the game more fun for the players!

AC – Armor Class	MV – Movement	HP – Hit Points
F – Fighter	C – Cleric	T – Thief
W – Wizard	Lv – Level	D – Damage
STR – Strength	INT – Intelligence	WIS – Wisdom
DEX – Dexterity	CON – Constitution	CHA – Charisma

For example, the non-playable character (NPC) Gael P. Marta would appear as:

Gael P. Marta, a human (she/her) [F Lv 3; AC 16; MV 30 feet; HP 20; To Hit +3; D 1d8+3; STR 17; INT 11; WIS 13; DEX 9; CON 13; CHA 10; chainmail, longsword]

This means that the character Gael P. Marta is a human who uses the pronouns she/her. She is a 3rd level fighter with an armor class of 16 and a movement speed of 30 feet per turn. Gael can be hit for 20 hit points worth of damage before being removed from combat. When striking against an opponent She deals damage equal to 1d8 per hit, plus 3 for her level 3 fighter bonus. Her stats are as listed, and she wears chainmail and bears a longsword.



Background



Abalone is a small town in the exotic, obscure region of Azoran. It is unique in two senses: first, the land was split by a ravine into the main landmass and “The Pillar,” an island surrounded by steep cliffs; and second were its inhabitants, who befriended a powerful troll. In order to secure the land that would comprise Abalone, the Bridgekeeper and settlers pushed back the existing residents — humanoid gem creatures known as Azurites — into the depths of the forest. Only the oldest of the townsfolk who witnessed the conquest know of the Azurites and their lost home. The townsfolk then built a bridge to reach The Pillar, and the troll became a guardian of the town and known as the Bridgekeeper. Ever since, the Bridgekeeper has guarded the town’s goods and kept the townsfolk safe, and in exchange, they provide medical treatment, hospitality, and a small share of their profit.

Upon Abalone’s foundation, the inhabitants noticed that the land was odd and frail. Though a plentiful supply of water stemmed from the ravine, no crops could flourish. Despite this, the land was rich with vast amounts of gems and jewels galore, making the property extremely valuable. The townsfolk would go on to mine the land’s valuable gemstones, which were later identified as ‘seaglass’. Times were prosperous and peaceful between the humans and the troll. The townsfolk had eventually unearthed a large rock-like object near the woods resemblant of a giant geode during a small geographical excavation. As a demonstration of gratitude, the founders of the town had gifted it to the Bridgekeeper. He then proceeded to take up the geode and viewed it as his precious treasure to remind him of his happy relation with the townsfolk.

Many years passed and all seemed fairly well in the town until one day the geode was found missing, stolen from the Bridgekeeper in his sleep. Confused and angered, the troll believes that the new generation of townspeople have taken it from him as a result of their greed and thinks that they do not need him anymore. He now refuses to allow passage to the mines located on the other side of the ravine and threatens any who get too close with violence. No man nor thing may cross until his precious token is returned.

Additional Background for the DM

Within the earth of The Pillar laid the Azurites greatest treasure: an Azure Dragon egg. Elevated by the Azurites to the level of a deity, the dragon egg was told to house the Seaglass Savior, the key to one day saving the Azurites and their kingdom. When the human settlers arrived, the Azurites were pushed underground, and human mines were soon established to take advantage of the land’s natural riches. Soon after, the humans unearthed the Azure Dragon egg during an excavation and, mistaking it for simply a beautiful semi-precious stone, gifted it to the Bridgekeeper troll. Until recently, the Bridgekeeper has kept the egg safe, regarding it as his most prized possession without ever knowing its true identity. Now, however, the Azurites have taken their savior back to their Sanctum with the knowledge it will soon hatch...

EGG CHECK MECHANIC: Throughout the adventure, the DM will need to periodically make Egg Checks. After the first two days pass in-game, the DM should roll a d100 every morning, starting on the third day – if the result is 10% or below, the egg hatches. If not, the DM continues to perform an Egg Check every consecutive morning, with the chance of the egg hatching increasing 5% with each roll. The DM should keep the results of the roll (and even what the roll is for) secret until the egg hatches. When the egg does hatch, at some point during that day there will be a huge tremor the players will feel no matter where they are in the world.



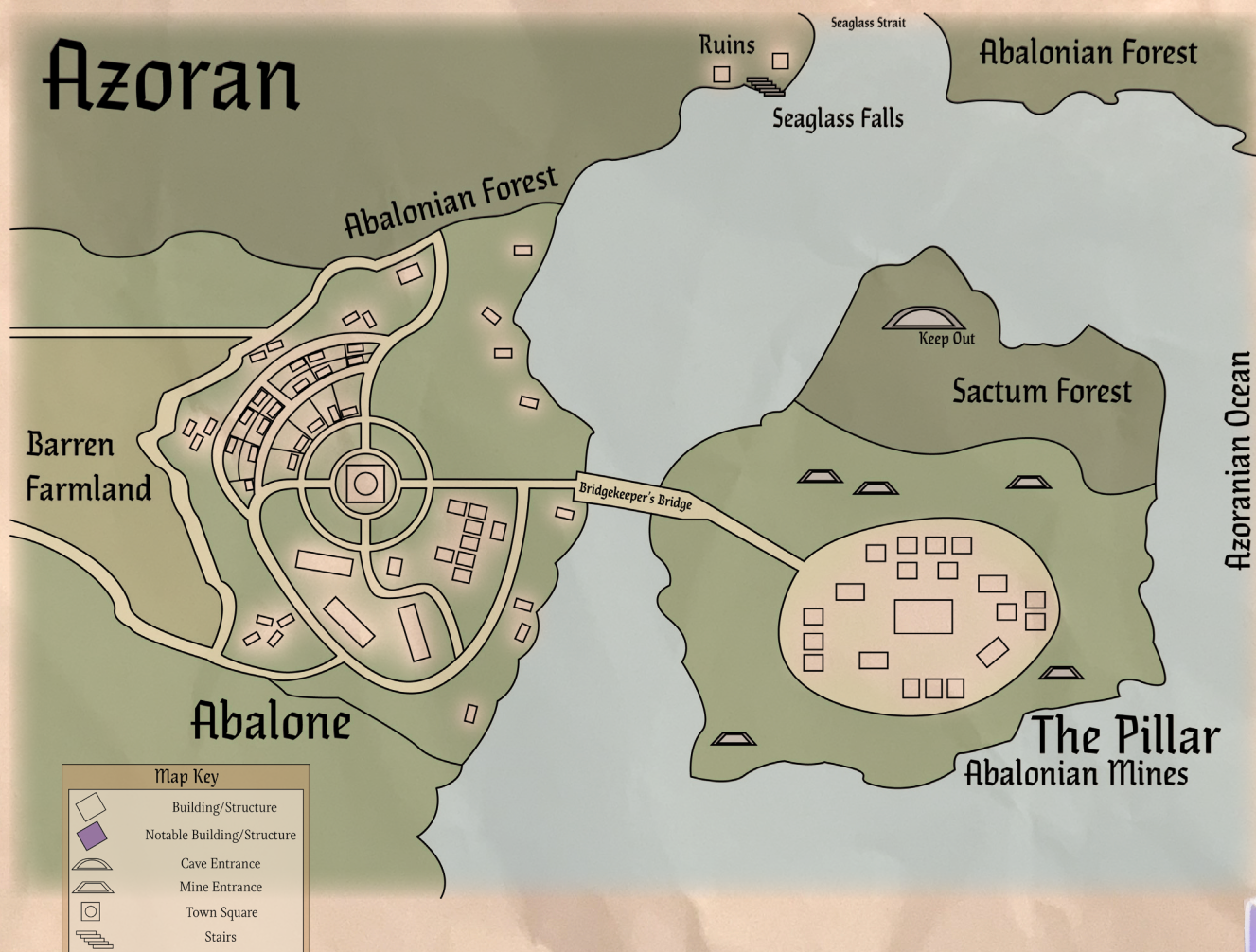
Overview

For example: On the morning of the fifth day, the DM would roll a d100. If the result is 20% or below, the egg hatches. If not, the game continues without incident. After seven days, the Egg Check percentage would be 30%.

This adventure, **The Seaglass Sanctum**, is divided into three parts: the **Secrets of Abalone**, where the players begin their adventure and learn from the townspeople Abalone's plight and the hidden truths its residents hold; **Into the Pillar**, which includes a network of tunnels that connect the mainland to The Pillar and the human mines on The Pillar itself; and the **Seaglass Sanctum**, the hidden home of the Azurites. Each area has its own map (or multiple maps) to help the DM and players navigate the adventure.

Unless noted otherwise within the text, the townspeople of Abalone are generally neutral good with an AC of 10. Most are friendly to strangers within reason and are generally hospitable. Many, especially within the poorer district of Abalone, are frustrated about being cut off from The Pillar and their main source of income. They are quick to blame the Bridgekeeper and anxious to restore access to the mines through any means necessary. Those who live a more comfortable life in Abalone aren't nearly as concerned.

Azurites are generally lawful neutral beings with an AC of 10, unless stated otherwise. There are differing opinions on humans among the Azurites, though most believe some sort of justice should be enacted about their stolen land. All Azurites worship the Azure Dragon, known as the Seaglass Savior who will one day restore their kingdom to its former glory.





Part 1: Secrets of Abalone



The adventure begins as the player characters set off from Krysmouth, a city sitting at the farthest reaches of Azoran known to be a bustling hub of trade and activity. After hearing out the messengers of Abalone's plight, the adventurers follow their direction and embark on their journey to Abalone, a small mining town known as 'the gem of the nation', to answer their call. Read the following text when the adventure is to begin.

A party of rag-tag adventurers residing in the city of Krysmouth have heard of a problem plaguing the townspeople of Abalone, a town located at the farthest reaches of the region whose cliffs are filled to the brim with precious, valuable stones. Messengers have been sent to nearby towns and cities pleading for help, promising an irresistible reward of riches for whoever solves Abalone's plight. As beginning adventurers without sufficient funds or success to their names, the party decides to join together and heads off for Abalone with hopes of establishing themselves and to be awarded in glitz and gold. You've spent a week travelling by foot following the Path of Gimm from Krysmouth when finally the party begins to see the shapes of buildings become visible painting the skyline. A large, rounded stone with veins of sparkling material stands tall at the village entrance, with the text "Abalone: the Gem of the Nation" carved boldly into its surface. Though you haven't encountered trouble so far along your travels, the air around the town feels slightly thicker, instinctively making you raise your guard.

Here onwards, the players and their decisions determine the path of the story. Places and characters from Abalone important to the story will be listed below, followed by important events that may be encountered throughout the party's run.

CQ. Constable's Quarters

The structure has two distinct sections: the front is the Constable's Office, and the back is the Constable's Quarters. During the day, the constable Gael P. Marta (she/her) can be found at her desk in the office. Gael is a very short but athletic-looking woman and rarely smiles (unless talking to her wife Sepphora). Her speech and demeanor is gruff and hardened, especially around strangers, but she is still pleasant enough. During the day, Sepphora Law-Marta (she/her) will also be home and will join her wife in the office to talk with the party and keep things a little more friendly. At night, Sepphora is working at one of the two inns in town.

Gael has had various reports of people who live closer to the woods seeing large creatures of some sort standing at the town's edge at night. The creatures are said to have a strange glow about them, like the light doesn't hit them quite right. Gael is skeptical of these stories and doesn't believe the sightings are anything more than some kids causing trouble.

At night, Sepphora works as an entertainer at the two inns of Abalone. There is a 50% chance she is at either one of them on a given night. She is beloved by the customers because of her amazing singing voice and is kind of a town celebrity. She saw an Azurite Scout while coming home from H24 one night, but hasn't told Gael.

T4. General Store

This two-story building is a well put together structure of stone and wood. A variety of objects sit out on the porch with tags attached to them, and it's clear through the open door there are many more wares inside. A stone on the side of the steps leading to the entrance of the building reads "General Store and Goods."



Peregrine Dagmar (she/her) runs this store. She is a small, middle-aged, animated woman with untamed curly hair and hands adorned with an excessive amount of rings and jewels. She is always looking to make a sale and often comes across to customers as an almost sleazy saleswoman. Peregrine sees nearly the whole town come in and out of the store's doors and is always up to date with the latest gossip in town. She is also one of the few people who sees Emma Deerfinder on a semi-regular basis when Emma needs supplies, and as such can direct the party towards her cottage if the party expresses interest in the history of Abalone.

T5. Jeweler

A rounded stone with a jeweled ring carved into it sits outside this building. A beautifully cut piece of Sea-glass is embedded in the stone as the gem of the ring.

Cecelia Rasmus (she/her) is the jeweler in Abalone, and runs a profitable business. She is a young woman with various sparkling stones braided into her tangled hair and long jeweled necklaces hanging from her neck. She believes in the healing, spiritual nature of the stones and is more than happy to let every customer know of their supernatural powers. If her claims are disputed, she will double down and talk of seeing some rocks moving on their own. At night, Cecelia will be at her home (H6). Players can trade any gems they find for currency here.

H14 – Orro Modri and Pen Modri

This is the home of Orro Modri and Pen Modri. Orro is an elderly man with his arm in a sling. He is the oldest and most experienced of the miners in Abalone, and as such has become the leader of the mining operation. Because of an accident while working, however, he was home when the Bridgekeeper's stone was stolen and the town was cut off from the Pillar. His son, Pen, dotes over him and, though caring, is suspicious of strangers. He believes his good hearted father can be too-easily tricked into giving strangers valuable information that could lead to theft from the mines.

H6 – Cecelia Rasmus and Fiona G. Faustina

This is the home of Cecelia Rasmus (she/her) and her fiancé, Fiona G. Faustina. During the day, only Fiona is home, often with a student. She is plainly but nicely dressed and down to earth, and is familiar with Emma, whose collection of books and vast knowledge enchanted her as a child. Through her time with Emma, Fiona knows that Abalone was founded through violent means, though she doesn't know the full extent of the story. Though they don't talk much these days, Fiona will recommend the party visits Emma if they want to know more about Abalone. During the evening, both Fiona and Cecilia will be home.



H3 – Tomos Touta and “Wicked” Caronte

This is the home of Tomos Touta (he/him) and “Wicked” Caronte (he/him), an eccentric couple in the wealthy district of Abalone. Tomos was a circus performer (specifically an aquatic circus) and has since his departure from his life as a performer, has devoted his time to sculpture of many sorts. For some reason, all of his sculptures are of squids. His husband is “Wicked” Caronte, a stage actor who believes he’s destined to play villainous roles. He is, unfortunately, far too nice to ever be any good at them. During the day, “Wicked” Caronte could either be at home or at a park in the poorer district of town, putting on puppet shows for children. He has seen an Azurite Scout and is frustrated that the Constable hasn’t taken his sighting seriously. Tomos learned some of his sculpting techniques from Emma and can point the party in her direction if needed.

C2 – The Wax Lantern

This is the larger and more upscale of Abalone’s two inns. Lady Margaux Abalone (she/her) has inherited the wealth of the founder and namesake of Abalone, her father, and runs the inn. Well, other people run it in the business sense – Margaux mostly just drinks, learns the latest gossip from visitors, and has a good time. Her husband, Bernice Carles, owns the inn at H24 in the poorer district of town. The two are in fierce competition with each other on the business end of things, each believing their own ways are the best for running an inn. When not in business mode, however, the two are a happily married couple. At night there is a 50% chance Margaux will be here – if she isn’t, both she and Bernice are at H24 spending the night.

H24 – The Opal Fire

This is the inn Bernice Carles (he/him) runs in the poorer area of Abalone. Bernice is a large man with an even larger mustache and beard, as if all the hair seemed to migrate from his head to his face. He, like Margaux, is middle-aged, though he is slightly younger. He and some of his regular customers have seen the Azurite Scouts on the outskirts of town.

H30. The Scholar’s Cottage

Nestled in the woods is a unique-looking cottage. It has a small footprint, but rises into the trees, each story of the building looking like it doesn’t quite match the last. The gardens outside look like they’ve been lovingly tended to in a landscaping sense, but many of the plants are still brown and wilted.

This is the home of Emma Deerfinder (she/ her): [W Lv 6; AC 8; MV 15 ft; HP 15; D 1d6-1; STR 7; INT 18; WIS 15; DEX 9; CON 6; CHA 14], an elderly half-elf woman.

She’s tall and noticeably wrinkled and has a pair of huge, round, magnifying glasses perched on her nose. She has a few grass stains at the knees of her dress and her gardening gloves are always on and dirtied.



She wears a ring of protection +2 under her glove. Emma very rarely leaves this property, only venturing into town nowadays to get supplies for her garden and food. She has lived here since the founding of Abalone and has chronicled its young history. Emma's only companion is a small pug, also named Emma, who "helps out" in the garden, often digging up freshly planted sprouts.

Though reclusive now, Emma was an active observer during the time of Abalone's founding. She joined the settlers to chronicle the tale of what was to be a new town, and knows the most of anyone still living about the Azurites and how they were pushed from their land. As the town grew older and wanted to keep the less palatable parts of its past buried, Emma clashed with the town elders about the omitted history. As a result, and pressured by the elders, she moved away from the town center and to a more remote location in the woods. Still, she continued to chronicle the happenings in Abalone, the town she had grown to love.

The inside of Emma's home is stuffed to the brim with books, scrolls, and half-finished sculptures. Though there's no apparent organization system, Emma always seems to know just where everything is. The upper levels of her home were added as needed to store her ever-growing supply of written materials.

Emma is eager to share the history of Abalone with anyone within earshot while stuffing them full of scones and muffins. Though full of useful information, she easily goes off on tangents about obscure and unhelpful events in Abalone's history (the DM may want to prepare some talking points in advance).

The Bridgekeeper's Dilemma

Upon first encountering the bridgekeeper of abalone, the large troll will be enraged, yelling at all who dare get close to him and the bridge to the pillar. If successfully soothed, the keeper will explain his unrest and will reveal what he needs returned to him to proceed with the story. It is advisable for the DM to hint to the players that the troll is strong and should not be fought at the beginning of the module if it can be avoided. Successfully defeating the troll will open the bridge to the pillar, but at the cost of Azurites having an opening to begin invading the town now that it is without protection.

While exploring the town to learn more of its history and figure out clues as to where to go next, the DM can roll a 1d4 when the players are near the outskirts of the town to prompt a Krystalos Kobold encounter. If the DM rolls a 3 or 4, the encounter is successful.

Into the Woods: The Guardians of the Crystal Kingdom

Once the woods have been entered by the players, noise falls quiet among the leaves and the breeze appears to slow. Players will be warned that they feel as if they are being followed or stalked. At any time during exploration of the woods, the DM may roll a 1d4 with disadvantage.

On the case of rolling a 3 or below, the DM may choose to have the players encounter a small pack of Aveltus Fliers. If they are interacted with kindly and are not slayed by the players, the Aveltus may aid assistance in transporting these players to the bottom of the ravine and have the ability to carry messages across the sides of the town and the pillar. If slain by the party, future encounters with the Aveltus will be hostile and they will refuse to aid in assistance.

On the case of rolling a 4, the DM may have Krystalos Kobolds ambush the players in an attempt to remove you from their sacred resting grounds. These kobolds have potential to tell the players to watch the ground that they tread and to be prepared for what is to come in an effort to intimidate them. They have knowledge of minimal Azorian history, leading them to hint at a place '... made of seaglass, hidden beneath the sanctum's stars.' If the players show mercy on the kobolds near-death, they shall alert the Azure Golems resting at sentry and will awaken them to come and chase you if you do not approach them first, giving them advantage on their first attacks.

Two Azure Golems await travelers who wander into their domain. Two guardians are positioned on each side of the large waterfall that divides the Abalonian forest and will awaken if the players are within a 50 ft. range of their resting place. Once approached, they will rise from their resting place and attack. Upon defeat, the Azure Golems will deactivate and will no longer be responsive to the party or other Azurites. Though they are deactivated, they are not 'dead', and the players cannot kill them.

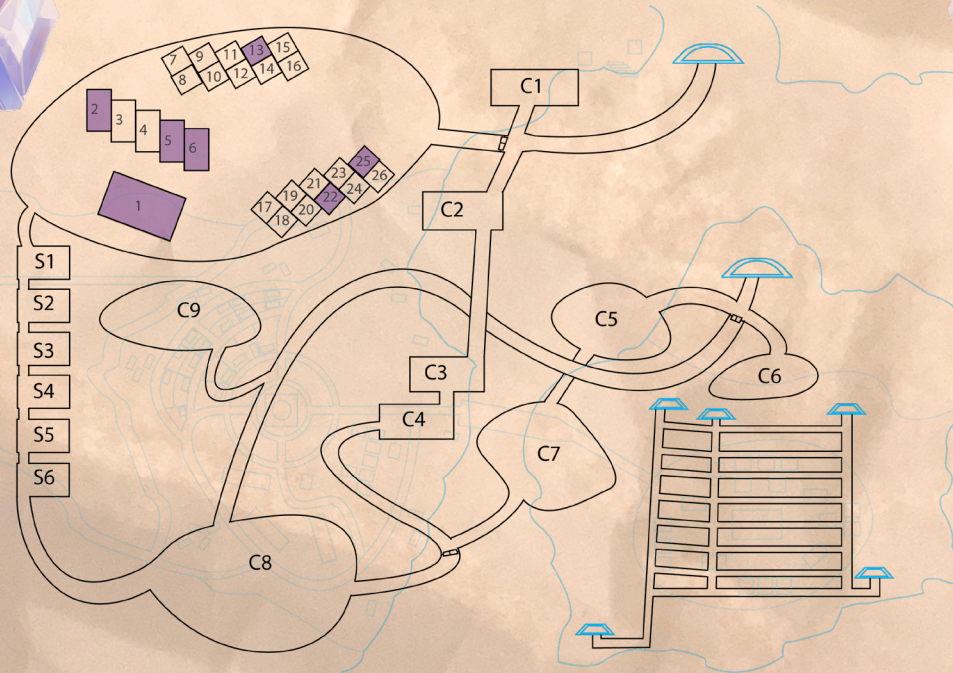
In the event that the players are near defeat by the hands of the Azure Golems, Emma Deerfinder and her familiar will arrive to provide assistance in battle and heal fallen party members. If Emma arrives too late and a party wipe occurs, the Azure Golems will leave the players unconscious and have Krystalos Kobolds move them back to the edge of the woods near Abalone. It is up to the DM whether Emma Deerfinder or an innkeeper in Abalone finds the players and takes them in to rest and heal.

The characters might not find the secret entrance behind the waterfall and may try to head back towards the town or deeper into the woods. In those cases, depending on if the players have already encountered Emma Deerfinder, she will meet with the players along their travels and her familiar will sniff out and direct the adventurers towards the hidden entrance. If the players have not met with Emma previously, they will be pushed in her direction by the elders of the town. Successful entry into the secret door hidden behind the waterfall results in entrance to the forgotten mineshafts.



Part 2: Into The Pillar

E



Entrance to the Forgotten Mineshafts marks the beginning of the journey on the Azorian Path. This sacred pathway contains a sequence of winding tunnels and embedded traps that lead way to the Hidden Village. After passing through the Earthen Gate, Azurites throughout the underground kingdom are alerted of your presence through the Krystalos Guardians' Tremorsense. When the players near closer towards the Hidden Village, more guardians alongside Azurite fighters will appear and attempt to thwart the players plans. Successfully traversing through the caverns will grant access to an entrance to the Pillar.

Enemies and NPCs appearing farther from the Hidden Village will be more tame and are more likely to reason with. The more aggressive players are to the tame NPCs determines if the hostile NPCs will have boosted stats and harbor more distrust towards the party.

Common enemies such as Piercers will be found frequently in rooms C1 - C7. The DM may roll a 1d4 with advantage upon players entrance to each new room. If the DM rolls a 1d4, there is a chance for a Krystalos Kobold Scout to appear and fight the party upon rolling a 2 or higher.

Wicked Winding Roads: Down the Azorian Path

To unlock entrance into the Pillar, the players must traverse through the tunnels to the gate beneath the sea. The location of the gate is in a damp area that has water leaking from the ceiling starting after going through C4 and will continue to do so until passing room C7. The cracks in the tunnel's structure lead to the creation of a small waterway with a gate at the end of the path. Upon arrival to the Craesidio's Den, the players will be presented with a semi-crystalline aquatic being who seems amused by the new presence.

Upon arrival at the looming gate of the caverns, the players notice bodies splayed throughout the room of miners that have been killed and partially eaten. Though at first not detecting any presence, a small rumbling begins to shake the narrow path. A Craesidio burrows out from the ceiling and lands in front of the players, looking them up-and-down, laughing hysterically.

Ah, look have we here... What sweet malachite has tumbled its way into this poor Cresid's binder of resin? Ah-- say no more, my young chrysocollas. I know exactly why you have fallen into my nest. A little kobold told me all of your adventures.

If the player has killed the Azurites standing prior:

You seem to be quite the pranksters, barging your way into our sacred domain and pushing us aside for no good reason, bringing a mortal release less satiasable than death. Born from the copper deposits, we all shall live and die following our divinely-chartered fate. There is no reason to meddle with destiny, my dears. It is not to be borne. Come, now-- Challenge me where you stand. Prove to me that our kingdom will not rise again.

If the player has spared the Azurites until this point:

With hearts full of the burning fire of citrine, the sweet actions with passion of rose, the deep emotion of a lapis lazuli— Oh, goodness. Just thinking of your bravery shown until now sends shivers down my spine! You've travelled far, haven't you, my little gems? I'm quite impressed. And as much as I admire your heroic feats... I am afraid I must stop you where you stand. Lucky for you, however... I have a small strand of mercy in my heart. Come, now— I will instead propose a riddle for you. If you answer correctly, you shall pass and tell the. If you answer incorrectly, well... I absolutely dread the thought. Do you accept my offer?

If the players answer YES, the riddle is presented:

Q: You could call me a home, but I have no doors. Someone lives inside me, but leaves when there's no more. I am rounded and firm, yet incredibly fragile. When my time dawns upon, you should hope you'd be agile. What am I? [A: An egg.]

If the riddle is correctly solved, the beast sinks back into the water, congratulating the players on their accomplishment. The congratulation is the same as completing the actual boss fight.

Now now, dearies, that was quite swell! Mystery lies ahead of you, but the end, only time will tell! Ah, it seems that's enough of me for now. Here, take this. The Craesidio gives a key to the gate at the end of the waterway. Enjoy your time among our sacred road, travellers. Behold a creation of the earth and stone that will surely chill you right to your bone.

If the riddle is answered incorrectly, the following dialogue is prompted.

Oh, no, dearie, that's not right... It seems after all you're the ones causing our plight! Now, be gone, and go right away. You'll have five seconds to run or else you will no longer see the light of day!

If the players decide to avoid solving the beast's riddle or has killed one of the azurites previously, the beast will laugh and take the avoidance as a challenge. If the players do not run from the beast upon incorrectly solving the riddle or choose to challenge it, it will smile amusedly. In that instant, the Craesidio will dive into the water, pound the ground, and have parts of the ceiling collapse, sectioning off the party members in increments of two and decreasing mobility on the battlefield. The Craesidio will then utter out its amusement, leading to initiative being rolled.

Very well. If you wish to cross into the resting place of the gods, then you must first get through me. Prove your strength, warriors. Show me a battle I will never forget.

Upon completing the boss fight, if the Craesidio is killed, the corpse can be looted for a key inside of the mouth. If the boss is spared after fighting, it will slink away, dropping the key on its burrow back into the cavern. If spared, the gate's guard will warn the other azurites further in the tunnel of your presence after defeat. Successfully obtaining the Craesidio's key will result in entrance to a secret mine-shaft located on the Pillar. Once arriving, the players have the chance to explore the mines and woods of the small island and learn more rumors from the miners who have been trapped there. Upon contact with Sheila Heidi, if the player tells the miner what they had seen in the caverns and the fact that they had received a key, Sheila will present her own key to them, asking them if it might be connected to what you had received. Upon obtaining the miner's key and resting up on the pillar with the miners, the players can now go back to the Azorian Path and unlock the gate closest to C6 with both keys to travel to the Scout's Repose at C8.



M18 - Kieran (they/them) is a young, attractive person who has just started working at the mines. They are covered in dust from working in the mine, so much so that their blonde hair looks gray and ashy. They believe the mines are haunted but has a willingness to help, so much so that they express interest in tagging along with the party as they traverse through the mines. They are basically useless and will only slow the party down.

M8 - Sheila is acting as the person in charge during the crisis and in Orro Modri's absence. She is tall and muscular from her work in the mines, but she is a terribly anxious person and not a great public speaker. If the players reveal the key they obtained in the mines to her, she will offer her own similar key that she found in the mines long ago.





Part 3: Seaglass Sanctum



While following the newly unlocked trail to C8, players may stray from the trail and discover a side mineshaft under construction located at C9. This mineshaft will be full of neutral and friendly Azurites who want little to no trouble with the players. If the players have been hostile and have not spared the azurites until this point, they will be strictly on guard and refuse to give any information on the sanctum or how to reach it, attempting to usher you out of their mines and force you to leave. If the players have spared most azurites until this point, the workers will be more open to sharing information about the sanctum and inform the players of the scout's quarters ahead.

The Scout's Repose

Upon entrance to the room, many scouts will be preoccupied by either sleeping or cleaning their weapons. At the farthest ends of the large open area, many Krystalos Guardians will be on guard, staring directly at you waiting for your first move. If the players begin to hack and slash away at the enemies, a gate to the storage rooms will close and the players will be forced into a battle with 1.2x as many enemies as a non-hostile encounter. If the players decide to speak to the azurite scouts before fighting and try to make peace, the following dialogue will be given by the scout group's leader, Gregathy.

Harketh! Foul humans, leaveth this place and return to your [they sassily air quote] "Gem of the Nation" that you doth stole from our noblest of leaders! Or may thoust indecently fleshy balls of sight be stabbed by the Seaglass Savior's radiant crystal spines! Face the wrath of Gregathy and his friends Jimantha and Timoseth!

Triggering the hostile encounter by not talking to the azurites will result in this dialogue.

Sweet Seaglass Savior's shining scales! What hast befallen your sweet noble Gregathy?! Halt! Thou shalt not pass into the lair of our Savior!

The Azurite battle will be between three Krystalos Kobolds and two Krystalos Guardians if the party did not firstly act hostile. If there was an ambush, there would be five Krystalos Kobolds and two Krystalos Guardians. Successfully passing through the Scout's Repose gains access to Storage Rooms S1 - S6, each having spare materials for the Sanctum's folk.

1 - The Spire

This is obviously the most important structure in these caves. It rises high above everything else, completely constructed out of seaglass. Inside is the Head Cleric, Blsandr, two of their disciples, and the egg.

2 - Quiphn

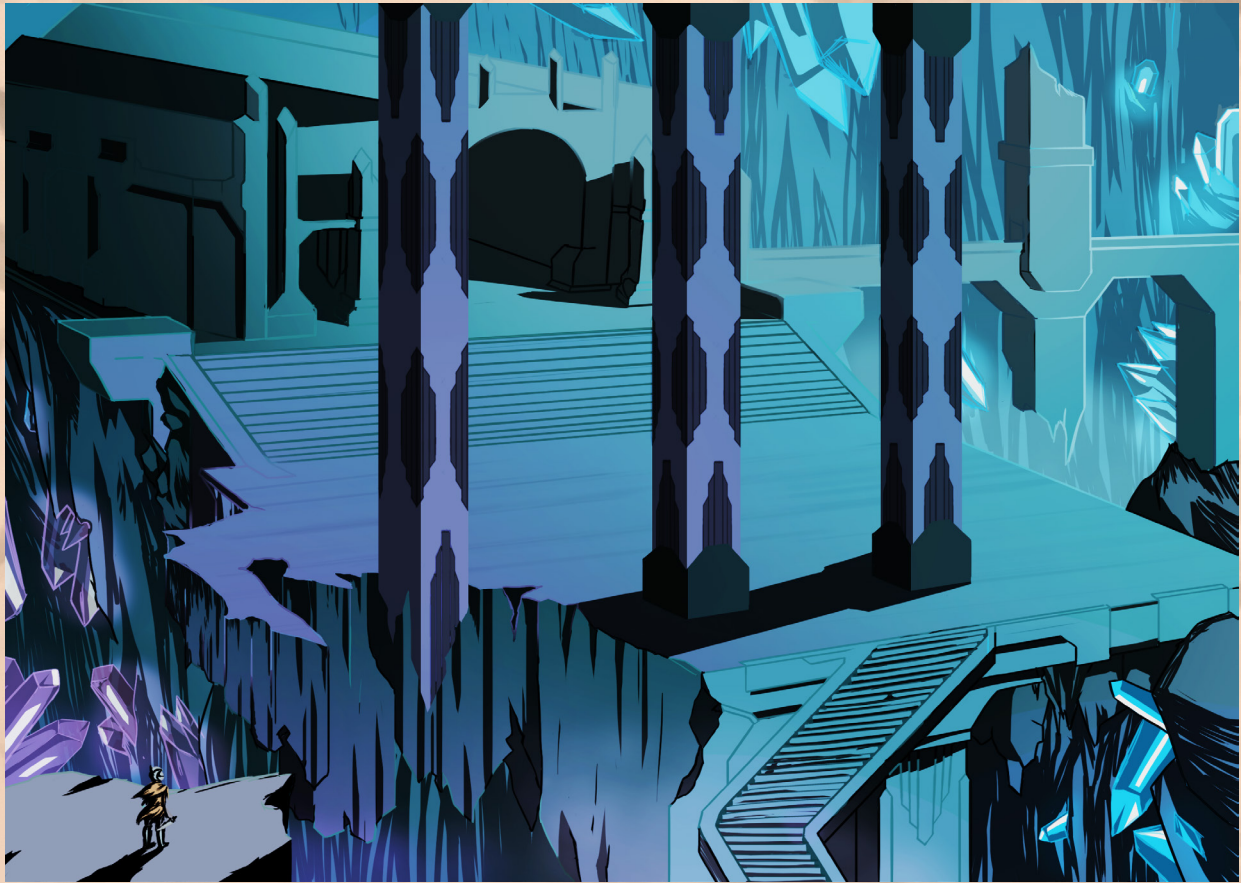
Quiphn is one of the scouts who visits the outskirts of Abalone. They have developed a sort of fondness for humans, like one would after observing a family of stray cats.

5 - Gambler

This is the home of Ulxna, a notorious gambler. They are always up for a game and have many precious gems to bet with.

6 - Pub

Run by Grrkgrk, the pub is the most active place in the Sanctum. Grrkgrk will think the humans are bad for business and be anxious to get them out of the pub as quickly as possible.



13 – Egg Guard

Here lives Xlandv, one of the Azurites who was supposed to guard the egg. They are seen as the town fool for letting the egg go missing in the first place.

22 – Head Guard

Magjyr is the head guard of the Azurites. If the players cause trouble, he will likely hear of it and before too long be ready for combat.

25 – The Tactician

Noglr is one of the Blsandr's few confidants and part of the reason Blsandr has been able to come to power and prominence among the Azurites. If threatened, though, he would easily give up information about Blsandr's plan to use the dragon to take back Abalone for the Azurites.

S1 – The Shop

This is the only shop underground. It is run by Vlanbr, who is more than happy to sell to humans if it means getting some business.

The Seaglass Spire

Depending on if the egg is hatched or not, there are two different scenarios that may take place. In the case that the egg has not yet hatched, the player characters have a chance to stealthily make their way up the tower to attempt to steal back the egg from the Clerics.

Inside the Spire, three Azurites are gathered around a tall pedestal, upon which sits a large, beautiful stone (the egg) that glows with a radiant energy. The three Azurites are deep in prayer and will not immediately notice the party. Two of the Azurites are general clerics, but the center Azurite, Blsandr, is obviously the one in charge. Blsandr is the Head Cleric and leader of the Azurite people.

Blsandr [Lv 3 Cleric; HP 20; AC 14]

STR	DEX	CON	INT	WIS	CHA
10	10	12	13	16	14
(+0)	(+0)	(+1)	(+1)	(+2)	(+1)

Spells – 1st Level: Bless, Command, Cure Light Wounds; 2nd Level: Make Whole

SPECIAL FIGHT MECHANICS – Azurite Head Cleric and Disciples

Whenever an Azurite dies, every player character must make a dexterity saving throw. On a failed save, the player takes one point of damage.

If the Head Cleric is the first of the Azurites to fall in battle, the other two disciples will become enraged and gain a +2 To Hit bonus.

If one of the disciples falls while the Head Cleric is still alive, Blsandr will use Make Whole to fully revive their fallen companion to full HP. Blsandr can only do this once.

In the case that the egg has hatched, the party will feel a very powerful earthquake. All the Azurites will cause a commotion trying to catch a glimpse of the dragon, but they will not be allowed in the Spire until Blsandr's ritual to control it is done. The players will have a limited time if they attempt to steal the dragon. Otherwise, the guards will soon push the party out of the Sanctum.

If the players are losing in the battle against the Azurite Clerics, the Azure Dragon's Egg will hatch. Once the event of the egg hatching is triggered, the clerics bring their attention away from you and scramble to start their ritual to bring the dragon under their control. Azurite soldiers will soon climb the spire and usher you out to ensure you do not interfere with the ritual. At this point, the player characters will have a chance to go back to the Pillar and heal up as well as some time to get their armor in order. They will soon see a commotion stir on the opposite side of the bridge where the ground will be shaking and everyone is seen in panic.

At this point, the players will be able to cross the bridge from the pillar and ask the panicked Bridge Troll what is going on. In the distance, the Azure Dragon will break out of the ground of the barren farmlands and begin to attack the town with kobolds and other azurites coming up from the ground behind him. Behind the makeshift army, the Head Priest stands tall, assumedly controlling the dragon.

Depending on the player's actions and the allegiance of the Dragon, the final battle can play out in a number of ways. For example, if the players successfully rescued the dragon from the spire, both the Azure Dragon and the Bridgekeeper will fight on the side of the townspeople. If the players are unsuccessful or the Azure Dragon hatched before the players could get to it, it will fight on the side of the Azurites against the players. The DM should allow a way for a party who is particular to roleplaying to find a (albeit very difficult) way to resolve the situation diplomatically.

At the player's and Abalone's victory, assuming no compromise was worked out, the Azurites will be forced underground again, releasing the Azure Dragon from their control. The town of Abalone has free passage to the Pillar again and trade can resume. If the Bridgekeeper and the Azure Dragon survive to the end, they will live together happily in the ravine, reunited once more and together for the rest of time.

Creatures



Krystalos Guardian

Large Beast, Lawful Neutral

Armor Class 12
Hit Points 14
Movement 12 ft.

STR	DEX	CON	INT	WIS	CHA
16	10	16	12	8	6
[+3]	[+0]	[+3]	[+1]	[-1]	[-2]

Skills Perception +4, Intimidation +4
Senses Tremorsense 60 ft.
Languages Understands Azorian

Rough Skin Whenever physical contact is made with the Guardian, its crystals will stab at the the skin of the one touching it, causing 1d4 of damage.

Weak Spot The Guardian has a weak spot on its underbelly. If the Guardian takes any damage to its underbelly or takes damage equal to or greater than half of it's hit point maximum, its AC drops to 6.

Rock Camouflage The Guardian has advantage on Dexterity checks made on rocky terrain.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 1d4 + 3 piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 1d6 + 3 piercing damage.

Rock Smash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 1d8 + 3 bludgeoning damage.

Krystalos Guardians are renowned among the Azurites for their strength and keen sense of direction. Used primarily as traveling companions and troup guards, these guardians are well equipped for travel through tough terrain, serving as loyal protectors of their parties. Their underbellies are fleshy and resemblant of clay, being a weak point in their bodies. They have a rough outer casing with a strong shell that is difficult to penetrate.



Azure Golem

Large Construct, True Neutral

Armor Class 15
Hit Points 10
Movement 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 [+3]	9 [-1]	0	0	12 [+1]	1 [-4]

Saving Throws Wisdom +4 against Magic

Skills Immune to poison, psychic attacks, piercing, and slashing from non-crystalline items.

Senses Dark Vision 120 ft.

Languages Understands Azorian, Common

Immutable Form. The Golem is immune to any spell or effect that would alter its form.

Magic Resistance. The Golem has advantage on saving throws against spells and other magical effects.

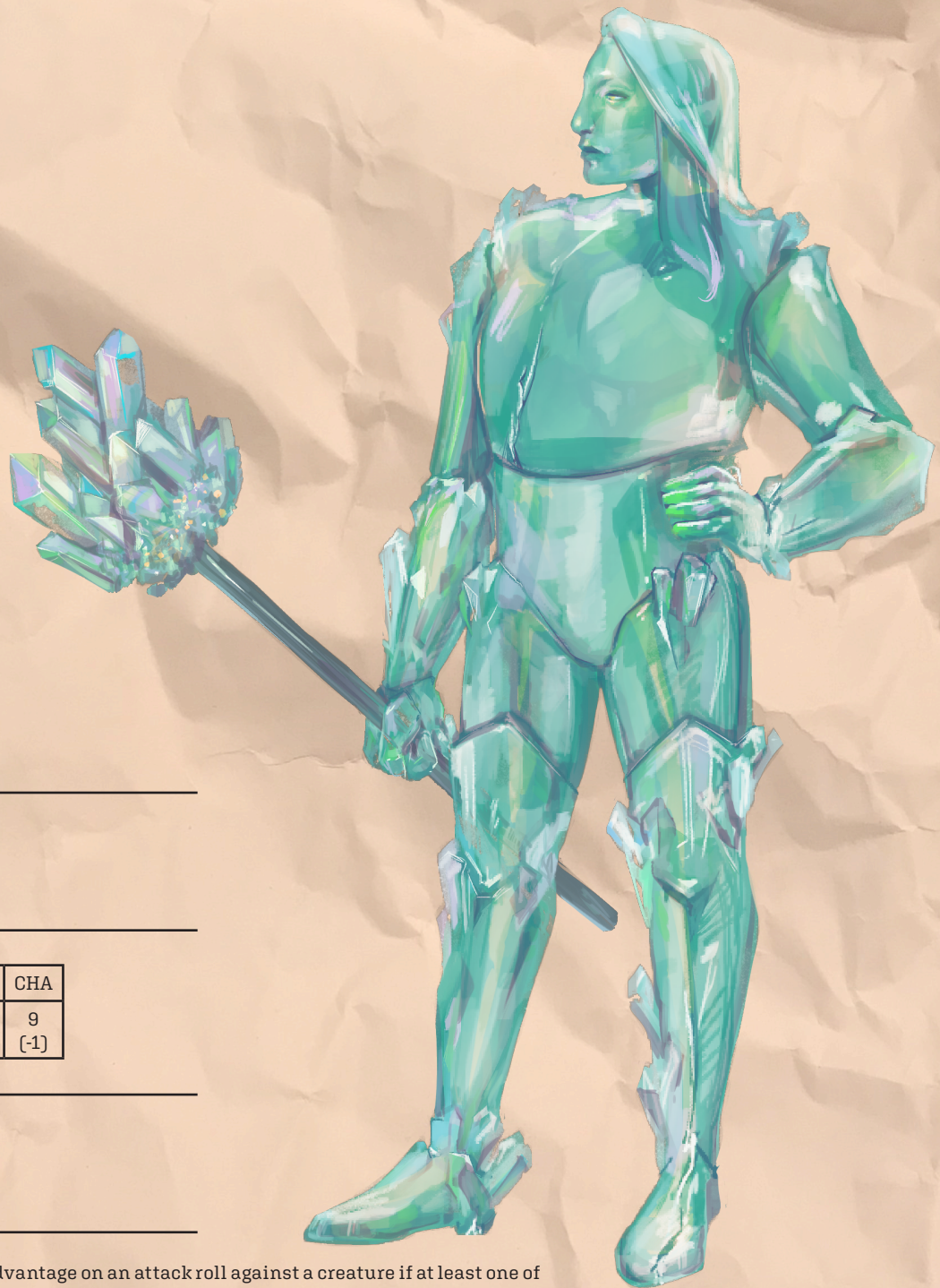
Magic Weapons. The Golem's weapon attacks are magical.

Slow (Recharge 5-6). The Golem targets one to three creatures within 15 feet of it. Each target must make a DC 15 Wisdom saving throw against the Golem's magic. On a failed save, the target(s) cannot use reactions, their speed is halved, and they can't make more than one action on their turn. These effects last for one full turn cycle. A target can repeat a saving throw at the end of each turn in attempt to end the effect on itself on a success.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 2d4 bludgeoning damage.

Multiattack (Recharge 2). *Melee Weapon Attack:* The Golem makes two slam attacks in a row.

The Azure Golem's body is vaguely humanoid, constructed of sea glass, crystal, and stone. Crafted to suit its creators, it wears heavy-plated armor and protects itself with an overgrowth of crystals located on its head and backside.



Azure Weapon Fighters

Medium Humanoid, Any Alignment

Armor Class 15
Hit Points 11
Movement 30 ft.

STR	DEX	CON	INT	WIS	CHA
13	12	12	10	10	9
[+1]	[+1]	[+1]	[+0]	[+0]	[-1]

Saving Throws Constitution +2
Senses Passive Perception 10
Languages Azorian, Common

Pack Tactics. The warrior has advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 feet of the creature and the ally isn't incapacitated.

Magic Barrier. Once an Azurite reaches half-health, its crystal armor weakens and cracks, allowing every melee hit do +1 damage. At this point, Azurites are now susceptible to poison attacks.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 1d4 + 1 piercing damage, or 1d6 + 1 piercing damage if used with two hands to make a melee attack.

Fist Pummeling. *Melee Attack:* +4 to hit, reach 5 ft., one target. Hit: 1d4 + 1 piercing damage.

Serving loyally under the Azorian Guard, these warriors have aided the Clerics and townspeople for generations to ensure safety and security in their home. Showing little mercy, they lash out destructively, obliterating everything in their way.



Azurite Range-Weapon Fighters

Medium Humanoid, Any Alignment

Armor Class 13
Hit Points 10
Movement 30 ft.

STR	DEX	CON	INT	WIS	CHA
11	16	15	11	13	10
(+0)	(+3)	(+2)	(+0)	(+1)	(+0)

Saving Throws Constitution +2
Skills Acrobatics +6, Perception +5
Senses Passive Perception 10
Languages Azorian, Common

Archer's Eye. As a bonus action, the Azurite can add 1d4 to its next attack or damage roll with a longbow or shortbow.

Crystal Barrier. Once an Azurite reaches half-health, its crystal armor weakens and cracks, allowing every melee hit do +1 damage. At this point, Azurites are now susceptible to poison attacks.

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 1d4 + 1 piercing damage, or 1d6 + 1 piercing damage if used with two hands to make a melee attack.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit: 1d6 + 2 piercing damage.

Multiattack (Recharge 2). *Ranged Weapon Attack:* The Azurite makes two ranged attacks in a row.

Serving alongside their Melee-oriented friends, the Azurite Range-Weapon Fighters specialize in long-range combat. Swift and nimble, they keep their distance and avoid confrontation as much as possible. Their azure armor is that of a darker tint, concealing them in darker spaces.



Azure Wizards

Medium Humanoid, Any Alignment

Armor Class 12
Hit Points 7
Movement 30 ft.

STR	DEX	CON	INT	WIS	CHA
8	8	10	14	10	8
[-1]	[-1]	[+0]	[+2]	[+0]	[-1]

Saving Throws Intelligence +6, Wisdom +4
Skills History +6, Arcana +4
Senses Passive Perception 11
Languages Azorian, Common

Spellcasting. This Wizard is a 2nd-level spellcaster. Its spellcasting ability is Intelligence. The mage has the following spells prepared:

Crystal Missile. *Ranged Weapon Attack.* +4 to hit, reach 100 ft., one target. Hit: 1d4 + 1.

Seaglass Servant. Reach 50 ft. The Wizard will cast a spell upon the ground giving rise to a servant made of rock. It is capable of performing simple tasks and will crumble if engaged in combat.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 1d4 + 2 piercing damage.

Strong magic-users that channel their power through the gems on their chakras. Their bodies glow strongly when summoning spells and attacks.



Azure Clerics

Medium Humanoid, Any Alignment

Armor Class 11

Hit Points 9

Movement 25 ft.

STR	DEX	CON	INT	WIS	CHA
8	8	10	10	14	8
[-1]	[-1]	[+0]	[+0]	[+2]	[-1]

Skills Religion +4, Persuasion +3, Medicine +5

Senses Passive Perception 13

Languages Azorian, Common

Divine Eminence. As a bonus action, the Cleric can expend a spell slot to cause its melee weapon attacks to magically deal an extra 1d4 radiant damage to a target on a hit. This benefit lasts until the end of the turn.

Spellcasting. This Wizard is a 2nd-level spellcaster. Its spellcasting ability is Intelligence. The mage has the following spell prepared:

Entangle. Reach 250 ft. The Cleric will cast a spell upon the ground causing crystals to overgrow and entrap any creatures present in the area while the spell is active. Those who do not fail their saving throws may move at half speed to escape the entrapped area.

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 1d6 bludgeoning damage.

The Clerics of Seaglass Sanctum have helped lead their kingdom for generations, praising and channeling the power of their Seaglass Savior and its descendants. Praising themselves on being able to channel the thoughts and emotions of the descendants, they primarily use non-physical, restrictive moves to suspend their prey.



Young Azure Dragon

Medium Dragon, True Neutral

Armor Class 17

Hit Points 60

Movement 30 ft., Climb 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19	10	17	12	11	15
[+4]	[+0]	[+3]	[+1]	[+0]	[+2]

Saving Throws Dexterity +2, Constitution +5, Wisdom +2, Charisma +4

Damage Immunities Fire

Skills Perception +4, Stealth +2

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14

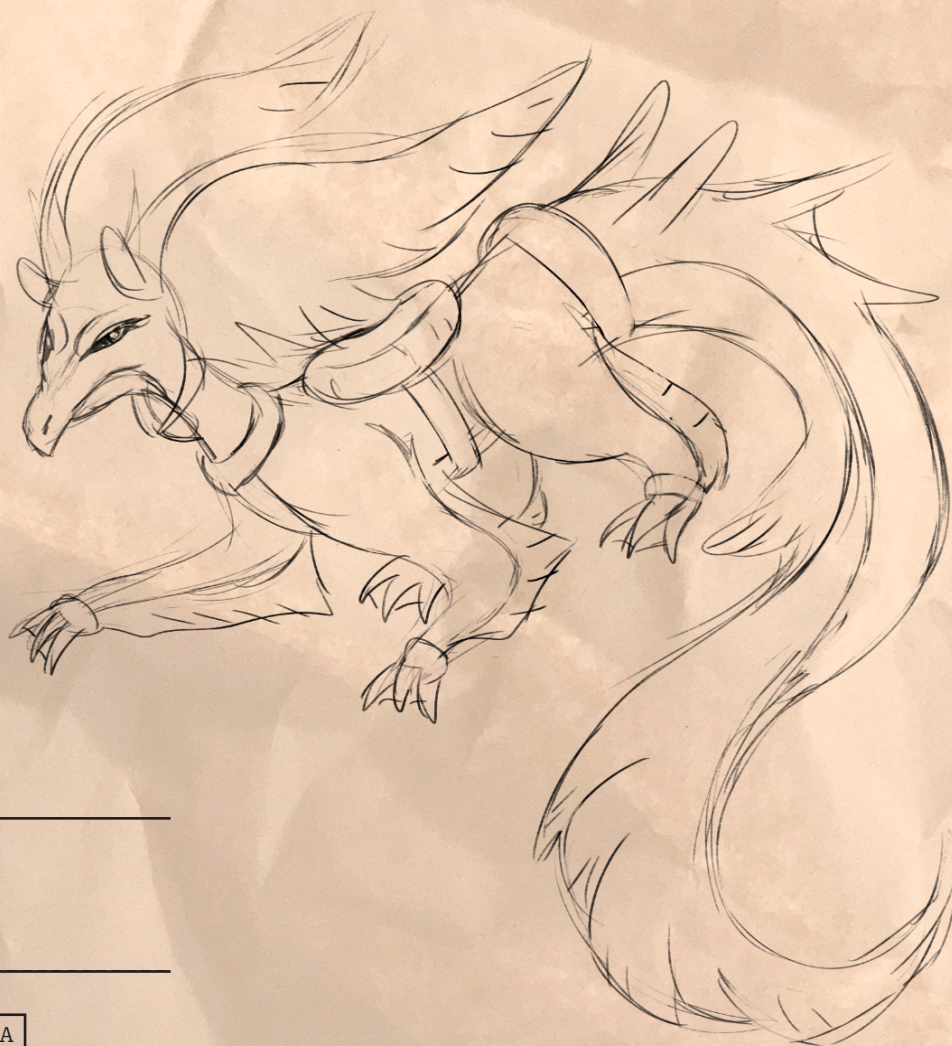
Languages Draconic, Azorian

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d10 + 4 piercing damage plus 1d6 fire damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 6d4 fire damage on a failed save, or half as much damage on a successful one.

The acclaimed Seaglass Savior of the Azurites and their kingdom. It inflicts rage upon all that attempt to harm it and imprints upon the first person it sees, protecting them endlessly.





Craesidio

Medium Aberration, Lawful Neutral

Armor Class 17

Hit Points 30

Movement 30 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18	9	15	18	15	18
[+4]	[-1]	[+2]	[+4]	[+2]	[+4]

Saving Throws Constitution +3, Wisdom +6, Intelligence +4

Skills History +8, Perception +10

Senses Darkvision 80 ft., Passive Perception 15

Languages Common, Craesid

Amphibious. The Craesidio can breathe air and water.

Crystal Cloud. While underwater, the Craesidio is surrounded by transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must make a DC 14 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours and takes 1d8 damage every hour.

Probing Telepathy. If a creature communicates telepathically with the Craesidio, the Craesidio learns the creature's greatest desires if it can see the creature.

Fin Charge. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 2d4 + 3 bludgeoning damage. If the target is a creature, it must succeed on a D14 Constitution saving throw.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 3d4 + 3 bludgeoning damage.

Multiattack. The aboleth makes three Fin Charge attacks.

A protector of the waters of Azoran for generations. Its lineage dates back to the beginning of the the land's creation and is said to be linked to the disappearances of many ships that have sailed into the area. It protects the subjects of its land with its life though its reasons for doing so are unknown.



Krystalos Kobold

Small Humanoid, Lawful Evil

Armor Class 12
Hit Points 5
Movement 30 ft.

STR	DEX	CON	INT	WIS	CHA
7	15	9	8	7	8
[-2]	[+2]	[-1]	[-1]	[-2]	[-1]

Skills Perception +4, Stealth +2

Senses Darkvision 60 ft., Passive Perception 8

Languages Common, Draconic, Azorian

Sunlight Sensitivity While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom checks that rely on sight.

Pack Tactics The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Dagger Melee *Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Sling Ranged *Weapon Attack:* +4 to hit, range 30/120 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

Ruthless hunters that travel frequently between the the Azure Kingdom and the lands surrounding Abalone. Travelling in packs, they set out to loot valuables and steal food from civilizations in hopes to make them leave their lands.



Aveltus Fliers

Medium Beast, Unaligned

Armor Class 13

Hit Points 7

Movement 20 ft., Swim 10 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6	12	14	4	8	2
[-2]	[+1]	[+2]	[-3]	[-1]	[-4]

Skills Dexterity +2

Senses Passive Perception 10

Languages Aveltus

Peck. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target. Hit: 2 piercing damage.

Blundering Bird. *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. Hit: 1d6 + 2 piercing damage.

An exotic bird first discovered in the region of Azoran. Aveltus Fliers soar the skies and land frequently, hobbling about near settlements. They appear interested in other species' affairs and obnoxiously prod.

Piercer

Medium Monstrosity, Unaligned

Armor Class 10

Hit Points 7-9

Movement 5 ft.

STR	DEX	CON	INT	WIS	CHA
10	13	16	1	7	3
	[+1]	[+3]	[-5]	[-2]	[-4]

Skills **Stealth** +5

Senses Blindsight 30 ft., Darkvision 60 ft., Passive Perception 8

Languages None

False Appearance. While the piercer remains motionless on the ceiling, it is indistinguishable from a normal stalactite.

Spider Climb. The piercer can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Drop. *Melee Weapon Attack:* +3 to hit, one creature directly underneath the piercer. Hit: 3 (1d6) piercing damage per 10 feet fallen, up to 21 (6d6). Miss: The piercer takes half the normal falling damage for the distance fallen.

Ghoul

Medium Undead, Chaotic Evil

Armor Class 12

Hit Points 22

Movement 30 ft.

STR	DEX	CON	INT	WIS	CHA
13	15	10	7	10	6
[+1]	[+2]	[+0]	[-2]	[+0]	[-2]

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Common

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. Hit: 2d6 + 2 piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 2d4 + 2 slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

With their razor-sharp teeth and jagged claws, ghouls roam the night in packs, driven by an insatiable hunger for humanoid flesh.

Gas Spore

Large Plant, Unaligned

Armor Class 5

Hit Points 5

Movement 0 ft., Fly 10 ft. (Hover)

STR	DEX	CON	INT	WIS	CHA
5 [-3]	1 [-5]	3 [-4]	1 [-5]	1 [-5]	1 [-5]

Damage Immunities Poison

Condition Immunities Blinded, Deafened, Frightened, Paralyzed, Prone, Poisoned

Senses Blindsight 30 ft.

Languages None

Death Burst. The gas spore explodes when it drops to 0 hit points. Each creature within 20 feet of it must succeed on a DC 15 Constitution saving throw or take 10 (3d6) poison damage and become infected with a disease on a failed save. Creatures immune to the poisoned condition are immune to this disease.

Spores invade an infected creature's system, killing the creature in a number of hours equal to 1d12+the creature's Constitution score, unless the disease is removed. In half that time, the creature becomes poisoned for the rest of the duration. After the creature dies, it sprouts 2d4 Tiny gas spores that grow to full size in 7 days.

Eerie Resemblance. The gas spore resembles a beholder. A creature that can see the gas spore can discern its true nature with a successful DC 15 Intelligence (Nature) check.

Touch. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. Hit: 1 poison damage, and the creature must succeed on a DC 10 Constitution saving throw or become infected with the disease described in the Death Burst trait. Roll a 1d12 + Constitution to see how many hours the players will live before dying without being healed.

Violet Fungus

Medium Plant, Unaligned

Armor Class 5

Hit Points 5

Movement 0 ft.

STR	DEX	CON	INT	WIS	CHA
3 [-4]	1 [-5]	10 [+0]	1 [-5]	3 [-4]	1 [-5]

Condition Immunities Blinded, Deafened, Frightened

Senses Blindsight 30 ft. (Blind Beyond This Radius), Passive Perception 6

Languages None

False Appearance. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

Multiattack. The fungus makes 1d4 Rotting Touch attacks.

Rotting Touch. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one creature. Hit: (1d8) necrotic damage.



Bridge Troll

Large Giant, Lawful Neutral

Armor Class 16
Hit Points 26
Movement 25 ft.

STR	DEX	CON	INT	WIS	CHA
18	13	18	10	11	7
[+4]	[+1]	[+4]	[+0]	[+0]	[-2]

Damage Immunities Poison
Skills Perception +2
Senses Darkvision 30 ft., Passive Perception 11
Languages Common, Giant

Regeneration. The troll regains 2 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Stomp. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 1d6 + 4 blunt damage.
Bulkabow. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 2d6 + 4 piercing damage.
Multiattack. The troll makes three attacks: one with its stomp and two with its bulkabow.

A valued protector of Abalone, the Bridge Troll used to live in peace with the common folk until recent times. It holds a strong sense of justice and intends to right the wrongs of those who betray their word.



Premade Characters & NPCs



Player Characters

Name	Class	Con	Int	Wis	Cha	Str	Dex
Vasanti Lazaros	WIZARD	14	14	13	13	10	13
Milivele Vitari	CLERIC	12	12	13	7	12	9
Luna Vali	CLERIC	11	11	15	13	13	14
Jed Lockewood	FIGHTER	10	10	9	12	13	13
Faye Bahlar	FIGHTER	8	8	10	11	15	12
Seneca Elias	THEIF	9	9	11	10	11	15



NPC D20 Randomizer

First Name	Last Name	Job	Personality
Leona	Milano	Priest	Drunk
Justin	Lind	Miner	Flirt
Mikhail	Sanders	Miner	Idiot
Parvati	Amalie	Miner	Cocky
Angeline	Van Gaunt	Teacher	Greedy
Cynthia	Dremin	Trader	Positive
Arwa	Fiers	Jeweller	Excitable
Pip	Volodya	Merchant	Paranoid
Rosalie	Himne	Blacksmith	Parental
Fredrick	Idri	Tailor	Moody
Basil	Maud	Doctor	Adventurous
Carlisle	Abena	Fisherman	Tired
Corval	Hifdan	Child	Dreamy
Aurie	Sundar	Child	Abusive
Elysia	Arima	Jeweller	Secretive
Jules	Renata	Merchant	Skeptical
Trevor	Kalem	Fisherman	Trustful
Angus	Navin	Fisherman	Impulsive
Stephanos	Valeria	Miner	Vain
Natalia	Kaolin	Miner	Generous

Azurite D20 Randomizer

Names	Job	Personality
Wsren	Scout	Feisty
Brzna	Scout	Drunk
Ornla	Cleric	Friendly
Vfarn	Scout	Peaceful
Denros	Cleric	Pacifist
Wranxdr	Cave Worker	Aggressive
Fnziros	Cleric	Wary
Vqn	Cave Worker	Wary
Sylprs	Criminal	Helpful
Klkn	Guard	Hates Humans
Urpetr	Guard	Hates All Who Live Above Ground
Nrnrin	Guard	Hates Humans
Zylcn	Sanitation Worker	Hates Humans
Fzrwyn	Teacher	Hates Humans
Sylklyn	Collector	Hates Humans
Urmora	Cave Worker	Hates All Who Live Above Ground
Xlfin	Cave Worker	Neutral to Humans
Vrwin	Scout	Hostile
Crkas	Hunter	Curious
Pzumn	Hunter	Likes Humans



Shops



Items Sold at the Onyx Inn

Ale, flagon – 3cp
Wine, cup – 1sp
Rum, flagon – 5cp
Screwdriver, cup – 15 cp

Items Sold at Alexandrite Inn

Fine Wine, cup – 2 sp
Imported Ale, cup – 1 sp
Highland Rum, cup – 15 cp
Cosmopolitan, glass – 1 gp

Items Sold at On The Rocks

Mercury on the Rocks – 1 cp
Glittery Cocktail on the Rocks – 5 cp
Pear Juice on the Rocks – 1 sp

Items Sold at Azurite Shops

Lanterns – 5 gp
Torch – 5 cp
Tinderbox – 6 sp
Igneous Meal – 1 gp
Metamorphic Meal – 1 sp
Sedimentary Meal – 5 cp
Shale Snack – 1 cp
Talc Drink – 4 cp
Pop Rocks (rocks with a bit of gunpowder) – 1 sp
Small Sandstone Sculpture (Azurite snack) – 5 cp
Rope, hemp 50' – 5gp
Trinket, egg shaped – 5cp
Ornate music box egg – 5 gp
Holy Egg Symbol, silver – 15 gp

Items Sold At Above Ground Shops Coincide With The Glory of Yore items list



Area Maps

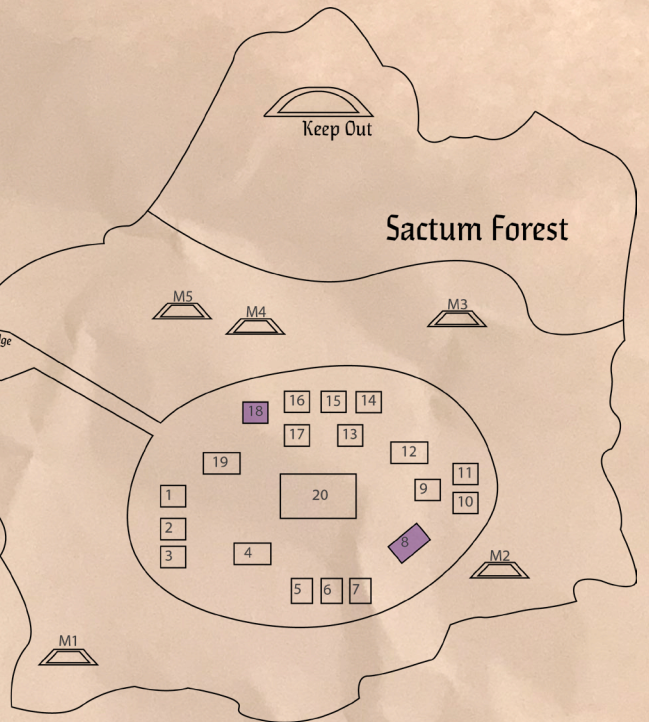


Abalonian Forest

Map Key	
	Building/Structure
	Notable Building/Structure
	Cave Entrance
	Mine Entrance
	Town Square
	Stairs



Abalone



Sactum Forest

The Pillar
Abalonian Mines



The town of Abalone is on the brink of collapse. Known for its mines and the valuable “seaglass” found within them, Abalone has been cut off from its major source of revenue. The troll, known by the townspeople as the Bridgekeeper, has suddenly started denying access to the only route to the mines, and violently attacks any who try to get by him.

A theft in the night, a town hiding secrets of days long past, and mysterious creatures devising their own plans underfoot – it is up to brave adventurers to learn the secrets of the town and pave the path towards Abalone’s future.

